

NINTENDO • GENESIS • SUPER NES • TURBOGRAFX-16 • GAME BOY • GAME GEAR • LYNX

GAMEPRO

#1 VIDEO GAME MAGAZINE

Lights!
Camera!
Video Action!

Hook!

Rip Into Action
On Your NES!

NEO GEO!

Previews of 11 New
Monster Titles! Pg. 100

56 New Carts Reviewed!

Bucky O'Hare • *Monster in my Pocket*
Flintstones • Lemmings • The Flash
Golden Axe II • Road Rash • Quackshot
SimCity • Buck Rogers • Treasure Master
Darkwing Duck • Earth Defense Force
Adventure Island for Game Boy
And Much More!

An B&B Communications Publication

January 1992

\$3.95 Canada \$4.95 UK £2.95



Watch The
GamePro
TV Show!
See Page 136

THE LEGEND OF THE MYSTICAL NINJA™

Enter the 10 Levels of the Dragonbeast to rescue the mysteriously missing princess of Horo-Horo. Experience a sight and sound extravaganza as you battle through double Warlock Stages and incredible 3D and 2D zones, using magical moves and solving mystical problems in order to advance.

Take on the Carp Meister with his paralyzing fighting fish, and Tanaka-U-Out, whose bone crushing hammer packs a wallop. Capture all-powerful sinjin items like fire staves and dynamite. If you fail to collect gold coins from defeated foes you won't receive all-important clues, or be allowed to go for broke at "hidden risk" areas such as the Quiz House and Horse Races.

Just remember, the true strength of a mystical ninja is his wisdom. Of course, a survival instinct isn't such a bad asset either.

Available this January.



KONAMI® FOR THE SUPER NES™

Only one superpower will dominate the world of Super NES. Konami. Because Konami has amassed its video game strength to storm your Super NES with all the action, adventure and excitement it can hold.

Take command of Konami Super NES forces. And see how fun world domination can be when you've got a superpower on your side.

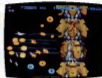
GRADIUS® III

You are the pilot of destiny, flying your Modulated Artillery Exalter (M A X) against Bacterion, a mammoth malignant mass. Prepare for an audio-visual blitz on your senses as you select your weapons from a stellar array of alien blasting devices, featuring five different categories. Your options include Hawk Wind Missiles, Twin Lasers, the Cyclone, Moga Crush, and many more.

Navigate with unbridled courage through 10 treacherous Terror Zones, each ending with its own mortifying Mayor. Only by penetrating their very beings can you hope to obliterate them. Along the way you face relentless attacks from Bazooka Heads, Spores, Monoliths and other monstrosities too unspeakable to mention here. And even with power-ups you may not survive The Dunes of Doom, The Carbonation Zone, and The Gauntlet.

But if you do, you'll find yourself in Bacterion's Lair. Here it will be decided whether you become a hero or an insignificant speck of cosmic dust.

Available now!



SUPER CASTLEVANIA IV™


It's time to dig up the past because Dracula has risen from his grave again! But this time he brings a host of never-before-seen super horrors, accompanied by some of the most chilling sound effects to ever tingle your spine. Venture into the Count's 11 level Castle of the Undead, complete with the Terrace of Terror, the Rotating Dungeon, the Sunken Ruins of Lost Spirits and other crypts of doom.

Wield your whip with heroic skill as you use it to swing over bone chilling traps and hundreds of ghost freaks, living corpses, spitting lizards, the strange metamorphosing dog-rats and more.

Strike back against gruesome torments like the Tongue Lasher, the Darkest Knight and the Bone-Afide Horseman. With a password you can pause to catch your breath, but considering what ultimately awaits you, it's just postponing the agony.

Available this January.





**FROM NOW ON
THERE WILL BE ONLY
ONE SUPERPOWER.**



"WOW!"

...THE HOTTEST GRAPHICS WE'VE EVER SEEN!"

—*GamePro TV*

"...INTRODUCES A SENSE OF REALITY NEVER BEFORE SEEN ON THE SUPER NES™!"

—*VideaGames and Computer Entertainment Magazine*

"SETS A NEW STANDARD IN VIDEO GAME ANIMATION... SUPERB! LIKE PLAYING THE MOVIE!!"

—*Game Players Magazine*

"AWESTRUCK!"

—*Electronic Gaming Monthly*



T H E R O C K E T E E R



For the Super Nintendo Entertainment System.

Disney
SOFTWARE



Licensed by Nintendo

Nintendo

IGS™
INFORMATION
GLOBAL
SERVICES,
INC.

Nintendo, Super Nintendo Entertainment System and the official logo are trademarks of Nintendo. © 1992 IGS. All Rights Reserved.

IGS is a trademark of Information Global Services, Inc. All Rights Reserved.

IGS INFORMATION GLOBAL SERVICES, INC.

CONTENTS



Any time's a good time for golf! See page 46.



Scratch that biker's itch! See page 54.



Yabbi Dabbi Dab!
See page 30.

10 Letter from the GamePros

14 The Mail

16 Cutting Edge

Alan's growing about a Jaguar and the Mega CD's on a roll.

20 Hot at the Arcades

A holiday bonus — four hot new coin ops.

24 Pro Reviews

Nintendo: Hook, Buckle O'Hare, Treasures Master, The Flintstones, M.C. Kids, Monster in My Pocket, Cyberball, Rampart, F-15 Strike Eagle, Ultimate Air Combat, Previews: The Empire Strikes Back and Defenders of Dynatron City.
Genesis: Golden Axe II, Road Rash, Quackshot, James Pond II: Robocod, California Games, F-22 Interceptor, Trouble Shooter, Buck Rogers: Countdown to Doomsday, Art Alive!, R.B.I. Baseball 3, and Preview: The Terminator.
Super NES: Legend of the Mystical Ninja, Home Alone, Earth Defense Force, Actraiser, Lagoon, Lemmings, SimCity, Pitowings, F-Zero, Populous, and Preview: Ultrabots.
TurboGrafx-16: Darkwing Duck, Davis Cup Tennis, and Ys II.
Game Boy: Hudson's Adventure Island, Jordan vs. Bird, Attack of the Killer Tomatoes, The Flash, Home Alone, Beetlejuice, and Truck Meet.
Game Gear: Batters Up, Clutch Hitter, and Woody Pop.
Lynx: Tournament Cyberball and Viking Child.

46 Special Feature: Big Hitters, Hackers, and Sandbaggers

Get ready to tee off with this latest crop of golf carts (ouch!).

100 Special Feature: Neo Geo for Real

If you're wondering what's been happening with the Neo Geo, just check it out.

134 Special Feature: Gadgets and Gear

Now that you've got that great new video game system, you might want to take a look at a few of these video game gadgets.

139 Ask the Pros

The GamePros answer your questions.

142 Short ProShots

A quick look at some of the hottest new carts.

148 S.W.A.T. (Secret Weapons and Tactics)

Awesome tips and tactics from GamePros everywhere.

160 ProNews

All the video game news that's fit to print.

166 Advertiser Index

GAMEPRO (ISSN 1042-8556) is published monthly for \$4.95 per year by GamePro Publishing, Inc., 2801 Broadway, Suite 220, Redwood City, CA 94063 (415) 362-3300. An AOL Company. The World's Leader in Information Services On Information Technology. Second class postage paid at Redwood City, CA and at additional mailing offices. **POSTMASTER:** Send address changes to GAMEPRO, P.O. Box 2096, Knoxville, IA 52107-2096. **Change of Address:** Please send old label and new address to GAMEPRO, P.O. Box 2096, Knoxville, IA 52107-2096. **Foreign and Canadian:** orders must be paid-prior in U.S. dollars on a U.S. bank and must include \$10/year additional postage. **Customer Service:** Call (800) 875-8037. For Customer service either Colorado or outside the U.S. call (303) 447-9030.

It's not even close. The massive Sega Genesis™ library is an insane line-up of more than 150 titles. Compared to... well, you get the picture. But we're not just talking numbers here. Genesis is going off with unreal new games like Sonic the Hedgehog,™ Spider-Man,™ ToeJam and Earl,™ Golden Axe II™ and Joe Montana II™

Sports Talk Football.™ Any one of these would be enough to blister your thumbs for weeks. So for the best selection of arcade games, action/adventure, role playing, sports, you name it, check out the Genesis library. Nothing else stacks up.



SEGA
GENESIS

It's a whole lot more.

The other guys just don't stack up.



SEGA and Genesis are trademarks of SEGA Enterprises Ltd. All games are trademarks of SEGA or its respective licensors. See front for details. © 1994 SEGA Enterprises Ltd. Sega, Sega Genesis, Sega Genesis System and all Sega 16-bit game titles are trademarks of Nintendo of America, Inc. or its respective licensors.™ Items for display.

Better Watch Out!



Uh-oh! There's a new Paperboy.[®] And he has a route in a nice new neighborhood. Or shall we say, it was a nice new neighborhood.

Because he's now delivering to both sides of the street. He's breaking windowpanes, knocking old couples out of swings, and ricocheting

papers from flower pots into mailboxes.

In the middle of this havoc, he's liable to do a good deed that actually gets his name in the paper.

But there's a lot more



Paperboy 2 is Here.



about Paperboy 2, grabbing the headlines. Like the fact that you can be a Papergirl, at the touch of a button.

Paperboy 2 is somewhere in your neighborhood now. Look for him at Toys "R" Us, Kay-Bee Toys, Target, K-Mart, Captron, Electronics Boutique,

Babbages, Software Etc., Sears, Child World and Fred Meyer.

Or call 1-800-234-3088 to order. But don't miss him. He certainly wouldn't miss you.

Available on Super NES[®], NES[®] and Game Boy.[™]



THE ONLY GAME TO SCORE WITH THE NHL[®]



This is definitely the ultimate power play

Twenty-two NHL[®] teams. Two All-Star squads. The Stanley Cup[®]. All the wholesome mayhem you love

about professional hockey.

It's all here in NHL[®] Hockey. The most action-packed, fast-paced, and high-contact Genesis game to come along since John Madden Football[™]

In fact, the same guys who tackled Madden designed NHL Hockey. So you think they'd miss any of the sport's finer points? Get real.

Every skater is modeled on 14 different attributes, like skating, strength, and rink awareness, based on 1990-91 stats.

As you can see from this composite screen shot, there's more action than you can shake a stick at

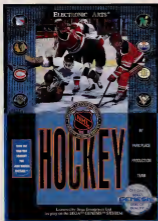


Your goalie has as many saves as the Red Cross. Kick saves, glove saves, stick saves. You can even pull him for an all-out assault.



SEGA
GENESIS

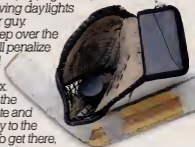




There's total player control, too. Take ballistic slapshots, execute sly backhands, flick passes to teammates; make great kick, glove, or stick saves; slash, hook, trip, high stick, or check the living daylights out of the other guy.

But if you step over the line, the refs will penalize you. Then cool your skates in the penalty box.

The goal of the game is to skate and score your way to the Stanley Cup. To get there, you'll face-off against every obstacle the pros do.



Intense, hard-hitting realism makes NHL Hockey the hottest game on ice.



If you have all the right moves, you get invited to the big dance—the Stanley Cup Finals.



This game definitely doesn't pull any punches. After you taste a few tap checks, poke checks, and shoulder checks, you'll know what we mean.



Everything measures up perfectly to the NHL. Compare position-by-position scouting report at-a-glance.

Overtime periods. Power plays. Play-offs. Penalties. Everything's the spitting image of hockey. Instant replays. Scouting reports. Powdy crowd reactions. Sound and animation that'll level you.

Take your best shot at the NHL. See your local game retailer or call (800) 245-4525 to order NHL Hockey now.

It's the only way to play with the pros and still keep your teeth.



ELECTRONIC ARTS®



NHL is a registered trademark of The National Hockey League. Stanley Cup® is a trademark of The National Hockey League. John Michael Falout® is a trademark of Electronic Arts. EA GAMES™ and EA GAMES™ are trademarks of EA GAMES, Inc.

Readin', Ritin', and Rayguns

By The GamePros

"How can I get a job in video games?" That's a question we hear all the time. The answer depends on your interests and desire.

It's advised that you go to school and get a degree in something useful in general to the industry - programming, art and design, marketing, etc. - then move to the West Coast or somewhere where many video game companies are located and try to get your foot in the door. In America there isn't really a clear cut path into the video games industry.

That used to be true in Japan, but the Japanese, as is their style, are addressing that concern with a tool that they've used time and again - education. The Mainichi Daily News in Tokyo, Japan recently reported on special video game design schools.

In April 1990 an entertainment software developers house Human Software, established the Kichijoji (Human Creative) School for video game design. There are currently 130 students enrolled at the school, which requires 800 classroom hours per school year.

Human Creative School president Toro Hayashi explains: "In the past Human used people who learned game design on their own through experience. However, if there are too many lone wolves, generally things do not go well. So we've decided to create schools and train people."

Other companies are following suit. Last Spring, Hudson established the Hudson Computer Design School and Bandain Design Kankyojo opened Bandain Denno Jho Gakuen (the Bandain Electronic Brain Information Academy). Enix plans to open a game school this April.

The curriculum at these schools isn't narrowly focused for techno-junkies either. "It's no good if students just sit in front of the computer all day," explained a Hudson school instructor, "We must develop their artistic sensibilities."

The Hudson School invites comic book artists and even dance experts to give special lectures. Enix's design school students will take courses such as "Basic Game English" where they learn English names for gods from Greek mythology, magic words, and science fiction terminology. In "The Basis of Games Theory," they'll learn player psychology and "game sense."

An official at Hudson Design School, Kikuo Omata, says, "Just being a person who likes games is not enough. You have to put in the time and effort as well as have that initial seed of talent."

That's how the Japanese plan to build a job path into the video game industry and create better games. Think it will work?

GAMEPRO

Publisher

John F. Rossazza

Editor-in-Chief

Leslie McDemott

Director of Creative Services

Michael Knutik

Director of Production/Operations

Lynne Karsh

Director of Circulation

Maureen Kaminski

Fulfillment Manager

Holly Wengal

Managing Editor

Wes White

Senior Editor

Mike Meyers

Editorial Assistant

Marta Bright

Technical Associates

Dave Westhead

Matt Taylor

Art Director

Francois Mao

Production Assistants

Patricia Ferguson

Monica Gentry

Marketing Manager

Debra Vernon

Manufacturing Manager

Fran Fice

Business Manager

Joanne Connolly Harmon

Assistant to the Publisher

Janetline C. Smith

Advertising Sales

Western Region

John Seeling (415) 363-6200

Central Region/Eastern Region

Ross H. Hoefler (708) 827-6094

Advertising Coordinator

Michelle Wheatley

President/Founder

Patrick J. Ferrell

Director of Credit Sales

William M. Boyer

Single Copy Sales Director

Linda Roth

Single Copy Sales Manager

Denny Zimmerman

Newsworld Promotion Manager

Johanna Rivard

Western Single Copy Sales Manager

Robert Stewart

For Customer Service Call:

(800) 676-9097

Volume #1, January 1992 Issue

Entire contents copyright 1991 by GamePro Publishing Inc. All rights reserved. Reproduction in whole or part without prior written permission by the publisher is prohibited. All submissions including, but not limited to, artwork, text, photographs and videotapes become the property of the publisher. Submitters cannot be re-tarried; senders should retain a copy. The GAMEPRO® name and logo are registered trademarks of GamePro Publishing, Inc. GameSide and Game Boy are Registered Trademarks of Nintendo of America, Inc. Sega and Genesis are Registered Trademarks of Sega of America, Inc. Atari and Lynx are Registered Trademarks of Atari Corp. TurboGrafx-16 is a Registered Trademark of NEC. ABC Membership Applied For



Graphics: Judges the cart's pix, animation, and artistic design; **Sound:** 5 = Turn up the volume!
1 = Noise pollution; **Gameplay:** Rates how smoothly the game's command interface and controller functions translate into onscreen action and fun; **FunFactor:** Here's the bottom line. Is it fun?
Challenge: Rates the computer's smarts and game skills, but remember a low rating here isn't necessarily bad and vice versa. See Graphics, Sound, Gameplay, and especially FunFactor

It's All
NEW!


GAME BOY
AT
WORK

GET YOUR MIND BACK IN THE GUTTER.

Time to get crude and rude, dude. 'Cause Shredder's nabbed April O'Neil again in Teenage Mutant Ninja-Turtles™ II: Back from the Sewers™. Konami's™ new bodacious shell-bound shocker for Game Boy.

- Two megs memory puts major screenage in your face with bigger characters and cooler action.
- 6 totally tasty levels plus 5 bonus pizza collecting stages.
- Attempt to release captured Turtles in the most excellent rescue levels.
- All new feature lets you choose a level of difficulty.
- Walk, talk, jump, climb, skateboard and surf through downtown sewers, abandoned buildings, subways, highways, the Technodrome and other areas o' pain.
- Righteous reporter April is missing serious air time, dude. So get strong and maybe Shredder will choke 'n croak for good.

Not!

 **KONAMI**



Teenage Mutant Ninja Turtles and the distinctive likeness thereof are registered trademarks and copyright 1991 by Mirage Studios. All related characters and icons are copyright 1991 Mirage Studios, exclusively licensed by Sega Licensing, Inc. © S. © 1991 Mirage Studios. Nintendo, Game Boy and the Official Seal are trademarks of Nintendo of America, Inc. © 1993 Nintendo of America, Inc. Konami © is a registered trademark of Konami Co., Ltd. © 1993 Konami, Inc. All Rights Reserved.

TENGEN presents the *hottest* arcade hits for your **GENESIS**!



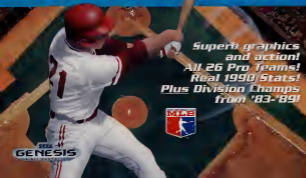
PIT-FIGHTER

Digitized graphics of live action for the meanest, nastiest, hand-to-hand combat!



RoadBlasters

Drive a super performance car on a highway where the only law is survival!



*Superb graphics and action!
All 26 Pro Teams!
Real 1990 Stats!
Plus Division Champs from '83-'89!*



RBI 3 **BASEBALL**



© 1990 Sega Enterprises, Ltd. All rights reserved.

© 1990 Sega Enterprises, Ltd. All rights reserved.

© 1990 Sega Enterprises, Ltd. All rights reserved.

Call **1-800-2-TENGEN** today
to order with **VISA/MC.**

Or go to your local retailer.

PAPERBOY

*It's not a job —
it's an adventure!
It's the most fun
you can have
on a bike!*



SEGA
GENESIS
THE 16 BIT HOME ENTERTAINMENT SYSTEM



Sega Genesis games are manufactured
by Sega Enterprises, Ltd.
© 1994 Sega Enterprises, Ltd.
All rights reserved.
Sega and
Genesis are
trademarks
of Sega
Enterprises, Ltd.



PAC-MANIA

*You're Pac-Man®
in a universe of
3-D mazes — and
you can jump
over ghosts!*



SEGA
GENESIS
THE 16 BIT HOME ENTERTAINMENT SYSTEM



Ms. PAC-MAN

*For two players,
36 awesome
mazes! Features
Pac-Booster!*



SEGA
GENESIS
THE 16 BIT HOME ENTERTAINMENT SYSTEM



© 1994 Sega Enterprises, Ltd. All rights reserved. Sega, Genesis, and Paperboy are trademarks of Sega Enterprises, Ltd. Pac-Man and Pac-Mania are trademarks of Bandai. Ms. Pac-Man is a trademark of Namco. All other trademarks are the property of their respective owners.



Enough's Enough!

I'm really having difficulty understanding why everybody's so up in arms about the Genesis versus the Super NES. I have both systems, and I love them both. There is no "better" or "best" 16-bit game system; just decide what games you like to play. Give the argument a rest, people. Go with what feels right for you and have fun!

Scott Quarry, Mira Loma, CA

Don't Leave Me Now

I have just purchased the TurboGrafx-16 and I love it. However, recently I heard a rumor that NEC plans to stop producing titles for the Turbo-16 in early 1992. Is this true?

John Yang, Bel Air, MD

(No need to panic, John. That's a bogus rumor. We know on first hand authority that NEC has absolutely no plans whatsoever to stop producing TurboGrafx-16 titles. In fact, you can look forward to a whole new lineup of games to hit the shelves throughout the year. - Ed.)

How 'Bout Those Academicis

Why hasn't there been a football video game made with college teams? Don't the licensees realize that some of us might be getting tired of the same old pro teams, such as San Francisco and Chicago. Hey, all you game developers, how about a shot at video fame for the guys who play for free?

Richard Baker, Raleigh, NC

(That's easier said than done, Richard. Here are a few reasons why a licensee may or may not want to base a game on college teams. First, licensing involves money, and it's a direct violation of NCAA rules to license any individual college superstar because they aren't allowed to receive payment for sports related endorsements (such as a video game) before they graduate. Secondly, because so many college teams only receive television and/or radio coverage on a local level, the chances for

national-wide recognition are slim. A consumer would be less inclined to purchase a game based on, for example, North Carolina State's team if he lives elsewhere and roots for a different local team. The happy medium would be to license the NCAA and promote a game through a recognizable division, such as the Pac-Ten or the Big Ten. The rules wouldn't be broken because no individual college or player would receive the proceeds. Instead the proceeds, via the NCAA, would go towards promoting all college level athletics. To add realism to the game, the licensee could program it in such as way that each team would have its approximate "play style" without listing team players. FYI, in April '92, Nat America will release a Super NES sports cart based on NCAA basketball teams. Perhaps some other licensees will follow their lead and do a football cart. - Ed.)

Put the "Consumer" in C.E.S.

I expressed an interest to a friend who works in the video game industry that I would like to attend a Consumer Electronics Show, however, he told me that the show is only for people directly involved with the video gaming industry. I sincerely hope this isn't true. Let's remember who keeps Nintendo, Sega, NEC, etc. in business - the consumer! Brian Seidel, La Crosse, WI

(That's a very valid point. Calling it the Consumer Electronics Show is a bit ambiguous because in reality C.E.S. is a trade show. As you may or may not know, the function of a tradeshow is for the designers and/or manufacturers to showcase their products for potential distributors or retailers, who in turn showcase them to the public in their stores. However, you're in luck, Brian, because after 25 years that is all about to change. According to Cynthia Upson, the Staff Vice President for the Electronic Industries Association, the 25 year policy of "no consumers allowed" is going to be lifted in 1992. The change will take effect during the June 1992 Consumer Electronics Show, which is held in Chicago. Upson explained that the general public will be allowed to attend during two days of the show (Saturday, June 6th from 12:00 to 8:00 p.m. and Sunday, June 7th from 9:00 a.m. to 6:00 p.m.). Tickets will be sold both at the door as well as through ticket outlets. The cost for tickets will be \$10 for adults and \$5 for kids ages 6-12. Children under 6 will get in free. Entrance will not, however, give the public free ac-

cess to all areas. Exhibitors will have special areas set up for the public only. This is to avoid confusion and overcrowding in the areas where the retailers and the press view products. - Ed.)

Game Gear Sonic

I've seen and played Sonic the Hedgehog for the Genesis and it's a really great game. The problem, however, is that I only own a Game Gear. I'm hoping that Sega will make Sonic for Game Gear. Is there any chance this might happen?

Lauren Eisenberg, Hughson, CA

(Never fear, Lauren. Sonic the Hedgehog is on his way to the Game Gear right now. In fact, we've scheduled a review on the Game Gear version of Sonic in our February '92 issue. You can expect the little speedster to hit store shelves, in completed GG form, some time early in '92. - Ed.)

Atari Xmas

I really enjoyed the "Atari Adventum" insert you printed in the July '91 issue. The layout stated that over 36 new Lynx titles are scheduled for release in 1991. As Christmas approaches, I've seen plenty of new action, adventure, and puzzle games released but as of now, I haven't seen any sports titles. Is Atari really going to release a flood of new games for Christmas and will there finally be some sports titles included in the batch.

Mike McMurray, Greenville, IL

(You can look for Viking Child, Hard Driver, Stan Runner, Tournament Cyberball, Bill and Ted's Excellent Adventures, Awesome Golf, and World Class Soccer to be in the stores for Christmas. As for the sports titles, well, if all goes as scheduled Lynx Hockey and Baseball Heroes will all be available in late February '92. - 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 land 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!



A FORCE STRONGER THAN YOUR PARENTS DOESN'T WANT YOU PLAYING THIS GAME.

Okay, Jedi knight. Here's your chance to rescue Princess Leia from certain death.

Man the gunnery of the Millennium Falcon. And pilot your very own X-wing down the trench of the Death Star—home base to a few hundred thousand fully-armed stormtroopers, and the Lord of the Imperial Fleet himself, Darth Vader.

He's armed and ready. The question is, are you?



Dodge speeding TIE fighters from the comfort of your 3-D cockpit.

STAR WARS

JVC/LUCASFILM GAMES™



Take the Millennium Falcon out for a little spin around the galaxy.

CUTTING EDGE

Hardware and CD games are razor sharp on the Cutting Edge. Check out these two reports — and dreams. — The Whizz

The Jaguar Rules Atari's Jungle

By Slesher Quan

The latest and greatest in cutting-edge gaming isn't popping up only in Japan. U.S.-based Atari Corporation will try to beat Nintendo, Sega, and NEC to the 32-bit (and possibly even 64-bit) punch with its supercharged game system — the Jaguar.

Atari Has a New Dream

Remember the Panther, Atari's semi-secret 16/32-bit system which never made it to store shelves? We sure do. It was rumored to have graphic capabilities somewhat better than the Genesis and the Super Nintendo. But as Bob Schuricht, National Sales Director of Atari, states, "Atari backed away from the Panther because the Jaguar's development was far ahead of schedule." Atari decided to design a more "unique" console. Heads up NEO-GEO, here comes the Jaguar!

Which Way Does the Hardware Go?

Now that we have your attention, let's talk super power. What's this cat all about? Right now Atari isn't leaving out any possibility. Schuricht reports that many different configurations are being considered for the Jaguar. It could end up as a 32-bitter, a 64-bitter, or a hybrid of the two, and take advantage of all, one, or none of the following inputs and applications: game cartridges, personal computer adaptability, disk drive, keyboard, modem, and CD-ROM. The devices could be packaged together, or they might be sold separately. Jaguar

might play Lynx carts, but then again it might not. As Schuricht seriously notes, "The hardware specifications are evolving on a day-to-day basis."

However, a few factors are key to the Jaguar's development. Atari's reasoning for the Jaguar is that some competing systems may prove to be flashes-in-the-pan, which could open a door of opportunity for a more powerful machine. Schuricht believes that "the consumer who's spending \$30, \$40, \$50, or \$60 dollars for software doesn't want the game to end in four hours. They want to be able to go back in and play that game differently. They want to see different levels; they want to see more realistic action than they've seen in the past." With the better graphics and extra sprites provided by the Jaguar, Schuricht feels the gameplay will be more life-like and enjoyable. "We want to put as much in [the Jaguar] as possible so it doesn't become obsolete for many years. We want a system that will be viable in the next millennium." Wow!

Purr-fect Price

The Lynx originally debuted for \$179.95, but after redesigning it in a smaller size and reducing the price (only \$99.95 with no software), Atari reported an astronomical 500% sales increase. Lesson learned, Atari will try to cost-engineer the Jaguar as effectively as possible. Schuricht believes the Jaguar will never see the light of day unless it's "competitively priced" with the current market. More for less is Atari's new philosophy, and it has to be when competing with Nintendo's brand loyalty and Sega's huge headstart. And maybe, just maybe, if a few of those "multimedia" inputs come to fruition, the Jaguar could represent Atari's long-awaited re-entrance into the "next generation" console wars.

D-Day for the Jaguar

Atari's computer gurus are working overtime to deliver a great product at a great price. Specs should be final in a few months, and software development will commence promptly thereafter.

Lynx licensees, such as Shadowsoft, Tel-e-games, and Color Dreams, will all be approached for Jaguar contracts. Look for the system and its games to hit late '92 or early '93. Can Atari really pull off the hardware coup of the decade, or is there as much substance to the Jaguar as there was to the Panther? Atari holds all the answers in its paws.

Flash! Genesis CD Update!

By E.D. Beta

Everyone's pumped about the already-released-in-Japan and soon-to-debut-in-the-U.S. Genesis CD-ROM, right? Right. The built-in MC68000 processor, coupled with Genesis' existing MC68000, produces a 32-bit quality effect which could rocket the machine to unheard-of home-system heights. Unfortunately software has been a complete mystery to all of us. Until now.

Software Explosion

Sega is armed and ready for the upcoming compact-disc confrontation with Nintendo and NEC. A slew of new licenses and titles have been announced in Japan, so here's a run-down.

Of course Sega is busy with dozens of disc-based games, and we managed to "unearth" a few specifics. SimEarth, based on Maxis' computer sequel to SimCity, is a must for Populous lovers. You play supreme being as you control and shape the atmosphere, planets, oceans, mountains, and landscaping of your own personalized planet. Nourish your world correctly and eventually intelligent races and lifeforms will appear. Looks like a winner, CD or not CD.

Also coming to Sega's silver discs are some of its best and brightest arcade offerings. Rad Mobile and Power Drift will be enhanced with new courses and music. Other games hot off the drawing boards include several undisclosed sports titles and two epic role-playing games. 3x3 Eyes tells the tale of a forlorn female demon who is cursed with multiple personalities. And finally Phantasy Star IV: Return of Alis reportedly features digitized graphics and

Subscribe to GamePro...

12 issues only \$19.97!
Over 57% off the cover price!

NOW!!

Watch the American
Gladiators every
weekend! Check
local listings for
time and station!

GAMEPRO - the magazine for the player who is serious about having big fun. Each issue is action-packed with:

- All the cutting edge info on the latest games and game systems!
- In-depth tips, strategies, and secret moves!
- Probing game reviews telling what's hot and what's not!
- A dynamic look that will knock your socks off!

Subscribe to **GAMEPRO** because like you, we're a cut above the rest!

Use the convenient order card or enclose your name, address (including zip code), and age with a check or money order for \$19.97 to:

GAMEPRO Magazine
CIRCULATION
P.O. Box 2096
Knoxville, IA 50197-2096

(Foreign subscribers add \$10.00 per year, U.S. funds only)

BELIEVE IT OR NOT!

\$5.00*

*Nintendo Game Boy only

Nintendo

Super NES

GAME BOY

TURBO
GRAFX

GENESIS

- ✓ Please help us to send you the information about \$5.00 per game right away.
- ✓ Enclose \$1.00 for shipping and handling.
- ✓ We will include \$2.00 coupon for your 1st order.



Starland club™

4300 Evergreen Lane, Suite 307
Annandale, VA 22003 (703) 642-0813

Most orders will be shipped within 12 hours.

GP101

Get the Savings Today!

Name _____ Age _____

Address _____

City _____

State _____ Zip _____

Phone (____) _____

Indicate systems you own

Nintendo Turbo Grafx Game Boy Genesis Other _____4300 Evergreen Lane
Suite 307
Annandale, VA 22003

1. Heavy Nova, 2. Detonator Organ, 3. 3 x 3 Eyes, 4. Iste Road, 5. Sol-Faceo, 6. Ernest Evans.



sounds and ties in directly with all three previous chapters.

Wolf Team, developer of Renovation carts such as El Vieito and Valls, is hard at work on Ernest Evans, an Indiana-Jones style action-adventure sporting excellent CD music and graphics. You assume the role of Evans, an ambitious 1920s American explorer searching for a fabled Incan spellbook deep within Peru. Over 160 megabits of memory enhance the looks and sounds of the outrageously large and colorful native creatures. One to watch!

Sierra, an industry-leading developer of PC games, will convert a strong line-up of computer titles to Sega's CD platform. Rise of the Dragon, set to ship before March, offers futuristic crime-busting in a Blade-Runner type setting. Also under development are Leisure Suit Larry I, The Adventures of Willy Beamish, Heart of China, Space Quest I & IV, King's Quest V, Police Quest III, and Stellar 7.

Laserdisc "cartoonimation" games, back from the dead of the early-eighties arcade wonder-years, may find a happy home on Genesis CD. Victor Musical Industries is expected to port great-

looking Sullivan Bluth classics such as Dragon's Lair, Space Ace, and several others to disc.

For mystery-murder buffs, Sur De' Wave (no, we've never heard of that company, either) plans to produce Nostalgia 1907, a complex, real-time CD caper. Similar in concept to J.B. Harolds Murder Club, Nostalgia places the player on an ocean liner where a string of macabre killings demand expert sleuthing skills.

Other titles on the way include Detonator Organ, a cybernetic role-playing battle from Hot-B; Lunar: The Silver Star and Nobunaga's Ambition III from Game Arts, Heavy Nova from Micronet, and reportedly Pit Fighter and Race Driver from Tengen.

Coming Soon to a CD-ROM Near You

Japanese Segaphiles are already spinning many of these latest CD titles as you read this, and the rest should appear overseas within the coming months. Although Sega of America isn't talking, you can bet the cream of the crop will debut Stateside along with the Genesis CD-ROM this spring.

IT'S BARTMANIA FOR YOUR NES™ AND GAME BOY!

Gangway, man! It's Bartmania three ways for your NES™ and Game Boy! Looking for some wild fun? Then help

save Springfield from the alien invasion in **THE SIMPSONS BART VS. THE SPACE MUTANTS™** for your NES™. For Simpsons™ antics on the go, join Bart and Lisa as they

fight for their lives in **BART SIMPSONS ESCAPE FROM CAMP DRINDLY™** run by Acclaim™. Look for Bart as

and Homer in their all-new NES™ adventure

BART IN THE WORLD™. It's all-out mayhem around the

planet from Egypt to Hollywood as Burns and Smithers try to get rid of the Simpsons™ once and for all. Don't let that happen... Save Springfield...

Save the Simpsons™... Save the World... Keep

KEEP BARTMANIA ALIVE!



Homer Simpson has some special plans for his "boppy campers" in "Escape from Camp Drindly" for Game Boy!



Only Bart can save Springfield from the alien invasion in "Bart vs. the Space Mutants" for your NES!



Acclaim™
entertainment, inc.



LICENSED BY
Nintendo™



Starblade (Namco)

Namco's Starblade represents the next generation of polygon-filled flight simulators with graphics that must be seen to be believed! This large, one-player, sitdown cockpit places you in a gun turret aboard the starship GeoSword. The Federation of Planets is under siege by enemy forces originating from the mechanized planet known only as Red Eye. You must fight your way through mind-boggling waves of enemy fighters, jump through hyperspace and pass through an asteroid field to invade Red Eye. There you speed through the inner chasms of the planet, avoiding enemy



By Hack 'n Slash

This ish H.A.T.A. zaps you into the despoist regions of outer space, slams you onto dirt-filled race courses across the world, and takes a quick detour to check out some of the hottest comic book and sci-fi video action in town! Strap yourself in tight, fellow arcadians, this is gonna be one, wild ride!



ground fire and enemy ships, in order to get your sights on the Octopus Power Reactor — Red Eye's only vulnerable spot.

The graphics are incredible! Hyper fast scaling and ultra-smooth sprite rotation create the illusion of watching a movie rather than playing just a video game. Since you're in the gun turret, you can't control the direction of your ship; however, you can shoot your lasers anywhere on-screen. The screen itself is a large convex mirror which enlarges all the graphics, giving it an eerily realistic 3-D effect that completely engulfs the player's field of vision. Four powerful speakers encircle the screen, pumping out radical voices and sound effects adding to the realism of the experience. Finally, the player's seat delivers a re-sounding loud thump and forceful kick

each time your ship takes a hit! Starblade is a definite must-play! Out of this world!

PRO TIP: You only need to take out enemy fire coming directly towards your viewport.

PRO TIP: In extremely cramped situations, protect your ship by firing in tight concentric circles originating at center screen.



Captain America and The Avengers (Data East)

Based upon the long running Marvel comic book, The Avengers, this 1-4 player-simultaneous fighter is sure to please arcade fans and comic book aficionados alike. Captain America's arch nemesis, the Red Skull, has recruited Klaw, Whirlwind, the Grim Reaper, the Mandarin, Deathstalker, and those gigantic, robot mutant hunting Sentinels in a devout plan to take over the world. Cap leads Iron Man, the Vision, and Hawkeye against this evil supercrew. Their battles take place on streets of New York, across the world, and even in outer space aboard an orbiting space platform.

Great care has been taken to ensure that each character looks, sounds, and fights with his comic book powers. Iron Man fires his repulsor rays, the Vision

zaps enemies with laser eye beams, Hawkeye unleashes a flurry of arrows, and Cap flings his shield. This game even plays like a comic book; detailed panels of comic art recount the storyline between levels. Classic sound effects such as "KWHAM," "KZAP" and "WHABOOM" flash in bright comic-bookish lettering. The villains speak in campy evil tanter and the heroes reply



Terminator 2 (Midway)

The action-packed summer blockbuster movie that wowed everyone with its awesome special effects has inspired an arcade shooter with equally breathtaking graphics and gameplay. This 1- or 2-player stand-up gun game is a visual and aural feast for the senses! Terminator 2: Judgement Day incorporates actual film footage, digitized backdrops of scenes from the movie, an awesome soundtrack, mind-numbing sound effects, and digitized speech of Arnold himself encouraging you through

the heat of battle. Smooth, multi-scrolling creates a realistic 3-D look that's enhanced by holographic-like flashes that appear between you and the screen.

Gameplay is simple—gun down the enemies before they get you! You have set amounts of energy and ammunition, which is recharged when you shoot special weapon and energy pill icons. The game accurately follows the movie storyline, battling the robotic forces of Skynet in the Future, infiltrating the Skynet headquarters, controlling the Time Field Generator which sends you back in time to our present to protect Sarah Connor and her son, and the ultimate final battle with the most deadly Terminator of all—the T-1000!

This game requires quick reflexes and a top-notch shooting ability to handle the non-stop, pulse-pounding action. As with the movie, Terminator 2: Judgement Day

is something that can't be described, but must be experienced firsthand! Hasta la vista, baby!



with equally corny lines about truth, justice and the American arcade way!

The graphics are gorgeous! All the characters are well-rendered, and the backgrounds feature infinite detail. A hot soundtrack and realistic digitized voices and sound effects help make this game a joy to play. There are sure to be long lines for this one, but that's OK since it's just as fun to watch as it is to play. As with their other 4-player arcade hit, The Simpsons, Data East is hitting jackpots with the comics!

PRO TIP: Force your opponents off the edge of the screen and keep pounding them every time they venture back.

PRO TIP: When fighting as a team, keep Iron Man and the Vision flying so you'll have both a ground and air attack.



Road Riot 4WD (Atari)

Take a spin in your own personal 4WD (four wheel drive) super-powered dune buggy. Unlike Atari's other "reality-based" driving games such as Final Lap and Hard Drivin', Road Riot 4WD is a rock'em, sock'em, no-holds barred 1- or 2-player racer! Sit before a large 29-inch screen, foot poised on the gas pedal, hands firmly gripping the steering wheel, and your fingers poised on the firing buttons. Firing buttons? In a driving game? Correct, the only objective of Road Riot 4WD is to win any way you can!

Take the field in one of over a dozen bumpy, obstacle-filled dirt courses situated throughout the world, including Saudi Arabia, Australia, Las Vegas, and even New Jersey! On each course, you must be the first across the finish line in three laps, or you're outta the race! Anything goes, so smash into your opponents, or shoot them with your unlimited supply of stun bullets.

The graphics are hot! You have a first person perspective behind your 4WD and the sprites are all large and well-rendered. Digitized images and voices of real buggies, racers, and spectators round out this game. Road Riot isn't for Sunday drivers. Your computer opponents are very hard to beat, almost impossible in the upper levels. Road Riot 4WD is hell on wheels!

PRO TIP: There are no brakes; ease off the gas long before you go into hairpin turns!



THE ULTIMATE QUEST FOR FANTASY PRIZES

Scooter's dream starts where most games finish. After battling sharks, conquering space, surviving miniaturization, and getting lost in fantasy forest, our hero Scooter finds the treasure...but gets to keep it!

It's up to you to guide him there to keep your share when the Treasure Master™ vault opens with the Secret Password on April 11, 1992 12 PM EST. You and Scooter will have to be in top training to get there first because it won't be easy.

But all your practice and training won't be wasted because mastering the 5 tough treasure worlds will prepare you for the ultimate quest for fantasy prizes right at home!



AS THE TREASURE MASTER YOU WILL:

- Navigate treacherous depths in your personal submarine
- Explore exotic foreign planets
- Engage hostile aliens in arcade-style combat
- Master all the wacky tools as you search for real treasure
- Interact with a variety of mysterious creatures
- You're given 12 hours to learn the Secret Password and compete to win Fantasy Prizes



Licensed by Nintendo
for play on the
Nintendo
ENTERTAINMENT
SYSTEM®



If your oxygen holds out, you're in for a blast.



Travel to a place where maps and roads don't exist.



You can nearly touch the treasure, but will you get there in time?

\$250,000 IN FANTASY PRIZES*

TWO GRAND PRIZE WINNERS

WILL CHOOSE ONE OF THE FOLLOWING:



FANTASY CONCERT

Anywhere in the U.S. for you and 3 friends.

- The best available seats
- All air and hotel for 3 days and 2 nights, plus \$5,000 spending cash.



FANTASY GAME ROOM

• 50" big screen projection TV.

- Awesome component sound system.
- Super NES™ with 12 Super NES™ game packs installed wherever you want in the U.S.



FANTASY SPORTS SPECTACULAR

- The best available seats
- All air and hotel for 3 days and 2 nights, plus \$5,000 spending cash.



\$10,000 CASH EQUIVALENT

Create your own personal fantasy

250 SECOND PRIZES

SUPER NINTENDO.
ENTERTAINMENT SYSTEM

36,000 THIRD PRIZES

Official poster-size
TREASURE MASTER™
certificate

PLAY AT HOME TO WIN!

COMPETITION INFORMATION

- *See official Treasure Master™ Competition Rules for complete details.
- Competition period is from 12 noon EST until 12 midnight EST on April 11, 1992. Watch MTV™ from 12-1PM on April 11, 1992 or call 1-900-370-TREASURE any time during the competition period and discover the Secret Password. Call will cost \$.50 per minute. Children under 18 must ask their parents first. Average length of call is 3 minutes.
 - This competition is open to all US residents except in those states where the competition is issued, prohibited or restricted by law including the states of Arizona, Louisiana, Montana and Vermont.
 - Competitors should first check the availability of 900 exchange telephone service in their home locality prior to entering this competition.
 - To be eligible we must receive your official Treasure Master™ registration card by midnight EST April 8, 1992.

For more information call

1-900-370-TREASURE

Call will cost \$.50 per minute.

Children under 18 must ask their parents first.

Average length of call is 3 minutes.



AMERICAN SOFTWARE'S COBR

**\$5.00 CASH REBATE
WITH 6 PROOFS FROM
NESTLE CANDY BARS
EXPIRES 3/15/92**

The Treasure Master™ competition is sponsored by American Software Corporation, 228 East 45th Street, New York, NY 10017, which is solely responsible for the awarding of all prizes.

The decision of the Treasure Master judges shall be final and binding on all matters relating to this competition.

Nintendo of America, Inc. is neither a sponsor of nor affiliated with the Treasure Master competition and expressly disclaims any responsibility for the conduct or administration of the competition.



By Earth Angel

The movie everyone's talking about this holiday season is already on its way to three different video game formats. The first two Hook titles coming your way are for the NES and the Game Boy. In both versions the gameplay follows the plot of the movie—Peter Pan is all grown up and doesn't remember being Peter Pan until one day Captain Hook kidnaps Peter's children. With a little help from Grandma Wendy and the ever-faithful, ever-flighty Tinkerbell, Peter becomes Peter Pan once again to rescue his own lost kids from a vengeful Captain Hook.

It's Three, Three Games in One

The basic gameplay itself is horizontally and vertically scrolling action/adventure style. Peter Pan teams up with Tink and must search different areas of Never Never Land in order to discover where his children are being held hostage. In each area of Never Never Land he visits he searches for special items that enable him to clear that area and build his strength for the final battle with Hook. In addition to the regular game the cart also features two other styles of play. In 3-D flying sequences Pan tries to grab marbles ("happy thoughts") in order to keep aloft, while at the same time dodging nasty clouds and booby-trapped dynamite balloons sent up by Hook. In the battle scenes Peter goes head-to-head with an enemy such as Rufo, leader of the Lost Boys, to win a special item.

An SNES version of Hook is in the very early stages. Sony/Imageware promises that this cart will be even more involved, feature spectacular graphics, and really "hook" you! We'll have more on SNES Hook, as well as complete reviews of the NES and Game Boy versions, in upcoming issues. In the meantime, think happy thoughts and check out the movie!

