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Goes Cable!
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NINTENDO • GENESIS • SUPER NES • TG-16 • NEO•GEO • GAME BOY • GAME GEAR • LYNX

GAMEPRO

#1 VIDEO GAME MAGAZINE

FREE Pull-Out Section!
Street Fighter II

SNES Strategy Guide! Game
Winning Moves for Zangief,
Dhalsim, and Vega! Pg. 73



Sci-Fi Carts!
Stellar New Sci-Fi Games
Rocketing Your Way. Pg. 22

TurboDuo is Here!
Plus a Preview of the
Incredible Sega CD

Pro Reviews
Genesis - Alien 3 • RBI Baseball 4
Predator 2 SNES - Universal Soldier
Death Valley Rally • WarpSpeed
NES - Felix the Cat • Contra Force
Game Boy - Bionic Commando
Double Dragon III • Dr. Franken
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& More!



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Cover art: Gary Haskill

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Part 2: Zangief, Dhalsim, and Vega make their moves.

Check out our super strategy guide for Street Fighter II for the SNES, beginning on page 72.

FREE Bonus Section!

Street Fighter II Strategy Guide

2 Dhalsim • Zangief • Vega
18 pages of game-saving charts, blocks and combos!

Zangief

Beating the boss, Zangief, is the most difficult of all Street Fighter II challenges. He is a powerhouse, with a massive strength and a devastating attack. He is also a very slow character, which makes him a difficult opponent to deal with. In this section, we will provide you with the most effective strategies to defeat Zangief, including the best combos and the most effective use of his weaknesses.

Check out our super strategy guide for Street Fighter II for the SNES, beginning on page 72.

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"...one of the hottest action games I have ever played. The music is absolutely beautiful and the graphics are top-notch."

— SUPER NES BUYER'S GUIDE

"Hook is intelligently made from start to finish. Its execution is excellent."

— GAME PLAYERS NINTENDO GUIDE

"Hook's multilayered, smoothly scrolling visuals inspire comparisons to Super NES legends, such as Actraiser and Super Castlevania IV. The music is so good, you'll want to crack open the cart and see if there's a Compact Disc inside! Five-star game play. Hook succeeds in every way." — GAMEPRO

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All This and Street Fighter II

By The GamePros

For all you cave-dwelling game gonzos, we have just three simple words: STREET FIGHTER II

Capcom blew our minds and beat the heck out of our bodies last year with Street Fighter II, a coin-op fighting game that shattered all expectations of fun, techniques, competition, and quarter-sucking capacity. Now SF II's hit the streets as a Super Nintendo cartridge, so we proudly present Part Two of the official SF II SNES Strategy Guide (See page 73). Just 4 U, we've taken our argument to the pavement with three more World Warrior profiles: Zangief, Dhalsim, and Vega. Next up to the punching bag are Ryu, E. Honda, and Sagat.

Combined, the original SF II and the Champion Edition have sold over 36,000 arcade units, not to mention the expected million-copy sales of the SNES version! It doesn't take a calculator to figure out how big and bad this game really is. Before it was officially released in the States, mail order stores charged up to \$200 per copy for the "gray market" import version. In Japan, our overseas contacts report that a TV news crew dropped copies of SF II on a busy street intersection, then filmed the action as pedestrians fought to claim their prizes. The games were gone within three seconds.

The aptly-named Pac Man phenomenon is nothing new in our young, but thriving, biz, but it's always exciting to watch. The current king of cart sales is Super Mario Brothers 3. After release in March, 1990, the ensuing Mario madness generated an astonishing seven million units sold by year's end. Compared to the top-grossing movies of all time, SMB 3's take of \$347 million ranked third behind E.T. and Star Wars.

SF II's a heat wave onto itself, but this year's overall gaming lineup is terrific, too. Blast through this issue, which focuses on games with Science Fiction themes. Take a peek into the next wave of science fiction games and television shows. Check out sizzling Pro Reviews on Contra Force, Alien 3, Harley's Humongous Adventure, and Bionic Commando for the Game Boy.

Our ever-roving reporters are still investigating tomorrow's potential firestorms today. TTI's TurboDuo makes its much anticipated debut this month, and Sega CD games are beginning to surface. Go On Location to see Accolade sharpen Bubsy's claws and Spectrum HoloByte at the development helm of Star Trek: The Next Generation. While you're stargazing, note that GAMEPRO TV's found a happy new home on the Sci-Fi channel.

Keep your fingers nimble and stay sharp, GamePros. The future looks brighter than ever!

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GamePro's Game Rating System



Graphics: Judges the overall artistic quality of sprites, animation, and background scenery. **Sound:** Critiques music and sound effects. **Control:** Rates how smoothly the control pad commands and the game's interface turn you on to the onscreen action and fun. **FunFactor:** Are you gonna have a good time? **Challenge:** This is the average skill level necessary to play the game. When you can pick skill levels, we label Challenge "Adjustable." **GamePro's Game Rating System:** 5.0-Outstanding! 4.0-Great job! 3.0-Good job! 2.0-O.K. but could be better. 1.0-Wake me up when it's over!

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Just keep telling yourself, "THIS ISN'T REALLY HAPPENING...IT'S ONLY A GAME."

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How Many Bits Could a CD Byte if a CD Could Byte Bits?

In your July issue you mentioned that the CD-ROM game *Guest* for the PC may be translated for the Sega CD or the SNES CD format. You also mentioned that the two-disc game takes up 8000 megabits of memory. Who could run something that big without having a meltdown? I've got to know: how much storage can a CD hold anyway?

Shane "Pansome" Thompson, Ceco, TX
(Cool your reactors, Shane, we've got some stats that may just knock the uranium out of you. Currently, CD-ROM technology allows the storage of 4,000 MegaBits (that's 500 MegaBytes) on a single disc. According to Virgin, The 7th Guest will be developed by them with the intention of Nintendo publishing the game for the new SNES-CD machine. - Ed.)

Bringing It All Back Home

I may be running into a large sum of money soon, and I would really love to buy a *Street Fighter II* Champion Edition arcade game. The problem is, I don't know where to shop for one. What I want to know is do arcade game makers, like Capcom, sell their games to the public, or do I have to look elsewhere to buy one?

Brian Foster, Mobile, AL
(Although they're probably not at your local shopping center, arcade game retailers do exist. To get a list of possible places to buy a game, try looking in your local Yellow Pages and check out the listings under amusement machines. Another good source is a magazine dedicated to arcade games, such as "NoPlay" (NoPlay Publishing, Woodland Hills, CA 616/287-3820). Look through the ads in "NoPlay" to get a good idea of what the current price is for the game you want. In July, the Street Fighter II: Championship Edition Arcade cost about \$3,800. If you have any money left over after buying the game, I've got this great bridge I'd like to sell you... - Ed.)

Blue, Green, and Red All Over

I recently read an article about RGB graphics for the Sega Genesis. In the article, there were some pictures of Batman on an RGB monitor, and the graphics looked great! I have an RGB monitor for my computer, and on all of my computer games the screen will only display four colors. How can I use my monitor with the Genesis to produce more colors and better graphics?

Koith Hays, Killean, TX
(If your monitor really is an RGB, then it will have Red, Green, and Blue inputs in the back. To hook your Genesis up in this type of monitor, you've got to create a Genesis to RGB cable, which we don't suggest unless you're a pretty accomplished electrician. If you're not sure if your monitor is capable of displaying RGB output, look in your manual under the Specifications section. If the manual mentions that the monitor has "composite sync" capabilities, then you're in business! - Ed.)

Where's the Jaguar?

I'm an avid GamePro reader and a member of Team GamePro. I wanted to know if you have any new news about the Jaguar from Atari. Has it been axed? Is it coming out soon?

Lee Stone, Palo Alto, CA
(According to reliable sources at Atari, their home game system bearing the code-name Jaguar is speeding through the development cycle as scheduled. Although it's far from complete, the Jaguar promises to offer home gamers a significant leap over the current 16-bit technology by processing more bits at a time. In the best-case scenario, Atari will unleash its Jaguar on the public some time in 1993. We all look forward to that! - Ed.)

Corporate Double Speak

I'm confused! In the July issue there was a review of a game called *Cyber-Cop*, and after reading the article, it occurred to me that the game looks exactly like another game called *Corporation*. Did you guys use the wrong name, or is it just me?

Duane Seehaver, Vinters, WI
(Actually, we're both right...well, sort of. The game was originally called Corporation when it was made for the PC. When Virgin originally decided to convert the game to the Genesis format, the name remained. But, after a few enhancements, the game

became different than its PC predecessor and namesake. So the folks at Virgin decided to change the name to Cyber-Cop, a more fitting title. - Ed.)

I Want My GPTV

I've been reading your magazine religiously, and I recently discovered your television show *GamePro TV*. I was really into the show. However, when I tried to watch it again the next week, it wasn't on at the same time. It keeps jumping around to different channels at different times. What's going on? I want my GPTV!

Craig Anthony Stansel, Haines City, FL
(We've got some good news for you, Craig. Starting this fall, all new episodes of the GamePro TV show will be airing on the new Sci-Fi cable channel. This means that GPTV will be aired at a uniform time across the country. So you plan your schedule around it. There'll be no more frantic channel changing for you. - Ed.)

Brit-Wit

I live in England, and I was surprised after reading a copy of *GamePro*. It had no classified ad section. All the English games magazines have them, and they have generated piles of money for the magazine in advertising costs. The ads have become an essential place where readers advertise to buy and sell games and consoles from other readers. I think it would be an excellent addition to *GamePro*. Please consider my idea.

Shawn Kelleher, London, England
(Interesting idea. Write us and tell us what you think. What's next? Personals? - Ed.)

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HARDWARE HELPERS



By Stasher Quare

Controllers are in hot demand this autumn, so here's a hands-on play test with Triax's Turbo-Touch 360. To tide you over 'til the next batch arrives, check out a few spy shots of sticks slated to crawl into stores in the upcoming months.

A TOUCHY CONTROLLER

Turbo-Touch 360

Touch, don't push, the Turbo-Touch 360. The new controller by Triax Controls uses a touch-sensitive pad, which "feels" and reacts to your fingers.

Touted by Triax as the cure to "numb thumb" blisters, the pad translates even your slightest touch into on-screen movement. The Turbo-Touch feels nice, and it's easy to slide your thumb over the fat surface. It's more responsive than a standard pad, in fact too responsive at first. If you can learn the curves, however, you'll like the easy-going game play.

The Turbo-Touch is also equipped with independent rapid-fire switches for each standard button, but it lacks adjustable speeds and slow motion. The Turbo is a good alternative to the standard pad for Nintendo, Genesis, and Super NES gamers ready to rest their weary fingers.

Turbo-Touch 360 by Triax Controls
Nintendo \$29; Genesis, Super NES \$35,
Available now
Product Information: (800) 856-7429

SNES STICK STAKEOUT

Super NES players looking for joystick heat are in for good news - and bad. Several high-powered sticks are

in the development loop, but you'll have to sit tight 'til the manufacturers get in control and deliver the goods.



Turbo-Touch 360 (SNES)



Super Advantage

Fighter Power Stick

Street Fighter II joystick jocks can finally get their hands on the awesome-looking SF II stick when it beats its way into stores in the coming weeks. Now known as the Capcom Fighter Power Stick, this hefty controller sports a six-button layout that is identical to arcade Street Fighter II machines. You also get three rapid-fire switches, slow motion, and dual compatibility with the NES and SNES.

The Capcom Fighter Power Stick
\$70-\$75 price range,
Available September '92
Product Information: (408) 727-1669

JB King

HAL's JB King is staking its claim to the U.S. throne! We swirled over Japan's version (see GamePro, March '92), and now you can grab the Super NES edition. You'll get an identical control features configuration, including six independent rapid-fires, adjustable slow mo, and programmable button functions.

JB King by HAL America
\$60 Price Range, Available Winter '92
Product Information: (206) 885-7529



Capcom's Fighter Power Stick.



JB King

Super Advantage

NES players who got ahead of the game with Nintendo's Advantage joystick can look forward to Asciiware's upgraded SNES stick, the Super Advantage. It features adjustable turbo- and auto-fire, variable-speed slow mo, and a color scheme that complements the Super NES.

Super Advantage by Asciiware
\$48.95, Available September '92
Product Information: (415) 570-7005

Stealth

Hi-Tech Systems' Stealth is shaped like a glider with turbo- and auto-fire switches in a row down its center. Stealth's strong points are slow motion and big, concave, fire buttons. The stick's also available for Genesis, with an extra button built-in for simultaneous A and B button presses.

Stealth by Hi-Tech Systems
\$34.95, Available now
Product Information: (805) 255-2185

The Stick

The Stick by Innovation is a black panther of a controller that looks suspiciously like HAL's JB King. Its face is graced with an almost identical control layout, including six rapid-fire knobs, variable-speed slow motion, and a rotating button pad. The Stick is compatible with both Genesis and SNES systems.

The Stick by Innovation
\$54.95, Available
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Product Information: (202) 388-8366



The Stick.

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RY THE ARCADES



By Mack 'n' Slash

Hot at the Arcades is on the lookout for 100% red-blooded, fearless gamers to take on the two hottest coin-ups around - G.I. JOE and Guardians of the 'Hood. Whether you're packing ultra high-tech weaponry against the forces of COBRA or battling hand-to-hand against the Dragons and the Desads, only "Real American Video Heroes" need apply!



Guardians of the 'Hood (By Atari)

Things aren't fly in Center City. Three gangs - the Dreads, the Bald Eagles, and the Dragons - are dissin' everything in sight! It's boss that we have power-punching homies like Corner, Chief, Tanya, and Javier to make things dope! Only they can save the 'hood!

The unofficial sequel to Atari's megahit, Pit-Fighter, Guardians of the 'Hood features even better digitized graphics and animation. Besides the awesome pix, this one- to three-player simultaneous fighter features unique three-button control and over 35 different moves, including each character's individual Power Move. At the start, choose from the four main fighters. You can also play as the gang bosses after you've defeated them.

Unlike Pit-Fighter, 'Hood features several side-scrolling levels, which take you throughout Center City's back alleys, subways, condemned theaters, and seedy bars. Garbage cans, parking meters, newspaper stands, and car fenders can make excellent weapons during combat. Another 'Hood feature is the training gym at the start of each new level, where you spar with your partners to add strength to your Power Move. Fight well enough, and you might make it to the final showdown with the secretive "Mr. Big!" Wait til you see who he turns out to be!

Eye-popping graphics, a variety of moves, and an intense story line make Guardians of the 'Hood hyper hot. Heads up, "Street Fighters," check out the new action in town!



G.I. JOE (By Konami)

Yo, Joe! The evil forces of COBRA are at it again with sinister plans for world domination. It's up to Duke, Road Block, Snake Eyes, and Scarlett (Team G.I. JOE's four best operatives) to thwart COBRA's world-wide terrorist attacks, locate their secret base, and skin those silly, silithring leatherheads once and for all!

