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# GAMEPRO

#1 VIDEO GAME MAGAZINE

Introducing  
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In TAZ-MANIA for  
the Genesis! Pg. 58

Top  
Tips &  
Tactics

Be a Power  
Player! Pg. 92

New  
**SNES!**

TMNT IV:  
Turtles in Time  
Super BattleTank  
Thunder Spirits  
Raiden

New  
**Genesis!**

Atomic Runner  
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Warriors of the Eternal Sun



Brutal  
Beat-em Ups!  
Street Fighter II  
Super Double Dragon  
Plus Hot Reviews!

McGraw-Hill Communications Publishing

June 1992

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# FLY EDGE



# YING DODGE



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**NeoGeo:** Football Frenzy, Soccer Brawl

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# Something New — From You

## By The GamePro

At GamePro we're lucky that you readers continually send us feedback regarding ways to provide better coverage of video games. So, thanks to your input (and few ideas of our own), we've done a few new things to the magazine this issue.

First, we've expanded the game ratings from a 5-point system to a 10-point system by adding half points. Here's how we'll rate the games.

**Graphics.** We look at the quality of the art, the clarity of the pixels, and how well the animation flows. Then we judge how this all comes together to create an exciting game atmosphere.

**Sound.** Sounds can either add punch to a game or drive you insane! We rate sound effects for their impact, coolness, and variety. Everyone's taste in music differs, but we make a call and we think you'll agree.

**Control.** We used to call this category "Gameplay," which seemed to confuse some people. So to make it as understandable as possible we'll simply call it "Control." We consider how well the control pad makes the onscreen action happen. We also take into account how easy it is to use the onscreen game interface, the menu system, or the game data windows where appropriate.

**FunFactor.** Here's the bottom line. We ask the question, "Are we having fun, yet?" and tell you what we think.

**Challenge.** We feel it's unfair to criticize a game for challenge since a game that's relatively easy to beat can still be creative, exciting, and tons of fun. Just check out the SNES Pro review of Teenage Mutant Ninja Turtles IV in this issue! So we've decided to report the average skill level necessary to play the game: Beginner, Intermediate, Advanced, or Expert. When you can pick skill levels, we label Challenge "Adjustable."

The Ratings also have a new home. Now, they're enclosed in a Pro Facts Box for one-stop game info — Ratings, game name, the company, game type, price, megabits, availability, number of players, and special features such as battery back-up.

Next, we realize there are plenty of sports fans out there, so this month we introduce a brand new GamePro department — The Sports Pages. Turn there every month for all the latest reviews, news, and tips for video sports games. This month it's Baseball season!

Finally, we've redesigned Short ProShots to better showcase hot new games and bring you fresh info while it's still hot!

Okay, GamePro's for you, so let us know what you think about these changes and keep sending in those great ideas!

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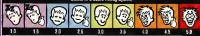
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## New Faces for New Ratings

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## To Be or Not To Be

I've heard a few very exciting rumors and I'm hoping you might be able to substantiate them for me. The first rumor is that Nintendo is currently working on a color version of the Game Boy. The second rumor is that Nintendo's CD-ROM system will be compatible with the Philips CD system.

Chauncey Greer, San Francisco, CA

*(We too have heard rumors that Nintendo is busily cooking up some sort of colorized version of the Game Boy. However, as always, Nintendo is being very closed mouthed about it. As for the CD compatibility rumor, we do know that Nintendo is currently working in partnership with Philips to develop an add-on CD drive for the Super NES. Nintendo will be announcing more details as they get closer to the alleged January 1993 release date. - Ed.)*

## No Longer a Secret

In the April issue of GamePro, you ran a review of Jordan vs. Bird for the Super NES. At the end of the review, it stated that the game was made by Electronic Arts. I thought that Electronic Arts only produced 16-bit games for the Genesis. Was this a mistake?

Kyle Bakumons, Milwaukee, WI

*(Yes, it was an unfortunate mistake on our part. At the end of the review, we listed Electronic Arts' Jordan Vs. Bird as an SNES title when in fact it is a Genesis title. We regret this mistake and apologize to EA and our readers.*

*F.Y.I. EA has been producing SNES titles, such as John Madden Football, for over a year, and they plan to continue producing SNES titles in the future. - Ed.)*

## Horsing Around

I've played Sport of Kings for the IBM and really loved it. Is there any chance that a horse racing game might become available for any of the home video game systems?

Zachary Meador, McCrory, AR

*(It's a matter of fact, yes. Razor Soft is currently developing a game called Hooves of Thunder for the Genesis. According to our*

*Razor Soft contact, the game will contain several equestrian event simulations, including steeple chasing and track racing. You can look for the game to appear on the shelves early next fall. - Ed.)*

## The Invisible Man

Your complete coverage on the strategies and super moves for Street Fighter II was awesome! However, I've heard a few rumors about some additional secret moves that weren't included in your coverage. Supposedly, there is a special button/joystick sequence that will cause Dhalsim to disappear and reappear.

Another move is supposed to make Chun Li take her bracelets off and use them as weapons. Are these cool moves for real?

Marcus Hayes, Pomona, CA

*(It is true that you can make Dhalsim disappear. However, once activated, the trick may cause other strange things to happen. For instance, the game may reset and your fire power will become useless against your opponents for a short period of time.*

*However, if that doesn't worry you, perform the joystick-activated Yoga Fire move. Do not press any button while you do this move. Then wait a split second and abruptly execute (with a forward rolling motion of the fingers) the Forward Kick and Pierce Punch. When you want Dhalsim to reappear, you must wait until your opponent advances and strikes him. As for Chun Li's alleged trick, no it's not possible to make her fight with her bracelets. - Ed.)*

## A Disgruntled Gamer

I can't believe that Nintendo is not coming out with a converter that would enable gamers to play 8-bit games on their SNES systems.

Nintendo's grossed millions of dollars from sales of the 8-bit NES system. Surely they can afford to give customers, who've shelled out \$200 for a SNES, a break!

James Ogles, Nashua, NH

## Reader "Faves"

I really enjoy the reviews written by Slaughter Quon and Brother Buzz. Their gaming tastes and feelings really match mine closely. I'd like to write to Slaughter and Buzz and let them know how much I appreciate their efforts. However, I don't know where I should send the letters. Can you help me out?

Robbie Overton, Highland, CA

*(I'm sure Brother Buzz and Slaughter Quon would be very flattered to know how much you enjoy their efforts. Buzz and Quon are pretty secretive guys. However, if you'd like to send a letter, or two, send them to us here at the GamePro offices. We'll make sure they get to them. - Ed.)*

## A Contra Conflict

In the February issue of GamePro, you printed Konami's SNES Contra game as "Contra IV: The Alien Wars." However, in the March issue of GamePro, you printed it as "Contra III." Can you please explain this to me.

George Mminger, Baton Rouge, LA

*(Prior to the release of the SNES Contra game, Konami had plans to release an all-new, 8-bit, Contra-style game. Logically, this 8-bit version would have been third in the Contra series and the SNES version would have been the fourth. However, for a variety of reasons, the 8-bit version's release date was pushed to the Fall of '92 and the SNES version was released first. Obviously, this pushed the SNES version into the third place slot. Hence the title change in Contra III: The Alien Wars.)*

## Correction

In our April issue CES report, we stated that SOFEL was planning to release Casino Kid II for the SNES. It should have read that Casino Kid II will be released for the NES.

However, for you video-gamblers, the folks at SOFEL tell us that they are considering translating Casino Kid II onto the SNES format. Regardless of that possibility, we would like to apologize to SOFEL and our readers for the oversight. - Ed.

## So, Tell Us What You Think.

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

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# CUTTING EDGE

Last year we made a wish for some hardware help and it came true twice — Galoob's Game Genie and STD Enterprises' Game Action Replay! Now this year's crop of game-beating gadgets and games is rife with the assembly lines. Here's a rundown on the latest — two hardware helpers for your Genesis and one for your Game Boy — The Whizz.

## Hardware Helpers

By Sander Dun

### Coast-to-Coast's Action Replay

Galoob's rubbing its lantern to deliver a Genesis Game Genie soon. However, a company called Coast-to-Coast Technologies beat them to the punch. The Action Replay (not to be confused with STD's Game Action Replay for the NES covered in The Cutting Edge, September '91) is a concept-clone of the Genie, and it's available now. The Action Replay also has a nice little extra feature: it acts as a Mega Drive adaptor. Consequently, Sega's North American and Japanese 16-bit carts can be played interchangeably.

The Action Replay is a snap to install. Simply connect your cart to the device, then plug the Replay into your Genesis. Now the fireworks begin. A code book, which comes bundled with the Replay, contains "cheat" listings for

approximately 50 games. Typical codes include extra lives, invincibility, level skips, and instant power-ups. You can key in up to four codes at the Parameter screen, and use the Enable switch to activate and deactivate the codes' effects.

Unfortunately, some of the codes apply to Japanese carts only, and the initial selection is limited. However, Coast-to-Coast promises to keep the new codes flowing with a free subscription to their monthly magazine, Game Busters.

### Pro Action

The regular Action Replay's shock therapy for your Genesis, but there's a hard-core model that could fry its microchips! The Action Replay, Pro Version has an awesome feature — user-friendly programmability.



The Pro Version.

In this version, the Enable switch has a third setting called "Trainer." Flick it on and you can use five different techniques, to find your game's codes — Countable Number, Timer, Energy Status, and Slow but Sure. Each is different in execution, but the principle is the

same: You play your game, isolate a statistic, and feed that statistic's numerical value into the Action Replay. You keep changing the numerical value until the Trainer isolates a beneficial code.

For example, if you want extra lives in *Strider*, you enter your starting lives (five) into the Trainer. The Trainer looks for the number five in *Strider*'s program. Then you play the game, lose a life, and provide the number four. Repeat this process until the Trainer discovers *Strider*'s life code.

The Pro Version won't pull off really weird code creations, such as a sky-walking Sonic, but the techniques help resourceful users create basic cheats for nearly any game. The Trainer is a great complement to the codes documented in the manual.

It'll cost you \$69 to reach out and crush the Genesis opposition with the original Action Replay or \$89 for the Pro Version. For more information on either product, contact Coast-to-Coast Technologies at (800) 962-0494.

### Game Genie Goes Genesis

It had to happen! Galoob's Genesis Game Genie should arrive in stores within weeks.

Galoob stuck with the successful NES Game Genie design formula for the Genesis version, but added a few touch-ups. You plug a game into the Genie, then insert the whole contraption into your system's cartridge slot. As with the Action Replay, you can switch your codes' effects on or off during game play.

Next, you enter up to five, count 'em five, codes for your game. The



Enter up to four codes and watch the fireworks!



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#### By Rock 'n' Smash

This month, hot at the Arcades franchises you into the skies with a quartet of Arabian super-fighters on flying carpets and the stellar crew of the starship Enterprise who boldly go where no pinball wizard has gone before!



Arabian Fight's awesome graphics and intriguing storyline stand this fighter out from the crowd. If you're looking for more hot fight action at the arcades, your wish has been granted!



#### Arabian Fight (Sega)

Arabian Fight, a simultaneous four-player fight game, is a noteworthy new contender in the arcades. The first thing you'll notice about this game is its impressive graphics, animation, and special effects! Standard character sprites are larger than usual, and they can shrink back into the distance or

come flying out to engulf the entire screen! Equally impressive are the almost 3-D smoke, cloud, and flame effects that dance around and about the characters.

The heroes in Arabian Fight are Sinbat, Ranaya, Goidor, and Datta. This foursome baffles its way across deserts, villages, and palaces. They're constantly beset by sword-wielding guards, demons, and nasty gnomes. Power-ups replenish the heroes' energy and give them temporary magic powers. Each character also has a special magic attack technique.

#### Star Trek (Data East)

Captain's Log: Stardate 92320 - Data East has just launched a new pinball game based on the 1960's Star Trek TV series. The game has a lavishly illustrated playing field and backboard, which features all your favorite Star Trek celebrities.

Targets and chimes on the playing field include the Portal front, The Guardian of Forever, a passage to the Doomsday Machine, a transporter that sends your ball to another part of the field and more. A lithium crystal mine sits midway down the playing area and features a moving Primary Crystal that you must hit three times in order to activate multi-ball play. Score enough bonuses, and you'll activate the Laser Kick feature, which sends balls heading out of play back onto the playing field!

Similar to their popular Batman pinball game, the Star Trek pinball's back-

board features a 3' x 12" LCD screen that displays the score, accumulated bonuses, animated sequences of tribbles devouring the screen and the Enterprise blasting a planet's surface with its phasers. Every time you are about to launch a new ball into play, the LCD screen also displays a target sight and a speedy Klingon battleship. Launching the ball fires your phasers at the Klingon ship. Scoring a direct hit earns you an instant 2 million points! The entire gaming experience is rounded out by a constant barrage of authentic digitized Star Trek TV sound effects and fervent quips by the stars of the show!

Star Trek represents the state of the art in electronic pinball gaming. A well-crafted fusion of audio, visual, and sensory stimulation, this game is guaranteed to transport all players into orbit!



# SHIFT HAPPENS.



Warning: Once you start head-to-head, day-and-night high speed 2-player simultaneous racing with Kemco's brake-squealing, nitro-blasting Top Gear for your Super NES,<sup>SM</sup> it's almost impossible to stop. **KEMCO**

*Coming Soon: Look for GHOST LION Kemco's new RPG for lightguns, 3D+ vs 3D+ Operation Rocky Top: the next mad world for Game Boy And KA ALICRY: the usual Mazing, puzzle game*



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# Brutal Beat-'Em-Ups

Hey, ugly, yeh' wanna fight? Sure you do! So, here's a gang of beat-'em-ups just for you. We busted thumbs on five carts, but we know you hard cases might consider them warm-ups to Street Fighter II and Double Dragon for the SNES. See the previews of those games-in-waiting and check out the Quick Hits section for more fighting action. Let's get it on!

## Mystical Fighter



By Stanzer Quan

Twin guardians of the Mystical Kingdom, Red Lion and White Lion, roar to life when the Evil Lord Kabuki threatens their homeland. For a final confrontation, Kabuki's unearthly powers spirit the Lions away to his domain, the Underworld.

### Fighting Kabuki

DreamWorks' *Mystical Fighter* for the Genesis is a solid combat cart for one or two-players together. The Lions tackle six side-view, horizontally scrolling stages of hand-to-hand martial arts action. The colorful backgrounds include rocky bridges, foggy forests, sparkling waterfalls, and fiery walkways.



**PRO TIP:** Sneak across the top of this Stage 3 bridge and you'll be safe.

Although standard, the Lions' moves give Double Dragon enthusiasts a pleasant dose of dōjō vs. With practice, you'll punch, jump kick, slide, grab, and throw enemies like a Mystical Pro. To backup your attacks, summon spells with a Scroll storing system similar to Golden Axe's. One shot's a devastator, but it drains your entire Scroll collection.

**PRO TIP:** Fling enemies at each other for a double-damage attack.

**PRO TIP:** Fight opponents while they're still off-screen.

In addition to Scrolls, you can grab Fans and Jites (knives) to use as weaponry. Sushi gives you a power boost, and points add up to extra lives. Each player is granted three continues, and you can choose between three difficulty settings. Kabuki's hit squad consists of Samurai Warriors, Sumo Fighters, Ninja Kungichis, Janen Ministers, and massive end-level bosses.



**PRO TIP:** Tackle this snarling, blue eye boss with jump kicks while its back is turned.

### The Lions' Share

Visually *Mystical Fighter* is a treat, and the audio selections do their job. Some-what limited, repetitive game play and a lack of obstacles and variety take this cart down a peg. As a good Genesis fighter behind Streets of Rage and Two Crude Dudes, *Mystical Fighter* is a respectable third place.

Mystical Fighter by Dream Works				
Graphics	Sound	Control	Replay	Challenge
4.5	3.5	4.5	3.5	INT.
\$49.99	4 meg	Available now	Best 'Em-Up	Two-player
			3 continues	

## Battleblaze



By Dr. Daw

*Battleblaze* by American Sammy is an awesome-looking SNES game set in a fantasy realm of knights, warriors, ogres, and demons. This cart displays a great-looking fight, and the CPU will chop you down in no time.

### The Hero and The Battle

You play as one of 6 warriors against the computer or a friend. Once you make your pick, you take on the remaining five fighters. The combatants feature specialized fighting techniques with Sword, Lance, Daggers, Mace, and Vicious Claws.

The cart features two game modes, the Hero and the Battle. The Battle places you in an arena where you pit your skills against all the other characters in a best-of-two-out-of-three contests. If wanderlust is in your heart, you can play the Hero mode. It takes you on a fighting tour to beat the other warriors on their home turf. You battle for the honor of meeting an evil demon.

*Battleblaze* is one of the best-looking beat-'em-ups around, and the sound is above average. The cart features some outrageous graphics and animation. Fighting moves are vicious and smooth. The backgrounds are knockouts, and the sprites are extremely well-detailed.

The controls are cunningly cool. Each character has eight to ten different moves, which you can pull using combinations of only two buttons and the directional pad.



**PRO TIP:** When a computer player makes a leaping attack, you can always nail her on the way down.

Two-player matches are excellent. This is one of the few fighting games for home systems that lets you block your opponent's attacks. In one-player games, the CPU gives you a workout. It might make mince meat of intermediate fighters.



**PRO TIP:** Battleblaze rewards aggressive behavior against the CPU. Always try to stay on the attack.

## Go to Battle

Battleblaze will definitely grab your attention. Hard-core fighters will find the game challenging in single player mode, and it's absolutely great for head-to-head contests versus a friend. If you want this fight, go for Battle-hardened friendships.

Battleblaze by American Sammy				
Graphic	Sound	Control	PlayFactor	Display
				<b>INT.</b>
1.5	4.0	3.0	1.5	Intermediate
Price not available		Beat 'Em Up		
8 megs		Two-player		
Available June '92				

## Rival Turf



By Jaleco Man

Rival Turf by Jaleco is a lean, but mean, beat-'em-up for the SNES. Its strong point is that one or two-players can throw some major fists and feet at a gang of goons or each other in Versus mode. You bust up Big A's Street King gang through 6 Stages, which total 18 fighting arenas.

### Turf's Up

Your moves are slick. You can play a quick kick boxer named Jack Flax or a brawny brawler called Ooze Nelson. Jack's lethal spinning Sweep Hurricane kick is slick. Ooze's slower, but he packs devastating wrestling slams and a monster Storm Bomber spin. Each character has seven moves in all, including a Super Move. There are also some nice close in body slams and shoulder throws.

You can hit L or R to speed up your character, too. Pick up knives, bricks, rocks, or dynamite and toss 'em. The optional Angry Mode makes you temporarily invincible if you take a beating.



**PRO TIP:** Attack bad guys by moving in from the side and you can usually get them before they get you.



**PRO TIP:** You can't be harmed when you're in the air.

**PRO TIP:** Stage Four's Captain is macho tough. Use jump attacks or Jack's Sliding Kick, but back off when you knock him down. He's quick.

Turf's graphics are SNES solid, with tough-looking bad guys, nice backgrounds, and nifty Mode 7 traveling sequences. The sounds don't offer a lot of "ooohs" and "ahhhhs," but there are plenty of grunts and groans.

Turf dishes out a good workout, but street fighting vets ought to make mince-meat out of it, especially in two-player mode. You get five lives and eight continues. So, even in a single player rumble, you ought to last pretty long by switching between Jack and Ooze.

### Alright for Fighting

Rival Turf's a stimulating Saturday night SNES fight that'll jack you up. It might not blow you away, but you'll have a good time blowing it away.

Rival Turf by Jaleco				
Graphic	Sound	Control	PlayFactor	Display
				<b>INT.</b>
4.0	3.0	4.5	4.0	Intermediate
\$29.95		Beat 'Em Up		
4 megs		Two-player		
Available now				

## Mutation Nation



By Shiner Games

In the year 2050, a leading professor unlocks the secret to gene splicing, but his experiments backfire. Now street vigilantes, Ricky Jones and Johnny Hart, team up to overthrow the Mutation Nation.

### Birth of a New Nation

SNK's latest two-player fighting cart for the Neo Geo, Mutation Nation, brings post-nuclear era brawling home from the arcades. Ricky and Johnny face six humorous stages of side-view, horizontally scrolling, beast-and-body bashing against Mutoid monsters, deformed foot soldiers, insect offenders, and other weird undesirables.