Hook by Sony/Imageware
for the NES, Game Boy, and Super NES.
Prices not available



Peter Pan collects special items such as a clock to stick in a crook along the way to heading Captain Hook.



Peter Pan views Never Never Land from above and decides where he's going to begin to look for his lost children and Captain Hook.



You can fly, you can fly, you can fly! And so can Peter. Your view of the action is a 3-D Space Barrier style view. Grab marbles to stay aloft and...



Dodge booby-trapped balloons sent up by the pirates to blow you to smithereens.



The villainous Hook.



This time around Peter can swim. He'll be to the sea in search of buried Pirate Treasures.

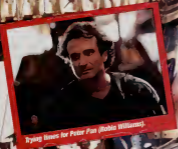


Peter Pan and Rufo, leader of the Lost Boys, cross swords in the forests of Never Never Land.



Peter Pan and the Captain must ultimately battle head-to-head aboard the Pirate Ship.

Hook



Trying lines for Peter Pan (Robin Williams).



Hook's (Dustin Hoffman) lookin' sharp.



Tinkerbell (Julia Roberts) seizes a photo opportunity.



Peter Pan counts the forests of Never Never Land for close, accompanied by his faithful side-kick Tinkerbell.



The search for the missing children takes Peter Pan over every inch of Never Never Land.



Peter just can't stay away from those mermaids.



Snow? Well in Never Never Land anything is possible.



By The Pizza Guys

"Captain, our star map reader is picking up a non-registered spaceship orbiting the Green Planet."

"Interdimension? Betelgeuse?"

"Negative, Sensors tell me that the captain is a Lagomorph. 'What? That sounds dangerous!'"

"Yes, actually, it means 'hare' — you know, a rabbit. 'Rabbit? A rabbit captain? Ha ha ha ha...'"

"I wouldn't laugh too loudly, sir, he might hear you, and you wouldn't want to get Bucky O'Hare... Well, heaping good 'That's one tough bunny'."

Toast the Toads

Tough bunny is right, but never call Bucky a "bunny" if you know what's good for you! He's the roughest, toughest space fighter in the known Aniverse, a parallel universe where animals rule.

Bucky O'Hare, Konami's single-player NES action/adventure cart, continues the storyline from the TV cartoon and the comic book as the long-eared space ace attempts to thwart the evil Toad Empire in its plans to enslave the Aniverse. This time the Toad Marshall's captured four members of Bucky's crew and stashed each one of them on a danger-filled planet. Bucky must face the perils of the four planets and rescue his warrior friends. Each one he finds joins him, and you can switch characters instantly to take advantage of their unique skills.

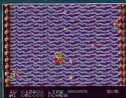
No Laughing Matter

Bucky's graphics are Konami clean. The characters look cool, and there are some nice other worldly backgrounds on the planets, too.

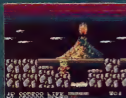


Choose your planet.

Bucky leaps from planet to planet, fighting through jungles and boulder-strewn terrain, across rivers, and around volcanoes, on icy slopes, and in darkened tunnels. Each planet has eight or more stages, some horizontal, some vertical.



Bucky makes like Alice in Wonderland.



PRO TIP: Don't worry about the volcanoes on the Red Planet. When they blow, stand still. Better to take a light hit from flying shrapnel than to slip into a lava pit.

You run up against an army of Storm Toads and weird space creatures, but they're the least of your worries. What makes you hopping mad are the cart's imaginative obstacles. Bucky must hitchhike on meteors, outrace lethal streams of lava, ride Ice Snakes, and more. However, the unlimited continues may cool the cart's challenge for players who like to suffer.

Multiple Personalities

Without your friends it's rabbit stew for you! The key to completing your mission is knowing which character to use and when. Bucky O'Hare's unique feature is the easy-to-use quick-change ability of the on-screen character. Like in *Turtles* I, you can switch from character to character at will (if you rescue them all), but in Bucky O'Hare, you switch with just a quick press of the Select button.



"THANK YOU FOR CAPTAIN. I'VE DECIDED A GOOD WEAPON THEY WILL CRASH WALLS OF ICE AND STEEL."

PRO TIP: Keep each character's special abilities in mind. Change often — like a baseball manager going to a pinch hitter or relief pitcher.



PRO TIP: Once you figure out which character is best suited to battle each level's boss, make sure that character grabs all the power-ups in that level to get ready for the battle ahead.

Each character's skills are best suited to particular chores. Look to Bucky when you need a sure shot (straight-on or overhead), a high jump, or a quick escape.



Bucky hitches a ride.

Pilot Jenny, the Akebaran Cat, transmits a magical beam from her feline forehead. First Gunner's Mate Dead-Eye Duck totes a three-way shooter that clears out enemies lurking ahead in high and low places. Android First Class Blinky flies a little and fires an optional cannon. He's also the smallest character, so he can squirm through places the others can't. Willy DuWitt the Earth Boy, carries a laser cannon that packs a powerful punch.



PRO TIP: Since Blinky's smaller than the others, use him to squeeze through tight passages where extra lives and power-ups are hidden. He's great on ice.

PRO TIP: When battling bosses, head for the center of the screen and stay there. If you've picked the right character, you'll be able to blast the boss without moving far from center.



PRO TIP: Let Bucky take care of the boulder-tossing Atlas-like boss on the Green Planet. Will and his laser are the best bet for the mechanized metal monster on the Red Planet. Try combinations of characters against other bosses until you find the right ones.

Outer Space Fun and Gun

Bucky O'Hare is not a cart for dumb bunnies, but the unlimited continues put persistence on a par with skill. On the surface this game looks like lighthearted fare squarely aimed at younger kids, but it's brimming with hotspots such as the giant mechanical snake maze on the Blue Planet and the flowing lava on the Red Planet that will challenge even the best player.

Bucky's good finger-flexing fun. Even if you don't like the comic book, the cartoon, and the action figures, you'll like the game. Expect to see young Bucky fans multiplying like...like kids in math class.

GamePro's Game Rating System



Bucky O'Hare by Konami
Available Feb. '92



By The Unknown Gamer

If you've ever been told "you can't earn a living playing video games" or, perhaps, "go outside and do something productive instead of sitting in front of that damn Nintendo all day," you're going to like this news. Thanks to the folks at American Softworks, you can answer your video game critics by telling them, "I'm trying to win \$10,000!" That's right, bud, someone is willing to give you cash and valuable prizes just for doing something you like doing anyway — playing video games. Entering the contest is simple, see page 22 of this issue.

Journey to the Center of Your Mind

The game behind the contest is *Treasure Master*, a multi-level adventure game starring Scooter. Scooter was just a regular kid until one day he found an old, best-up gold coin. He tucked the coin under his pillow for safekeeping and that night he had a dream about a bizarre landscape filled with evil creatures.

One day Scooter happened upon a book entitled "The Legend of the Treasure Master." The tome told of a sorcerer named Osciban and a great hidden treasure. Osciban said that to find this treasure an adventurer must undertake a quest — a quest of the mind. The text also mentioned a special coin that was the key to the mystery — his coin! Guess what — Scooter's off to solve the mystery and nab the treasure.

It's A Mad, Mad, Mad, Mad World

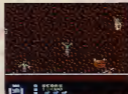
There are five different worlds enroute to the treasure vault — each stranger than the next. Your task is to work your way through each successive world until you reach the loot. This takes brainpower and skill because you'll have to find different unusual objects, figure out how to use them, and then "just do it" in each world.

Your quest begins on the Islands where you spend half your time on land and the other half under the sea. Next

you rocket to the Moon where most of the action takes place underground (does that make you the "man in the moon"?). World Three dumps you into a construction site, but don't expect a bunch of harchats on their lunch hour — just more weird creatures. The last two worlds are the Fantasy Forest, filled with weird mushrooms and waterfalls, and the Circuit Board, where you actually get inside your NES! And then, finally (if you survive), you reach the Treasure Vault!



Ray guns are invaluable on World Three — the Moon



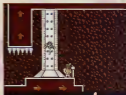
PRO TIP: Stand on the right side of the platform and the heavy lomaf...



catapults you up to an area with another 1-Up.

No One Said It Would Be Easy

Only GamePro's need apply 'cause this cart is tough! You begin with four lives, but you can nab free men (they're hidden à la Super Mario) as you go. There are NO continues and you have to play from the beginning (World One) to the finish (World Five) to reach the Treasure Master vault.



PRO TIP: Use the bow and arrow when you reach the needle-shaped object to send a line across to a transporter that leads to a bonus room with another 1-Up.

If you're going to take on this challenge you better have a high breaking point because *Treasure Master* has a fierce frustration factor: There are lots of moves you have to repeat again and again until you get them right — and if you run out of men you're right back at the beginning.



You'll rocket to Level 2

PRO TIP: Slow and steady wins this race. You'll need all your energy and lives in the Treasure World so don't rush through the early stages.

PRO TIP: Enemies follow consistent patterns. Enemies you face in the early stages may show up in later worlds in different guises.



PRO TIP: Bombs reappear once you move off the screen. Sometimes you'll need more than one bomb on a world, so remember that you can return and grab another one at the same location.

TREASURE MASTER



PRO TIP: You can destroy some walls with bombs and discover secret areas. These walls always have the same pattern. Learn to recognize the pattern and then look for a bomb to grab.



PRO TIP: You'll find the bow and arrow on World One to the far left while you're underwater. Bomb the far left wall, swim through the passage, grab the bow, and then return to your sub before you run out of air.



PRO TIP: Activate the remote control at the question mark in World One. This helps you get the submarine.

All This and Money, Too!

Treasure Master has good animation, and the graphics are colorful and clean, although unspectacular. Coupled with decent sound effects and O.K. music the game keeps you hooked even if you aren't playing for the mooks. So what are you waiting for? Fire up your NES... those prizes are just waiting for you to claim them! (P.S. We're gonna' help you out even though we're not eligible to win the prizes ourselves. See pg. -156 for a few tips on how to snag the cash!)



Treasure Master by American Softworks
\$49.95
Available now
2 megs + MMC3

By Felina Groovy



There's trouble in the town of Bedrock. Fred Flintstone and Barney Rubble have had their pets Dino and Hoppy (Barney's pet Hoppasaurus) pet-napped by a slightly deranged dinosaur collector from the future.

Fred's space guy buddy, Gazoo, has a time traveler, so making the leap into the 30th Century and rescuing the pair could be a snap... if Gazoo's rig wasn't a broken-down heap of junk. Here's the score. Fred's got to get his prehistoric rear in gear and hunt down the pieces that Gazoo needs to rebuild his time machine. If he doesn't, Dino and Hoppy are going to spend the rest of their days as modern day zoo specimens. Yabba Dabba...bummer!



The Flintstones
Meet the Flintstones.

Prehistoric Follies

In *The Flintstones* by Taito, the outskirts of Bedrock are a dinosaur-eat-Fred world. Seven vertically and horizontally scrolling levels take this unlikely hero through the wild and dangerous territories of Bedrock, Resrock, the Jungle, Under the Sea, Tea Rock, Ice City, and the Future. There's plenty of bop-'n-hop action along the way when Fred crosses paths with dozens of dinosaurs and angry cave dwellers. In addition, there are three Basket Rock (bonus levels), where Fred takes on Hard-Head Harry for some one-on-one Stone Age hoops. You can bypass the Basket Rock rounds by simply walking past them on the map screen, however, a win on the courts earns Fred prizes (such as Hoppasaurus and a pair of Wings) that are lifesavers in later levels.

Wilma, Betty, Barney, and Gazoo all have co-starring roles. They pop up along the way and put in their two-cents by offering information and sometimes warnings. There's even a special guest star appearance from (hint) a well known cosmic kinda' guy whose initials are "GJ."



PRO TIP: When battling the Level One dinosaur boss, stay to the far left of the screen and launch axes at its head between fire blasts.



PRO TIP: Hit this "dino-launcher" with Fred's club. As he flies into the air move him to the left and you'll be able to pick up the 1-up icon floating in the air.

Shakin' an Unlikely Leg

The pet-napping's obviously it a fire under Fred. This notorious bumbler manages some impressive moves. Fred can make long leaps and latch onto ledges, roof tops, or logs and swing or lift himself up — you name it he's on it like Velcro. It can be a little thumb-cramping to master the longer leaps, but overall the gameplay is uncomplicated, feels solid, and is easy to master.

Dino-bashing weapons include a club that's great for up close combat. Also, by smashing open barrels with his club, Fred can pick up a few long range weapons, including a Slingshot, Egg Bombs, and an Axe. All weapons, aside from the club, are powered up by Coins which are also inside barrels. Fred must

also collect Bronito Burgers and Cactus Coolers to replenish his life meter and fighting power.



PRO TIP: Hop up and down on the Pterodactyl perches to prevent them from lowering Fred down the falls.

Here's Looking at You, Fred

When it comes to cartoons-gone-cartridge, graphics are a big hurdle. After all, if they don't look like the originals, what's the point. Well, this post-programming report, happily, is almost perfect. The Flintstones didn't loose their Stone Age good looks in the translation, even though there's a tad of sprite flicker. However, the music's definitely extinct; low volume serves you well.



PRO TIP: If you're a little unsure about clearing the distance of a jump your best bet is to simply go for it and always, always press down Up. If Fred clears the distance, holding down Up ensures that he'll make the grab for the ledge.



Fred's a swinger.

A Yabba Do Time

It's surprising that it took so long for the Flintstones to show up on the video gaming scene. Whatever the reasons for the delay, it was worth the wait. The Flintstones is a really cool little 8-bit ad-

venture. It sports nice graphics, lots of levels, good gameplay, good challenge, and, for those who need them, endless continues. Visit with America's favorite Stone Age family. You'll have a Yabba Do Time for sure.



*The Flintstone's by Talto
Price not available
Available now*





By Cleopatra

In today's world of out-throat competition even video games need a "hook" to stay alive in the treacherous swamps of consumerland. Hooks such as movie titles or television characters lend a game instant appeal. What's next? Welcome to McDonald land and M.C. Kids by Virgin Games.

Big Mac, Filet of Fish, Quarter Pounder, French Fries...

Well, as it turns out the Hamburger has seized Ronald McDonald's bag of magic and made a break for it. To where, no one knows but being a trustworthy friend of Ronald's you (Mick or Mack) must track this friend down through six levels of adventure-style play and retrieve the loot. All the McDonald's characters (Birdie, Grimace, etc.) are willing to help you, for a price. Find them each the number of hidden puzzle cards they desire, and they'll build you a path to the next world.

Big Mac Attack

In M.C. Kids your only weapons are the blocks you pick up and hurt at the multiple enemies. Speaking of enemies, boy, are they cute. Splinter, the little beaver, is always out to foil your progress, and the McMoose will charge right through you if you don't watch out. Don't judge these guys by their looks, though, or you'll be flattened into one big McPancake.



PRO TIP: If you're carrying a block when you jump on a super springboard you'll be shot sky high.

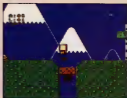
M.C. Kids lives and breathes Super Mario Brothers. From the smooth play control to the general construction of each level, you keep forgetting you're not that little Italian plumber. There are no airborne or underwater levels but the cart does pack some great features that Mario lacks, such as the Spinner that literally turns your entire world upside down, and Zippers, which enable you to unzip the wall of a level, climb out, and



Zip right on through to the next level.

PRO TIP: To reverse the Earth's gravitational pull run across a Spinner at full speed. Looking at the world upside down always reveals new nooks and crannies, and often a puzzle card or two.

Having to find hidden puzzle cards gives a new purpose to each level. You can't just book through the levels and say "done." You've got to search them top to bottom to find what you're looking for.



PRO TIP: During the bonus game concentrate on raising the block closest to you and forget about the others. It'll save you a heck of a lot of trouble, and up above you'll find a bunch of bodacious 1-4ps.

PRO TIP: Don't be afraid to take a long, blind leap off any ledge. More often than not you'll land on a string of sky platforms leading to new turf.

M.C. Kids

A Happy Meal

Seasoned Nintendonians will be able to run, jump, and spin through this cart's six worlds in a couple of days, but it's just right for its target audience - younger kids. M.C. Kids will tantalize you with its puzzles and secrets, while making you hungry for some good ol' Mickey D's.

return to another area of the game. Plus, if you collect 100 Golden Arches, you'll go to a bonus stage.



PRO TIP: Touching the Reverser sends you spinning back to the beginning of the level. This is useful because often you're hurled onto an unreachable platform just above the start.



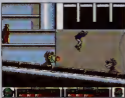
M.C. Kids by Virgin Games
\$49.99

Available now, 2 megs



By **Riff-Raff**

Ever wondered what it would be like to be a monster the size of a mouse? Konami's latest is a pint-sized cart that shows you. A freak volcanic eruption cut the monsters – good and bad – down to size and now they're stuck in the heart of Los Angeles. The good ghouls, led by the Vampire and the Monster, have stowed away in the jacket pocket of a teenager named Jack. Get it? *Monster In My Pocket!*



The Vampire and the Monster are little guys with big troubles.

Based on the popular "Monster In My Pocket" toy line, this Konami action title with arcade-style gameplay pits one or two players against a clan of bad ghouls led by Warlock. The action is vertically and horizontally scordling hack-n-slash with five stages, each with a boss, and a sixth stage where you battle each tiny boss terror one more time.

PROTIP: In Two Player mode you're both onscreen at the same time. If one player runs out of lives he can always steal some from the other player by hitting Button A when all of his lives are gone.

Monster Mash

The action here is straight-up. The Vampire and the Monster each have their own unique hack-n-slash techniques, but



The Vampire swings a mean slash.

if you find you need more help in a world of human-sized hazards you can grab Keys and Bolts. These puny items may not sound too threatening, but snagging them and hurling them at the other mini-monsters is your best defense.



PROTIP: Find a Key or a Bolt, it works much better than your regular attack!

House Party

You begin your adventure in Jack's house as you hop down the staircase into the living room. In Stage One, Monster in my House, you'll face phantoms on the bookshelf and flying foes on the stairs.

PROTIP: To give yourself an extra boost, press Button A at the top of your jump.

PROTIP: Stage One's boss, Spring Heeled Jack, is no problem if you just slash his knives instead of dodging them.

Next, you run into Big Trouble in the Kitchen, Stage Two, where you'll face everything including the kitchen sink. Make it to the freezer and Bigfoot will try to freeze you and squeeze you.

In Stage Three, Criss From Underground, you drop down a manhole into

the sewer. Stay at least an arm's length from Boss Kraken's tentacles.

It's a Towering Catastrophe in Stage Four as you climb steel girders while avoiding the sliding attack of Red Cap and the Gremlin boss with his killer crane.

In Level Five's Oriental Illusion you forge through the bamboo forest and the barbed wire

fence on your way to the palace. Medus, Stage Five's boss, will attempt to turn

you into chop suey.

Stage Six is a rematch versus all the boss monsters you've already defeated. Beat them again and you're ready for the Last Battle at Monster Mountain against Warlock.

Good Things in a Small Package

Monster In My Pocket is more than just the NES companion to a popular toy product. Despite a fair amount of flicker when too many monsters do the mash on the screen at once, the graphics are solid, including some nice animation of the Vampire and the Monster. Gameplay is fairly simple, but this cart is fun. If you're a tiny titan or you just have a monstrous bent, you might put this Monster in your pocket.



Monster in My Pocket by Konami, Price Not Available, Available Now, 2 mags

Cyberball

PRO
REVIEW

Rampart



By Colorful Commentator

It's 'critical' and long. The quarter-back drops back to pass...Crunch!

He's sacked and the pigskin explodes! We can only be talking about one game, the coolest robo-football coin-op of all time. Atari's Cyberball, now coming home to your NES from Jaleco. Unfortunately, this rendition lacks some of the arcade machine's finest qualities.

Ballistic Pigskin

In case you're unfamiliar with Cyber-rules let's recap. Cyberball is based on real football with a few minor and a few major differences. Players are 100% cast-iron robots, ready to pound each other's circuits until something blows up (and it usually does). You get five downs to either cross midfield or score a touchdown, and if you're stopped...kerblowey! The bomb (ball) detonates in your face! In addition to the regular one-human mode two participants can team up against the computer or "duel" against each other.

A total of 10 offensive and 12 defensive formations grace Cyberball's playbook. You can execute most basic plays except punts, field goals and fumbles. But sadly for Cyberfans the

controls are too haphazard, and sometimes it's tough to even hand off to a runner (the defense invariably picks off your laterals). As a result of the finger-pretzling gameplay, the computer adversary is fairly tough to best. Two-player scrimmages are much more enjoyable.

PRO TIP: Lead receivers with your passes to avoid interceptions.

Spare Parts

As you rack up hit after metal-rendering hit, you'll build up cash reserves. You can't buy better bots, just replace the wounded. No option is provided for season play, so forget about a long-term team effort. Another crack in Cyberball's armor is the archaic graphic display - since the bomb/ball never bounces and there are no shadows there's no way to judge height. The music gets nerve-twisting, but the voices are moderately close to authentic. Overall Cyberball isn't a disaster, but it could have been so much more.



PRO TIP: Choose Linebacker hits for approximately a 90% chance at sacking the computer QB.



Cyberball by Jaleco
\$49.95
Available January
1 mag + MNCS



By the Pizza Guys

If you're feeling nostalgic for a kinder, gentler, or at least down-and-dirty form of warfare check out Rampart. This land-sea battler and arcade title sends you back in time to the middle ages for medieval action/strategy with a Tetris twist.

Ships Ahoy

The protagonists in this cart are the Blue Knight and the Red Knight. In the One-Player mode you defend a series of coastal castles from attacking galleons.

You begin by choosing a territory to conquer and a castle to defend. Prepare for battle by strategically placing three cannons in your castle. As the enemy ships approach off-shore the volleying begins. They're trying to take out your walls and you're trying to send them to a watery grave. An har har!



PRO TIP: Watch out for ships scouring the shore - they're trying to land infantry to overrun your castles.

Cannonball Sandwich

At the end of each round you repair your castle's walls with shaped blocks that turn in any direction - à la Tetris. You're also trying to expand your walls to include surrounding castles. The more territory you cover the



Stake out your territory. more points you score and the more cannons you get - all of which enable you to defend yourself when more ships appear in succeeding rounds. Conquer all the castles in a territory and you move to the next one - there are six different territories in all.

In the Two-Player mode you're landlocked. Both players occupy castles, blast away at each others' walls, and make repairs between rounds. Whoever conquers the most castles wins.

PRO TIP: "Lead" ships with a volley of shots in front of the bow. They'll cruise right into it.

Post Battle Report

Rampart's graphics and sound are nothing to shout about, even though a surprisingly good digitized voice calls out commands. But strategy and intense play with a puzzle twist kept us on the rampsarts long after we'd run out of sea chanteys.



PRO TIP: Scatter your shots in the Two-Player game. The more widespread the damage, the more difficult the repairs.



Rampart by Jaleco
\$49.99
Available Jan '92

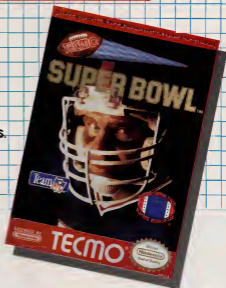
ATTENTION!

NINTENDO FOOTBALL GAME PLAYERS

- WITHOUT THIS LOGO,
YOU CAN'T HAVE REAL TEAMS.



- WITHOUT THIS LOGO,
YOU CAN'T HAVE REAL PLAYERS.



© 1991 NFLP
SUPER BOWL and NFL Shield Design are
trademarks of the National Football League
© 1991 NFLPA
Officially Licensed Product of the National Football
League Players Association.

REAL TEAMS....REAL PLAYERS....REAL FOOTBALL!

TECMO SUPER BOWL HAS 28 NFL TEAMS AND OVER 800 REAL PLAYERS

Available Now!

PLEASE RUSH ME THE SPECIAL ADVANCE SPECIFICATIONS ON TECMO SUPER BOWL
AND A LIST OF STORES WHERE I CAN GET TECMO SUPER BOWL.

NAME: _____

ADDRESS: _____

CITY _____ STATE _____ ZIP _____

AGE _____

Send To: **TECMO INC.**

Dept. TSB-P

18005 S. Adria Maru Lane

Carson, CA 90746

Ultimate Air Combat

PRO
REVIEW

F-15 Strike Eagle



By Skywalker

General Luigi Don Gwano plans to enslave the Free World by seizing all of the Middle East's oil fields. In Ultimate Air Combat by Activision you fly to dump Gwano.

Gwano-a-Mano

This single player flight simulator uses sharp graphics, intense challenge, and great gameplay to keep you on the edge of your seat. You pilot three jet aircraft: an F14 Tomcat, an AV-8 Harrier, and an F18 Hornet through seven difficult levels to Gwano's hidden base.

On the way to your targets you fly via a forward-looking, first-person view out the cockpit. Use your radar screen and the Heads-Up Display in a dizzying dogfight. At the target site, the perspective switches to an impressive-looking 3/4 overhead view as you dump your bombs and outfly enemy aircraft.

In each level you must fly four different missions, which involve demolishing communication centers, hidden labs, submarines, and even mobile Scud launchers. Gwano's forces toss a ton of high-tech hardware at you: rocketships, helicopters, interceptors, missile launchers, and anti-aircraft weapons. Complete a mission and you can upgrade your aircraft; if you're

custody you lose a jet.

PRO TIP: Drop chaffs to decoy enemy missiles or shoot them with your cannon before they reach you.

Modifying your jets makes them all lethal machines. U.A.C. puts a

wealth of weapons at your command. You can arm your aircraft with 14 weapons, which range from a cannon with unlimited ammo, Sidewinders, and Sparrow

Missiles for air-to-air combat to an Air-to-Ground Laser, Rocketry TV-guided bombs, and Harpoon Ground Missiles for land-based targets. Your payload is limited so choose wisely.

For Scud Studs

This intense and fun combat cart will push your video flying skills to the max. Ultimate Air Combat? They aren't kidding.



PRO TIP: Grabbing Bonus Balloons, which appear after you hit a target, enhances weapons or aircraft repairs later.



PRO TIP: The AV-8 Harrier can hover, but it can also lose altitude and crash during dogfights. Be careful.



PRO TIP: Listen to your cockpit, he warns you of incoming missiles.

By Skywalker



Do you dream of slicing through the vapor trails of a MiG or knocking out some Scuds? Get up F-15 Strike Eagle by MicroProse and let's get it on!

Where Eagles Dare

Fly a supersonic F-15 Strike Eagle through seven challenging Sortie Areas over video versions of Libya, Kuwait, and Iraq. Your mission is to take out enemy weapons, air fields, bridges, and command centers. You can fly solo or for an added challenge team up with another flier in one jet as Pilot and Weapons Officer.

You pilot the F-15 from a forward-looking, first person perspective. A control panel in the bottom half of the screen features a full array of readouts including two Missile Warning Sensors, a Sortie Area Radar Map, and a Target I.D. Screen. The graphics won't knock you out, but they get you through your missions.



PRO TIP: Listen for warnings of incoming missiles or planes. Use your control panel radar to determine if you need to drop a decoy to fool an incoming missile.



PRO TIP: To earn fairly easy points towards a promotion, rely the last area you completed.

'Rag Up the Points

Armed with a cannon and missiles, you pull loops, rolls, and high-speed banks over the Middle East on your way to take out primary and secondary targets. Enroute you can shoot down enemy planes and bomb Oil Rigs, SAM

(Surface to Air Missile) Sites, and Airbases. Nailing targets enables you to score points towards a promotion through seven ranks from Arman to

General. High scores in a single sortie win medals.

As you gain combat experience you move up through four skill levels. At the top levels, Combat Pilot and Ace, you receive better weapons and gain more control over your aircraft — but you have to shoot straighter and fly better, too.

Chair Force

F-15 Strike Eagle is basic video jet combat fare that offers quality flight time for any NES jet jockey. Let your fingers do the flyin'!



PRO TIP: If you can, use your cannon to shoot down planes and save your missiles for larger targets.



Ultimate Air Combat
by Activision
Price not available
Available Feb. '92
4 megs

F-15 Strike Eagle
by MicroProse
\$49.99
Available now
4 megs



Master the Islands!



ADVENTURE ISLAND



Princess Tina is lost and only Master Higgins can find her! Go thrashin' on your skateboard or ride powerful dinosaur steeds as you search through 8 wild and uncharted islands. You'll face poisonous spiders, spitting cobras and a host of guardian monsters that are just waiting for an intruder to snack on! Take off on the adventure of a lifetime in these action-packed games for the NES and Game Boy!

- Crack open hidden eggs for a massive bonus or super shortcut!
- Spectacular graphics and excellent game play highlight the action!



HUDSON SOFT

HUDSON SOFT USA, INC.
400 OYSTER POINT BLVD. SUITE 510
SOUTH SAN FRANCISCO, CA 94080
(415) 351-1000



By *Slo Mo*

Yes, faithful 'Procs, last October GP I flashed some screens from *The Empire Strikes Back* as a trailer to the *Star Wars* Pro Review. But even though *Empire* isn't due out for another month, the pre-m carts just keep getting better and better! Here's a full-fledged preview of what looks to be one of the best star-fighting NES carts yet - Force or no Force.

Battle the Empire

Did you ever want to BE in the *Star Wars* big screen adventures - "*Star Wars*," "*The Empire Strikes Back*," and "*The Return of the Jedi*"? This cart makes you feel like you're a part of it all, but it won't reveal its charms easily - the nine levels appear to be serious thumb burners!

You become Luke Skywalker as you battle Imperial Storm Troopers on Hoth the Ice Planet and in Bespin the Cloud City. Yoda helps you become strong with the Force on swampy Dagobah.

The graphics and animation are out of this world! They're so superior to those in the *Star Wars* cart that you wonder if both games were made by the same people (they were). There are great digitized images of the *Star Wars* crew - Han, Leia, Obi-Wan, Yoda, and Lord Darth Vader. The Cloud Cars, Boba Fett's Slave I spaceship, the Imperial Probe Droids, and even the Storm Troopers' snow uniforms look like they were lifted straight off the silver screen.

Empire's packed with great features. On Hoth you can ride Tauntauns, dismount to explore, and hop back on to continue your ride. You pilot a Snow-speeder, an X-Wing fighter, and an Imperial AT-ST Walker. You even develop eight Force Powers including Levitation, Healing, and Mind Control.

Doing Justice to the Jedi

There doesn't look to be any Dark Side in this cart. The Force will be with you soon.

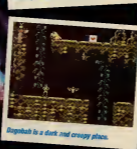
Episode V: The Empire Strikes Back by JVC, Available March '82, 4 megs



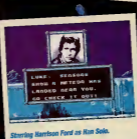
STAR THE
EMPIRE STRIKES BACK
WARS



Destroy Boba Fett's Slave I - If you can!



Dagobah is a dark and creepy place.



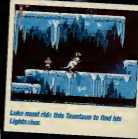
Starring Harrison Ford as Han Solo.



The story sequences between levels look sharp! New Yoda instructs Luke in the ways of the Force.



On Hoth, you fly your Snowspeeder against Imperial Walkers, but get shot down and you tackle them on foot!



Luke must ride this Tauntaun to find his Lightsaber.



We Took Some Of The Worst Garbage On TV And Turned It Into A Great Video Game.

You've seen the show, now play the game.

The new video game based on the thrilling adventures of *Captain Planet*[™] and *The Planeteers*[™]. Instead of just watching this superhero stop pollution, end ivory hunting and save the dolphins, now you can actually help him. Using the Planeteers' special



Available on NES.

powers of Earth, Fire, Water, Wind and Heart,

you and Captain Planet will use the Geo-Cruiser,[™] Eco-Copter[™] and Eco-Sub[™] to battle hideous villains like Verminous Skumm[™] and Sly Sludge.[™] 10 challenging levels of play. Get your copy today, and put a stop to this mess.



Available at Babbage's, Captron, Child World, Electronics Boutique, Fred Meyer, K-Mart, Kay Bee Toys, Sears, Software Etc., Target and Toys R Us.
©1991 TBS Productions, Inc. and DIC Enterprises, Inc. Captain Planet, The Planeteers, Geo-Cruiser, Eco-Copter, Eco-Sub, Verminous Skumm and Sly Sludge are trademarks of TBS Productions, Inc. and DIC Enterprises, Inc.



By Speedy Buns

Lucasfilm Games created the Dynatron saga, and now they're creating a game, *Defenders of Dynatron City*, that brings the saga to the NES. Here's a sneak preview of the cart.

Dynatron City - Better Living through Mutation

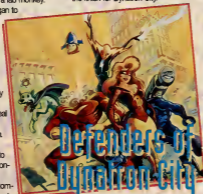
It all began when Professor Myron built the world's first atomic-powered soft drink company to make Proto-Cola in Dynatron City. Not content to rest on his laurels the Professor created an atomic syrup and tested it on a lab monkey. When the monkey began to talk, the excited Professor decided to dose himself with the nuclear nectar. Unfortunately, the atomic syrup exaggerates whatever characteristics the imbiber already possesses - and the Doctor turned into a real jerk, a super villain known as Dr. Mayhem.

In the meantime, Mr. Monkey turned into super crime fighter Monkey Kid, and with his trusty supply of the atomic potion he transformed Wendy Weedwacker, Proto-Cola plant worker, into Buzzsaw Girl. A splash of the atomic syrup landed on the tool-bench and, voila, Toolbox, another mutant crime fighter. A few more splashes of the radioactive juice and three more

superhuman heroes - Jet Headstrong, Ms. Megawatt, and Radium Dog - were ready to combat Dr. Mayhem's madness.

Here's where you come in. Command four of the atomic superheroes, each with their own unique superpower ability, in a one-player, five Chapter action/adventure quest to stop the mad doctor and his multiple mutants who overrun Dynatron City!

As you roam the city streets you'll find that different team members battle better in different situations. Grab special items that enable you to activate your team's superpowers and power-up your characters. At the end of each Chapter grab a supercharger that enables your team to battle Dr. Mayhem in a fight to the finish for Dynatron City.



Defender's First

Defenders of Dynatron City is next in a series of unique games based on several Lucasfilm properties (i.e. Star Wars and the Empire Strikes Back) on its way from Lucasfilm Games. We'll have an in-depth

review when the game is a little closer to completion! And don't miss the upcoming *Defenders of Dynatron City* animated cartoon special (see ProNews this issue).

Defenders of Dynatron City
by Lucasfilm Games, \$38.95
Available March 1992, 2 megs



Grab superchargers to prepare for the final battle with Dr. Mayhem.



Choose between four different mutant superpowers.



Battle this mighty bimp to clear Dynatron City's streets of evil.



Radium Dog is a cool canine mutant.



The map shows what danger lies ahead of you in the streets of Dynatron City.



It's hand-to-mouth fighting in the city streets.

The Best Is Yet To Come.

Tee it up this Spring with Tradewest! JACK NICKLAUS GOLF for the Super NES imposes upon the popular Accolade "Greatest 18 Holes of Golf" by allowing you to design an unlimited number of courses to play. You'll experience an incredibly realistic feel of the course via the enhanced digitized graphics. One to four players can compete on beginner to expert levels, and a password feature lets you take a break at the turn. The Game Boy version will pack many of the same great features, and both games will be available this Spring — so why not wait for the best?



 **TRADEWEST**

Tradewest, Inc.
2400 South Highway 75
Crosstown, Texas 75110

© 1991 Tradewest, Inc. Jack Nicklaus-Golf is a trademark of Golden Bear International, Inc. Nintendo, Super Nintendo Entertainment System, Game Boy, and the official seal are trademarks of Nintendo of America, Inc.



Big Hitters, Hackers, and Sandbassers

Golf? In February? It's tee time any time with video golf games. Here are seven video golf carts for the SNES, the NES, the Game Gear, and the Lynx that will bring a mean 18 to any screen.

True Golf Classics: Waialae Country Club



By *Slo Mo*

Get out your jams and shades! Now you can fly your SNES to Waialae Country Club (home of the Hawaiian Open) on Oahu, Hawaii for true-to-life golf action courtesy of T&E Soft.

Tropical Golf

You can only play the 18 at Waialae CC, but a nicer looking video course you'll never find. According to T&E Soft this is the real thing! As you scan the holes there are some clean postcard shots of Diamond Head and the crystal blue Pacific Ocean. No fair! Overall, the cart features good SNES graphics.



Lucky T&E actually visited Hawaii to capture these awesome scenes.

One to four players can go at a time, and the cart automatically records 10 individual records and course records.

You can play Stroke or Match or enter a Tournament against 48 other pros, and you can set handicaps.

The gameplay is simple and allows precise hitting. The windows and meters in the hitting screen are nicely arranged and enable you to adjust the direction of your shot, the power in your swing, your stance to add draw or fade, and the point where your club makes contact with the ball to produce topspin or backspin. You get a behind the back, full body view of your golfer with wind direc-



The Shot Path option helps master the tricky winds of Waialae.

tion, lie, shot angle, distance from hole info, and an overhead view of the hole including your location. Waialae uses a dancing-dot hitting scheme, which requires three button presses.

PROTIP: Always double check the computer's club selection. It doesn't account for wind, only distance.

There's a nice array of options. You can display a dotted line trail to mark your shot trajectory. Fly-by a hole prior to play. You can pick four caddies, who appear in person with advice.

PROTIP: Win a trip to Hawaii! There's an entry form with the cart, but you can also enter by sending your name, address, age, and phone number on a 3 by 5-inch postcard to True Golf Classics Sweepstakes, 842 Folsom St., #178 San Francisco, CA 94107.

Aloha!

True Golf Classics: Waialae Country Club is a primo golf cart. You get a solid, great-looking game of golf with an excellent selection of options. And real purists can fine-tune their strokes to death. All this and Hawaii, too!



True Golf Classics: Waialae Country Club by T&E Software, \$69.95 Available now, 8 meg

Hole-In-One Golf



By *Colorful Commentator*

Many of you overseas sports buffs have been ping-ponging away for more info on Jumbo Osaka's Hole-in-One Golf for the Super Famicom ever since we ProSpected it back in July. Well, fellow duffers, it's here, it's awesome, and it's from Hal for the SNES. Mr. Osaka, however, didn't make the trip across the Big Pond.

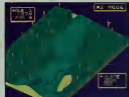
Tournament of HAL

Before we dig into gameplay, let's talk graphics. They're positively gorgeous! Rarely does a 16-bit sports cart look so sweet, especially a links title. Hal spares no expense to bring us micro-detailed



The hit screens' clean, and the strokes are smooth.

fly-by pix of the course, including a lay-out of peaks and valleys with amazingly realistic shading. You can even choose individual sections of the map, cut them away and scale in for a close-up! Especially breath-taking are the dramatic zooms during putts.



The high-tech topographic look at the hole.

Up to four players can tee it up for a tournament in Stroke Play (normal golf scoring) or Match Play (win individual holes). Practice and exhibition modes are also available. Unfortunately, only one 18-hole course is provided. Finally, you can challenge the Hal pro, and if you beat him you'll earn a set of sterling-silver woods and a password.

PRO TIP: Enter "METAL PLAY" as your name to use Hal's extra-long clubs.

Although Hal's cart looks like a winner, it doesn't always play like one. The swing interface is somewhat erratic and frustrating during mid-range strokes. Putts are also cumbersome in certain situations. Finally, you can't determine distances to any spot on the course except the flag.

PRO TIP: To putt just push A twice instead of three times.

A Chip Shot

If you're looking for a solid links game for your SNES, Hole-in-One is a safe bet. However, because of the difficult swing mechanics, it qualifies as a pro challenger but not a sudden-death grand champion.



Hole-in-One Golf by Hal America
\$59.95, Available now, 8 megs

Golf Grand Slam



By **Slo Mo**

Golf Grand Slam by Altus doesn't waste your precious

NES playing time by messing around in a club house, dishing out dirty advice, or flashing glitzy ball-in-flight shots. Instead, you immediately get down to great, non-nonsense, overhead view NES golf.

Championship Golf

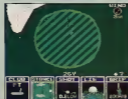
One to four players can hit the links as a foursome or in a tournament versus 30 video pros. You only play one nicely detailed course, which looks suspiciously like Augusta National.



Zoom anywhere on the course.

PRO TIP: Having trouble breaking into the top 10? Try ADAEGG, the rest is up to you.

This cart's packed with terrific hitting options. You can choose from four sets of clubs and set them to four power levels. Hitting the ball is easy but it still produces complex strokes. Five windows



Make five adjustments to your shots easily,

enable you to quickly adjust your stance, position the ball (even when you aren't teeing off), adjust the height of a teed-up ball, select four types of swings, use three grips, and see your lie close-up.

To wack the ball, you watch a tiny dot dance spastically across a golf ball graphic. When the dot wiggles to the spot you want, press the hit button.

For direction and accuracy you move a cross-hair to a spot on the fairway or, when you putt, the green. Your hit takes off in that direction. Your club, the

What

is

COOL



Nintendo and Nintendo Entertainment System are registered trademarks of Nintendo of America Inc.

wind conditions, the lie of the ball, and all the adjustments you make to your swing determine how far the ball travels.

PRO TIP: Unless all factors are perfect, you must "stretch-out" the cross-hair to hit the distances you want. If you want 250 yards, move the cross-hair out 350 yards.

On the green the overhead views zoom in and out according to your distance from the hole. Inside 3 yards you actually see the inside of the cup.

PRO TIP: When you tee off, watch out for trees near the tee.

No Handicaps

Golf Grand Slam is an excellent golf game, if you don't mind always playing the same course. It mimics real golf to a...er, tee, and golfers of any age or skill level can play together. The music and sounds try hard. A handy password feature distributes a code after every hole (Excellent!). Golf Grand Slam smashes par for the NES.



Golf Grand Slam by Atlas
\$49.99, Available now, 2 megs

Greg Norman's Power Golf



By Brother Buzz

Greg Norman's Power Golf by Virgin Games drives an outstanding array of options and features into the NES golf wars. But it takes more than that to put together a sharp game of video golf.

Power Off the Tee

Power Golf showcases an awesome number of features! You get 9 international courses and a user course, which you can build from scratch or create by editing an existing course. One to four people can play. You set handicaps and pick three skill levels. For multiple players

there are four types of games including Greensome where two teams play their best-hit balls.

Power Golf's outstanding option is the Design feature where you build or edit holes. You use a point and click personal computer style interface to "drag" eight types of fairways, tees, holes, bunkers, water hazards, and trees into place. A battery-backup system saves home-made courses.

Power Golf's weakest feature is its graphics, which are simple by NES golf standards. There isn't much detail and few hues to the color. On the fairways, you get a typical behind the golfer shot, and next to that is a window with an overhead view, scorecard layout of the entire hole.

PRO TIP: Always check the wind gauge. Wind can shift from 30 mph to 3 mph between shots.

Gameplay is simple. Hitting with woods and irons requires two button presses which snap a rubberband-like



Mastering the Power Meter takes finesse.

power bar across two meters for power and hooks, center hits, and slices. The bar's velocity makes strategic hooks and slices a problem, but that's the challenge in real golf, too. The computer automatically picks out the correct club, even in the pro skill level.



Putt carefully. These greens are fast!

PRO TIP: It's usually easy to hit over trees. Hit under the ball to loft it over them.

PRO TIP: Since the 1-wood works from the fairway, on long par 5's go for the green on your second shot.

Putting switches to an overhead view of the green. The greens seem small and they're all fast. Heavy-thumbed golfers will have to develop a light touch here.

Take a Drop

All the "power" in Greg Norman's Power Golf obviously went into the outstanding customizing options and the variety of features rather than the graphics or gameplay. If not for that, it would certainly earn a place among the NES golf leaderboard's top five. However, the 9 built-in courses and the course builder guarantee endless hours of decent video golfing for serious NES golf pros with a forgiving eye towards looks.



Greg Norman's Golf Power by Virgin Games
\$49.99, Available March '92
1 meg + battery backup

NES Open Tournament Golf



By Colorful Commentator

Most video duffers should be familiar with this standard golf interface. You choose from a standard assortment of clubs, adjust for wind, and control swing power, direction, and hooks and slices. NES Open, however, has a few new features and minor fine-tunes. Hit for top-spin or back-spin, select swing speed, and adjust shot height. As always, overhead, 3-D, and ball-ie views are available. One quibble is your inability to pinpoint distances to locations other than the pin, as well as the complete lack of yardage measurements on the green.

PRO TIP: Never use a "fast" swing, it's too erratic. Stick with a "slow" shot.

M.C. KIDS

One cool game. Two cool kids.



For pricing and orders, please call 800-VRG-IND7.
Visa, Mastercard, American Express and checks accepted.