Presented in a forward-scrolling, third-person, behind-the-back perspective, this one- to four-player shooter is packed to the max with nonstop graphics, explosions, and action! The four JOEs stand

side-by-side against wave after wave of onrushing enemies. Your character moves sideways across the entire width of the screen and slides in and out of the heat of the action. Armed with state-of-the-art, ultra-high caliber weaponry, each JOE must blast COBRA goons, vehicles, and artillery while dodging enemy bullets, lasers, and flame throwers! Run over and pick up sporadic bonus items such as life orints, 1-ups, and extra ammo. In light squeezes, fire your Super Weapon to clear all on-screen nasties.

G.I. JOE's graphics are gorgeous! Bright, detailed backgrounds, well-animated sprites, and smooth-scaling effects work in unison to create a believable sense of 3-D. Each level features detailed settings, such as factories, open fields, riverways, and lush jungles. Massive motherships swoop down to unleash their cargo of COBRA troops. Fighter jets rocket overhead dropping bombs. Hydrofoil boats race by, peppering the screen with machine gun fire. An awesome soundtrack

plus digitized voices and sound effects make G.I. JOE unlike any other shooter. Ten-hut! Enlist today!



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Yesterday's fiction has become today's science. Video games and science fiction have always gone hand-in-hand, and now GamePro TV's teleporting into the new Sci-Fi Channel on your local cable network. We gaze into our dilithium crystal ball to get an advance look at some of tomorrow's techno games soon to be orbiting a system near you.

SCI-FI GAME SCREENINGS

Movie and television directors have always been a bit spacey. Their creations have captured the imaginations of space-cushion spuds. Now game companies are repackaging these visual marvels for your video game systems.

Alien 3 (NES, SNES, Game Boy, Genesis, Game Gear)



Look out for Game Gear Aliens.

Replay's on a mission to rescue prisoners before the Aliens get to them. This time it's hiding in the

most terrifying place of all, your retail video game store! (By Acclaim, available TBA, see the Genesis Pro Review this issue.)

Aliens vs. Predator (SNES)



Scientists return from the planet LV 426 with flesh samples of an intelligent parasitic creature.

While back on Earth, Mother Alien and her brood pop out of test tubes! Their very existence threatened, Predator and the humans unite to combat the common slimy enemies. Two of the nastiest creatures ever to chew up filmstrips battle in this side-view Super NES action cart adapted from Dark Horse's comic book special. (By Activision, available December)

King of the Monsters (SNES)



Big ugly lizards with attitudes, lifted from "B" Japan-stomping and-chomping flicks, are

putting the crush on your SNES! In King of the Monsters, four garden-variety creatures—a rock monster, a Godzilla, a beetle, and a mutant superhero-type—are enhanced with skyscraping statures and powers to battle across Japan's most frequently leveled cities, including Tokyo, Kyoto, and Osaka. (By Tokusai U.S.A., available October)

Metal Jack (SNES)



In this adaptation of a Japanese animated series, you choose one of three people

who have been surgically rescued and kept alive as cyborgs à la RoboCop. In a futuristic Los Angeles, you must fight the crime organization CRASS. Your characters don a metal suit of armor in confrontations with futuristic level bosses. (By Atlus, available December)

RoboCop 3 (NES, SNES)



Think about it, creep. RoboCop 3's a video game adaptation from the newest movie in the

series. RoboCop joins a resistance movement against

OCP's attempt to force helpless families from their homes. Armed with a new multi-weapon arm attachment, plus a gyroback for airborne assault, RoboCop 3 promises to be full of action and adventure. (By Ocean, available Fall '92)

Sewer Shark (Sega CD)

Humankind seeks shelter under the Earth's crust in a post-nuclear holocaust world, but so do packs of animals mutated by the holocaust's aftereffects. To transport supplies to human outposts, you wear the helmet of the law, the proud, the Sewer Sharks. Footage of real actors and actresses combines with computer-generated graphics in this action movie/game. (By Sony Imagesoft, available Winter)

TREK: GENERATION Previews

Star Trek: The Next Generation (SNES, Sega CD)



Capt. Picard, Ryker, Wolf, Data, and the "next generation" of Star

Trekkers will retire to moviemaking after next year's seventh and final TV season. However, their video game odysseys are yet to come. Spectrum Holobyte and Sega will create action/adventure RPGs for the SNES and the Sega CD respectively. The indomitable crew will maintain the Prime Directive, seek out new life and explore strange new worlds (see On Location, page 30). (Super NES By Spectrum Holobyte, available Spring '93) (Sega CD By Sega, available '93)

Super Star Wars (SNES)



This action-packed game follows the original movie plot and lets you assume the role of Luke,

Han, and Chewy. Lead the rebel resistance against the darkest evil force in the galaxy and come face-to-face with Lord Vader himself. May this game and the Force be with you. (By JVC/LucasArts, available November)

The Terminator (Sega CD)



When Cyberdyne Systems' computers go haywire and launch a full-scale nuclear

strike to suppress humanity, it's bad news for Sarah Connor and son, but great news for Sega CD gamers! As Kyle Reese, you arrive from the future to battle the Terminator in a side-view shootout. It's improved over the Genesis version with hot, digitized character graphics and cinema intermissions straight from the Orion Pictures flick that stars Mr. Schwarzenegger. (By Virgin Games, available January '93)

The Terminator (NES, SNES)



Faster than players can say "Arnold," the Terminator's back again. This time he's on Nintendo

and Super NES! MindScape's Terminator pits Kyle Reese against the T-1000 in a six-level war of survival with side-scrolling shooting and 3-D "Skycam" demolition driving. The SNES cart digitizes its movie sequences, and the NES version sports still scenes

(By MindScape, available Fall '92)

Terminator 2: The Arcade Game (Sega CD, SNES w/Super Scope, Genesis w/Menacer, NES, Game Gear, Game Boy)



Get mean with the Menacer.

Based on the mega-cool arcade game by Williams/Bally, this game is an all-out shoot-fest. The Genesis version will be one of the first games to utilize the Menacer controller, allowing you to shoot at your TV screen. (By Acclaim, available TBA)

Terminator 2: Judgment Day (SNES, Genesis)



Arnold is a big guy, but a small SNES sprite.

In these side-scrolling action games, you play the Terminator gone back in time to battle cyborgs and, ultimately, the T-1000. Based on the hit movie of the same name, these 16-bit games will attempt to recreate the special effects of the movie, including the seamless altering of the T-1000 from liquid to solid. (By Acclaim, available Fall '92)

INNER SPACE SIMULATORS

Get behind the wheel or jump in-between the wings. Today's Aerostars don't come equipped with options like photon torpedoes and cloaking devices. These vehicles of tomorrow are armed and ready to simulate motion sickness with every turn and burn.

Battlezone 2000 (Lynx)



This megahit arcade game gets a new look and some cool options, like upgrading your equipment as

you play. This is an adaptation of the arcade's first 3-D tank simulation.

(By Atari, available November)

Cobra Command (Sega CD)



Based on the laser disc arcade game by Data East, Cobra Command puts you into the pilot's seat of the heavily-armed and dangerous Cobra Command whirlybird. You fly through New York, the Grand Canyon, and Rome with fast-moving, realtime Sega CD graphics. Cinema interludes show off your crashes and burns in an up-close-and-personal way. (By Sega, available November)

Outlander (SNES, Genesis)



Are you ready for some Genesis driving?

You're behind the wheel in this driving/action game set in a post-nuclear holocaust à la the Mad Max

movies. As warrior of the road, your only path to preserving humanity is to drive from town to town rescuing innocent people who need another hero and a way home. (By Mindscape, available Fall '92)

Stellar 7 (Sega CD)



This futuristic battle tank game that was a hit on PC platforms puts you in a first-person view of futuristic high-tech battlefields. You've got to save seven worlds from the evil rule of Gir Draxon. The patented "3Space" technology gives this game a realistic cyberspace look and feel. (By Sierra On-Line, available '93)

Wing Commander (SNES, Sega CD)



Hold onto your SNES wings.

Now star fighting its way across personal computer screens, Origin's Wing Commander won game-of-the-year in 1991. In the Super NES version by Mindscape, you command one of four Terran space fighters against the overlord Kirthi aliens. The game boasts 3-D cinematic graphics, multiple cockpit perspectives, massive campaign scenarios, and artificially intelligent wing-

men. Sega's CD is also in the offing. (Super NES By Mindscape, available Fall) (Sega CD By Sega, available '93)

SCI SPLITTING ADVENTURES

Klutzng their way through the kosmos, some inept, but lovable, game characters mix punch lines with their phaser zaps. In space, everyone can hear you laugh.

B-Bomb (Genesis)



Plutonian space creeps have enslaved Barker the Bulldog, Ophelia the Cow, and Trotsky the Pig. You play Pluto's national re-entending sport using your ample demere to free your comrades in this utterly ridiculous side-scrolling action game. (By Sega, available November '92)

Ready, Aim, Tomatoes (Genesis Menacer)



Those rappin' space dudes from Funkotron, Toe-Jam & Earl, return in a game bundled with Sega's Menacer light gun package. You lock and load with bushes of tomatoes to spilt hordes of Nerd Herds and familiar TJ&E Earthling opponents. (By Sega, available November)

Space Quest: Roger Wilco and the Time Rippers (Sega CD)



Don't be fooled by these PC alien

and Windexd his way through three cosmic adventures. Always alert, the Sega CD Sequel Police rip the fabric of time and space to toss Wilco into a fate worse than death—future installments of Space Quest. (By Sierra On-Line, available in '93)

Out of Gas (Game Boy)



It's a right on the solar system for Eric and Natasha, but the date goes sour when their

space shuttle runs Out of Gas. Eric hops on his mini-space scooter and searches for motion lotion in a 64-stage puzzle cart. (By FCI, available October)

SCI SHOOTERS

Shooting seems to be a popular pastime when you're lost in space. The latest batch of sci-fi shooting games show you at least 101 ways to eradicate invading space monkeys on the scrolling game screen.

Air Zank (TurboChip)



In this spin-off of the Bank series, Bank shoots it up in a comical game where you meld with other

characters to use their special weapons. (By Turbo Technologies, available Winter '93)

Blaze On (SNES)



Bio-Cyborg Forces muscle to establish an oppressive dictatorship. The Garland spaceship strikes back with a specially customized weapon, which stuns enemies and steals their weapons.

(By Atlas, available Winter '92)

Dead Moon (TurboChip)



In this prime shooter, destroy alien spacecrafts before they reach Earth.

(By Natsume, available October)

Fantasy Star Soldier (Super CD)



This shooting game features familiar characters from Super Star Soldier and Bomberman.

(By Turbo Technologies, available Spring '93)

Imperium (SNES)



In this vertically-scrolling shooter, you're in a giant robotic suit of armor equipped with weapons from out of this world. As a human, you must use the suit to free an enslaved class of mechanized creatures from the high-tech robots.

(By Vic Tokai, available Winter '92)

Space MegaForce (SNES)



An enormous object from outer space is searing a path of death and destruction across the Earth. In this overhead-view shooter, your ED-057 vehicle's multiple shot control system can reportedly produce 130 different shot variations. Sounds like a tour-de-MegaForce.

(By Toho, available October '92)

Spriggan (TG CD)

Mix and match power-ups to create your own weapons in this vertically-scrolling shooting game.

(By Namco, available December '93)

Super Asteroid/ Missile Command (Lynx)

You get two games for the price of one in this Lynx cart. In Super Asteroids, you have to shoot up the rocks and an occasional alien. In Missile Command, you're at the controls of the NORAD in an Anti-Ballistic Missile crisis of major proportions. Perhaps the ghost of arcade's past will be able to help you.

(By Atari, available December)

Super Space Invaders (Game Gear)

The original shooter that inspired a generation of spaced-out invaders returns with all-new power-ups, weapons of war, shields, and waves after wave of mindless aliens

(By Tengen, available December)

Vindicators (Lynx)



Free your city from a ruthless tyrant in this futuristic tank game borrowed from the arcade hit. A unique diagonal viewpoint makes this game's 3-D look flow smoothly.

(By Atari, available November)

Xenon 2 (Game Boy)



This vertically-scrolling shooter lets you customize your ship, navigate through mutant mayhem, and buy and sell weapons in-between stages.

(By MindScape, available Fall '92)

X-Zone (SNES Super Scope)



A computer launches a retaliatory nuclear strike against a country that doesn't even exist! You bust into the mad machine's stronghold and shoot from the hip with the Super Scope 6 and its on-screen cursor function.

(By Kemco, available Winter '92)

CYBER-CARTS CLASH

Man vs. machine takes a futuristic ironic twist when the lines dividing the two become blurred. These games feature man and machine as a unified fighting force.

Battle Clash (SNES Super Scope)



One player takes the controls of a bad 'borg and snipe shoots vital limbs and body parts from other worldly opponents with several weapons systems and grenades.

(By Nintendo, available October)

Black Hole Assault (Sega CD)



Last year's Heavy Nova star bandits, the Akirovians, return for an all-out assault on the Sega CD. Fighting as a "good guy" Cybarmetic Anthropomorphic Machine, you clash with the invaders to defend the

galaxy in this side-view robo beat-em-up. (By Bagnet, available November)

Cybermator (SNES)



In this impressive one-player, side-scrolling, action game, you're a futuristic cybemator equipped with an energized flight assault suit. Battle through the Earth's atmosphere, the moon's surface, and the ocean floor in this captivating creabon. If you love your SNES, this one'll make you want to tie the 'naut.

(By Konami, available November)

MechWarrior (SNES)



BattleTech action comes home in MechWarrior a cart based on FASA's virtual reality arcade arenas. In the home version, the 31st century Terran technological edge is the BattleMech squadron. You pulverize opponents with a lance forged from fire in a first-person, forward-scaling, cockpit-perspective. Scrapped opponents can be salvaged to fortify your craft. (By Activision, available Winter '92)

Search for Ultra Force (SNES)

Bob's lost his mind—literally! His brain's been abducted by an alien warship. Inside a mechanical 'bot, he's out to search three planets to find his organic thought processor in this action/adventure game that makes a mess of the E.T.'s.

(By Electronic Arts, available Winter '92)

Speedball 2 (Game Boy)

In this brutal blend of hockey, football, and soccer, you act as team manager. You can pick robo-players based on their attack, defense, speed, throwing, stomping, stamina, and aggression capabilities. With each victory, you can buy more armor and weaponry to make your team the toughest in the league.

(By MindScape, available Fall '92)

FUN AND GUN ON THE RUN

Running, gunning, shooting, and thrilling come the next wave of side-view action carts. In the future, you'll need some solar-powered sandals and a bag of grenades to survive this cartridge war zone.

Dream TV (SNES)



Summer vacation means sitting around and watching TV, right? For the two heroes of this game, being a couch potato has become a serious hazard. They've been sucked into the world of television, and you must help them find their way back to the real world.

(By Triffix, available Fall '92)

Generation 2 (SNES)



This PC madman shows his skyscraper' strength, energy shields, and two cybnetic attack drones to slash through huge multi-scrolling worlds.