# Brutal Beat- 'Em-Ups

SNK gets a double fat clap for the sharpest Neo-Geo graphics ever! The color shading and background details are gay and gorgeous. In one scene, slugs are born from a dancing anachnid's blood-drenched belly. Break out the barf bags! You'll jam to the rock-sock-'n'-roll music score.



**PRO TIP:** Dump the disc queen in Area 3 with up close kick combos. Leap away from her larval children!



**PRO TIP:** Charge and store a Deathblow, then unleash it when a boss monster appears! Your regular 'blow consumes power, the special 'blows don't.

Nation overflows with sickeningly satisfying sights, sounds, and enemies. However, this cart's weakness is a lack of idler attacks. Johnny and Ricky bust kicks, punches, uppercuts, knees, head butts, and limited combos, but no throw moves. Their one unique ability is called the DeathBlow. Four special 'blows are available as power-ups to replace your standard 'blow.

## Mutant Challenge

Despite a limited repertoire of moves, Mutation Nation puts up a good Neo-Geo fight, home or arcade. Even Memory Card owners are in for a three continue challenge. Tampering with nature can be dangerous, and Mutation Nation proves it

Mutation Nation by SNK Home Entertainment				
Graphics	Sound	Control	Reflexes	Damage
				ADV.
5.5	4.5	5.5	4.0	Archaic
Price not available 54 mags Available now		Feat. In-ly Two-player Memory Card one		

deadly, shifty characters. No two opponents fight the same, so you must adjust your fighter's strategy accordingly.

Each fighter moves 360 degrees on a 2-D horizontally and vertically scrolling playing field. Punch, kick, dodge, and block until one fighter's strength meter hits zero. Winner takes the purse wagered by the crowd and the loser's body gets tossed out! Make it to the final round to take on the all-time greatest Pro-fighter of all!



**PRO TIP:** You must be horizontally aligned with your opponent in order to inflict or receive damage.

THQ faithfully reproduces the classic digitized images of the fighters onto the Game Boy's monochromatic screen. Despite the size limitations and lack of color, the images move smoothly and are distinct from the background. Unfortunately, some of the visual details have shrunk out of view, but there's still plenty to look at! There's even a hip soundtrack that doesn't grate on the nerves.

## Get into the Pits

The only major drawback, to an otherwise entertaining fighting cart, is the missing two-player competition feature. Nevertheless, Pitfighter is full of fast action, excellent game play, and surprising challenge! Tiny Pitfighter for the Game Boy measures up to its big brother quite admirably!

## Pitfighter

By K. Sonnicc



The super fighters and nonstop bone-crushing mayhem of Pitfighter has been shrunk down to Game Boy size. However, the game play is exactly the same as the arcade version. Select either Buzz, Kato, or Ty to do your fighting



**PRO TIP:** Jam an opponent into the crowd and keep nailing him every time he gets up.

## Pardon My Fists

You're thrust into a crowded, sleazy underground warehouse, where you must fight 10 matches against a host of

Pit Fighter by THQ				
Graphics	Sound	Control	Reflexes	Damage
				INT.
4.6	3.0	4.0	4.8	Modernized
Price unavailable 2 mags Available June '92		Feat. In-ly One-player		

Continued on page 24.



# SIMPSONS MADNESS!

## ON NES, SNES & GENESIS!



Hey, kids! Help out your old pal Krusty the Clown! Rats have invaded my official Krusty's Fun House! The little varmints are everywhere!! I need you to lead the filthy rodents to traps guarded by my loyal cadets, Bart & Homer Simpson, Sideshow Mel, and Corporal Punishment. Then we blow 'em up! We laser-blast 'em. We Kusonize the little stinkers!!! Hoo boy! Making Krusty's Fun House vermin-free is not a pretty task, kiddy cadets-but someone's gotta' do it!

**Acclaim**  
ENTERTAINMENT INC.

**FLYING  
EDGE**  
ENTERTAINMENT INC.



**By Slash Oan**

Street Fighter II lives!  
Here's a GamePro sneak  
peek courtesy of Capcom.

**SF II for SNES!**

Can a monster-size arcade machine be crammed into a 16-megabit Super Nintendo game? From the looks of the SF II preview cart, the answer may well be a resounding "Yes!" Capcom went full speed ahead with a nearly IDENTICAL conversion of the Street Fighter II coin-op!

As in the arcade arenas, the home version contains 12 World Warriors, including Guile, Chun Li, Blanka, Dhalsim, E. Honda, Ryu, Ken, and Zangief. Players can choose their fighter from a group of eight. Then you fight the remaining seven for the right to meet the four champions: Balrog, Vega, Sagat, and M. Bison.

But wait, there's more: If you're a Street Fighter II music buff, catch an earful of the all-new, re-scored music tracks. Also, if you're concerned about a lack of maneuverability on the SNES pad, don't worry. You can reprogram the A, B, X, Y, L, and R buttons any way you wish to facilitate your favorite moves and attacks. If that weren't enough, Capcom plans to market a separate Street Fighter II joystick, which will truly bring the Street Fighting arcade experience to your living room.

**Street Fights to Come**

We're still anxiously awaiting a final, reviewable version, but the preliminary

# Street Fighter II

## The World Warrior

cart has the collective GamePro staff slaving for more. Come this July, Capcom may give several million Street Fighters a convincing reason to rush out and buy a Super Nintendo system.

**Street Fighter II: The World Warrior**  
by Capcom U.S.A., Price not available  
16 megs, Available July



Sheng Long... for real.



Zangief's plus dwarf!



Swing Balrog's electricity in action in net a job.



Let's get dirty!



Shen Long, a Chun Li juan.



Don't forget, there are many Street Fighters all over the world.



# SATISFY YOUR NEED FOR SPEED!

FERRARI GRAND PRIX CHALLENGE FOR NES™, GAME BOY™ AND GENESIS™



Get behind the wheel of Ferrari, the ultimate Formula 1 racing machine. Challenge...16 authentic Grand Prix tracks, from Monaco to the USA. Control...customize your car with 3-speed manual or automatic transmission. Speed...feel the adrenaline pumping excitement of interactive, "every-second-counts" pit stops, precision maneuvering, and record-breaking speeds.

**Acclaim**  
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Get FERRARI GRAND PRIX CHALLENGE on NES™, GAME BOY™ and GENESIS™...and satisfy your need for speed!!!

**FLYING EDGE**  
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By *Slasher Gunn*

Flash! Menon's been kid-napped again, and this is good news for Double Dragon enthusiasts. Billy and Jimmy Lee are back in town!

### Enter the Dragon

Super Double Dragon is Tradewest's all-new, never-before-seen, SNES martial arts cart. Check out this pre-fight first look.

With the help of a refresher martial arts course and the SNES controller, Billy and Jimmy have mastered advanced fighting techniques to complement their classic moves. The Jump, Punch, and Kick attacks are sharper than ever, and the fierce new Kiai and Defend options strengthen your Double Dragon arsenal.

For a Roundhouse move, Cyclone Spin Kick, or to power-up your damage, you must charge your Kiai meter and let it fly. The Defend button enables you to block and reverse enemy assaults! You grab an arm lock. Then throw, fist-slap, or face-kick the opponent.

Super DD's seven mission make this cart the Lee Brothers' greatest challenge yet. Billy and Jimmy hunt down Duke, kingpin of the Shadow Warriors. They rock through great-looking deadly alleyways, dojos, and deserted factories in Las Vegas, the Airport, Chinatown, the Golden Gate Bridge, the Slums, the Forest, and the Duke's mansion. The gang's all here - Williams, Popper, Baker, Jeff, Chin. These boss brusers mix it up like never before.

### We Want MORE!

We're counting the days until Tradewest slips us a final cart with all seven martial arts missions in place. We bet you are, too. Look out Final Fight! Look out Streets of Rage! Look out world! Double Dragon kicks butt and takes names.

**Super Double Dragon by Tradewest**  
Price not available, if reorg  
Available July '92, 2 players

Continued on page 26

# Super Double Dragon



Take to the streets in Las Vegas.



Jumped on the railway!



Your Cyclone Kick's a blur!



Don't mess with overblows.



Roundhouse punches are rough.



Take out the trash with a shoulder throw.

# GO APE!

with **THRILLA'S SURFARI** for the NES



"It's so hot!"

Watch out where you're surfing!



Head-punt your way through the wilds of Africa!



Watch out for big fish!

Whoa, Thrilla Goxiki! Bag your boards for the roughest surf and skate action ever!

The evil Wozale has taken your babe to Africa. Skip the curbs and quarter-pipes, gnarly jungles and bakin' deserts and the ultimate skate challenge...over aerial over a crocodile? Killer volcanoes and mammoth waterfalls means surfin' more hardcore than Maui!

The excitement rips, but Wozale's two-headed flying Rhino and a way-tough Lavo Woester demand serious shreddin'! So carve, slash, and trash Wozale with **THRILLA'S SURFARI** for the NES...before he makes a mookiey out of you!



# Quick Hits!

## Guardians of the Hood (Arcade)



Center City's besieged by gang war, and three players crusade to oust the ruffians. Alan's coin-op sequel to Pe-Fighter sports powerful digitized graphics, which out muscle even its predecessor. Each player chooses between four street winners that can execute 35 moves, plus a Power Move. We have a hunch your local 'Hood's arcade will be primed to capsize when Guardians arrives!

**Guardians of the Hood by Atari Games, Available now**



## Undercover Cops (Arcade)



The year is 2043, and the future's another crime horror story. One to three players join forces as the Undercover Cops. Each character's equipped with a two-button arsenal of punches, kicks, jump kicks, shoulder blocks, combos, and throw moves. Get five stages of traveling with Undercover Cops.

**Undercover Cops by Irem America, Available now**

## The Combatribes: The Silent Mission (Super NES)



Cyborg street warriors, the Combatribes, are coming to your home 16-bit system thanks to American Technes. With new moves and new gangs, Berserker, DMU, and Bellva must dismantle the Ground Zero-gang and its leader, Morita Spleenhead, deep within New York's crime-gripped alleys.

**The Combatribes: The Silent Mission by American Technes, Available October**

## Double Dragon (Lyric)



Telegames brings Double Dragon to the Lyric, with classic martial arts action and weapons straight from the core-op original.

**Double Dragon by Telegames, \$39.95, Available September '92**

## Double Dragon (Game Gear)



Virgin's revamped your favorite Double Dragon action for handheld GG systems! Hammer (a.k.a. Billy Lee) has a all-new, one-player adventure, which contains original enemies, weapons, and moves.

**Double Dragon by Virgin Games, Available October '92, \$39**

## Sengoku 2 (Neo-Geo)

SNK's hit samurai slasher, Sengoku, has a Neo-Geo sequel in its works. The ancient warrior returns to threaten world peace once and more levels than last time. Let us at it!

**Sengoku 2 by SNK, \$179**

## Fighting Simulator 2-in-1 (Game Boy)



Flying Warriors' fans rejoice! Fighting Simulator 2-in-1 combines the best of both martial arts worlds. In the Fighting mode, you choose from seven contact sports such as karate, wrestling, and boxing, and enter a World Championship tournament. The Action mode gets Rick against the Dark Dragon clan in a familiar side-view, both-arms game.

**Fighting Simulator 2-in-1 by Culture Brain, Available now, \$27.95**

## Fighting Masters (Genesis)



Arrmygh! Fighting Masters is Tecmo's take on street fighting with buns! You can play 12 intergalactic, inhuman battles. Each has over a dozen vicious clubs, jabs, and tentacle attacks. Enter a one-player tourney to save your solar system, or a two-player, no-holds-barred, grudge match.


**Fighting Masters by Tecmo, \$44.95, Available now**

## Slaughter Sport (Genesis)



Rausser's Slaughter Sport is the new name of Mondu's Fight Palace. In the Arena of Death, you battle Mondu and his 15 top contenders with fists, claws, and magic moves.

**Slaughter Sport by Sauswell, Available now**

WE'VE JUST RELEASED 3  WITH

GRAPHICS SO INTENSE

THEY GO  INCREDIBLE

 EFFECTS THAT ARE MORE

LIKE  THAN ,

AND ENOUGH ACTION TO

MAKE YOUR  CURL.

OR, TO PUT IT SIMPLY, THESE GAMES

WILL  YOUR 

MIND AWAY.



**TURBO  
16  
GRAFX**

Turbo Technologies, Inc.

Ballistik, Night Creatures, and Gunboat are Trademarks of NEC Technology, Inc.

THESE GAMES ARE SO FULL OF ACTION,

YOU MAY NOT BE ABLE TO CO



When the alien referee drops the puck, you'll have to maneuver fast to control the puck off the bumpers.



On the floor of Ballixix Maelure are scattered tiles. Activate them and you can earn bonus points.



Be an architect and design your own maelure. Eight reprogrammable options let you customize the game.

You're a gladiator about to face off in an intergalactic game of space hockey called Ballixix. An alien hand drops the puck. And before you know it you're off blasting at the puck with your cannon, ricocheting it off walls and bumpers and trying to slam it into the enemy goal. Hitting bonus items on the way will boost your score. Hitting land mines and picking up alien warts. Not to mention the acid pools, toxic magnets, and the weird effects of gravity you'll find on the playing field. And be prepared, because lethal clones flying at you with graphics that are out of this world, and sound that will harken you into the next. But if you still think this game is a slapshot in the face, we let you change the difficulty levels in every part of the game, from the puck's speed to the maddening pull of gravity to give you a fair shot. So suit up and get Ballixix. Because outer space has no room for spectators.

**Ballixix**



Collect items to help you defeat level bosses. With every level you complete, you'll be rewarded with a special power.



Wander through Oakwood Forest and try to control the misters, ferns, and other strange alien-looking trees.



In the final stage, The Queen of Darkness appears. If you defeat her you will be rewarded from the queen.





First person perspective lets you identify and destroy enemy targets from four different gunnery positions.



Real-time updates about your target, engine power, life, and direction as you monitor the action from the ship's station.



Practice the skills you'll need to survive before you are faced to head against Colombian drug lords, rebel armies, and the Viet Cong.

You've just been put in command of a Navy hybrid boat. But before you get your orders, you'll receive training as a sharpshooting machine gunner, a deadly artillery expert, and a steady-eyed navigator. Once you master these skills, the admiral will give you a briefing and you'll show off to rescue POW's from the Viet Cong. Or go up against a Colombian drug cartel. Or root up the fanatic rebel army of a deposed South American dictator. As you do battle, monitor the action from a first person perspective at four different battle stations. And choose which weapons you want on your boat. But don't wait too long. Your enemies aren't going to let your POW's live forever. So get your training, your assignment, and your visa card. Because the jungles of the world don't take excuses. And they don't take Americans kicking ass.

## **GUNBOAT**

You've been bitten by the Queen of Darkness, and you have until dawn to find a cure. Wander through nine nightmare levels on your quest to cure yourself. Along the way, you'll encounter witches, werewolves and other demons of the night. Get help from the few friends you meet on your journey. Iron swords, crossbows, rifles, and other life-saving weapons are yours to use, if you can find them. Fend off werewolves and vampires with garlic and crosses, or lure these creatures of death out with pieces of meat. And as you battle your way past the different levels, you'll gain special powers to change into different creatures. Of course, don't forget the hair-raising graphics and spine-tingling sound effects that will make your blood curdle. Dawn is quickly approaching. Either save yourself from the evil spell of the Queen of Darkness, or go get yourself a nice, black velvet cape.

## **NIGHT CREATURES**

# ENTAIN YOURSELF.

ough Sears Catalog.



Turbo Technologies, Inc.





# PACKED!

get your blood pumping.

In *Hook*, you not only do battle as Peter Pan with the pirates and creatures of Neverland, you also board Hook's ship and square off in a duel for the fight of your life. (It's a good thing you can fly!)

Hudson Hawk puts you in the shoes of the world's most famous cat-

burglar. As The Hawk, you have to outsmart world-class criminals and sneak through traps, tunnels and airshafts to steal the secret device that will save the world from ruin.

And in *SmartBall* you'll enter the wackiest worlds imaginable, as you change your shape and slip, slide, slither and ooze your way through steamy tropics and urban battlezones.

So check out these action-packed games from Sony Imagesoft. If it's action you want, we've got it.



# NINTENDO PRO REVIEW



By Felice Groovy

So, you wanna' be a superhero? Then you might be interested in a game by Lucasfilm Games. It's the long awaited, quirky, action/adventure title, *Defenders of Dynatron City*.

If the *Defenders* sound familiar, it's no surprise. The crew starts in a special six-part, miniseries comic by Marvel and a 30-hour cartoon show, which airs on the Fox Television network. This crew's definitely not lacking for backing! However, they do lack thumb-burning excitement and sharp graphics, which together dull this cart's potentially dazzling concept.



An impressive looking bunch.

## Once Upon a Crime

Professor Nelson Myron, a scientist with a brilliant mind and nasty intentions, began tinkering with his infamous soft drink recipe, Proto-Cola. Eventually, Dr. M came up with what he lovingly called Atomic Syrup, which he promptly tested on a lab monkey. The results? A super smart simian and a self-satisfied professor. Dr. Myron then went a bit off his rocker and decided to use the syrup for his own selfish gain.

Glug, glug, glug. Down went the syrup and...ZING...Dr. Myron became Dr. Mayhem—destructor of Dynatron City! Fortunately, the lab monkey had better plans for his newly acquired super brains. He took the last bit of syrup and sloshed it over his friend, Wendy Weedwacker, and her workbench. The *Defenders of*

*Dynatron City* were born: Monkey Kid, Toolbox, Buzzsaw Girl, Jet Headstrong, Ms. Megawatt, and Radium Dog.



Read all about it.

## Street Life

Dr. Mayhem's created a menacing mass of robotic henchmen and planted them all over Dynatron City. This means major clean up duty for the sensational sextet.



Your key to the city.

The four-level quest for justice takes the *Defenders* through the streets of Dynatron City, into the local Mall, down into the vast sewer system, and through the infamous Proto-Cola factory. Only one hero at a time can seek and destroy robots. If a *Defender* is captured, another one steps in to complete that leg of the mission.

*Dynatron* puts up a pretty good fight. In addition to blasting the fast-moving robots, you must beat a time limit for each level.

## Super Power Ups and Downs

Each superhero, of course, has their own special powers. Monkey Kid, for example, hurls a mean explosive banana. Jet Headstrong really blows his top at enemy robots. Shapely Ms. Megawatt, lights up Mayhem's menagerie with bolts of electricity.

The variety of superhero powers in this game is commendable, but you may long for your own super powers to master

# DEFENDERS of Dynatron



# DEFENDERS of Dynatron City



these superheroes. Speed and agility are not a Defender forte. Your thumbs and your patience will get a major workout as you try to catch up to the robots. Also, you have to be in the perfect position to score a hit with your super powers, and you'll have a tough time finding it.

**PRO TIP:** Begin with Toolbox. He has one of the least effective attacks. You can afford to leave him captured early in the game.



**A hard head, for sure!**

## Super Shopping

Dynatron City has plenty of places to explore. Dozens of shops, a hospital, a police station, and other urban facilities line the city streets. Once an area has been cleared of enemies, a Defender can enter the various buildings to search for clues, Power-up items, and Dynatron dollars, which can be used later to purchase goodies at the Mega Mall.

**PRO TIP:** Look for food in Matt's Meat shop on D Street, as well as in Harry's Diner on 5th Ave.



**PRO TIP:** The Hospital's a great place to look for Power-ups - especially if you're Toolbox.

Obviously, a tremendous effort was put into the graphic details of Dynatron's architecture and its inhabitants. However, they lack the punch to pop off the screen and grab your attention. The tunes aren't

bad, although they sound suspiciously similar to those heard in that video blast from the past, Maniac Mansion.



**The jaws of steel.**

**PRO TIP:** Many of the robots are slow in their method of attack. This makes attacking from behind very effective.

**PRO TIP:** Save Ms. Megawatt for last.

**PRO TIP:** Make a rough drawing of the Dynatron City street map and keep it handy.



**A big problem for a small dog.**

## A Well-Intentioned Crusade

The Defenders of Dynatron City are unquestionably full of personality. But they need more than that to make this cart an outstanding video game. Let's just say that the Defenders of Dynatron City is perhaps worth its weight in silver, as opposed to gold.

The Defenders of Dynatron City by Lucasfilm Games				
Graphics	Sound	Control	Fair/Fake	Challenge
3.0	3.0	3.0	3.0	3.0
Price not available 2 mags. Available June '82		Adventure One-player		



By Scary Larry

You and your band of adventurers smirk at the stories of gruesome monsters and hideous guardians that litter the way to the Pool of Radiance. The glory and gold you seek is too tempting to let a trifling matter like death stand in your way.