© 1991 Virgin Games, Inc.
All rights reserved.
Virgin is a registered trademark
of Virgin Enterprises, Ltd.



The following are trademarks of McDonald's Corporation:
M.C. Kids, Ronald, Rascals, McDonald, Golden Arches,
Mac's, Mac's, Hotburglar, Eeek! the Early Bird, Grimace,
Fry Kids, Cuddles, The Professor, Ronald McDonald's
Child's Own, Chovies, and McDonald-Bend.
© 1991 McDonald's Corporation



Nintendo and Nintendo
Entertainment System
are registered trademarks
of Nintendo of America Inc.



Mario gets into his golf swing.

Competition for Cash and Prizes

Show your best stuff in a stroke play (regular) or match play (try to win individual holes) tournament. The tournaments cover three courses, U.S., U.K., and Japan, and five skill levels. Money-making options include wagering and isolated competitions (such as the "Longest Drive" challenge). Two players can go head-to-head. A battery back-up saves your stats and position.



PRO TIP: Watch out, golf cheaters, the Nintendo police are onto you! The "reset in the middle of a bad shot" trick doesn't work.

Open and Closed Golf

While not visually impressive and definitely not ear-pleasing, NES Open's variety of configurations and solid but not "ground breaking" gameplay make it one of the better links offerings to tee off on an 8-bit machine.



NES Open Tournament Golf
by Nintendo of America
\$39.95

2 megs + MMC-1, Battery back-up

Super Golf



By **Fanatic Fan**

If you're a Game Gear owner, now you won't even need to go outside to play a round. Sage's Creation has Super Golf for your handheld.

Game Gear Golf

Super Golf gives you 18 holes on a strangely designed, but attractive course (palm trees, lots of water, sand, and islands - whatever happened to long fairways and



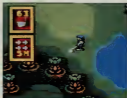
Good golf, weird hazards.

woods?). You can compete in Stroke Play (up to four players shoot 18 holes for the best score), Match Play (you against the computer or a friend), or Practice.

PRO TIP: Always tap the Start button to check the map and your status before taking a shot. It will improve accuracy.

There are plenty of handheld golf carts. What sets Super Golf apart is that it allows you to customize your golfer. You can adjust abilities like Power, Luck, and Control. There are also four different caddies that will improve certain abilities. Since there's only one course, and very few factors (such as weather, slice, or hook) to alter your game, the customizing option is a great way to improve your score.

Super Golf isn't without its flaws. The course has an extremely springy surface - expect your ball to bounce much further than on a normal course. And the computer player makes plenty of impossible shots during Match Play - there's nothing worse than a cheating computer.



PRO TIP: Take the "bounce" factor into account. Add 20 to 30 yards to your drives to get an accurate approximation of where your ball will land.

The 19th Hole

Overall, Super Golf is a well-made cart with plenty of options and enough realism to satisfy the most experienced duffer. Now if only it had a snack bar - you work up one heck of a thirst even after 18 video holes.



Super Golf by Sage's Creation
\$34.45, Available now, 1 meg

Awesome Golf



By **Colorful Commentator**

Lynx golfers, meet Chipper. Chipper, meet the Lynx golfers. In *Awesome Golf* Chipper is your wise-cracking caddy who spouts helpful and otherwise comments throughout the afternoon of handheld golf. His voice is probably the clearest digitized sound ever to pipe through a

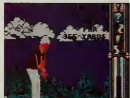


Lynx-sters, pick your club!

pair of portable speakers! *Awesome Golf* also features a smooth (but useless) zoom-in effect on the bird's-eye map and standard golf action.

International Golf

Awesome Golf is plain, simple, and fun. You can get in practice shots on the driving range or hit the greens on a U.S., U.K., or Japanese course. If you're playing single there's no computer opponent, but the head-to-human mode via the ComLynx works well. A tournament option is, unfortunately, missing. The swing-and-try-not-to-miss interface is up to usual video par. The overhead scene is finely



Stroke icons direct your shots.

detailed, and putting drops in just fine. In some areas, however, distance measurements aren't displayed, making your yardage guesstimates a mite frustrating.

PRO TIP: To calculate your swing's required power, divide the distance remaining to the flag by your club's yardage potential.

Good Golf

Due to the lack of certain features, *Awesome Golf* isn't awesome, but it's fairly enjoyable and loud-mouthed to boot. Want golf-on-the-go? Get *Awesome Golf* for the Lynx!



Awesome Golf by Atari
\$34.99
Available now, 6 megs

Next Up to the Tee

Here are some more golf carts for the SNES and the Game Boy, which are scheduled to tee off this year!

Super PGA Tour Golf by Electronic Arts



Tea-off with the PGA.

Here's the SNES version of EA's great Genesis sports cart, *PGA Tour Golf*. You can almost smell the grass! Almost. You can enter four tournaments against 60 of the PGA's top pros: the Players Championship at Sawgrass, PGA West at West Stadium, the Kemper Open at Avenel, and the Honda Classic at Eagle Trace. The golfing should be good, but it will definitely look good. Fly-by aerial views, zooms, and a Ball Cam, which shows the ball in flight from multiple camera angles. You get mucho stats and battery back-up, too.
(SNES, Available soon!)

Jack Nicklaus Golf by Tradewest



Jack Nicklaus for the SNES.

This is the video game version of the PC classic golf game by Sculptured Software and Accolade. This means solid behind-the-back view golf for 1-4 players. You'll

get two real-life courses — Munfield Village in Ohio and the Bear's Track in California. Not only that, but you'll be able to design your own courses, too, and save them!

The games packed with digitized course scenery. Your onscreen golfer persona springs from actual film footage of the Golden Bear himself. And at the beginning of each hole Jack relays championship advice.
(SNES, Available March '92)

Jack Nicklaus Golf by Tradewest



The Golden Bear tees off on the Game Boy, too!

The Golden Bear always goes first class, no matter how small he is. Tradewest plans to pack four authentic golf courses into this cart including Munfield Village in Ohio, Castle Pines in Colorado, Desert Mountain in Arizona, and Jack's greatest 18 holes from famous courses everywhere. Practice your behind-the-back view golfing at a driving range or on the putting green. You'll be able to share the fun with up to four friends via a password system.
(Game Boy, Available March '92)

Ultra Golf by Konami

You and a friend or the computer can make up a two-some to play two 18-hole courses. On the course, you'll be able to adjust your stance and see the lie of the ball up close to make precise hits. A battery backup will save your scores during lengthy rounds.

PRO REVIEW



By Monty Haul

The three champions of truth, justice, and the Sega way – Gilus Thunderhead,

Ax-Battler, and Tyris-Flare – were bored to pieces. Since they double executed Death Adder and Death Bringer in Golden Axe they had little to do but sit around campfires and brag about their accomplishments to disbelieving audiences.

Then suddenly a cloaked messenger stepped out of the shadows and proclaimed, "The Golden Axe has been stolen from the weapons vault once again. Our king has summoned you to defend our country from the deranged creatures of Dark Guild." The companions slowly nodded, fastened their sheaths, and prepared for a return to Golden glory.

Brawl Buddies

Old hacks will find *Axe II's* gameplay nearly identical to its predecessor, a side-view blade-buster set in a medieval fantasy-land. Two versions of "Axeion" are available: the Duel, a player-versus-player or player-versus-computer practice session and, of course, the Normal arcade-style game. You can go it alone, but the two-player simultaneous mode is twice as fun and double trouble for the enemies. Unfortunately, it's also doubly difficult for you because two heroes must share all three continues.

Combatants choose between Gilus Thunderhead, a dwarfish mini-axe aoe; Ax-Battler, a fearsome sword-slinger; and Tyris Flare, a master of amazon fighting techniques. Each character has personalized moves and attacks, including some a bit different from the original *Axe*.

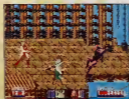
PRO TIP: *Gilus and Tyris work best as a team.*

Dark Guild's Do-Badders

A long trek through thick and thin terraces awaits our main monster-mashers. You must complete six stages of action

GOLDEN AXE 2

which span ransacked towns, creepy caverns, and a heavily fortified castle, before you even get a glimpse at evil incarnate himself, Dark Guild.



PRO TIP: *Stand next to a cliff to draw enemies off the edge.*



PRO TIP: *Against the boss-of-the-bosses, Dark Guild, position yourself near him, avoid his initial strike, and then jump-slash before he can summon followers.*

It's not clear if Dark Guild is a new-name version of Death Bringer or a different villain altogether, but he's got great taste in royal weaponry plus a batch of brutes to back up his foul deeds. Of course basic "cannon fodder" (humanoids) pollute the beginning levels of the game, but as you progress to higher levels you'll bang shields with grave-robbing skeletal warriors, tail-whipping lizard men, and spell-charming magicians. The steroid-case bosses include twenty-foot tall trolls and headless knights in shining armor.

PRO TIP: *Try Gilus' ring-around-the-axe spin to trap giants wielding clubs against the edge of the screen. Avoid close-quarters combat or they'll shoulder-flip you.*



PRO TIP: *Pull off a jump-slash or a flying kick to counter enemy charge attacks.*



PRO TIP: *Throw opponents into each other for mass damage.*

Dragon Shenanigans

Some of the smaller nasties ride mythical creatures, like a fire-breathing wyrm and a tail-snapping beast, but you can mount them once you dispatch their riders. Make it a point to capture these scaly critters because your lives could depend on it.



PRO TIP: *Ride the dragon to victory.*

PRO TIP: *If you're hit while riding a beast, you lose the mount, but you won't be hurt.*

Enchantment of the Axe

One of *Axe II's* most innovative features is back – each character has a different sor-

AXE II

cerous ability which you can use as a last-chance neck saver. Knock out the wizards and grab their spell books — each one boosts your magical strength. Gilus can master Earth magic up to a power of three, Ax-Battler's tornados reach level four, and Tyrus knows fire to the power of seven. The spells look different from Axe I



Unleash the Amazon's furious Phoenix.

but have the same damaging effects. A new option enables you to use only a portion of your incantations instead of the whole collection at once.

PRO TIP: Use minor magic against wizards and your spell points are restored immediately as the wizards drop spell books.

Axes to Grind

We know you've been "axing" for Golden Axe II for ages, and yes, it's a welcome addition to the Genesis library. But before you pay for your play, there are a few things you should know. Although the graphics and animation are pretty nice by 16-bit standards, in some places they don't live up to Axe I's reputation. The music is passable but sounds weak compared to the emotional, hard-rockin' beats from the original chapter in Axe history. One particular effort, the spine-br-

gling death scream from Axe I, has been watered down to an obnoxious "bleh" here. Axe II's challenge can be adjusted, but the game is no longer than the original cart. A final cut against the sequel is the unduly booooring end sequence.

In a nutshell, Axe II is a fun free-for-all which may not be a step forward for Axoholics, but isn't a step backward, either. Any complaints are in the "too bad" department and don't overly detract from an otherwise solid slice-n-dice. So if you've got an axe to grind, even if it's a bit rusty, grab a friend and take a swing at Golden Axe II!



Golden Axe II by Sega of America
Price Not Available
Available January '92, 4 megs





By Big Rick Stuart

[Gamers - beginning this month we're gonna' be asking celebs to check out their favorite games for you. This month's guest celeb is Big Rick Stuart, one of the San Francisco Bay Area's hottest DJ's. Rick's into moderm music - Punk Rock and Thrash, which makes him uniquely qualified for his job of DJ on KITS (LIVE 105). Rick's also into biking which is why we chose him to check out *Road Rash* by Electronic Arts. He currently owns two Triumph motorcycles and a 1990 Honda C & F 1000 Sportbike. Big Rick considers himself an average gamer. His favorite games are car, motorcycle, and sports games. Thanks, Big Rick! - Ed]

If you've heard of this race cart and thought it sounded hot, wait until you slap it into your Genesis system and twist the throttle! *Road Rash* enables you to race a high tech sportbike against 15 other bikers who try to beat you to the finish and also try to beat you over the head. While you refatiate you must avoid cars, cows, cops, trees, rocks, and just about every inconvenience imaginable while cruisin' the best of California's backroads at 140 mph.



You can jump off rocks.

Hey Ho, Let's Go

Button A is for brake, Button B is for go, and Button C is for (here's the good part) slap, punch, and kick. Every time you hit the road you face 14 other Road Rashers. As you try to pass by they'll punch you in the head, kick you into a horizontal position, or, if they're nice, just run you off the road.

Your job is to pass as many other bikers as possible. Sometimes you gotta' do a little bashin'. All the fighting is done on the bikes at full speed around corners, flat out full throttle on straights, and in mid air! The object is not to kill the opponent. All you want to do is pass 'em and move on. If you spend too much time trying to eliminate the other riders, you waste time which isn't cool 'cause you need to finish in the top four on each track to move on to the next level. Since there are five tracks in each level and five levels you've really got to hustle.



PROTIP: Never slow down to bash with your fellow road rashers. Go as fast as possible - you've got plenty of battles ahead.

PROTIP: Once you're in fourth place during a race you may want to ride more cautiously and just keep an eye on your mirrors.

At each level the tracks get longer and the turns get tighter. The first level is pretty easy. It's a good place to hone your *Road Rash* skills.



Busted!

By the time you get to the third level there are faster riders, more cars in your way, trendy officers to remind you of the

penal code, and other annoyances that slow you down...it get's really tough. But wait, there's good news!



PROTIP: When the roads get tight you'll have to use the brake. Brake just before the turn and power through so you can be at full speed on the straight just after the turn.

Keep it Simple, Stupid!

You don't shift. You don't get any laser cannons. You don't fight any alien mutants on sewer cycles. You DO get a smooth scrolling motorcycle race game. It's got really hot bikes with great detailed graphics.

The screen shows speed, tach, odometer, stamina meters, two mirrors, and a timer. You can see the action behind you and watch as the riders you race against take each other out.



You Cannot Die! You will Live Forever! (almost)

The kind folks at EA understand that life's not easy *Road Rashin'* on California's backroads. Therefore, you can't die while you play this game. You can, however, run out of money! No matter where you finish at the end of each track you get some prize money. You can use the cash to buy better and faster bikes from the eight offered. Each bike is described on the screen with info about engine, weight, handling characteristics, and price. If you want a top of the line Diablo 1000 it's a deal at only \$25,000 (no tax).



PRO TIP: Stay with the first bike you get in the game for as long as possible. You can do really well on this bike.

PRO TIP: Save your cash for a really good bike 'cause when you need it you're really gonna' need it.



PRO TIP: When you buy a new bike read its description carefully. A big horsepower heavy bike goes faster on the straights but is harder to control in turns. Stick with the lighter bikes at first. They handle better.

Unfortunately, you're gonna' crash. If you don't crash too much you'll make it to the end of the track. Each crash makes your bike run a little worse and handle a little poorer. If you crash out too much and don't finish high enough you'll run out of money and the game is over. Boo hoo. The other way to lose money is to get busted by the cops. Out run 'em or it could cost you a heavy fine. The good news is that, unlike real life, it's kind of hard to run out of money.



PRO TIP: Crashing damages your bike and can cost you up to 10 seconds in the race. Don't crash!

Get Your Helmet, Let's Go

Road Rash is a fun game you can play right away. After you get the hang of it you're still challenged by the higher levels. Password saves enable you to pick up where you leave off. All the grunts and groans of heavy bashing and crashing are there along with tire squeals, police sirens, and cow moo's. No lie. The bikes fly in mid air, jump rocks, rip around corners, and look great. If you love great race games this meets almost all of your criteria for an instantly addictive motorcycle 16-bit game with a somewhat sick twist thrown in.



Big Rick rules!

It's great! So listen up squad! Get this game! Put on your leathers and I'll see you on the starting line. Get a good look at my face. You'll be seen' the back of my skid lid for the next 10 miles. Loser buys breakfast at Alcazar! (And hey, it's a game! Never ride like this! But you knew that.)

GamePro's Screen Rating System



Road Rash by Electronic Arts
\$48.99
Available Now, 4 megs

ROAD RASH

By Milo Prophet



Once in a while a game comes along that's beautiful to look at and a challenge to play. Among Genesis carts, Strider and Castle of Illusion starring Mickey Mouse come to mind. But those two don't hold a candle to Quackshot starring Donald Duck. This cart was programmed by the same team that created Castle of Illusion and it's even more graphically stunning, features superb music, and on a scale of 1 to 10, earns an 11 for difficulty!

Around the World in Four Megs

In this world-hopping action/adventure cart, Donald becomes an "Indiana Duck" explorer type as he tries to locate the Great Duck Treasure of King Garuzia. However, big bad Pete gets wind of Donald's quest and he wants in on the action, too.

Donald's search covers nine international locales (and three secret bonus rounds). You start in Duckberg, U.S.A., but thereafter you plot your own course around the globe through destinations such as Egypt, the South Pole, Mexico, or even Transylvania.



PRO TIP: In Dracula's Castle (Level 3) look for a way out in the ceiling, otherwise you're caught in a repeating maze.

Have Plunger, Will Travel

In this sideview, horizontally scrolling hop and pop game, Donald does all the typical hero things—run, dash, jump, shoot, and slide.

Each level's packed with duck-defying adversaries such as boxing turtles, birds with bee hive bombs, cactus people, bewitching snake charmers, and Pe-



PRO TIP: The Tiger boss of the Maharajah level can only be hit while he's in the air. Jump and shoot right after he lands on the ground. To avoid his

fire breath, shoot a plunger at the wall and use it for an extra high jump.

PRO TIP: It takes six Red peppers to start Donald's tantrum. If you decide to eat them in the early part of the cart, eat five and save the sixth for the Maharajah level. You'll need it.

Good Luck Duck

This isn't your typical "run to the right, kill the boss" kind of deal. You select your destination, but you might arrive there without the key item you need from another level. For example, you must go to Egypt to get the Staff of Rah, but you can't get inside the pyramid until you have the Spinyx Tear. Where do you find it? Good question.

On some levels you jump blindly into space to hopefully land on an invisible platform. In others you must tip toe across platforms floating over a one hundred foot drop. One false step in either scenario and you're a dead duck.

A Game You'll Treasure

If you're looking for a show stopper along the lines of Castle of Illusion, that's a million times harder even with unlimited continues but has more fun junk to do, run don't waddle to buy Quackshot. Even if you don't find Garuzia's Treasure, you'll have a Genesis treasure of your very own.



PRO TIP: Return to Gyro Gearloose in Duckberg whenever you're low on Bubble Gum ammo.



PRO TIP: In Duckberg, after you get your Red Plunger, scale the wall to the right of your flag to see the rest of the city and find Gyro Gearloose.



Quackshot by Sega
Price not available
Available now, 4 megs

A graphic consisting of several concentric blue circles of varying diameters, centered on the text. The circles overlap and create a spiral-like effect, suggesting the propagation of sound waves.

**THE
SONIC
BOOM
HAS
BEGUN.**

Hold on tight. Sonic The Hedgehog, the fastest video character around, is on Game Gear, Sega's portable color game system. So now he really roars. Which means

you can play Sonic, or any of these other great games, wherever you want. Game Gear. It makes other game systems look like they're standing still.

Games* (included with system)



Sonic The Hedgehog™



Spinball by Sega U.S.A.



Sonic™



Putt & Putter™



Pac-Man by Namco Game&Toy



Devilish by Sega's Creation



Booze Up by Namco Game&Toy



Brawl Ball by Konami U.S.A.



Poppin' by Tengen

World Class Leaderboard Golf™



Revenge of Dracula™



Dragon Crystal™



Psychic Wars™



Game Gear™ is making waves with a video game explosion.



Catch Her™



Slider™



Ice Mountain Football™



Wreck 'Em™



G-10X™



Space Hopper™



Cooly of Wason™



New Gambler™



Hobby Wars™



Super Monaco GP™



Solitaire Poker™

The Lucky Dime Game™ Jimmy Donald Park



Decomote™



Gear-to-Gear Cable™



The fun never ends with Game Gear's great entertainment and power options. When you want to go

Go wherever you want. Go all the way. Get it in Gear.

A.C. Adapter



Grab your Gear. It's a nonstop blast with power to spare.

Rechargeable Battery Pack



Optional TV Tuner



Car Adapter



GAME GEAR™
LOADING... SEGA GAME SYSTEM



*Simulated Picture. Sega, Game Gear and Gear-to-Gear Cable are trademarks of SEGA. Individual game titles are trademarks of SEGA or authorized third party licensors. See individual game boxes for details. © 1992 SEGA. All rights reserved.

By *Choosy Chooser*



Your name is Pond, James Pond, and you're back for yet another impossible mission. This time the sinister Dr. Maybe has planted time bombs shaped like penguins throughout Santa Claus's main toy factories in the North Pole. To stop him you must become a landlubber, so you're issued a Robosuit to keep your scales healthy on land. Hence your new codename: Robocod.

Saltwater Subterfuge

James Pond II Codename: Robocod is Electronic Arts' latest installment in the tall...uhh, tale of codfish secret agent Pond. This sideview multi-scrolling hop and squish game takes place through nine rooms in Santa's toy factory.

Robocod's graphics are good-looking and sugar-coated. The lushly painted toyland backgrounds include giant teddy bears and other toyland motifs. Pond and his foes are cartoon cute.



The Robocod express!

James Pond II looks light-hearted, but don't let that lul you into thinking the cart's a pushover. Each room is filled with tricky deadends, and Maybe's menagerie keeps the pressure on.

Your task is to flip flop through each room to find all the Penguin Bombs before they blow. Along the way you plant your swisly tail on the beans of Dr. Maybe's crew, which includes snakes, playing-card pterodactyls, mechanical men, and

gummy guys. Each time one of them tags you, you lose a Robosuit battery. When you're out of batteries, you're fish meal.



PRO TIP: *Flashing Barber Poles are exits, but they aren't the only way out of some rooms.*

PRO TIP: *All the walls aren't as solid as they appear. Look for several hidden rooms throughout the castle.*

Live and Let Swim

Pond moves pretty good for fish out of water, and he's got a slick elastic trick to pull himself out of hot water. Pond can "streesitch" upwards like a rubber band



Hey, it may sound fishy but Robocod can move like a snake.

in order to grab onto any overhead scenery, no matter how high it is. His tail half quickly snaps up, and he can pull himself along past obstacles and drop.

You can also find saltwater secret agent type gear such as Bulletproof Sparkling Armor, Golden Ankhs for extra life, Umbrellas to float not fall, and Wing Attachments, which enable you to fly. There are other goodies galore, which you can stomp on for points towards extra lives.



PRO TIP: *You can get to Level Four before you complete Levels One thru Three if you go to the gold colored flat rooftop on the right side of the factory, then walk left into the wall.*

PRO TIP: *You get an extra life for 500,000 points.*

Calling All Cods

James Pond II is no thumb-buster, and its cutesy graphics will have great appeal to younger gamers or the terminally sweet. However, saving Santa's toys really pumps your brain. There's something fishy going on here, and that's a good thing.

GamePro's Game Rating System



James Pond II Codename: Robocod by
Electronic Arts
\$49.95, Available now, 4 megs

JAMES POND II CODENAME ROBOCOD



By Road Kill Warrior

Hey, bud, when it comes to the sand and surf, California has had the advantage over most states. Not any more! With California Games by Sega you can bring the beaches home and compete in five gnarly California-style events! Radical!

Hang Five

California Games is a mondo collection of five separate cool events: BMX bike-racing, Footbag, Roller Skating, Half-Pipe (pull some gnarly skate board moves inside a giant half-pipe), and Surfing. Like, play the events in order or just check out your favorites when your karma's right. Ya gotta' be totally hot to beat some of the events, but you can adjust the difficulty level of the Footbag and Surfing events to match your biorhythms.



Raggin' it by the Golden Gate.

This is totally awesome because it gives dufus players a chance to kick some sand in someone's face.

Of course, the real challenge in a cart like California Games is the chance to compare your skills with your buds'. Or, in this case, up to NINE buds! Yup, it's no problem! Up to nine dudes can compete at the same time - and, like, you can even share one controller! And since you can play it with nine dudes you know what this means don't ya? California Games is the perfect party game! This hot cart even has a high

score board so you can keep a record of who's making the most points and tagging the title of "Big Kahuna."



PRO TIP: Don't set the difficulty level at its lowest for the Footbag and Surfing events unless you really need the practice, otherwise you'll only get half the points for each maneuver if you do. Summer!

In Yer Face

The graphics and animation in California Games are totally awesome. Really cool multi-level scrolling makes the surfing event look more like a film clip than a video game! The animation's colorful and smooth as sand. When your skater flies off his board, you'll be reaching for the band-aids! The sounds are wild too, with bouncy beach tunes and gnarly bone-crunching sound effects. Don't have a perfect beach near by? No problem! California Games is the perfect solution!

Total Control

An old surfer dude once said, "a game is only as good as its controls." California Games isn't too stabby in this area ei-



ther. The controls are very responsive (like, it does what you want when you want it). This is super importante, especially when you are trying to do a hand-plant! Timing is the key to becoming a master of the events.



PRO TIP: Don't try flips off of small jumps in the BMX event.. if you land on your head, you're one dead dude!



PRO TIP: If you get the timing of the jumps down while Skating, you're gonna' nail the entire event.

PRO TIP: To gain speed in the Half-Pipe you've got to "pump" at just the right places on the pipe.

Surf's Up!

Hey, gamers, whether you're a California dude or not this game's cool. It looks awesome and plays great, and, like, it's got stuff in it that you're not gonna' see anywhere else! So hit the beach, or hit California Games!



California Games by Sega of America
\$49.95, Available now

California Games

Getting Into Trouble Has Never Been So Much Fun!

Madison and her faithful sidekick, Crystal, enter a treacherous robotic underworld to rescue Prince Eldon, who has been kidnapped by the mutant military weapons genius, Blackball. Will Prince Eldon survive? Can Madison destroy Blackball? And will the girls safely emerge from Blackball's evil empire? Only time will tell...



The "Getting Into Trouble" Contest

VIC TOKAI INC. and GAMEPRO® are bringing you the most radical Sega™ contest ever! Some lucky gamers will even get a chance to be on TV!! Interested?? Read on...

Inside selected packages of Trouble Shooter™, there will be a Madison or Crystal Card. The five people who get a Crystal Card will win the totally hot Sega™ Game Gear™! Two special gamers who find the Madison card will not only get the Sega Game Gear, but will also be featured on the awesome, new TV program GAMEPRO!

Now for those of you who do not find a card, there is still another way to win. Simply look at the back of the Trouble Shooter box and answer the following question: Who contacts the Trouble Shooter? Mail your answer to:

Trouble Shooter
22904 Lockness Avenue
Torrance, CA 90501

Be sure to include your name, address, and phone number. The winners will be notified by phone and announced on GAMEPRO TV! All entries must be received by January 31, 1992. Now go out and get into Trouble Shooter and watch GAMEPRO. Getting into trouble has never been so much fun!



Licensed by Sega of America, Inc. for play on the Sega™ Genesis™ System. Sega™, Genesis™, Game Gear™ and Columns™, are trademarks of Sega Enterprises Ltd. Trouble Shooter™ is a trademark of Vic Tokai Inc. The GAMEPRO® name and logo are trademarks of GamePro Publishing, Inc. © 1991. Vic Tokai, Inc. All rights reserved.

By Ugg the Bug



F-22 Interceptor by Electronic Arts is a top notch Genesis jet combat flight simulator – in fact it's the only Genesis flight simulator patrolling the video airways. And that's "flight simulator" not "flying game." This cart isn't at all like arcade aerial shoot-em-ups such as Afterburner or Air Diver.

Fly or Die

In F-22 you really must "fly" to survive. For example, taking off, landing, and refueling in mid-air are all potentially fatal operations for greenhorn pilots. You can stall the aircraft or fly into the sun so that you're blinded by the glare. Turn too tightly and G-force slams you with black-outs and red-outs. All this can happen before anyone starts shooting at you!



F-22's polished polygons.

ments the basic visuals with slick animated story sequences, sharp equipment-selection screens, nice 360-degree scans of the jet, and a mortifying "killed in action" scene.

The sounds are cool, too. Digitized vocals bark warnings and command you to shoot. Live jet engine noise, and missile thumps keep you on guard.

Video Avionics

F-22's controls produce precision flying. That's great, but at supersonic speeds it also means they're sensitive. You can pl-



Modify the game to match your flying skill.

outfit the F-22 with six types of missiles from the real-life Air Force arsenal including Sidewinders, Sparrows, wire-guided TOWs, and television-guided Mavericks.

PRO TIP: TV guided missiles can be tough to control. Get as close to the target as you can before you launch them.

All the hardware is essential. The action is intense when you run up against nasty waves of MIGs, choppers, mobile missile launchers, tanks, and surface-to-air missiles. Expect defeat – often.

F-22 INTERCEPTOR



Here's how you see most of the action.

Be prepared to log massive flight time. You fly in four theaters – the United States, Korea, Iraq, and Russia – each containing a whopping 30 missions. Create your own tactical nightmares with the Mission Generator or try the Aces' Challenge where you take on two and then four aces simultaneously.

Supersonic Sights & Sounds

The cart's looks are polished and familiar. The graphics are polygon-based like many personal computer flight simulators and aerial coin-ops, but F-22 supple-

ment the jet from three views. Most of the time you'll rely on the first-person cockpit look. There's a wide-angle Heads-Up



Behind-the-jet makes flying easy, but there are no instrument warnings!

Display view and an external Chase view, which, too looks forward from behind the jet.

PRO TIP: Use the different view options. Chase is good for ground attacks. H.U.D. is good for dogfights.

Give 'em the Gun

The cart's great attention to detail extends to the armament. Cannons are standard equipment, but you can also

PRO TIP: Afterburners enable you to outrun anything, but they chug fuel like crazy.

PRO TIP: To elude missiles bank hard right and then hard left. Confuse heat-seekers by heading into the sun and then banking.

PRO TIP: In a pinch you can use air-to-air missiles on ground targets and vice versa, but in both cases they aren't as accurate.

The EA Air Force Wants You!

F-22 is a good flight simulator by any standard. Pledging flies will have a hook of a time trying to master the controls and fiddling with the options. However, veteran video jet jocks will go supersonic! The Mission Generator alone is inspired. Take off with F-22, you may never come down.



F-22 Interceptor by Electronic Arts

\$49.95

Available now, 8 megs

PAR-TEE GOLF

GAME GEAR™ UP FOR 18 HOLES



Super Golf for Game Gear. A full color golf simulation with the slice of life. Spin it, draw it, hook it, fade it, cut it, give it a little left to right, punch and run, or crack a slice O.B. This game plays real.

With Game Gear's new **Super Golf** you have full control over your style of play. Pick your club, set the tee, and make your shot. It's all up to you! **Super Golf** will test your skill, and keep you coming back.

For **Single Players** to **Foursomes**, kids and adults, and for amateurs and pros. Tee up to the challenge, get **Super Golf** for Game Gear today!



Look for **Devilish**
for Game Gear
AVAILABLE NOW!

**SAGES
CREATION**

12062 Holly View, Suite 250, Garden Grove, CA 92645
(714) 893-0309

By Doctor Dave



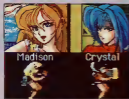
If you're a fan of shooters like *Forgotten Worlds* and *R-Type*, you MUST check out *Trouble Shooter* for the Genesis by Vic Tokai. This game not only delivers awesome shooting action, but you'll even score a few good yuks out of the humorous storyline that flows through the game.

Girls' Night Out

Your heroes in this single player cart are two woman warriors, Madison and Crystal, who must rescue young Prince Eldon from Blackball, a B-A-D man. You play Madison but you have limited control over Crystal - as with *R-Type*'s option satellites, she shadows every move you make.

Double Trouble

This ammo-packed shooter consists of five Stages. The action scrolls horizontally and vertically in side-view perspective. You must blast your way through action-packed areas such as a shopping plaza, an underground hide-out, and even around a huge spaceship (a la *R-Type*) called "Colossus." Blackball's forces

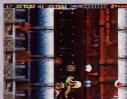


Madison and Crystal are the team that takes the screen.

are basically different types of robo-mechs led by four slick-looking stage-bosses.

Madison and Crystal fly through each stage and lay down some heavy-duty firepower. Madison fires her cannon ahead to the right, and you can make Crystal swing around to fire her weapon either left or right.

Don't worry about firepower. At the beginning of Stages 1-4, Madison can select special weapons which empower the team with awesome forces such as the Lightning Storm electric bolts, the Tidal Wave's vertical laser, the Blizzard's swirling energy field, and the Avalanche's concentrated wall of missiles. You can shoot Cargo Pods to release power-ups



Look for small red hearts that appear in hidden places to increase your life meter!



There are plenty of Cargo Pods for power-ups at your disposal.



No Trouble Here!

Even if you think there are too many Genesis shooters around make room for *Trouble Shooter*; it's superb! The brightly colored graphics are beautiful and painted in the style of Japanese cartoons. The digitized voices and sound effects are great. Every level is enhanced with multi-scrolling backgrounds and different soundtracks. The game also packs dynamic gameplay with the controlling of two characters by one player. Three difficulty settings keep the challenge at your level. Just remember: don't give up! There's a great surprise ending that's truly something worth *Trouble Shooting* for!

such as Firepower which increases your firing strength. There are also Speed Ups and Slow Downs to adjust your flying speed to match any obstacle.



Use the Tidal Wave weapon to create a shield in sticky situations!



Trouble Shooter By Vic Tokai
\$49.50, Available November, 4 megs

Fight Your Own Battles



BATLEMASTER

Let's face it, the biggest challenge
in most RPGs is staying out of a boredom-induced coma.

Phantasy Star™ and *Might and Magic™* are big...BUT WHERE'S THE ACTION!

Their idea of combat: Highlight "Fight" on a menu and then stare helplessly at the screen as the machine fights for you. Well, that's just not good enough anymore. It's time to fight your own battles.

So take control of your own RPG combat with *BattleMaster*—the first game ever to incorporate real combat action and true military strategy into a gigantic RPG universe:

- At least 100 hours to complete the game
- Over 2,500 screens make up 50 towns, villages, castles, dungeons and wilderness areas
- More than 300 magical items and weapons to find and use
- Hundreds of different monsters to take on
- Up to 16 characters in your army
- Wizards, thieves, warriors and merchants in each race
- Align your troops in one of 18 different military formations
- Lead your army into combat—and fight your own battles!

*"A great mix
of action and
role-playing
adventure
that's easy to
get into!"*

—*She's No, Gamepro*

Licensed by Sega Enterprises Ltd. for play on the Sega™ Genesis™ System

©1991, Microsoft Ltd. BattleMaster™ and ©1991, Storm Entertainment, a brand name of Microsoft Ltd. Sega™ and Genesis™ are trademarks of Sega Enterprises Ltd. Phantasy Star™ is a registered trademark of Sega Enterprises Ltd. Might and Magic™ is a registered trademark of New World Computing, Inc.



By Wirehead



Welcome to the 25th Century... The corrupt Rusty American Mercantile (RAM) has crafted a planet-busting weapon, called the Doomsday Laser. At the same time 21st-century legend Anthony "Buck" Rogers has defrosted from a deep freeze. You and your team of Buck wannabes join the rebel New Earth Organization (NEO) to help Buck prevent the RAM from shafting Earth.



The Countdown to Doomsday has begun.

A Team Effort

In order to fulfill your mission you assemble a band of up to six characters from various space races including Humans, Tinkers, and Desert Runners. Each member of your team is trained in a special profession such as Rocket Jock, Medic, Rogue, or Warrior. They can also learn supplemental skills like Rocket Piloting, Programming, Stealth, Demolition, and First Aid.



NEO forces confront the RAM in devastated Chicago.

PRO TIP: Your party should consist of one Rogue, two Desert Runner Warriors, one Tinker/Medic, and two Human Pilots. Be sure to train two characters other than your Medic with the First Aid skill.

PRO TIP: Move your warrior to the head of your line-up in case a single-fid combat is fought in a tight area.

Interstellar Thrills, Chills and Spills

For those bored with typical role-playing game (RPG) fare, Buck offers original sci-fi adventures in a plausible future. You'll visit four planets, lots of alien spacecraft,

and an asteroid belt, to name a few. Most of these locales are inhabited and you better believe the natives aren't friendly: Robots, Acid Frogs, Hyper-scopes, Space Rays, troops of Experimental Combat Genies (ECGs), and hostile RAM forces make life miserable for your team. To survive the perils of intergalactic travel you must master over-head-view flight, three-quarters perspective tactical land-based combat, and even ship-to-ship combat from a first-person point-of-view. Our friend Colonel Rogers appears occasionally to lend a hand, along with NEO-aligned personalities Col. Wilma Deering, General Carlton Turabian, Desert Runner-chief Tuskon, and digital RAM-deflector Scott-Dos. You'd never see Buck's corner of the universe in a day, so these battery-save files are provided.



Star hot

PRO TIP: Never use Quick Combat unless you're much stronger than the opposition.

PRO TIP: Aim for the enemy's Controls and Engines first in a ship-to-ship battle, and board it as soon as possible.

Arms Race

Whether on foot or in the air, you'll have a wide variety of atom-blasting weapons at your disposal if you can find, steal, or purchase them, that is. In land-based combat you'll whip out Pistols, Swords, and Launchers, and during ship-to-ship battles you'll fire up Lasers, Missiles, and Plasma guns. Other items include Armor, Goggles, Demolition Charges, and Antidotes.

Buck Rogers

Countdown to Doomsday



No one can hear you scream...

PRO TIP: Arm your Desert Runner with a Crossbow pronto.

Bet on Buck

Buck Rogers: Countdown to Doomsday by Strategic Simulations and Electronic Arts is a classic example of RPG near-perfection. It's filled with fun and interesting graphics; killer weapons, scads of seriously nasty monster-types, and plenty of places to go and things to do. The repetitive non-sterio music needs improvement, but the sound effects make up the difference. Especially excellent is the two-part end fight. Even if you're unfamiliar with the Buck "space operas" of yesteryear, his console cart is a great place to start if you're ready to go where no Genesis gamer has gone before.

GamePro's Game Rating System



Buck Rogers: Countdown to Doomsday
by Electronic Arts, \$69.95
Available December '91
8 megs + Battery back-up

TOTAL AIR

SUPERIORITY



EA AIR FORCE™ The US Air Force won't have the F-22 until 1994, but the EA Air Force has it today!

Take control of America's newest Air Superiority fighter in the first combat flight simulator for the Sega Genesis. Hit the

afterburners and roar into battle against multiple land, sea, and air targets in four areas of the world. ☆ Feel the G-forces pull at your body as you loop to close in on a MiG or turn to strafe a SCUD missile base. ☆ The F-22 has it all!



Evoke anti-aircraft fire while dodging MiGs.



Choose internal or external views of your plane as you fly.



Sidewinders, Mavericks, TOW anti-tank missiles - the F-22 packs a lethal payload.



Sega and Genesis are trademarks of Sega Enterprises, Ltd. F-22 is a registered trademark of Lockheed Martin. EA Air Force is a trademark of Electronic Arts Software. © 1991 EA Games. All Rights Reserved. Visit your retailer or call 1-800-243-4525 anytime.

F-22 Interceptor Advanced Tactical Fighter by Neil Jensen and Gene Ruzick

SEGA GENESIS



By Van Gort

Looking for a change of pace from all the 'fightin', 'shootin', and 'blastin' on your Genesis? Well, now you can create rather than destroy with Sega's unique, graphic arts cart, *Art Alive!* In this simplified computer drawing program for art novices, there isn't a single Boss or nemesis in sight; however, video pals Sonic and Toejam and Earl do make a brief and welcome appearance.

Electronic Easel

Art Alive! transforms your TV set into a video canvas on which you create visual masterpieces with a variety of drawing tools, colors, and animation options. You draw by using the control pad and an onscreen cursor, which appears as a crosshair, a pencil, or a spray can depending on the graphic tool you use. Anyone familiar with personal computer art programs will start drawing instantly, and beginners will take just a few moments longer to hit the paints!



Everything you'll need to create a video masterpiece!

At hand are 8 tools to draw, paint, and create shapes. The most versatile is the Pencil, which you use for freehand drawing. The Eraser does what erasers do; however, here you can also use it as an illustration tool to add special effects. The Curve Tool creates precise, curvy lines. The Free-Form Tool creates straight lines of any length, which can be connected to create enclosed shapes. The Fill Bucket automatically fills any enclosed shape with one of 16 primary colors or 4 contrasting patterns. The Spray Can paints like an airbrush, and, as with



a real airbrush, the longer you spray on one spot, the heavier the spray color. The Circle and Rectangle tools are self-explanatory. If you make a mistake with any Tool, a handy Undo feature enables you wipe out your most recent stroke.



Use the eraser as a "reverse pencil" for unlined shapes and special effects.



Experiment with airbrushing a variety of colors over the same section to create different shades and special effects.

Art Alive

Art Alive! earns its name with a collection of Special Features that breathe life into your artistic efforts. The Stamps option enables you to instantly imprint the screen with one of several well-rendered, pre-drawn pictures of people, animals, vehicles, or even Sonic the Hedgehog and Toejam and Earl! You can also create an

original stamp image with your art toolbox. The Backdrop feature allows you to choose from one of six black and white background images ranging from a coastline to the interior of a house, which you can color. Use the handy Text feature to add messages or descriptions to your illustrations.

The most fun feature of *Art Alive!* is the Animation function. Use it to make any Stamp image "live" with 5 preset motions or create a custom motion using your directional tools. Draw a radical, bizarre alien landscape and have Toejam or Earl strut through it! Unfortunately, you can only feature one animated item at a time.



If only we could frame it ...

Painting by the Bytes

Beauty is a fleeting thing. One drawback of *Art Alive!* is the inability to save your creations; however, they can always be videotaped for posterity. *Art Alive!* is also too simplistic (think of a color video Etch-A-Sketch) and limiting even for accomplished digital artists, but that is clearly not the audience that this cart is intended for.

Art Alive! is a welcome change of pace from standard video game fare. It presents a stimulating and entertaining interactive activity for younger videogamers or aspiring computer artists, and as a primer to fully-powered computer drawing programs it's great! Who knows, a couple years from now, you just might be playing a video game illustrated by an *Art Alive!* graduate!

Art Alive! by Sega of America
\$39.95
Available Now

R U A GENESIS GENIUS?

PART 3

You're brilliant, right? NOT!

Take the Genesis Aptitude Test (G.A.T.) and let's find out what you really know. Write the answers to questions 15-21* on your completed entry form, and send it in. You could score 3 new Genesis titles from Electronic Arts just for being a wit.

And if the G.A.T. didn't bust your head, flex your brain on the tougher questions in the PRO BOX. Write your answers to questions 1-4 on the separate entry form and you could win a trip to Electronic Arts to Play with the Pros.

*If you didn't answer G.A.T. questions 1-14—no problem. It's never too late to become a Genius!

G.A.T. QUESTION #15

Q:



F-22 IS:

- A. The number on Adolf Schickelgruber's dog tags.
- B. The best song on the jukebox at Floyd's Diner and Aquarium.
- C. BINGO!
- D. The first real jet flight simulator for the Genesis.
- E. A very peculiar bra size.

G.A.T. QUESTION #16

Q:



WHAT'S ONE OF THE WORST WAYS TO DIE WHILE PLAYING THE IMMORTAL™?

- A. Get tied down by escaped lab rats and whipped with spaghetti (al dente).
- B. Ask a flesh-eating sloth to dance.
- C. Be served as the main course for a billion baby arachnids.
- D. Get pummeled with various vegetables and fruit.
- E. Call your Mom in to watch a gruesome ogre death.

G.A.T. QUESTION #17

Q:



IN JOHN MADDEN FOOTBALL™ '92, THE NEW RUN & SHOOT OFFENSE IS:

- A. Essential in tough neighborhoods.
- B. A good way to exploit a suffocating 3-4 defense.
- C. Guaranteed to get you 5 to 10 at San Quentin.
- D. Dangerous if opposing players have bazookas.
- E. Better than Run & Fall Downs.



G.A.T. QUESTION #18



Q: IN *SHADOW OF THE BEAST™*, YOU MUST FIGHT EVERYTHING BUT:

- A. Giant insects.
- B. Giant eyeballs.
- C. Giant bats.
- D. Giant lizards.
- E. Small, two-winged bosses with a rather kind of gale machine.



G.A.T. QUESTION #19



WHAT IS MARBLE MADNESS™?

- A. The hottest band in thrash-punk.
- B. A side-effect of the chicken pox.
- C. A brain condition affecting the temporal lobe.
- D. Piloting your marble through mind-boggling mazes despite cliffs, rubber walls, vacuums, and slime pits.
- E. The favorite in the third race at Aqueduct.