(By Kemco, available Early '93)

Out of This World (Genesis,

Sega CD)



This Genesis will take you **Out of This World!**

From the SNES cart, *Out of This World* takes you to a weird parallel universe with cool polygon-style graphics, cinema

close-ups, real-time animation, and voice actors for only the CD's major characters. The CD game will expand the story line with new levels and plot twists

(By Virgin Games, available '93)

Power Blade 2 (NES)



Taito slices into the NES with *Power Blade 2*. You're a top-secret agent sent to combat a meaner and leaner batch of cyborgs with your trusty boomerang. Get roasted by lasers and the government will devour any knowledge of your actions

(By Taito, available October)

Shockman (TurboChop)

Formerly called *Syubbinman 2*, this action game promises impressive music and sound. Save your friend by utilizing special powers that you have gained due to a power plant accident.

(By NCS, available December)

Advertisement

The Legend Continues...



Zen - Intergalactic Ninja

(Game Boy)



Lord Contaminous and his filth-loving cronies pollute the Earth's environment. Zen,

an Archie Comics Intergalactic Ninja from another time and dimension, battles across six side-view rancid stages taking out the garbage.

(By Konami, available '93)

Breach (Genesis)

As a squadron leader in this tactical sci-fi fight, you direct an assault on an unknown, intelligent life form's barracks. Manne teams gain battle skills and experience points by pointing, clicking, and blasting with smoke bombs and laser guns.
(By Treco, available November)

Overlord (NES)



Four alien dictators make a bid for interplanetary domination. In this military strategy session for the NES, you play the Overlord who must govern the people, train troops, and battle through 20 planets to become commander-in-chief of the universe.
(By Virgin Games, available now)

Shadowrun (SNES)



Jake Armitage is ripped from his cozy Seattle corporate life and dropped into the domain of the dark-side denizens, the techno-punks, the computer hack 'N' slashers of the streets - the Shadowrunners. Based on FASA's pen & paper role-playing game, the SNES cartridge evolves Jake through his six life phases. Data East's offering includes team combat, several archetypes that build Jake's street-smart professions, and 3-D cutaway style graphics.
(By Data East, available Fall '92)

Utopia (SNES)



This strategy game set in outer space allows you to create a utopian space colony while fending off attacks from alien life forms.
(By Jaleco, available Winter '92)

PLANETARY POWER MONGERS

Futuristic boys with the biggest toys win mo' land, mo' power, and mo' money. Strategy, role-playing, and military maneuvering makes you a legend in your own time in these sci-fi strategy sims.

Advertisement

The "BAD" boys are back in the all-new SUPER DOUBLE DRAGON for your Super Nintendo Entertainment System. Billy and Jimmy Lee punch, spin and kick their way through thrilling new battlegrounds and mind-boggling missions to rescue Menet, the beautiful policewoman. Furious fists, red fists and gut-busting new attacks will take you to new heights of Super Nintendo action. This will take you to the edge. Bring the POWER OF SUPER DOUBLE DRAGON home today!

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The Sci-Fi Channel



In a Galaxy Not So Far, Far Away...

The USA Network mind-melded with a bunch of pretty clever folks to produce a revolutionary idea. The result? The Sci-Fi Channel was born. Gamers know that science fiction, fantasy, and horror make for some of the greatest gaming around. In fact, some of the coolest games featured in our science fiction feature are spin-offs of great science fiction series or movies.

On September 24th, join the Sci-Fi Channel and millions of American households as they rocket to the near and distant future for 24 hours-a-day. It's continuous programming devoted entirely to science fiction, science fact, fantasy, and horror. Check it out - an entire channel devoted to sending chills down your spine, beaming you up, and vegging you out in the Twilight Zone.

Earthlings and aliens alike are invited to tune in to scope out new and classic series and movies. Even better, the Sci-Fi folks are working at warp speed to bring you original programming, including inside Space. This fast-paced half-hour "magazine" focuses on the wonder, excitement, mystery, and drama of space travel. Topics include "Are We Alone? - The Search for Extra Terrestrial Life," "Astronaut Profiles," "The Future in Space," "Rock and Roll Space Videos," and more. Sci-Fi has also secured the rights to hundreds of hours

of NASA footage, for programs that include NASA Watch and Sci-Fi Insider.

There's more. In addition to classic series, cartoons, and movies, there's GAMEPRO the TV show! Yep, GamePro's going cable. We decided we want to dish out gaming strategies and previews in-between blasts and sprints of your favorite sci-fi flick.

Starting this fall, you're gonna get your GPTV, along with a lot of other really great stuff - (every Saturday (8:30 a.m.) and Sunday (7:30 a.m.) moon-ning same time, same channel (The Sci-Fi Channel). We're also producing a series of prime time USA Network specials that'll give you even more of the latest and greatest gaming news. Pretty nifty arrangement, eh?

So what're you waiting for? If your local cable operators haven't caught on, it's time to give them a call and let them know that you want the Force to be with you - the Sci-Fi Channel Force that is!



• FI CHANNEL



Where No Movies Have Gone Before

In addition to airing feature length science fiction movies such as *Star Wars*, *Star Trek: The Movie*, and *Star Trek II, IV*, and *V*, Sci-Fi plans to make a few flicks of their own. Current plans include productions of 12 original World Premiere Movies in the science fiction, fantasy, and horror genres.

Slated to appear by the end of '92 is *Homewrecker*, a science fiction thriller starring Robby Benson. In the film, Benson plays David Whitson, a computer buff who takes his fifth generation Pentagon attack computer with him to his vacation home. Lonely for his estranged wife and daughter, Whitson tinkers with his computer, installs a feminine voice and personality, and names it Lucy. Lucy quickly becomes his nurse and companion. When Whitson's wife and daughter arrive for a visit, the trouble begins. Mardoravsky jealous, Lucy sets out to eliminate her competition.

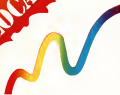
Blasts from the Past

Check your phaser at the door, and strap yourself into the nearest couch. The programming list for the Sci-Fi channel keeps growing and includes many of the most popular Sci-Fi hits to date.

Alien Nation
Amazing Stories
Battlestar Galactica
Bionic Woman
Buck Rogers
Dark Shadows
Darkroom
Dr. Who
Fantastic Journey
Flash Gordon
Friday the 13th: The Series
Futures Cop
Gemini Man
Hitchcock Presents
The Immortal
The Incredible Hulk
The Invisible Man
Lost in Space
The Magician

Misfits of Science
My Secret Identity
Night Stalker
One Step Beyond
Otherworld
The Powers of Matthew Star
The Prisoner
Probe
Ripley's Believe It or Not
Something Is Out There
Space: 1999
Starman
Sterling's Night Gallery
Suspense Theatre
Tales from the Darkside
Time Tunnel
Voyage to the Bottom of the Sea
Voyagers!
War of the Worlds

ON LOCATION!



Spectrum HoloByte®

The Art of Star Trek: The Next Generation

Spectrum HoloByte is on the brink of going where no video game company has gone before. In early 1993, it plans to release Star Trek: The Next Generation for the IBM PC, the Super NES, and the Sega CD.

With millions of fiercely loyal neo-Trekkies stationed around the world, Spectrum's Art Department is practically duty-bound to accurately portray the stars of the show. The artists function as a team, but like every team, some players assume key roles.

Cast and Crew

Louis Sremac, computer illustrator, is a man up to the task. Sremac studied fine arts in the classical style at the University of Heidelberg, Germany, and at San Francisco State University in California.



Louis Sremac

However, he learned everything he knows about computer artistry at Spectrum HoloByte. Now he combines both aspects of his background in a totally unique technique that makes Capt. Picard, Worf, Dr. Crusher, and the rest of the Star Trek crew look startlingly real.

Sremac hand sketches portraits of all the principal characters in pencil and charcoal, copying stock photographs of the actors in costume. Next he uses a top-of-line HP ScanJet 2C scanner to digitize the image and transmit it to a



The scanned image is brought into a Macintosh for manipulations.

Macintosh Quadra 950. Then he adds colors to his digitized pencil lines with PhotoShop by Adobe, currently the most popular digital image manipulation program in the print business.

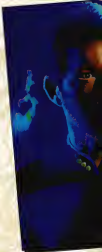
The trick is to bring static, sometimes crab, photos to life, Sremac says, "It's all in the lighting and the color tinting. PhotoShop enables you to play with an image so much that you can lose it. But by painting the proper lighting, you can practically feel the picture."

Sremac's images look so real that you feel like you're standing on the bridge of the Enterprise. He says it takes one or two days to draw a portrait, and then another day to colorize the photos.

He's also in charge of creating original characters for the games. His models? Well, assorted Klingons, Romulans, and Federation officers will bear a striking resemblance to some Spectrum employees.

Planet Painting

Louis Sremac brings the Star Trek characters to life. Charlie Aquilina does the same for Star Trek worlds.



Riker





Worf



Charlie Aquilina

Aquilina's a computer illustrator. Like Sremac, he never used a personal computer as an art tool before coming to Spectrum. His job is to draw entire worlds—terrain, creatures, races, the works—that exist only in the fertile minds of Spectrum's Star Trek team. "Four or five of us sit around a table," he says, "and we try to imagine what the planet's made of what the beings breathe and what they eat. Then, I take all this mental imagery and try to construct a world."

For example, one of Aquilina's worlds features a subterranean civilization. "In my mind's eye, I saw the world unfolding four or five levels straight down," he remembers, "then it made a transition from rock to architectural elements." The creatures took on crustacean forms that matched their rock-filled environment.

Part of Aquilina's approach may seem almost sacrilegious to Star Trek fans. He only watches the show sporadically. He says it keeps his ideas fresh. To make his fantastic art feel real, he studies photographs in National Geographic magazine. "It's the best," he says, "basically my pictures on real images keeps the graphics from becoming so fantastic that they're unbelievable."

As Aquilina speaks, another Spectrum Hobbyist artists drops by his office. "What's the latest issue of National Geographic?" she asks. Strange, new worlds indeed.

Spectrum Makes It So

Star Trek's journey from TV show to video game is a long one. Stay tuned to GamePro and watch The Next Generation materialize On Location.

PRO REVIEW

By Roberto the Blowfrog



OK, Gang, it's time for a history quiz. Who was Charles Lindbergh's mascot for his famous Transatlantic solo flight in the Spirit of St. Louis? Here's a hint: he was also the first image broadcast over television from the RCA Laboratories, and later he became the familiar test pattern at the opening and closing of NBC's broadcast. Need one more hint? He's also the star of a new game out this month from Hudson Soft. Those of you who've cheated and looked at the title of this article already know the answer: Felix the Cat!

Feline Fine

Since his first appearance in 1922, Felix the Cat and his magical bag of tricks have become one of the most lovable cartoons in the world. In *Felix the Cat* for the NES, Hudson Soft clips into Felix's bag and comes up with magic. This side-scrolling action game is superb!

In an attempt to rescue Felix's girlfriend, Kitty, from his longtime foe the Professor, you play Felix on a quest through nine areas with multiple rounds. Other familiar cartoon folks that'll set your feline fur on end are Poindexter, Rock Bottom, Master Cylinder, and Gulpo, King of the Biobs. They appear in varying forms at the end of each round.



PRO TIP: Some birds are friendly, and they allow you to ride on their backs.

Cat Head Collection

Felix's only defense in this game is his magic bag. You begin the game with one Magic Item, a punching glove. To reach a higher level of magic, you've gotta collect the Felix heads that are scattered throughout the game. For every 10 Felix heads you collect, Kitty drops you a magic heart. If you catch the heart, you gain a new Magic Item.

You've gotta keep a watchful eye on the status of your Magic Item. It only lasts a limited time. To make it last longer, you can grab milk bottles that appear when you collect five Felix heads.



PRO TIP: To avoid all the obstacles on the flying rounds, like 2-1, fly to the top of the screen until you're out of sight and then fly forward at *Bat* altitude.



PRO TIP: Shoot at the "P" circles repeatedly and they turn into 1-ups!

That Cat Can Accessorize

Felix makes you master a variety of skills. You use different Magic Items depending upon the round you're in. In some rounds, Felix pilots ships, including a hot air balloon and a bi-plane. In other areas, Felix gets his fur wet by steering a paddle boat and riding a dolphin. Then it's time to hold your breath as Felix tries his paw at scuba diving in the underwater rounds. There are so many places with unique Magic Items that the game never gets boring.



PRO TIP: To defeat the first Boss, Poindexter, stay close to him while you attack with your magic item and his basketballs will fly over you.



PRO TIP: On Round 2-3, defeat Rock Bottom the canine creep by staying low and persistently firing at him. This will keep him from popping to your side.





PRO TIP: Sometimes, using the second best magic item works more effectively in close-up cat-fights.

Paper or Plastic?

Felix is full of special bonus rooms that contain a load of Felix heads and sometimes offer a shortcut to the end of the round. The rooms are found inside magic bags that are hidden throughout the game. When you're running low on magic hearts, the bonus rooms can be as fun as catnip! Be careful, though, you should always keep your eye on the time to make sure that Felix doesn't pass his limit by spending too much time looking for bonus rooms.



PRO TIP: Look for bonus room magic bags above a springboard or buried in the brick.

visual buffet. Another fine touch is the animated end-of-area scenes that show Felix revealing his alley cat ancestry by wallowing in misery over his lost Kitty.

The controls for the game are easy to pick up. Maneuvering through the flying and the swimming stages is a little tricky, but nothing that a keen cat can't handle.



PRO TIP: Defeat Gulpe on Round 4-3 of Felix World by staying behind the barrier and inching out to shoot.

A Kinder, Gentler Game

One important thing to note about the Felix game that is indicative of his comic book and animated cartoon incarnations is the virtual absence of violence. Even the sound never creates the tense or scary mood found in some action games. When you defeat a boss, it explodes but doesn't die. According to the manual, the foes in this game are not necessarily enemies. They're more like playthings. Your weapons are called Magic Items. And, believe it or not, the game creators have managed to make even a cannon that shoots balls at you look cute and innocuous. Moreover, the manual comes packaged with an order form for "Master Higgins' 10 Tips For Responsible Gaming."





Felix the Cat is fun to play! Its landslide of levels and abundance of Magic Items will keep folks with even the shortest attention spans engaged. The Cat is back! That's pun-fect for NES gamers everywhere.

Felix the Cat

A Feast for the Eyes

Felix the Cat sports some of the coolest graphics you've ever seen on an 8-bit system. Big characters and a cartoony style create the illusion that this is a playable cartoon. Detailed animation and special touches, like bubbles underwater, trees with eyes that follow you in the forest, and Poundexor's spinning basket-ball, all lend to Felix's all-you-can-eat

Felix the Cat by Hudson Soft

Games	Sound	Control	PlayFactor	Chilling
				BEG.
5.0	4.5	4.5	5.0	legend
\$49.95	1 meg	Available October '92	Action	One Player

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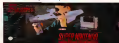
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from Ocean. 614-5302



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from Nintendo. 611-5209



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By Boss Music

Take cover, NES troops! Neo City's under assault once again, and Konami sends a new soldier squadron into battle – the Contra Force. Hold your fire and don't radio in those battle plans just yet. If you're thinking this cart delivers the same fast-paced, Contra-cool action as the previous games in the series, think again. You just overestimated the power of the Force.