## "Advanced" Dungeons & Dragons

The key word here is "advanced." The city of New Britain needs your help, and only serious Role Players need apply! In order to squeeze any fun out of Pool of Radiance by FCI, you'll need to have a good working knowledge of things like charisma levels and THACO (To Hit Armor Class). This game's two most important attributes are HP (hit points) which shows how much punishment you can dish out, and AC (armor class) which shows how well you can avoid being hit. Pick characters with a high HP and low AC.



### Create your own characters!

You begin the game by creating your own band of warriors or by using three presets. There are fighters, thieves, clerics, magic users, or combinationists, like a thief/magic-user and a cleric/fighter. Different players need different strengths. For example, fighters need higher HP's, while thieves need higher dexterity levels. When starting out, you should make everyone "neutral" (the middle-of-the-road sizes of the RPG world). Since the game play is sluggish (often times players will hit out of turn or repeatedly get hit out of turn without being allowed to defend themselves) you should set your characters for "AUTO" when beginning the game and

watch the battles with a detached eye. You might want to turn the sound down as well. The music and sound effects are repetitive and uninspired.



**PRO TIP:** Don't listen to too much gossip in the tavern. After the second attempt at eavesdropping, a fight always erupts.



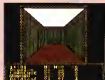
### By the Book

The standard RPG format follows throughout. Your warriors must rid the land of monsters, find something magical/mysterious and watch out for butt-chomping bad guys. On your way, you'll encounter familiar opponents, such as orcs, trolls, goblins, Lizard Men, Giant Frogs and other assorted uglies! Of course, there are treasures, magic spells, weapons, and mysteries galore.



**PRO TIP:** Keep down and arrows in the early levels. Although not high in damage points, you can shoot flies from a distance and they are usually pretty accurate.

You start the game in a classic 3-D perspective that switches to a 2-D overhead battle view, where the graphics are small and nondescript. You may have trouble telling your party from your opponents! In the 3-D scenes, keep an eye on your direction meter, since the walls are indistinguishable from each other. Use the "AREA" command (a handy auto mapping feature) as much as possible. You'll encounter fewer monsters and have a better idea of where you're going. Also, make maps of your own. You'll need them. If you flee during a fight, you'll lose the ability to use "AREA."



Down in the stores.

**PRO TIP:** Never resist the guards unless you are powerful enough to fight them! Guards begin as Level 11 fighters.

**PRO TIP:** After clearing Saka Keep, you can sail anywhere. Head East. The monsters are weakest here, and you can rack up valuables in the Kobold's cave.

**PRO TIP:** When the old man in the shops asks for the potion, go to the entrance of the Rope Guild and continue Southeast.

### RPG Lite

Don't dive into Pool of Radiance with your eyes closed. The graphics and sound are pretty weak. The manual reads like the Tibetan Book of the Dead and is harder to understand than calculus. If your idea of a fun afternoon is figuring out dexterity levels as opposed to personality alignments, then by all means jump feet first into this Pool.

Pool of Radiance by FCI				
English	Sound	Control	Feel/Action	Strategy
1.5	1.5	3.5	3.5	4.0
<b>ADV.</b> \$49.99 4 Mega Available April '92				Role-playing One player Battery back-up

# MIND GAMES



## Square Deal

The Game of  
Two-Dimensional Poker

**Think fast.** This is definitely no ordinary poker game. Counting the cards is not so easy when you're dealt a new one around every five seconds. It'll take all the concentration you have to beat this game. Of course, a little luck couldn't hurt.



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## Fire Hawk

PRO  
REVIEW

## Mig 29



## By Frequent Flier

Fire Hawk by Camerica is a wild and wooly whirlybird shoot-'em-up. This is one of the best helicopter combat carts currently cruising the NES skies.

## Just for the Lafts

The airborne war against drags has flown into the country of Lafta. You must fly seven missions to pick up commandos who are gathering key intelligence data.

The game features two cool perspectives. For the most part you fly and fight with an overhead view. When you make a pickup, the action shifts to a behind-the-copter view, where you must blast druggie copters flying in from the sides of the screen. Miss and they get a free shot that always scores.



**PRO TIP:** If the shields are low and you have paratroopers on board, return to the strip.

Fire Hawk is a monster thumb-burner. You fight with a generous, but limited, supply of ammo and bombs. In each mission, you recover commandos scattered across ever-growing island strongholds. The drag forces lay down a maddening

cloud of fire. Just four hits fry your shields. At least, blasting enemy vehicles, buildings, and gun emplacements releases power-ups

for ammo, bombs, shield repair, and broader shot patterns. The game play is definitely tricky. The targeting controls are very sensitive, which helps when moving quickly. Being able to fly backwards, as well as you can fly forwards, is a big plus.

The graphics and sound are top-notch. The overhead view is good-looking and sharp. Tiny tanks, and even tinier commandos, are very easy to see. The sound doesn't mess around with cheesy music, devoting all its energy to audio game effects.

## This Hawk's on Fire

Even if you don't like combat chopper carts, you might like this one.



**PRO TIP:** To make relatively safe landings, clear out enemy anti-aircraft batteries around your paratroopers before you pick them up. But watch your fuel gauge.

It's suitable for all ranges of flight experience, but only the pros are likely to reach Mission 7. Don't do drugs, do Fire Hawk.



## By Frequent Flier

The new world order has driven the KGB's Colonel Cracko absolutely nuts. He's out to sabotage the Ameri-

can/Soviet alliance at any price.

In Mig 29 by Camerica, you're an ace Soviet pilot out to cracko Cracko. This jet combat cart doesn't take you into any new airspace, but it flies pretty well.

## A Supersonic Soviet

Mig 29's major strong point is the solidly designed, diverse payload of jet combat that it drops into the NES. You fly six lengthy missions. The graphics are solid, if familiar, but it's best to ground the sounds.

The aerial action begins with a behind-the-jet aerial shootout. Later missions require you to fly a behind-the-jet session and then tackle an overhead perspective shootout.



**PRO TIP:** Various items jett, stay in the far left or right until it sheds off you. Then swing underneath it, shoot away, and retreat to the opposite side.

**PRO TIP:** When you're killed, you're temporarily invisible for a few seconds after your new jet appears.

Your challenges aren't limited to shooting. To keep your buttsky flying, you must also pull off midair reloading and land safely after every mission to earn replacement jets and four types of weapons.

Mig 29's combat action is intense, and the game play doesn't make it any easier. During behind-the-jet scopes, the controls are super sensitive. However, during the overhead view fighting, your jet's reaction time slows noticeably.

## Dig This Mig

If you're a rookie flier, this cart's full of first-time thrills. If you're an NES Ace looking to add another "lol" to your collection, Mig 29 will give you a run for your rubles.



**PRO TIP:** In the first mission, scope along the right side and then the left as soon as you take off to get all four weapons.

Veteran NES jet jockeys will have flown these unfriendly skies several times before, but they'll find that Mig 29 puts up a world-class fight. Jets and helicopters attack in merciless waves, and ground fire is murderous. Massive, well-armed boss aircraft and ferociously defended ground targets await fliers who make it past the initial waves of enemy forces.



**PRO TIP:** Enemy jets can kill you.





# 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 ghosts 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.



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Nintendo

*the name of the game*

ocean



**SUPER NINTENDO**

## Stanley: The Search for Dr. Livingston

By Felice Groovy

The illustrious Dr. Livingston is missing in the Mazon Jungle. In this outsize action-adventure from SOFEL, you play a mild-mannered newspaper reporter who's latest assignment is to cover the mysterious disappearance of Dr. Livingston.



**PRO TIP:** Don't attempt to jump off any ledge without the use of your propeller.

Before you enter the not-so-wild jungle, you first hoof it through Port Haven in search of supplies for the journey and information from the locals. From here, the remainder of this long, continuous journey (no level breaks) takes you through various sections of the jungle, across a rugged coastline, and into weird subterranean caverns.

Once inside the jungle, you are promptly greeted by the resident creatures. You'll



**PRO TIP:** Move from side to side as quickly as possible. If you waste too much time, you'll be eaten alive by snakes that slither down from the rooftops.

encounter a mean-looking, though relatively harmless, bunch that includes snakes, man-eating insects, and snap-happy crocodiles. Defense is a matter of choice. You can zip away from enemies via your propeller pack, or you can duke it out head-to-head with your fists. If you prefer to attack from a distance, a variety of objects, including spears and coconuts, can be confiscated from enemies or picked up off the ground and hurled.

Stanley: The Search for Dr. Livingston doesn't rank among the hottest action adventures of the decade. Yet, it has a certain amount of charm, and better still, endless continuity. The graphics are leggy and attractive. The gameplay is fluid and its loaded with secret areas to explore. You just might like this cat, I presume.

Stanley: The Search for Dr. Livingston  
By Felice Groovy



SOFEL  
2 Megs  
Available July

Action-Adventure  
One Player  
Continual Continues

## The Blues Brothers

By Sklarer Quain

Blues Bros., Jake and Elwood, roared and rolled their way to a box office smash in "The Blues Brothers." Unfortunately, Titus NEG can't quite up to the singing standarts set by John Belushi and Dan Aykroyd.

You must guide Jake and Elwood through five side-view, multi-directional scrolling stages to reach the performance on time. The brothers can stamper together in a two-player mode and flip-flop the screen view back and forth between them. However, this means one character often disappears off the screen—a major pain.



**PRO TIP:** Close the fire and follow Level 7's closed path to the exit.

BB's levels contain little story complexity and are, for the most part, unrelated to the movie. J & E attempt to survive until they reach the exit of each stage. They must avoid being crushed by snakes, blobs, birds, blobs, cops, and more blobs. Where's the coppage in need of rescue? Or the jilted girlfriend? Or the gig of the country bar?

If Blues' game play had been well designed, the lack of film tie-ins could have been excused. Sadly, this is not the case. Jake and Elwood are hapless to control at best. With only 2 continues, this cat's way too difficult for most gamers and there are too few items, secrets, character moves and



**PRO TIP:** Ride the walking is safely in Level 2.

power-ups. Blues Brothers' big plus is it's music. You get toe-tapping, 8-bit sounds, but there aren't a ton of tracks. The graphics are cheap and fairly colorful, too. However, this cat's action doesn't win any laurels. If you're still up for these brothers, try a precautionary rental or you might end up singing the video game blues.

The Blues Brothers By The Software



SOFEL  
Available  
Action-Adventure

One Player  
2 continues



## LONG BEFORE THERE WAS A BEDROCK - THERE WAS A CHUCK ROCK!

Help Chuck in his action-packed quest to rescue the lascivious Sphelia from the clutches of the evil Gery Gritter. Kick, throw and belly-butt your way through a multitude of combat zones featuring 500 screens of addictive gameplay.

One of the best titles since 1986, Chuck Rock introduces some interesting new concepts to the standard action-adventure genre. The Chuck is rock solid!

ELECTRONIC GAMING MONTHLY

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"This looks to be one of the best Genesis games the sector! It has everything perfectly. Great graphics, sound, good control and humorous antics. Best of all, it's free to play!"

NEGA PLAY

"Take a walk on the wild side with Chuck Rock. This game is worth the look for the music and graphics alone. Move over Rolling Stone, the real rock of rock and roll has been!"

GAMEPRO





## Don't Laugh - He's Probably Related to You!

Long before there was a Duck Hunt, there was a Duck Hunt.

Did Chuck Duck hunt? Keep the same sense of humor that's in him, the old Gary Geller designed Duck Hunt.

Well, there's no one and nobody but your way through a variety of classic cases featuring with 200 original scenes of gameplay in your Duck Hunt, so he could be more familiar to you or very close.

Whether you're good old-fashioned levels for us as a trio of three-age classes, you'll be a little challenge, you matter to solve puzzles as you move your way through this challenging levels including a variety of, an for life, a hazardous water world through a dinosaur graveyard.

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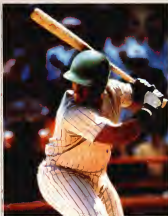
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## This Cart Talks a Good Game

### Sports Talk Baseball

By Dirty Player

Genesis

Sega breaks the sports sound barrier again. Like Joe Montana Sports Talk Football, this cart's 200 plus phrases make it sound like you're listening to the the radio, but you're really dictating the onfield action! The voice belongs to Lon Simmons, who San Francisco Bay Area residents will recognize as the one-time voice of the San Francisco Giants, the Oakland A's, and the San Francisco 49ers.

**You're in the "Bigs"!**  
A "smart" mouth isn't the only thing this cart has going for it.



This game's licensed by the Major League Ball Players Association (MLBPA). That means, you get players from all the major league teams in both the American and the National Leagues! The cart features 520 players from the 1991 league season. Each team has 20 players, including 6 pitchers.

You can play three silly game modes. For one-time practices, choose the Exhibition Game. This is the only spot for

multi-player match-ups, but you can set up 2 to 6 team round robin games.

When you're ready for the Bigs, go to the Pennant Race, where you can set 15-, 30-, 81-, or 162-game seasons on your way to the World Series. The CPU sets up a schedule of a 3-game series, and you can save your standings.



If you're a fantasy fan, All Pro Game enables you to put together a "dream" team of players from both Leagues, or you can play one star at several positions simultaneously.

Sports Talk does more than talk a good baseball game. Video ballplayers get a solid contest, and managers earn their pay. Pitchers run, so you have to go to your relievers. In the Pennant Race, pitcher fringe carries over several games. The infielders can play Up, Back, or Normal, and the outfielders adjust accordingly. Batters are rated according to their ability versus right-handed and left-handed pitching. Pitchers are rated according to their ability to throw four pitches—curves, sliders, fast balls, and change-ups. Each fielder is rated for speed, hitting power, range on defense, and throwing arm strength.

**PRO TIP:** In clutch situations, batters "come through" according to the ability of their real life counterparts to make clutch hits. That attri bute's programmed into the cart. However,

there's no clutch hitting indicator in the game.

During a game, individual players can dive and leap for hit balls. Pitchers can also vary the speed of their pitches. With run on base, you can adjust your lead, steal, double steal, delay steal, hit and run, and even pull a suicide squeeze.

**PRO TIP:** These hitters are real pros. So, don't throw the same pitch three times in a row, even if it's a strike the first two times.

The stats rats will have to do their own arithmetic. Individual player stats and team stats don't accumulate over a season. However, you do get postgame analysis and, of course, commentary



The graphics fit a solid 300. Using actual team colors makes the uniforms look cool, and the batters have different stances. The sound, naturally, is impressive. However, sometimes the announcer's calls lag noticeably behind the plays.

### It's Outta Here!

This is a no-brainer for Genesis ballplayers. Sports Talk is definitely your next baseball challenge. It'll open your eyes, and ears.



# Finally, Baseball So Real It Calls 'Em As It Sees 'Em.

## Sports Talk.

Sega® announces the biggest improvement in the game since nachos. New Sports Talk Baseball™ from Sega® Genesis™. The only video baseball game with a play-by-play announcer who covers all the action as it happens. We're talking everything from the top of the first inning to the bottom of the ninth.

## Listen Up.

*"Bottom of the seventh. The relief pitcher is in. He takes a long look and delivers. The steal is on. There goes the throw... safe! Runners at second and third now. Here's the three-two pitch. Ball four. He loads the bases."*

Terry Stronach



Will Clark



More than 500 players and their 1991 season stats.

Talk about your deep bench. We've teamed up with the Major League Baseball Players Association to let you choose from more than 500 big league players, and their 1991 stats. Sluggers such as Carrocco, Strawberry, Puckett and Ruben Sierra. Strike-out artists like Ryan, Eckersley and Roger Clemens.



Tomas Froyman



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And you'll hear the action on every play as it goes down. From Rickey Henderson's steals to Cal Ripken Jr.'s latest grab. All the runs, hits and errors. The pick-offs, steals, and shoe-string catches.

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Robbie Thompson makes a close play to stop Cecil Fielder.

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## Ultra League Heys SBS Comeback

### Super Baseball Simulator 1,000

SNES

By Colver Commentator

Culture Brain's done it again! Super Baseball Simulator 1,000 warps SNES baseball reality.

Forget traditional rules, the real SBS 1,000 fun begins when you play in the Ultra League. Each team gets Ultra Points to use on several of the 39 batting, pitching, and fielding techniques. Hit a baseball and turn it into a meteor! Throw a baseball, which freezes in mid-flight! Also, jump three stories into the air to catch a ball!

Aside from the optional Ultra moves, SBS plays by the book. Exhibition mode is a standard contest for one or two-players. Season mode simulates between 5 and 165 games with up to six players each. Season also records 27

stat categories for all six of your League's imaginary teams, and you can save the pennant chase to history.



An Ultra screwball!

SBS 1,000 puts customization options at your fingertips. You can edit teams, create teams, form a new League, alter your Ultra Points, and play in a management mode.

As expected, SBS upholds the established video baseball controller template. Only the Ultra and drive moves take training. The graphics swing a bit below 16-bit average, with baloney cartoony players. However, they provide a clear view of the action. The music

and sound effects are obnoxious, so hit your mute button!



**PRO TIP** Foot the computer by alternating advancing and retreating third- and first-base runners. Brace a throw to home and steal second!

Players who take hardcore baseball in big gulps can suit SBS to their needs, and casual gamers should try the offbeat Ultra League. If you place game play depth high on your scouting reports, Super Baseball Simulator 1,000 deserves early-round draft consideration.



## Baseball Games on Deck

By Colver Commentator

Here are two games that didn't make it to the Sports Pages this month, but they ought to be available about the time you read this. Look for Sports Pages coverage on both these products soon.

### Relief Pitcher (Arcade)

Atari's Relief Pitcher looks and sounds like a coin-op grand slam! The near-TV-quality graphics combine with real-life announcer Jack Buck's commentary to take you out to Atari's arcade ballpark. Using the joystick and a special Cluster button, one or two-players control the



action and manage their teams. Pitchers choose from a range of throws, and batters can call their shots and use power swings. No real Major League teams, but you get five stadiums, salary bonuses, on-screen baseball cards for the players, an All-Star game, and play-offs.

### Extra Innings



Sony's Extra Innings is a big-time baseball game for your SNES with small-time players. Cute, pudgy characters don't holdback the full range of baseball options. One or two-players can engage in an Exhibition game, an All-Star contest, or a full-season Pennant Race. Diving and jumping grabs, a fatigue factor, lead-offs for base runners, and a battery save enhance the game play.

## Big League Names for Big League 16-bit Carts

By Dirty Player

It looks like Major League stars are going to bat for 16-bit carts in '92.

Roger Clemens MVP Baseball may be Acclaim's SNES starter in '92. So far, only sketchy info about the cart is available. Plans for the cart include two-player head-to-head play, a variety of weather conditions, and games on artificial turf as well as real grass.

Earl Weaver Baseball by Electronic Arts for the Genesis had its number retired before it even got up to bat. However, that doesn't mean that sports mascot EA isn't coming to the plate in this hot sports category. A new game with a new name is in design and slated for a '92 release. Stay tuned.

Accolade's ready to talk. Hardball III—and the cart's ready to talk, too. ABC sports-caster Al Michaels is signed up to do play-by-play for this talking Genesis baseball cart, due out later this year. "It's exciting to see the technical advancements that are bringing computer sports games closer to the real thing," says Al, "and I'm looking forward to being a part of that with Accolade's prestigious line of sports simulations."

Sega's Sports Talk Baseball isn't the only Genesis cart approved by the Major League Baseball Player's Association. R.B.I. 4, due out some time in '92, won't broadcast play-by-play, but will feature real-life players and 26 major league teams. Player skills will be based on '91 stats. Also planned for the cart are multiple stadium selection, a Home Run Derby, and "Game Breakers" situation play.

# Life In The Fast Lane.



Choose your weapons:  
A handed 6-pounder  
right-handed 16-pounder  
...and everything  
in-between.



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



Check the conditions:  
Get a feel for the lane—  
things change drama-  
tically after an oil  
change.

Anything can happen on 60-feet of well-oiled pine and maple.

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

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

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



# GENESIS PRO REVIEW



By *Mooty Real*

Duke Hector Bank's people have suffered through famine, plagues, and wars, but the worst was yet to come. At the height of despair, unknown forces ripped the Duke's stronghold and surrounding lands from the face of The Known World. When the populace regained consciousness, they found themselves in a deep, desolate valley.



*Roll away from here - Hollow World.*

A hot, fiery sun beat down from the sky and Beastmen threatened to storm the castle. As the town guards try to placate the frantic populace, the Duke calls on you to protect his castle from the Beastmen.