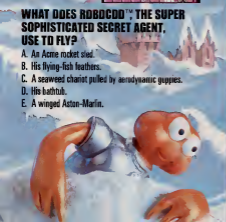


G.A.T. QUESTION #20



WHAT DOES RDBDCDD™, THE SUPER SOPHISTICATED SECRET AGENT, USE TO FLY?

- A. An Acme rocket sled.
- B. His flying-fish feathers.
- C. A seaweed chariot pulled by aerodynamic guppies.
- D. His bathtub.
- E. A winged Aston-Marin.



G.A.T. QUESTION #21



THE BEST WEAPONS IN BUCK ROGERS™: COUNTDOWN TO DOOMSDAY ARE:

- A. A lusted atomic clock and a dollar bill.
- B. Needle gun and laser rifle.
- C. The acrobat and bribery skills.
- D. The chirping of Martian tree frogs.
- E. Who cares? If you get dusted, just live/10 from battery-back up.



PRO BOX QUESTION #1

Q:



IN STARFLIGHT™, THE ONLY ALIEN RACE THAT EATS HEADFRUIT.



PRO BOX QUESTION #2

Q:



IN NHL™ HOCKEY, WHAT DOES THE SCREEN SAY WHEN THE SAN JOSE SHARKS™ WIN THE STANLEY CUP®?



PRO BOX QUESTION #3

Q:



IN ROAD RASH™, WHICH RASHER APPEARS IN EVERY RACE?



PRO BOX QUESTION #4

Q:



IN PGA TOUR™ GOLF, WHAT MESSAGE DO YOU RECEIVE FROM THE ANNOUNCER WHEN YOU MAKE AN EAGLE?



PRACTICE IS OVER. PLAY WITH THE PROS FROM ELECTRONIC ARTS.

ANSWERS TO G.A.T. QUIZ PART 2:
#8. **D** #9. **E** #10. **B** #11. **A** #12. **V** #13. **A** #14. **C**

WATCH FOR G.A.T. QUIZ PART 4

for the answers to G.A.T. Quiz Part 3.



PRO BOX

BE A GENESIS QUIZ WIZ:

Just fill out this G.A.T. quiz and mail it. Entries with 100% correct answers qualify for a drawing to win any 3 Genesis games from Electronic Arts, including those hot soon-to-be-released titles.

WHERE IN TIME IS CORNER BROTHERHOOD?

—Corneo and his gang travel through time to steal treasures from the Middle Ages, the Renaissance, Imperial Japan and even the Present. Place the videos in their timelines before time runs out.

RODENT VS BIRD *

—Michael Justice competes against Larry Bird in the ultimate basketball match of Computers in three different events: One on One, Three Dash Competition, and 3-Point Shootout.

BLAZER CRUISE **

—Battle the waves of Eternity through a treacherous land and attack its dragons straightfold, innovative structure and self-less warrior combat within the world of Black Drypt.

Your Answers

#1. _____ #2. _____ #3. _____ #4. _____ #5. _____ #6. _____ #7. _____

Name _____

Address _____ Apt. _____

City _____ State _____ Zip _____

Phone _____ Age _____

SEND COMPLETED G.A.T. QUIZ TO:

G.A.T. QUIZ, ELECTRONIC ARTS, 1400 FASHION ISLAND BLVD., SAN MARINO, CA 91094

Entry must be postmarked by 3/31/91. Drawing will be held 4/15/91. Winner will be notified by mail.

I would like to be a Genesis game reviewer in Electronic Arts. Give me a call tomorrow.

Electronic Arts (EA) and EA GAMES are trademarks of Electronic Arts Inc. EA GAMES is a registered trademark of Electronic Arts Inc. EA GAMES is a registered trademark of Electronic Arts Inc. EA GAMES is a registered trademark of Electronic Arts Inc. EA GAMES is a registered trademark of Electronic Arts Inc.

John Madden Football 2™ copyright © EA GAMES. EA GAMES is a registered trademark. EA GAMES is a registered trademark of Electronic Arts Inc. EA GAMES is a registered trademark of Electronic Arts Inc. EA GAMES is a registered trademark of Electronic Arts Inc. EA GAMES is a registered trademark of Electronic Arts Inc. EA GAMES is a registered trademark of Electronic Arts Inc.



COME AND PLAY WITH THE PROS.

We're recruiting! All ages just try in Electronic Arts exclusive headquarters in San Marino, California! Spend the day playing with the EA Pros; test out new games as well as EA game classics; and receive other great prizes. Fill out the PRO BOX quiz, and send it to the address below. You'll be automatically entered into the contest. No purchase required.

Your Answers

#1. _____ #2. _____

#3. _____ #4. _____

Name _____

Address _____ Apt. _____

City _____ State _____ Zip _____

Phone _____ Age _____

SEND COMPLETED PRO BOX QUIZ TO:

PRO BOX QUIZ, ELECTRONIC ARTS, 1400 FASHION ISLAND BLVD., SAN MARINO, CA 91094
The quiz you receive will contain a contest entry form. EA GAMES is a registered trademark of Electronic Arts Inc. EA GAMES is a registered trademark of Electronic Arts Inc. EA GAMES is a registered trademark of Electronic Arts Inc. EA GAMES is a registered trademark of Electronic Arts Inc. EA GAMES is a registered trademark of Electronic Arts Inc.



PRO BOX

PRO BOX



By Fanatic Fan

Greetings, sports fans! Fanatic Fan here with a look at the latest installment in the R.B.I. Baseball series. Yes, there's another! For R.B.I. Baseball 3 Tengen turned its attention to the Genesis, undoubtedly the best of the many R.B.I. games available.

The Gang's All Here!

Just like every other R.B.I. cart last year's Major League teams are here (1990 rosters), including the National and the American League All Star teams. But Tengen has added a special bonus this go 'round. All the league champions from 1983 through 1989 are here, which allows you to play some intriguing match-ups.



Alley takes third!

PRO TIP: Oakland's 1990 ball club is a good team to learn with. They have it all!

One drawback to having older teams in a video game is that retired players require a different licensing agreement in order to use their names. Here fictional names replace many of the players you'd expect to see, although their stats remain in the game.

Sights for Sore Eyes

Real player names and stats are half the battle when creating a good baseball game. Unfortunately, that's all you usually get in an R.B.I. game. Graphics and realism were always secondary. Not so in R.B.I. Baseball 3!

R.B.I. 3's graphics fare well against the current measuring stick - Ballistic's Hardball - also for the Genesis. The players are detailed and have the correct uniform colors. The pitcher/batter confrontation screen is spectacular, and the

on-field graphics, where most baseball games usually falter, are solid.



RBI 3 has impressive graphics. Check out the pitcher-batter screen!

R.B.I. BASEBALL 3

Sounds to Cause Sore Ears

Although the graphics sparkle on this cart, sound is a mixed bag. The sound effect of the bat smacking the ball is great, and the background music is generally unobtrusive (plus it can be turned off). Unfortunately the umpire voices are a major bummer. The home plate ump coughs out weak "foul" and "safe" rulings as if they're choking on turballs.



I've fallen and I can't get up! An Oakland A's outfielder misplays a flyball.

PRO TIP: Use the Easy level for batting and fielding practice - the computer's in the

Feel Wee League here. Medium is good once you've mastered fielding, because there are no ball markers to spot fly balls. Don't let the Hard level scare you away - it's not impossible.

PRO TIP: Right-handed pitchers should use the outside fastball against right-handed batters and the inside fastball against lefty hitters. These pitches tend to generate a lot of easy grounders to your shortstop and second baseman. Lefty pitchers should go with the outside fastball versus lefties and the inside cheese against the righthanded batters.



You'll get an instant replay when you make a great play.

Something Old, Something New

R.B.I. 3 is set for a brand new season, but it retains some traditional R.B.I. tendencies. Tengen finally included the ability to dive or jump for a ball. Hallelujah! It ain't baseball if your guys stand there like robots! You get the same behind-the-batter perspective when pitching or hitting, and three-quarters birds-eye look when the ball is hit. Pitching is still the same mix of fastballs and "squirrel" pitches. With a behind the batter perspective, it's nearly impossible to do much else.

Let's Play Two!

There are no surprises in R.B.I. Baseball 3, other than the incredible graphics. Tengen has taken some major league steps since the release of their Nintendo baseball classic, sooner or later they may just hit one out of the park. So stay tuned, sports fans!



**R.B.I. Baseball 3 by Tengen
\$54.95, Available now, 4 megs**

GENESIS PREVIEW

By *The Missing Link*



Virgin Games has been hard at it prepping for the release of the long awaited 16-bit version of the Orion Pictures smash high tech sci-fi flick, the Terminator. To enlighten the few who aren't hip to the Terminator saga, here's a quickie re-hash.

The setting: It's a post nuclear world dominated and run by an evil force of mechanized beings called Terminators. The cast: In this video version you jump into the guise of the movie hero, Kyle Reese. Reese is the man chosen to go back in time to save Sarah Connor from meeting an untimely demise. The zinger plot twist: If you don't save Sarah, she won't give birth to her son, John Connor, the man who, when he grows up, leads an uprising against the evil Terminators.

An Appetite For Destruction

The gang's all there, Kyle Reese, Sarah Connor and, of course, that infamous robo-nightmare, the Terminator. Your robo man-hunt covers six explosive levels of hardcore running, jumping, climbing shoot-the-heck-outta-'em action. It's a one man show as you face ambushes from both land and air by helicopters, uniformed vigilantes, and massive mechanized creatures of destruction. Incredible free flowing graphics and digitized movie stills brilliantly recreate this sci-fi movie classic in the gaming format.

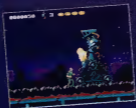
He Already Came Back... But Who Cares

O.K., O.K., so Terminator 2: Judgment Day's already hit both the movie and the video screens. Virgin Games' 16-bit video wonder based on the first movie is on the way, and man-oh-man is this bad boy looking tough! Keep your eyes open for the final version - you may just want to get yourself terminated.

The Terminator by Virgin Games

\$59.99

Available January '92, 8 megs



Mech-attack!



Reese jumps head first into danger.



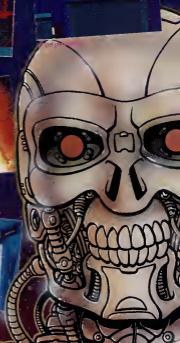
Cruise' the streets for some trouble.



In the "heat" of action.



The Terminator!



THE TERMINATOR

SHOOT TO THRILL!

VICE

PROJECT DOOM™

THIS GAME IS LICENSED
BY NINTENDO™
FOR PLAY ON THE
Nintendo



Vice officer Quinn Hart is on an assignment unlike anything he's ever seen! Weird bodies are turning up dead, top secret weaponry is missing, and organized crime is at an all time high. But Hart's up against something more than the Mob, street gangs, or even hostile terrorists.

A new force has risen and Hart finds himself plunged into a conspiracy of terror!



American Sammy Corporation

2421 205th St., Suite D-104, Torrance, CA 90501
PHONE: (213) 320-7167 • GAME TIPS: (213) 320-7362

SAMMY™, VICE: THE PROJECT DOOM™
are trademarks of American Sammy Corporation.
Nintendo and Nintendo Entertainment System™ are
registered trademarks of Nintendo of America, Inc.



Take to the highway in your Super-Charged Street Machine!



Blat, whip, and bend your way in to action!



You and your 44 is a warehouse packed with stolen merchandise and deadly assassins.



A storyline to keep you plastered to the action.



SUPER NES PRO REVIEW

By **Slasher Quan**



Ohmmmm...oops, excuse me, I was just meditating. You must usually be in top-top mental and physical condition to be a true master of the video martial arts. However, that's not completely the case in *The Legend of the Mystical Ninja* by Konami for the Super NES.

Bushido Brothers

One or two players take control of a team of heroic ninja boys, the dynamic duo of Kid Ying and Dr. Yang. The town of Horo-Horo was ransacked by the dastardly Dragonbeast, and all the villagers went nutzoid when the Beast's right-hand lizard, Silver Serpent, cast a mind-mushing enchantment. Now you (as Ying or Yang) or you and your buddy (Ying and Yang) must smack them back to their senses.



Ninjitsu to the rescue.

When it comes to comical bop-n-bash, Ying and Yang know ninjitsu. They stomp through 10 Mystical Warlock Zones, which are each divided into two areas: a gold-gathering, clue-tracking overhead section and a side-view fight-to-the-finish. The game has passwords and unlimited continues, and your partner can "join in" any time.

Tools of the Trade

Mystical Ninja represents a mishmash of Japanese and American martial arts culture. For example, Ying and Yang are trained in Pipe, Yo-yo, Flute, Whistle, and even Piggy-back attacking techniques. Weird but effective.

PROTIP: Press Up to sneak behind the background.

The Legend of the Mystical Ninja



PROTIP: If you reach a dead end in a side-view maze, leap on the switch block to rotate the screen.

Shop 'Til You Drop

If *River City Ransom* had you pinching pennies for the best in kick-and-punch gadgetry, you'll find *Mystical Ninja* an all-out spending-spree. Over 16 different attractions (such as casinos, horse tracks, and saunas), stores, restaurants, and game rooms (featuring Gradus, Breakout, and others) are waiting to swindle you out of a buck or two. Buy items as needed, such as Pizza to restore health, Sandals for speed, and Straw Hats for protection.

PROTIP: Play Uncle Chan's Pop Quiz over and over for unlimited cash. What a bargain!

Villainous Vermin

Dragonbeast's bulks are as mean-listed as they are good-looking. Ying and Yang face topsy-turvy clowns, robo-samurais, blob-headed black belts, and screen-filling bushido bosses. Locales include a carnival, an amusement park, a riverside dock, and a freaky forest.

PROTIP: Reflect the Level One boss ghost's bolt blasts back at her with your Mystical weapon.



PROTIP: Defeat all the egg-face guardians of the Level Two grandstand and a secret exit appears.



PROTIP: To beat the Dragon Boss in Level Two, climb his mast and knock out the lanterns. Then, jump down, turn around, and stomp him in the face.

Strange Ninja in a Strange Land

Ever notice how the most popular Japanese game series tend to arrive in the U.S. several years late, and some never appear at all? *Mystical Ninja* is one that did make it over, but the cart seems more like a sideshow than a video game, that is, plenty of distractions and too-bouncy ninja fighting. The graphics are colorful and well animated, but on the whole you don't get the "cutting edge" feel of other martial arts titles.

Ying and Yang put on a cutesy show of tough cartoony sluggery, but if you're looking for more complex video ninjitsu for your money, better save your strength 'til a true "master" such as Ryu Hayabusa, slashes his way into 16-bit dojos.



The Legend of the Mystical Ninja
by Konami, Price unavailable
Available January '92



By Monty Haul

Some burglars, no matter how inept, never seem to learn their lesson. Such

is the case with Harry and Marv, the goofy crooks who unsuccessfully tried to clean out the McCallister family homestead in the top-grossing slapstick flick of all time, *Home Alone*. Now they're back to take it in the face, body, and crotch on your Super Nintendo.

Send in the Cronies

For whatever reason, young Kevin is home alone for the holidays once again so the "Wet Bandits," out on parole from the state pen, call in the police to enact a long-overdue payback. Thugs of every shape, size, and description are prowling the halls of our young hero's house in search of the McCallisters' most prized possessions. You must help Kev thwart the thieves in this side-view item-grabbing cart from THQ.



Harry and Marv are making a list and checking it twice.

Trapping the Boobies

Kevin must hide the McCallister valuables in a safe place (the vault) so he roams around four wings (levels) of his house, grabs as many family treasures as his backpack can hold, and tosses 'em all down the laundry chute. Each wing has two floors and many rooms, including bedrooms, bathrooms, and playrooms, and each holds a different variety of treasures, such as toys, electronics, and rare pets.

Kevin's a kid genius when it comes to masterminding felon-falling traps. His devices are cooked and ready to spring -

you just have to figure out how to trigger each slip-up. Kev can also splash thugs with a water pistol, bop them with baseballs, snipe at them with a sling-shot, and bonk them with a BB gun. His weapons usually disable the crooks momentarily.

HOME ALONE



PRO TIP: Leap-frog over smaller burglars while they're stunned.

PRO TIP: Eliminate the white-suited hat-tossers altogether with baseballs.



PRO TIP: Lead thieves into piles of toys to wipe them out.

PRO TIP: Use the "domino effect" to execute many of Kevin's deadliest booby-traps. For example, bounce the bowling ball and the vibrations will drop a trophy on a gangster's head. You can also put banana peels and buckets of paint to good use.

Kevin's Collectible Delectables

Young taste buds crave one food more than any other, Pizza. Kevin earns an extra life when he munches eight slices or an entire pie at once. Cookies are great in-between-meal snacks because they

restore a lost hit point. For that "manly" feel, slap on some Aftershave and become a temporarily invincible nine-year-old. Oh, the joys of kiddie video-game fantasies!

PRO TIP: While you're invulnerable backtrack to take out the toughest thugs.

Closet Nightmares

Most children are afraid of dark places and Kevin's no exception. His worst fears come to life after he stashes enough valuables to clear a level. He must then brave the cellar and confront creepy things like rats, bats, spiders, ghosts, and the occasional boss nightmare.



PRO TIP: Flatten the giant tarantula at the end of Level Two with the cinder block.

PRO TIP: Study the movement of Level Three's spooks before making a dash for safety.

No Babysitter Required

Although gameplay and challenge fall short in comparison with more demanding 16-bit titles like *Super Mario World*, fans of Bart vs. the Space Mutants for the NES will enjoy the easy-going style of *Home Alone*. It has the same predictable but amusing run, jump, and snatch fare. Harry, Marv, and the gang are graphically unremarkable, but the "Nutcracker" theme music is fairly well-scored. If you're *Home Alone* you might find this one's a steal!



Home Alone By THQ
\$25

Available December '91, 4 megs



By Boss Music



Your friendly neighborhood space invaders have your Super NES locked in for plenty of arcade-quality side-view shooters. U.N. Squadron, Gradius III, Super R-Type, and Darius Twin have already gone zap-happy on 16-bit screens. Enter Earth Defense Force from Jaleco, a seriously super competitor for your blaster bucks.

Full Throttle Ahead

What would a great shooter be without a swarm of world-chomping aliens? Earth is the main course on the AGYMA Empire's interstellar menu, and the predictably inadequate Union of Federated Planets can only muster one last-gasp line of defense: the XA-1 supershuttle, a.k.a. Earth Defense Force. Only experienced shoot-out studs need apply for this mission.

Gunning for Greatness

You can talk tough and claim to be an ace of the skies all day, but the XA-1's custom-tailored arsenal provides plenty of frenzied firepower to prove who's really got the right stuff. At the start of each level you pick your firepower from eight primary weapons, such as the Vulcan, Pholon, Geratide, and Atomic guns. In addition, a pair of satellite cannons attach to your ship. As you destroy enemies and score points, your shooting strength increases, as do uses for the satellites.

PRO TIP: Choose Homing or S-Laser as your weapon for maximum effectiveness against clusters of opponents.

PRO TIP: Use the satellites to block enemy fire.

PRO TIP: Power-up to level five and the satellites gain a deadly homing ability, great against bosses.

PRO TIP: When one weapon advances a level, they all do.

The E.D.F.'s shields can absorb one to three hits, depending on your option menu selection. Only three continues are allowed over the game's six stages, so put up or shut up early in the game to insure enough credits for the climax.

Attacking the AGYMANS

Piloting the XA-1 may be a breeze, but don't expect any sympathy from the enemies. The AGYMA empire spared no expense to assemble a fearsome fleet of hero-busters worthy of any sharpshooter's effort. The death squads look nice, too, and the visuals plus fine music put on a snazzy show. Some of the more riveting locales include the bright lights of an infested city, an underground naval graveyard, and the amazing space bordering AGYMAN headquarters. However, sometimes E.D.F. suffers from SNES graphics overload, which slows down the action.

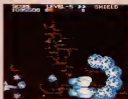


PRO TIP: Circle around Stage Two's robo-lens spect gladiator and give the trigger a squeeze while dodging its beams.

PRO TIP: Shoot the submerged scorpion sub's head with your homing satellites, but recall them to block the sub's heat-seekers. When it rises from the water, use the same strategy but stay as far away as possible.

PRO TIP: To pulverize the guardian mech at the end of Stage Six, shoot the core while avoiding its fireballs, lightning, and assort-

ed laser attacks. Have the satellites handy for defense.



PRO TIP: Dodge the Stage Five crystalline snake's debris and target its head.



PRO TIP: While making your escape from the falling fortress, blast the bird of prey in its beak.

All Fired Up

After all is said and done, a space shooter needs great gameplay to call itself truly super. E.D.F. isn't the hottest of the hot, but it will surely satisfy video kamikazees looking for a Super NES assignment. It's no shot in the dark, Earth Defense Force is a winner.



Earth Defense Force by Jaleco
\$59.95
Available Feb. '92, 8 megs

By Felina Groovy



Another day another demon. In Actraiser by Enix, you take on demon-of-the-month, Tanzra, and his ugly band of beasts. The big T's turned his pals loose on a population of helpless humans, causing them to lose their faith and their will to carry on. You've been selected to be all things to all these people: deity, protector, provider, restorer of peace, the whole works. It's a rough and tumble kinda' job, and nobody's going to let you off the hook until your people prosper.



Your guardian angel.

How You Play the Game

Your partner, a pre-pubescent Harpo Marx look-a-like, beckons you to the Sky Palace for a quick briefing, then it's off to monsterland. Actraiser's gameplay is a hybrid of that from Populous and Ghouls 'N Ghost, minus the long range weapons. You duel against time and monsters in six, side scrolling regions: Fillmore, Bloodpool, Kasandora, Aitos, Marahna, and Northwall. Between battles you direct the angel through a menu driven sequence where, from an overhead perspective, the two of you perform more tasks than you'd probably care to remember.

Your people are weak - they can't do nothin' for themselves. These weenies want you to kill monsters, command natural phenomenon such as lightning to clear rocks off the land for planting, teach them bridge-building - the list goes on. These sequences easily eat up five to ten minutes, which, if you're hot for fast moving hack-and-slash action, seems like an eternity. For-

tunately tedium does not come without its rewards. The bigger and stronger their population becomes, the more goodies (magic spells, explosives, etc.) the people will offer in thanks. Call it mutual back scratching. Without their population growth or offerings you won't gain the experience points or the power to move onto the next level.

ACTRAISER



PRO TIP: Riding yourself of the armor-clad centaur (first level boss) is simple. Begin by luring him to the far left of the screen. Kneel down close to the wall to avoid his lance and lighting bolts. Once he finishes an attack, run out and slash away. It's a sure fire win after ten, or so, repetitions.

Beasts for Every Occasion

You swing a bulky broadsword, and although it's powerful it lacks range. To remedy this shortcoming practice swinging from both the standing and the squatting position, as enemies approach you.

Every level is a visual feast. The terrain (desert, forest, etc.) and color scheme are completely different in each level, and you never run into the same creatures twice! The graphics are so hot, - they're molten! And, the music's so crisp you'd swear there's a mini-orchestra accompanying the gameplay.

PRO TIP: Save magic for the last three level bosses.

PRO TIP: Follow this pattern when battling the "King-Tut" level boss. Begin by running towards him and slashing him. Then turn around and run towards the faces which

hang on the wall, taking care to jump over the fire they spit at you.



PRO TIP: Stay close to the center of the sand pit when fighting the giant insect level-boss Kasandora. You won't be able to avoid taking damage, however, you can jump over its pincers before they close in on you. It's also the best location to be in for the aggressive, up close attack which you need to destroy him.

Thrown to the lion.



Thrown to the lion.

Fantasy at Its Finest

This is Enix's "first born" into the SNES family, and there's much to be proud of in this baby. The eerie, mystical mood of Actraiser makes you feel as if you just slipped into the pages of a J.R.R. Tolkien novel such as "The Hobbit." There is more time to complete the action sequences in this version than there is in the Japanese version, which makes it a bit easier on the nerves, though not on the thumbs - the combat challenge is still awesome. Should you emerge from the current 16-bit hardware wars as a Super NES owner, you absolutely, positively have to experience Actraiser - whatever an Actraiser is.



Actraiser by Enix America
Price not available
Available now, 8 mgs



THIS IS

The image features a repeating pattern of stylized faces in profile, each with a burst of radiating lines extending from the mouth, resembling fireworks or an explosion. The faces are rendered in a dark purple color, while the bursts are in a vibrant red. The background is a light, off-white color. The word "BALLISTIC." is printed in a large, bold, black, sans-serif font across the center of the image, partially overlapping the faces and bursts.

BALLISTIC.

*This is power.
This is control.
This is graphic.
This is energy.*

*This is Ballistic.[™]
A new line of games.*

*High-end games.
Created to redefine*

THIS IS STAR CONTROL.[™] The first 12 megabit game. In a word *GamePro* calls it "fantastic." *Game*

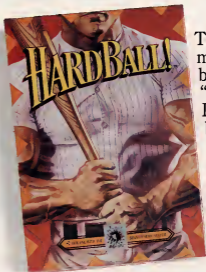
Players says "Even more impressive size of the game, though, is the Star Control is the perfect ball stellar combat and strategy, p the ultimate starship warrior-galactic war of ep



Explosive combat

AND IT'S A

the boundaries of graphics, sound, animation and playability. Five new titles. Five new ways to experience everything your Sega[®] Genesis[®] system was meant to be.



THIS megal ball si "a ph It offe base!





in the 27th century.

ive than the
game itself.”
ance of inter-
lacing you as
-fighting in a
c proportions.



WHOLE

“HARDBALL!” The first eight
bit baseball game. The best selling base-
simulation of all-time. *Mega Play* calls it
phenomenal baseball game for the Genesis.
ers everything you could ask for in a
ball game and more. Superb graphics?”



1 million fans can't be wrong.

HardBall! puts you in
control of 26 big league
rosters in an action-
packed quest for a
World Series ring.

THIS IS MIKE DIT

The first eight megabit football game. The on
the Genesis. Bigger and badder than anything
Better music and sounds—including the di
Chicago Bears head coach “Iron” Mike Dit



No aff

KA POWER FOOTBALL.

100% brand new football game coming out this season for the competition can muster. Better graphics. Better animation. Digitized voice of Jim Tunney, 31-year veteran NFL referee. As a says it best: "This game kicks butt and takes names!"



Football game can track it.



The full web

you challenge your arsenal of weapons. It's called "Turrican". There's a lot of techniques you can use and great

NEW W

"THIS IS ONSLAUGHT." An enormous amount of magic and might. *Electronic Gaming* calls it "beautifully detailed." *High End* says "there is so much action being thrown at you all the time, that it makes the name of the game appropriate." You are cast in a barbaric role across a medieval wasteland. A bloodthirsty rabble has ravaged your kingdom. Now you must reclaim it.



Do battle in 256 medieval



...with an attitude.

...evil with the most devastating
firepower in the galaxy. *Mega Play*
...ultimate action game for Genesis.
...huge variety of weapons and tech-
...must master to beat this challenging
...laying cart...I love this game!"

THIS IS TURRICAN.™

The most destructive
force since RoboCop™
and Terminator.™ In
your Chromidium armor,

*This is the
free poster
offer.* One of
five 38" x 26"
posters of
package art by
world famous
illustrator*

*Boris Vallejo can
be yours free with
each Ballistic
purchase.*



WAY TO PLAY.

...s universe
... Monthly
... says that
... you at one
... the highly
... struggle



*This is realistic. This is electric.
This is Ballistic.
And it's a whole new way to play.*

*To order, visit your favorite
retailer or call 1-800-245-7744.*

Sega Genesis and Mega Drive are trademarks owned by
Sega Corporation. Call of Duty: Warhead™, Star Wars™ and
New Star Wars™ are trademarks of Lucasfilm Ltd.
Turrican is a trademark of Gremlin Games. Onslaught is a
trademark of SegaSoft Inc. © 1994 SegaSoft Inc. All rights
reserved. See back cover for complete legal disclaimer.
Use of the product name constitutes an acknowledgment
and approval of trademarks of their respective owners.



BALLISTIC™



1-900-446-8477

GamePro's Hot Tip Hotline!

GamePro Mailbox

- Leave a happening rap for the GamePros! We want to hear from YOU!
- Tell us what you want to read and how we can make GamePro better.
- Give the lowdown on a great new game tip, tactic, password or strategy.

Nintendo Tip of the Week

- Get all the greatest tips before your friends!
- Send your scores into the stratosphere!
- The answers to your toughest gaming problems.

New & Improved!
New Tips and Info Every Week!



Subscription Offer

- Get your own subscription to the #1 Video Game Magazine!
- Twelve super-hot monthly issues jam-packed with the latest vid tricks!
- Special offer for Hotline callers - only \$14.97!
- 68% off the regular \$24.95 cover price!

J.D. Roth's Celebrity Game Tips

- Hollywood's hottest stars love video games too! J.D. scouts out the top talent and talks them out of their favorite tips and tactics!
- Listen up for thumb-blistering gaming strategies from the stars!

J.D.'s Celebrity Mailbox

- Get on the horn to the hippest host around!
- Tell him what you want to see on the show.
- Have a killer question? Ask J.D.
- Your question may be used on an upcoming episode of the GamePro show!

GamePro's All-Time Greatest Game Hints

- Classic tips for some of the greatest games ever!
- Sure to rev' you up for another action-packed round!

Hot Tips Bulletin Board

- Our callers' favorite feature!
- All the gaming tips and tactics you can handle!
- Tips for Nintendo, Genesis, TurboGrafx-16, Game Boy and Sega Master System games!
- Updated weekly!

\$1.75 for the first minute, 90¢ for each minute thereafter.

Be sure to get your parents' permission to use the Hotline if you are under 18 years of age. Messages subject to change without notice.



By *The Unknown Gamer*

The peaceful land of Lakeland is infested with demons. Sickness and disease run rampant throughout the country – it's no longer what you would consider a "nice" place to live. But it used to be...

Many years ago, an evil spirit was making trouble in the area, and the gods vanquished the flying nasty with the sacred Moon Blade sword. To help restore peace to Lakeland, the gods brought two babies to the land; one who represented the forces of Light and another who represented the forces of Darkness.

A sage named Mathias was responsible for bringing up these two kids as equals to balance the forces of Light and Darkness. But before of Mathias had a chance to decide whether he was going to use cloth or disposable diapers, the evil Zerah kidnapped the child of Darkness.

Mathias raised Nasir, the child of Light. Fourteen years passed quickly (time tends to fly in fantasy role-playing games). One day, an evil spirit appeared and muddied the water. The people of Lakeland were very dependent on this water, and there was no Pemm available, so they became sick. And that's where you come in...

The Quest Awaits

Lagoon by Kemco-Seika is a fantasy role-playing, action game in the Y's tradition. If you've never played any of the Y's carts, the closest thing in the Nintendo world would be Legend of Zelda.

You take the role of Nasir, the child of Light, and embark on a number of quests – ultimately leading you to the evil forces that possess the water of Lakeland. As you win battles and travel throughout the land, you gain gold and experience (as in a traditional fantasy role-playing game), but when you fight your battles, you really have to swing the sword or use magic – as opposed to selecting a command such

as "Fight" or "Cast Spell." You can talk with people to gain clues (although the characters in this game speak fairly poor English) and purchase items in stores to aid you in your adventures.

Making Magic

Like any FRPG, there is magic in Lagoon. The magic system is extremely simple – it's based on four staves and four crystals

which you find on your journeys. Combining a crystal with a staff produces some sort of magic blast (for instance, plopping a Wind Crystal on the Sky Staff will produce a three-way fireball). Using magic costs you magic points, and magic points replenish, as do hit points, with rest.



"Your staff can produce great magical blasts, such as the Three-Way Fireball, if you have the right crystal."

PRO TIP: In Phillips Castle, hide behind statues when you have to rest to regain hit points and magic points. The statue blocks enemy attacks – especially the fireball blasts of the wizards.

PRO TIP: The Dwarf Cave near Senegal has several important items: the Wind Crystal, a Protective Ring, and a Magic Sword. Also, the Moon Stone is in the Silence Cave within the Dwarf Cave.

PRO TIP: Samson (the first big boss) is a weenie! Defeat him easily by lining up your sword with his right leg and hacking away. Beating Samson gets you the Fire Crystal.

PRO TIP: To defeat Natsia, the big two-headed boss in Phillips Castle, hit the golem head in the nose repeatedly.

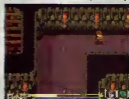
Anybody Have a Compass?

Gameplay in Lagoon is easy to get into – sort of like a junior FRPG – so younger players should be able to handle it with no

trouble. It might be a bit weak on the role-playing side for you RPG veterans.

The big negative in Lagoon is the extremely frustrating maze sequences. Eighty percent of this game involves wandering around endless dungeons and caves that are complex, non-descript, and feature only two or three different creatures at most. Your only salvation comes when you finally locate the boss monster in each area (assuming

you CAN locate the boss monster). Some sort of mapping system or a little more variety in the creatures would help immensely.



"Maybe I should have left a trail of breadcrumbs..."



"He's Big, He's Bad!! He's EARDON, the third killer boss you'll face!"

If you enjoy adventures or are looking for an easy FRPG cart, Lagoon could be for you. The graphics and sound are above average, and the boss monsters are spectacular. If only they included a compass.



Lagoon by Kemco-Seika
Available January '92
\$59.95
8 megs + Battery

NOW FOR THE SUPER NINTENDO
ENTERTAINMENT SYSTEM!

POPULOUS™

SUPER NINTENDO
ENTERTAINMENT SYSTEM



Level and cultivate your land for civilization to flourish.



There is strength in numbers... as your population grows, so does your supreme authority.



The power to unleash volcanoes, earthquakes and floods, all for the sake of goodness, is yours.



Adapt your strategies to meet the challenges of 10 formidable terrains and over 900 worlds.



You are a
Supreme Being.
The fate of the
population of over

900 worlds is in your hands. Your loyal followers depend on you for fertile land and protection from the spreading forces of evil. To defeat them, unleash your power to command the forces of nature—volcanic eruptions, earthquakes, floods and more.

Gather your forces and prepare for the ultimate war to end all evil. This is no mortal task. But fear not... you are no mere mortal!

Acclaim
ENTERTAINMENT, INC.

Presented by
Nintendo



Populous™ is a trademark of Electronic Arts. Licensed from Intergame Co. Ltd. Nintendo®, Super Nintendo Entertainment System® and the official seal are registered trademarks of Nintendo of America Inc. © 1992, Nintendo of America Inc. Acclaim™ is a registered trademark of Acclaim Entertainment, Inc. © 1992, Acclaim Entertainment, Inc. All rights reserved.



By Earth Angel

Lemming (lem-ing): Adorable yet incredibly stupid furry creatures, lost in a maze of confusion. Known for

walking off cliffs, wandering aimlessly into dangerous passageways, and drowning by the thousands in small pools of water.

Thanks for the science lesson, but what's that got to do with gaming, right? Well, Sunsoft has joined the S.A.L.C. (Save a Lemming Campaign) and via your SNES you'll be able to take your turn at saving the Lemmings.

Mindless Marchers

This puzzler cart (of PC/Amiga fame) has 30 different screens and four difficulty levels. In each Level your task is to figure out how to safely get as many Lemmings as possible from Point A to Point B. Most Levels are several screens wide, and the terrain on each is different and fraught with disaster for the rampaging rodents, including bubbling lava, water (they can't swim), cliffs (they can't fly), and other obstacles too complicated for the mindless marchers to navigate. On each Level you must save a certain percentage of the entire Lemming population in order to pass on to the next level.

PRO TIP: The second each Level begins scan the terrain so you know what you're up against.



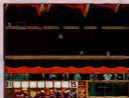
PRO TIP: Made a mess of things? Hit the nuke button, blow your Lemmings sky high, and try again. It's not a pretty sight but someone's gotta' do it.

PRO TIP: You can speed up the Lemmings or slow them down if it suits your purposes. For example, once you set up a safe path to paradise for them, speed them up so you don't have to wait all day for them to get there.

Lemmings

Lemming-Aid

Each level begins when a trap door opens and Lemmings drop out and begin to march to the right. Here's where you come in. Since the Lemmings are fond of blindly marching to their doom, you're granted special powers to extricate them from the brink of disaster. These include turning some Lemmings into life-savers. For example, you can transform a Lemming into a Blocker who'll keep his buddies from walking into bubbling lava, or you can create a digging Lemming who carves out a tunnel for his friends.



PRO TIP: Sometimes Lemmings that dig a hole and fall survive where as Lemmings that simply fall through a hole will die. For example, check out Level 13. You'll need to turn every Lemming on this level into a Miner.



PRO TIP: You can use Bombers as well as Diggers to blow through obstacles. Timing is tricky so turn a Lemming into a Blocker (to make him stand still) on the spot that you want him to blow and then turn him into a Bomber.

PRO TIP: When you reach obstacles with directional arrows on them you can only dig in the direction of the arrows. If you're on the wrong side send a Lemming up and over and then dig through in the other direction.

As you reach higher levels and alter the difficulty settings the obstacles become more and more complicated. Fortunately a password feature enables you to reincarnate your Lemmings on any level over and over again until you get it right.

Puzzling Behavior

Probably the best part of Lemmings is the 20 level split-screen two player version of the game. Each player tries to direct their own green or blue-shirted Lemmings to the right level exit and at the same time tries to block their opponent from rescuing their rodents. Whoever saves the most Lemmings wins!

Lemmings is a definite improvement on standard puzzle fare, with an interactive touch that rivals the fun of the Adventure of Lolo series for the NES. A special bonus are the dozens of different tunes (including old standards like a vory jazzed-up London Bridge). And those darn Lemmings are so cute you're gonna' feel guilty if you don't save them - or when you have to blow them up and they scream "Oh no!" In the end you're not gonna' be able to save them all, and you'll probably be ready to follow any Lemming off the nearest cliff!



Lemmings by Sunsoft
Price not available
Available February '92, 4 megs

WOLVERINE™

IN AN **X-MEN** MEGA-BATTLE
VS. SABRETOOTH
AND MAGNETO!

Stranded on a deserted island by his arch enemies, Wolverine must now fight the battle of his life! Mutant powers, including regenerative healing abilities, an Adamantium skeleton and retractable razor sharp claws make Wolverine a terrifying adversary...but has he finally met his match against Sabretooth and the evil genius, Magneto? In the heat of battle, fellow X-Men* Havok, Jubilee* and Psylocke* help even out the score.

Prepare for the most exciting and unpredictable X-Men adventure of them all!



Unleash your deadly Adamantium claws when the going gets rough!



Psylocke's device enables you to call Havok when your energy is low.



Your aquatic skills keep the enemy at bay...until your air runs out.



Penetrate the impenetrable Fortresses in your search for Sabretooth!



Don't be drawn in by Magneto's magnetic metal heads!



Licensed by Nintendo

for play on the

Nintendo
ENTERTAINMENT
SYSTEM™



Wolverine™, Sabretooth™, Magneto™, Havok™, Psylocke™, Jubilee™ and X-Men™ are registered trademarks of Marvel Entertainment Group, Inc. and are published under license of Marvel Entertainment Group, Inc. ©1991 Marvel Entertainment Group, Inc. All rights reserved. Nintendo™, Nintendo Entertainment System™ and the official seal are trademarks of Nintendo of America, Inc. LJN is a registered trademark of LJN Ltd. All rights reserved.

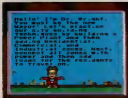
By **Slasher Quan**



What does it take to be a true leader? A glowing-but-vacant smile, a campaign wallet the size of Texas, perhaps the ability to pass oneself off as a vice president? Well, maybe, but to perform the real behind-the-scenes work at the city level you need a sharp mind, expert planning skills, and a sensitivity to the needs of the citizenry. *SimCity*, a computer classic, puts your political prowess to the test on the Super NES.

The Wright Stuff

It's time to learn every aspect of running a city, and that's where Dr. Wright, eccentric chemist and mayor extraordinaire, comes into the picture. He guides you step-by-step through your duties in the well-written instruction manual. Dr. W challenges you with several simulation options: the Practice City, an easy self-starter; New City, a build-your-own; and City Scenarios, different real-life and invented city disasters to relive and correct.



Your simulated city, step by step.

Boom or Bust

Your fledgling village begins with a power plant. Choose coal (pollution anyone?) or nuclear (watch out for the meltdown). Once you've got power you need people. Build residential zones, industrial zones, and commercial zones. You can see if different sections of the city pros-



SimCity zones choke an industrial pollution.

per via an overhead view map. Industrial areas cause pollution so you must separate them from commercial and residential districts with parks. And what about transportation? Roads or rails provide access but try to avoid traffic tangles.

PRO TIP: Always use mass transit because you'll eventually have to bulldoze roads when traffic becomes a problem.

If all goes well the old zones fill up and growth demands additional zones. But remember that expansion can grind to a halt if you don't stick to your master plan (you have one, don't you?). Add police stations and fire departments to keep crime and blazes under control. When commerce picks up, build a seaport and an airport to boost trade. *SimCity* is all about making the right decisions, but sometimes more than one answer is correct.



PRO TIP: Clusters of zones are more likely to succeed because buildings can combine into a "top," which swells population tremendously.

Under Destruction

Part of the fun of *SimCity* is preparing for – and trying to overcome – natural and

other kinds of disasters. Fires, tornadoes, plane crashes, earthquakes, floods, and monster attacks can level a megalopolis in the blink of an eye. Some are triggered by specific conditions (such as flooding if your coastline is underdeveloped) or you can simply turn one or more loose on command. After a while you may even enjoy razing your city with a six-cornered coalition of the elements.



PRO TIP: Bowser leaves a trail of stomped buildings and out-of-control fires in his wake. Clean up after him by pausing every few moments and installing fire departments in place of smashed dwellings. Don't forget to keep power lines connected!

Mayor for a Millennium

It may take five or 5,000 years of game time to reach *SimUtopia*, but you certainly won't grow bored trying. Because *SimCity* is a true simulation, graphics and sound aren't too important – what matters is the limitless complexity of gameplay. If only the battery could save more than two files!

With 1,000 landforms to develop, eight city scenarios (two of which only appear after you complete the first six), and a wealth of options, it's obvious why *SimCity* is highly regarded by PC players. It's so real, it's unreal!



SimCity by Nintendo of America, \$49.95
Available now, 4 meg + Battery back-up

SimCity

WHAT FOUL?!



BILL LAMBEER'S *Combat Basketball*

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

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



SUPER NINTENDO
ENTERTAINMENT SYSTEM

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



HUDSON SOFT

HUDSON SOFT USA, INC.
400 OYSTER POND BLVD. SUITE 516
SOUTH SAN FRANCISCO, CA 94080
(415) 871-8850

Pilotwings



By Andromeda

Are you ready to take off with Pilotwings? This unusual flight simulator from Nintendo takes full advantage of the Super Nintendo's ability to rotate on-



PRO TIP: As you use the Parachute to land, spiral in towards the center of the target, using the corners to trace your spiral.

screen images 360 degrees. Gorgeous graphics bring each of the game's eight levels to breathtaking life (hope you don't suffer from vertigo).

Your task is to earn enough points to satisfy your flight instructor so that he passes you on to the next level of challenge. You earn points by passing tests using various flying devices.

Here's where it gets interesting. The flying devices at your disposal include a parachute, a hang glider, a conventional bi-plane, a helicopter, and even a jet pack. In the early stages of the game you simply use each device to pass tests and score points by hitting targets and successfully landing. As the game advances you're called upon to maneuver around or through obstacles and perform aerial acrobatics. If



SOAR through this ring to score.

you pass all eight levels you reach a final secret combat level that sends you out on a night mission in a helicopter.

PRO TIP: If you use the Parachute or Jet-pack to land directly on a moving target you'll go to a bonus stage.

PRO TIP: To evade enemy guns during the landing sequence in the Helicopter level, cruise in low over the ground until you reach the landing target.

Cars to soar through the air with the greatest of ease? If so, Pilotwings may give you just the lift you've been looking for.



Pilotwings by Nintendo of America
\$49.95, Available now, 4 meg

F-Zero



By Speedy Buns

F-Zero features high-tech hovercraft racing action that takes place on seven tracks, each with different configurations and different locales (from the seascapes to the desert). Sci-fi graphics, complete with magnetic bars and explosive mines, lend a dizzyingly real perspective to the racing. Toss in incredible 360 degree rotation sequences



PRO TIP: Save your Nitro Cans until the end of the last lap and then use them at the last moment to rocket past your opponents.

and you'll be positively queasy (two GamePro races actually got carsick when they play!).

Select your own car (each has slightly different power and speed) and one of three difficulty levels. Then take a few practice spins or go straight to the Grand Prix Mode. In the Grand Prix you compete against other hovercraft in multiple lap races. To stay in the running for the Grand Prix Championship and advance to the next track you must place at least third overall in each race.