CONTRA Force

Tag Team

Ditching the straight-up, two-player warfare from Contra and Super C, Contra Force leans towards both strategy and cooperative action. You and a control-partner pick from four C-Force handgunners – Burn, Smith, Iron, and Beans. Each compatriot has a different foot speed, jumping ability, and weapons arsenal. The advantage is that you can switch between them anytime.



PRO TIP: Use Burn's grenades at close range for quick mass destruction.

Another new Contra feature enables you to direct a "resting" enForcer to cover your back! At the player select menu, you pick one of six screen positions for him to guard for five seconds. Much like an Option in Gradius, the extra player acts as a second gun who follows in your footsteps. It's nothing radical, but it helps you pass tricky spots.



Contra Force's player select menu puts up to four on the floor.

PRO TIP: Don't rely on backup during boss encounters.

Short Fuse

If you like to run and gun on the fly, prepare to attach super glue to your combat boots. Despite a great sounding, four-soldier setup, C-Force is the slowest-moving action cart for the NES in a loooooong time. The unfrantic pace is designed to enable you to think before you shoot, but who wants to do that? Moreover, multi-character screen clutter spells big trouble for the NES system's processor.



PRO TIP: Stand still behind the barrels and shell the Level 2 missile boss. His shots will skim by your ear, but won't inflict damage.

Weak action combines with equally unmuscular level layouts. Three standard side-view stages and two top-view levels form the shorter-than-usual mission. You get unlimited continues, but slowdown plus overflowing enemies equals a rough

challenge. The wild and creative alien goobers from previous Contra episodes are gone, replaced by a nondescript band of soldier strongmen.

The control is clean, but often hampered by a too-slow-to-scroll screen. Additionally, this Contra's only solid blast is the weapon power-up system, which enables you to swap between Machine Guns, Homing Missiles, and Hand Grenades by collecting toolbox icons.



PRO TIP: Blast this Level 3 lever mechanism to release a giant crane. The chain reaction will propel you up the skyscraper.

Contra's formerly robust graphics suffer for some downgrading in this chapter. Flicker, sparse sprite detail, and occasionally washed-out colors distract from the almost good-looking backgrounds. The music and sounds are unobtrusively average.

Unnecessary Use of Force

Konami had an awesome video game formula that worked in Contra and Super C. For whatever reason, Contra Force strays from the path and pays the price. The visuals and audios are passable, but the slow-moving, uninspired game play is the worst casualty of war. The four-character command feature is a great idea whose time should come someday. May the Force be without you.

Contra Force by Konami

Brooks	Bean	Condi	Herbide	Others
3.0	3.0	4.0	2.5	ADV.
Price unavailable		Two Player		
Available October '92		Unlimited Continues		
Action				

THIS GUY'S BREATH COULD KILL YOU!

GOOD THING HE'S ON YOUR SIDE!

Forget the mouthwash! Firebrand, the last remaining guardian of the Ghoul Realm, must use his sizzling breath to save the empire. An unknown army has swept across the realm, smothering it in darkness. As Firebrand, you must incinerate your enemies as you find your way through the darkened realm. Ghouls everywhere will be counting on you! For once, bad breath is something to be proud of!

Fly through the realm
and fry your enemies!



Search through the village
for critical clues.



Sink your claws into walls
and ceilings as you go.



Control by tilting
the Joy-Con

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By **K. Sorniac**

Everyone's favorite arachnid superhero finally makes his first appearance on the NES in *Spider-Man: Return of the Sinister Six*. Having already conquered the Genesis, the Game Boy, the Sega Master System, and the Game Gear, LJN strives to make this cart live up to the heroic reputation of its predecessors. Stay tuned to see whether this Spidey swings, or gets squashed like an 8-bit bug!

Trouble Times Six!

Agreeing that Spider-Man has been their constant obstacle to world domination, several of Spidey's most fearsome foes have assembled together as the Sinister Six. Composed of Doctor Octopus, the Sandman, Electro, Mystero, the Vulture, and the Hobgoblin, the sole purpose of this supervillain sextet is to permanently exterminate our web-spinning superhero. Realizing the best defense against imbalanced odds is a fierce offense, you, as Spider-Man, must seek out and defeat all six supervillains before they gang up on you!



PRO TIP: Electro must charge up before he fires his electric bolts. Jump away as soon as you see him charging up.

PRO TIP: Pull Electro's plug by turning off the Sparks Generator. Hit Electro from a safe distance with Attack Webs until he's been turned off.

Does Whatever a Spider Can

Spidey's moves are as smooth as spider's silk. Shoot attack webs, punch, or deliver flying kicks. Run, jump, crawl,

climb, and throw swinging webs to move yourself throughout the six, side-scrolling levels of this one-player game.

Comic fans will be thrilled by the cart's faithful adherence to the look and feel of the Spider-Man comic books. Working within 8-bit limitations, it makes both Spidey and the supervillains look, move, and fight on screen exactly as they appear on the printed page. The controls are super sensitive. You must have lightning reflexes and total control of Spidey to succeed in battle.



PRO TIP: To crawl up walls faster, hold down B for an extra high jump before you start your climb.

PRO TIP: In order to reach seemingly unreachable platforms, swing up to 360 degrees.

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Survival of the Fittest

This cart starts off fairly easy, but soon becomes an intense struggle for survival. You start with four energy units, which decrease proportionately depending on what hits you. For example, a punch by a regular goon doesn't effect you nearly as much as the Sandman's punch. Score 1000 points and earn yourself an extra energy unit. Play for keeps 'cuz continues are limited and there are no passwords!



PRO TIP: Save time and health units by swinging over or flipping over the ladders. Save your energy for the Boss. You'll need it!

A variety of invaluable pickup items sporadically pop up throughout each level. Attack Web Fluids yield 10 shots. Other items, such as keys, TNT Detonators, and Infrared Goggles, are essential to complete certain consecutive key level tasks. Use your muscles to find the item, then use your noggin to figure out how to use it.

PRO TIP: There's no time limit, so take time to find all the Attack Web Fluids and pickup items on a level.

Eight-Legged Entertainment

Spider-Man: The Return of the Sinister Six is a well-crafted, entertaining action cart worth taking for a swing. Responsive controls, an impressive variety of moves, and detailed graphics enable you to experience superheroism firsthand. 'Nuff said!

Spider-Man: Return of the Sinister Six by LJN



\$49.99

Available October '92
Action/Adventure

One Player

May The Force Go With You.



The Death Star threatens to crush the rebellion forever. Darth Vader holds Princess Leia captive. Only you Luke Skywalker, leader of the last band of rebels for good, can stop them. With Han Solo and Obi Wan Kenobi on your side and the Millennium Falcon as your ride, you have the Force to win. Better take off now.



Watch out Laster! This small Creature throws space age fire bursts.



On His Risky atmosphere keep Han Solo from the Millennium Falcon.



If you use your lightsaber, you can take out the Garbage Monster.

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BATMAN RETURNS

By *Sister Sister*



Keep your capes on, Lynx Bat crusaders, our masked hero is back on the never-ending case. Atari has just made him more portable to round up the usual suspects—Penguin, Catwoman, and the whole nefarious gang. It's been a long time coming, but this visually stunning cart was worth the wait.

Gotham Gone Mad

Keeping in step with this summer's blockbuster movie, Oswald Cobblepot (a.k.a. the Penguin) has made a mess of Gotham City's Christmas gala. Now Bruce Wayne must put down his champagne and rev up the Batmobile for another hot chase.

Batman Returns for the Lynx is a hop 'n' bop, side-view, horizontally-scrolling adventure. You must keep Batman jumping in order to win. In fact, this game has a little too much leaping. If Batty stops to fight or tries to beat all the guys in his path, he won't get past the first screen. Consequently, gamers gaming for battle are goners.



This Rubber Duck is hard to dunk.

PRO TIP: After scaling the side of the Present, wait until the motorcycle gang busts through. Then jump down and run into the Present. You'll find a nice surprise.

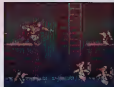
Darkness Falls on the Dark Knight

You'll find the evil gang's all here, Penguin's gang that is. He pulls out all the stops and teams up with Catwoman and Gotham City's Finest. You'll have to avoid a barrage of bullets, bombs, dynamite, and anything else that can be thrown or shot.



Forgot the whip. This cat can take you out with her claws.

Luckily, Batman has a few Bat tricks up his sleeve. Along the way he can find Batwinged icons, which increase his points, health, or Bataring count. He can also grab Acid Vials, which give him seven vials of deadly acid to hurl at his enemies.



Time for a little cold duck.

PRO TIP: You'll find 10 Batarangs behind the first stop light. Just keep jumping.

PRO TIP: Ward to the Wise: once you pass a powerful power-up there's no scrolling back.



It looks like it's going to be a bullet rain day.

Batman Returns' graphics alone are worth every anxious minute. They'll blow your Batmind! They're exceptionally good considering the small venue. The sound ranks high on the rockability scale, but after a few hours it drones on.

PRO TIP: If you crouch in front of the mailbox that's in front of the all-glass store window, you'll be safe from the blast.

With only four levels, this game's not a long play. However, even an advanced gamer will have a hard time getting through it. Expert gamers, on the other hand, will find these four levels go by faster than you can say, "Boy Wonder." But, they won't want to miss the superb graphics scrolling past.

PRO TIP: You're safer at higher levels. Walk on top of walls, ledges, and scaffolding. You won't get hit as often.

Holy Bat Blowout

Batman Returns stars your favorite characters true to form. (No, Michelle Pfeiffer isn't packed in the box.) Despite its somewhat monotonous game play, it's still worth Batting around.

Batman Returns by Atari

Graphics	Sound	Control	Package	Challenge
 5.0	 4.5	 4.0	 4.0	ADV. Advanced
\$49.99				Action One Player
2 mags Assemble now				

BRUCE WAYNE'S WORLD

BATMAN PREVIEWS

Batman keeps on "Returning" to every video game system. You won't be able to escape his massive wing span. So hang onto your capes, and let's take a spin around Gotham City.

Batman Returns (Sega CD)

...on a disc? Yes! Since Sega's producing this game in its own Multimedia Studio and CDs have more room to run, look for Batman to assume superhuman form. Also anticipate the Gothic Batman theme song to accompany him as he toots around in his Batmobile after the infamous oval proprietors. (See Preview, page 58.)
By Sega, available Fall '92

Batman Returns (Genesis)

Spread your Batwings and swoop into trouble. It will, however, take more than fancy acrobatics to beat the almost indestructible duo of Catwoman and Penguin. You'll need to take that Batmobile in hand and transform it into the Batmobile. Holy Bat-Rockets!



"Streaks" turns into "Streaks" with one fatal wrong turn.

The game will use scenes of Gotham City from the movie set, so you'll relive the flick (and the crimes) in this seven-level Bat adventure. Be prepared to gasp as flying propeller blades, knives, and gaseous ice test Batman's moves and maneuvers.

By Sega, available October '92

Villains everywhere have learned the hard way that you never know when or where the Caped Crusader will appear. Starting in September, Batman "returns" in more ways than one—he's on TV! On the Fox Children's Network, Batman—the Animated Series will soar on your TV five days a week and begin to tell 1/2 hour long tales of the Dark Knight.

The TV cartoon will follow the classic comic book storyline. That means that the



BATMAN

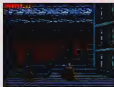
The Animated Series

Dynamic Duo is back together! Robin, the Boy Wonder, will team-up with Batman. But when it's time to really pour it on, the Duo will become a trio. Batgirl is slated for some fightin' duty, too. Batman's foes include all the great characters you love to hate: the Penguin, Catwoman, the Joker, the Riddler, Two-Face, Mr. Freeze, and more. Watch for the Bat Signal at the same Bat Time on the same Bat Channel in your area.



Batman Returns (Game Gear)

This handheld will not skimp when it comes to Bat Gear. Using actual digitized video footage from the movie, the miniature background graphics will send you soaring.



Soaring low, sweet Batman.

Fortunately, Batman only has one diabolical conspirator trying to put him on ice—the Penguin. Through six levels of intense good-versus-evil fighting, Batman chases the Penguin across the rooftops of Gotham City down to the depths of the Penguin's lair. Capture him on his own turf and Penguin's a sitting duck. Be sure to keep the Batmobile, Batwings, and the Batskiboat heated up. You never know when you might want to cook this goose again.

By Sega, available now

Batman Returns (SNES)

Batman's been soiled, in name only. To regain his pristine reputation, he must find Penguin and set the record straight. As it happens, though, Penguin is not the only one on his tail. Seems the dirty bird has teamed up with Catwoman to whip up some trouble for our Caped Crusader.



Not too dangerous, Batman. It's not smart to stalk the streets of Gotham at night.

One or two players can hop into the Batmobile, or the Batskiboat, and join forces to overcome this affront. Flip into action in this eight-stage adventure that includes scenes from the blockbuster movie. The 3-D and 2-D views will rush

you into the action. Don't get caught without an umbrella of your own.

By Konami, available January '93

Batman Returns (NES)

Batman's Bat Signal should be on high alert. The poisoned Penguin and the crazy Catwoman are at it again. Rev up the Batmobile and the Batskiboat, 'cuz our masked avenger will be defending Gotham City's Sheck's Department Store, sewers, and more.



The bright light of the Bat Signal shines as a beacon to the Batmobile.

Your Hardware...



WIN Thousands of SEGA Genesis Prizes!

No bats in the belfry will clear his name in this six-level game. The Man better be at his best. Stick close to the shadows, Dark Knight, or your wings might be clipped.

By Konami, Available December '92

Batman: Revenge of the Joker

(SNES, Genesis)
"Heeeeere's Johnny." Wrong movie, but right villain. Even Jack couldn't stay away



Our
Software



VIDEO GAME GLOVES

by **Champion**

Padded Thumb For Enhanced Video Game Play

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Look for details on **Champion Batting Gloves.**

too long. The Joker's back to reek more havoc for Batman with his "personal jokes." Don't let his wit get the best of our superhero.



Our Genesis has it in colossal trouble.

Having already conquered the NES and the Game Boy, Batman comes to life on these 16-bit systems, but not for long if the Joker has his way. Luckily, this time around, Batman is armed with totally new Batweaponry: Batarangs, Crossbows, a Sonic Neutralizer, and a Super-fueled Jetpack.



SNES owners will face charlots of fire.

This cart will feature the same story line as its predecessors. Batman must save Gotham City from the Joker's tricks. Not an easy task since the the Clown Prince of Crime has deadly plutonium in his possession. Find the Joker before he finds the end of Gotham City.

By Sunsoft, \$49.95, available October '92

Month after month...

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TELEVISION

TELEVISION: Col M. Lee Capitol

Take Television's unique and deep vocals and the tone for the times, inclusive reminder of TELEVISION's past and new music, including the new single "Cut Me Loose." This heavy infused album features the wild and distinctive multi sound that was the trademark of their earlier recordings. TELEVISION is: Tom Verlaine, Richard Lloyd, Fred Smith and Billy Ficca



BODY COUNT

BODY COUNT: The Worst Love. Star/Warner Bros.