## **Marmellian's Missions**

In *Warriors of the Eternal Sun*, a role-playing game for the Genesis, you must seek out Bank's allies before his castle falls. Court wizard Marmellian guides your journey with instructions each time you return to the Keep. As you search



*Marmellian is on an island in a sea of madness.*

caverns and temples for allies, you find artifacts from ancient tribes. Marmellian's suspicions grow. He believes that many different civilizations have been trapped in Hollow World.

Meanwhile, the townspeople are going mad! Is the throbbing, Eternal Sun to blame, or is something far more evil at work?

## **Band Together**

First, you generate scores in six characteristics for your four Warriors. Then you choose their professions. Your options are a human fighter, a human thief, a human magic-user, a human cleric, a dwarf, an elf, or a halfling. Each class has distinct abilities, and your characters' skills increase with experience levels.



*Choose your party wisely.*

Before setting foot on Hollow World's turf, you can shop for weapons, armaments, and magic spells. If you're injured, the temple provides free of charge first aid. Also, you can purchase a caravan ticket to save wear and tear on your feet. Dialogue with the townsfolk will give you a few pointers, but their sanity slips later in the game. Plot development and communication is less important than exploration and battle.



*PRO TIP: Search the northeast guard tower for this *Sword +11*. Also, in a dungeon near the magic shop, look for a *Wand of Lightning Bolts* and a *Sleep Scroll*.*

## **Wanderers' Lust**

The smooth scrolling graphics are sharp, and the travelers' tunes are merry. Outdoors, and in town, you see all four of your comrades in an angled, top-down perspective. Hollow World's landscaping is particularly picturesque with waterfalls, cliffs, shrubs, and swamps all integrated flawlessly. You can camp outdoors, and save four game files.

Cross paths with an enemy and there's no time to negotiate—only to fight. The excellent tactical combat is shown to scale, and you hear great grunts and sound effects. You take turns commanding each character to attack, retreat, cast a spell, or use an item. You can even use terrain features for a strategic edge! Level-building is a necessary survival tactic before you brave the underground.



*PRO TIP: Your first task is to scatter the Beastmen who are camping north of the castle. Approach the campfire from the side or you'll be surrounded! Use your *Sleep* spell to subdue several Beastmen at once.*

*PRO TIP: Don't waste a *Scroll* in combat. Instead, save your magic-user record if in his or her spellbook.*

*PRO TIP: Missile weapons are a must. Equip each of your Warriors with a *sling* or a *bow*, and use *move-n'-shoot* tactics often.*

*PRO TIP: Don't aim group-damaging spells, such as a *Fireball* or *Lightning Bolt*, too close to your party.*

## **Dungeons of Doom**

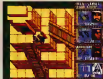
To reach each civilization, you must journey through underground areas. This dungeon view is first-person, and the action's real-time! All the monsters move and do their own thing while you're exploring. Visually these scenes aren't eye-popping, but they look 16-bit clean. Maze busters will take Warriors' 14 labyrinth levels in stride. A handy auto-

# Dungeons & Dragons

## Warriors of the Eternal Sun



mapping feature does the dirty work for you. However, each time you exit a dungeon, the map is erased from memory!



**PRO TIP:** The Arcan Chief's fire walking secrets are guarded within this temple.

Search each cave thoroughly and you'll find secret doors, gold, gems, and priceless magical treasures. You'll encounter numerous creatures, including Canon Crawlers, Stone Giants, Skeletons, Ghouls, Black Widows, Giant Ants, Elementals, and of course, Dragons. Combat flows smoothly. You flip between characters and issue commands, just like in the overhead view battles.



**PRO TIP:** Use your Withered Vine here to unlock the secret passageway to the Beastman's Cave.

**PRO TIP:** Defeat the Troll Chief in the Arcan caves to win a Ring of Regeneration and the Fireball Scroll.

**PRO TIP:** Move quickly while using reliable weapons to easily defeat maze cheerleaders. If there's no escape route, stand in a crevice to avoid being surrounded.

### Dragon's Fire

Expectations are high for Sega's first official D & D offering, which was developed by the same companies (Westwood Assoc., Strategic Simulations Inc, and TSR) who brought us the PC Dungeons & Dragons lineup. The result is a win-some, lose-some cart. Warriors' well-executed interface, pretty graphics, and lengthy quest will keep fantasy enthusiasts busy for days.

However, Eternal Sun's story line is one-dimensional with few subplots and little background information on Hollow World. Interaction and storytelling is overbalanced by combat.

Eternal Sun shines as a top-notch round of hack-'n'-bash adventure, but hard-core role-players will deem that it needs work. Reserve a place in your RPG trophy collection for the next D & D installment.

### Dungeons & Dragons: Warriors of the Eternal Sun by Sega of America

Graphics	Sound	Control	Interface	Challenges
				<b>ADV.</b>
4.0	3.5	3.5	4.0	Excellent
MSX 96	Role playing			
3 megs	One-player			
Available August '92	Battery backing			



By *Scott Levy*

Data East has thrown a twist on side-view, horizontally scrolling action.

They've come up with a knockout Genesis cart that will turn gamers upside down (or at least backwards).

### Running Start

An ancient alien race wants to reclaim its old 'hood from the people of Earth. You are Max, Earth's last hope. You get an atomic suit left by the aliens and pretty soon you're atomizing the bad guys.



**PRO TIP:** Just before each boss there should be two power-ups (one high jump and one weapon enhancer). You'll need them both to defeat the boss.

# ATOMIC RUNNER



**PRO TIP:** Bounce off the levels of the Sho-ly's (alien with the thorax shields). If you shoot them, their shields fly off too fast to avoid.

Atomic Runner features some cool fire power and moves. You begin with a laser, a cool jumping move, and four-way or six-way directional firing. In addition to the laser, you can collect an apocalyptic array of weapons, including Light Rings, Morning Stars, and Homing Missiles.

Your gonna need weapons, power-ups, and skill to take on automated zard-varks, armored armadillos and even rabid robot rabbits! For maximum damage and an extra boost of jumping power, you can also destroy the enemies by hopping on their heads. You'll need to keep some enemies alive for just that purpose.

On the downside, with only one hit Max is hero history! Another sore spot is the nonstop screen scrolling. If a power-up or weapon falls far enough behind you, forget it. There's no way to go back to get it.

**PRO TIP:** Jump backwards as soon as you see that you've missed a power-up or weapon. There's a slim chance that you can recover it.

### Aztec Action

The seven levels of thumb-popping action go beyond interval. You travel through an Aztec temple on to the streets New York City. The stages contain the toughest, most heinous-looking,

end-level bosses to ever grace a game. There's even some mid-level nasties thrown in to keep you busy.

As the levels increase, so do the skills and toughness of your opponents. There is a certain amount of planning and strategy involved in the later levels, and it will take more than a shoot-and-destroy plan to get you through. You'll need all the power-ups, continues, extra men, and luck available to end this alien scourge.



**PRO TIP:** You'll need to use Hover Shields or springboards. DON'T SHOOT when they appear. Just bounce across the tops of them to safety.

The graphics are the real strength of this game. The scenes are some of the coolest and most imaginative to come along for the Genesis in a long time. Check out the mechanical body showing through the Sphinx in the pyramid level.

Even though Atomic Runner is graphically superior overall to other shoot-'em-ups, it has a few flaws. Your atom man is so small that he sometimes gets lost in the busy background. Since the background moves constantly, it sometimes serves as a camouflage for Atomic's enemies. It's a good idea to keep jumping and shooting at all times on the off chance that you may hit things you can't see.

**PRO TIP:** Here's the trick to defeating the Ter-radactyl. Stand at the 8th ring on the floor. You should be out of range of his deadly barrage of rocks. When Terra appears, hit him in the chest below, then run back to the left corner and avoid his plunge. Four or five assaults like this should bust this lunk!

### Molecular Bliss...

Warm up your trigger fingers for the one! You'll burn more than a few molecules getting to and past the final battle. This cart is a cross between Snider and Sonic the Hedgehog, if that mutant pairing makes your Geigers count, you'll love Atomic Runner.

#### Atomic Runner by Data East

Graphics	Score	Control	Feel/Value	Duration
 5.0	 4.5	 4.5	 5.0	Normal
\$49.95	8 nevs	Available July '92	Shooter	One-player 15 continues

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**SEGA SPORTS TALK**

**BASEBALL**

Baseball is a fun game that lets you play on a real baseball field. You can play as a pitcher, batter, or fielder. The game is easy to learn and fun to play. It's a great way to spend your free time.



**NCAA BASKETBALL**

Bring 5 real NCAA conferences and about 100 players to your Sega Genesis. This is the most realistic basketball game ever. You can play as a player or a coach. The game is very detailed and fun to play.



**NBA BASKETBALL**

Bring 30 real NBA players to your Sega Genesis. This is the most realistic basketball game ever. You can play as a player or a coach. The game is very detailed and fun to play.



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By Andrew de

Space jockeys, prepare to do battle in a strange wonderful world with mammoth mechanical battleships straight from the Steel Age. Flying fortresses, armored locomotives, steel-plated submarines, and other whimsical mechanical menaces overrun Steel Empire, the first game for the Genesis by Flying Edge (a.k.a. Acclaim). Your mission: Motorhead has taken charge of the world and only the Republic of Silverhead can vanquish this motorized monstrosity.

## Pick A Plane, Any Plane

Climb aboard one of the two types of aircraft in this seven-stage, one-player shooter. Choose between the Stalker Airplane, which features speed and front/rear firing missiles, or the Z-01 Zeppelin Airship, which is slower, but has front/rear firing aerial mines and front/rear firing missiles. At the beginning of each stage, grab the flying craft that's got the weapon power you need to best that stage.

**PRO TIP:** The Missiles that Stalker fires down and the Aerial Mines of the Zeppelin are more powerful than the regular Missiles.



**PRO TIP:** Use the Stalker in Stage 2's cavern speed trap. It's easier to dodge through the Underground Caverns.

**PRO TIP:** The Zeppelin works better in Stage 5. You're gonna need those Aerial Mines.

## Crowded Skies

In each stage you soar across a strange and beautiful landscape, from the walled rooftops of Rain's Mine City to Garden Beach's sultry seascapes and then on to the eerie underground madness of the Gumburn Fortress. The graphics are spectacular, marred only by slight "slow-down" when too many sprites crowd on

# STEEL EMPIRE

screen. The mood is set for each stage by a strange flickering animated sequence.

Having been launched into a strange future, the graphically-gorgeous enemy crafts look like space crafts out of the old black and white Buck Roger's movies. In addition to many tanks, planes, parachutes, and yes, even flying windmills, each stage also has large middle and end bosses.



**PRO TIP:** Blow a hole into the vulnerable belly area of Stage 2's Floating Fortress, hide inside, and fire away until the fortress blows. You can destroy the middle fortress boss of Stage 2 in the same way.



**PRO TIP:** Blow the Stage 4 boss by first blasting its periscope, and then using your Missiles and Lightning Bombs to destroy all of the guns along the top of the sub.

**PRO TIP:** Hide behind the asteroids in the final battle of Stage 7 to dodge the flame walls tossed by the Motorhead.

## Are You My Motor?

The Motorhead's minions are tough, but fortunately the members of the Republic are constantly grounded to drop supplies your way via parachutes. Power-ups include extra Lightning Bombs, energy,

speed, special outgigger planes, and 1-Ups. Grab Experience Power-ups to boost your Experience Counter. Every time your counter hits three, your Upgrade Level increases—which means your fire power, energy level, and speed increase. There are 20 different levels of fire power.



**PRO TIP:** To snag a 1-up, shoot out this right-hand propeller in Stage 3's castle fortress.

**PRO TIP:** There's a type of boss round in Stage 5. Blast flying saucers and grab as many power-ups as you can.

**PRO TIP:** There's a 1-up in Stage 6 just at the top of the second cliff.

## First Flight

Flying Edge's first foray into the Genesis arena soars as a more than respectable shooter. The gorgeous graphics will enchant you, despite the slowdown problems. A decent range of challenge is available via adjustable difficulty settings, as is the ability to alter the number of continues and lives for each of the settings. This original shooter is just plain fun. We suggest you steel yourself for battle.

### Steel Empire by Flying Edge

Graphics	Sound	Control	Interface	Challenge
5.8	5.5	4.8	4.5	4.5
Price not Available		Shooter		
2 mags		1 player		
Available now		Continues		



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## The Duel: Test Drive II



By **Weekend Warrior**

Your fantasy of a Porsche 959, a Ferrari F40, or a Lamborghini Diablo is now a reality with Accolade's PC magnum opus, *The Duel: Test Drive II* for the Genesis!

*The Duel* is a first-person perspective, one-person racing simulator that pits you against a hard drive's computer racer. You begin by choosing a car. Then you pick one of three tracks.



**PRO TIP:** There's a shortcut: *flap up to go fast on the road. Then run onto the edge of the road to hit the flat stretches.* You can still drive the course at 90% top speed without having to deal with sharp turns or annoying traffic!

You get five lives to complete the selected track. Crash, run out of gas, or blow your engine, and you lose a life and receive a time penalty. The objective is to complete the track with the best overall time. Therefore, it's more important to drive safely.

**PRO TIP:** Hit the brakes as soon as you see the gas station sign or you'll overshoot it.



**PRO TIP:** Save time in "S" curves by downshifting and releasing the gas. Don't hit the brakes as you enter the turns. Let your car coast through. Then punch the gas still in top gear.

These cars aren't sparse on features: Important elements neatly laid out on the dashboard are the speedometer, tachometer, radar detector, and the trip meter.

*The Duel* is extremely faithful to its PC origins. However, its graphics and sound are rather simplistic compared to some of the other racing titles available for the Genesis. The controls are easy to learn. But like real life, working the manual transmission requires a lot of practice. If you're looking for a well-rounded racing simulator, *The Duel: Test Drive II* won't steer you wrong.

### The Duel: Test Drive II by Accolade

Genre	Year	Developer	Publisher	Design
	1993	Accolade	Accolade	INT.
2-D	1-D	1-D	1-D	1-D
40K	100K	100K	100K	100K
100K	100K	100K	100K	100K
100K	100K	100K	100K	100K

## Valis



By **Abby Normal**

Renovator's *Valis II* and *III* arrived first, and now *Valis I* has arrived. After experiencing this gorgeous cut, complete with silky smooth game play, you'll agree that it was worth the wait.

Yuko also makes her debut as a pure-hearted school girl with a perfectly balanced Yis and Yang. She's been selected to save the universe from the clutches of Rogles, King of the Dark World. You hack 'n' slash through seven Stages of intense sword-swinging action, as Yuko is attacked relentlessly by a horde of Dark World creatures. Also out to dump on Yuko are six major forces of evil: Rogles, King of the Dark Lords, Valdes, Lord of Thunder; Izard, Lord of the Winds; Venox, Lord of Fire; Byedes, Lord of the Earth; and Geosa, Lord of Water.



**PRO TIP:** Use Earthquake magic against the 300-anniversary enemies.

Risking her life in battle against these fierce beings does not come without its rewards. Each time Yuko destroys a wicked one, she gains possession of its special power. Used wisely, these magical powers come in very handy in moments of desperation. However, Yuko's amazing Yis sword, which was Power-ups can emit everything from bullets to lasers, is the heart and soul of the action.

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**PRO TIP:** Watch those ceiling slopes carefully and proceed forward them with caution. If one happens to be ahead in corner, crawling slows.

*Valis* fans and newcomers alike will dig on this game. It presents a feast for the eyes and ears, and thumb-straining challenges you won't soon forget.

You'll also be thankful for the unlimited continue feature! Good things really do come in threes...*Valis I, II, and III!*

### Valis by Renovation

Genre	Year	Developer	Publisher	Design
	1993	Renovation	Accolade	ADV.
2-D	1-D	1-D	1-D	1-D
40K	100K	100K	100K	100K
100K	100K	100K	100K	100K
100K	100K	100K	100K	100K

## Wonder Boy in Monster World



By **Key One**

Courtesy of Sega, Shon (a.k.a. Wonder Boy) has journeyed into the Genesis from the Master System.

This time Shon is the only one that can save the once peaceful Monster



World from evil lurking monsters. This massive side-view horizontally scrolling creature feature is a fun epic-length, action-adventure game with a role-play twist.

**PRO TIP:** Use the Starburst to open the doors in the cave. Stand over the red walls and play BARBARIC to open the first door, ACCURAB to open the second door, and ACCURAB to open the third.

This game's a continuous trek that's long and adventure-filled (no levels). Starting out with only a Godox sword and three lives, Shon braves other worldly dangers in castles, deserts, towns, and even underwater.

Don't worry, he'll pick up other weapons, magic, lives and goods on the way. Save his journey by resting at the Inn. The Boss

**PRO TIP:** The only way to beat the Ice Monster is to run along the top ledge and fall into the beam.

monsters are extremely tough to beat! But the bigger they are, the more gold, lives, and magic Wonder Boy collects when he beats them. He'll also find gold and extra lives in the most unusual places.

**PRO TIP:** Be sure to buy EVERYTHING. Wonder Boy will need it later. If he doesn't have enough money, go kill a few monsters until he has the gold.

*Wonder Boy in Monster World* is a winner for any system. The graphics are colorful and cute. The music is pleasant and calming. Make sure you have a couple hours, if not days, to spend traveling with Wonder Boy in *Monster World*. You'll have a monstrously good time.

### Wonder Boy in Monster World by Sega

Genre	Year	Developer	Publisher	Design
	1993	Sega	Accolade	ADV.
2-D	1-D	1-D	1-D	1-D
40K	100K	100K	100K	100K
100K	100K	100K	100K	100K
100K	100K	100K	100K	100K

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- ▶ Six bonus levels filled with dragons, bats, live skulls and other evil monsters.



THE GENESIS



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## TENGEN

An AEMR GAMES Company  
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By Earth Angel

You heard right! Taz, Warner Brothers' cantankerous star of stage, screen, and Saturday morning cartoon shows, is now starring in a unique video adventure all his own.

### Devilish Fun

The folks at Sega have taken this whirling devilish and spun him straight into a one-player, 17 level, action/adventure game. You play Taz, who's searching for a giant, prehistoric, sea bird egg—a prime delicacy to Tasmanian Devils.

As Taz searches for the prehistoric egg, he journeys through the badlands, an iceworld, a jungle, a mine, and even an Acme Factory. His protagonists include three villains from his Saturday morning cartoon show (Francis X. Bushland, Bull Gator, and Axl) plus a slew of new baddies—from orcs to mice armed with bow and arrows.

The graphics in this adventure have been carefully crafted in order to give the game an animated look and feel that's straight out of a Warner Brother's cartoon. Taz spins, eats everything in sight, and even growls and snarls in annoyance if you keep him waiting. All of this is accompanied by cool sounds, as our devilish friend whirrs to the beat of jungle drums and the trill of a flute.

### More Taz to Come

Sega's showing us stuff one more time as it takes yet another cartoon classic and turns it into a video game classic. We'll have more on the one in upcoming issues.

**Tazmania by Sega, Available July**  
**Action/Adventure, One-player**



Taz chills out!



Nothing is sacred as far as a hungry Tasmanian Devil is concerned. Taz makes short work of the Sega logo.



Taz has never been known for his patience. Here he's having one of his trademark fits (complete with growls and snarls), 'cause we kept him waiting too long in the Acme Factory.



Some moments give Taz a little indignation, but he makes the most of it by using his fire breath as a devilish weapon.



Taz's trademark snarls could cause anyone to freeze in fear, but these stammering Tasmanian Devils are just part of an ancient pile of ruins.



Although he's on a quest for a relaxing egg, Taz is always ready to scarf down any food in sight. Here he's snatching on a roost chicken in the middle of the jungle.

**WE HAVE  
ONE THING  
TO SAY  
ABOUT  
CONTRA<sup>®</sup> III  
FOR THE  
SUPER NES.<sup>™</sup>**

The image is a vertical collage of comic book panels set against a background of intense red and orange flames. The word "BOOM." is written in large, bold, white, sans-serif capital letters in the center. The panels are tilted at various angles and show different scenes: a character in a blue suit on a glowing orange beam; a character in a blue suit standing next to a large, dark, multi-eyed creature; a character in a blue suit in a futuristic city; a character in a blue suit in a dark, industrial setting; and a character in a blue suit in a dark, industrial setting with a large, glowing orange object. The overall composition is dynamic and action-oriented.