Ramps send you soaring, but rough areas of the track and ricocheting off the side-bumpers slows you down. Each track also features a power-up zone that links you to a flying supply vehicle.



PRO TIP: Use a Nitro Can just as you hit a ramp and you'll make a super jump.

PRO TIP: You don't need more than half a power meter. Don't bother to re-charge unless the meter drops below that.

PRO TIP: To navigate the complicated helix and turns of the higher level tracks, simply follow closely behind the car directly ahead of you.

F-Zero shows what the SNES can really do, with futuristic racing action and head-spinning 3-D graphics. Racers, start your hovercrafts!



F-Zero by Nintendo of America
\$49.95, Available now, 4 meg

Populous



By Andromeda

In Populous you are a very powerful and hopefully very wise, deity. Your goal is to go forth and multiply more quickly than your sinister opponent — the evil god.

You and your people work together to achieve victory. You raise and lower land to create areas where they can settle and multi-



PRO TIP: In the early world's evil has little power. Build high, but level for your followers so they can multiply quickly, and when you're powerful enough flood the world. Two or three floods usually decimate the evil population.

ply. As the population grows you earn greater powers. Use your Papal Monument to lead your followers to the promised lands. Create Knights and send them out to bum and pillage your enemy's settlements.

Even better, cause a natural disaster. An earthquake, a well-placed swamp, or a worldwide flood can really disrupt the evil population's growth.

PRO TIP: If there's a remote settlement of evil followers, build a small land bridge and send a knight there to destroy the settlements.

Hundreds of worlds populated by the followers of evil await your divine intervention. As you advance to each new world you'll find the challenges for your followers increase.

Populous, as fans of the PC and Genesis versions know, is a complicated and absorbing game. Fast action fans may find that creating a



Watch out for unexpected events.

brave new world takes more time and energy than they've got. However, those with a yen for omnipotence

will find the SNES version features better graphics and sound than the Genesis version of the game. Let there be life with Populous.



Populous by Acclaim
Price not available, Available now, 4 meg

Subscribe to GamePro! The Premiere Video Game Magazine.

- ★ Your magazine for Nintendo, Sega, Atari, TurboGrafx, Genesis, and GameBoy.
- ★ Tons of tips, strategies, and secret moves to help you beat your best.
- ★ In-depth reviews on new and pre-released games to keep you in the know.
- ★ Reviews of the hottest games from overseas.
- ★ The latest info on cutting-edge technology.
- ★ The Adventures of GamePro—follow our comic hero through the Video Dimension!
- ★ An exciting, dynamic look that will knock your socks off!

12 Issues Only \$19.97.
Over 56% off the cover price.

Name _____

Address _____

City _____

State _____

Zip _____

Age _____

Game System(s) _____

Credit Card No. (VISA/Master Card only) _____

Exp. Date _____

Name on Card _____

Signature _____

Place your check of money order payable to GAMEPRO in an envelope and mail to
GAMEPRO Magazine, Circulation, P.O. Box 882, Farmingdale, NY 11737

No cash please. Offer valid in USA. For Canada add \$10.00. Allow 6-8 weeks. \$200/GP



NINTENDO • SEGA • TURBOGRAFX • GENESIS • GAMEBOY

GAMEPRO

January 1989
\$3.99 (Subscription Price)

Cutting Edge Action!
Check Out The New TurboGrafx CD Player

Blast Out The New Year With Hot New Hits!

Double Dragon II
SpellCaster
Golden Axe
Dungeon Explorers

Tips, Tips, & More Tips!
A Classic!
Relive The Awesome...

NINTENDO • SEGA • TURBOGRAFX • GENESIS • GAMEBOY

GAMEPRO

November 1989
\$3.99 (Subscription Price)

Incredible! Amazing!
Slow Your Mind on Our Holiday Issue!

28 Pages of New Games You've Just Gotta Have

Rolling Thunder
Dynamite Dux
The Last Battle
Alien Crush

Tips & Tactics
Sharpen Your Skills With These Wild Moves!

Free Poster!
See Page 4

ILLUSTRATION BY [unreadable]

Exclusive!



By C.T. Asian

The future looks bleak for humankind. A huge force of alien war machines has rained down upon the Earth. The machines, known as Ultrabots, systematically destroyed Earth's military defenses until only isolated pockets of resistance were left.

While most of Earth tried unsuccessfully to defeat the Ultrabots, a group of scientists sought answers through examination of recovered Ultrabot wreckage. Through study the scientists determined that the robots were an unmanned, complex form of artificial intelligence, heavily reliant on a network (the Net) which they continuously expanded as they conquered new territory.

Earth's only hope is to re-build captured Ultrabots and establish their own Nets – using the enemy's technology against itself.

You'll begin with a small outpost and several recovered and refitted Ultrabots. Your goal is to expand and defend your colony's Net, while seeking out and attacking your enemy (sounds a little like "Capture the Flag"). You win the game by locating the alien Ultrabot base and destroying it.

Meet the 'Bots

There are three types of Ultrabots – each with a specific function. The Main Battle Robot (MBR) is a large, humanoid-

shaped construction with weapon mounts on each arm. This robot can move at a quick pace over most terrain, and is armed to the teeth with weaponry and sensors. The MBR has heavy armor, so it can withstand a moderate amount of damage before it is destroyed.

The Scout is a small, fast reconnaissance robot that resembles a metallic chicken. Its giant legs give it the greatest mobility of all the Ultrabots, and it uses that mobility for advance scanning. The Scout's limited armor repels light fire, but this robot is primarily intended to mask it from enemy sensors.

The Scorpion is a Net expansion and maintenance robot. It's heavily armored and has a large cargo bay – for holding Net relays. The Scorpion moves slowly, but you can arm it with a bunch of weapons.

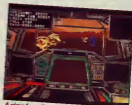
It's A-BOT Time!

This ambitious first-person view robot battle simulation is being done by Novsiologic, creators of Rocketeer for the SNES. If you're a SNES owner looking for something better than a mindless, move-and-shoot cart, Ultrabots could be the right cart at the right time. And you won't need a degree in electrical engineering to enjoy it, either!

Ultrabots by Data East
Price not available
Available 1st quarter '92



The Network Relay Station is an important part of your success.



A view from the Humanoid Ultrabot cockpit



You can really scan the terrain from the helm of the Scorpion robot.

Ultrabots



Most of Ultrabots is played from a first-person perspective.



Your Ultrabot has caught—



The enemy's Scout's eye!

SUPER R-TYPE

**SUPER-
CHARGED
FOR 16-BIT!**

**IT'S SO
INCREDIBLY
GOOD IT'S SCARY!**

Get your hands on the closest thing in the Universe to 3-D action. Flyball-grabbing graphics, brilliant colors, phenomenal sound. Super R-Type has it all. Grab the controls and enter a whole new dimension of realistic play. Your skull is all that stands between hero R-9 and the rampage of terror wrought by the evil Bydo Empire. With 16-Bit graphics and sound, you won't believe your eyes — or ears! Look for Super R-Type, coming to your planet soon.



SUPER NINTENDO
ENTERTAINMENT SYSTEM



Nintendo

irem
IREM AMERICA CORP

Irem America Corporation
8336 154th Avenue N.E.
Redmond, WA 98052

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

NEO GEO FOR REAL!

It's big! It's bad! It's expensive! It's — the Neo Geo! Here's a GamePro take on what's hot for SNK's monster game machine.

KING OF THE MONSTERS

By Gilson



A race of powerful, gigantic mutations is bent upon averging the ecosystem!

Oh No! There goes Tokyo — again!

For pure, unadulterated fun, King of the Monsters towers above its Neo Geo brothers. The game takes place across six stages, each set within one of Japan's most populous cities, including Tokyo, Osaka, and Hiroshima. The objective is simple — pound your opponents into the ground and be the last monster standing!



PRO TIP: Weaken your opponent by continuously throwing it into the electrical grids!

Play against the computer, go head to head against a friend, or team up with a buddy to take on whatever the computer dishes out. Choose from among six different monsters — the slime monster, the dinosaur, the giant ape, the rock monster, the bug monster, or the giant mutant superhero

— each of whom has a unique super power and specific fighting techniques. And when monsters fight, anything goes. Throw your opponent into buildings, or pick up tanks, trains, and even passing aircraft and hurl them as projectiles!



PRO TIP: Pluck airplanes out of the sky by jumping up high just as they fly overhead.

PRO TIP: Back off to a safe distance and charge up your special power to knock out your opponent anywhere on screen.

King's graphics are glorious! You'll be amazed by the infinite details — tiny cars zipping around your feet, a hurtling bullet train, battalions of tiny tanks shooting at your toes, and spontaneous explosions as you trample buildings and landmarks. An upbeat CD-quality soundtrack and monster sound effects engulf you!

King of the Monsters is what the old arcade classic, Rampage, should have been. Chock full of punches, kicks, bites, growls, and snarls, it promises a beastly good time for all!

GamePro's Game Rating System



King of the Monsters by SNK
\$199, 55 Megs

GHOST PILOTS

By Rigor Mortis



In the darkest days of WWII, two exceptional fighter pilots carried the battle for world peace against the Nazis despite unbelievable odds — "Ghost Pilots!" Shooter fans are in for a real treat when they nosedive into this action-packed game.

The objective of this four-stage, vertically scrolling, one or two-player cooperative cart is simple — destroy the enemy! Shoot down his planes, knock out his ground vehicles, and take out his bases. Ghost Pilots mercilessly tosses an endless barrage of enemy planes and mortar fire at you.

You pilot a souped up propeller-driven fighter plane that handles like a jet fighter. At your trigger finger-tips are double barreled machine guns and a payload of four special bombs. The Dynamic bomb is a standard blow-em-into-oblivion device. The Flash bomb detonates in a protective circle around your craft. The



PRO TIP: Flash bombs are effective against Boss planes.

Support bomb launches four bombs to the four corners of the screen. And the Napalm bomb sears the ground with flames.

PRO TIP: Don't let the action trap you in a corner where you become a sitting duck for ground fire.

Ghost Pilots is a visual delight. You'll be amazed by the almost 3-D effect created by the expert use of lighting, shadows, and special effects such as clouds passing between you and the surface. You fly over lush jungles, farmed countryside, desert oil wells, naval bases, and a bustling metropolis. Best of all, despite all the firepower being dished out, the large number of moving items onscreen at one time, and 2-player simultaneous play — there isn't a single moment of noticeable sprite slow down. Excellent!



Graphics beautiful enough to distract you from the action!

Ghost Pilots delivers ace-only arcade shooter action and top notch graphics. Strap yourself in and prepare for take-off!



Ghost Pilots by SNK
\$199, 55 megs

EIGHTMAN



By Gibson

SNK's Eightman transforms you into a powerful superhero who must battle the forces of evil to save our world from total destruction. Sound familiar? It is.

The world has been invaded by a horde of evil, alien cyborgs. As Eightman, you must battle your way through five obstacle-filled levels, which take you from ravaged city streets to the heart of the enemy's fortified battle center. On your way, you must negate endless waves of sentries, deathtraps, monstrous aliens, and huge, robotic bosses.

Eightman is a 1- or 2-player cooperative, side-scrolling fighter. You have super strength and you unleash bursts of energy whenever you punch or kick an opponent. Knock over your enemies by sliding into them as if they were home plate! If you're surrounded, you can obliterate everyone around with your Bombs.



PRO TIP: Conserve Bombs for level bosses.

PRO TIP: You're most vulnerable when you're standing up. Slide into your opponent and knock them down.

The graphics are well-drawn and detailed with gorgeous colors. Character animation and scrolling is smooth. A high-quality, rock soundtrack accompanies the game and sound effects are crisp, clear, and effective.



Graphics powered by 55 megs!

Eightman looks hot and plays well, but there's nothing innovative about it, and the game isn't very challenging. The question is: Are you looking for a new video gaming experience or just some radical action? If it's the former, to think

twice before making this investment; if it's the latter, Eightman is a solid choice.



Eightman by SNK
\$199, 55 Megs

BURNING FIGHT

By Slasher Quan



Kick-and-punch games are usually pretty similar — and that's not necessarily bad. Enter Burning Fight. It nearly matches Final Fight's graphic and gameplay style blow for blow. One or two street vigilantes face off with thugs, hooligans, and punk ninjas.



Trash cabinets for bonus points.

PRO TIP: Stand right next to the boss truck's windshield at the end of Level One and the TNT charges will miss you.

PRO TIP: Use flying feet to beat the two-blade samurai boss in Level Two.

Three law-enforcers team up for this 54-meg, six-stage body-bruiser. "Mad" Duke is a street-smart fist-fighter, Ryu is a versatile kickboxer, and Billy is a headstrong grappler. They bash bottles, trash



Face-to-face with Don Castorza.

telephone booths, and dust drumcans to collect valuables and food. They can also steal Knives, Dynamite, and Handguns from back-alley baddies. The graphics are crisp, clean, and mean, and the tunes are NEO-GEO's best ever. You only get four play credits, which sets Burning Fight in the "game lords only" category.

PRO TIP: To double your continues in a one-player game, push Start on Controller 2 just before you perish on Controller 1.

Even though you've fought it all before, you'll definitely want to take this NEO-GEO challenge. If you can't afford \$200 slugfests, head to an arcade and get down and dirty with Burning Fight.

the stands. Everything that lands over this line is considered in play. Balls that reach the stands are playable once they come back onto the field. Also, balls you hit for what is normally homerun distance to right or left field are considered in play as well.

There are two other major changes to America's favorite pastime — landmarks on the playing field after the 2nd inning and cash for every great play (you lose it, of course, when you make mistakes).



PRO TIP: Bolster your payroll by burning easy catches into incredible diving catches. Follow a pop-up's shadow until the last moment. Then, back off and hit Button A and Down to dive forward. Diving catches are worth \$1,500!

2020 Super Baseball is the freshest sports cart yet for your NEO-GEO! If this is the future of baseball, put my name on the season ticket list!!!



2020 Super Baseball by SNK
\$199, 46 megs

CROSSED SWORDS

By Doctor Dave



Crossed Swords is a hack-n-slash, sword and sorcery adventure that sounds familiar and is. You and a friend are valiant knights on a quest to save an innocent young princess from an unknown evil.

You and your bud are there in first-person perspective as ghost images from the wast- up. This enables you to see your adversary as you conduct the fight

ing from behind your back. The quest covers seven levels with action that flows horizontally from left to right as well as straight "into" the screen. Standard issue hacker's gear consists of a sword, a shield, and magic power.



Your quest shifts to saving the princess.

The minions of evil are numerous, if reptitious. Most adversaries appear as warriors with shields, lizard men, or giants crabs, only their colors change. Bosses are a mad jester and, at the end, the mysterious head bad guy who transforms into a gigantic, vile creature.



PRO TIP: Use your shield to counter high and low blows.

When the going gets tough, the tough use magic. You earn several types of spells throughout the game including shield magic, a fireball, a blizzard-like force field, and scarecrow power, which turns enemies into easy targets, right — scarecrows.

Crossed Swords doesn't rewrite the annals of the coin-op kingdom. This is a straight-up swordfighter where you mow down the opposition posthaste. You plays and you plays.



Crossed Swords by SNK
\$199, 50 Megs



Burning Fight by SNK
\$199, 54 megs

2020 SUPER BASEBALL

By Fanatic Fan



Twenty-nine years from now baseball's still the name of the game, but check out the radical changes in gameplay. Batter's up for 2020 Super Baseball.

First off, Robots have replaced some of the players, and the remaining humans wear heavy-duty protective padding. Other major changes include a line that runs across the field from the third base bag to the stands and from the first base bag to



PRO TIP: You can gradually strengthen your human players' skills, but robots are only replaceable by powered-up robots. Take this into account when selecting a team.

PREVIOUSLY PLAYED ...

Baseball Stars Professional

This is a super upgrade of SNK's classic NES cart, *Baseball Stars*. This version has 12 teams, several stadiums, and 360-degree scrolling. The only downside - the cart doesn't have a battery backup or the team building options that made the NES version so excellent.

Blue's Journey

This unusual adventure stars Blue, a boy from the jungles of Jemo who's a master at controlling the environment. With your help Blue can rid Pagay of the evil Darvins family, a nefarious bunch bent on polluting the planet. This is one we never get back of!

Cybertip

This game begins in a futuristic space colony where androids have gone berserk. You must blast your way to the main computer in order to turn the robots off before they turn you off. *Cybertip*'s an attractive looking cart, but the game play lacks originality.

League Bowling

Choose your ball weight and whether your bowler is left or right-handed, and then hit the lanes to see if you can throw a baky (three strikes in a row for those of you who've never worn bowling shoes). Play Regulation, Flash!, or Strike 90, and bowl with up to four players. This cart's a weener!

Magidan Lord

This cart features night, magic, and mayhem. A radical fantasy land overrun with outrageous, malevolent creatures makes this cart a terrific challenge. We consider this the best action game for the system.

Nom '75

This intense shooter promises that to-morrow military strategy "wins" through superior firepower! It didn't work in real life, but you'll enjoy trying to make it work here. Although the cart packs a lot of challenge if frequently becomes repetitive.

Ninja Combat

The title lets it all. The fighting's fast and furious as you throw your moves around as army of mean martial artists. Although a limited costumes means you'll finish the cart in a weekend, we guarantee a great time while you're doing it!

Riding Hero

This joystick-wrenching motorcycle race pits you against the computer or a friend in the World GP cycle race. You get no-costume riding, several challenging courses, and incredible scenery. The cart's controls are too sensitive so maneuvering the rocket bike is a tougher challenge than it should be, but the game works well as a two-player contest.

Sengoku

This is a horizontally scrolling, one or two-player "Final Fight" type game. Four hundred years ago an evil warlord tried to conquer the world. His plan was foiled by two brave Samurai warriors. Before dying, the evil warlord promised to return in 400 years to cause more trouble. Guess what? He kept his promise. Guess who gets to stop him? You'll get a feeling of déjà vu since many of the backgrounds are reused, but this game is incredibly long so what do you expect? Even the Neo-Geo has its limits!

Super Spy

This cart 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. The first person perspective is interesting, but your actions are limited. The levels are long like *Sengoku* but very repetitive!

Top Players' Golf

This sports cart nets you tee-time on the beautiful par-72 SNK Championship Course. One to four players can opt for Match Play, Stroke, or a round of Massau. This cart looks good, but many of the 16 bit and even the 8 bit competition carts play better.

THE GREATEST PLAY IN FOOTBALL HISTORY.

Brace yourself for the brand new version of the game awarded Genesis "Game of the Year" by Game Player's.

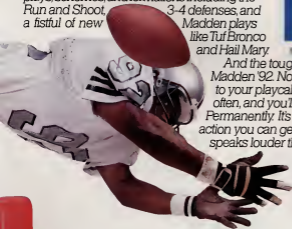
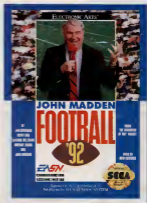
John Madden Football™ '92. It doesn't get any tougher than this.

Madden '92 delivers the most guts in football. Twenty-eight updated pro teams, plus a new All-Madden squad. The latest plays, schemes, and formations including the Run and Shoot, 3-4 defenses, and a fistful of new

Madden plays like Tuf Bronco and Hail Mary

And the tough got even tougher in Madden '92. Now your competition adjusts to your playcalling. Call a play once too often, and you'll get planted in the turf. Permanently. It's the most intense football action you can get. And action always speaks louder than words.

So Madden '92 is flat-out the most realistic game this side of Sunday afternoon.



Each team roster is packed with 35 men, each man rated on six different attributes. Some are more durable; others, better on grass; others, better in mud. Play to their strengths, and you'll make it to the playoffs.



Coach Madden's drafted a whole new game this year including the Run and Shoot, 3-4 defenses, and much more



This season's a lot tougher. Call a play once too often and you'll get planted in the turf!



Watch the momentum shift after the hardest-hitting play in football: the ol' quarterback sneak to the hospital!



Talk about in your face. Instant replay gives you the ultimate payback hit!

EASN gives you better coverage than a nickel defense. The latest sack dance. Touchdown boogies. Injuries. Penalties. The gamesavers. The goats. Close-ups that zoom right in on critical first down measurements.

Every boo, cheer, or gasp from the crowd.

All the details and grit of the sport itself.

Any play can be instantly replayed. So you can analyze blown assignments in slo-mo or frame by frame. After every drive, Madden delivers stats and summaries.

Quit talking and get a real piece of the action. Visit your local EA dealer or order by phone any time. (800) 245-4525. And make Madden '92 your number one pick.



ELECTRONIC ARTS®

The EASN half-time show has stats, highlights from other games, and no stupid insurance commercials



TURBOGRAFX-16 PRO REVIEW

By The Missing Link



Something smells foul in St. Canard. A fendish fivesome who call themselves "F.O.W.L." have slashed a valuable painting and hidden the pieces all over the city. This masterpiece-abuse has something to do with an ultimate weapon - it's all a bit vague. But one thing's for sure, if Darkwing Duck doesn't recover the stolen painting, his goose is cooked!



PROTIP: Hint. Does the Mona-Duckette mean anything to you? Think about it when you're trying to piece together the sliding-puzzle.



The gang's all here!

Criminals of a Feather

This TurboGrafx-16 duck hunt takes Darkwing through five short, vertically and horizontally scrolling missions, where the task at "wing" is to gather up the pieces of the painting and give the leading members of F.O.W.L. (Steel Beak, Molarly, Tuskerini, Megavolt, and Ratcatcher) and their cohorts a good thrashing. Conquer one of the F.O.W.L. fowlies and DD enters a puzzle sequence where he tries to fit the new-found pieces together by sliding them around inside a frame.

Although the F.O.W.L. goons are menacing in a goofy

Disney sort of way, in an "eggshell" their bark is far worse than their bites. It's a given they'll take a few notches off your life meter, but they're not so rough-and-tumble that your thumbs start sweating. To restore his life meter, DD need only grab eggs he finds along the way.

Great Graphics, Flighty Gameplay

The graphics and sound are both razor sharp, much like DD's popular Disney cartoon. The game, however, can be methodical. If you're a gamerster in a hurry, you'd better look elsewhere.

DD gets the Clark Gable debonair award for his stylish threads. Sporty? No doubt, but there are moments when you'd gladly chuck in the gladrags for one pair of working wings! DD's no fly-boy and that takes its toll. What Darkwing can do: jumping, ducking, and shooting his Gas Gun he does with ease.



PROTIP: Don't stay atop the electrically charged platforms too long or you'll risk becoming a charcoal-duck.

It's the obstacle courses in each Mission, which DD must go up, over, and through that are likely to bust your brain cells. There's a sizeable number of floating platforms and feather-raising jumps from tiny ledge-to-tiny-ledge, and they require very meticulous timing. Slip up a wee bit and Darkwing eats dirt.



PROTIP: Some jumps between platforms are tricky. The best approach is to get as close to the edge as possible and jump early.

PROTIP: There's a time limit. If you need time to contemplate your plan of action, hit the Pause button. If you don't and you wait too long an anvil comes crashing down and flattens DD into a "quacker."

Quack Attack

Darkwing Duck's a grand translation of this very cool Disney character. DD's a looker with smooth moves. In the Minor-Gripe-Department, well, this isn't the speediest of action carts. DD's more of a take-a-chance adventure. Much of the time you don't quite know where you're going to land when you leap, but you gotta' go for it anyway. Overall, you wouldn't do wrong to wing it with Darkwing Duck.



Darkwing Duck by NEC
\$61.99

Available January '92, 4 megs

PARASOL STARS

THE STORY OF BUBBLE BOBBLE III

1 or 2 Player Action!

Get ready for some finger-searing action as Bobby and Bobby blast their way onto the TurboGrafx-16!

This third installment in the Bubble Bobble series is packed with eye-popping 16-bit graphics spread throughout eight different worlds and countless levels.

Use four kinds of elemental drops (Fire, Water, Lightning, and Star) to overcome waves of nasties bent on ending your quest to find the universe of the evil mastermind Chaostikahn!

Whether you play alone or have a friend join the fray via the TurboTap, stay alert! Your only hope of reaching the final showdown is to unlock the secrets of the Parasol Stars!



"TurboGrafx" is a trademark of NEC Technologies, Inc. "TurboTap" is a registered trademark of NEC Technologies, Inc. © 1991 Taito Corp. "Parasol Stars" and "Bubble Bobble" are trademarks of Taito Corp. Licensed from Taito Corp. by Working Designs, 16135 Clear Creek Road, Redding, CA 96001. For a dealer near you call (916) 243-3417 ext. 190.



By *Andromeda*

Ever dreamed of representing your country in Davis Cup tennis action? Well, with a little imagination and Davis Cup Tennis that's one impossible dream that just may be within your grasp.

Serve it Up

Davis Cup Tennis has some of the best graphics to date in a tennis title, including a unique split-screen view that enables the competitor to see both a front and rear view of himself during play. Another realistic touch is the sound track which features an oh-so-British referee who calls the match, true-to-life sounds when you smack the ball, crowd noises, and even your team's national anthem. Your player also moves well around the court, sprinting from side to side and moving in towards the net and back out again smoothly.

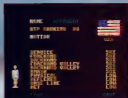


PRO TIP: The split-screen is best when two or more players are competing. If you're going solo against the CPU pick the angle you like best (front or rear) and concentrate on that, or switch off the split-screen option. If you glance back and forth you may get confused because the directional controls are reversed for each half of the screen - what makes you move right in one half of the screen makes you move left in the other!

Using the standard tennis rules and scoring, netters can compete in Exhibition matches, Tournament play, or a grueling round of international singles and doubles Davis Cup matches (the title features a save option for gamers with a TurboGrafx-CD or TurboBooster-Plus). A Practice option enables the player to go head-to-head with a ball machine and practice ground strokes, smashes, or volleys.

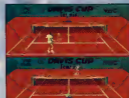
It's A Smash

At the beginning of each match you can adjust the strength of your player by using allotted credit points or points you win in a match to beef up different skills. For example, you might want a player who's a service ace or a crack volleyer. As you advance in play and win different matches your player's strengths and ranking increase.



PRO TIP: In the beginning, when you're not very good, use the "Create Your Opponent" option to create a weak opponent to practice against.

The action on-court is as complicated or as simple as you choose to make it. Different button combos give you the power to choose the angle and spin on your shot, decide whether to hit a lob or a dropshot, and even adjust the angle and depth of your serve. While this gives you a powerful repertoire of shots with which to crush your opponent, it takes more than a little practice to memorize the variety of different button combinations necessary to make the different shots with split second timing.



PRO TIP: Practice, practice, practice with the ball machine.

Championship Tennis

Davis Cup Tennis offers wide ranging tennis gameplay for up to four players with excellent graphics and sounds. A complicated repertoire of different shots enables 12 gamers to make the game as complex or as simple as they choose. Davis Cup Tennis plays best as a multiple player game and tennis aficionados will enjoy this latest attempt to bring one of America's favorite sports to a video game. Game, Set, and Match for NEC.



Davis Cup Tennis by NEC
\$51.99, Available Nov '91, 4 megs

Davis Cup TENNIS

Tennis Anyone?

Davis Cup Tennis enables up to four players (TurboTap required) to hit the courts in Davis Cup tennis competition (in any combination) as representatives of sixteen different teams from around the world.



Team up with four players for doubles.

Players can team up against the CPU or go head-to-head in doubles or singles action. Tennis novices should note that the Davis Cup is an annual international event which pits squads of the best players from each country in singles and doubles team competition.



By Dr. Dave

The popular Ys saga continues in this CD-ROM role play adventure for the TurboGrafx-16. Although Ys III captures the look and feel of Ys: Book I and II, it doesn't match up 100 percent to the standard set by that classic.

Get Along Little Dog!

In this adventure the boy-hero Adol journeys to the land of Kenai with his friend Dogi. In six stages of side scrolling action (no overhead sequences as in the previous versions) Adol searches for the magic items and weapons that will enable him to defeat the evil forces that enslave Kenai.



The game begins with a nice animated sequence.

Kenai is a land of many landscapes, including peaceful townships, rugged mountain ranges, and dark, forbidding mines. In each of the six stages of the game Adol encounters evil creatures bent on his destruction. This boy-hero lives and dies by his power meter which drops when monsters nail him. In standard role-play stuff Adol defeats baddies and builds up his strength and experience to advance to new levels of power.

PRO TIP: Equip yourself with your weapons of choice before you do battle with a boss. You can't equip during the fight.

PRO TIP: Your rings lose power when you use them. Don't forget to re-equip them when you don't need them.

Ys On Down the Road

Fortunately for Adol, he gets to do more than live and die by the sword. Friends he meets during his quest give him spe-

cial items and information that enable him to continue his quest. Using gold he earns in battle Adol can also shop for weapons, healing herbs, and other powerful magic. Even the bad guys come in



handy - Adol defeats each of the six bosses he earns a useful tool of the fighting trade.

PRO TIP: Give Grandma Ada Roy a Pendant in Sarina and she'll give you the Shield Ring.

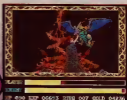


PRO TIP: To beat the second boss stand to the left of the screen, jump over or crawl under the disks he hurts, jump up and hack him with your sword, and then run back to the left of the screen to dodge his lightning blast. Repeat until he's done for



PRO TIP: Grab this Healing Herb before you fight the lava monster in Alcaino and then grab one more to carry into battle.

PRO TIP: After you've defeated the lava boss head back to the lava lake and use the Stone Idol to freeze the lava so that you can cross the lake safely.



PRO TIP: To defeat the Dragon Boss stand to the left of this ledge, dodge his shots, and then jump to the tip of the ledge and slash him. Repeat this 3! he's done for.

Take the Ys'y Way Out

Musically Ys III meets the standard set by the mammoth Ys I and II CD Disk, incorporating cool tunes and speaking characters into the storyline. However, the game's graphics and storyline just aren't on a par with the original. The adventure itself is shorter and not nearly as challenging as the classic. Fanatic Ys fans will suffer some disappointment, but they should enjoy this adventure anyway - and then start looking forward to the next quest in the series!



Ys III by NEC
\$61.99
Available November '92

NOT THE WAY

TO PLAY THE HOTTEST ARCADE GAMES AT HOME.



The arcade is still a way cool place to hang with your friends. But you can't always be there. You can, however, play Capcom's new 16-bit games with 32,000 colors, smooth 3-D scrolling, and killer sound, while hanging out on the sofa at home. It's the next best thing to being there.

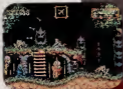
THE
TO PLAY THE HOTTEST

SUPER GHOULS 'N GHOSTS.

Three years ago, Sir Arthur rescued Princess Guinevere from the evil ruler of the Phantom Zone. Since then, he's acquired some very powerful weapons to defend his kingdom, in case it happens again. Well, it has. And this time, Sardius must be destroyed once and for all. It'll take every bit of magic you can conjure to escape the witches, ghosts and snapping skulls. But you can't stop until you complete your quest.

Skulls and zombies fall from the sky as the ground shifts around you—better watch your step.

Ghosts appear—and disappear on the haunted seas, use your haunted skills and you may survive—without it, say goodbye!



WAY

ARCADE GAMES AT HOME.



More Mad Gear Gangers await at the subway. Punch their lights out before Broadway. Or, you'll be underground forever.

FINAL FIGHT.



The Mad Gear Gang has turned Metro City into a lousy place to live. Punks, wrestlers and swordsmen lurk in every alley, subway and behind every garbage can. They've even kid-napped Haggag's daughter Jessica. But Haggag, Cody and his friends aren't going to take a lying down. You can help them by using every punch, throw and kick you've got to eliminate these madguys for good.

Cody's lethal flying kick is just one way to get rid of the Mad Gear Gang.

U.N. SQUADRON.



Mercenaries have taken the entire country of Aslan hostage. Except for one tiny airfield they missed—headquarters of the U.N. Squadron—the best fighter planes in the world. To save the country, you'll fly the dogfight of your life, as enemy missiles and laser cannons hammer your F-20 Tigershark. Of course, you have lasers and bombs

of your own. The freedom of millions depends on you, so strike hard and strike often.

At the oil refinery, the only way to slip away from enemy attack helicopters is to blitz 'em with cluster bombs.

Use your A-10A ground attack fighter's Mega Crush Weapon to dodge anti-aircraft missiles that appear from behind the trees.

CAPCOM
USA

ARCADE
SERIES

PRO REVIEW



By Monty Haul

What's left to take over when you've already conquered Nintendo screens, twice? For the Evil Witch Doctor and his colleagues in island badness, there's only one thing left to do: invade the Game Boy.

Deja Vu from Island II

Remember that brave little jungleman, Master Higgins, and how he rescued Princess Tina from the clutches of the Evil Witch Doctor in Adventure Island II for the NES? Well, the better you recall his past feats, the more likely you'll do it all over again successfully on the Game Boy. The first handheld Adventure Island is modeled after the second NES Adventure Island (minus the color, of course).

Island Hopping

Master Higgins hops on his raft and sets sail for eight islands of mostly-recycled adventure: Fern, Lake, Desert, Ice, Cave, Cloud, Volcano, and Dinosaur. Just as before, each island consists of several side-scrolling stages of running, jumping, skating, swimming, and of course shooting.



Master Higgins sets sail for eight Game Boy adventure islands.

Egg-collent Items

All the coolest power-ups in Adventure Island can be gathered, not by busting blocks, whipping candles, or even shooting spaceships, but by breaking open eggs strewn along the path. Most common is the good ol' throwing axe, your faithful companion to the end. Also look

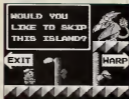
for the Honey Girl's invaluable protection. Hidden eggs are just that, but if you do find them, get set for a wild ride in a bonus stage or an airborne stage-skip.



The Honey Girl lends Higgins a helpful hand.

PROTIP: Throw axes everywhere to pinpoint hidden eggs, which will absorb your shots.

PROTIP: Avoid knocking eggs into bottomless pits by leaping directly on top of them or cracking open their shells with axes.



PROTIP: Look for obscure eggs which warp you past entire islands. The first one's hidden on Fern's Area Four, two paces after the first rock in the second clearing where there are no trees in the background.

PROTIP: Pop open the hidden egg at the bottom of the first hill slope in Lake Area Two and you'll be rewarded with three free lives.

Upon completing a level you play a head-spinning bonus game. Choose one of eight revolving eggs for prizes ranging from points to an extra life.



PROTIP: Aim for the third bonus egg for your best chance at a 1-up.



Hitch a Ride

Higgins hikes on foot most of the time but gives his dogs a rest when he finds a skateboard for rapid transit. Even better are the friendly dinosaurs which occasionally hatch out of eggs. Four are available, including a tail-flicker, a breath-belcher, a sky-flier, and an ocean-swimmer.

ON'S ADVENTURE AND



PROTIP: Each time you finish an early area with an axe or a dino in tow, store it away for use in the final stages of the game.

PROTIP: Sometimes, it's wise to pass up the skateboard, because it has no brakes which can cause you to miss valuable hidden eggs.



Your dino friend's a true hunkle-toes.

PROTIP: If you're aboard a skateboard or a dino and you're hit, you'll lose the item but remain unharmed.

PROTIP: All your dinosaur buds except "Classie" are allergic to water.



PROTIP: In Area Three of Fern Island you'll find the Hudson Bee, which enables you to continue with your full inventory of dinos and axes. When you pass the first frog, climb up one ledge and down the next ledge. You'll land right next to the Bee.

PROTIP: After acquiring the Hudson Bee, repeatedly die and play through the first island to stockpile up to nine of each item. If you return to the section where you claimed the Bee, you'll score a 1-Up!

Tropical Terrorists

Death is swift and painful if one of the Doc's henchmen so much as touches Higgins. They're mostly insane islanders and wild animals, like pig-headed warriors, fire-breathing snakes, and miniature octopuses. At the end of each side-scrolling stage is an overgrown boss beastie.

PROTIP: A strange-looking flower planted in the background means an enemy is about to ambush you from behind.

PROTIP: 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.



PROTIP: To waste the vicious Higgins-eating plant at the end of Level One, stand towards the middle area of the screen, jump high, and toss your axes.

A Well-balanced Diet

Feed yourself with fruits, meats, vegetables, and milk to keep your strength going. Be quick, because edibles only appear on-screen for a limited time. Flowers are worth double the health boost of ordinary chow. If your life line drops to zich, you're shish-ka-Higgins. So many ways to die, so few ways to win!

Islands of Okay Adventure

Hudson's Adventure Island has always been well-known for its reliable but not extravagant Mario-like gameplay. Since the handheld version is close to a pixel-perfect version of the NES sequel, the same wisdom applies. The high points include better-than-average Game Boy character illustrations, easy-to-handle gameplay, and unlimited continues. The low points are repetitive obstacles, no passwords, and bland music.

It all boils down to a cart which is fun in the sun for Game Boy enthusiasts but won't give you more than a mild case of Island Fever.



Hudson's Adventure Island by Hudson Soft
\$29.95

Available January '92, 1 meg

By Fanatic Fan



If you're a hoops maniac like me, your heart probably starts cranking at double time whenever you see "His Greatness," Mr. Michael Jordan perform one of his patented, gravity-defying moves. But if you've ever tried to score tickets to a Bulls game, chances are you were left out in the cold. Chicago Stadium only has so many seats...

The good news is you can now catch plenty of Air Jordan action courtesy of your Game Boy and Electronic Arts. Jordan vs. Bird: One-on-One is here, and it features the moves that made MJ great, not to mention some incredible action from the Birdman as well. But while having Jordan and Bird on hand is great, you might be a little bummed at the head-to-head play versus the computer.



Bird is too late to stop the turnaround jumper from Jordan!

A Bird in the Hand...

There are three sections to Jordan vs. Bird - The 3-Point Contest, The Slam Dunk Contest, and One-on-One. In the 3-Point and Slam Dunk competitors you face off against CPU versions of Larry Bird and Michael Jordan respectively.



Can you shoot more three-pointers than eagle-eye Larry Bird?

When you take on the Birdman in the 3-Point Contest you'll have 60 seconds to shoot 25 shots - five balls from five different bins stationed around the basket.

JORDAN vs. BIRD

The Slam Dunk contest enables you to play three rounds versus Jordan - each player gets one dunk per round. There are 10 patented Jordan dunks to choose from such as the Windmill, the Statue of Liberty, and, of course, the Air Jordan. You get 30 seconds for each dunk and a bunch of computer judges score you 1 to 10. I think I got stuck with the Russian judges - my scores were bogus!



PROTIP: Each dunk has a certain "takeoff" spot on the floor. It's a good idea to play Follow the Leader before entering a competition to see how Michael does the dunk.

PROTIP: The last ball in each bin is the "money" ball - worth two points rather than one. Take your time when shooting it.

Talkin' Trash

Once you've tried your hand at dunking and 3-point shooting, it's time for some real action - one on one! You control Bird or Jordan, depending on who you like more, or your preferred style of play. Jordan, of course, is the better dunker and

quick on defense. Bird is a good shot blocker and an eagle-eye sharpshooter. He's a better 3-point shooter than Jordan.

In the One-on-One game, you play to 11, 15, or a full four quarter game. As in real basketball refs call fouls such as charging, blocking, traveling, and falling to clear the ball.

If you're familiar with the NES version, you'll pick up on the gameplay immediately. But even if this is the first basketball title you've ever played, it'll only take a couple of games before you're an expert. The gameplay is simple, and there aren't too many moves to master. The most difficult thing to learn is how to keep your player from floating out of position everytime you jump to block a shot. Both Bird and Jordan tend to drift if you're on the move before you jump.



PROTIP: Set both feet before you attempt to block a shot. If you're moving as you jump, your player floats or drifts in the direction you're moving - often leaving you completely out of position.

Post Game Highlights

The Jordan and Bird figures are large and easy to see - always nice in a Game Boy game - but the floating problem means they're often tough to control. This cart is a good sports diversion, but ideally you'll want to team up with a Game Boy-owning friend for some head-to-head competition. That's when this cart really cooks! Jordan vs. Bird is more like the 1991 Boston Celtics than the Chicago Bulls - a good, solid team, but not quite championship caliber.



Jordan vs. Bird by Electronic Arts
\$29.95
Available now

Wipe the smile off this face!

(And maybe a few of your friends, too!)

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



WATCH OUT! They only look happy!

Get into your Game Boy...

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

Bring your friends along!

Sure. You can take on the Smiloids alone. But with your Game Link™ cable or Four Player Adapter, those faces can belong to your friends! Play one-on-one, two against two, or free-for-all!



More than four times the fun with the Four Player Adapter!

It pay\$ to play together.

Don't miss your chance to get up to \$5 back with our multiplayer rebate! You'll find all the info inside your FaceBall 2000 package when you open it up for the game of your life! But hurry. Some of your friends might be buying FaceBall 2000 right now. If they get in too much practice without you, the smile that gets wiped might be your own!

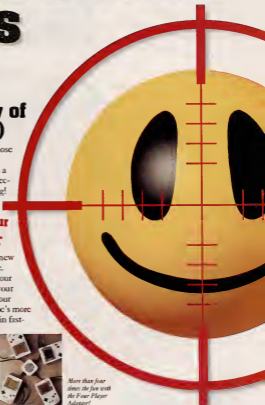
FACEBALL

A whole new way to get into your Game Boy.

Bulke-Proof Software • 8337 154th Ave. N.E. • Redmond, WA 98052 • (206) 861-9200
© 2000 Bulke-Proof Software, Inc. 13 and under recommended. ©1999 Sunsoft Software P/L, Inc. All rights reserved. Original game and Smiloids TM. Data should never be taken from Youth Software P/L, Inc. Game Boy, Game Link and Four Player Adapter are trademarks of Nintendo of America Inc. ©1999 Nintendo of America Inc.

The Best Games in the World™

Bulke-Proof Software!



By Boss Music



Amrgh! Splat! Squish! These are just a few of the words you might associate with a video game based on *Attack of the Killer Tomatoes*. It was a movie, it is a TV cartoon, and now it's going to be a Game Boy cart by THQ.

Live on Location

Daring news reporter Whitley White brings us the story of a band of rogue red beefsteaks set on the loose by Dr. Gangrene. They're demolishing buildings, terrorizing citizens, and in general making a nuisance of themselves in San Zucchini city. Wilbur Finletter, veteran of the Tomato Wars, volunteers to stop Gangrene from fulfilling his fertilization fantasies.

Wilbur Strikes Back

Wilbur is one tough cookie when it comes to de-juicing vegetables. For this side-view assignment, he limbers up his feet for running, boots for bouncing, and Swords for tomato-slicing. Wilbur also cruises on a Skateboard and free-floats in a Parachute. He gets unlimited continues, a plus, but controls like a rotten you-know-what, a minus. In addition, for some unfathomable reason, Button B jumps and A attacks instead of the usual other-way around.

AS YOU RECALL FROM LAST EPISODE, DOCTOR GANGRENE HAS BEGUN AN ASSAULT ON THE WORLD BEGINNING WITH SAN ZUCCHINI. THE TOMATOES HAVE TA



The trouble with Gangrene's tomatoes.

PRO TIP: To jump as high as possible, don't run, just stand still and hold down B.

The Swords, as well as energy-boosting Medals, 1-up awarding Hearts, and speed-inducing Lightning Bolts, are scattered throughout this 13-level gar-



PRO TIP: Bust blocks and smash windows from below for bonus points.



dener's nightmare. Wilbur can also retrieve tiny Cherry Tomatoes from smushed big tomatoes, 100 of which translates into an extra life. A spinning "X" icon multiplies points and Cherry Tomatoes, so snatch it if you see it.

PRO TIP: To collect an item floating off a ledge, jump out, grab it, and hook back to safety with the controller.

PRO TIP: You need the Tomato Juice Can to exit a level. Punch and kick everywhere to find it.



PRO TIP: Climb down this Level Four house's chimney to uncover a hidden area.

PRO TIP: Walk through walls in Level Ten to reach secret item areas.

PRO TIP: Don't enter the funky steam-spewing processor machine or you'll be tomatoized.

Tomato Treachery

Tomatoes here, tomatoes there, tomatoes everywhere. You'll go head-to-vine with Piranha Tomatoes, Skull Tomatoes, Cloud Tomatoes, Moulder Tomatoes, Roller Tomatoes, Shrapnel Tomatoes, Mexican Tomatoes, Ballistic Seeder Tomatoes, Bat Tomatoes, and Super Boss Tomatoes. Yikes! Yucky! Who dreams up this stuff? The landscapes include the streets, rooftops, and countryside of San Zucchini.



PRO TIP: To beat any of the three boss beefsteaks, toss a sword as soon as he unslashes and repeat. If you run out of blades, switch to your stomp attack.