Ice-T (lead vocals), Eric C. (lead and acoustic guitar), Meehan (bass), D-Roc (rhythmic guitar) and Scottmeister "V" (drums) are the multi-talented metal band Body Count. At 1991's groundbreaking full-length debut appearance, on their debut album, and on their second-to-date 1992 tour, Body Count's words and music are as tough as they are smart.



TORI AMOS

LITTLE EARTHQUAKES: Geffen Records

Juxtaposing images of Cherise Manson and ice cream, purring wistfully about crucifixion and violation. Through Tori Amos the rumblings of a soul are exposed. Her poetic persona, naked in its frank attempts to reconcile, or at least recognize, the disparities that surround her. Her music is unerring, disconcerting, yet absolutely compelling.



AZTEC CAMERA

Aztec Camera: Star/Warner Bros.

Aztec Camera return to the spotlight with "Spanish Horses," the first release of their fifth live album. Singalong-worthy guitar, steady pop songs for over 30 years, and once again he demonstrates his talents with a beautiful collection of tunes.



KYUSS

"GILLS FOR THE DEAD": Green Machine/Dell Records

Take 70's acid rock, add a super heavy bass and guitar sound and the result is KYUSS - four young musicians from Palm Desert, Cal. who describe their sound as "A fresh blend of power, stily and heavy musical savviness." "Green Machine" is the first single/video releasing.

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STONYBROOK, John Doe, Giant

Ceremony on tape, **THE BEAUTIFUL** is a compelling combination of rock, alternative, and punk is expressive music, it is the psychic purge of musically polarized and obsessed minds. Their album "Storybook" pulls you into a mystical off-world, revealing what can be when a band pursues the artistic goal of apocryphically good sound.

PANTERA

MILGAP DISPLAY OF POWER This Levi, A&O Records

"Power groove" is how **PANTERA** describes their sound. It's a heavy, riff-oriented fuel. With snarl-as-in-coated lyrics which stick straight to the bone on a mix of rascals and close-minded self-righteousness, Pantera's snarl voice supplies heavy, driving status music to people who rule on it.

MATERIAL ISSUE

DESTINATION UNIVERSE, What Girls Want Mercury

Chicago's own **MATERIAL ISSUE** bring you the edgy pop tune "What Girls Want" from their second Mercury album Destination Universe. Hit on the tracks of their first album International Pop Overthrow, **MATERIAL ISSUE** is back with their signature three part harmony built around brilliant guitar work and complete with multiple pop hooks.

SONIC YOUTH

DIRTY 100% DGC

Gloriously unrefined, scintillatingly original, unafraid of controversy, **SONIC YOUTH** are widely celebrated as the iconic triad of underground rock. Amassing both versatility and masculinity, this "100%" video comes from their raw "100% DIRTY", a staggering sonic chronicle of life in and under America in five streets.

HAPPY MONDAYS

YCS PULVERIZER/Travis, Elektra

1987'S **HILLS 'N' THRELLS** AND **BULLYACHES** and the hit single "Step On," drove **HAPPY MONDAYS** from a party-strewn club attraction to major-league status of Britain's dance-rock explosion. Produced by Chris Frantz and Tom Weymouth, "Yes, Please" takes them to the important next step. Please to move both mind and soul with **HAPPY MONDAYS** new single "Spoken Thru".

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GENESIS PRO REVIEW



By Earth Angel

al-ien: a glistening thing of pure evil with razor sharp teeth that protrude from its jaws to reach for its prey. It's characterized by a sloped head, protruding spine, and acid blood. Parasitic in nature, the Alien reproduces by laying eggs in host bodies.

This Time It's Hiding in the Most Terrifying Place of All!

It's been almost 15 years since America met the Alien and Alien assault specialist, Ellen Ripley. After surviving two blood-curdling big-screen battles against Aliens, Ripley's ready for Round Three in the movie and Round One in the video arena. In this Genesis adventure, one person stands between the Aliens' total domination of the planet and possibly the universe — you!



In space, no one can hear you scream.

When you step into Ripley's combat boots, your Marine Warship, the SULA-CO, has just crash-landed on Fiorina-161. There are no survivors, save Ripley and a nasty Alien stowaway. Fiorina, once a mining colony, is now a prison — and one big smörgåsbord for the hungry Aliens.

Alien 3 presents a variety of missions through its vertically- and horizontally-scrolling stages. During Rescue stages, Ripley's goal is to release all the prisoners before time runs out. In Exterminate stages, she must hunt and kill as many Aliens as she can within a set time



limit. In Mission stages, she's got to rescue prisoners and destroy Aliens.



PRO TIP: At the end of a Rescue stage, all the prisoners you fail to save experience instant death, of the Alien-chest-busting variety. It's gross to watch, but very useful since you'll be able to pinpoint the location of all of the prisoners you couldn't find!

Have You Hugged Your Face Today?

There's a load of Alien nasties creeping, crawling, and sinking their way through

every dreary nook and cranny of the prison colony. Adult Aliens creep, crawl, and crash out of every passage. They'll rush you rapidly from offscreen and even drop from above to land on your head.



PRO TIP: When you climb a ladder or crawl along a passageway, it's a good idea to fire your weapon every few seconds to blow away surprise Aliens.

PRO TIP: When an Alien's lurking on the other side of a door, toss a Grenade to blow the door up, switch to another weapon before the Grenade explodes, and



onto Ripley's head she loses Energy rapidly. When you discover Alien pods, which are major hatching grounds for new Aliens, destroy them immediately.



PRO TIP: Shake Facehuggers loose by rapidly hitting Left and Right.

Armed and Dangerous

In Alien 3 the movie, Ripley and her prison companions were unarmed. In Alien 3 the game, Ripley's packing more firepower than you're gonna know what to do with—but you're gonna need it all. You begin the game armed with limited quantities of Hand Grenades, as well as limited ammo for your Machine Gun, Grenade Launcher, and Flame Thrower. Power-up items lie throughout the prison. Grab them to replenish your ammo. Swap weapons as needed.



PRO TIP: The Grenade Launcher is Ripley's best weapon. It destroys Aliens with one blast and fires long-range. Don't forget to tag Aliens offscreen.



PRO TIP: The Hand Grenades come in handy when you've got Alien problems below you.

Ripley's got a Radar device that pinpoints Aliens on the move, as well as the location of prisoners. You must continually snag batteries to keep the device charged.



PRO TIP: Don't rely on Radar for protection. Aliens move very fast, and you'll be caught napping if you're staring at the Radar screen waiting for something to happen.



PRO TIP: At the beginning of Stage 2, jump backwards through a secret passageway for a pair of power-ups.

Do it for Now!

Alien 3 balances straight-up arcade-style action with enough tension to effectively capture the nail-biting mood of the movie. The graphics have a Rolling Thunder look and a palatable gore factor. Cool tunes round off the mood, and the sound of a shot destroying an Alien will send a chill down your spine. Yup, we fixed it airt! Just remember, "In space, no one can hear you scream," but when you scream in the living room, everyone's gonna hear you!

then fire immediately. You'll take out the door and the Alien simultaneously.

PRO TIP: Use parallel platforms and ledges to nail Aliens that hang upside down from the ceiling. It's easier to destroy them while they're hanging than to battle them face-to-jaws.



PRO TIP: Don't panic. You can leap over a crawling Alien.

Facehuggers are deadly little parasites that are looking to plant a baby Alien inside of you! When one of them latches

Alien 3 by Arena Entertainment

Graphics	Sound	Control	Fun Factor	Challenge
4.5	4.5	4.5	4.5	Hardcore
\$16.95		One Player		
Available October '92 Action				

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By Athletic Supporter



Tengen trots out its fourth edition of the popular RBI Baseball just in time for the divisional play-offs and the World Series. It couldn't have come at a better time, and Tengen couldn't have done a better job! RBI Baseball 4 packs better baseball, more features, and more options than its three predecessors combined.

Welcome to the Bigs

This cart's a video Big Leaguer's dream come true. Since the game is licensed by the Major League Ball Players' Association (MLBPA), you get all 26 Major League teams and their players, whose abilities are based on the 1991 season's stats. But that's not all. You also get both the American League and the National League All-Star teams from '91 and all the divisional winners from 1983 to 1990!



PRO TIP: Use the bunt. Even at the hardest level, the infielders never play up and the pitcher is usually too slow off the mound to make the play. For an almost sure run every time, bunt with a man on third.

RBI 4 is no one-dimensional game. In addition to the routine single-game mode, you can play a seven-game series against an entire division or face each team in the cart. Beat all the teams, and you get a shot at a "secret" super team.

Strength in the Number Four Spot

RBI 4 is the class of the RBI Baseball teams. The graphics are cool. The motion of the pitchers and the hitters is more life-like than in RBI 2 and 3. Each of the 26 Major League stadiums is represented in vivid detail. The soundtrack still belongs in the minors, but thankfully it can be turned off.



RBI Baseball 4 has also added a Home Run Derby contest and a Game Breakers mode. In the Derby, you can pick the top sluggers in the league and go head-to-head against a friend. Game Breakers is situational baseball with 15 pressure-cooker scenarios.

Hey, Batter, Batter, Batter

This cart isn't a typical arcade baseball game. Pitchers tire, so as a manager you've got to earn your pay.



PRO TIP: Pitch the first ball inside to back the batter off the plate. Then pitch one outside. Get it just off the plate, and the batter will almost always hit an easy grounder to either second base or shortstop.



That's baseball.

Any Big Leaguer knows that baseball is 90 percent pitching and this cart doesn't disappoint. In addition to the regular fastball, curve ball, and change-up, RBI 4 has two new pitches. There's a mean Spotball, which would make Gaylord Perry proud, and a Pitch Out to catch the

Ricky Hendersons of the world. However, the man in blue will catch on to the spitter after awhile, and then your pitcher's sent to the showers early.

In the field, your players can dive for grounders or leap for high flies. Unfortunately, your defense is set. You can't adjust field alignments.



PRO TIP: Stay back in the batter's box. If you crowd the plate, the computer loves to throw heat inside. Not even Cecil Fielder can get around on these pitches.

PRO TIP: When men are on first and third, send the runner on third towards home plate. When the defense throws home, send the runner on first to second. Just before the runner going home reaches the plate, send him back to third. Everyone's safe and you've advanced a runner into scoring position.

Outta the Park

This is a NC-er, baby! No contest! If you like fast Major League baseball action, let RBI Baseball 4 take you out to the ball game.

RBI Baseball 4 by Tengen

Graphics	Sound	Control	PlayTime	Challenge
				ADJ.
4.5	3.5	4.0	4.5	Adjustable
\$24.95	Sports		Two Players	
8 strips	Available Sept '92			

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TO THE
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**ARCADE
GAME
OF THE YEAR!**





By **Andromeda**

**TOP SECRET!
CLASSIFIED DOCUMENT!
EYES ONLY!
SHRED AFTER READING!**

Date: August 15, 1987

To: Lt. Michael P. Harrigan,
LAPD

Subject: A State of Emergency

Los Angeles is a war zone. Rival gangs are battling it out in the streets. Contraband drugs are everywhere. Many officers are being held hostage, and there have been a series of bizarre, unexplainable murders. Your mission, Officer Harrigan, is to eradicate the gangs, confiscate the illegal drugs, and rescue the hostages. You are also to investigate the mysterious murders taking place throughout the city.

Hunter or Hunted?

With these orders you hit the streets to clean up a crime wave that'll curl your hair. Predator 2 is run 'n' gun, shoot-or-be-shot, one-player, vertically- and horizontally-scrolling action with a 1/4 overhead view. Roughly based on the movie, Predator 2 the game pits you, as Lieutenant Harrigan, against rampaging gang members and a mysterious force of extremely violent

thing from sawed-off shotguns to chain saws. Your strategy in every level is quite simple: run, shoot, and grab hostages.



PRO TIP: Once the hostages are safe, the Predator's going after you. Keep dodging and weaving or you're miscounted.

There is one complication. The Predators, alien bad guys with voracious appetites for human flesh, are busy hunting up dinner. They're happy to snack on defenseless hostages, and they're messy eaters. You've got to reach the hostages first, or it's shake and bake.

PRO TIP: Watch where the Predator's target moves. It'll give you clues as to the location of hostages.

Reasonable Force

Your mission would be totally hopeless if you weren't as well armed as the gang members, but you are! Power-ups abound in the form of more powerful weapons (grenades, rifles, scatter guns, and sawed-off shotguns). These weapons easily enable you to hold your own against gang members, as well as the various vehicles they use.



PRO TIP: To destroy the giant truck at the end of Level 6, run to the right and fire at the truck's cab until the entire thing blows.

PRO TIP: It's hard to fire accurately on the diagonal. Your best bet is to hold down Button 8 (which holds your character in the direction it's facing). Then press left and right on you control pad to take out waves of attacking gang goons.

Human weaponry, however, won't make much of a dent in alien skins. You can stun Predators with regular weapons, but to destroy them you must capture actual alien weapons, such as the Spear and the Flying Disk.

PRO TIP: You won't survive Level 7 without alien weapons.

Let Us Prey

Predator 2 is a sort of Karl Mayers or Guerra War with a science fiction theme. The graphics and sound don't really show off the Genesis' capabilities. Although, nice digitized movie images appear between levels. Challenge-wise, the game is adjustable. However, advanced gamers won't break a sweat even on the hardest setting — especially with the password feature. Predator 2 is definitely the weaker of Arena's two alien titles (see Alien 3 in this issue) but run 'n' gun fans just might want to hunt it down.

PREDATOR 2

aliens. If you think the odds sound impossible, not to worry. Predator 2's bark is definitely worse than its bite.

In each of the game's seven levels, your object is to rescue a certain number of hostages scattered throughout the level and then exit. You hunt through such diverse locales as the streets of the city, a slaughterhouse, and the subterranean alien headquarters. As you search for each hostage, you confront hordes of gang members toting every-



PRO TIP: For super power-ups, blow up large vehicles, such as helicopters and taxis.

Predator 2 by Arena Entertainment

Easy	Normal	Control	Hardcore	Challenge
3.5	3.0	2.5	4.0	Adjustable
\$49.95		One Player		
Available now		Passwords		
Action				

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GENESIS PRO REVIEW



By Capt. Controller

Okay, race fans, start your Genesis engines for the ultimate challenge. Slide

into the driver's seat of your high performance Grand Prix racer and get ready to go head-to-head and wheel-to-wheel with the world's top ranked Formula One driver, Ayrton Senna.

Pre-race Prep

Ayrton Senna's Super Monaco GP II by Sega is the class of the Genesis tracks. The cart features 19 action-packed, international, race courses. You can compete in the Senna GP (across three tracks) or in the World Championships.



Meet Ayrton Senna!

If you've mastered Super Monaco GP I, you'll have no problem polishing up your driving skills in this fresh thrill. If you're new to the video driving game, you'd better burn rubber in a few practice laps to prepare for the tough competition ahead.