**BOOM.**



In case you haven't heard, legendary Contra commandos have raided the 16-bit scene and blasted it to ballistic dimensions. **CONTRA III - THE ALIEN WARS™** is primed and designed to blow your mind. It will do things with your Super NES™ you never thought possible, and leave you queaking in your combat boots.

Mode 7 technology brings new meaning to military intelligence, engulfing you in a 3-D sensation and surrounding you with an alien-ridden apocalypse. Hyper-speed graphics run smooth with no breakups through wind and volatile city streets, highways, skyways, factories and desert badlands to the guts of the arch-enemy alien, notorious Red Falcon. Scale walls and grip girders and ropes to maneuver your way past an army of gigantic beasts bursting out your screen. Blast your way through side and top-view missions with advanced, double-fated weapons. The explosions are the next best thing to being there, without the smell of smoldering alien.

This is the big one.  
The mission your  
Super NES was  
built for.

**KONAMI**

# SUPER NES PRO IN VIEW



By Boogie Man

It's Turtle time—again!  
Those green-spirited

Heroes in a Half Shell are back to lock some tail on the SNES in Konami's Teenage Mutant Ninja Turtles IV: Turtles in Time.

In this installment, that disembodied alien brain, Krang, swipes the Statue of Liberty. Everyone knows the Big Apple is Turtles' turf. So, the guys take off to recover the lost Lady Liberty, only to run smack into the sinister Sale, better known as Shredder! Shred Head zaps the anxious amphibians across several thousand years of history in thumb-burning, side-view, multi-scrolling, heck-'n'-slosh action.



The Turtles take on the Technodrome.

## Not from the Arcades

This game is based on the coin-op hit, Teenage Mutant Ninja Turtles II: Turtles in Time. If you've pounded on that quarter-cruncher, you'll be fighting across familiar terrain. The graphics are Turtle-efic, virtually identical to the arcade version. You can literally throw Foot Clan soldiers right out of the screen. You get some nice Mode 7 effects, especially when the Turtles warp through time. Even when a Turtle's not fighting, he'll twirl his weapon and make a menacing garbace while waiting for his next encounter. The animation scrolls smoothly, and the game's lighting is quick. Once again, Konami asks, "What's SNES slowdown?"

The sounds don't embarrass the cart. They feature some nice effects, agonizing grunts and groans, Shredder's sinister laugh, and a catchy rendition of the Turtles cartoon's theme song.



**PRO TIP:** After you beat Ratzor in Level One, Scene Four he turns into a winpy dog. If you're feeling sadistic, beat the dog to hear pathetic whimpers.

## Does Anybody Really Know What Time It Is?

TMNT IV takes you on an awesome adventure. Michelangelo, Donatello, Leonardo, and Raphael fight through seven murderous historical levels.



You pick your favorite Turtle.

No time for a pizza break here. Each level is swarming with Shredder's Foot Clan slimeballs and mutant mes/its who are led by some of your favorite Turtle vikars: including Ratzor, Tokka, Metal Head, and buggy Baxter. That's just the first level.

**PRO TIP:** In Level One, Scene Three's sewer section, you can roll the aquatic "Miles" fugitives by following them as they swim underwater and then positioning yourself at the place where they surface.

In fact, Level One features four fighting scenes through New York City. You try to beat the streets and surf the sewers. You end up at the Technodrome in a great boss battle that isn't in the coin-op. Here you fight Clammers by looking over Shredder's shoulder as he tries to sight in on you with blasters and pinchers.



Not the best of it. King's sewer ship is out there.

Beat the Dread Shred and he'll get the last laugh as he transports you backwards and forwards in time. Your last stop is a rowdy prehistoric romp through Level Two's dinosaur land. Beat up on Shredder's minions and you get to take on the same gang again in an old, double-mast galleon in Level Three. Sink Rocksteady and Bebop at the ship's aft, and you warp to an Old West town. All aboard are after your tail, so step lively to





# Teenage Mutant Ninja Turtles IV The Next Mutation

face Leather Head in the caboose. Next, it's fast forward to Level Five and 2020 A.D. for some anti-gravity disc surfing at the F-Zero. Krang's here in his massive cyborg body, but you'll have to chase him to the Level Six Star Base and beat him in his saucer to find Lady Liberty's prison. The final shell-shock occurs back at the Technodrome, where Shredder's ready to cook up some Turtle soup.



**PRO TIP:** To beat Shredder at the end of Level One, you have to bust bad guys into the screen.

**PRO TIP:** Keep an eye out for shadows on the ground. If they aren't yours, they're trouble.

**PRO TIP:** Escape damage from explosions in Level Two by jumping into the air as the bombs explode.



**PRO TIP:** If you're playing Normal or Hard mode on the pirate ship, watch out for the ship passing through the background. It fires cannonballs that squash you flat!

**PRO TIP:** In Bury My Shell in Wounded Knee, you can roll some barrels into the bad guys.

## Mutant Moves

The Turtles are decked out for action with their classic weapons and new special attacks. You also get the flying side kick and special super moves from the NES games. As in the 8-bit games, the standard single-button press move is tough stuff. With this move, each turtle can fire off the appropriate move for each situation. For example, one button press might make Donatello spin his Bo staff like a propeller, swing it one-handed, or make a devastating overhead chop.

## Something for Everyone

A great feature about this cart is that it dishes out plenty of top-notch action for players of any skill level and age. One or



**PRO TIP:** In a two-player game, try to trap bosses between both Turtles and then wall away.

**PRO TIP:** You score a new life for every 200 bad guys you beat.

two-players can play as any Turtle. Play or Two can join in at anytime. You get five continues and you can set the game for 3-, 6-, or 7-lives per continue per Turtle at skill levels of Easy, Normal, or Hard. At each continue you have the option of switching to another Turtle.

This cart isn't an overwhelming challenge, but it's a shell-fun of fun. Easy mode is perfect fun for little kids, novices, and players who don't want to work to see the end of the game. At Normal and Hard skill levels, the thumb-busting action may temporarily turn solo players green, but even intermediate video martial artists can conquer the cart eventually. Two Turtle maniacs can really lock shell even in the Hard level. When you and your bud beat the cart, you can try Versus mode to see who's the bad-dast dude in the cart.



You won't find this level in the coin-op!

## Score IV

If nonstop hack and slashin' is your thing and you love the Teenage Mutant Ninja Turtles, get this cart! This SNES game is better than its arcade counterpart overall, despite the coin-op's great four-player buy-in. All the bosses are straight out of the comics. Plus, you get two additional fighting scenes, and you don't need to feed it tokens. If you're still pondering a 16-bit commitment to Nintendo, this cart might make up your mind. Is this game great? Do Turtles have lips?

TMNT IV: Turtles in Time by Konami				
Graphics	Sound	Control	PlayFactor	Challenge
				<b>ADJ.</b>
4.5	4.0	5.0	5.0	Available
\$26.95	Action/Adventure			
4 mags	2 player			
Available Now	5 Continues			



**By Dave**

You sit inside an M1A1 Abrams Battletank, a 63-ton metal warhorse packed with state of the art weaponry and a 1,500 horsepower gas turbine engine. Your only links to the outside world are three small windows, which offer a bleak view of a vast, desert landscape that stretches endlessly into the horizon. Sweat trickles down the sides of your face and your throat begins to tighten. Out in the emptiness, you know a massive military force waits. It's one goal: to blow you out of existence.

**Desert Stormin'**

Super Battletank: War in the Gulf by Absolute is a well-crafted, one-player tank cart. Since it's meant to be a realistic simulation of desert warfare, there are no catchy soundtracks, Stage Bosses, or power-ups. Instead you get true-to-life graphics and authentic game play.

Based on actual military operations from Desert Storm, Super Battletank features 10 missions. Your mission objectives are scattered throughout the Middle East, and you're pitted against an army of enemies and obstacles, which include Soviet-made T-62 tanks and Mi-24 Hind helicopters, mine fields, SCUD launchers, and heavily fortified enemy strongholds.



**PRO TIP:** Memorize the distance required for each mission. The M1A1 has a limited range of about 300 miles per fuel tank.

**Heavy Metal**

If this isn't what it's like at the controls of a real tank, it seems pretty darn close. The first-person view from inside the battletank's cockpit effectively conveys a sense of claustrophobia and limited mobility. A sophisticated control panel lies in front of you, providing pertinent information about gun angle, range to a sighted enemy, number of targets, speed, fuel, weapons status, and ammunition.

Your panel even records damage like the real thing, too. Five hits and you're scrap metal. Fortunately, your commanding officer permits you 3 continues at your last level.

**PRO TIP:** Pay extra attention to the fuel gauge, ammunition gauge, and short-range radar map.

The tank's main weapon is a 120mm cannon, which fires standard and laser-guided shells. The cannon turret (and your view) moves independently of the direction that your battletank's traveling. Twin 62 mm machine guns flank either side of the cannon, and they're extremely effective at close range. Finally, you may release a sudden smoke screen to confuse your enemy.



**PRO TIP:** Machine gun fire destroys mines and evading enemy cannon shells.

A Long Range Radar ties all this awesome firepower together with an overhead-view map of the entire field's operation. The map identifies you, the

enemy, and the all-important allied bases where you may refuel, rearm, and repair damage. This map is invaluable for finding the enemy and planning your war-winning strategy.



**PRO TIP:** You can still be attacked when you're in Long-Range Radar mode.

**PRO TIP:** Take out mobile tanks first. They attack the stationary enemies in hit-and-run strikes.

**PRO TIP:** Just before you take on an enemy stronghold, Re-arm and Repair at an allied base.

**A Direct Hit!**

Super Battletank has plenty to offer military strategists and action gamers alike. Don't worry if the digitized sound effects and graphics appear limited compared to other SNES action games. Instead, note the smooth scrolling animation and excellent responsiveness of the controls.

Tank battles require serious planning. Tank control and actual combat require quick thumbs and a keen shooting eye, like any good video shooter. The higher levels of this game are extremely challenging. With Super Battletank, like in real warfare, victory requires luck as much as strategy. Fortunately, unlike the real thing, this cart offers plenty of second chances.

**Super Battletank: War in the Gulf**  
by Absolute Software

Graphics	Sound	Control	Fun factor	Challenge
2.0	2.5	4.0	4.6	Advanced

949  
4 megs  
Available now

Tank Simulation  
One-player

**Super Battletank: War in the Gulf**

# Our Critics Talked About Us So Much We Started Rippin' Them.

Castlevania IV. The year's best action adventure game for any system has arrived.

Game Pro



Castlevania IV is the first REAL reason to purchase a Super Nintendo. Konami took the time to take full advantage of the SNES's 16-bit technology.

Game Pro

The mode 7 effects are incredible. Castlevania IV takes video gaming to new heights.

Electronic Gaming Monthly



ACTION/ADVENTURE  
GAME OF THE YEAR AWARD  
&  
SOUND ACHIEVEMENT AWARD

Game Pro Reader's Choice Award

Great sound effects like the whip and howling of wolves will send chills up your spine.

Super NES Nintendo  
Player's Guide

It's Konami's best of graphics and gameplay that will haunt you until the moment of victory.

Super NES Nintendo  
Player's Guide

Challenging and interesting game play make Castlevania IV live up to its heritage.



Video Games &  
Computer Entertainment



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## Raider Trad

PRO  
REVIEW

## Thunder Spirits



## By Speedy Game

Chill, space jockey! If you're craving a nerve-wracking, thumb-numbing dose of good old-fashioned, arcade-style shoot-or-be-shot action, *Raider Trad*, of arcade fame, may be just what you're looking for.

## "Trad"-Blasted Thrills

*Raider Trad* for the SNES is a one- or simultaneous two-player shooter that uses an overhead vertical scrolling perspective. Your mission is a familiar one: save the Earth from yet another horde of alien invaders, who offer waves of them in each of the game's eight stages.

The fighting begins over a country pasture, continues high above a ruined metropolis, and eventually takes you into outer space for a climactic battle with a giant alien boss. In fact, alien bosses abound and you'll have to contend with an oversized nasty at the end of each stage.

The Raider itself may look small, but it packs some firepower. Blasted enemies turn into power-ups, blue for the Laser Cannon and red for the Machine Gun. Exploded supply crates yield Nuclear Missiles, Homing Missiles, or Medals.

**PRO TIP:** Collect *much* Medals for end-of-stage bonus points.

## Deja Vu

A Configuration Option enables you to alter the difficulty of the game. Easy is...well...easy for all but novice gamers. But Pro should challenge even the most die-hard shooter veterans. Simultaneous two-player play is a nice change of pace, but super slowdown ruins the fun. *Raider Trad* is well-done, standard shoot-'em-up fare,

and a nice version of the arcade title. Although there's nothing new or different here, the game packs more than a few hours of good shooter action. P.S. If you're experiencing *deja vu*, not to worry. This game has been previously reviewed for the Genesis and the TG-161.



**PRO TIP:** To accurately snag *all* power-up(s)-when, grab the "P" power-up when it appears.



**PRO TIP:** The Laser Cannon and the Nuclear Missiles pack more firepower than the Machine Gun and the Homing Missiles.



**PRO TIP:** Grab the Fairy when you see her. The next time you die, she'll reappear and give you power-ups.

## Raider Trad by Electro Brain

Character	Game	Style	Software	Company
ADJ.				
SNES	Shooting	1 player	1988	Electro Brain
4 maps	2 player			
Available May '88				



## By Steve Munk

Genesis-less players who crave *Thunder Force III* for Sega's

machine need crave no longer. Congratulations, *Thunder Spirits* is the Super NES translation by Sega.

## A New Spirit

*Thunder Spirits* is an excellent side-view shoot-'em-up with Genesis-style action, only better. You fly the Vrax combat ship into eight lethal areas. The backgrounds are beautiful by any standard. A few Genesis stages were lost in the translation, but a few new ones have appeared. Unfortunately, the new levels aren't as frantic and sharp-looking as the old ones.

*Thunder Spirits* definitely fits the bill if you're looking for supercharged bosses and explosive screen effects. Each level



**PRO TIP:** Soak in-between the live boulders and grab the 1-up in the Gargon level.

throws out some wild-looking creatures and creations to bustle down your neck. Morbals can pump down the difficulty at the options menu, but you can't change your continues—three and that's it!

No shoot out is complete without an assortment of space-rendering weapons, and *Spirits* combines a truckload. From power-up pods, you win master blasters such as the Lancer, Sever, and Wave guns. You can also add-on a Claw, which revolves around the Vrax and boosts your cannons' firepower, and the Shield, which absorbs several shots.

## May Thunder Force Be With You

Similar to other Super NES shooters, *Spirits* is riddled with flicker and slowdown problems. Overall, this Force incarnation is not up to its Genesis cousin's high standards, but the cat's still first-rate. Well-animated, beastly-looking enemies, fine music, and mindless, entertaining action are all here. If you're dying for a round of SNES shooting, *Thunder Spirits* will stir up a video storm.



**PRO TIP:** Hang out at the back of the screen, then at the last moment accelerate through the Nyx missile barrier.



**PRO TIP:** To destroy both Gargon bosses simultaneously, chase the twin Babarons as they move and jammed them with Morbals.



**PRO TIP:** To destroy both Gargon bosses simultaneously, chase the twin Babarons as they move and jammed them with Morbals.

## Thunder Spirits by Sega

Character	Game	Style	Software	Company
EXP.				
SNES	Shooting	1 player	1988	Sega
4 maps	2 player			
Available May '88				

# ARCANA



The future of the kingdom  
is in the cards . . . and in your hands . . .

Somewhere in the temple of Bahria a passageway to the other side has been opened. Vile creatures of all kinds have been recruited by the corrupt magician Galbeon to help his minions invade the wicked Queen Kimsale. The Region of Evil seems assured. Only one brave warrior stands in his way. Last of the mystical Cardmaster sect, the untrained Rooks must use what little he knows of the ancient art to thwart the conspiracy and restore his tiny kingdom of Elemen to its previous glory. Only Rooks holds the key that will unravel Galbeon's plan.

arcana. Nôr - 'lâ - nâ) [L, fr. root. of arcanaus secret, fr. arceve to enclose, defend]. 1. Mysterious knowledge known only to a select few. 2. Ancient rites and spiritual powers understood only by initiates. 3. The secrets of the Kabbalah, now fast disappearing. 4. The exciting new RPG from HAL America.



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Nintendo

## True Golf Classics: Pebble Beach Links



By **Colonial Commentator**

T&E Soft's True Golf Classics Pebble Beach Links sports 18 authentic holes based on one of the U.S. Open's best sites.

You and up to three fellow duffers set handicaps and hit the links in your choice of game modes.



Track your drives with the Shot Path feature.

In addition to the basic Practice, Stroke Play, and Match scenarios, you can enter a one-round Tournament against 48 real pros, or engage in hole-by-hole gambling golf known as Stuns.

In T&E's golf classic, you choose a club, check and compensate for your ball's lie, hazards, and wind; adjust your stance to add draw or fade, and swing on a power meter.

**PRO TIP:** Cheaters can use their controllers to interfere with their buddy's swing!

The TSC system displays all vital info on a first-person-view screen. Caddies give you advice. You can replay your best shot, and you can check out a topographical grid of the green for close-up chipping and putting. A battery saves your scores, records, and position.

Pebble Beach's sights are scenic with T&E's custom "Polygons" polygon graphic technique. Unfortunately, Pebble Beach's landscapes are slow-moving and scroll in fits. The music's laid-back, along with bird chirps and ocean sounds. Overall, Pebble's atmosphere is fairly pleasant.

Take your time with Pebble Beach. The game may not be in a hurry, but you'll appreciate the full complement of shot selections and the live-to-life course. For PGA players and bystanders alike, Pebble Beach is the next best thing to being there in person.

True Golf Classics: Pebble Beach Links  
by T&E Soft



4th of 8  
2 Maps  
Available Aug '92

4th of 8  
New player  
Starry Linking

## Kablooey



By **The Uncovered Gamer**

Super Nintendo gamers, rejoice! Kuroko is ready to roll with one of the first puzzle titles for the SNES.

Kablooey (originally known as Bombard in Japan) pits one or two players against 130 different explosive puzzles. Each puzzle is a string of nine different tiles surrounded by a chilly blue sea. Your task is to



**PRO TIP:** Plan carefully when large bombs abound. They'll set off chain reactions that leave you without a leg for 10 to 20 seconds.

explode all the bombs (using on the fly before time runs out. The trick is to explode the bomb instead of the plus instead of exploding yourself. Each puzzle also has

up to five different kinds of tiles, including slippery Ice Tiles, indestructible Rusted Tiles, Spawners, Teleports and Set Tiles that enable you to move bombs.

The explosives on the tiles vary from Small to Large Aerial Bombs — each with different explosive capabilities. You must figure out which order to detonate the bombs in order to wind up standing on a tile that isn't going to blow itself (and you) to smithereens.

**PRO TIP:** It's OK to end up standing on a Bleeding Tile.

Luckily, Kablooey's options include an

overhead view of the puzzle for quick strategizing and a password system to return to whenever puzzle you're stuck on until you get it right.

In Kablooey, nice graphics combine with an engaging series of puzzles to challenge even the most spacially oriented of gamers. Apply some brain cells to this game and prove you're the king-pin of knobby gaming.

Kablooey by Aaxes



2th of 8  
2 Maps  
Available Aug '92

2th of 8  
New player  
Passwords

## Romance of the Three Kingdoms II



By **Example Man**

Romance of the Three Kingdoms II by Koei is a beloved role-playing/history game based on a real-life slice of ancient Chinese history. Your task is to unite 11 warring provinces into one empire.



**PRO TIP:** Grow two of your most charming generals as Messengers.

Supporting up to six players, these six epic-length scenarios require a major time commitment. At least, the CPU makes lightning fast calculations, and you can save two games.

**PRO TIP:** Save your game periodically, especially before you go to war.

Eight major commands — View, Army, Personnel, Trade, Internal Affairs, Diplomacy, Spy, and Move — open up a fairly simple-to-use menu of subcommands. You



**PRO TIP:** Use the General to send generals with 100% loyalty into a hot province. They'll subvert every general.

most built up your province's resources, conduct wars, and master the art of diplomacy to unite your country.

In Romance II, cloak-and-dagger politics are just as important as upfront nation-building or war-mongering. In fact, the key to the game is being able to plot revolts, incite betrayals, forge side-dealies letters, create humiliations through secret pacts, and hide spies in enemy territory.

The graphics are simple. You spend most of your time studying a static 41-province map or looking at a slick command screen. The sounds are similarly spartan.