Not the Pick of the Crop

What sets *Attack of the Killer Tomatoes* apart from other games is, well, nothing. The graphics aren't eye-straining, and the music is worth a listen, but neither really excels. After a while, the game action "grows" ho-hum, even with tomatoes wearing sombreros.

Killer Tomatoes is an all-around decent attempt at another side-scroller for the Game Boy, but in the final analysis, it's likely to be too silly and too uncontrollable for some tastes; average hack-n-splatter action. "Splat!" indeed.



Attack of the Killer Tomatoes by THQ
\$32

Available now, 1 meg

**PAY NO ATTENTION
TO THE AD
BELOW!**



BUSTER NEEDS YOUR HELP TO SAVE BABS FROM MONTANA MAX BEFORE IT'S TOO LATE.

Acme Acres is in trouble to the max. That bratty billionaire has captured Babs Bunny. So Buster's got to get hopping on a wild rescue romp!

Luckily he's got the help of his kooky pals Dizzy Devil, Furrball and Plucky Duck. And how! Dizzy Devil spins himself silly to break through rock solid walls. Furrball climbs straight up walls. And Plucky swims and glides through the air like a... duck. Along with Buster's powerful bounce, Monty will be toast!

Maybe. Six hairy scary levels show you a gazillion ways that Monty will try to trip you up. He's hired a gang of goofballs gone bad to greet you, like the ever clever Roderick Rat, iron-pumping Arnold the Pitbull and hug-happy Elmyra. If that weren't enough, you've got to beat the clock as you struggle through haunted forests, creepy pirate ships, secret chambers and finally Monty's Mansion.

The Toonsters need your help now. So "Toon" up your NES™ and let Montana Max know who's boss!



KONAMI

TINY TOON ADVENTURES. Character names and related items are trademarks of Warner Bros. Inc. © 1991 Konami. Nintendo Entertainment System and NES are trademarks of Nintendo of America, Inc. Konami is a registered trademark of Konami Co. Ltd. © 1992 Konami. Inc. All Rights Reserved.





By *The Spam Wessel*

The scarlet speedster, a.k.a. the Flash, may have been yanked off the tube, but if you're a comic book reader, you know that most super heroes never die, they just get reincarnated into some other form. The newest incarnation of The Flash is the latest Game Boy cart from THQ, and although this baby is built for speed—sometimes speed isn't what you need.

Flash-Dance

The Flash is a punch-and-kick action game with 13 levels of horizontally scrolling action. The Flash's arch-enemy, the Trickster, has escaped from jail, and he's planted time bombs all over the city (Gee... do you think this is a parole violation?). He's dragged along a couple of Flash thorn-in-the-sides, Captain Cold and the Mirror Master, to help him terrorize the city. Since you're dealing with time bombs, you only have so much time to reach the end of a level—but then, you're the Flash!

PRO TIP: Time is of the essence. It's more important to get to the end of the level than to go head-to-head with every thug. You must have enough time to fight the Trickster and disarm the time bomb on each level.



PRO TIP: The Mirror Master's holograms look just like villains, but they can't hurt you. They only exist to delay you.

The time limits mean you shouldn't stop to admire the scenery, but that's OK because each level features similar-looking areas. You begin in an art gallery, then move to a garage, the street, and a moving train. After defusing the Trickster's time bomb on the train, you go to another art gallery, then a garage, etc. You get three Flashes to complete the game, but each level has a password.

Flashy Features

This wouldn't be a true "Flash" cart without the element of super speed, so by holding down the A and B buttons, along with a direction button, the Flash goes into "surge" mode and moves at incredible speed.



Faster than a speeding train...

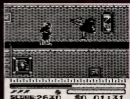
The Flash-dude also has super combat ability. Holding down A and B during a fight makes the Flash go nut-zold—punching and kicking at a frantic speed, until the bad guy is no more.



PRO TIP: You can kick and punch through obstacles such as pedestals and pillars, but bad guys can't hit you back.

Fast Food

If you decide to slow down, you find food machines, dollar signs and little Flash emblems. Pick up dollar signs to spend at the food machines, which dispense items such as hot dogs that give Flash more surge power. The Flash emblems, which appear when you knock out a bad guy or disarm a bomb, build up your health meter.



Inside the Trickster's Funhouse.

Speed Trapped

The Flash sports solid graphics, and it plays a great rendition of the TV theme song, but it lags in the gameplay category. Expecting you to hold down A AND B plus hit a direction button every time you want to move faster is asking a bit much. You'll probably find jumping and moving more challenging than any of the villains in this cart.

Sometimes speed kills, but in The Flash for the Game Boy, it's the controls that ultimately do in the scarlet speedster.

GamePro's Game Rating System



The Flash by THQ
Estimated price \$34.95
Available February '92, 1 meg

The Flash



Gauntlet II, Days Of Thunder,[™] Paperboy[®] 2, Klax,[™] And Marble Madness.[™]

Now Playing At A Location Near You.



You've seen them on the big screen and at the arcade, now catch them on your Game Boy. Gauntlet II, Days of Thunder, Paperboy 2, Klax and Marble Madness. Now appearing, for the first time, at a Game Boy dealer near you.



Available at EBGames, Capstone, Child World, Electronics Boutique, Fred Meyer, K-Mart, Kay Bee Toys, Sears, Software Etc., Tiger and Toys R Us.

©1991 Tengen. Klax and Marble Madness are trademarks and Paperboy and Gauntlet II are registered trademarks of Atari Games Corporation. Days of Thunder is a trademark of Paramount Pictures. Game Boy is a trademark of Nintendo of America Inc.



By The Unknown Gamer

Those bumbling "Wet Bandits," Marv and Harry are back! And this time they've brought friends - a nasty gang of thugs to help them get revenge on young Kevin McCallister. Kevin's parents are away (so what else is new?) and it's up to Kevin to defend his home.

Oh No!!!

Home Alone for the Game Boy is a run-and-grab action game that requires you to think ahead. Kevin must get to and collect his family's valuables before the crooks steal them. His large house is divided into four wings, each consisting of hallways and several rooms. Kevin clears each wing by gathering a set number of valuables and dropping them down the laundry chute (so the crooks won't find them). After four levels of gathering valuables, Kevin squares off against Marv, Harry, and Kevin's greatest fear, the basement boiler in the final battle.



"Oh no! I've been turned black and white!"

Kevin's fears are well founded. His basement boiler is a fireball-spitting monstrosity. You'd think Kevin's parents would have checked the basement before they bought this house!

PRO TIP: Use floor booby traps, such as the broken toy piles, to your advantage. Lead Marv and Harry into the piles to get them out of the way.

PRO TIP: Before attempting to jump over the spiders in the basement, jump straight up so you can see their movement pattern.



PRO TIP: Navigate the second spider area two at a time - jump over the first spider and run right under the second, then stop, and jump over the third spider and run under the fourth.

A Feast Fit For A Nine-Year Old

As in most run-and-grab games finding hidden power-ups helps you out. There's lots of pizza - find eight slices and you get another life. Munch on monster-sized chocolate chip cookies to earn back one hit point (you have three hit points per life). If you're really lucky you'll uncover a Pizza Box - worth one extra life, or some After Shave. After Shave isn't as tasty as pizza but it's almost as helpful - it gives you limited invincibility.

My Boiler Boils Over

Each level gets progressively trickier - the valuables you must collect change from stationary objects such as money bags and watches to moving targets, such as pets or toys. But there's more to this game than just picking up valuables before the bad guys grab them. Kevin also has to be cunning enough to outwit the crooks, clever enough to figure out ways to reach seemingly unreachable places, and quick on his feet.



Where does he get those marvelous boys?



Kevin McCallister, Boy Dogcatcher.

Kevin has some weapons at his disposal to slow down Marv and Harry - such as his water pistol with an unlimited number of shots. A couple of shots of water stuns the Wet Bandits (what a bunch of wimps!). Kevin can also find a slingshot and pellets, which are more effective than the water gun, baseballs, and eventually, the BB Gun.

Easy as Pizza Pie

One of the best things about Home Alone is its large graphics. It's easy to keep track of Kevin and all his enemies, unlike many Game Boy titles that make you squint to play them. If there's a negative to Home Alone, it's the lack of varied gameplay. Although the difficulty increases as you advance, you're still performing the same basic actions that you were back on the first level. But, hey, there are only so many ways to stuff a bumbling burglar down the laundry chute.



Home Alone by T-HQ
Available now



Home Alone

Light Boy is Bound to Attract Attention!



I can't take my **Light Boy** any place without making a commotion. All I wanted was a few private moments on the Game Boy before the offense got off the field; but now I've got these rookies from the other team in here. They like the way **Light Boy** makes the Game Boy screen light up in the dark. The 1½ times magnification is great, too. **Light Boy** is bound to attract attention.

Now, how do I get rid of these guys?



- Bilateral lighting
- Batteries included
- 1.5 magnification
- Replaceable light bulbs

Licensed by

Nintendo

Bob Costic



SEGA GENESIS™

Beetlejuice

Track Meet

We Sell Best	MSRP	Shadow of the Beast 2	\$19.99
588 Attack Sub	\$19.99	Shogun in Darkness	\$19.99
589 Attack Team	\$19.99	Shogun II	\$19.99
590 Attack 2	\$19.99	Shogun III	\$19.99
591 Attack 3	\$19.99	Shogun IV	\$19.99
592 Attack 4	\$19.99	Shogun V	\$19.99
593 Attack 5	\$19.99	Shogun VI	\$19.99
594 Attack 6	\$19.99	Shogun VII	\$19.99
595 Attack 7	\$19.99	Shogun VIII	\$19.99
596 Attack 8	\$19.99	Shogun IX	\$19.99
597 Attack 9	\$19.99	Shogun X	\$19.99
598 Attack 10	\$19.99	Shogun XI	\$19.99
599 Attack 11	\$19.99	Shogun XII	\$19.99
600 Attack 12	\$19.99	Shogun XIII	\$19.99
601 Attack 13	\$19.99	Shogun XIV	\$19.99
602 Attack 14	\$19.99	Shogun XV	\$19.99
603 Attack 15	\$19.99	Shogun XVI	\$19.99
604 Attack 16	\$19.99	Shogun XVII	\$19.99
605 Attack 17	\$19.99	Shogun XVIII	\$19.99
606 Attack 18	\$19.99	Shogun XIX	\$19.99
607 Attack 19	\$19.99	Shogun XX	\$19.99
608 Attack 20	\$19.99	Shogun XXI	\$19.99
609 Attack 21	\$19.99	Shogun XXII	\$19.99
610 Attack 22	\$19.99	Shogun XXIII	\$19.99
611 Attack 23	\$19.99	Shogun XXIV	\$19.99
612 Attack 24	\$19.99	Shogun XXV	\$19.99
613 Attack 25	\$19.99	Shogun XXVI	\$19.99
614 Attack 26	\$19.99	Shogun XXVII	\$19.99
615 Attack 27	\$19.99	Shogun XXVIII	\$19.99
616 Attack 28	\$19.99	Shogun XXIX	\$19.99
617 Attack 29	\$19.99	Shogun XXX	\$19.99
618 Attack 30	\$19.99	Shogun XXXI	\$19.99
619 Attack 31	\$19.99	Shogun XXXII	\$19.99
620 Attack 32	\$19.99	Shogun XXXIII	\$19.99
621 Attack 33	\$19.99	Shogun XXXIV	\$19.99
622 Attack 34	\$19.99	Shogun XXXV	\$19.99
623 Attack 35	\$19.99	Shogun XXXVI	\$19.99
624 Attack 36	\$19.99	Shogun XXXVII	\$19.99
625 Attack 37	\$19.99	Shogun XXXVIII	\$19.99
626 Attack 38	\$19.99	Shogun XXXIX	\$19.99
627 Attack 39	\$19.99	Shogun XL	\$19.99
628 Attack 40	\$19.99	Shogun XLI	\$19.99
629 Attack 41	\$19.99	Shogun XLII	\$19.99
630 Attack 42	\$19.99	Shogun XLIII	\$19.99
631 Attack 43	\$19.99	Shogun XLIV	\$19.99
632 Attack 44	\$19.99	Shogun XLV	\$19.99
633 Attack 45	\$19.99	Shogun XLVI	\$19.99
634 Attack 46	\$19.99	Shogun XLVII	\$19.99
635 Attack 47	\$19.99	Shogun XLVIII	\$19.99
636 Attack 48	\$19.99	Shogun XLIX	\$19.99
637 Attack 49	\$19.99	Shogun L	\$19.99
638 Attack 50	\$19.99	Shogun LI	\$19.99
639 Attack 51	\$19.99	Shogun LII	\$19.99
640 Attack 52	\$19.99	Shogun LIII	\$19.99
641 Attack 53	\$19.99	Shogun LIV	\$19.99
642 Attack 54	\$19.99	Shogun LV	\$19.99
643 Attack 55	\$19.99	Shogun LVI	\$19.99
644 Attack 56	\$19.99	Shogun LVII	\$19.99
645 Attack 57	\$19.99	Shogun LVIII	\$19.99
646 Attack 58	\$19.99	Shogun LVIX	\$19.99
647 Attack 59	\$19.99	Shogun LX	\$19.99
648 Attack 60	\$19.99	Shogun LXI	\$19.99
649 Attack 61	\$19.99	Shogun LXII	\$19.99
650 Attack 62	\$19.99	Shogun LXIII	\$19.99
651 Attack 63	\$19.99	Shogun LXIV	\$19.99
652 Attack 64	\$19.99	Shogun LXV	\$19.99
653 Attack 65	\$19.99	Shogun LXVI	\$19.99
654 Attack 66	\$19.99	Shogun LXVII	\$19.99
655 Attack 67	\$19.99	Shogun LXVIII	\$19.99
656 Attack 68	\$19.99	Shogun LXIX	\$19.99
657 Attack 69	\$19.99	Shogun LXX	\$19.99
658 Attack 70	\$19.99	Shogun LXXI	\$19.99
659 Attack 71	\$19.99	Shogun LXXII	\$19.99
660 Attack 72	\$19.99	Shogun LXXIII	\$19.99
661 Attack 73	\$19.99	Shogun LXXIV	\$19.99
662 Attack 74	\$19.99	Shogun LXXV	\$19.99
663 Attack 75	\$19.99	Shogun LXXVI	\$19.99
664 Attack 76	\$19.99	Shogun LXXVII	\$19.99
665 Attack 77	\$19.99	Shogun LXXVIII	\$19.99
666 Attack 78	\$19.99	Shogun LXXIX	\$19.99
667 Attack 79	\$19.99	Shogun LXXX	\$19.99
668 Attack 80	\$19.99	Shogun LXXXI	\$19.99
669 Attack 81	\$19.99	Shogun LXXXII	\$19.99
670 Attack 82	\$19.99	Shogun LXXXIII	\$19.99
671 Attack 83	\$19.99	Shogun LXXXIV	\$19.99
672 Attack 84	\$19.99	Shogun LXXXV	\$19.99
673 Attack 85	\$19.99	Shogun LXXXVI	\$19.99
674 Attack 86	\$19.99	Shogun LXXXVII	\$19.99
675 Attack 87	\$19.99	Shogun LXXXVIII	\$19.99
676 Attack 88	\$19.99	Shogun LXXXIX	\$19.99
677 Attack 89	\$19.99	Shogun LXXXX	\$19.99
678 Attack 90	\$19.99	Shogun LXXXXI	\$19.99
679 Attack 91	\$19.99	Shogun LXXXXII	\$19.99
680 Attack 92	\$19.99	Shogun LXXXXIII	\$19.99
681 Attack 93	\$19.99	Shogun LXXXXIV	\$19.99
682 Attack 94	\$19.99	Shogun LXXXXV	\$19.99
683 Attack 95	\$19.99	Shogun LXXXXVI	\$19.99
684 Attack 96	\$19.99	Shogun LXXXXVII	\$19.99
685 Attack 97	\$19.99	Shogun LXXXXVIII	\$19.99
686 Attack 98	\$19.99	Shogun LXXXXIX	\$19.99
687 Attack 99	\$19.99	Shogun LXXXXX	\$19.99
688 Attack 100	\$19.99	Shogun LXXXXXI	\$19.99
689 Attack 101	\$19.99	Shogun LXXXXXII	\$19.99
690 Attack 102	\$19.99	Shogun LXXXXXIII	\$19.99
691 Attack 103	\$19.99	Shogun LXXXXXIV	\$19.99
692 Attack 104	\$19.99	Shogun LXXXXXV	\$19.99
693 Attack 105	\$19.99	Shogun LXXXXXVI	\$19.99
694 Attack 106	\$19.99	Shogun LXXXXXVII	\$19.99
695 Attack 107	\$19.99	Shogun LXXXXXVIII	\$19.99
696 Attack 108	\$19.99	Shogun LXXXXXIX	\$19.99
697 Attack 109	\$19.99	Shogun LXXXXXX	\$19.99
698 Attack 110	\$19.99	Shogun LXXXXXXI	\$19.99
699 Attack 111	\$19.99	Shogun LXXXXXXII	\$19.99
700 Attack 112	\$19.99	Shogun LXXXXXXIII	\$19.99
701 Attack 113	\$19.99	Shogun LXXXXXXIV	\$19.99
702 Attack 114	\$19.99	Shogun LXXXXXXV	\$19.99
703 Attack 115	\$19.99	Shogun LXXXXXXVI	\$19.99
704 Attack 116	\$19.99	Shogun LXXXXXXVII	\$19.99
705 Attack 117	\$19.99	Shogun LXXXXXXVIII	\$19.99
706 Attack 118	\$19.99	Shogun LXXXXXXIX	\$19.99
707 Attack 119	\$19.99	Shogun LXXXXXXX	\$19.99
708 Attack 120	\$19.99	Shogun LXXXXXXXI	\$19.99
709 Attack 121	\$19.99	Shogun LXXXXXXXII	\$19.99
710 Attack 122	\$19.99	Shogun LXXXXXXXIII	\$19.99
711 Attack 123	\$19.99	Shogun LXXXXXXXIV	\$19.99
712 Attack 124	\$19.99	Shogun LXXXXXXXV	\$19.99
713 Attack 125	\$19.99	Shogun LXXXXXXXVI	\$19.99
714 Attack 126	\$19.99	Shogun LXXXXXXXVII	\$19.99
715 Attack 127	\$19.99	Shogun LXXXXXXXVIII	\$19.99
716 Attack 128	\$19.99	Shogun LXXXXXXXIX	\$19.99
717 Attack 129	\$19.99	Shogun LXXXXXXX	\$19.99
718 Attack 130	\$19.99	Shogun LXXXXXXXI	\$19.99
719 Attack 131	\$19.99	Shogun LXXXXXXXII	\$19.99
720 Attack 132	\$19.99	Shogun LXXXXXXXIII	\$19.99
721 Attack 133	\$19.99	Shogun LXXXXXXXIV	\$19.99
722 Attack 134	\$19.99	Shogun LXXXXXXXV	\$19.99
723 Attack 135	\$19.99	Shogun LXXXXXXXVI	\$19.99
724 Attack 136	\$19.99	Shogun LXXXXXXXVII	\$19.99
725 Attack 137	\$19.99	Shogun LXXXXXXXVIII	\$19.99
726 Attack 138	\$19.99	Shogun LXXXXXXXIX	\$19.99
727 Attack 139	\$19.99	Shogun LXXXXXXX	\$19.99
728 Attack 140	\$19.99	Shogun LXXXXXXXI	\$19.99
729 Attack 141	\$19.99	Shogun LXXXXXXXII	\$19.99
730 Attack 142	\$19.99	Shogun LXXXXXXXIII	\$19.99
731 Attack 143	\$19.99	Shogun LXXXXXXXIV	\$19.99
732 Attack 144	\$19.99	Shogun LXXXXXXXV	\$19.99
733 Attack 145	\$19.99	Shogun LXXXXXXXVI	\$19.99
734 Attack 146	\$19.99	Shogun LXXXXXXXVII	\$19.99
735 Attack 147	\$19.99	Shogun LXXXXXXXVIII	\$19.99
736 Attack 148	\$19.99	Shogun LXXXXXXXIX	\$19.99
737 Attack 149	\$19.99	Shogun LXXXXXXX	\$19.99
738 Attack 150	\$19.99	Shogun LXXXXXXXI	\$19.99
739 Attack 151	\$19.99	Shogun LXXXXXXXII	\$19.99
740 Attack 152	\$19.99	Shogun LXXXXXXXIII	\$19.99
741 Attack 153	\$19.99	Shogun LXXXXXXXIV	\$19.99
742 Attack 154	\$19.99	Shogun LXXXXXXXV	\$19.99
743 Attack 155	\$19.99	Shogun LXXXXXXXVI	\$19.99
744 Attack 156	\$19.99	Shogun LXXXXXXXVII	\$19.99
745 Attack 157	\$19.99	Shogun LXXXXXXXVIII	\$19.99
746 Attack 158	\$19.99	Shogun LXXXXXXXIX	\$19.99
747 Attack 159	\$19.99	Shogun LXXXXXXX	\$19.99
748 Attack 160	\$19.99	Shogun LXXXXXXXI	\$19.99
749 Attack 161	\$19.99	Shogun LXXXXXXXII	\$19.99
750 Attack 162	\$19.99	Shogun LXXXXXXXIII	\$19.99
751 Attack 163	\$19.99	Shogun LXXXXXXXIV	\$19.99
752 Attack 164	\$19.99	Shogun LXXXXXXXV	\$19.99
753 Attack 165	\$19.99	Shogun LXXXXXXXVI	\$19.99
754 Attack 166	\$19.99	Shogun LXXXXXXXVII	\$19.99
755 Attack 167	\$19.99	Shogun LXXXXXXXVIII	\$19.99
756 Attack 168	\$19.99	Shogun LXXXXXXXIX	\$19.99
757 Attack 169	\$19.99	Shogun LXXXXXXX	\$19.99
758 Attack 170	\$19.99	Shogun LXXXXXXXI	\$19.99
759 Attack 171	\$19.99	Shogun LXXXXXXXII	\$19.99
760 Attack 172	\$19.99	Shogun LXXXXXXXIII	\$19.99
761 Attack 173	\$19.99	Shogun LXXXXXXXIV	\$19.99
762 Attack 174	\$19.99	Shogun LXXXXXXXV	\$19.99
763 Attack 175	\$19.99	Shogun LXXXXXXXVI	\$19.99
764 Attack 176	\$19.99	Shogun LXXXXXXXVII	\$19.99
765 Attack 177	\$19.99	Shogun LXXXXXXXVIII	\$19.99
766 Attack 178	\$19.99	Shogun LXXXXXXXIX	\$19.99
767 Attack 179	\$19.99	Shogun LXXXXXXX	\$19.99
768 Attack 180	\$19.99	Shogun LXXXXXXXI	\$19.99
769 Attack 181	\$19.99	Shogun LXXXXXXXII	\$19.99
770 Attack 182	\$19.99	Shogun LXXXXXXXIII	\$19.99
771 Attack 183	\$19.99	Shogun LXXXXXXXIV	\$19.99
772 Attack 184	\$19.99	Shogun LXXXXXXXV	\$19.99
773 Attack 185	\$19.99	Shogun LXXXXXXXVI	\$19.99
774 Attack 186	\$19.99	Shogun LXXXXXXXVII	\$19.99
775 Attack 187	\$19.99	Shogun LXXXXXXXVIII	\$19.99
776 Attack 188	\$19.99	Shogun LXXXXXXXIX	\$19.99
777 Attack 189	\$19.99	Shogun LXXXXXXX	\$19.99
778 Attack 190	\$19.99	Shogun LXXXXXXXI	\$19.99
779 Attack 191	\$19.99	Shogun LXXXXXXXII	\$19.99
780 Attack 192	\$19.99	Shogun LXXXXXXXIII	\$19.99
781 Attack 193	\$19.99	Shogun LXXXXXXXIV	\$19.99
782 Attack 194	\$19.99	Shogun LXXXXXXXV	\$19.99
783 Attack 195	\$19.99	Shogun LXXXXXXXVI	\$19.99
784 Attack 196	\$19.99	Shogun LXXXXXXXVII	\$19.99
785 Attack 197	\$19.99	Shogun LXXXXXXXVIII	\$19.99
786 Attack 198	\$19.99	Shogun LXXXXXXXIX	\$19.99
787 Attack 199	\$19.99	Shogun LXXXXXXX	\$19.99
788 Attack 200	\$19.99	Shogun LXXXXXXXI	\$19.99



By The Missing Link

Beetlejuice, the "ghost-with-the-most," is off to the Netherworld to break Lydia Tree of Astorath's stronghold. And...surprise! He's not even gonna' charge her for it.

LN's crammed a veritable smorgasbord of action into a pee-wee sized Game Boy cartridge. Beetlejuice tackles a six level, dual scrolling spook-fest. First he prepares Lydia's humble house of horrors for her return by duking in and out of rooms to rid the house of its unwanted tenants, including haunted laundry and flying pigs. From house to Hades, it only gets worse, as Beetlejuice scavenges the Graveyard, Beyond the Grave, and the Netherworld. Last but not least, there's the Final Confrontation.



Here comes the Judge!

Most of the action's straightforward stuff: jumping, ducking, shooting, running up stairs, and collecting lost statuses. For a change of pace, there's also a few funky puzzle-type sequences where Beetlejuice fits pipe joints together, and has a "gross-out" ugly face contest with a fellow ghoul.

PRO TIP: To Beat the Bubble Ghost, simply stay above the washing machine to avoid his bubble blasts.

SEGA GENESIS™



Beetle-beauty.

PRO TIP: On a tablet it's easy to duck under or jump over the bones. Legal Evil Hurl is your.

This game's almost as much fun as Beetlejuice is weird. Beetlejuice is easy to keep under control as he bops along to the likeable music. The graphics are hard hitting with lots of detail. Want a fright night (or day)? Just stay Beetlejuice, Beetlejuice, Beetlejuice.



By Six Mo

Track Meet by Interplay is basic video sports fare that's entertaining and nice-looking. You take part in seven events—the 100 Meter Dash, the Hurdles, the Javelin Throw, the Pole Vault, the Long Jump, the Discus Throw, and Weightlifting. The discus throw appears in overhead view, but the rest of the athletics show in horizon-



PRO TIP: In Weightlifting your power potential drops even as you stand there.

tally-scrolling sideview perspective. The graphics are sharp and snappy cartoony. The music and sounds don't get in the way. Your CPU competition is five aptly-named video Olympians—Ricky the Barbarian, Swammie Pastrami, Kenich Kazana Ninja,

The Bard's Tale

Where
monsters
finally
face
the
music!

You'd expect a great role playing game to have plenty of monsters and creatures for you to conquer. You'd expect the band of six hardy adventurers you create to have magical powers and weapons to wield in battle. But only *The Bard's Tale* brings you the unexpected—the awesome weapon of magical music! Though each of your team has unique skills, the Bard's songs have devastating effects on your fearsome foes. Dragons, spiders, trolls, and ones face the music each time they encounter your freedom fighters. Hone your skills in magic and combat as you search for gold through the incredible maze of the city's 16 levels of dungeons and catacombs. Destroy the monsters with magic and music. Let *The Bard's Tale* begin!

■ **FREE**
World Championship Wrestling T-Shirt
with the purchase of two FCI games.

FCI and World Championship Wrestling are service marks of World Championship Wrestling, Inc. The Bard's Tale is a trademark of Electronic Arts, Inc. Licensed by RCI/Play Design for play on the Nintendo Game Boy Advance System. Nintendo and Nintendo Entertainment System are registered trademarks of Nintendo of America, Inc. FCI is a registered trademark of Funsoft Computer Systems International, Inc. 100 East 12 Street, NY, NY 10022. Consumer Information 1 (800) 988-6400.

Licensed by Nintendo
for play on the
Nintendo
GAME BOY ADVANCE™



Official
Nintendo
Seal of Quality

Official
Nintendo
Seal of Quality

From the
leader in *real*
role playing
games



- Step into the action with 3-D perspective
- Based on the best-selling PC game

FCI
Not Just Kid Stuff

Hey Gamedoggers!

Skate into Electronics Boutique,
the Low Price Paradise!



Play Action Football
Nintendo
\$39.99
Multi-Play Game Boy



Tetris
Nintendo
\$37.99



Mario III
Nintendo
\$49.99



Action Set
\$97.99

Dr. Mario
Nintendo
\$37.99
Multi-Play Game Boy



\$5 + \$5 = \$10

Redeem your Nintendo
Instant Redemption
Certificate and EB will
give you another \$5.00 off
any NES product!



Super N.E.S.
\$199.99



F-Zero
Super N.E.S.
\$53.99



Pilotwings
Super N.E.S.
\$53.99



SimCity
Super N.E.S.
\$53.99

electronics



ELBO has a hot tip for his favorite gamedoggers! For the lowest prices and a super selection of video games and game systems, Skate into Electronics Boutique!

Okey, so it's no secret that Electronics Boutique is "Top Dog" for video thrills. Any gamer worth a joystick knows E.B. has the hottest video excitement on the planet and is pumped-up with everything Nintendo from Super NES to Super Mario Bros.

See the mongo huge phone number? That's the Electronics Boutique hotline and your ticket to the E.B. store nearest you! Video adventure is waiting so hurry in and take your choice now!

1-800-800-5166

F1 Race
Game Boy
\$29.99



World Cup
Game Boy
\$19.99

Game Boy
\$87.99



Super
MarioLand
Game Boy
\$19.99



RC Pro Am
Game Boy
\$19.99

boutique®

Batter Up



By Fanatic Fan

Video baseball fans who haunted arcades in the '80's will be very familiar with Batter Up by Namco for the Game Gear. Yep, Batter Up is yet another translation of Vs. Baseball/ R.B.I. Baseball without the Major League Baseball license (so all the teams are fictional). Everything here is the same as in that first coin-op — cutesy music, chubby players, limited strategy, etc.

In Batter Up, you can choose between two stadiums, Marine (Park) and City. The City stadium has high fences that make hitting a home run hard. The Marine stadium has artificial turf, so a ball hit in the gap will roll to the wall.



A leaping grab!

Each team has four pitchers, and four bench players. Choose either a 5-inning or a 9-inning game against the computer or a friend (with another Game Gear, a cable, and another B.U. cart). A password system saves a 15-game season.

PRO TIP: Fielders who have the ball run at double speed when they chase you. Be extra careful naming the bases!

This cart is basic video baseball — batting, bunting, stealing, and fielding. There are only two enhancements — Prime Hitters and the Lucky 7th Inning. Prime hitters are the players most likely to get a hit. They waggle their



It might be...it is! Moment!

bats when they're at the plate. In the Lucky 7th Inning, all players become Prime Hitters.

PRO TIP: All bench players are "Prime Hitters."

Batter Up is a solid, colorful baseball cart that's sure to hold your interest even though the sounds strike out. It may not be the most complex baseball simulation around — but sometimes something simple is all you need!



Batter up by Namco
\$29.95, Available now, 1 mag

Clutch Hitter



By Fanatic Fan

In the Spring of '91, Sega tested the "Clutch Hitter" coin-op in a San Francisco-area arcade. Four hours and numerous quarters later, Fanatic Fan was exhausted but smiling; he had found the ultimate baseball video game!

Rush forward several months. First the good news...like the arcade version Clutch



Clutch Hitter's pitcher's mound perspective.

Hitter for the Game Gear is a great baseball challenge with sharp, colorful graphics. At the plate, you hit with a behind-the-batter view. When you pitch, the view switches behind the pitcher's mound. Once a ball is hit you go to a 3/4 overhead view from behind homeplate. Three views in one little game!

Sega also has licensed the Major League Baseball Player's Association, so all the pro players are in the game — but they only had room for their initials. You better know your team intimately because lots of players have the same initials (such as Bobby Bonilla and Barry Bonds of the Pirates).

The biggest negative about Clutch Hitter is that you can't jump or dive for balls. This makes fielding tricky — sometimes impossible. Weak grounders squirt through for singles. Singles become doubles. It's a manager's nightmare!

PRO TIP: Don't give up on that single to right field. Your outfielders have great arms, so quickly field the hit and throw to first base.



A view from the batter's box.

If Sega had allowed diving and jumping for balls, I would have screamed from the roof tops that Clutch Hitter is the best handfield baseball game ever made. It's still the best around, but I'll keep my enthusiasm in the dugout until the sequel.



Clutch Hitter by Sega
\$39.95, Available Dec., 1 mag

Woody Pop



By Speedy Buns

Woody Pop is a nifty little game that'll be more than familiar to fans of the original classic, *Arkanoid*. For the uninitiated, the name of this game is to clear each level by breaking blocks, which are arranged across the top of the screen in different combinations or patterns. At the bottom of the screen is an open pit. Just above the pit is Woody — a little rectangular block of wood with an attitude.



Robots are wild card ball-blockers.

The action begins when you bounce a blue ball off the blocks to break them. As the ball ricochets around the screen you use Woody as a paddle to keep it in play. The gameplay continues until you miss the ball and it goes into the pit. You get three balls per game



Choo-choo trouble for Woody.

(earn extra balls at different point levels depending on the difficulty setting) and ending less continues.

PRO TIP: Try to get the ball to ricochet up the side of the screen and above the blocks where it will usually destroy blocks while you just sit and watch.

Each of the five kinds of blocks that Woody has to break has different properties — some help Woody and some hurt him. For example, when Woody hits Question Blocks, Robots or Soldiers march out to block your ball. Crystal Blocks hold special items, which might change the size of the paddle or make the pit grow larger.

PRO TIP: The Flower item enables the ball to take out more than one block. The Oil-moon item enables the ball to destroy the Robot and the Soldier blocks.

Woody Pop is an enjoyable game, well-suited to the hand-held format, a nice way to wile away a little time. No thinking or fighting required.



Woody Pop by Sega
\$29.95, Available now, 1 mag



NINTENDO WORLD CHAMPION

“Go for Gold . . . Racing competition, tense action, challenging adventure and just great fun are available in America's Gold Series Games. Setting new standards in game play.”

Thor Aackerlund

Micro-Machines™

The best and most innovative racing game on the N.E.S. ever! Excellent two player interaction. 27 different circuits - race under bridges, power slide around corners and more! Constantly challenging . . . it's great family fun.



The Fantastic Adventures of Dizzy™

An exceptional role playing cartoon adventure featuring Britain's best selling video game character. Exciting worlds of logic, memory and adventure for the whole family.

Bignose the Caveman™

Join Bignose on a pre-historic hunting adventure that will take you over four islands, through perilous caves and even up into the sky. Bignose . . . fun and adventure at its best.



The Ultimate Stuntman™

Doctor Evil is working on the ultimate weapon - so the President calls on the only one who can stop him! A fantastic action adventure featuring innovative advances in graphic quality for action packed fun.

EACH GOLD SERIES GAME FEATURES:

- Over 100 hours of dynamic game play
- Exceptional graphic quality
- Massive 2 Meg game

LOOK FOR GAMES AT YOUR VIDEO OR GAME STORE

THE
GOLD
SERIES

FROM
AMERICA GAMES™

EASY TO PICK UP. HARD TO PUT DOWN.



U.S.A. (708) 498-4525 Canada (416) 470-2791

Tournament Cyberball

PRO
REVIEW

Viking Child



By Weekend Warrior

It's the year 2072 and puny, fleshy human football players have been replaced by teams of powerful, sleek androids. As in the coin-op version, Tournament Cyberball basically follows the rules of modern day football. You play against the computer or Comlynx with up to three other players for 2-player vs. 2-player games.

Future Football

The game takes place on a vertically scrolling field with seven players on offense and defense. Play is divided into six, five-minute periods and the old pigskin has been replaced by an atomic Cyberball that heats up and goes nuclear unless the team takes it across the Offense line! Cyberball isn't measured in downs but in the stages of the Cyberball's condition - Cool, Warm, Hot, Critical, then - KABOOM!!

PRO TIP: You automatically catch the ball on kickoffs, so focus on the defenders to see breaks in the defense.

Choose between 12 clearly diagrammed offensive plays and 12 defensive plays. On offense you initially control the QB and then switch to either the receiver or the runner. On defense you control any of the defensive players until the snap of the ball after that you're stuck with your chosen player.

PRO TIP: Receivers run to the white "x" marks on the field and stop. Allow time for them to reach their marks before you pass.

New recurring to the phrase "Move it or lose it!"

Although they're robots your players are not indestructible. Repeated hits can render them inoperable. As your team score it earns money that you can use to purchase more powerful Cyberbot replacements.

Two-Minute Warning

Tournament Cyberball is a unique blend of sci-fi, football, and arcade action. Sharp but simple graphics combine nicely with sounds that include a couple of digitized human and robotic voices. As a nice change of pace from the video game pile-up, this cart scores!



PRO TIP: Option plays are best for short yardage situations because you can decide whether to run or pass after you line up and see the defense.



Tournament Cyberball
by Atari, \$29.99
Available now
2 Megs

By Rigor Mortis



As foretold by the prophecies a hero, Brian, was born in the North-ern lands to restore peace and joy to Odin's World. To accomplish his quest Brian must set forth to free his kidnapped family and defeat evil Loki who terrorizes the land.

Viking Child is a side-scrolling, multi-directional role play adventure that takes you, as Brian, all over Loki's domain in search of clues as to your family's whereabouts. You've got two lives which are in constant danger from obstacles and monsters such as giant rats, flying mushrooms, and fire-spitting plants.

PRO TIP: It's best to dodge your enemies since you need to strike them with your dagger at extremely close range to defeat them.



The lay of the land.



PRO TIP: Visit every shop!

bombs, bobs, firespirits, stun blasts, magic potions, cloaks of invisibility, long daggers, shields, health units, extra lives, and more.

You won't finish this long, arduous quest in one sitting, but a password feature enables you to save your game. Small characters (even by Lynx standards) are balanced by extremely well illustrated and detailed background graphics. Overal sound is weak, although there's a nice start-up theme song.

No Rest for the Weary

Although there is plenty of hack and slash action throughout Viking Child, the game requires extensive exploration and a great deal of patience—it's the perfect game to bring along on long trips. Although this cart isn't up to speed with some of the flashier, glitzier Lynx games, it's definitely a journey worth taking!



PRO TIP: You can handle most regular enemies without using special weapons. Save those for the level bosses.



Viking Child by Atari
\$29.99
Available now
2 Megs



*Your dream of fighting the most infamous
pirate of them all is about to come true.*

"Hook"
The Video Game
Coming Soon

PSYGNOSIS



Attacks the GENESIS™

*Europe's hottest
action games are
brought to you by
Psygnosis and
Electronic Arts.*



Shadow of the Beast™



Fatal Rewind™

Menacing Graphics.....Sinister Action



Shadow of the Beast™ - 8 Ultra-Compression™ megs. 132 twisted creatures.



Fatal Rewind™ - 12 treacherous levels. First prize is your life.

Free Roger Dean Poster
inside for a limited period only!



SEGA
GENESIS

ELECTRONIC ARTS



Visit your local retailer or call (800) 245-4525 anytime to order.
Shadow of the Beast is a trademark of Psygnosis Ltd. Fatal Rewind and
Ultra-Compression are trademarks of Electronic Arts. Sega and Genesis are
trademarks of Sega Enterprises Ltd. Fatal Rewind package art by Roger
Dean Richard Clifton-Doy. Shadow of the Beast package art by Roger Dean.

Gadgets & Gear



By *Jinky the
Monkey and
Brother Buzz*

There are plenty of ways to spice up your video gaming experience. Here's a grab bag of great stuff that adds something extra to your games.

The Game Genie

After several court hearings, Galoob's Game Genie has finally landed in America. This controversial gadget, which is roughly $\frac{1}{2}$ the size of a regular NES cartridge, slides onto the "prongs" of an NES game and then the entire combo plugs into the NES. The rest is magic...well, sort of.

Inside the NES there are two "scratch pad" chips. One chip processes information for screen display and the other is memory. When you plug a game cartridge into the NES, those chips read the cart's programming codes, which pertain to things such as number of lives, invincibility, how high the character can jump, etc. When it connects with a game cartridge, the Game Genie adjusts the codes, via its own codes which you punch in, and affects the way in which the NES reads the chip information for game features such as lives. So, instead of having the usual three lives you might get 50. In a nutshell, the Game Genie doesn't change a game whatsoever, it just temporarily changes the way the NES reads the game code.



The Game Genie.

The Game Genie and a book with the recent codes (306 by the first of the year) retails for approximately \$50, though prices may be as high as \$70 at some retail outlets. Codes are constantly being updated, and by filling out a form in the back of the Game Genie book, gamers can subscribe, for \$12 plus tax and shipping, to a publication put out by Camerica called "Game Genie Code Updates." You can check out GamePro SWAT each month, too. (Galoob Toys, 415/952-1678)

The Game Action Replay

Hot on the heels of the Game Genie comes the \$59.99 Game Action Replay (GAR) from STD Entertainment. The GAR resembles a regular NES cartridge, but it has a port on top into which you slide an NES cartridge. Then you slide the piggybacked carts into the NES.

The GAR is capable of three modes. Mode 1 enables you to set the gameplay at two slow-motion speeds. Mode 2 saves a game at any point. Mode 3, the buffer screen, enables you to store up to five saved areas in a game. Once you've saved into the buffer, switch off the NES, go about your business, and come back to a saved game whenever you're ready. The GAR also comes equipped with a 6-year back up battery.

This is a must-have item, especially when you're tackling on of those games with few or no continues. (STD Entertainment, 717/232-8288)

Multi-Player Links

If there's one feature that really makes the TurboGrafx-16 shine, it's the capability to have up to five people play one game in games as diverse as TV Sports Hockey and Bomberman. You need a TurboTap to do it. (NEC, 708/860-9500)



The Game Boy Four-Player Adaptor.

The Game Boy isn't only for lonely gamers. Use the Nintendo Four-Player Adaptor with games that support multi-person play to link up to four Game Boys. F-1 Racing comes bundled in the package, but Faceball 2000 by Bullet-Proof makes the Adaptor absolutely awesome!

Game Gear Gadgets

Sega has a myriad of gadgets for the Game Gear that are guaranteed to help keep you up on world events, powered up when you're on the go, and organized.

If you want to take a break from gameplay and catch up on your favorite soap or cartoon, check out the color TV Tuner. The UHF/VHF tuner unit snaps into the GG's cartridge slot and has a built-in antenna. There's a stand built into the back of the GG which enables you to prop it up for



The Game Gear TV Tuner.

comfortable viewing. You can also use the Tuner as a portable monitor for a VCR or video camera. The suggested retail price is \$119.95.

You no longer have to burn through countless packs of batteries. Thanks to the Game Gear Battery Pack you can do your part to cut down on toxic waste and enjoy hours of cord-free play time. When the power runs down recharge the Pack by simply plugging it into a wall socket. A full charge takes eight hours. The price tag is \$49.95. Another ecologically sound power device for the Game Gear is the \$12.95 AC Power Adaptor. Just find yourself an electrical outlet and plug in the Adaptor. On the road, use the \$19.95 Car Adaptor, which enables you to plug your GG into a car cigarette lighter.

When you want to pack up all your Game Gear gear, you might try two carrying cases from Sega, the \$14.95 Game Gear Deluxe Carrying Case and the \$9.95 regular Game Gear Carrying Case. The Deluxe model is a rectangular shaped pack with a fold-over lid, a shoulder strap, and two large zipper pockets that hold a Game Gear along with 10 cartridges, batteries, and instruction manuals. The regular model is also made of nylon with two zipper pouches, however, it's a slightly smaller oblong case with room for a Game Gear and ten cartridges. (Sega America, 415/508-2800)

Light Up the Game Boy

Now you see it. If you like to play in the dark, check out the Nuby Game Light. This neat, compact mini-light slips onto the Game Boy and uses power from 4 AA batteries to illuminate the screen. (Nuby,

603/532-4123)

The Illuminator from Forma Precision Plastics is a tiny light on a folding arm, which you can position at

any angle. Two AA batteries fire up the light. (Forma Precision Plastics, 415/367-9891)

For natural lighting, the Sunsoft View Boy is a magnifier that snaps snugly onto the Game Boy. There's no light, but you can angle the lens up to 45 degrees in any direction and extend the telescoping legs up to 2 inches above the surface of the GB to zoom in and out of the action. (Sunsoft, 714/891-4500)

The Light Boy from Vic Tokai lights up the GB LCD screen and magnifies it up to 1.5 times normal. It takes two double A's to power the unit and the lights are replaceable. (Vic Tokai, 213/326-8880)



The Nuby Game Light.

Advertisement

FOUR NEW YEAR'S RESOLUTIONS TO MAKE IN 1992.



The Game Gear Rechargeable Battery Pack.

Continued on pg. 137.

GamePro TV
is Here!

GamePro TV!