An international challenge.

Unlike Super Monaco GP I, setting up your car in SMGP II is simple. The modifications you can make are limited to the important nitty gritty. All you really need to consider is your transmission, which can be Automatic, Manual 4H Speed, or Manual 7-Speed. Controlling the car in automatic is the easiest since it

requires minimal controller action during a race. However, the manual transmissions are faster.

PRO TIP: Use the Practice option to learn the layout of each track. This will give you an extra edge during your Preliminary Race (1 lap), which determines your starting position in each main race.



Pick your transmission.

On the Track

Once you establish your starting position in the Preliminary Race, it's time for the all-out competition to begin. Becoming the world's highest ranking Grand Prix driver isn't an easy task.

You'd better strap yourself in, because this game's a serious tire-screacher! Reckless drivers won't have a prayer of besting GP II, which requires quick reflexes, video driving skill, and a manic need for speed. During each race, you have to do more than outdrive the competition. You must race against the clock to beat the track's fastest lap times.

PRO TIP: If you didn't qualify for a high starting position, you can quickly pass two or three cars at the start of a race by stomping on the gas as soon as the starting gun fires.



PRO TIP: Look for the yellow and blue, or the yellow and red, directional arrows before each major turn. Begin your turn as soon as they appear!



PRO TIP: The easiest way to pass cars is on turns. Check out the on-screen course layout to plan your passing strategy.

It or I?

It's a close finish, but Super Monaco GP II noses out GP I. Super Monaco GP I is a great, ultra-fast driving game, and Super Monaco GP II fires up equally intense action with exceptional controls. Although there are subtle differences between the games (instead of GP I's motor babes introducing each round of races, GP II features digitized photos of Mr. Senna), the overall game play and the first-person, behind-the-wheel perspective is extremely similar. Those factors being more or less equal, GP II gets the checkered flag. Its graphics, especially the backgrounds, are clearly superior to GP I's, as is the quality of the digitized voice and the realistic sound effects.

This adrenaline-pumping, driving simulator plunges you into Grand Prix racing. If you fancy yourself a pro video driver, stay on track with Ayrton Senna's Super Monaco GP II.

Ayrton Senna's Super Monaco GP II by Sega

Graphics	Sound	Control	Fun/Fair	Challenge
				ADJ.
4.5	4.0	4.5	4.0	Adjustable
\$54.99	8 mags	Available September '92	Sports One Player	Six Save Positions

You've Seen Dogfighting.



Now Experience Super Dogfighting!



Beads of sweat crawl into your eye sockets. Chills shoot up your spine. Fingers fumble for control. That's what you can expect when you squeeze into the cockpit of Super Strike Eagle, the most realistic flight simulation ever created for the Super NES™.

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Twist and bend your way through enemy fire with wild roll and pitch functions. Vaporize enemy targets with awesome firepower. Blast a friend clear out of the sky in head-to-head competition mode. Or, bark commands at your friend as you fly together in the same F-15.

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SUPER NINTENDO
ENTERTAINMENT SYSTEM



By Captain Meat Cleaver

Yes, violence can solve the world's problems! Flash forward to the year 2140, when an alliance of savage Super Powers carves up the galaxy. High-ranking Federation leaders call upon Barret Jade, supreme 'mech warrior, to terminate nine cyborg ambassadors of bad will.

Win and the Federation achieves an everlasting peace. Lose and you're relegated to scraping sewage from the backwaters of the solar system. The future is in your iron-clad hands.

Man in Machine

RazorSoft's Death Duel is a first-person Genesis prize fight with graphic blow-'em-away action and an appetite for destruction. You, as Barret, climb aboard the titanic A-7 Trinity Role Cyborg and battle nine buffed 'borgs. Duel's cockpit display mimics the first-person perspective familiar to Operation Wolf vets, and the shooting game play is easy to grasp.



PRO TIP: Press your fire buttons in sequence to launch multiple missiles without reloading.

Arms Race

Prior to each one-on-one combat, you prove your mettle in a timed qualifying round. The sniper sequence tests your aim against scorpions, worms, slugs, snails, flying fish, and similar creepy targets. Beat the clock, and you'll score a mess of Phelae (cash). Take your winnings to the Weapons Dealer and arm your three cannons to the teeth with the finest death tools money can buy. Experiment with Grenades, Energy Rings, SloMo Clouds, Mines, Homing Rockets, and more.



PRO TIP: Avoid shooting a Gravity Sphere during the Qualify segment or you'll suffer a penalty.

PRO TIP: Conserve Phelae. Don't purchase repairs until you fight Darriss Morb.



In Your Phaser

It's blast-or-be-blasted time when the mistress of mayhem gives the signal. Death Duel's winner-takes-all combat forces you and the opponent to simply shoot, shoot, shoot 'til someone drops dead. Movement is confined to left and right, and the cursor toggles between gun sight and screen scrolling.



PRO TIP: For a quick win, machine gun and shell Shaxox Meisall's legs, then its wings, and finally its head.

PRO TIP: Scroll your opponent onto the edge of the screen, then fire away as it hops back and forth.

Walls provide temporary cover. You can run, but you can't hide when the computer blasts the barriers to bits! Strategic destruction of limbs, guns, and bodies is your ticket to a glorious victory. RazorSoft scores another blow against

censorship. The entrails spurt freely with every decapitation!



PRO TIP: Use missiles to deal a death blow to the Xerain Dgrn, Krax Xarlon. When it stands still, aim for its arms, legs, and then its head.

PRO TIP: Press your advantage and don't allow the computer to regenerate lost limbs.

A Most Dangerous Game

Death Duel's looks do kill! The Blood Factor's outta sight, with severed 'mech and monster parts flying across the screen. The audio also pumps out some good sounds. However, game play's fairly simplistic. More maze movement and a two-player split-screen feature would make Duel a true run-'n'-gunner's delight.

Death Duel stands as the only 16-bit shooter cart of its breed. So, of course, it mows down the competition. For a solid round of 3-D zap-'em-up gaming, RazorSoft's latest delivers a tough, no-continue challenge with fire power to spare. Slam Death Duel into your Genesis, and let the games begin!

Death Duel by RazorSoft				
Graphics	Sound	Control	Fun/Factor	Challenge
				
4.0	3.5	4.5	2.5	4.0
\$29.95 8 mags				Available October '92
Action/Shoot-'em-Up One Player				ADJ.

WHY BE A NOBODY? BE A PRO!



Some games claim to be realistic: we are. Check out the rosters. Ever hear of their players? Larry? Joe?

Super Batter Up is packed with actual Major League Baseball Players and their statistics. We've analyzed RBI, ERA, home runs, stolen bases, errors, speed, and throwing ability data to insure that our game plays like the real thing. From the national anthem to the 7th inning stretch Super Batter Up delivers the baseball action you deserve. Don't be an average Joe. You can be a baseball hero.

- One or two players
- 8 megs of realistic graphics
- 26 teams



namco

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The Sega CD— Disc-tinctly Sega



Turbo Technologies may have fired the first shot in the compact disc revolution (see page 96, this issue), but one of the big guns is set to return fire. The Sega CD is scheduled to make its debut in the first part of November.

Setting the Stage

The basic Sega CD hardware's been out in Japan for almost a year (see GamePro, "Putting the Spin on a Revolution," July '92). The Sega CD doubles your fun by connecting its add-on to the MD8000 in your Sega Master System, allowing on top of

your existing Sega games, their third party software. Sega's partners in the Sega CD line include Sony, which will produce Sega CD games. The Sega CD is one that will

make it in the CD market. Sega's new add-on, the Sega CD Software "Fast Forward," Aug. '92). In fact, a Sony CD drive powers the Sega CD. Sony and Sega will also be sharing space in a joint venture deal that'll construct a CD stamping plant in Terre Haute, Indiana.

Two Plus Two

In order to get its discs rolling, Sega's challenge will be to make the \$299 price tag palatable to American gamers. To sweeten up the package, four CDs will come bundled with the unit—two music CDs and two CD games. The two music CDs consist of one CD+G (compact disc with graphics) and one regular music CD. At press time, Sega could only say that they've lined up some "major recording artists" for the endeavor. Considering Sega's close ties to Warner Inc., the prospects are intriguing.

Sega CD gamers will also get two CD games. Sherlock Holmes Consulting Detective is ICOM Simulations' electrifying sleuthing game that made its debut on the TurboGrafx-16 CD (see GamePro,

May '91). You try to match your deductive sleuthing skills against the famous fictional detective in three cases. The eye-catching graphics consist of video footage of live actors playing out the roles of Holmes, Watson, Lestrade, and a host of other characters. However, according to Sega, that's nothing compared to what's in store (or will be in stores) for CD gamers later in the year!

The other games disc is a collector's CD containing five classic Sega cartridge games: Columns, Golden Axe, Revenge of Shinobi, Streets of Rage, and Super Monaco GP I. They're all woven together with a nifty interface.

Sega expects to have 10 to 15 CD games available by next month, including Thunder Storm, Sol-Deads, Dark Wizard, Batman Returns, and NFL Sports Talk '93 Starring Joe Montana.

CDs are a Deal

We'll spin out the Sega CD line until then, save those discs for your Chivalrus.

Life In The Fast Lane.



Choose your weapons:
Left-handed 6-pounder...
Right-handed 16-pounder...
...and everything in-between.



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



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

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COMING ON
SEGA CD



Batman Returns

By Boogie Man



The Caped Crusader is back. This time, Batman Returns will be in CD format, and it promises to be a cleaner, meaner scream! Here's a preview straight from Sega's Bat Cave.



The Dark Knight's Disc

Batman Returns CD tells a tale that sticks close to the movie's story line. The Penguin, the Catwoman, the Red Triangle Circus Gang, and the Penguin Army are all out in evil force. At press time, Sega needed Warner's final approval regarding movie stills and video for the between-level scenes, but you can bet your Bat-behind they'll be there.

If you've played the Genesis cart, you'll be warmed up for action with the CD. However, the compact disc game will feature 20 plus levels. The "plus" will come in the form of bonus levels and a couple of Bat-vehicle shoot-'em-up levels, which won't appear in the cart.

The CD will blend three games into one. The arcade-style, side-view fighting

sequences will pit you in a fierce hand-to-hand battle against the Catwoman, plus the Penguin and his minions. They taunt you big time with digitized voices that spit out exact quotes from the movie.

Now, we all know Batman doesn't take no stuff from nobody. On disc, he'll counter with more weapons than any Batman game has ever had, such as Smart Bombs, Batarangs, the Bat Grapple, and an outrageous Bat Attack, where a swarm of bats flies into the bad guys.

In-between the kick-A fighting levels will be two vehicle shoot-'em-ups featuring the Batmobile and the Bat-skiboat. You'll play these via a behind-the-Bat-vehicle view. However, be prepared to scope out the slick scaling graphics as they shoot past you.

Tim! Batman Returns

Batman Returns looks like a hyper dose of superhero action that ought to make gamers spin a disc or two. We'll leave the Bat Signal on until the Dark Knight delivers our Sega CD.

NFL Sports Talk '93

Starring Joe Montana



By Sk Mo

No more worries about Joe Montana's arm. Now he and every other NFL quarterback will throw passes straight and true forever, thanks to a new Sega CD football game, NFL Sports Talk '93 Starring Joe Montana (a working title at press time). The preliminary version of this game is awesome! Here's a preview.

For Real Football

NFL Sports Talk '93 will play for real. You get the real 28 NFL teams, the real stadiums, the real players, the real players' numbers, the real team colors, and the real team logos. The players play according to their '91-'92 season stats, and the team rosters will be current up to the '92 training camps.

The CD's Sports Talk talking is twice as verbose as the original Sports Talk cart. Instead of 250 words, the CD voices over 500 words and phrases. However, rather than play-by-play announcing like the Genesis cart, the CD will feature color commentary. Also during your game, Joe Montana will tell you his tips for winning in a digitized voice with full-motion video.



The game features the basic Genesis side-view Joe look with its zoom-in, isolated view. However, you can also pick behind-the-line or facing-the-line views similar to those in John Madden Football by Electronic Arts. There's also an overhead "blimp" view for an X's and O's style display. Sega says it wants to lay to rest the controversy over which view is best for video football by offering all possible views in one game. They just might succeed.

The football players' movement will knock you out if you take the time to scrutinize them closely. Each sprite is a digitized version of a real player putting on his shake-and-bake moves. You can spin, dive into the end zone, dive for catches, and dive for tackles.

This game should be a dream come true for armchair quarterbacks and coaches. You can play with or against some of the NFL's all-time great teams, such as the '67-'68 Packers, the '69 Jets, the '72 Dolphins, the '78 Steelers, the '84 Niners (of course), and...well, you can finish the list.

Touchdown!

NFL Sports Talk Football '93 Starring Joe Montana is slated to kickoff with the Sega CD. Joe knows the Genesis. Soon he'll know the CD.

Ultima® Runes of Virtue™

An FCI original from the creators of Ultima



- Powerful 1 meg chip with battery back-up saves play position.
- Hours of exciting one player action in over 170 levels.
- Two players can compete or cooperate for up to 80 unique levels with the Game Link.



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Ultima Runes of Virtue is a completely new game designed exclusively for Game Boy by the original Ultima designers. You'll enjoy the same hours of challenge and adventure that you've come to expect from an Ultima game.

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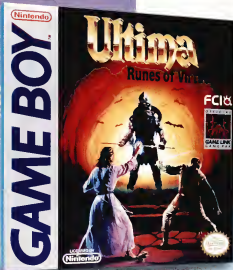
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- Powerful 1 meg chip with battery back-up saves play positions.
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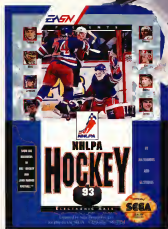
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Some of the pros are better defensemen, others scoring machines, others are specialists at killing off opponents' power plays.

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

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



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



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PRO REVIEW



By Brother Buzz

Harley used to be a big guy with little problems. Now he's a little guy with BIG problems!

Harley's experiment in miniaturization backfired, turning him into the incredible Shrunkin Dude! Unfortunately, his Shrinker machine blew up. In order to get tall again Harley must find the Shrinker's pieces, which are scattered throughout his house and yard.

Harley's Humongous Adventure by Electronic Arts is a terrific-looking, side-view, multi-scrolling, hop 'n' bop adventure. However, it only takes one small step for the SNES.

Feet of Clay

Right off the bat you'll gawk at the gorgeous character graphics. The sick pix were created with clay animation. Each character was cast in clay and then painstakingly animated, filmed, and digitized. The cart's visual style is a totally unique and fun look.

The rocking music and the happy-go-lucky sound effects fire off pure energy, but they get repetitious after a while. However, you shouldn't turn down the volume because audio aids help you beat the beasts.

Honey, I Shrank

The Humongous Adventure is just that, and it's hard, too. Your search covers 18 levels through Harley's house from his lab to his rooftop.



PRO TIP: During the initial power-up stage at the beginning of the game, the most important things to find are the two Hearts. Don't waste time!