Either you really like Koei games or you don't. Romance isn't everyone's cup of tea. But if your tastes tend towards far-reaching historical strategy, you'll drink long and deep from this cut.

Romance of the Three Kingdoms  
by Koei



2th of 8  
4 Maps  
Available Aug '92

2th of 8  
New Player  
Up to 10 Players  
Customs



▲ **Hardball III** takes a full-on major league realism. A power live-up that includes printable stats, standings and box scores, the ability to import data from *Baseball '97*, *ESPN Baseball '97* and *Top Leftovers™*, plus a Team & Player Editor that allows you to edit everything from team logos to player's ability.



▲ **Hardball III** seems to do the heavy lifting. Play. Five camera angles cover the entire ball park. Next instant replay and save the best for your own personal highlight reel.



**Hardball III** plays *Hardball™* "team effort" defense. The strategic fundamentals to the game. Outfielders back up one another and infielders act as cut-off men, coming out to take the chase.



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**Hardball III** tests even *Alan's™* power with eight real ballparks. Famous fields from both major leagues. How catcher *Marlon™* will enough get to put it out of *Chicago's™* friendly confines, but can he be guiding in *Harvey™*?



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# TURBOGRAFX-CD PRO REVIEW



By *Mokey Noak*

Lovelock's a sleepy, desert town in for a shock. A toxic spill at the local Atomic Plant causes a colony of harmless ants to mutate into an army of rabid, man-eating beasts. If someone doesn't stop her soon, the Queen Ant will exterminate Lovelock's inhabitants as an appetizer to her main course—the entire human race! This can only mean one thing: It Came from the Desert is here—ers—for your TurboGrafx-CD.



*Better call the Drkin man!*

## A Deadly Encounter

You play homeboy biker Buzz Lincoln, quite possibly humanity's last hope before...CHOMP! As Doctor Horton Pang-borne's atomic energy assistant, you investigate the Atomic Plant when the Doc's radiation sensor grid is disrupted. As you search the deserted facility, you're jumped by a pack of glow-in-the-goo ants. A few revolver rounds save your skin, but the war has only just begun.



*Race into the road.*

You have eight days to convince Lovelock's citizens of their imminent and danger. Then you must hunt down and torch the Queen before she fulfills her sinister plans to use an A-bomb to turn Lovelock into a smoldering, mushroom-shaped cloud.

## Eight Days to Save the World

To produce stunning visuals, *It Came from the Desert* melds full-motion video, digitized scenes, and hand-drawn images. You see Lovelock's settings through Buzz's eyes, and the bulk of the game is a menu-driven graphic adventure. You choose people to talk to, places to go, and sights to see. Certain cinema segments run automatically, others are triggered by your actions.



*PRO TIP: At the end of Day 2, head to Borsx and choose Strength. The Man of Steel will teach you a forward flip move that's handy in the tunnels!*

You interact with an eccentric cast of characters, each with their own personality and motivations. Some folks will help you and provide important clues. Others have been psychically enslaved by the Queen's Antmind and turned into Antroids! The Antmind's influence will try to possess you over the radio waves, on TV, and whenever you encounter a 'droid.



*PRO TIP: Save Prissy and Sonny at the drive-in and they'll join your cause.*

Each day you have several turns to visit the surroundings. Key locations include the Atomic Cafe, the Foundry, the ghost town Borsx, Luc's Amoro Shop, Doc's Observatory, and your girl-

friend Prissy's home. If you encounter an artsy situation, you'll waste the bugs in one of three arcade sequences.



*PRO TIP: If you're captured, escape alive from the Queen's holding cell to save time.*

## Crawl this Way

*It Came from the Desert* tosses several types of game play at you. The most common battle pits you against the ants in an overhead view, tactical land war. You use bombs and dynamite to seal off the ants' underground tunnels. This sequence is good action, but not spectacular.



*PRO TIP: With a dismembered leg, prove the ants' existence to General Nightcrawler and you'll have access to the U.S. Air Force during the overhead battles.*



*PRO TIP: To win in the land war game, kill in the green silks pits with dynamite.*

Expose the Queen's mental control over an Antroid and she'll unleash a gaggle of flesh-rendering mini ants to nibble this helpless human to bits. In this overhead view segment, you stand over the prone character. You must aim an



onscreen gun sight and snipe-shoot the creepy crawlers before the citizen is skinless ant chow. This segment is gruesome, but fun!



**PRO TIP:** Conserve bullets. Take out two or more ants with one shot.

To reach Queenie's hideout at the game's end, you must run, gun, and grenade your way through a maze of ant tunnels. Your pistol and explosives keep ants and Antroids at bay as you inch through these side-view, horizontally scrolling levels. Your moves are somewhat limited and hard to control, but survival of the fittest is the name of this game.



**PRO TIP:** To deactivate the queen's force field, you must save three Antroids and win a combination of three overhead bullet and/or tunnel games. When the Doc or Society gives you the signal, make a fluid run for the Queen!

**PRO TIP:** If you're sandwiched between ants, quickly back-flip or forward flip over them.

## Desert Beauty

It Came from the Desert was written, produced, and filmed on location by the folks at First Light Entertainment and Interactive Pictures Corporation. They teamed up to bring this classic C64-memore Amiga computer game to life. Similar to NEC's earlier CD-ROM hit, Sherlock Holmes Consulting Detective, Desert features real live actors and professional-quality, recorded dialogue. The total effect lends Desert an early '50s, "B" horror flick feel. The story's first-rate, and you'll love every twisted turn.






However, Desert's not flawless. The arcade areas quickly become repetitive, and only the difficulty factor varies from one scene to the next. Also, outwitting the Queen Ant isn't a brain-strainer and replaying the struggle isn't too thrilling.

Additionally, the live actor graphics are painted with a rather limited color palette. Average action sequences aside, Turbo Technologies' latest wins accolades for its stylish, cinematic package. It Came from the Desert is guaranteed to make you bug-eyed!

It Came From the Desert by Turbo Technologies				
Graphics	Sound	Control	Value	Overall
				
3.8	3.8	2.8	4.8	3.6
\$59.99 Available now Action/Adventure		One-player CD-ROM		

# It Came From the Desert



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## Football Frenzy

PRO  
REVIEW

## Soccer Brawl

By Francis Fan

Football Frenzy, a chaotic, god-on-stereo action for the Neo-Geo, has all the hard-hitting action of the real sport. Unfortunately, it lacks the strategy and some of the rules, which makes it a one- or two-player game that's fun to play, but difficult to understand.

**Bone Crushers Unite!**

If you enjoy the sound shoulder pads make when they crunch into a ballcarrier at top speed, you'll appreciate the play of Football Frenzy. This game isn't called "Frenzy" by accident: When the ball is snapped, 22 players scramble like flies. Half the time, a defensive player will fly through your line crushing your ball carrier. The rest of the time, you'll either scoot for a decent gain or your quarterback will throw the ball to an open receiver for a big gain.



Go for the touchdowns!

The tricky, and unrealistic, thing about the Football Frenzy offense is that completing a pass depends on whether your quarterback is able to throw the ball, rather than if your receiver's open. Throwing the ball is a challenge, because a defender that's anywhere within ten yards of your QB can swat a pass backwards like an NBA center.

Another major flaw is the lack of defensive play calling. You play the same formation every down whether you think your opponent is calling a run or a pass. Not that playing defense requires much guess work. You can always see what play the offensive team is calling, so there are no surprises.

**Football for Kicks**

Despite the chaotic game play, you'll be impressed by the graphics and sound effects. All 22 players are depicted with plenty of detail, and you won't see a bit of flicker. If you aren't a football geek, you may have a blast. Just keep your copy of the NFL rulebook shut, because the SNK programmers did when they created this cart!



**PRO TIP:** If you delay before you pitch the ball, you'll draw blockers to your quarterback, which gives your running back more room to run over through the line.

By Francis Fan

SNK might have this sports thing down! First, they release the incredibly awesome Baseball 2020 for the Neo-Geo. Now, they give us Soccer Brawl!

— an incredibly fast-moving, action-packed, soccer simulation starring eight international teams and an assortment of tough cybernetic athletes.

**The Gloves Are Off!**

Soccer Brawl is a one- or two-player game that mixes the best soccer moves with elements of Street Fighter II. The object is simple: score more goals than your opponent and you win the game. Scoring occurs in the traditional soccer way—kicking or heading the ball into the net.

What is not traditional is your ability to punch your opponent, or when powered up, stun him with a ray blast from your hands. You can also take down a ball carrier with a nasty sliding tackle or make him see stars with a devastating shoulder block.

Each team's captain is called the Head Master. The Head



Kick me, kid.

Master doesn't have the blazing ability of his teammates, but he does have an awesome Power Shot, which makes him the main offensive threat on the team.

There are four different types of Power Shots: the Guardian Shot, the Waves Shot, the Cross Shot, and the Boomerang Shot.

Each of these kicks will damage any player stupid enough to be in its path.



Rebuild your body parts during the half time show.

**PRO TIP:** Use Korea or Japan's Boomerang Shot when you're close to the opposing goal. The ball circles around the goalie and goes into the net.

**PRO TIP:** Your most effective shot is to play the ball off your head or body near the opposing goal. Then hit A and the directional control to deflect the ball into the net.



Show just your opponents with your Super Shot.

**Let's Get Offensive!**

Soccer Brawl has it all: great sports action, strategy, violence, great sound effects, and still more violence! It's the ideal cart to shake up a peaceful Saturday afternoon. Just don't blame us if you accidentally destroy the furniture in your excitement!

Football Frenzy by SNK



4 1/2" supported cart  
All ages  
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Soccer Brawl by SNK



4 1/2" supported cart  
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## Top Gun: Guts and Glory

PRO  
REVIEW

## Hudson Hawk

By **Neil Raff**

For all you jet cases looking for a compromise between a "true" flight simulator and a flat-out shoot-'em-up, Konami's Top Gun series fits the bill perfectly. Now, Game Boy pilots can take to the skies with Top Gun: Guts and Glory.

**Not Shots**

Konami hasn't changed much from the two original behind-the-jet-view NES classics, and why should they?! This Top Gun series is one of their stupider titles! This time you can choose from four types of aircraft: the F-14 Tomcat, the Mig 29 Fulcrum, the F-16 Falcon, or the F-117A Stealth Fighter. Also, you can fly five Air Combat dogfights, five Bombing Run assignments, or 10 Career Option covert missions, which are increasingly difficult combos of Air Combat and Bombing Runs. Every



**PRO TIP:** Each of the four jet fighters has its own unique strengths and weaknesses. Experiment in the Air Combat and Bombing Run modes to find which one suits each level best.

time you complete a mission, you earn a promotion medal and a password. So have a pen and paper handy. Whichever war bird you pick, you'll find its cockpit loaded with goodies, like a radar screen, an altimeter, a degree heading gauge, an altimeter, and a missile lock indicator.

Your hardware seriously soars. In combat, you can either use the missiles (either guided or heat seeking) or the 35 mm cannon, effective for enemy aircraft near you. The throttle (the Start button) adjusts your speed from Air Brakes



**PRO TIP:** Sometimes it's hard to tell where you are. To avoid getting lost, either pay close attention to your degree heading or use the stars as a guide.

to Miltary (Cruise-control) to Afterburner (sonic boom).

**Strategy, then Pulverize**

Guts and Glory is a good combination of strategy and action. The sound is great, with realistic cannon shots and explosions. The graphics are cheesy in some respects, like the wumpy oceans and clouds. They're really lock though when the well-animated aircraft and war-



**PRO TIP:** If you can't obtain a pretty heavy off your tail, try clearing on the Air Brakes and pulling an aerial flip worthy of Tom Cruise.

ship convoys storm the screen. It may not be a true flight simulator, but TG G&G is the closest thing to it for you Game Boy Top Guners!

By **Slither Slither**

Hudson Hawk may not have been a big hit at the box office, but it could be a hit

on your Game Boy. Sony Imagesoft has put this bad boy game good on three missions to save his best friend and the world's economy.

**Mission Impossible**

Driven and Miranda Mayflower are rebuilding Leonardo da Vinci's Alchemy Project, a machine that will create gold and send the world into financial ruin. They've got Eddie Hawkins' blend an ice until he steals the Project's key component for them.

In this side-view, multi-scrolling action/adventure, Hawkins, a.k.a. Hudson Hawk, encounters menacing obstacles that range from live creatures to electrical devices. Armed only with



**PRO TIP:** Mission 1 Part 1 is the only way to avoid getting electrocuted by the electrified eye in its jump over the beam. Be sure to time your jumps.

his fists and some baseballs, Hawk has to jump his way around rooftops, factories, mansions, and even the Vatican. Hawk has all sorts of cool moves. Most of the time he just needs to run and jump. However, he can crawl on his hands and knees in tight spots, climb ladders, and even scale hand-over-hand on high-hanging ropes and pipes.

Mastering Hawk's easy-to-control agility is critical, because the really deadly obstacles (the electrical devices) can't be stopped with a baseball. Instead, Hudson has to find hidden switches which momentarily turn them off. Hawk also finds money bags, which hike up his score as does punning his enemies. It's a good thing he starts out with five lives. For a fighting chance, he also gets three continues with three lives each.

**Hawk's Eagle-Eyes**

Hudson Hawk will tease your brain and test your thumbs. The graphics are excellent for a Game Boy game,

and the sound's above normal. There are no duetey tunes here, instead, you get a pulsating, ominous tune. This cart may end up being a bad influence to those who play it, because it makes the life of crime fun!



**PRO TIP:** Look for poles or wires to scale hand-over-hand. They will save you from falling.



**PRO TIP:** Mission Part 4-11 you don't successfully jump over the barrier after switching off the second fan, forget it. You can't go back to the fan's switch to turn it off again.



# Light Boy is Bound to Attract Attention



The campfire has died and the marshmallows have been roasted. Now, thanks to Light Boy, the fun really starts! All my Game Boy equipment is safely stored in the Light Boy GAME KEEPER, which is great for on-the-go gamers, like me.

Replaceable Light

1.5x Magnification



The Vic Tokai Light Boy is too cool. Not only does it magnify the LCD screen 1-1/2 times, but it also comes with batteries! And unlike other accessories, Light Boy has replaceable lights, so the fun goes on forever! It's no wonder Light Boy is bound to attract attention.

Batteries included

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## Nail 'n' Scale



By Kay Das

Okay, Puzzle People, get on your thinking caps—and your hand fists. Nail 'n' Scale by Data East is a fun, tricky, little Game Boy cart. One or two-players (consecutively) try to guide a minute manor through 50 stages filled with maze-like masses of blocks. You "scale" the blocks by tossing nails into them. The nails eventually disappear. But if you're quick, they provide you with enough toe holds to climb to a wooden door and into the next stage.



**PLOT:** Always use the nail-throwing area to find the best path, since there are usually two escape doors.

The action isn't fast-paced, but in order to complete a stage you have to burn some brain cells. You can break some blocks by jumping on your heels.



**Don't jump yet! The figure on the left is a creature coming back to life.**

Other blocks are coated with real repellent. Word creatures such as teddy bears, bee boys, bat kids, and other bizarre nuisances hinder your path. You can nail them, but they only disappear for a few seconds. Obstacles like fire pits and rolling balls force you to rethink your route.

**PLOT:** Be warned: creatures come back to life in the same spot that you nailed to them.

For a cutsey little puzzler, the graphics in this cart are on par with other Game Boy games, although they don't break any new ground. As with most Game Boy games, the music is best turned down LDW.

Nail 'n' Scale is a good brain-tweener. This hard-hatted, action/maze game is sure to keep your interest nailed to the Game Boy for a few hours.

Nail 'n' Scale by Data East

Platform	Cost	Genre	Players	Developer
Game Boy	\$19.95	Puzzle	Two-players	INT.
Rating	ESRB	ESRB	ESRB	ESRB
ESRB	ESRB	ESRB	ESRB	ESRB
ESRB	ESRB	ESRB	ESRB	ESRB
ESRB	ESRB	ESRB	ESRB	ESRB

## Spy vs. Spy: Trick & Trap



By Lisa Lewis Shover Apert

Those notorious Spy vs. Spy guys have pulled dirty tricks on each other throughout the pages of Mad Magazine. Now Kenno has lifted these beak-nosed agents off the pages of Mad and put them to battle in your Game Boy.

In Trick & Trap, you play either White or Black versus the computer or a Spy-bud equipped with a Game Boy, a link, and another cart. You're object is to bust out your opponent by being the first to find five Top Secret Documents in each of the four stages' five levels. The docs are secured in treasure chests and they come in five forms: Microfilm, Secret Files, Sleazeballs, Poppy Decks, and RDM microchips.



**PLOT:** Find the Atomic Case quickly. You'll only be able to carry one document until you die.

To keep the other guy off balance or make him lose the documents he's found, you punch him out or plant one of six types of Booby Traps to trip him up. Watch out, 'cause he does the same to you!

This cart's cartoony graphics are superior for a Game Boy game. SVS fans will especially dig the Booby Traps. But definitely keep the music off, if you don't want a headache. Don't let the sharp, funny, Spy vs. Spy graphics fool you. This cloak and dagger cart is tough. You'll have to read the manual to master the controls. The computer spy is best, tough, and sneaky. In fact, fledgling agents who aren't present may quickly tire of this clandestine homework.

The passwords are a saving grace. The passwords are a saving grace.



**PLOT:** The spy who bumps against obstacles (such as Mini-walking Plants or Floor Guardians) during a fight will lose the energy tester.

Spy vs. Spy is deceptive. Its cartoon roots hide tough fun.

Spy vs. Spy: Trick & Trap by Kenno

Platform	Cost	Genre	Players	Developer
Game Boy	\$19.95	Action/Puzzle	Two-players	ADV.
Rating	ESRB	ESRB	ESRB	ESRB
ESRB	ESRB	ESRB	ESRB	ESRB
ESRB	ESRB	ESRB	ESRB	ESRB
ESRB	ESRB	ESRB	ESRB	ESRB

## WordZap



By Abby Normal

WordZap by Jaleco guarantees countless hours of portable Game Boy fun. This wordy cart's a real tiger in the gaming jungle and its fun too.

Word Zap's like Scrabble with a few interesting twists.

Playing alone against the computer or taking turns with a friend, your challenge is to create words out of a jumbled collection of letters. However in WordZap, you can only build words horizontally.

A plethora of other options help keep the challenge, adre' high. For example, during each play you can only pull certain consonants and vowels from the letter pile. You can choose from three levels of difficulty, as well as select the number of letters (3, 4, or 5) in each word.

That's just the beginning. There's also a Hot feature, which you can switch on and off; a Plunko feature, which enables you to use plunks without being penalized, and a Timed Turns feature, which places you at odds with the clock. For you word-sothes, there's even a Handicap feature that will give you up to a three-word lead on any round. You'd hardly expect it from a puzzle-style game, but the tunes are ultra groovy, too!

**PLOT:** Take a few moments to envision some word possibilities before you begin play.

**PLOT:** Ratios "A's" and "E's" to use towards the end of a round.

WordZap is guaranteed to satisfy the bored traveler, or wannabe vocabulary whiz. With a dictionary of over 8,000 words, WordZap will keep you entertained, and may teach you a thing or two, to boot!

WordZap by Jaleco

Platform	Cost	Genre	Players	Developer
Game Boy	\$19.95	Puzzle	Two-players	INT.
Rating	ESRB	ESRB	ESRB	ESRB
ESRB	ESRB	ESRB	ESRB	ESRB
ESRB	ESRB	ESRB	ESRB	ESRB
ESRB	ESRB	ESRB	ESRB	ESRB





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# Out Run Europa

# PRO REVIEW

# George Foreman's KO Boxing



By Ross Music

Special agent Simeon Kurtz of Unit 6 intelligence is having a bad day. An unknown hit man cracked him on the head, made off with secret government documents, and stole his best bike. Kurtz's career is history if he doesn't retrieve the papers and deliver them to Berlin, pronto!

## Out Running Europe

Grab your helmet and biker gloves, Game Geaners. Out Run Europa is here! If you've played Sega's coin-op classic, you'll recognize U.S. Gold's all-new cart as Out Run with a few exciting twists.

To clear his good name, Kurtz trails across Europe in pursuit of the culprits. In each of the five, first-person-perspective levels, he hops aboard a different vehicle and races to the finish line, avoiding or eliminating criminal attackers on his way. Lose against the clock or deplete the shield supply, and it's game over with no chance to continue.



PHOTO: Make Kurtz weave back and forth to avoid the helicopter's bullet showers in Level 2.