Hosted by J.D. Roth
and Co-Host
Brennan Howard!

Hot Tips, Tactics
and Passwords!

Tune in for the Ultimate Video Game TV Show—GamePro!

Yes, it's true ProGamers! Your number one video game magazine has hit the airwaves with a weekly TV show that blasts off with a power-house lineup of top reviews, strategies, tips, and passwords like you find in the pages of GamePro! The show is fast-paced and jammed with all your favorite features such as Hot at the Arcades, Pro-Reviews, S.W.A.T., Ask the Pro's, Viewer Tips, and much more!

Starring J.D. Roth!

J.D. Roth and Brennan Howard will be your hosts as they literally "step inside" each game to bring you the most in-depth reviews, news and tricks alive!

GamePro TV is Here!

GAMEPRO is airing Saturdays and Sundays across the country! Check the listing for a TV station near you.

Then, get ready for the best video game action this season—delivered hot to your living room from GAMEPRO!

GamePro TV. Watch It!

Airing Saturday and Sunday at a Station Near You!

City	Station/Channel	City	Station/Channel	City	Station/Channel	City	Station/Channel	City	Station/Channel
Albany, NY	WWTY-13	Columbus, OH	MSXX-49	Huntsville, AL	WAAV-31	New Orleans, LA	WVLE-8	San Francisco, CA	KGZO-7
Albuquerque, NM	KQGM-12	Copus Creek, TX	KDF-47	Irish Falls, ID	KDK-3	New York, NY	WABC-7	Seattle, WA	KZPG-12
Albuquerque, LA	K47DW-	Dallas, TX	KDF-27	Indianapolis, IN	WTVV-4	Norfolk, VA	WAVY-10	South Falls, IA	KTVV-17
Alpine, MI	WBZ-11	Davenport, IA	KLJB-18	Jackson, MS	WAPT-16	Oakdale, TX	KFSJ-24	South Bend, IN	HSBT-22
Anchorage, AK	KMO-13	Dayton, OH	WDTZ-22	Jacksonville, FL	WJXT-10	Oklahoma City, OK	KOKH-25	Spokane, WA	KATL-28
Atlanta, GA	WSAP-11	Denver, CO	KSMV-2	Johnstown, PA	WJOP-3	Olathe, MO	KTVI-58	Springfield, MO	KZSS-27
Austin, TX	KQWV-38	Detroit, MI	NDV-4	Joplin, MO	KSNV-16	Ottawa, IA	KTVI-3	St. Louis, MO	KMOH-4
Baltimore, MD	WJZ-13	Birmingham, AL	WVTV-15	La Crosse, WI	MLAK-25	Plover, IL	WQIA-19	Syracuse, NY	WTVH-6
Baton Rouge, LA	WZLH-44	El Centro, CA	KRCY-9	Lafayette, LA	KACN-15	Philadelphia, PA	WGBS-57	Tallahassee, FL	WTLN-6
Birmingham, AL	WABM-68	El Paso, TX	KOP-14	Lansing, MI	MSYM-47	Phoenix, AZ	KUPJ-45	Tampa, FL	WTSP-38
Bluefield, WV	WQVY-4	Erie, PA	WGL-12	Las Vegas, NV	WVJL-21	Pittsburgh, PA	KDKA-4	Terre Haute, IN	WISN-38
Bozou, ID	KZC-2	Eugene, OR	KLSN-25	Lehigh, NY	MDRY-58	Portland, ME	WPTZ-51	Topeka, KS	KTKA-38
Boston, MA	WEE-4	Fargo, ND	KLFB-4	Little Rock, AR	KASN-38	Portland, OR	KPDN-40	Tucson, AZ	MPBN-7
Buffalo, NY	WKBW-7	Flint, MI	WFLZ-25	Los Angeles, CA	KABC-7	Providence, RI	WNAZ-68	Tulsa, OK	KTLN-6
Butte, MT	KCIZ-7	Fresno, CA	KAL-33	Lubbock, TX	KTVB-9	Raleigh, NC	WPTT-24	Tulsa, OK	KMNF-44
Charleston, SC	WCSC-5	Ft. Smith, AR	KPR-48	Knoxville, TN	WKCH-43	Riverside, VA	WVBT-12	Washington, D.C.	WPC-4
Charlotte, NC	WCXN-33	Grand Rapids, MI	WJRH-41	Albuquerque, NM	MLUC-6	Roads, WV	WASL-10	Wichita, KS	KSAS-24
Chattanooga, TN	WDS-61	Green Bay, WI	WNCZ-32	Alexandria, VA	KACF-7	Rochester, MN	KATL-6	Wichita Falls, TX	KFXN-3
Chicago, IL	WISN-38	Greensboro, NC	WUPV-4	Alford, FL	MDJ-39	Rochester, NY	WROC-8	Wilkes-Barre, PA	WISN-38
Cincinnati, OH	WSTV-64	Greenville, NC	WFSB-9	Altoona, PA	WCMJ-24	Rosford, IL	WDFZ-35	Yakima, WA	KCY-33
Cleveland, OH	KLWB-8	Greenville, SC	MLGS-13	Altoona, PA	KTVN-29	Sacramento, CA	KSCH-38	Youngstown, OH	WPAJ-21
Colorado Springs, CO	K9RM-21	Houston, TX	KVED-33	Mobile, AL	MUTV-44	Salt Lake City, UT	KSN-14		
Columbia, SC	WACH-57	Harrisburg, PA	MPMT-43	Monroe, LA	KARD-14	San Antonio, TX	RENS-5		
Columbus, GA	WXTV-54	Hartford, CT	WFSB-3	Nashville, TN	WOMT-30	San Diego, CA	KUCB-51		

*Cable Channel

Carry Ons for Handhelds

There are plenty of cases available to help keep your portable gaming activities organized. Here's a list of some of the most durable, space efficient cases we came across that are currently available on the market.

The Portable Carry All DLX is a compact organizer designed to hold a Game Boy, Light Boy, Game Link, a Rechargeable Battery Pack, an AC Cord, 12 game cartridges, Stereo Earphones, game manuals, plus 4 spare AA cell batteries. It's made of durable hard plastic with no sharp edges to snag clothes or cut skin. The \$17.99 DLX also features both an adjustable nylon strap and a built-in grip handle. (ASCII Entertainment Software, 714/373-2072)

Dynasound Inc. makes three Game Boy carrying cases, each ranging in weight and available space. The \$12.99 Portable Video Game Case is a soft nylon case with a side strap and a zipper lid. Interior plastic trays form three compartments which hold the Game Boy, TV Tuner, AC Adaptor, Battery Pack, Car Adaptor, and 12 game cartridges.

Dynasound's second holder is the Game Boy Tote. The \$12.99 Tote has a hard plastic outer shell, carrying handle, and a foam lined interior which holds a Game Boy, five cartridges, a Video Link Cable, and Stereo Earphones.

The last and largest of Dynasound's offerings is the Game Boy Carry-All for \$24.99. Also made of soft nylon, the Carry-All has an adjustable clip-on strap and is designed to hold a Game Boy, eight cartridges, a Video Link Cable, Stereo Earphones, Rechargeable Battery Pack, AC Adaptor, and extra batteries. (Dynasound Organizer, Inc., 612/635-0828)

The Light Boy Game Keeper from Vic Tokai is probably the most stylish looking of the lot. It mimicks the Game Boy's gray and pinkish tone features, and it has funky ridges on its hard plastic outer casing. The \$29.98 Keeper comes with an adjustable nylon carrying strap and it has eight



ASCII's Portable Carry All DLX.

polyurethane padded compartments which hold the Game Boy, Light Boy, four spare batteries, an AC Power

Adaptor, Video Link, as well as two game cartridges. (Vic Tokai, 213/326-8880)

The lightweight Travel Master case from Southern Case, Inc. is the size of a small laptop computer. It sports a convenient suitcase-style handle and a unique design-your-own lining. What makes it unique are the perforations in the solid foam lining. So, whether you have a Game Boy, Lynx, or Game Gear, by

plucking out the squares you can adjust the size and layout of space to your system's specifications. (Southern Case, 919/821-0877)

Advertisement

1.

HELP AN OVER ZEALOUS HARE SAVE HIS CREW FROM AN ARMY OF RENEGADE TOADS.



Today's hippest space hero, Captain Bucky O'Hare, faces his greatest challenge on your NES™ The dreaded Toad Armada has captured the crew of the Righteous Indignation. And now it's up to you to control their fate, as you join forces with Bucky and blast through 8 levels of all out wart-fare.

© 1991 Conix Software Associates, Inc. Licensed by Konami/Gamla Entertainment Inc. All Rights Reserved. NES™ is a trademark of Nintendo of America, Inc. © 1992 Konami, Inc.

 **KONAMI**

**COMING EARLY
1992**



Nintendo

Uninvited

Dear ASK THE PROS,
How can I take the key from the little running demon in Uninvited?

Paul Yang, Fresno, CA



Fooooed me!

Dear Paul,
He's just a hungry gremlin. Place a cookie on the plate in the game room and he'll devour it in exchange for his key.

Mega Man 3

Dear ASK THE PROS,
Dr. Wily's got me on the run in Mega Man 3. How can I finish off his huge robot at the end of the game?

Jason Costa, Birmingham, AL

Dear Jason,
Stand on the top right ledge, whip out your Hard Knuckles, and sock it to him. After his head blows off, sting him with the Snake Weapon. See you in Mega Man 4!

The Immortal

Dear ASK THE PROS,
I'm positively stuck in The Immortal. How can I open the exit to Level Two?

Charity Womble, Flemingsburg, KY

Dear Charity,
Try inserting your three red gems into the circles next to the door (and don't forget to yell "Open Sesame" a few times at

your NES). Don't forget to heed the Gremlin King's last words. If you can't find the third red gem, it's as hard as stone.

Zelda II

Dear ASK THE PROS,
I'm sorely in need of the Reflect spell in Zelda II. Where is it located?

Derrick Piche, Alberta, Canada



Start your search for Reflect in Darunia.

Dear Derrick,
Talk to the forlorn mother in Darunia and she'll ask you to rescue her son in exchange for the powers of Reflect. Her son is being held on Maze Island.

Genesis

Shadow Dancer

Dear ASK THE PROS,
I'm getting whipped in the final battle with the leader of the Union Lizard terrorists. Any advice?

Jesse Watts, New York, NY

Dear Jesse,
No problem. First slash his grey ninja followers as quickly as possible. Wait for him to shed his head, then aim for the red and blue glowing patches on his neck. In-between strikes, stand underneath the pillars and dodge his fire bolts.

Advertisement

2.

STOP THINKING ILLOGICALLY AND INSTEAD CONCENTRATE ON GALACTIC DILEMMAS.



Your NES™ and Game Boy® are about to go where no video game has gone before. As you become Kirk and command the Enterprise crew in two different adventures guaranteed to stun you.

© & © 1992 Paramount Pictures. All Rights Reserved. STAR TREK is a registered trademark of Paramount Pictures, NES™ and Game Boy™ are trademarks of Nintendo of America, Inc. © 1992 Ultra Software Corp.

ULTRA

COMING EARLY 1992

Phantasy Star III

Dear ASK THE PROS,

I'm stuck in Phantasy Star III. In Aerone, I can't find the ship to continue my adventures. Also, on the Planet of Ice, I noticed a high-tech boat which I couldn't reach. Do I need to board it?

Brian Kirkpatrick, Manassas, VA

Dear Brian,

Talk to all the villagers in Aerone, then take the lower stone passage east to the ship, which transports you to Dahlia Castle. The "boat" you saw on the planet of ice is actually Sky Haven, where your Legendary weapons will be transformed into Nel weapons near the end of the game.

Dear ASK THE PROS,

How can I enter Landen and find the Power Topaz in Phantasy Star II?

Ann Preestman, Glen Burne, MD

Dear Ann,

First, return to your family in Wren's Cave and give Thea a buzz - she has the Twins' Ruby, which you need. Next, walk north and use the ruby to enter the cave, which is a secret passage to Landen. Finally, take the technique shop's stairs into the castle, where you'll battle Saria for the Power Topaz.

Sword of Vermilion

Dear ASK THE PROS,

I'm fully stocked to reclaim my royal heritage, but my path is blocked! How can I enter the Dungeon of Thule?

Jeff Lutz, Chicago, IL

Dear Jeff,

Gain clearance into Cartageria with the pass you bought from Uncle Tibor in Barrow. Once inside Cartageria, search all the buildings and someone at random will give you the key to Thule.

Castle of Illusion Starring Mickey Mouse

Dear ASK THE PROS,

Minnie's in trouble, and she needs my help! How can I defeat the evil witch Mizrabel?

Will Dane, Manchester, MA



Mickey rescues Minnie from Mizrabel's evil spell.

Dear Wit,

Wait on the top left platform for Mizrabel to appear. When she cranks out fireballs, use bounce attacks on her head.

Super Mario Super Mario Bros.

Dear ASK THE PROS,

In the November issue of GamePro, you stated that the number of Dragon Coins must match the last digit on the clock when entering a pipe in Chocolate Island Two, but that doesn't work. How can I reach the secret goal?

Mike Brown, Montgomery, AL



Beat the clock to warp to Wendy!

Dear Mike,

Nintendo gave us mixed signals on that area and messed up our game plan. In order to uncover the secret path to Wendy, you actually need to enter the second pipe with 250 or more seconds remaining on the clock. Coin collection alters which sections of the level you explore but won't affect the final outcome. Sorry about the inconvenience.

F-Zero

Dear ASK THE PROS,

Is there any way to "win" the entire F-Zero game?

Robert Becker, San Francisco, CA

Dear Robert,

If you complete the King league, consider yourself an accomplished hovercraft pilot. However, once you beat expert mode on any league, you'll have access to a secret "master" setting. Finish that and you truly will be an F-Zero champion!

TurboGrafx-16

Ys Book I & II

Dear ASK THE PROS,

I'm having difficulties in the CD game Ys Book I & II. Where is the Blue Orb the goddesses want? Also, where is Sada, and how can he help me?

Robert Allegre, Potomac, MD

Dear Robert,

Talk to Tarf and Dekia in Rama Village, and then look for the Blue Orb inside Solomon East's North Conference Hall. Sada is waiting in Canal East to give you the Cleria Sword.

Game Boy

RoboCop

Dear ASK THE PROS,

I give up on RoboCop. Is there any way to match all the pics in the Photofit section, or is just impossible?

Randy Olex, San Jose, CA

Dear Randy,

Don't despair, just read GamePro. Try using this sequence of photos: hat, chin, ears, nose, mouth, and finally ears. If the pictures don't quite merge, tricker with the features one at a time until they fit. You have 40 seconds to complete the match, so be quick.

Lynx

Blue Lightning

Dear ASK THE PROS,

Level nine of Blue Lightning is giving me a headache. What should my shooting strategy be?

Juan Carlos Lopez H. Guadalupe, Mexico



Your LIFE is at stake in level nine of Blue Lightning.

Dear Juan,
Don't use missiles wily-nilly or you'll incinerate allied bases. Only fire if a target is not blue, and stick with the machine gun in crowded sections. Good luck! PS, in case any of you fighter jocks missed it in S.W.A.T., the password for level nine is LIFE.

General

Group Gaming Goes 16-Bit?

Dear ASK THE PROS,
While Genesis and Super NES may be bigger, badder, and more expensive, I prefer the TurboGrafx-16 for one reason and one reason only: the TurboTap! Five players are a trip for sports carts. Will multi-player adaptors ever be introduced for the other 16-bitters? Also, why aren't the extra controller sockets built right into the system?

Mick Love, Carson, CA

Dear Mick,
If Sega and Nintendo have multi-player peripherals under development, it's news to us — company spokespersons state "there are no plans at this time." For right now, NES and TG-16 are the only consoles with that capability. Sega believes the extra built-in sockets would be an unnecessary expense for the majority of players. Nintendo's representative had no comment.

Convertor Shopping Tips

Dear ASK THE PROS,
I have seen ads in GamePro for NES/Famicom, Genesis/Mega Drive, and TurboGrafx-16/PC Engine game convertors, but I'm confused about their neces-

sity. Which ones do I need to play both American and Asian software, and which are just a waste of good money? Also, how can I purchase overseas software?

Chong Tin, FT. Labuan, Malaysia

Dear Chong,
Nintendo and its Japanese cousin, the Famicom, are incompatible and require a convertor to run each other's carts. Same deal with the Turbo and P.C. Engine. Genesis and Mega Drive games are interchangeable, but you'll need to chip off some plastic from your system's cartridge port. And in case you're wondering about the Super NES/Super Famicom situation, it's identical to the Genesis problem. In any case, you may want to invest in a convertor to avoid possible damage to your machine. Foreign titles are probably available from the same companies that sell the convertors.

Ask the Pros Q&A!

Direct your letter to one of our three "Ask the Pros" departments: Current, for recent releases; Classics, for oldie-but-goodie stumbers; and General, for pro-to-pro advice, trivia, and technical queries. We'll try to print a mix in each issue. If your letter is published, you'll get a free GAMEPRO Super Shirt.

GAMEPRO Magazine
Ask the Pros
Current, Classics, or General
P.O. Box 3329
Redwood City, CA 94064

Advertisement

3.

PROMISE NEVER TO LEAVE THE HOUSE WITHOUT YOUR KEYS, WALLET AND A MONSTER IN YOUR POCKET.



History's most hideous monsters have been cut down to size. And boy are they ticked! Every inch of your NES™ will feel their wrath, as they wreak havoc in 6 horrifying levels of terror. You'll play the role of the Vampire and Monster as you seek out your fellow fiends. But be warned. Destroying the terror within this game is no small feat.

Monster in My Pocket™ logo and character designs are owned by and used under license from Mattel Inc. Konami Entertainment Group, Inc. All Rights Reserved. NES™ is a trademark of Nintendo of America Inc. © 1992 Konami Inc.

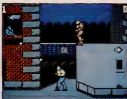
KONAMI

COMING EARLY 1992

SHORT SHOTS

Nintendo

Ultimate Stuntman (Game Boy Advance)



Camera has teamed up once again with Code Masters to create another multi-scrolling game goodie, *Ultimate Stuntman*. In this James Bondesque adventure you absolutely, positively have to rescue the nation's weapons specialist (Jenny Aykroyd) from the clutches of Dr. Evil. With one, tiny gun and an iron will to survive you set out to conquer a multitude of high-risk, high-reward stunts, including car chases, scaling walls with your bare hands, and soaring the air currents in a Microflight aircraft. No stunt's too dangerous for the *Ultimate Stuntman*.

Available now

Captain America and the Avengers (Data East)

Trouble in the land of Superheroes. Working incognito and calling himself "The Mandarin," Red Skull (one of the ultimate Superhero foes) has hatched a plan to take over America. Iron Man and Vision have already fallen victim to Mandarin's efforts; it's now up to Captain America and Hawkeye to liberate their super-buddies and thwart Mandarin's plans. Captain America, brandishing his mighty shield, and Hawkeye with his trusty arrows face more than 20 levels of grueling battle



scenes in this Superhero-soiree'. What's more there's an abundance of hidden levels to explore, and, depending which path you choose, there are also multiple ways in which to solve the game. Have you got what it takes to be a superhero?

Available now

Genesis

Galaxy Force II (Sega)



Galaxy Force II wowed our eyes and churned up our stomachs in the arcades, now it's ready to do the same on the Genesis. From a behind-the-controls first person 3-D perspective you fly your ship through five dangerous missions. One moment you're blasting your way through a rainshower of enemy ships in the depths of outer space, the next moment you're weaving through the tunnel-like 3-D mazes of a planetary space station. This fast action high tech space adventure is guaranteed to push your eyes and reflexes, not to mention your equilibrium, to the limit.

Available now

TurboGrafx-16

Night Creatures (NEC)

The kiss-of-death has been bestowed upon you by the evil Queen of Darkness,

Hecate. The kiss has given you the power to transform into powerful creatures of the forest, including a wolf and a bear. Unfortunately now you're Hecate's slave for eternity. The only way to free yourself from her



hold is to destroy her, so you must make use of your beastly powers and track her down. Your hunt takes you through 11 terrifying levels, where you battle it out against Hecate's evil henchmen – the Waking Undead. To complicate matters even further, there are multiple paths to choose from in each level. Sound confusing and challenging – it is! May the best beast win.

Available February '92

Super NES

RPM Racing (Data East)



RPM Racing offers two player, split screen racing at it's finest. There are five tracks to choose from, each of which you can customize to your own racing preference. Ramps, curves, and nasty road obstacles give the racing an off-road feel. Each time you blast past the checkered flag as a winner you collect the big bucks. Put those bucks to work! Stop in at the automotive shop and you can upgrade your mean machine with top-of-the-line parts and engines. All's not in the size of your engine, however. The more power you have under the hood, the more precise

your driving skills must be. Get ready to max out those rpm's with RPM Racing.

Available Now

Super Adventure Island (Nintendo SNES)



The illustrious island-hopping boy, Master Higgins, is back in a super 8-meg adventure. Just when Higgins thought it was safe to settle down and soak up some island sunshine with his gal, along comes an evil snickering gnome who turns her into a cold hearted woman - a woman made completely of stone to be exact. Now Higgins has to hop 'n bop, via his special super jump, through jungles, mines, caverns, snowy mountains, and beneath the deep blue sea. Danger lurks in the shadows, and Higgins must pick up boomerangs and axes along the way to defend himself from the countless angry island beasts! Catch the island fever with Super Adventure Island - you won't regret it.

Available Spring '92

Game Boy

Crystal Quest (Data East)



It's fast, it's frustrating, it's addictive, it's Crystal Quest. This Macintosh favorite is now ready to rip on the Game Boy.

You're questing for crystals in this Asteroids-style shoot-em-up game. While piloting a micro-dot of a spacecraft, you must gather up all the crystals and escape out the exit area before enemy crafts blast you to smithereens. Easier said than done. The higher the level the greater the number of enemies and crystals. Only the best can complete the Crystal Quest. Have you got what it takes?

Available now

Game Gear

Sonic The Hedgehog (Sega)

The fastest video game character to hit the Genesis and the Master System is now the most portable video character, too. Why? 'Cause the Spiked Wonder's



at it again in another high speed multi-level adventure, this time on the Game Gear. Our speedy little friend is once again playing do-gooder by zipping up, over, and sometimes through traps and mazes collecting scores of magical rings in his quest to free the jungle beasts. Get speedy with portable Sonic.

Available Winter '92

Advertisement

4.

STOP BEING A ROYAL PAIN. UNLESS OF COURSE YOU'RE TRYING TO RESCUE YOUR FAMILY FROM A SPINELESS WIZARD.



One of today's greatest role play adventures finally comes to NES™ You'll assume control of the mighty Sir Graham and team with Cedric the Owl in search of your castle and family which have mysteriously vanished. Your skill and courage will be severely challenged. And the decisions you make will either free your family...or seal your fate.

King's Quest™ is a registered trademark of Sierra On-Line, Inc. © 1992 Sierra On-Line. Created by Robert Whitters. MSX™ is a trademark of Microsoft America, Inc. © 1992 Konami, Inc.

KONAMI™

**COMING EARLY
1992**



...An updated Street Fighter. The Gamecube version. — Brian Coyle, Game Reviewer

- 2 Player Simultaneous Play
- 12 Paralyzing Magical Spells
- 18 Murderous Elements
- 19 Bone-crushing Moves
- 306 Different Bouts!
- 6 Megabit Action!
- 16 Bit Graphics!

1 SURVIVOR

0th!

8-MEG

DEE DOO

It B Whole N to Disarm



Machine Gun Shields Grenades Shield



Machine Gun Shields Grenades Shield

8 MEGABIT 16 BIT GRAPHICS

LICENSED BY SEGA FOR PLAY ON

SEGA
GENESIS
16-BIT CARTRIDGE



This official seal is your assurance that this product meets the highest quality standards of SEGA. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

SUGGESTED FOR AGES 14 AND ABOVE.

RAZORSOFT is a registered trademark of RAZORSOFT, INC.
DEATH DUEL is a trademark of RAZORSOFT, INC.

SEGA and GENESIS are trademarks of SEGA OF AMERICA, INC.

DEATH

ings A
ew Meaning
Your Enemy....

**THE BODY COUNT
BEGINS IN JANUARY!**

Razor
Soft®

FOR A FREE
DEATH DUEL POSTER
Send The Form Plus \$3.00 Postage and Handling to:
RazorSoft International • 1416 N. Broadway • Oklahoma City, OK 73116
Name: _____ Age: _____
Address: _____
Please Allow 4-6 Weeks For Delivery

TIPS-TACTICS PASSWORDS

Adventures of Lolo III (Nintendo)

Strange Password

Skip straight through the first three levels with this unusual password:

2222 2222 2222 2222

When the game begins you'll discover that you can walk right into Level One and Level Two and grab the Egg and the Key. Once you have these all you have to do is create the rainbow bridge and you're set to cross over to the other side and begin the next levels of the game.

William Striker, Madison, WI

Might and Magic (Genesis)

Chow Down!



Here's a way to feed your entire party - without buying any food! No, it's not a miracle. All you have to do is go to your command screen, select Share and then Food. Repeat this procedure several times and your entire food supply increases. You might even end up with more than 40 units!

John Stone, Denver, CO

Stormlord (Genesis)

Skip Levels



Tired of the level you're on? To skip ahead just hit Pause, Button C, Button B three times, Button A four times, Button C two times, and Button A four times. You can repeat this procedure as many times as you like during the game - all the way up to the last level!

Stormlord (Genesis)

Nine Extra Men

Use this trick to snag nine extra men whenever you're running low. Just Pause the game and hit Button A four times, Button C two times, Button B three times, Button C, and Button A. You can repeat this trick as many times as you like during the game.

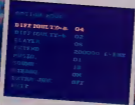
Stormlord (Genesis)

More Time

If time is getting tight in a particular level all you have to do is Pause your game and then hit Button B, Button A three times, Button C, Up three times, and Button A three times to reset the clock!

Final Fight (Super NES)

Option Screen



To access a hidden option menu, hold down the Left and the Right keys at the top of your controller and press Start. You'll be able to change the number of starting lives and the difficulty level, plus sample Final Fight's sounds.

Slesher Quin

Go! Go! Tank (Game Boy)

Invincibility

To become invincible try this trick: During the title screen press Left, Up, Right, Up, Left, Left, Up, Right, Up, Left, Up, Left, and Start.

Dave Warren, Omaha, NE

Go! Go! Tank (Game Boy)

Begin with Seven Extra Vehicles

To begin with seven vehicles instead of three use the following code: During the title screen hit Left, Up, Right, Up, Left, Left, Up, Right, Up, Left, Up, Right, and Start.

Dave Warren, Omaha, NE

NHL Hockey (Genesis)

Final Round Passwords!



Make a power play for the Stanley Cup with these passwords:

Boston vs. Vancouver:
H5MNCBXLALH73Z7
Los Angeles vs. Buffalo:
G757ZSVP2WFBVW02

Slasher Quon

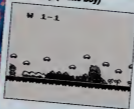
Totally Rad (Nintendo)

Earn Tons of Lives

To earn tons of lives wait until you encounter the first green soldier. Stand and do battle with him over and over - he'll keep on coming back at ya'. For every 100 soldiers you kill you'll earn an extra life. The maximum number of lives is 13.

Todd Leingreim, Sacramento, CA

Ninja Boy (Game Boy)



Stage Select

To choose any level in Ninja Boy wait until the title screen appears and then press Up, Up, Down, Down, Button A, Button B, Button A, and Button B. Next, simultaneously press Button A and Start. The symbols "W 1-1" will appear in the upper left-hand corner of the screen. Use Up and Down on your control pad to change the Stage numbers. As a special bonus this code also gives you 80 fighters and 99 Miracle Kicks.

Buzz McIntosh, Boston, MA

Pilotwings (Super NES)



Passwords!

Use these passwords to begin at different stages in the game:

Level 1: 985206
Level 3: 394391
Level 4: 520771
Level 5: 108048
Level 6: 000718
Level 7: 773224
Level 8: 165411
Helicopter 2: 882943

Francis Mao, San Mateo, CA

Super Castlevania IV (Super NES)

Passwords

Use these passwords to get a head start in Castlevania IV. Check out the grid to see how the format works:

	A	B	C	D
1				
2				
3				
4				

P = Poison

A = Axe

H = Heart

For example: C2/A = An Axe in the C-2 position.

Level 2: A1/P, A2/A, A4/P, B3/H, B4/P, D2/H

Level 3: A1/E, A2/A, A4/H, B3/H, B4/P, D1/A, D2/H

Level 4: A1/E, A2/A, B2/P, B3/A, B4/P, D1/H, D2/H, D3/A

Level 5: A1/P, A2/A, A4/P, B3/H, B4/H, D2/H, D3/A

Level 6: A1/P, A2/A, A4/P, B2/P, B3/A, B4/H, D1/A, D2/H, D3/A

Level 7: A1/P, A2/A, B2/H, B3/P, B4/H, D1/H, D2/H, D3/P

Level 8: A1/H, A2/A, A4/P, B2/P, B3/A, D1/A, D2/H, D3/P

Enter your name as "Quon."

Slasher Quon

TIPS-TACTICS PASSWORDS

Gradius III (Super NES)

Max Up Your Credits



To earn extra credits hit Button X as rapidly as you can during the title screen.

Matt Fox, Lorain, OH

Gradius III (Super NES)

Practical Joke



OK, so everyone tries the standard Konami trick (Up, Up, Down, Down, Left, Right, Left, Right, B, and A) on every Konami game. Try it here and you'll explode when you un-Pause the game!

Matt Fox, Lorain, OH

Bonk's Revenge (TurboGrafx-16)

Crabby Strategies

In King Droo's palace, falling walls will crush you into a crabby mini-Bonk. As a crab, you can fit into crevices to collect blue hearts, red hearts, and free lives! In the water tunnel, get flattened and use the crab's swimming speed to avoid piranhas and mines.

Slasher Quan

Bonk's Revenge (TurboGrafx-16)

Hot Springs 1-Up



To snag a 1-Up at the beginning of the Hot Springs (World Three) just bounce off the first Yellow Floret and bonk the snowflakes until you reach the 1-Up at the left edge of the screen.

Slasher Quan

Gradius III (Super NES)

Power-Up

Here's how to power-up with all of the weapons: Pause your game and press Up, Up, Down, Down, Left, Right, Left, Right, B, A, and then un-Pause. Remember, you've got to use the Left and Right buttons on the top of the control pad for the trick to work.

Matt Fox, Lorain, OH

Bonk's Revenge (TurboGrafx-16)

Bonus Round Sneak Peek!



To practice all of the bonus rounds in Bonk's Revenge, all you have to do is go to the difficulty select menu and then press and hold Button II and hit Run.

Slasher Quan

The call of the wild has been heard! Pestilent poachers are hunting our wildlife and driving it to extinction. Don't just sit there! Grab your jungle pals and start taking 'em! These guys are serious and it's a real zoo out there.

These cruel crooks kill tons of elephants, gorillas, eagles, lions, and other animals locked-up in cages facing cruel captivity. You have to fight fierce poachers and free the captured animals. The animals will help you against the poachers if you help them. Watch out though, the poachers will take your hide all the same! You will need fists of fury to pound out this group of goons. Be on the lookout for weapons you can take from your enemies too.

These can help equal overpowering odds.

If you are hoping to escape from vines in buckskin, then you are climbing up the wrong tree. You need to punch and get to work! There's no time to waste. Be justice bringer in the jungles!

JUNGLE JUSTICE!

GROWL™

*Choose Among
Four Unique
Heroes*

*Bruising Hand-
to-Hand Combat*

*Venture Through
Thick Jungles
and Dark Caves*



TAKITO™
THE ONLY GAME IN TOWN.



Back Issues of GamePro!

Don't Miss Any of the Action!

- #3 (Sep '89) Atari Lynx Preview
- #4 (Nov '89) Complete Super Mario Land maps
- #5 (Jan '90) Double Dragons I and II
- #7 (Feb '90) Insane Sports Issue

Back Issues!



The First Issue of GamePro!

Only a few copies remain of GamePro's Premiere issue. This is the original and will not be reprinted! Complete your collection. Get 'em while they last.

\$8.95 Each

GamePro's Special Issues!

S.W.A.T., Hot Tips, Tactics, Passwords
Tons of killer secret codes, passwords, tricks, and winning strategies for all game systems!

Handheld Video Games

Power-packed ProViews and scintillating SWATs covering all handheld game systems!

Video Game Greatest Hits

A collection of GamePro's ProViews and ProTips Hits!

GamePro #1!

GamePro

Specials!



- #8 (Mar '90) Fantasy Star II, SuperGrafx Sneak Peek
- #9 (Apr '90) Joysticks Review
- #10 (May '90) Bonk's Adventure
- #11 (Jun '90) NES Baseball Games, Dick Tracy Exclusive

- #12 (Jul '90) Teenage Mutant Ninja Turtles
- #13 (Aug '90) Michael Jackson's Moonwalker
- #14 (Sep '90) Fall Football Action, Game Genie Preview
- #15 (Oct '90) Halloween Games, Castlevania II
- #16 (Nov '90) Gremlins 2, Mega Man 3
- #17 (Dec '90) The Simpsons, Handheld Buyer's Guide
- #18 (Jan '91) Annual Superstar Sports Issue
- #19 (Feb '91) CD-ROM Games, Game Boy's Mega Man
- #20 (Mar '91) Comic Strip Games, Mickey Mouse
- #21 (Apr '91) Super NES Preview, Double Dragon II
- #22 (May '91) Battletoads, Game Gear Preview
- #23 (Jun '91) Sonic the Hedgehog, 16-Bit Buyer's Guide
- #24 (Jul '91) Baseball Review, TurboGrafx-16 Buyer's Guide
- #25 (Aug '91) Super NES Buyer's Guide, Spider-Man
- #27 (Oct '91) Star Wars, Super Ghoul's 'N Ghosts
- #28 (Nov '91) The Addams Family, Castlevania IV

\$3.95 Each

Indicate issue number on order.

Celebrity Video Gamers

Top players from TV and movies show you their favorite video game tips and tactics!

SWAT #1 (Fall '90)

Packed with awesome tips & tactics

SWAT #2 (Jun '91)

Special feature on Mega Man 3

SWAT #3 (Sep '91)

Special feature on Battletoads

Handheld Video Games #1 (Spring '91)

Complete Handheld Buyer's Guide

Handheld Video Games #2 (Fall '91)

Terminator 2, Faceball 2000

Video Games Greatest Hits (Summer '91)

Teenage Mutant Ninja Turtles

Celebrity Video Gamers (Fall '91)

Harlem Globetrotters, Plus 25 Star Interviews

\$4.95 Each

Indicate issue number on order.



Tips Books!

Strategy and Tips Books

Total In-Depth Coverage!

Get the competitive edge with these in-depth strategy books from all the top gamers in the industry. These books cover it all!

GamePro Hot Tips: Sports Games

The Editors of GamePro \$9.95

GamePro Hot Tips: Adventure Games

The Editors of GamePro \$9.95

Nintendo Games Secrets Greatest Tips

The Editors of GamePro \$9.99

Super Mario World Secrets

Rusel DeMaria and Zach Meston \$12.99

Nintendo Games Secrets

Rusel DeMaria \$9.95

Nintendo Games Secrets, Vol. 2

Rusel DeMaria and Zach Meston \$9.95

The Adventures of GamePro Comics!

Get the Complete Story!

Collect the exciting comic strip chapters from the pages of GamePro magazine. PLUS: New pages of material ONLY available in these editions. \$2.95 each; indicate number on order. Comic #1—Chapters 1-9, Free Huge Wall Poster! Comic #2—Chapters 10-15, 20 New Pages, Free Poster Comic #3—Chapters 16-21, 28 New Pages



Cool Clothes!

Products!



Nintendo Games Secrets, Vol. 3

Rusel DeMaria and Zach Meston \$9.95

Nintendo Game Boy Secrets

Rusel DeMaria and Zach Meston \$9.95



Comics!

Nintendo Game Boy Secrets, Vol. 2

Rusel DeMaria and Zach Meston \$9.95

Sega Genesis Secrets

Rusel DeMaria \$9.95

Sega Genesis Secrets, Vol. 2

Rusel DeMaria and Zach Meston \$9.95

Super Nintendo Entertainment System Games Secrets

Andy Eddy \$9.99

TurboGrafx-16 and TurboExpress Secrets

Rusel DeMaria and Andy Eddy \$9.95

TurboGrafx-16 and TurboExpress Secrets, Vol. 2

Rusel DeMaria and Andy Eddy \$9.95

GamePro T-Shirt and Pants!

Hit the street with these killer new duds from GamePro, the fashion capital of the video dimension! You'll be stylin' in these 100% cotton rags, made especially for us. Limited quantities, order today!

Gotta Getta GamePro T-Shirt

Large and X-large only \$9.95

GamePro Baggy Pants

Large and X-large only \$19.95

For Canadian and foreign orders add \$2.00 per order payable in US funds only. Please allow 6-8 weeks for delivery.

For all products, please fill out the attached card and mail with your check or money order to:

GamePro Products

2421 Broadway, Suite 200, Redwood City, CA 94063 or call

1-800-532-GAME.

Indicate title and price on order.

"Best New Peripheral

OF THE YEAR!"

—*Electronic Gaming Monthly*, December 1991

GAME ACTION REPLAY...Unbelievable!
...players can save where they are in any game on the GAR, shut the NES off and come back to that position at a later date. **Cool!**

—*Electronic Gaming Monthly*

...Just save the place where you usually lose a life. Resume game play and when you lose a life, go back to the saved section and try again. This can be done as often as you like without losing any lives! You'll be able to get to levels that only a handful of players have ever gotten to!

Insert **GAME ACTION REPLAY (GAR)** into your NES and plug the game into the GAR. By pressing a combination of buttons on your pad, you can pause the game, call up the menu and select any number of changes, such as altering the speed, creating true slow-motion effects, and jumping to any level.

- Works with **all** NES games!
- No game-specific codes!
- Conquer new games and add new challenge to old titles!

Doesn't look like much...and it isn't!

—*The Whizz, GamePro*

Available at the following fine stores:

- | | |
|--------------------------|---|
| The Electronic Boutique | Service Merchandise |
| Toys R Us (selected) | (Available through mail order, call 1-800-333-3333) |
| Suncoast (after January) | Hills (selected) |
| WaldenSoftware | Sears (selected) |
| Software Etc. | Montgomery Ward (selected) |



GAME ACTION REPLAY™
VIDEO GAME ENHANCER



STD Entertainment (USA), Inc.

110 LAKEFRONT DRIVE • HUNT VALLEY, MD 21030 • TEL: 410-785-5861 FAX 410-785-5725

COME SEE US AT BOOTH #6323 AT WINTER CES!

SWAT

TIPS-TACTICS
PASSWORDS

TREASURE

MASTER

Treasure Master (Nintendo)

So you wanna' win it all - the Fantasy Concert, the Sports Spectacular, the Fantasy Game Room, the \$10,000 bucks, or the Super Nintendo. Alright already! Your pals here at GamePro have teamed up with American Softworks to give you a little help. Each month we'll be publishing a few clues to help you help Scooter win the prize! (If you don't know what we're talking about, look for the American Softworks ad.)

General Hints

On the day that each secret password is announced, the first group of players to reach and beat the sixth world will become the contest winners and the true Treasure Masters! Since you've always got to start the game at the beginning, it's extremely important to play in a slow, steady manner conserving both your number of lives and energy. One too many mistakes and you're right back where you started from.

The key to winning is to "master" each world in the time you have before the final contest, concentrating on getting through the world without losing energy and finding every single extra life. Draw a map that shows which direction to go and what tool to have ready at what time. Before the contest begins, share information and tips with your friends. There are plenty of special techniques to discover which will aid you in the tougher sections of the game. Having one person watch while the other plays is a great way to explore the game and create your map. Two heads are better than one!

Once you've beaten the first five worlds **KEEP PLAYING AND PRACTICING**. Just beating them isn't enough. You must be able to complete these levels with very little loss of energy while picking



up as many extra lives as possible since the sixth world will be completely unknown and you'll be exploring it for the first time. Take your time in the final world. Everything you learned in the other worlds will help you here (if you've mastered the first five you can work you way back to the Treasure World fairly quickly if you lose all of your men).

Tip 1: Here's how to gain the first of the three extra lives to be found in World #1. If you place the bomb against the far right wall (see picture) it will blow an opening in the wall.



This is the only way to reach the pool.



Be quick, the fuse is just long enough to allow you to get from the Bomb Factory to the wall if you hurry.



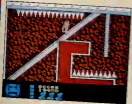
Tip 2: The Bow and Arrow are located in the hidden room. You'll need a Bomb to get in, but where to place it and what the Archery Set is used for are things you'll have to figure out on your own!



Tip 3: Scooter's going to need this Hard Hat! In order to swim the required distance, you'll need to find and select the Emergency Oxygen. To use the Air Tank filled with oxygen, pump Button B while you're swimming. This keeps your oxygen level from dropping.



Tip 4: Once you've grabbed the Hard Hat the correct way to leave the platform is to step off, not jump. If you've been here before, you know the reason why!



Tip 5: This underground area is the one place where you should keep the Hard Hat selected instead of a weapon. The spikes on the ceiling are dangerously sharp.



Tip 6: This is the Transporter that leads you to the bonus game and your second extra life. All you have to do is figure out where it is!



Tip 7: When you get near to the end of the first world, the third extra life is easy to find. The only problem is getting by the Shark in such a confined area!



Tip 8: When you drive the Space Hopper in any of the worlds, the best technique is to keep your finger on Button B (jump) and blast away with the Cannon.



Tip 9: Scooter needs to stay a step ahead of the Dragonflies in order to move to the next world. Try to lure them slightly to the left before making your first jump. They only cost you one energy unit if you touch them, but you'll need all the energy you can get for the next world – so be careful!



Congratulations!

Tip 10: You'll find many different tools in the various worlds and all of them are important. However, when you're not using particular tool, (like a Key or the Emergency Oxygen) you should always keep the Boots or the Ray Gun selected. That way you'll always have a weapon ready.