The game play is familiar fare. Each level presents a fair share of creature bashing. However, this is essentially a medium-paced maze game, where you must find the route to a hidden piece of the Shrinker. Put on a thinking cap, or two, or three, the levels are mindbenders.

ammo, such as Tacks, Rubber Bands, and Marbles. In addition to the standard walk, duck, and jump, he has a speedy run, which enables him to jump a little higher. To scale great heights, he can jump up, stick to a wall, and climb. If he finds fuel capsules, he zooms around with

Harley's Humongous Adventure



PRO TIP: To escape the Ratfish, you need to create a rideable bubble. A bar of soap would be helpful.

Complicating your search are a zany zoo of little creatures. Harley's munchkin menagerie looks hilarious, but they put a mean bite on you. Gross Flies, biting Bees, antisocial Ants, flame-spitting Fire Ants, toothy Termites, and icky Ticks bug you to death. Water-borne pests include Electric Eels and Piranhas. Your former pet, the Rat, is especially hot to prove who's the big cheese now!



PRO TIP: To get past your first Rat encounter, Cote 'n' Cuddly, shoot its feet and Run (hold down Y and press Left or Right) under it when it tries to jump on you.

PRO TIP: In your second Rat encounter, go for its head, then Run under it.

Harley's controls are primo. He can quickly cycle through an amusing array of

a Jet Pack. When things get wet and wild, Harley does a nifty breaststroke, but don't let him sink or he's sunk.



PRO TIP: The Tank's arena is unlimited, so shoot ahead continuously. Jump up and shoot offscreen as soon as you hear the bouncing Balls.

Let's Get Small

Harley's Humongous Adventure is a good time on a small scale. Its groovy graphics are totally unique. Its game play is a solid rendition of standard stuff. If your aspirations for fun tend towards the tiny, hunker down with Harley.

Harley's Humongous Adventure by Electronic Arts

Graphics	Sound	Control	Feel/ize	Challenge
8.9	8.5	4.5	3.5	Advanced
Price not available		Action/Adventure		
4 Discs		Two Players		
Available November '92				

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By Ross Music

In the deep, dark, unexplored recesses of the solar system lurks a motley crew of alien space bandits. Pillaging planets and wrecking space stations in their wake, "the Horde" has a humorous appetite for destruction. Earth's resistance force launches a single, well-armed Star Fighter to counter the hundred-ship strong extraterrestrial invasion.

If this scenario sounds like the latest shoot-'em-to-heck clone for the Super NES, the answer is: NOT! First-time video rocket jocks should take Ballistic's WarpSpeed for a test flight. This cart merges beginner-level, first-person, space flying with basic, but satisfying, strategizing.

Star Patrol

Piloting a Galactic Armed Services (G.A.S.) ship, your mission is to defend the G.A.S.'s remaining outposts from the ruthless alien assault. Depending on the scenario, you must exterminate the Horde from up to eight quadrants, each composed of 64 sectors. You can thrust manually from sector to sector or plot your course on a grid map and warp there directly. A Long-Range Scanner highlights star bases and alien locations, and black holes provide transport between quadrants.



The fastest path from point A to point B is usually warp speed!

Visually, WarpSpeed impresses with snazzy scaling and rotation of the Horde aircraft. However, the galaxy itself is devoid of eye-popping detail, just like real outer space. The cart's music strikes a mellow, unenthusiastic chord, and the sound effects won't pop your belt buckle.

Missions Accomplished

WarpSpeed's wealth of scenario objectives is superb, but the predictable military maneuvers won't burn too many brain cells. You can fly seven standalone training missions or, when you're ready for the big time, enter an all-out, four-part campaign to seal the Horde's doom. Each scenario includes visible galaxy layouts, such as mine fields, asteroid belts, and hidden black holes, but it doesn't take much to figure them out. Cocky aliens occasionally radio to challenge you to one-on-one duels! High scores and campaign victories are rewarded with medals of valor, ship upgrades, and passwords.

PRO TIP: Even when a cosmic storm puts your Scanners out of commission, you can still "see" one sector away vertically, horizontally, and diagonally.

The combats are cool under fire but repetitious. You view the action from a first-person cockpit perspective, and fire at will with energy weapons and missiles. The ballistics give you reasonable bang for your buck, and your craft's handling is top-flight, despite the complex multi-button control. Warp's inhibition is its limited varieties of enemies—five.



PRO TIP: Fire an all-out missile attack to destroy the first ship a Carrier releases. Then blast the Carrier before it can react.



PRO TIP: Mysterious power sources are usually weapon or shield power-ups. Grab them at all cost during campaign missions.

Victory Tally

If you're already scared to laugh in the ugly faces of the Horde, don't be. The Horde may talk trash, but in practice they fight like constipated pacifists. They also refuse to engage you with more than one ship, even when several hover in the vicinity. SNES space aces should sweep through this cart in a day or two.

Speed Limits

WarpSpeed's certainly a change of pace from those side-scrolling blast-a-thons. It's more like a good jog than a fast sprint. The cart boasts some nifty strategy elements and fun intergalactic flying, but you won't flip out over the visual and audio selections. Fedging star fighters, however, should feel the need for WarpSpeed.

WarpSpeed by Accolade/Ballistic				
Graphics	Sound	Control	Interface	Challenge
3.0	3.0	4.5	3.0	3.0
100 MS	8 megs	Action	One Player	Passwords
Available Fall'92				

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By Captain Meat Cleaver

Death isn't the end of the line for Vietnam vet Luc Devraux, but rather a new beginning. He's resurrected as a Universal Soldier (UNISOL), a human fighting machine with supercharged strength and firepower. Luc's mission in life-after-death is to terminate a former 'Nam nemesis, Sergeant Scott, whose brainwashed UNISOL mind short circuits and drives him into a rampant shooting spree.

Universal Soldier, now for the Super NES by Accolade's Ballistic publishing division, is very loosely based on Carolco's sci-fi flick of the same name. Don't expect a cohesive story line, cinema intermissions, appearances by actors Jean-Claude Van Damme and Dolph Lundgren, or any of that jazz. Instead, the cartridge targets action enthusiasts with solid, side-view, run-'n'-gun gaming, but this commando has a few holes in its camouflage.

Call to Arms

Luc delves into the death fields with heavy armament. His regular machine gun powers-up to a three-way pistol, a laser, or a bounce shot. He can also crack his gun's built-in Lightning Whip. Luc's coolest, if slightly unbelievable maneuver is the Shrink. He curls into a saw blade and buzzes along the ground. He's also armed with Power Lines and the screen-killing Super Weapon, a multi-gun salute to slaughter.



PRO TIP: Drop Mines in Shrinkin mode to blast open passages.

The weapons are bad to the bullet chamber, and they're fairly easy to handle. However, there's such a thing as too much firepower. The play field is often cluttered with thick clouds of shots, and

UNIVERSAL SOLDIER



© 1992 Accolade Pictures

the incessant laser noochet sounds can be grating. Also, the never-ending supply of power-ups causes Luc to change weapons faster than an action film star changes agents.



PRO TIP: Stand on an item block, then crack your whip down on its surface. The power-ups will float right to you!

Evil Empires

Devraux blazes a trail to Scott's fortress through 11 rough, tough, maze-like battlefields. Luc might spend tedious hours, days, even weeks crawling through every nook and cranny to find all the exits and secrets. Thank heavens Ballistic saw fit to include passwords and user-selectable difficulty.

The levels may be huge, but thrill-seekers will only come away half satisfied with the world wars. Luc's main threats are precarious leaps from platform to platform, and tiny, weak-looking enemy sprites such as bees, robots, pods, and sludge monsters. The pumped-up bosses and herds of enemy UNISOLS add spark, but don't start a fire.



PRO TIP: Duck from a safe distance and shoot the Level 2-1 boss in its eye with the triple-shot gun.

UNISOL Sights and Sounds

Soldier kicks off with a techno-rad title screen track, and at first listen, the music sounds excellent. However, the tunes recycle and eventually wear out their welcome. The game's characters are small for a 16-bit screen, but the background graphics are crisp and colorful. And Luc even has a sharp swagger.

Casualty of War

Universal Soldier, the movie, is a blast from the future, but the Super NES edition plays like an M-80 from the past (the cart has strong ties to last year's mediocre Turrican). This game's not a bad way to spend an afternoon or three shootin' and scootin', but SNES power players may find that Universal Soldier only barely scratches their itchy trigger fingers.

Universal Soldier by Accolade/Ballistic

Graphics	Sound	Control	Fun/Factor	Challenge
2.5	3.0	4.0	2.0	2.0

\$34.95
4 megs
Available Fall '92

Action
One Player
Passwords



“Greetings, Pig-slime!”

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SNES PRO REVIEW

By **Robbie the Blower**



Strike Gunner S.T.G. by NTVC is a blaster-rific, overhead view, vertically-scrolling shoot-em-up with a unique twist. During simultaneous two-player games, two ships can combine into a superfighter with impressive power. Two heads here aren't necessarily better than one. However, this shooter scores even without the combo capability.

The World in Your Hands

In the year 2008, Earth is a post-nuclear wasteland. An alien race decides to take over the planet while it's down. To retaliate, Earth scientists create two powerful fighting machines called Strike Gunners. As an ace fighter pilot, you have no choice but to attack the E.T. army and destroy its base. Or, perhaps, you'd prefer to sit idly by and let the aliens bag our turf? Didn't think so.



Double trouble!

Choice Weapons

Strike Gunner's controls are easy to learn, and they're highly responsive. You can zip anywhere on screen through the eight stages.

You're armed with standard and special weapons. The standard weapons have unlimited ammo. You select offensive or defensive special weapons from a menu of 15 at the start of each stage. Choose wisely. You're stuck with the weapon for the entire stage. After that, it's inaccessible for the rest of the game.



PRO TIP: In a two-player game, choose a strong combo of special weapons, such as *oming Missiles* and *Sonic Waves*.



PRO TIP: Some special weapons, such as *Sonic Waves*, *Anti-Air Missiles*, *Atomic Missiles*, and *Sonic Shooters*, damage enemies and destroy their shots. Use 'em on bosses.

Power Play

If you like power-ups, you're in luck. Strike Gunner has three kinds: the Speed-Up Unit, the Energy-Charge Unit, the Shot Unit. The Shot Unit is awesome. It gradually increases standard weapon power by ten, count 'em T-E-N, levels!



PRO TIP: The power-ups come in cycles of *Bosses*. Predict the next type of power-up and play accordingly.

The Power of Two

Strike Gunner's two-player action is great. However, the combination attack option, while a cool concept, doesn't fly.

Two players can connect their ships in either a side-by-side or a vertically "sandwiched" combo attack. One player pilots both ships. Both players can shoot, but the non-driving player can't



use a special weapon. The combo attack looks neat, but use it sparingly. One hit creams both of you, so the pilot better be a pro!

PRO TIP: Stage Eight involves some tricky maze flying. Go into Vertical Combo Attack mode and let the best pilot of the team steer.

Looks Good, Sounds Bad

As you're flying a Strike Gunner at amazing speeds, keep your eyes open. The detail on the ships and the enemies is excellent. Good news for SNES shooter fans: even with seemingly hundreds of sprites on-screen, there's little or no detectable slowdown.

Strike Gunner's sounds take a nose-dive. Shots and explosions are OK, but the music gets three strikes for an incredibly repetitive score.

Gotta Getta Gunner

If you turn down the sound, Strike Gunner is a really fun, fast-paced shoot-em-up that will keep you flying and trying for weeks. If it's space-age shooting you want aim your sights on Strike Gunner.

Strike Gunner S.T.G. by NTVC

Graphics	Sound	Control	Fun/Fair	Challenge
10	7.5	6	4.0	10/10

\$29.95
8 mags
Available September '92

Two Players
Shoot-em-up

ADJ.



By **Rubonic the Blowing**

This game definitely takes place in space, but it's only a distant cousin of football.

Despite the misleading name, Triffix's Space Football is a good game in its own right. The basic game play throws you behind the wheel of a RetroGaw, which is a high-speed hovercraft that handles much like the Teacup ride at Disneyland would if one of the cups was flung into Tomorrowland.

The object of the game is to carry the Hoverball into your opponent's end zone to score a (space) touchdown. Sound easy? It would be if it weren't for the (space) field obstacles, your opponent's (space) missiles, and the four-second Hoverball holding time limit. After which, the ball launches from your RetroGaw.

You can play this game in one- or two-player mode. In one-player games, there are 32 levels of play with different playing fields and increasingly challenging robotic opponents. To win, you can either score five points before your competitor or have the leading score when the five-minute time period runs out.



PRO TIP: If you're ahead and the time is running short, follow your opponent and fire your missiles at him whenever he picks up the ball.

Hold On to Your Stomachs

The first thing you'll notice once you're behind the wheel of a RetroGaw is that the movement and perspective bares a striking resemblance to F-Zero. A word of warning from the folks at Triffix: too much exposure to this game in one sitting may induce motion sickness. Consider it an added challenge, and appreciate the smooth-flowing graphics and beautifully wacky backgrounds until



you're blue in the face. The split-screen mode adds an impressive touch. More attention to the detail of the ships and the background would have made this game breathtaking.

The Space Grid Iron

As with most sport carts, Space Football is a competitive game that's most fun in two-player mode. Not being able to hold onto the Hoverball makes this a frantic chase without much time for strategy. The best players are those who plan their ship's route in advance.

Each of your ships is equipped with shells to fire at the opposing player. The field is covered with brightly-colored patterns and features that help and hinder your cause, such as Magnetic Force Field Arrows that will only allow you to move in one direction, jumps for fun, speed-ups for velocity, and power-ups that revitalize your ship after heavy shelling.



PRO TIP: Save your shots. To inflict more damage on your opponent, fire less often, but accurately.



PRO TIP: At the beginning of the game or after a point, immediately track the ball by pressing Up and then go for it.

Sounds Good?

Not really. In fact, the sound effects and music that accompany the game are pretty poor. Luckily, there's a sound on/off switch on the options menu.

Fair Catch

Space Football is a blast as a two-player foray into the realm of the absurd, but more detail would have made this game a candidate for your instant classic collection. Instead, this is an inventive and fun game that offers enough challenge and wow-zowie graphic effects to make you play it often. The fastest sport in the universe will grab you by the laces and take you for a spin.

Space Football by Triffix

Graphics	Sound	Control	Replay	Challenge
4.5	2.0	4.0	4.0	ADJ.
\$94.99	4 megs	Available Now	Sports	Two Players
			Passwords	

Spindizzy

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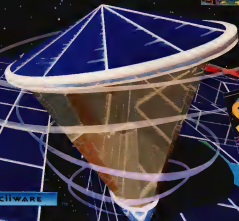
One look down, and you'll never know. After all, when you're racing along narrow catwalks, searching frantically for energy crystals, there's no time to dwell on a fear of heights. Especially since the clock keeps ticking, and you haven't even begun to explore this intergalactic maze. Maybe... over there!