Simeon's a true road racer. Aboard the familiar Motorbike, he can kick 'n' punch enemies from London to Dover, U.K. In France, Simeon uses a Jet Ski to speed on to Calais. Swarming choppers and terrorist water riders impede his progress. He then drives through Paris, Barcelona, Madrid, and up the Spanish Coastline in a "thof" (as in not paid for) Porsche. Simeon detests the Porsche and breezes across the Mediterranean to the Italian Coast in a Speedboat. Finally, he wheels a Ferrari in hot pursuit of his assailant. Kurtz's victory's at hand!

## Ron Like the Wind

Good music and even better graphics complement Out Run Europa's diverse, multi-faceted driving and racing action. Despite a lack of continues, overall it's a great Game Gear package for fans of Spy Hunter, Road Blasters, Hydra, and Hang On. If you want to tour Europe, secret service style, Out Run Europa is the way to go.



PHOTO: Grab gems of bullets in Level 1 to earn Simeon's speedboost in Level 2.



PHOTO: Kurtz shouldn't use turbo speed around the corners in Level 3 or he'll run into a tree, house, or cliffside.

Out Run Europa by U.S. Gold

Game	Year	Genre	Platform	Developer
	1992	Racing	Game Gear	ADV

ESR: 15  
 2 mgp  
 Available May '92

By Colorful Conversation



Former champ, "Big George" Foreman's career has hit the comeback trail. With the support of his family and untold Quarter Pounders with Cheese, he nearly dethroned current champ, Evander Holy-field, last year. KO Boxing features Foreman's punching power and hearty appetite in an above-average Game Gear slugfest.



PHOTO: Trap your opponent against the ropes and land jab/approximate in evasion hits.

## George Rules

In Raging Edge's (Acclaim's) first Gear title ever, you play America's favorite 250-pound lug. In one-player mode, you duke it out with four opponents for the title and you can rematch once per bout. Alternatively, two boxers can knock heads with a Gear-to-Gear cable and two carts.

The side-view, fistbouts action resembles James "Buster" Douglas Knock-Out Boxing for the Genesis. You throw jabs, body blows, and uppercuts. You shield by ducking low and blocking your head or body. The moves work, but are hard to control.



PHOTO: When your opponent charges up his power line, stay attacking and prepare to block.

Several times per match, you can unleash an awesome Super Punch. You'll send your opponent flying with one hit.

PHOTO: Deplete half your opponent's stamina meter, then nail him with three consecutive Super Punches for a TKO.

Each round's winner earns 10 points towards a decision, and the loser's points are reduced based on his performance. Tally a win with a points decision, a Technical Knockout (three knock downs in one round), or a Knockout (the standard 10-count knockdown). Each victory nets you extra ability points to boost your Footwork, Recovery, Punching Power, or Super Punch credits.

## Clean Fighting

George's cart packs crisp graphics, decent sounds, and a full-bodied challenge. Unfortunately, play control is clunky, but the ability-building feature and tough fighting make KO Boxing a Game Gear contender.



PHOTO: Power down the animal bit between rounds!

George Foreman's KO Boxing by Raging Edge

Game	Year	Genre	Platform	Developer
	1992	Fighting	Game Gear	ADV

ESR: 15  
 2 mgp  
 Available May '92

# MOON CRYSTAL



Somewhere out there on Count Crimson's island, Moon Crystals are being mined to bring back the dead in an evil way. Can you stop this madman before it's too late? The world is depending on you to save it from total doom. Live this truly awesome graphic adventure on your Nintendo Entertainment System™.



All right! The hot sequel to the sun, surf and sand sport game is back in a big way....Super NES® style! Five new events test if you really are the coolest dude or dudette around: Body Boarding, Snow Boarding, Jet Surfing, Hang Gliding and Skate Boarding. Up to eight players can compete to enter the Hall of Fame or end up in the Hall of Shame.

# CALIFORNIA

# G A I M I E S

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## Basketbrawl

PRO  
REVIEW

## Hydra



## By Weekend Warrior

Alan has transformed basketball into something even Michael Jordan wouldn't recognize! Part basketball and part gang war, Basketbrawl is a game that is searching for an identity.

## Foot? What Foot?

In Basketbrawl, you can play both single and two-player contests. The action takes place on a well-rendered, side-scrolling, inner-city basketball court. It comes complete with graffiti and suspicious-looking neighborhood bystanders. Choose your player from among 10 different thugs and misfits, such as Simon the nerd, Slash the psycho, Bill the yagpie, Winnie the gangster, and a man-mountain named Bulba!

The rules of the game are simple, maybe too simple. Within a six-minute period, score more points than the opposing gang team. Punch, kick, whip, stab, beat, and slam for the ball! Use whips, sticks, and knives that randomly pop onto the court to attack your opponents. You can even take them out by shooting the basketball into their faces!

Despite the facelifts, the game gets a little monotonous. Fortunately, power-up items randomly appear to enhance game play, such as Milk bottles for increased health, Lightning Bolts for more accurate shooting, Fats for enhanced strength, Hearts for more stamina, and Sneakers for bursts of speed. Power-ups stay with you throughout the game, but disappear when you move onto the next level.

**A Toss-Up?** Although the concept is unique and the graphics, game play, and sound are all above average, the appeal of this game is limited. After a few rounds of the same punching and kicking action, it quickly becomes repetitive. Sports fans will be distracted by the fighting features, and fight fans will be burdened by having to score points in order to advance to the next level. However, the appeal is clearly directed at competitive two-player play.

## A Toss-Up?

Where else can you slam a buddy and hurl a basketball at his head—especially if he's winning?!



**PRO TIP:** Bulba is the best player to choose in the two-player mode. First, knock out your opponents. Then retrieve the ball and take your time to shoot the basket while they awaken.



**PRO TIP:** Use the whip to smack opponents that are out of punching/kicking range.



**PRO TIP:** Aim the direction pad in the same direction as the basket when you shoot.

Rebooted by Alan

Character	Team	Class	Special	Character

\$24.99      Action sports  
1 meg      See-in-the-player

Available June '92

You're our nation's top covert operative, who's assigned to deliver secret military equipment to our allies via wild and treacherous runways. The Agency has bestowed upon you a state-of-the-art, heavily armed, turbocharged speed boat to carry out your missions.

## By Air and by Sea

Hydra is a one-player, behind-the-boat view shooter, which consist of nine missions. You must pilot your ship through winding waterways, while keeping an eye out for other boats, hovercrafts, floating mines, tanks on the shoreline, and snipers entrenched on islands. However, you can soar above all that by temporarily launching your ship into the air! It's not that simple, though, the skies are equally dangerous with fighter jets, attack

copters and giant zeppelins! The action's pretty bleak. Obliterate enemies with your front-mounted machine guns and keep an eye out for valuable bonus items and power-ups that randomly pop up in the waters.

Even though you have an unlimited number of ships, if you run out of fuel—you're sunk! Plus, there are no continues.

Equipping your ship is half the fun. Pick up floating bags of money to buy power-ups. Then before starting a mission, visit the supply shed to purchase power-ups with your accumulated wealth. You can spontaneously switch among any of your power-ups, but they have a limited life span. Bonus rounds at the end of each mission award extra fast, money, and points. Don't sweat it if you croak in the bonus levels. That has no effect on the rest of the game.

## The Need for Speed

Don't miss the beef! Hydra showcases the Lynx's superb scaling abilities and extensive color palette. The smooth animation, well-rendered graphics, and extremely responsive controls create the stomach-wrenching illusion of slicing through the waters at breakneck speeds. Go ahead. Get wet with Hydra.



## By Mister Blister



It's a boat... it's a plane...!



**PRO TIP:** If dangerously low on fuel, use your power boosts to launch your ship to the end of the level.



**PRO TIP:** Ignore the target. Instead, go for money bags and Green Crystals in the bonus rounds.

Hydra by Tempest

Character	Class	Special	Character

\$29.99      Shooter  
2 meg      Run-pipe

Available June '92

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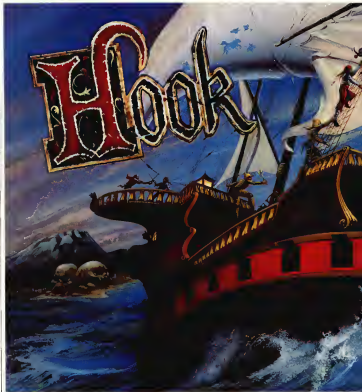
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on Hook's ship



Walking the plank



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the cabin deck



The fight with Paulie





# GET HOOKED!

You've just boarded Hook's ship. Your blood is pumping and a chill races down your spine. You're about to do battle with the most infamous pirate of them all, Captain Hook, the fiend who's kidnapped your children and sworn never to let them go.

Suddenly Hook spots you and in one leap is at your throat. But with a quick spin you take flight over the sail and with a single thrust almost pin him to the mast.

As Peter Pan, this is the fight of your life. Everything that came before — your duel with Rufio, your dive to the ship wreck, even your battles against the pirates and creatures of Neverland — are nothing compared to this moment.

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Get Hook. Before Hook gets you!



Dangerous Territory



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# SHORT SHOTS

## SNES

### David Crane's Amazing Tennis (Absolute)



From an amazing 3-D perspective, you and a partner can enjoy round after round

of intense tennis on grass, clay, or concrete courts.

**Available Summer**

### Super Bowling (American Technique)



Whether you play in a tournament or just for fun, you'll enjoy hours of good times on the lanes in

this "strikingly" attractive bowling simulator.

**Available June**

### Spot II: The Quest for Cool (Single Games)



They're far from lazy and they're definitely crazy. Who are they? They're the 7-Up Spots.

These well-rounded pranksters are starring in a brand new SNES adventure. They search for their missing 7-Up bottle in an amusement park, on a beach, and around town.

**Available Fall**

## Genesis

### Olympic Gold (U.S. Gold)



The Summer Olympics are just around the corner. Thanks to the folks at U.S. Gold, anybody can take an Olympic trip to sunny Barcelona without leaving the comfort of their own home! In this beautiful, well-detailed game, you slip into the finely-tuned bodies of a variety of athletes and go head-to-head against some of the world's finest competitors. You can compete in seven events, including diving, swimming, hurdles, and the hammer throw.



Before you attempt to go for the gleamy gold, you might want to spend some time warming up in the practice mode. If not, it's head first into 100% pure Olympic competition.

**Available June**

### Book (Sony)



In this gorgeous side-scrolling action/adventure, you hop into the boots of Peter Pan

and set out to tackle 11 levels of jumping, flying, back 'n' slashing fun.

**Available Summer**

### Gargoyle's Quest (Capcom)



Firebrand, Capcom's favorite, little green, fire-breathing Gargoyle, made his first appearance on

the Game Boy. Now he's about to make his debut on the NES. To keep his guardian skills in tiptop shape, Firebrand went off to train in the Ghoul Realm. During his absence, a demon swooped in and dethroned the laird in "demon darkness." Firebrand must now venture into the dark and destroy the evil. Multiple levels, coupled with a unique blend of action and role-playing elements, will keep you and Firebrand busy for a long, long time.

**Available Summer**

## Nintendo

### Felix the Cat (Nintendo Soft)



Felix, the famous, mischievous cat, is feeling fine. In fact, this crazy cat is feeling so good, he's off

and running in his very own 8-bit action/adventure.

**Available Summer**

Continued on page 90

# HURL THROUGH SPACE.



It's so fast, it'll make your teeth rattle. So intense, it'll make your toes curl. So action-packed, you'll go rocketing, blasting and splashing your way through 8 stages in this Super NES Action/Arcade classic. It may take facing horrific 3-D creatures and multi-level scrolling. It may take a will of iron and nerves of steel. But you've got what it takes! Even if you have to hurl.

**SEIKA**

## Game Boy

### Ninja Boy (Culture Brain)



Jack and Ryo are involved in another combination beat-'em-up/role-playing adventure. The pair has crash-landed on a strange planet. Will they ever get home? Only a long and dangerous search will disclose the answer.

**Available now**

### Square Deal (AT&T)



Take lady luck by the hand and test out your card-sharking skills. AT&T's Square Deal is a ten level, two-dimensional Poker game.

**Available now**

### Jeep Jamboree (Virgin)



In this exciting, first person, two-player driving simulation cart by Virgin, you can hop behind the wheel of a Jeep and get down "n' dirty on the 4-wheel racing circuit.

**Available September**

### TurboGrafx-CD

### Shape Shifter (Turbo Technologies)



You, Lykos, have been gifted with special shape-changing powers. In an attempt to thwart the efforts of the evil

Dark Ones, you must use these special powers to find your way through 40 amazing levels.

**Available July**

## Lynx

### Bikini Beach Jamboree (Atari)



Via a Com-Lynx, up to four people can get in on the fun with this wild-o-sun action. This totally cool, volleyball simulation cart for the Lynx comes complete with boom box-caliber beach tunes!

**Available Summer**

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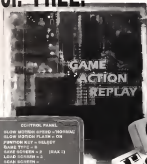
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## WARRIOR OF ROME II



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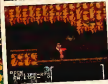
Hermet 1991

Distributed by HERMET U.S.A., Inc.  
200 Market Street, Suite 300  
San Francisco, CA 94102

# SWAT PRO



## Flying Warriors (Nintendo) Last Level Password!



To begin your game fully powered-up on the last level, enter this password:  
ZL34 CB88 CCCCC

David Chung, Arcadia, CA

## Low G Man (Nintendo) Passwords!



Try out these Low G passwords:

Level 2: MICH

Level 3: ELLE

Level 4: EAC

Level 5: SILL

Ending: YES ▼

Sound Test: SONG

Challenge Level 1: MARU

Challenge Level 2: TERU

99 Lives: SHOT

David Chung, Arcadia, CA

## Skate or Die 2 (Nintendo) Stage Skip!



Begin the game and enter any action scene. Then, on Controller Two press Start, A, Select, and B. Now push Right to warp to the Mall level, Left to jump to the Beach, or Up to zip to the Plant level.

Tony Norris, St. Louis, MO

## Captain Planet (Nintendo) Passwords



Here are the passwords for each level of Captain Planet:

Stage 1-2: 763 754

Stage 2-1: 955 783

Stage 2-2: 657 511

Stage 3-1: 148 574

Stage 3-2: 786 565

Stage 4-1: 929 272

Stage 4-2: 759 274

Stage 5-1: 344 551

Stage 5-2: 829 443

END GAME: 506 210

Linda Dean, Newark, NJ

## QuackShot (Genesis)

### Unlimited Donalds!

Here's how to rack up tons of ducks in QuackShot. Grab the Bubble Gum Blaster in Duckburg, and enter Dnicuta a caelle. Proceed until you reach the first large stack of barrels. Blast the last barrel on the second row to reveal a 1-up. Now leave the castle, return, and get the 1-up again. Repeat this process as often as necessary, and refill your Bubble Gum ammo in Duckburg if you run out.

Sean Kirkman, Abilene, TX

## James Pond II: Codename RoboCod (Genesis) New Level!



RoboCod contains a secret level. To find this one in Level 1, proceed right as far as possible and climb the building. Land on the far right roof, then walk left through the wall. You'll be warped to a weird area inside the factory.

Don Bazzo, Wisconsin Rapids, WI

## Trampoline Terror (Genesis) Extra Credits and Level Select



This trick pumps up your credits and starting level in Trampoline Terror. At the title screen, move the cursor to the Start selection. Hold down Buttons A, B, C, Up, and press Start. You'll get 99 credits and a stage select.

Michael Bog, Melrose, NY

# SO REAL YOU'LL WISH IT WAS JUST A GAME!

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10 WWF SUPERSTARS\*



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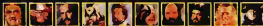
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You're in command of powerslams that rock the arena, clotheslines that clobber, and atomic suplexes that flatten your foe into submission!

You've got the skill and the bone crushing moves...but do you have the guts to become the next WWF champion?

**ACTUAL GAME SELECTION SCREENS!**



Nintendo



**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

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# SWAT PRO

TIPS & TACTICS  
PASSWORDS

## Lemmings (Super NES) Password Collection!



Enter these passwords to choose any SNES Lemmings level!

### FUN SKILL LEVEL

- Level 1: SRDTPY
- Level 2: MUDVLT
- Level 3: ZBHPRLQ
- Level 4: CWSXMBBK
- Level 5: NCDKKWQ
- Level 6: CKWDRKV
- Level 7: HCBMGOV
- Level 8: JIKZQGS
- Level 9: MMDMBKX
- Level 10: SKFRNIB
- Level 11: LXNLIJCP
- Level 12: MTPCTNP
- Level 13: PCLSBQY
- Level 14: KPMGXZ
- Level 15: TLVKLSW
- Level 16: HMBHSDR
- Level 17: MFLHSHI
- Level 18: QAPKCHB
- Level 19: MWRTLNR
- Level 20: GNDXWPS
- Level 21: KIBKLPB
- Level 22: DVJBJGM
- Level 23: LGSBCZL
- Level 24: MVDKXVX

- Level 25: LSQHQQS
- Level 26: SXBQMYR
- Level 27: PMQJPMX
- Level 28: DHEPTWQ
- Level 29: BCLJWVV
- Level 30: FQWBSBL

### TRICKY SKILL LEVEL

- Level 1: MGQZMGG
- Level 2: LXSFQXB
- Level 3: ZKVBWQ
- Level 4: NKVKRTB
- Level 5: GJWDHMG
- Level 6: DJCQQZT
- Level 7: JHSVQQL
- Level 8: RCHFNN
- Level 9: BJWVRCQ
- Level 10: RHPZFB
- Level 11: JQJBMQ
- Level 12: MZDCDTC
- Level 13: ZVMQJCB
- Level 14: ZZRHJPL
- Level 15: JHUKPX
- Level 16: JQXRNQJ
- Level 17: WFBVBJP
- Level 18: KWVBVJP

- Level 19: TTKLJZT
- Level 20: NNPTQPV
- Level 21: ZNXBKMP
- Level 22: QSLQWTJ
- Level 23: BCFVMFR
- Level 24: PQZWDKM
- Level 25: SBQMSYS
- Level 26: BDCQRNX
- Level 27: XFPBQWL
- Level 28: JHQSFRH
- Level 29: GCLKJMQ
- Level 30: SBWQZM

### TAGGING SKILL LEVEL

- Level 1: PQFTBP
- Level 2: HPLHRLX
- Level 3: CPZRSRV
- Level 4: SWSWSPW
- Level 5: DRCCQKX
- Level 6: MDGMLJY
- Level 7: WZWSDBK
- Level 8: FZBZQFM
- Level 9: SPSPVHR
- Level 10: BWCBOJ
- Level 11: WRPVJDL
- Level 12: GGBCOBS
- Level 13: TTXQXQL
- Level 14: DCBWBNI
- Level 15: WCBLDQX
- Level 16: PVPFXCR
- Level 17: NKVCKDN
- Level 18: QPDDPFB
- Level 19: QBCBPSW
- Level 20: JLQJWNW
- Level 21: JLFHFRP
- Level 22: WCLJNNK
- Level 23: LVFHHMM
- Level 24: MBHNNCP
- Level 25: RNVKGLP
- Level 26: XZZSDON
- Level 27: BBTSCZC
- Level 28: LXFLJPK

- Level 29: QKZVKFT
- Level 30: WFCSHNT

### MAYHEM SKILL LEVEL

- Level 1: XNMTWVD
- Level 2: KDTJQQR
- Level 3: VNTGWSB
- Level 4: SQDLCCR
- Level 5: JHQTCPD
- Level 6: RQNVNVP
- Level 7: CBWMMLG
- Level 8: LCYDQWL
- Level 9: KDFWTLJ
- Level 10: GVNKQJL
- Level 11: DDCDCNH
- Level 12: GWJPLW
- Level 13: LNZNFHM
- Level 14: MZQZKZC
- Level 15: JWLITCQ
- Level 16: LGJBRKM
- Level 17: SQKKBZK
- Level 18: WXGBWCB
- Level 19: NFNKRKV
- Level 20: PZQWRGP
- Level 21: DZTHVNL
- Level 22: BMDTBFQ
- Level 23: PCLSPK
- Level 24: RNFHXVM
- Level 25: LTNDDGH
- Level 26: LHLDDEV
- Level 27: HCBKHY
- Level 28: MWLGVQJ
- Level 29: GSPQCRQ
- Level 30: ZITGRFH

### SUNSOFT SKILL LEVEL

- Level 1: TPCWRMP
- Level 2: WJCLDX
- Level 3: PYNRCMV
- Level 4: HZSQONT
- Level 5: KCGHCNC

Maxim Dwight, Wausau, WI



# BRING THE HIT ARCADE GAME HOME!

# SUPER SMASH T.V.



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Big Prize!