CHIPS & BITS SNES TG16 GENESIS

GENESIS KICK & PUNCH		GENESIS ADVENTURE		GENESIS ADVENTURE		SEGA GAME GEAR		GENESIS ROLE PLAYING		GENESIS SHOOTERS	
Beast Wrestler	\$56	Adventur Syd Valls	\$45	Ghouls N Ghosts	\$48	Golf	\$34	Super Hydride	\$47	Helthe	\$43
DJ Bey	\$39	Alex Kidd Castle	\$35	Golden Axe 1	\$52	Hayley Wars	\$29	Sword of Vermilion	\$59	Insector X	\$44
Fighting Master	\$42	Alien Storm	\$42	Golden Axe 2	\$49	Joe Montana Fball	\$34	Triaxia	\$55	Musha	\$49
Growl	\$44	Alms 3	\$59	James Pond	\$42	Junjion	\$29	Vassum (was Dendo)	\$55	Phelco	\$29
Guardian Angels	\$48	Atomic Robo Kid	\$29	James Pond 2	\$38	Mickey Mouse	\$29	Y's 3	\$59	Paidos	\$50
FIT-FIGHTER from TENGEN has digitized graphics for super realistic hand-to-hand combat! Every scene, every movement is created from digitally processed graphics of live action for the ultimate in realism! You can be fluz with her power, body slam & head-butt. Or go for Kato's speed, combo punch, flip kick and backhand attack. Be try whose feet can do damage with the spinning and roundhouse kicks. \$49		IT-FIGHTER from TENGEN has digitized graphics for super realistic hand-to-hand combat! Every scene, every movement is created from digitally processed graphics of live action for the ultimate in realism! You can be fluz with her power, body slam & head-butt. Or go for Kato's speed, combo punch, flip kick and backhand attack. Be try whose feet can do damage with the spinning and roundhouse kicks. \$49		Jewel's Odyssey \$42 Marvel Land \$50 MERCs \$40 Micky Mouse \$42 Midnight Resistance \$45 Mystic Defender \$39 Predator 2 \$56 Orislaught \$43 Ookshi Donki Duck \$42 Rastan Savage 2 \$52 Revenge of Shinobi \$42 Rolling Thunder 2 \$50 Saint Sword \$43 Shadow of Reset \$39 Shadow Blasters \$52 Shadow Dancer \$42		Ninja Garden \$34 Outrun \$29 Pac Man \$29 Psychic World \$29 Putt & Putt \$29 Rastan \$34 Revenge Dragoon \$29 Shinobi \$34 Silder \$29 Solitaire Poker \$29 Sonic Hedgehog \$34 Space Harner \$39 Super Golf \$29 Super Monaco GP \$29 Woody Pop \$39		MT BASEBALL '91 from TENGEN has awesome game play! Great graphics and 1990 stats of real pros! Includes all 26 Pro Teams, each with a roster of 24 real players! Actual 1990 stats for each player! Actual stats for Design Champions from '89 to '91! Instant Replay so you can relive exciting plays! Approved by the Major League Players Association! Plus great animation, graphics, music, & sound! X \$49		688 Attack Sub \$59 Abrams Battle Tank \$49 Demolition Rally \$42 DinoLand \$42 F22 Interceptor \$42 Hard Driving \$47	

Heavy Nova	\$50	Back to the Future 3	\$42	Slime World	\$43	Ninja Garden	\$34	GENESIS SHOOTERS		688 Attack Sub	\$59
Kageki	\$42	Batman	\$42	Sonic Hedgehog	\$45	Outrun	\$29	After Burner 2	\$42	Abrams Battle Tank	\$49
Last Battle	\$37	Bean Ball Benny	\$42	Spideman	\$45	Pac Man	\$29	Ar Buster	\$43	Demolition Rally	\$42
Moonwalker	\$42	Bimini Run	\$42	Stormlord	\$49	Psychic World	\$29	Ar Diver	\$44	DinoLand	\$42
Plt Fghter	\$49	Bonanza Brothers	\$38	Strider	\$56	Putt & Putt	\$29	Ar Diver	\$44	F22 Interceptor	\$42
Slaughter-Sport	\$50	Chuck Rock	\$49	Swamp Thing	\$45	Rastan	\$34	Arrow Flash	\$29	Hard Driving	\$47
Streets of Rage	\$45										
Sweet Smart	\$42										

GENESIS SPORTS		CORPORATION		CORPORATION		GENESIS ROLE PLAYING		F22 INTERCEPTOR		F22 INTERCEPTOR	
Arnold Palmer Golf	\$39	Crack Down	\$42	Sword of Sotdan	\$34	Arcus Odyssey	\$56	Battle Squadron	\$26	Cutrun	\$42
Buddkan	\$42	Dark Castle	\$36	Target Earth	\$47	Battlemaster	\$43	Bomber Raid	\$42	Paperboy	\$45
Buster Dglas Boxing	\$42	Decapattack	\$46	Techno Cop	\$47	Butk Rogen 1	\$59	Burning Force	\$29	Quad Challenge	\$42
California Games	\$42	Drk Tracy	\$34	Terminator	\$43	Corporation	\$46	Calliber 50	\$52	Road Rash	\$42
Cyberball	\$42	El Viento	\$56	Thunderfox	\$43	Exile	\$58	Coeshire	\$44	Super Hang On	\$37
Earl Weaver Baseball	\$49	Ernest Evans	\$54	Toejam & Earl	\$49	Faery Tale Adventure	\$42	Crystal Quest	\$45	Super Monaco GP	\$42
Hardball	\$46	E-SWAT	\$42	Turman	\$43			Death Duel	\$55		
Jesse Body Ventura	\$46			Valls 3	\$56						
Joe Montana Fball	\$42			Wardner	\$42						
Joe Montana 2	\$49										
John Madden Fball	\$34										
John Madden '92	\$42										
Lakers vs Celtics	\$42										
M Lemieux Hockey	\$42										
Mike Ditka Football	\$46										
NHL Hockey	\$46										
Pat Riley Basketball	\$34										
PGA Tour Golf	\$49										
Powerball	\$45										
RBI 3	\$49										

Arnold Palmer Golf	\$39	Crack Down	\$42	Sword of Sotdan	\$34	Arcus Odyssey	\$56	Battle Squadron	\$26	Cutrun	\$42
Buddkan	\$42	Dark Castle	\$36	Target Earth	\$47	Battlemaster	\$43	Bomber Raid	\$42	Paperboy	\$45
Buster Dglas Boxing	\$42	Decapattack	\$46	Techno Cop	\$47	Butk Rogen 1	\$59	Burning Force	\$29	Quad Challenge	\$42
California Games	\$42	Drk Tracy	\$34	Terminator	\$43	Corporation	\$46	Calliber 50	\$52	Road Rash	\$42
Cyberball	\$42	El Viento	\$56	Thunderfox	\$43	Exile	\$58	Coeshire	\$44	Super Hang On	\$37
Earl Weaver Baseball	\$49	Ernest Evans	\$54	Toejam & Earl	\$49	Faery Tale Adventure	\$42	Crystal Quest	\$45	Super Monaco GP	\$42
Hardball	\$46	E-SWAT	\$42	Turman	\$43			Death Duel	\$55		
Jesse Body Ventura	\$46			Valls 3	\$56						
Joe Montana Fball	\$42			Wardner	\$42						
Joe Montana 2	\$49										
John Madden Fball	\$34										
John Madden '92	\$42										
Lakers vs Celtics	\$42										
M Lemieux Hockey	\$42										
Mike Ditka Football	\$46										
NHL Hockey	\$46										
Pat Riley Basketball	\$34										
PGA Tour Golf	\$49										
Powerball	\$45										
RBI 3	\$49										

JOHN MADDEN '92		SEGA GAME GEAR		THE IMMORTAL		THE IMMORTAL		ART ALIVE	
Speedball 2	\$43	Game Gear	\$149	Art Alive	\$36	Imperial	\$59	Art Alive	\$36
Super Volleyball	\$35	TU Tuner	\$99	Berlin Wall	\$39	Phantasy Star 3	\$99	Berlin Wall	\$39
Soccer	\$35	AC Adapter	\$115	Blockout	\$26	PStar 3 Hnt Book	\$14	Blockout	\$26
Tennis	\$42	Gar to Gear Cable	\$15	Breach 2	\$59	Rings of Power	\$95	Breach 2	\$59
T Lasorda Baseball	\$52	Battery Pack	\$42	Centurion: D Rome	\$42	Shining Darkness	\$95	Centurion: D Rome	\$42
Zany Golf	\$24	Car Adapter	\$22	Columns	\$29	Starflight 1	\$59	Columns	\$29
		Carrying Case	\$15	Herzog Zwei	\$30	Starlight 2	\$59	Herzog Zwei	\$30
		Duluxe Carry Case	\$19	Ishe	\$19	Starlight 3	\$59	Ishe	\$19
		Gar to Gear Cable	\$15	Juncton	\$38	Starlight 4	\$59	Juncton	\$38
		Batter Up	\$29	Klax	\$44	Starlight 5	\$59	Klax	\$44
		Berlin Wall	\$29	Lemmings	\$42	Starlight 6	\$59	Lemmings	\$42
		Cheesemaster	\$29	Marble Madness	\$42	Starlight 7	\$59	Marble Madness	\$42
		Clutch Htler	\$34	Mt Pac Man	\$35	Starlight 8	\$59	Mt Pac Man	\$35
		Devilsh	\$34	Pacmania	\$42	Starlight 9	\$59	Pacmania	\$42
		Doadl Duck	\$29	Rampart	\$42	Starlight 10	\$59	Rampart	\$42
		Dragon Crystal	\$29	Shove It	\$37	Starlight 11	\$59	Shove It	\$37
		Eternal Legend	\$34	Star Control	\$52	Starlight 12	\$59	Star Control	\$52
		G-LOC	\$29	Trampoline Terror	\$39	Starlight 13	\$59	Trampoline Terror	\$39
		Golden Axe	\$39	Ultimate Oix	\$49	Starlight 14	\$59	Ultimate Oix	\$49
				Warrior of Rome	\$50	Starlight 15	\$59	Warrior of Rome	\$50
				Warsong	\$49	Starlight 16	\$59	Warsong	\$49
				Zoom	\$30	Starlight 17	\$59	Zoom	\$30

Speedball 2	\$43	Fantasia	\$42	Devilsh	\$34	Phantasy Star 3	\$99	Dynamite Duke	\$34	Star Control	\$52
Super Volleyball	\$35	Final Rewind	\$42	Doadl Duck	\$29	PStar 3 Hnt Book	\$14	Elemental Master	\$58	Trampoline Terror	\$39
Soccer	\$35	Final Zone	\$29	Dragon Crystal	\$29	Rings of Power	\$95	Fire Shark	\$43	Ultimate Oix	\$49
Tennis	\$42	Ficky	\$19	Eternal Legend	\$34	Shining Darkness	\$95	Forgotten World	\$48	Warrior of Rome	\$50
T Lasorda Baseball	\$52	Gain Ground	\$42	G-LOC	\$29	Starflight 1	\$59	Gaieses	\$56	Warsong	\$49
Zany Golf	\$24	Ghostbusters	\$42	Golden Axe	\$39	Starlight 2	\$59	Grenada	\$29	Zoom	\$30

GAMES FOR LESS 802 - 767 - 3033

GENESIS HARDWARE	TURBOGRAFX 16 ADVENTURE	TURBOGRAFX 16 COMPACT DISK	SUPER NINTENDO SYSTEM	SUPER NINTENDO ADVENTURE	SUPER NINTENDO SPORTS
GENESIS System \$149	Bank's Adventure \$42	Addams Family \$48	SNES System \$200	Noelaris \$54	NCAA Basketball \$59
Arcade Power Stick \$39	Bank's Revenge \$45	Camp California \$36	SUPER NINTENDO KICK & PUNCH	Paperboy2 \$54	Nolan Ryan Baseball \$49
Control Pad \$19	Blavornin \$47	Fighting Street \$39	Final Fight \$54	Robocop 3 \$54	PGA Tour Golf \$49
Genesis \$27	Cadash \$47	Final Zone 2 \$47	IN Squadron \$54	Robomesh \$54	RPM Racing \$49
Power Base Convrt \$34	Camp California \$48	It Came From Desert \$48		Rocketeer \$54	SmartBall \$49



ACTRAISER from ENIX combines pulse-stopping action sequences with an Intelligent Simulation Mode, allowing the player to forge a new civilization. **\$54**

Video Monitor Cable \$ 9
Wireless Control #1 \$39
Wireless Control #2 \$19

TURBOGRAFX 16 HARDWARE

TurboExpress \$289
Turbo AC Adaptor \$29
Turbo Car Adaptor \$29
Turbo Comm Cable \$19
TurboGrafx 16 \$99
Turbo CD Player \$289
TurboBooster \$32
TurboBooster Plus \$46
TurboCable \$ 9
TurboPad \$19
TurboTap \$19
TurboStick \$38
TurboVision \$89

TURBOGRAFX 16 STRATEGY

Bombberman \$39
Boxboy \$37
Chew Man Fu \$39
Drop Off \$39
KLAX \$40
King of Casino \$43
Military Madness \$47
Moto Rider \$37
Timeball \$40
Tucky Kick \$41



BUCK ROGERS from Sega is an in-depth sci-fi role playing game. Control 12 strategic warriors in tactical combat against dozens of aliens. Encounter sentient extraterrestrials from uncharted worlds. Features first person view ship to ship combat, 6 races, 5 professions, over 25 skills, over 50 different items, 8 megs of memory, battery back up saves 3 games, 40 page hard back & maps included. **\$89**

TURBOGRAFX 16 SIMULATION

Alien Crush \$19
Dwain's Crush \$47
Final Lap Twin \$19
Victory Run \$19

Ballistic \$43
Battle Royal \$67
Chimera Fvr Boxing \$49
Davis Cup Tennis \$43
Jack Nicklaus Golf \$44
Panza Kick Boxing \$43
Power Golf \$29
RBI 3 \$42
Super Volleyball \$39

TURBOGRAFX 16 SPORTS

Ballistic \$43
Battle Royal \$67
Chimera Fvr Boxing \$49
Davis Cup Tennis \$43
Jack Nicklaus Golf \$44
Panza Kick Boxing \$43
Power Golf \$29
RBI 3 \$42
Super Volleyball \$39



SHADOW OF THE BEAST is the ultimate adventure game with panoramic scrolling and cutting edge Psygnosis artwork. Includes multiple scrolling backgrounds for 3D effect. Explore the labyrinth and caverns. Destroy the Draconaut before his wings rip your armor. Features Psygnosis quality art & sound FX, 32 monsters, 8 megs of ultra compressed memory, 13 levels of action. **\$52**

TURBOGRAFX 16 KICK & PUNCH

China Warrior \$37
Pit Fighter \$42
Vigilante \$19

TURBOGRAFX 16 SHOOTERS

Aero Blasters \$49
Blazing Lazers \$19
Body Wolf \$43
Clyde Core \$42
Deep Blue \$37
Dragon Spirit \$27
Fantasy Zone \$27
Galaga 90 \$19
Ornyne \$37
Psychosis \$39
Raiden \$49
R-Type \$42
Snatcher \$47
Space Harrier \$37
Super Star Soldier \$49
Turman \$43



CASTLEVANIA IV from KONAMI is the greatest CASTLEVANIA yet. Great sound FX & graphics, 11 levels, Terrace of Terror, Rotating Dungeon, Sunken Ruins. **\$64**

SUPER NINTENDO SIMULATION

F-Zero \$49
Pilot Wings \$49
Radio Flyer \$54
Supr Battle Tank \$54
Ultrabots \$54
Wing Commander I \$64

SUPER NINTENDO SHOOTERS

Darius Twin \$54
D-Force \$54
Earth Defense Force \$49
Gradius 3 \$49
Hyper Zone \$43
Raiden \$54
Supr R Type \$54

SUPER NINTENDO STRATEGY

Bombuzal \$49
Chessmaster \$49
Lemmings \$49
Populous \$46
Shangha \$49

SUPER NINTENDO ADVENTURE

Castle Vania 4 \$54
Dream TV \$54
Equinox \$49



TURBOEXPRESS from NEC is the best handheld game system on the market. More colors, better resolution, more software than any other system. Its the top of the line. **\$299**

Home Alone \$49
Hook \$49
Jelly Bean \$49
Joe & Mac \$49
Lagoon \$54
Legend Mystd Ninja \$54

Supr Baseball 1000 \$54
Supr Bases Loaded \$49
Supr Double Ontario \$54
Supr F1 Built to Win \$49
Supr Frmn Soccer \$49
Supr Off Road \$49
Supr Play Actn Ftbl \$49
Supr Pro Wrestling \$54
Supr Tennis \$49
Supr Wrestlemania \$54
Wastake CC Golf \$59
Wesver Baseball \$52
WWF Superstars \$54

SUPER NINTENDO ROLE PLAYING

Actraiser \$54
Drekken \$54
Dungeon Master \$59
Final Fantasy Land 2 \$59
Might & Magic 2 \$59
Ultima 5 \$64
Wanders from Y's \$59
Zelda 3 \$49



JOHN MADDEN 1992 from ELECTRONIC ARTS comes to SUPER NINTENDO. Includes 29 teams, 100 plays, great graphics & sound FX, instant replay & weather. **\$52**

CHIPS & BITS

PO Box 234
Rochester VT 05767
802 767 3033
Fax 802 767 3362
GENIE Keyword CHIPS

We accept Visa, MC, Money Orders & Certified Checks. COD add \$5. Checks Held 4 Weeks.

Most items shipped same day. All shipping rates are per order not per item. UPS Ground Sat 2 Day Air \$6. POBox, APO, FPO, \$35. Air Mail to Canada \$5. In. AK, PR, Mail \$5. HI, AK, PR, 2 Day \$32. Air Mail to Europe \$12. Int'l item plus \$6 each additional item. Call for hardware shipping rates.

Advised prices are for new games. Used carts traded at \$25 to \$40 less than new. No cash paid, store credit only. Used carts sold at \$10 to \$25 less than new.

All sales final - Shipping times not guaranteed. Defective replaced with same product. Price & availability subject to change.

Sega Recruits F1 Racing Champion for Super Monaco Sequel

Sega has reached an agreement with Formula One world racing champion, **Ayrton Senna**, to develop **Ayrton Senna's Super Monaco GP II** for the Master System, Genesis, and Game Gear. The game will feature Mr. Senna's name, image, all F1 tracks, and special courses designed by Senna himself—including his private circuit at his home in Brazil. The Genesis and Master System versions are



slated for a March '92 release. The Game Gear cart should hit the stores in July 1992.

June 1992 Consumer Electronic Show Open to Public

After 25 years of being closed to the public the Consumer Electronics Show (CES), an electronics industry trade show which is held two times a year, plans to open its doors to the general public.

According to Cynthia Upson, Staff Vice President for the Electronics Industries Association, the Summer CES (held every year in Chicago, Illinois at the McCormick Center) will be open to the general public on Saturday, May 30, and Sunday, May 31. Tickets are \$10 for adults and \$5 for kids 6-12. Kids under 6 get in for free! Exhibitors can opt to

have their booths open to the public or open to press and retail only. However, exhibitors on the main floor MUST open their booths to everyone. We'll be there in the GamePro booth, so come on by—we'll look forward to meeting you! For more information, contact the Electronic Industries Association at (202) 457-8700.

Game Genie - The Sequel

As reported here last month, the folks at **Camerica** have confirmed that there is definitely a Game Genie for the **Sega** Genesis on the way. But that's just the tip of the iceberg! Game Boy and Super Nintendo owners will soon have a reason to celebrate as well. That's right, Game Genies for the entire **Nintendo** family of video game systems are in the works. Expect **Camerica/Galoob** to make some sort of official announcement at the January '92 CES. Zounds!!!

In other **Camerica** news, the company's newly-introduced line-up of game cartridges is 100% compatible with all NES decks. **Nintendo** recently installed improved "lock-

out" chips in new-model systems to more effectively block unauthorized software. **Camerica** has solved this problem by including switches in its games. Users simply choose one of two settings on the cartridge—one for the old version of the NES and one for the new!

Nintendo/Lottery in Minnesota Cancelled

The Minnesota State Lottery announced that it will stop plans for a limited market test that would have allowed lottery players to purchase tickets from their homes using a Nintendo Entertainment System and modem. According to George R. Anderson, Director of the Minnesota State Lottery, "Legitimate issues raised by legislative policy makers call for extensive discussion before the project should proceed." The test was to involve 10,000 homes next year. For the test, participants would have been charged \$10 a month, and would have been provided with Nintendo Entertainment Systems and modems that would allow them to connect to a central computer.

The Minnesota attorney general had criticized the Nintendo plan stating it would have made it easy for kids to gamble. It's illegal in Minnesota for minors to play lottery games.

Atari Expands Lynx Line-up

Lynx owners who have waited patiently for their color handheld won't have to wait much longer. Starting this Christmas **Atari** plans to roll out tons of new titles. Here's a list of the planned releases.

For December 1991

- Calbal**
- Hydra**
- Lynx Cosmo**
- Strider II**
- Toki**
- World Class Soccer**
- Baseball Heroes**
- Basketbrawl**
- Dirty Larry Renegade Cop**
- Geo-Duel**
- Hyperdrome**

For the 1st Quarter '92

- Klax**
- Lemmings**
- Pinball Jam**
- Pit Fighter**
- Shadow of the Beast**
- Super Asteroids/**
- Missile Command**
- Vindicators**
- Xybots**

For the 2nd Quarter '92

- Awesome Golf**
- Demonsgate**
- Eye of the Beholder**
- Lucky Stars**
- Ninjo Golden III**
- Rai-Den**
- Switch Blade II**
- Battlezone 2000**
- Blood and Guts Hockey**
- Dinoworld**
- Dracula**
- Full Court Press**
- Heavyweight Contender**
- Kung Food**
- Malibu Bikini Volleyball**
- Ninje Nerd**
- Space War**



SUPER NINTENDO

THE YEAR OF THE DRAKKHEN.

This is the year of Super NES.[™] The year some of the best RPG players may go down in flames. Because this year you will enter the world of Drakkhen.

You've confronted many monsters before. But never fire-breathing beasts of such scorching realism. Over 50 giants and winged beasts in spellbinding 3-D. You've journeyed in other mystical lands. But none with scrolling,

360° landscapes with panoramic views. Horizons change from day to night before your very eyes.

In your quest to restore world peace, you will learn many powerful spells. Prepare for battle by collecting weapons and magical objects. But nothing will prepare you for the special effects, the eye-popping graphics, the stereo digital sound experience.

Drakkhen. It's the Super NES game of the year. The role playing challenge of a lifetime.



Nintendo Super Nintendo Entertainment System and the official seal are registered trademarks of Nintendo of America Inc. © 1994 Nintendo of America Inc. Developed by KEMCO under license from Intergame © 1994

KEMCO SEIKA

Capcom Holds California "Street Fighter II" Tournament

Capcom USA is sponsoring a California state **Street Fighter II** tournament. The first round of the tournament (the Northern Cal tournament) was held November 15 in Milpitas, CA. The top eight players will fly to San Diego for the finals which are scheduled for Saturday, January 4, 1992. The Southern California tournament is planned for the day before the finals (January

3, 1992), at the Yellow Back Road Family Amusement Center in La Jolla, CA - hey, it's your last chance to show how street smart you are.

The Grand Prize winner gets to walk off with their own **Street Fighter II** arcade machine! Runners-up take home Super Nintendo's, **Capcom** SNES carts, and gift certificates. For more info on this cool contest call the Street Fighter II Hotline at (408) 562-9767 and look for complete coverage of the tournament in future issues of GamePro!

Contest Winners

Here are the lucky winners for the Hudson Hawk, Sonic The Hedgehog, and the Spider-Man, Contests:

HUDSON HAWK GRAND PRIZE

Paul Sherick
Towers, CA

1st PLACE

George R. Kopp
Kansas City, MO

John Holans
House Springs, MO

Charlotte Moore
Monrovia, TX

T. Tilson
Anawaska, IN

Susan Aubury
Campbell, CA

Fred W. Whelan
Ontario, Canada

Jared Gooch
Memphis, TN

Carol Rallo
Lake Oswego, OR

Ricky Watkins
Plano, TX

Ashley Oateson
Ft. Ord, CA

Sean M. Lewis
Cherterton, IN

3rd PLACE

Terry Hager
Bloomington, IN

Antonio E. Walker
Calaribus, GA

Andre Jacob
San Jose, CA

Scott Yamaquchi
Killebo, HI

Wendy N. Walker
Columbus, GA

Daniel P. Maulton
Downside, W

Robert Gilles
Chicago, IL

2nd PLACE

Tessa Thompson
Carlsbad, NM

Sandra P. Brock
Charleston, TN

Rae Prince
Lovington, NM

Deel Wagmore
Norwich, KS

Carrie Swainess
Renton, WA

Tara Stevens
Chilmark, TX

Randy Deaton
North Vernon, IN

Patrice Bergerson
Tulsa, MN

Judy Parker
Robbinsdale, MN

Kevin Takins
Merrillville, IL

Barbara Beaz
Reading, OH

Victoria Owen Hampton
Ashland, KY

3rd PLACE

Terry Hager
Bloomington, IN

Antonio E. Walker
Calaribus, GA

Andre Jacob
San Jose, CA

Scott Yamaquchi
Killebo, HI

Wendy N. Walker
Columbus, GA

Daniel P. Maulton
Downside, W

Robert Gilles
Chicago, IL

Angeline Skrandell
Albuquerque, NM

TW Myers
Conroe, CA

Robert Mackey
Kaufman, TX

Josh Hill
Rockford, IL

Debra Sharp
Moorestown, AR

Sarah W. Hudson
Elizabeth City, NC

John Hill
Port Huron, MI

Joey Hedgpeth
Fort Ord, CA

Rishi Condit, Jr.
Los Angeles, CA

Joseph B. Blakeship
Mesa, AZ

Kurt Neno
Alhambra, CA

Michael Graykovich
Punta, OH

Walt Masler
Raleigh, NC

John Marchat
Clayton, CA

Barbara McDermott
Massapequa, NY

Marie A. Conrad
Orem, CA

Janet Baker
Poken, OK

BLACKBUSTER VIDEO

1991 Top Ten NES Video Games Rentals

1. Monopoly
2. Deltatlands
3. Teenage Mutant Ninja Turtles 2
4. Super Mario Brothers 3
5. The Simpsons: Bart vs. The Space Mutants
6. Family Fun
7. N.J. Baseball II

8. Baseball Stars
9. Super Wars
10. G.I. Joe

Blackbuster has named **SONIC THE HEDGEHOG** the #1 Video Game of the Year for 1991!

This information was provided exclusively to GamePro Magazine courtesy of Blackbuster Video.

Advertisement

Continued on page 164

THE CITY'S GOIN' TO THE DOGS
WHAT'RE YOU GONNA' DO ABOUT IT?

NIGHTSHADE by ULTRA®

IT'S 2 EXCITING 2 MISS.



It's twice the fun. Twice the thrills. Twice the craziness. That's right, it's The Bugs Bunny Crazy Castle 2. But Bugs isn't getting the royal treatment. This "looney" new adventure on the Nintendo®

Game Boy® has Bugs being chased by the whole Looney Tunes gang, The Tasmanian Devil, Yosemite Sam, Wile E.

Coyote and other crafty characters.

There are 28 huge and multi-level rooms. Giant catapults. Invisible traps.

Awesome sound. More than enough to keep you and Bugs hopping. Will

Bugs succeed in his crazy attempts to rescue Honey Bunny? If you're a Game Boy® player, that's up to you. Their future is in your hands. So the

sooner you start the better.

The Bugs Bunny Crazy Castle 2. Even better the second time around.



Looney Tunes, Looney Tunes characters, names and related indicia are trademarks of Warner Bros. Inc. © 1998 Nintendo Game Boy and the official logo are registered trademarks of Nintendo of America, Inc. © 1998 Nintendo of America, Inc.

KEMCO ▲ SEIKA



SONIC

GRAND PRIZE

Frank Schwartz
Santa Monica, CA

2nd PRIZE

Erabby Goodwin
Red Level, AL
Albert R. L. Smith
Lansing, MI
Toby Goodwin
Red Level, AL
Adam Holt
(no ref. for city/state)
Daniel J. McGowan, Jr.
Silver Lake, OH
Neil Hunt
Burnell, WI
Jason Lee Silva
Bowling Green, KY
Joel Moran
North Bay Village, FL
Jeffrey L. Baxter
Lee Oak, FL
Keith John
Victorville, CA
Bryd Peacock
San Antonio, TX
Ingo Phelan
Meredos, TX
Lucas J. Schepers
Tucson, AZ
Edward Phelan
Mercedes, TX
Janetson Williams
Giddis, IA
John Dabbarah
Ipswich, MA
John Broove
Baker, LA
Michael Fisher
Mempheer, VT
Thomas Knobel
Ballus, NY
James Mohr
Brooklyn Park, MN
Steven Velasquez
New York, NY
Stacy Chaplin
Brooklyn, NY
Anthony Garcia
New Braunfels, NJ
Manny Garcia
New Brunswick, NJ

Genelia Halone
Lepensport, IN
Chris Dohy
Jessup, MD
Katy Allen
Riverdale, MD
Tyner Brooks
Stabrocks, PA
Michael Perry
Piedmont, TX
Moloney Sou
Royal Oak, MI
William K. Eng
Oak Park, IL
Victor Garcia
New Brunswick, NJ
Steve J. Andrus
Mechford, NY
Kathy Springer
Seak Falls, SD
Josh Erdmann
League City, TX
Johnny Cruz
Baymen, PR
Janet Campa
San Antonio, TX
Sheldon Williams
Laverne, CA
James Gonzalez
Covadonga, CA
Alec Bieleke
Duncan City, Philippines
David W. Dagood II
Brook, NY
Patrick Tillen
Canton, OH
Bernard Miller, Jr.
Los Angeles, CA
Josh Blagg
Rustlet, KY
Clifton Page
Tacoma, WA
Danny Kisher
Hickessa, DE
Andrew Hubbard
Greenville, FL
William McFall
Denver, CO
Matthias Battenfeld
Brighton, MA
Doris C. Gaden
Meda, PA
3rd PRIZE
Lee Kendrick
Mt. Washington, KY

Richard Cassano
Richmond Hill, NY
David Jacobs
Pittsburgh, PA
Tandi H. Taylor
Geneset, MS
Chris Eastman
Orancho, NY
George F. Milberger
Zionsville, IN
Marcus Butler
Richmond, TX
Rusard & Debra Radt
Aurora, TX
Mark Daskewicz
Craig, CO
Dyrol Katerling
Blairmont, ND
Brian Enwood
Moline, MS
Wick Kadre
Nauvoo, IL
Phil Vertelle
Erie, PA
Ed Rogers
Edmond, OK
Rafael Dungan
Indianapolis, IN
David Ballig
Orford Park, IL
Justin Siegel
Milburn, NJ
Matthew Dominat
Stockton, NY
George Far amewicz
Yorkers, NY
Charles Christie
Borst, KY
Adam Swasa
Denver, CO
Ryan Johnson
Des Moines, IA
Lan Johnson
Des Moines, IA
Garrett Friedman
Banger, ME
Chad Blanchard
Muscatine, IA
Antonie Nevozas
Silver Spring, MD
Chris Fortuniewicz
Yorkers, NY
Ben Jones
Alexandria, VA
Steve Froehlich
Glendale, AZ

Shaun Reed
Puntaert, MO
George Katschis
Auburn, NY
Joyce Rhoody
Dwight, IL
Deena Luff
Mendham, NJ
Jordan Williams
Hendersonville, TN
Caig R. Ritter
Spring, TX
John Embsam
Pineev, CA
David Shults
Pleasanton, CA
Robert Matthews
San Diego, CA
Cathy Ball
Santa Maria, CA
Jennifer Borgart
Wey, CA
Chris Childers
Chico, CA
Rob Dillo
Santa Rosa, CA
Kris Kelley
Norwalk, OH
Brian Nelson
Mobile, AL
Janney Schmitt
Hollywood, FL
Mig No
Maiton, HI
Deborah Gosald
Chicago, IL
Rob Thompson
Bozica Ridge, FL
W.L. Ramsey
La Mesa, CA
Chester White
Chicago, IL
Andrew Radoschew
Chenney, LaSalle, Canada
Jeff Settle
Houston, TX
Meredith Francase
Alexandria, VA
Charles Ewert
Mt. Clemens, MI
Kathy Springer
Virginia Beach, VA
Jimmy Hadry
APO, NY
Thomas J. Rydzinski
Palmer, VA
Richard R. Hitzman
Boulder, CO
Brian Pookingsh
Thomson, CO
Dana Hubach
Wintermore, FL
Jason Miller
Highland, CA
Robert Holman
Aguila, Guam
Kevin Bradley
Little Smoky, VA, Canada
Jesse Lavette
Brewington
Gintor, NC
Ted Richele
Ocala, IL
Lawrence Sukie
Indianapolis, IN
Shaun Chaglin
Brooklyn, NY

Caoy Fakie
Mechanoburg, PA
July Knebler
Hamilton, Ontario, Canada
Rocky Collins
King, NC
Mike White
Bellevue, NJ
Richard Perry
Pearland, TX
Michael O'Donnell
Medford, NJ
Eric Olansky
Parma, OH
April Fish
Detroit Lakes, MN
Gary Benet
Belling AFB, DC
Bram Fair
Syl, OH
Steven E. Cobb
Sacramento, FL
David Myers
Bristol, IN
Bill Rotstein
Naperville, IL
Stanley Salberg
E. Weymouth, MA
Nadia Van West
Lafayette, LA
Norman Stryker
Aberdeen Springs, FL
Chris Seaton
Arlington, TX
Judy Fox
Branchville, NJ
Sue Maguire
Hancock, HI
Steven J. Ridgeway
Wilmington, NC
Marion Nigamose
Hemelok, AK
Matthew Schult
Fairbanks, AK
Robado A. Tinkas
San Francisco, CA
E. E. Harrel
Sturtevant, LA
Helen Utson
Franklin Spains, NY
Nancy Frolic
Houston, TX
Edward Benwick
Montgomery, AL
John Wilson
High Ridge, MD
Aron Schmeisberg
Robert Park, CA

Tori Catron
Anchorage, CA
Julian Gritman
New York, NY
Kasey Shyrenowski
Loomis, CA
Michael Holland
Merick, VA
SEGA SPIDEY
1st PRIZE
James J. Madill
San Francisco, CA
2nd PRIZE
Mi Sierra
Bry City, TX
Richard Foster
Rish, VA
Mark Pegul
Daytona Beach, FL
Jimmy Dang
Vancouver, WA
Chris McMillan
Vancouver, WA
Lan Suba
Pueblo, CO
Dann Gross
Lima, AZ
Eric Goodwin
Gary, IN
Kelly Thren
Euclid, OH
Garrod Natta
Woodruff, NY
3rd PRIZE
Seth Fiebert
Hillsdale, NJ
Nick Pastore
Charlotte, NC
Ryan Atkins
Douglas, WY
C Douglas J. Lackow
Staten Island, NY
Peter Post II
Manhasset, CA
John Paul McLaughlin
Alameda, CA
David Wood
Middletown, CT
Douglas Chiffin
Vauxey, NY
Michael Tappley
Watertown, MA, Canada
N. Elizabeth Tibb
Albuquerque, NM





1-900-446-8477

GamePro's Hot Tip Hotline!

New & Improved!
New Tips and Info Every Week!



GamePro Mailbox

- Leave a happening rap for the GamePro! We want to hear from YOU!
- Tell us what you want to read and how we can make GamePro better.
- Give the lowdown on a great new game tip, tactic, password or strategy.

Nintendo Tip of the Week

- Get all the greatest tips before your friends!
- Send your scores into the stratosphere!
- The answers to your toughest gaming problems.

Subscription Offer

- Get your own subscription to the #1 Video Game Magazine!
- Twelve super-hot monthly issues jam-packed with the latest vid tricks!
- Special offer for Hotline callers - only \$14.97!
- 68% off the regular \$24.95 cover price!

J.D. Roth's Celebrity Game Tips

- Hollywood's hottest stars love video games too! J.D. scouts out the top talent and talks them out of their favorite tips and tactics!
- Listen up for thumb-blistering gaming strategies from the stars!

J.D.'s Celebrity Mailbox

- Get on the horn to the hippest host around!
- Tell him what you want to see on the show.
- Have a killer question? Ask J.D.
- Your question may be used on an upcoming episode of the GamePro show!

GamePro's All-Time Greatest Game Hints

- Classic tips for some of the greatest games ever!
- Sure to rev' you up for another action-packed round!

Hot Tips Bulletin Board

- Our callers' favorite feature!
- All the gaming tips and tactics you can handle!
- Tips for Nintendo, Genesis, TurboGrafx-16, Game Boy and Sega Master System games!
- Updated weekly!

\$1.75 for the first minute, 90¢ for each minute thereafter.

Be sure to get your parents' permission to use the Hotline if you are under 18 years of age. Messages subject to change without notice.

BE HAPP-y HAPP Competition PRO Control Pads

"THE COMPETITION PRO IS A
WINNER... IT'S A BARGAIN
... WORTH EVERY PENNY."
GAMEPRO DEC. 1990

Available at Toys 'R Us, Electronics
Boutique, and wherever HAPP
CONTROL PADS and JOYSTICKS
are sold, or call HAPP for your
nearest retailer.

\$24.95
reg. retail

Can't find HAPP?
Call or write HAPP CONTROLS, INC.
106 Gaither Dr., Elk Grove, IL 60007
Phone: 708-593-6120
FAX: 708-593-6127



WITH AUTO FIRE
**NINTENDO PROFESSIONAL
CONTROL PAD**
Slow motion and rapid fire,
including auto fire. Drive your
competition mad. Get HAPP and
be HAPP-y.



NEW! WITH SLD MOTION!
**SEGA GENESIS
PROFESSIONAL CONTROL PAD**
Slow motion and rapid fire,
individual turbo switches for each
button. Blow away your competi-
tion. Get HAPP and be HAPP-y.

Multi-
Function
Turbo
Slow
Motion
Switches
1 Year
Warranty

SEGA GENESIS IS A TRADEMARK OF SEGA OF AMERICA, INC.
NINTENDO IS A TRADEMARK OF NINTENDO OF AMERICA, INC.
COMPETITION PRO IS A REGISTERED TRADEMARK OF
HAPP CONTROLS, INC. © 1990 HAPP CONTROLS, INC.

WE SELL NEW & USED JAPANESE & AMERICAN GAME CARTRIDGES AND SYSTEMS AT THE LOWEST PRICES

**WE BUY
USED
GAMES**



OPEN 7 DAYS A WEEK TO THE PUBLIC

VISIT OUR 2 LOCATIONS IN NEW YORK

THE GAME EXPERIENCE INC.

112-04 QUEENS BLVD.,
FOREST HILLS, N.Y. 11375

(718) 575-0838

VIDEO REPLAY INC.

97 SHERWOOD AVE., FARMINGDALE, N.Y. 11735
(516) 249-1717 - MAIL ORDER ONLY

FAX: (516) 249-0356

**JOIN VIDEO REPLAY'S
VIDEO CLUB**

• BULLETINS FOR SPECIAL DISCOUNTS
• OUR MEMBERSHIP CARD & MORE

Send us \$5 and this Coupon Now

Name: _____

Address: _____

City _____ State _____ Zip _____

GP 0192

Advertiser Index

Acclaim Entertainment, Inc.	19, 35, 91
Accolade	82, 83, 84, 85, 86, 87
American Sammy	77
American Softworks Corp.	22, 23
Arena Entertainment	67
Bre Software	124
Bullet-Proof	117
Carnatica	129
Capcom USA	111, 112, 113
Chips & Bits	158, 159
Electronic Arts	8, 9, 69, 71, 72, 73, 74, 104, 106, 132, 133
Electronic Boutique	126, 127
Fujisanki	125
FunCo Inc.	32, 33

Galeob	3rd Cover
GEX	154
HAPP Controls	156
Hudson Soft USA, Inc.	41, 96
IGS	2, 3
IMN Control	138
Irem	99
JVC, Inc.	15
Konami	Covers 1 & 2, 1, 11, 119, 135
Konami	137, 139, 141, 143, 162
LJN	93
MicroProse	167
Ocean of America	4th Cover
Play it Again	89
Razo/Soft	144, 145, 146, 147
Renovation	109
STD Entertainment	155

Sage's Creation	65
Sega Game Gear	57, 58, 59, 60
Sega of America	5
Software Toolworks	8, 7, 43, 121
Sony Imagesoft	131
Starland Club	18
Suresoft	37
Talio Software	151, 158
Techno	39
Tengen	12, 13
Tradwest	45
Vic Tokai	63, 123
Video Replay	166
Virgin Games	47, 49
Working Design	107

This index is provided as an additional service. The publisher does not assume liability for errors or omissions due to last-minute changes.

F-15 STRIKE EAGLE



"Major Wild Bill" Stealey, President of MicroProse.

Real Pilots Don't Just Play F-15 Strike Eagle, They Help Design It

Meet "Major Wild Bill" Stealey:

"Life for a fighter pilot is that gut-wrenching adrenalin rush you get when going supersonic with heat-seeking missiles hot on your tail, pulling into a hard turn while warning displays light up the cockpit — and as an Air Force Academy grad with over 4,000 hours of military flight, I ought to know! Real pilots know that feeling, and real pilots also know that *F-15 Strike Eagle* is the only NES™ game to deliver the authentic dogfighting experience, because *F-15* is designed by real pilots, and real military simulation experts. Find out for yourself. Play *F-15 Strike Eagle* and see what real dogfighting is all about."

- Thrilling real-life missions in the Persian Gulf!
 - Destroy chemical weapons plants
 - Blast entrenched forces with high-tech weaponry
 - Shoot down enemy fighters
 - Dodge incoming enemy missiles
- Authentic Combat Flight Maneuvers & Tactics!
 - Real loops, rolls and high-speed turns
 - Dogfight in a full 3-D world that lets you go where you want
 - Outsmart enemy pilots trying to shoot you down

For the Nintendo Entertainment System. For the latest information on release dates and availabilities, call MicroProse Customer Service at 301-771-1151, 9 am to 5 pm EST, weekdays. © 1991 MicroProse Software, Inc. Nintendo and Nintendo Entertainment System and NES are trademarks of Nintendo of America Inc. This product is not affiliated or endorsed by the U.S. government or any branch of the service. Bill Stealey is a Lt. Colonel in the United States Air Force Reserve (USAF).

Licensed by Nintendo® for play on the



MICROPROSE™
ENTERTAINMENT • SOFTWARE

180 Lakesfront Drive • Hunt Valley MD 21030
(301) 771-1151



*Fun with whole
Flintstone family*

*Plenty of
prehistoric pals
and funny foes*

*Surprising new
friends in the
future*



THE FLINTSTONES[®]

The Rescue of Dino & Hoppy



BEDLAM IN BEDROCK!

licensed by
Nintendo

Official
Nintendo
Seal of Quality

Turn your watch back a few million years and join the whole Flintstone family in prehistoric pandemonium. A visitor from the future has taken Dino and Hoppy, Fred and Barney's pets, for his prehistoric zoo. You have to help Fred get them back and restore happiness to Bedrock.

You must journey through Bedrock collecting pieces to build a time machine. Watch out though, primitive foes will cause many woes! Bikeman, Frankenstone, King Snake, and Saber Tiger are just a few of the unfriendly obstacles you and Fred will have to outsmart and outwit. Take advice from

your friends in Bedrock too! They can provide helpful hints and key clues.

Well, you'd better get moving. You still have to figure out how you're gonna use Fred's one-on-one basketball skills, build that darn time machine, rescue your beloved pets, and much, much more! Wow! You're gonna be awfully busy.

Don't worry though; this comical adventure and Fred's encouraging "YABBA DABBA DOO!"™ will leave you in stone-age stitches.

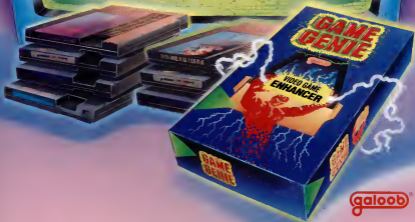
Nintendo
ENTERTAINMENT
SYSTEM™



TAKITO
THE ONLY GAME IN TOWN

Takito is a trademark of Takito America Corporation. The Flintstones Hanna-Barbera Productions, Inc. ©1991 H-B Prod. Inc. Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America Inc. ©1991 All Rights Reserved.

YOU MAKE THE RULES



**Experience unlimited firepower!
Super jumps! Start on any level! Have
infinite lives! You're the boss now.**

Yo, video game dudes — Game Genie™ gives you the power to make your own rules and play your own way!

Use Game Genie's power codes on over 290 of the most popular games for the Nintendo Entertainment System.™ Super Mario Bros. 3,™ Teenage Mutant Ninja Turtles II: The Arcade

Game,™ Mega Man III,™ Crystals,™ and Battletoads.™ And new games coming out all the time!

And remember — real video dudes don't follow rules — they make 'em.

Game Genie works on many game titles for the Nintendo Entertainment System™ but all effects can be limited or the same time, and some effects are not available on certain games. Nintendo, Nintendo Entertainment System, Super Mario Bros. 3 are trademarks of Nintendo of America Inc. Super Mario is a trademark of Nintendo. TM Teenage Mutant Ninja Turtles II: The Arcade Game is a trademark of Mirage Studios. U.S.A. Used by Lucas Software Corp. under license. Mega Man III is a trademark of Skill Corp. of America. Game Genie is a product of Levels Software Toys, Inc., and is not manufactured, distributed or endorsed by Nintendo of America Inc. or any other of these companies. Game Genie and Super are trademarks of Levels Software Toys, Inc.
©1991 Levels Software Toys, Inc. All Rights Reserved. Patent Pending

The Addams Family

Morticia has been kidnapped!

Kidnappers have hidden Morticia somewhere in the scary Addams Mansion. You and Gomez have to escape hidden traps, and battle scary ghouls and goblins on your search to find her. Collect the million dollar ransom, find Wednesday, Pugsley and the rest of the family in your attempt to rescue the beloved Morticia.



TM & © 1991
Paramount Pictures
All Rights Reserved
THE ADDAMS
FAMILY logo is a
Trademark of
Paramount Pictures
Ocean of America
Authorized User

Nintendo
ENTERTAINMENT
SYSTEM™

SUPER NINTENDO
ENTERTAINMENT SYSTEM™

The name of the game

ocean



GAME BOY

Ocean of America, Inc. 1855 O'Toole Ave., Suite D-102, San Jose, CA 95131



RETROMAGS

Our goal is to preserve classic videogame magazines from years gone by, before they are lost forever.



Thanks goes out to everyone who makes this possible. Starting with the original writers and editors, to all the people involved in acquiring and digitizing these magazines.



People interested in helping us out, in whichever way possible. Either by donating magazines, scanning, editing or helping in the distribution, visit us at www.retromags.com



We are only interested in preserving magazines which are at least 5 years out of print.



We have no desire, nor intent to profit from these scans in any way.



So please, if you come across people trying to sell these releases,



DO NOT SUPPORT THEM!

THANK YOU