Scarface Messaer!



M.C. Wayport



Total Carnage!



Cobra Extermination!

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# SWAT PRO

TIPS-TRICKS  
PASSWORDS

## Super Smash T.V. (Super NES) Bonus Credits!



Here's a code to add seven extra lives and seven extra continues to your Smash T.V. arsenal! Bring up the one or two-player selection screen. Next, press **Down, L, R, and Up**. You'll then enter a special option screen. Now pump up your credits!

Clyde Dicks, Austin, TX

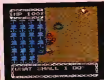
## SimCity (Super NES) Instant Cash!



Here's how to rake in tons of funds in SimCity. Unleash all your money, set the tax rate at zero, and wait until the end of the year. When the **Budget Screen** appears, hold down the **L Button** and exit the screen. Quickly re-enter the Budget Screen (while still holding L) and boost all your funding levels to 100%. Eureka, \$999,999 is yours!

Roy Kasper, Killee, CA

## Dragon Crystal (Game Gear) Speed Up!



This trick speeds up Dragon Crystal's game play. At the beginning of Level 1, press **Start** and hold it down to make the game move faster.

John Casolozzi, New York, NY

## Nintendo World Cup (Game Boy) Passwords



Here's how to play in any World Cup (GB) match with any team. First enter three digits in your password for the match number, then enter two more digits for a team (use the charts below). For example, to play in the fourth match as the Italy team, enter 53033.

### MATCH SELECT

Match #2: 234

Match #3: 033

## Ys III (TurboGrafx-CD) Final Password!



Here's an Ys III password which arms you with all the fire power you need to take on Demonicus!

h5a4/Ph5Gaa/23p2paG  
HG8aa/0Yw5wBw/AAADhp2p  
d4d4d/d4d4d4d/d4d4d4d4d  
d4d4/FF

Rod Fensberg, Colmar, Canada

- Match #4: 533
- Match #5: 363
- Match #6: 172
- Match #7: 429
- Match #8: 561
- Match #9: 513
- Match #10: 971
- Semi-Final: 086
- Final Match: 016

### TEAM SELECT

- Argentina: 62
- Italy: 33
- Brazil: 51
- Spain: 38
- Germany: 23
- U.S.A.: 31
- Holland: 41
- Mexico: 72
- England: 45
- Japan: 59
- France: 26
- Cameroon: 54
- U.S.S.R.: 17

Jose Brato, Lincoln, NE

"...step up to the plate..." - Game Pro

# ROGER CLEMENS' MVP BASEBALL



**"A baseball dream come true...!"** - Nintendo Power

**"...it looks like you're in center field. A truly cool effect!"** - Electronic Gaming Monthly

**"...the most original NES baseball game..."**  
- Electronic Gaming Monthly



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**"All the excitement of a pennant race...unique perspectives allow you to see what the players in the field see!"**

- Nintendo Power



**OVER-THE-SHOULDER-FIELDING:** The most realistic perspective ever!

Game players everywhere agree: Roger Clemens' MVP Baseball's over-the-shoulder perspective, close-up shots of close plays and pitching tips from "The Rocket" himself capture all the realism and excitement of live baseball! Feel the Heat!



**CLOSE-UP PLAYS AT THE BASE:** players control the slide and tag.



Official Game of the

1991 Major League Baseball Season



# SWAT PRO

TIPS, TRICKS  
& SECRETS

## Super Tennis (Super NES) Championship Password!



Take Meyer to the New York finals with the password:  
4H0Z7M CSYPSX  
QVKSNPY GR9C9C  
0VHQSV KXGZSHR  
FTLVRK ZST

Red Forsberg, Colmar, Canada

## Burning Force (Genesis) Ten Lives!



To earn ten lives per continue in Burning Force, enter B, A, B, A, A, C, A, and A at the opening Start/Options screen.

Mike Farling, Ann Arbor, MI

## Bill & Ted's Excellent Video Game Adventure (Game Boy) Phone Codes!



Dial in these passwords to buzz your way to any Bill & Ted level.

Level 2: 555-4239

Level 3: 555-6767

Level 4: 555-8942

Level 5: 555-4138

Level 6: 555-9471

Level 7: 555-2989

Jack Krueger, Los Angeles, CA

## Raiden (TurboGrafx-16) Secret Power-Ups!



Midway through Raiden's Level 1, touch the fairy in the trees. The next time you crash, the fairy will reappear and restore most of your power-ups. Also, when you lose and the Continue Countdown screen appears, press Run when the timer hits zero and you'll continue with a power-up bonus.

Leif Nakano, Puerto Rico

## Tiny Toon Adventures (Game Boy) Unlimited Lives!



You can easily stock up as many lives as you need in Tiny Toon Adventures Level 1 for the Game Boy. Jump into the first inverted tree stump of Level 1's second section. Then enter the bonus room and play the Race Game. Choose SweeTie Bird as your opponent, and pay the \$10 entrance fee.

Beat SweeTie for a 1-up! Keep racing SweeTie for tons of lives. If you run out of cash, leave the race and let your Toon do. Replay the level, snag more bucks, and keep racing SweeTie for as many lives as you want!

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# GAME BUSTERS

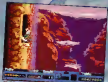


By **Andrew**

Everyone knows Donald Duck's got a temper. Just the same, it's still tough to beat the last boss in Quackshot, especially when you're not toting anything more powerful than a Plunger and a Bubble Gun. If you can keep from quacking up, we'll show you how to waddle straight to the end of the game.



**1) PROTIP:** To escape from the cards, stand on top of this moving wall section. Fire plungers onto the wall, and jump for your life! When you reach the top, exit stage right.



**2) PROTIP:** To reach the castle tower and the elusive buffle, Donald has to make a leap of faith. Just jump and snag platforms appear. Now you're face to face with a knightly duck. All that stands between Donald and the treasure is a 30-second sword-to-plunger combat.



**3) PROTIP:** Stand above and a little to the left of Sir Duck. This coos the old boy into tossing his sword, even though you're out of range.



**4) PROTIP:** Now fire a plunger at the wall to your right. Jump on the plunger and you won't get hit by falling blocks.



By Uncle Scrooge to underwrite, he's judged worthy of the treasure. Of course, Daisy's willing for her part of the loot. When she gets the goods, Donald gets his reward. They live happily ever after...er, at least until Donald fires south for the whites.



**5) PROTIP:** Now jump to the ground and fire until the duck knight's sword reappears. Repeat this procedure until Sir Duck is done for. It takes about 12-15 hits to can this metallic mollard.



# QUACKSHOT







## Nintendo

### Tiny Toon Adventures

Dear ASK THE PROS,  
I'm having trouble dealing with Captain Claw in Level 3 (the Pirate Ship) of *Tiny Toon Adventures* for the NES. Any advice?  
Brandon Roy, Hempstead, NY

Dear Brandon,  
Use *Dizzy Devil* to jump on the Captain's head. Then wait for the Captain's wheelbarrow to roll your way. To defeat Claw, spin underneath the wheelbarrow and repeat this process three times.

## Genesis

### Quackshot Starring Donald Duck

Dear ASK THE PROS,  
I'm stuck on Quackshot's Egypt level. How can I avoid being squashed by the falling wall?  
Jesus Arroyo, Rio Piedras, Puerto Rico



Donald sticks the wall in Egypt.

Dear Jesus,  
Read *Goofy's scroll* and use its tip to survive the wall. Leap on the Sun, then on the Moon, and then on the Star block. The wall will rise and you can keep moving unharmed.

### Faery Tale Adventure

Dear ASK THE PROS,  
Like the mayor told me to, I've rescued the princess in *Faery Tale Adventure*, but I still haven't located the fourth Golden Statue. Where is it?  
Angela Berry, Prosbury, MD

Dear Angela,  
Look for the statue in *Hemsworth's Tomb*. From the tomb's entrance, go right, follow the hallway south, and then hang a left into the labyrinth. Keep an eye out for a series of hidden doors, which will lead you to the fourth Golden Statue!

## Super NES

### Super Ghouls 'n Ghosts

Dear ASK THE PROS,  
I completed *Super Ghouls 'N Ghosts* once, but now I'm told I must play through a second time and find *Guinevere's Bracelet* to win. How can I acquire the Bracelet?  
Richard Dwyer, Grand Rapids, MI



Pop open the final power-up chest to uncover *Guinevere's Bracelet*!

Dear Richard,  
Remember the weapon power-up procedure you used in *Super Ghouls*? Well, grab the final item in the power-up chest, the *Sun Shield*, and the next treasure chest you uncover will contain *Guinevere's Bracelet*. This works on any game level during your second go-through! Make sure you don't change weapons. Hang onto the *Bracelet* for the final battle with *Sarclius*. (Bonus Tip: When the going gets rough in the later levels, stand still and the *Sun Shield* will absorb three hits.)

## Game Boy

### Terminator 2

Dear ASK THE PROS,  
I'm having trouble completing Level 2 in *Terminator 2* for the Game Boy. Where's the T-800?  
Jake Yres, Oxford, IA

Dear Jake,  
Progress to the end of the level and you'll find six doors. Wait for the T-800 to appear. Then follow him when he leaves through one of the doors. You'll be transported directly to Level 3!

### Metroid II: The Return of Samus

Dear ASK THE PROS,  
I'm trying to track down an item in *Metroid II*, specifically the *Vats*. Where can I find this powerful body suit?  
Adam Post, West Valley City, UT

Dear Adam,  
In Area 3, walk left from the second *Save Platform*. When you reach the water section, use your *Spider Ball* to maneuver through the tube. You'll come to a room filled with orbs. Blast the orb in-between the two blocks and *Vats*'s yours!

## Ask the Pros Q&A

Direct your letter to ONE of our three "Ask the Pros" departments: Current, for recent releases; Classics, for old-but-goodie stumblers; 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  
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## Lucasfilm Demos Star Wars for Super NES

Lucasfilm's preliminary Super NES *Star Wars* can knock out collective socks of with its all-new game play, which follows the movie's plot line to a tee.

We saw beautiful graphics in the side-view, light-shade fighting scenes, and three-dimensional land speeding on Tatooine. One player assumes the role of Luke, and can team up with Han Solo or Chewbacca later in the adventure. We heard a remastered theme song, which is an authentic replica of the movie's actual music. Look for *Star Wars* to use the SNES Force in October, and keep it tuned to GP for up-to-the-minute info and photos!



Luke Skywalker storms the Super NES!

## Battletoads Hop into Super NES, Arcades

Tredaway's toad programmers are still locked in their development labs, but two top-secret projects have finally been declassified. Rush, Zitz, and Purple are gearing up for an all-new, heartstopping, **Battletoads** adventure on your Super NES. That's not all! Video gaming's premier skin diseases know the way: it's arcade, and a

coin-op's on the way, too! No release dates are set for either product, but we'll keep you posted with Battletoads updates.



How it can be told! Two-player Battletoads SNES action is coming from Tredaway.

## Street Fighter II Joystick

Look out Street Fighter fanatics! **Capcom's** got a **Joystick** coming your way that's designed for use with **Street Fighter II** for the **Super NES**. Although the unit will work with 8 and 16-bit systems, it's specifically designed to help you deal with the complex set of moves you need to master to win in **Street Fighter II**. In fact, the Competi-

tion Joystick was designed "to meet the needs of **Street Fighter II** players," says Joe Morici, Capcom's Senior Vice President. The name of this joystick game is building a stick that gives you that old arcade feel. The stick, which will be available at the same time as the SNES **Street Fighter II** cartridge (July), features six action buttons, 8-way joystick control, and three rapid-fire turbo buttons. Although the stick was designed with **Street Fighter II** in mind, Capcom's betting that it's going to become your stick of choice for all your game playing. We'll have a full review on the joystick in an upcoming issue.

## Street Fighter II Tournament Winners!

The results are in! **Capcom U.S.A.'s** **California Street Fighter II Tournament**, which was held in late December '91 and early January '92, staged in the San Francisco area, resulted in San Diego, and concluded with a grand champion who took home a **Street Fighter II** coin-op machine! The semifinalist in Milpitas, December 15th 1992, qualified eight **World Warriors** for the next

round. Capcom flew the 'Coco group to La Jolla to meet the survivors of the southern semifinal.

The championship tournament was an all-day nerve-racker, filled with shocking upsets, incredible victories, and Gale Flash Kicks. The top eight Grand Finalists entered the Expert Tournament, which forced each player to test his or her knowledge of all **Street Fighter II**'s characters. When the dust settled, Tony Tsai won the SF II machine and his runner-up, Torneo Ojima, claimed a Super NES, three Capcom carts, and \$200 cash! High-ranking novice and advanced players also won SNES systems, games, cash, posters, tee shirts, music CDs, and video tapes. Future



Street Fighter II Champion!

tournaments based on the **Street Fighter II** Champion Edition machine are in the works from Capcom. We'll be right there if and when it happens!

## Seta Spins Wizard's Oz Magic

**Seta U.S.A.** has announced plans to market a line of games based on the classic **Wizard of Oz** movie. The first product is scheduled for a **Super NES** release in early 1993, and other carts are in the works. As one of the film's four heroes (Dorothy, the Cowardly Lion, the Scarecrow, or the Tin Man) you meander down the yellow brick road in search of the Wizard. And yes, a SNES rendition of *Somewhere Over the Rainbow* is in the works.

Continued on Page 106.



The Street Fighter II Joystick.

# You're into it!



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Sega invites you, the GamePro readers, to invent some great ideas for the Wizard of Oz game play! If you have any suggestions for Sega, please write to: Sega U.S.A., Inc. Wizard of Oz 105 East Reno Ave., Ste 22 Las Vegas, NV 89119

### Injunction Blocks Accolade's Genesis Software

In a decision which could have repercussions on the entire electronic software industry, **Sega Enterprises, Ltd.** was granted a preliminary injunction barring **Accolade, Inc.** from selling Genesis game cartridges.

San Francisco's federal district court ruled in favor of Sega claim that Accolade infringed on Sega's software copyrights. Sega contends that Accolade games caused a message to appear on-screen which states, "Produced By or Under License From Sega Enterprises, Ltd."

Accolade immediately filed an appeal. The company argues that its programmers must "reverse engineer" Genesis games in order to make them function on the machine. This process requires usage of Genesis language code lines. According to Accolade, this does not conflict with Sega's trademarks.

If the ruling is ultimately upheld, the consequences could be far-reaching. Accolade states that unlicensed software companies utilize the reverse engineering method when developing products for all formats, including video game systems and personal computers. A final ruling in favor of Sega could set a legal precedent which would require publishers to be licensed by hardware manufacturers, whom they would have to pay to produce software.

### A Day At the Races

Jason Miller, 16, of Amassee, GA was the lucky winner of **Cap-**



**com's Bill Elliott's NASCAR Challenge** contest. The four top winners of the contest received an all expense paid trip to the 1992 Daytona 500, where they attended the race and even got to take NES playtime with Bill Elliott. In the final play-off between the four lucky winners, Jason aced out the competition and scored a new 1992 Ford Thunderbird Super Coupe!

### Stardate 1992

In a joint announcement, **Sega** and **Paramount Pictures** confirmed the making of a deal that gives Sega the video game license to **Star Trek: The**

**Next Generation** for the **Mega CD-ROM, Game Gear, Master, and Genesis** video game systems. Sega has plans to produce a title based on the series, which is currently the number one show in weekly syndication. Don't fret Super NES fans! **Spectrum Hologram's** working on **Star Trek: The Next Generation** title for the **SNES**. Similarly, Paramount and Sega have reached a licensing agreement for "**Cool World**," this summer's combination live action/adventure and animation flick starring Kim Basinger. This title will also be developed for the **Mega CD-**

# THE BEST COMBAT FLIGHT SIMULATOR ON GAME BOY™ ISN'T A MOVIE LICENSE...

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Photo Credit: E. J. Henley

# INSIDE INFO

ROM, Game Gear, Master, and Genesis systems.

**Accolade** is hinting that they'll soon sign a licensing agreement for one of this summer's movie releases. More when we hear. They've also signed a new contract with the **Golden Bear**, **Jack Nicklaus**, for an entire new series of golf titles on multiple platforms - including **CD-ROM!**

In a U.S. gaming industry first, **Acclaim** has announced that they'll be the first U.S. software publisher to release a title in Japan for the **Super Famicom** that was licensed, conceived, and programmed entirely in the U.S. In case you haven't guessed, that title will be **Acclaim's WWF Super Wrestlingmania**, the latest in

their phenomenally successful line of wrestling games.

Activision's in early production on their first two SNES titles - **Mach Warrior** and **Alan vs. Predator**. **Bigsoft/Microset** is developing two titles for **Sega's CD-ROM** system - **Heavy Nova II** and **Third World War**. **Nudson Soft's** latest and greatest on the horizon include an **NES** version of **Felix the Cat**, **Book** (of **TurboGrafx-16** fame) for the **Game Boy**, and **Adventure Island 3** for the **NES**. **Koei** is expanding its massive RPG games onto the **Genesis** with **Gamma**, **Romance of the Three Kingdoms II**, and **Uncharted Waters**. All are due out this year. Rumors abound that **Konami** is gearing up for a 16-bit release of a hot Japanese title. **Microprose** is on the move with **Railroad Tycoon** for the **Genesis**, **Flight** for the **Genesis**, **Super**

**Strike Eagle** for the **NES**, and **F0117A** for the **NES**, which are all scheduled in December. He just won't quit! **Estimote's** newsmen from the first **Dark Knight** movie, the **Joker**, is planning to attack the **Super NES** and **Genesis**. **Sunsoft** has yet to determine D-dates for the 16-bit **Batman vs. the Joker** cars, so keep your fingers crossed on **GamePro** for the latest info. In their new title, "**Color A Dinosaur**," **Virgin Games** is working to capitalize on the popularity of dinosaurs with the younger crowd. The title is slated for September and will feature 10-15

different dinosaurs which kids can color via a special color palette.

**BLOCKBUSTER VIDEO**

**Top 10 Video Game Rentals June 1992**

**Nintendo NES**

1. Teenage Mutant Ninja Turtles II: The Arcade Adventure	8. The Top Gun Series 2-Pack
2. Super Mario Bros.	9. Paperboy 2
3. Duck Hunt	10. Demolition Man
4. Mega Man 4	11. Jurassic Park
5. Golf	12. 2 on 2 Challenge

**Super Nintendo**

1. Jet Set Willy	8. Pitfall
2. The 7th Guest	9. The 7th Guest
3. The 7th Guest	10. The 7th Guest
4. The 7th Guest	11. The 7th Guest
5. The 7th Guest	12. The 7th Guest

**Sega Genesis**

1. Legend of Zelda	8. Street Fighter
2. Sonic the Hedgehog	9. Sonic the Hedgehog
3. Super Mario Bros.	10. Super Mario Bros.
4. Super Mario Bros.	11. Super Mario Bros.
5. Super Mario Bros.	12. Super Mario Bros.

This information was provided exclusively to Blockbuster Video by the National Video Rental Association.

## ...IT'S JUST THE BEST.



In the case of jet fighter games, it's not always a smooth flight from movie screen to Game Boy screen. Especially if you're looking for a top-notch simulator.

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Dynamic aircraft carrier takeoffs and landings!

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Realistic in-flight refueling!

You won't find dogfighting like this in any other Game Boy title.

So don't be fooled by slick name-dropping. If you want the movie, rent the video. **TURN AND BURN** is the Game Boy jet fighter game that demonstrates definitive air superiority!

Designed by Don Ritchie and Roger Amick.



**Turn and Burn** closely matches the real flying experience of a navy jet. Very hot!

- Nintendo Power, January 1992

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# CAMEO BEST SELLING

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"The graphics on this game are fantastic throughout. Overall Rating ★★★★★"

- San Francisco Examiner - Feb. 1992

## MIG 29



"Stop yourself! Let the cockpit of one of the world's most deadly aircraft... Throttle back and accelerate to speeds in excess of Mach 2..."

- Electronic Gaming Monthly - Apr. 1992

## BIGNOSE



"... non-stop action... in a style that is entertaining and light hearted. The game keeps you involved every step of the way by making you read, think, plan and make choices... The graphics are outstanding..."

- San Francisco Examiner - Feb. 1992



## MICRO MACHINES

"Everyone who plays this game is instantly drawn in by its challenging game play. At all costs, you should seek out this game."

- Video Games & Computer Entertainment - Feb. 1992



**MICRO MACHINES**  
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## COMING SOON

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- Codemasters

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