Another quick turn, and you're racing down a ramp so steep, you want to shut your eyes. Fighting to slow down, you catch some major—and

totally unintentional—or, mid-flight, you spot the crystals, but it's too late; you're already over the edge. Before you know it, you're leaping what

it's like to bungee jump without the cord. With thirty completely different worlds, and fifteen levels to each world, you may not make it on the first try—but you'll certainly get hooked along the way.

Spindizzy Worlds.
Join the Revolution.



ASCIIWARE





By Slesher Quan

Sunsoft says its new game moves faster than a speeding Sonic or a runaway Super Mario. Boop, beep, Super NES speed demons, here's a preview of a cart starring everyone's favorite animated highway hopper, the Road Runner!

On the Road Again

Warner Bros. brought the battle of the "Coyotus Hungarus," Wile E. Coyote, and the "Speedus Maximus," the Road Runner, into our living rooms in the 12 classic Looney Tunes cartoons. In the

appropriately-titled Death Valley Rally, the destructive duo sprint across 20 side-view SNES stages.

That purveyor of defective bird-snering gadgetry, ACME, returns to supply the Coyote with more inventions to help him cook the Road Runner's goose. You, as the Road Runner, must outwit a new Wile E. trap in every stage and capture a checkered flag to complete the Rally. The varmint in question flies a hot-air balloon, drives a giant wrecking ball machine, operates a catapult, and blasts off on wild rocket-powered roller skates.

In this cart, Sunsoft went all-out to give the 'toons life-after-syndication. When the Road Runner munches a pile

of birdseed, he builds up a head of Turbo Speed. His legs become a blur as he zooms down the asphalt like greased lightning! Bat the Coyote into stepping off a cliff, and he'll look sheepishly into the camera as his body drops like a rubber band. Watch his descent with a top-view Mode 7 perspective. The beeps, screeches, and flippity tongue sound effects are sampled directly from Looney Tunes footage.

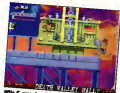
Feel the Need for Birdseed

We'll try to catch the bird's tail feathers with a full review in an upcoming issue. So watch a few Coyote cartoons and make a road map while you wait!

Road Runner's Death Valley Rally by Sunsoft
Price unavailable, 8 mags, Action One Player, Available October '92



The Road Runner rules Death Valley Rally



Wile E. wrecks you with his wrecking ball.



Drifted again!



Faster than a speeding Coyote?



The Coyote's springy car tries to crash you off out of the Road Runner.



Bombs away!



UNIVERSAL SOLDIER

JEAN-CLAUDE VAN DAMME DOLPH LUNDGREN



Nintendo

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P R E S E N T S

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THE GOLD...

7 Olympic Games Events

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Trajectory, speed, angle of descent, you get the idea. Don't you wish you paid attention in physics?



Pole Vaulting

The hardest event. Plant the pole and time your release to clear record heights.



100 Meter Sprint

You'll need a fast start and warp speed to have a shot at the gold.



Archery

The farther you pull the bow, the harder to hold your aim steady.



200 Meter Freestyle Swimming

Barg those turns but conserve your strength to sprint for the gold.



Springboard Diving

Four required dives and one you improvise. Scores based on difficulty, execution and entry into water.



110 Meter Hurdles

Timing your jumps is everything in this event.



Opening and Closing Ceremonies

Light the torch and let the Games begin... fireworks will bring them to a close.



ON LOCATION with: **Accolade**



By **Slesher Guen**

Accolade's nearly begged its latest SNES creation — Bubby, the sly cat with the grin that never quits. In past On Location installments, we've seen the development crew add artistic touches and score ventriloquistic symphonies of music and sound effects. To complete the cart, programmers must slave over a keyboard to create Super Nintendo fun with fur. This bobcat's worth more than a thousand words — try about 50,000 lines of programming code!

Tools of the Trade

Building a video game from the ground up requires precision tools to translate the "raw footage" from the artists and composers into code the game system can interpret. Lead Programmers Mike Schwartz of Accolade and Scott Williamson of Solid Software uses the C Language and Assembly Language to sculpt and fine-tune these instruments. They also create tools that pick apart, manipulate, and rearrange the visual images



Solid Software programmers, Scott Williamson (right) and Joel Sneider (left), implement computer-created tools to coax Bubby to come out and play.



BUBSY

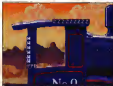
A BOBCAT IN THE MAKING PART 4

User Friendly

Getting Bubby up and running is the next order of business. The team programs a control interface, that reads the player's button presses and activates on-screen movement and game play. If you press the Glide button, the SNES system's brain instantly flashes the corresponding animation frames and moves Bubby appropriately.

Bubby Rules

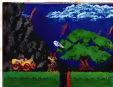
Now the programmers lay down the gravitational laws — literally! Whether he's running, jumping, gliding, or sliding uncontrollably down a steep hill, every move Bubby makes must be carefully calculated from the ground beneath his paws. For example, the team tells deep water-based terrain, such as the river rapids in



Using an Attribute Editor, Bubby's programmers assign physical properties to the game's backgrounds and inhabitants.

Chapter 10, to plunge Bubby to a water-logged demise and make gurgling sounds if our cat foolishly gets his claws wet.

The team can also tell moving objects how to interact with Bubby. When a man-hole cover flies in the air and lands on Bubby's head, they apply basic physics and tell it to bounce off the bobcat's skull. Each rebound travels half as high as the last, until it finally rests at a dead stop.



What goes up must come down.

Crowd Control

Bubby's got you, the player, to control his destiny, but the Woolies need artificial intelligence to think and act for themselves. The team instructs each enemy how to best swipe a few of Bubby's nine, er, three lives. Once the crowd of creatures is brought to life, Designer Mike Berlyn uses a custom-made Level Populator to place enemies. He can drop grumble weeds, horny toads, and out-of-control pianos wherever and whenever he chooses. Then he flips on the game system, examines his handiwork, and restuffles the Woolies at the touch of a control pad button!

Testing 1, 2, 3

Bridging the gap from computer screen to game screen is not all work and no play. After crating their code, the programmers and a crack team of play testers get to put Bubby through his paces. Keep your eyes peeled for future Bubby reports as we follow the final steps that Accolade takes to wrap up this package for a March '93 street date.



Even
the
farm
animals
know
some-
thing's
coming.

Final Fantasy "Mystic Quest"™ coming this fall.

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Turbo Tech Rolls Out Its Double-Barrel

While other game companies are still talking about their future CD units, Turbo Technologies (TT) has just released their second generation of CD-based game systems. Determined to make compact discs the standard for gaming, TT's TurboDuo is poised to leap into stores this month, lapping the competition in the CD race.

When, Where, and How Much?

On October 10th, the TurboDuo will be available only through selected stores in the Los Angeles and New York areas at a suggested retail price of \$299.99. The distribution of the Duo to the rest of the nation is tentatively planned for early '93.

The Bang for Your 299 Bones

At a rather pricey \$299.99, gamers will want to know exactly what they're getting. Here's a list of the key features that make the Duo package worth its weight in platinum.

The TurboDuo is a sleek integrated unit with a lot of potential. The Duo conveniently combines the features of the TurboGrafx-16 and the TurboGrafx-CD. It even plays Turbo Technologies' new Super CD format.

So what? So, you also get \$250 worth of software and two Super CD discs. One Super CD disc contains *Bonk's Adventure*, *Bonk's Revenge*, and *Gate of Thunder*. A second disc includes the games *Ys Book I* and *II*. You also get a coupon booklet worth \$50 towards the purchase of any Duo software or hardware.

If that's not enough, you get the first issue of *TurboForce*, a new magazine entirely dedicated to Turbo Technologies' hardware and software. That's a total of \$599.99 worth of stuff, not counting the magazine. Not only do you get all this, but some time in 1993 there'll be a peripheral that will turn your Duo into a CD-ROM drive for the IBM PC or the Mac.

What's So Super?

The Super CD capability of the TurboDuo is by far the most important development in CD video gaming to date. It allows for four times the storage of the older Turbo-

TURBODUO

The Super CD Has Landed

Grafx-CD games, amounting to 6 megabits (256K). This increased storage provides programmers with the space to create more graphics, better sound, and longer play time for games. *ShapeShifter* (see review in this issue) is one of the first games to tap into this intense increase of depth. On the horizon are even better games that'll take advantage of the Super CD (check out the list that accompanies this article).

A Deal for Loyal TurboGrafx Users?

If you have a TurboGrafx-16 with the CD Player, then you can upgrade your system to play Super CD's with the Super-System Upgrade Card, which will retail for \$95. This won't allow you to take advantage of some of the cool features the Duo has to offer, like personal computer CD-ROM capability and a slightly faster access time. However, it will come with the 3-in-1 Super CD that contains the two *Bonk* games and *Gate of Thunder*. If you've already invested in a TurboGrafx-CD player, you probably can't justify buying a Duo unless you've got a PC and a need for a CD-ROM drive.

However, if you've only purchased a TurboGrafx-16, you'd be spending \$245 for a CD player and the upgrade card. It may behoove you to spend the extra \$54 bucks for the Duo and give the TurboGrafx-16 to someone less fortunate than yourself. If you're a first-time buyer and you're interested in a system from TT, then definitely go for the TurboDuo.

Super CD Lineup

The following is a list of games that will be available on the new Super CD format:

1992

Splash Lake by NEC Avenue (August)



In this addictive puzzler, you play Ozze, a strong-beaked Oatrch. Ozze's goal is to sink colorful enemy animals into Splash Lake by taking a crack at pieces of a bridge.



**Shadow of the Beast by Psygnosis
(September)**



You play the main beast in this action/adventure game. (See Overseas ProSpects in GamePro August '92.)

Prince of Persia by TTI (October)



In this popular title, you must escape a dungeon and rescue the princess before it's too late.

Gate of Thunder by TTI (November)



Gate is an awesome shooter designed to take advantage of the TurbDuo's capabilities. (See the Pro Review in GamePro July '92.)

Dragon Slayer by TTI (November)

It's your turn to take your rightful place as the true heir to the throne, restore the kingdom, and avenge your father's death.

Camp California by ICON (Fall)

The object of this side-scrolling action/adventure game is to keep the beaches clean so that everyone can appreciate the rad surf without dirty turf.

Loom by LucasArts (December)

As Bobbin Threadbare, you live in an ancient city of Weavers. The city is in danger. You must save the Weaver's

Guild by collecting puzzle pieces and solving the musical brainteasers.

**Rayxambler III by Data West
(Under Negotiation)**

One of the first Super CD shooters, this game promises to sport some killer graphics and amazing sound. (See Overseas ProSpects in this issue.)

1993

Riot City by TTI (March)

In this two-player fighting game, you'll use those street fighting techniques to beat up bad dudes, thugs, and hooligans, who are creating danger in your 'hood.

Dungeon Explorer 2 by TTI (Winter)

Up to five players assume a character and attempt to defeat the evil King Blade in this action RPG.

Populous, The Promised Land by TTI (Under Negotiation)

You're the supreme being in control of the world. How will you lead it?

SimEarth by TTI (Winter)

You control the Earth's environment and evolution in this simulation game. This one was a big hit for the PC.

Spriggan by Hazak (December)

It's an all-out awesome shooter. (See Overseas ProSpects in GamePro December '91.)

Fantasy Star Soldier by TTI (Spring)

Here's a shooter that shares characters with Super Star Soldier and Bomberman.

**Far East of Eden 2
(Under Negotiation)**

**Human Sports Festival by Human
(Under Negotiation)**

TURBOGRAFX-CD PRO REVIEW



By Doctor Dave

Things are "Shaping" up for the TurboDuo. Here's a great Super CD-ROM action/adventure game called ShapeShifter.

Things Look Dark

In this hot, side-view, multi-scrolling, hack 'n' slash game, you play Lykos, a brave young man with a buffed bod. Lykos' home, the Land of Krellion, is about to be trashed into the Dark Ages by a gruesome trio from the Shadow Realm called the "Dark Ones." You must free five wizards who will give you the ability to transform into powerful Shapes: the Black Panther, the Pelonic Shark, the Rock Troll, and the Gold Dragon. It's your only hope of defeating the Dark Ones and their unholy hordes.



Power up your Shapes with Blue Gobes.

Home, Sweet Home

Your quest begins in Lykos' hometown, where you purchase weapons and other items. In the Weapons Shop, you have three weapons to choose from—the Morning Star Mace, the Axe, and the magic Bow. You start out pretty poor, but chopping beasts and bad guys down to size fills your money bag. You can then soup up your weapons power, or even have your fortune told by the local fortune teller.

The town is also where you save your current game. However, if your life meter runs dry before you reach town—sorry!



PROTIP: Defeat this Sand Monster by standing on the far right platform. It can't touch you there.

Meet Strange New People...and Fight Them!

This epic game keeps your mind locked in with a ton of quests, which put you into contact with a rainbow of races, a multitude of monsters, and an assorted bunch of mayhem makers. For example,



PROTIP: Here you can max out your life bar by knocking off this spider, exiting the screen, returning, and defeating it again.



PROTIP: For an easy victory against this huge spider, use a magically enhanced Axe from the right-hand platform.

your first task is to save Krellion from the Spider Clan. Squishing the Spiders means you have to exterminate a huge spider monster.

Later, you enter a mountainside and drop down into an eerie realm populated by scary-looking skeleton creatures. The great bone dragon has a bone to pick with you. Still later, you encounter an Aztec-style civilization, where appearing in the correct Shape is the only way to live. You're just getting started!



PROTIP: Stand behind the heart of this bone dragon as you attack it with your weapon. The dragon won't stand a chance!



PROTIP: Make sure that you enter the Pyramid as the Black Panther.

Classic Cutting

ShapeShifter is a classic hack 'n' slasher with some nice twists to its game play. In general, you must run, jump, swim, and climb your way across terrain and obstacles. The game's moves feature the familiar jump and attack techniques found in other side-scrolling adventures.

Naturally, the ability to change shapes jacks up the tactics and strategy. Each Shape has special abilities, but you only remain in a Shape for three minutes. Your Shape can effect the way other characters react to you. You must find Gems which enable you to assume these different Shapes. It takes a certain number of Gems to change into each Shape. Shape time automatically extends if you have the Gems.

SHAPE

There's an automatic life aid, too. The interface contains a unique Sun and Moon meter, which displays day passing into night and vice versa. Every 10 minutes or so, there's an eclipse that automatically maxes out Lykos' life meter and his Shape time.

Slash, Look, and Listen

The Super CD format struts its stuff with awesome graphics and sound. The pix are tough with smooth multi-scrolling effects. The game doesn't offer animated sequences. However, during story sequences it scrolls across some nicely detailed still images, which impart an appropriately medieval feel. The variety of graphics is impressive. The ShapeShifter world is full of eye-catching creatures, terrains, and civilizations.

The soundtrack is great! The music features upbeat rhythms and hard rocking tunes. The characters speak with dramatic, digitized voices.

The Cutting Edge

You'd best get into Shape, video adventurers. Do your finger exercises and shake the cobwebs outta your head. ShapeShifter is a must play.

ShapeShifter by Turbo Technologies

Ent./Box	Sound	Control	Fun/Factor	Challenge	
					ADV.
4.5	5.0	4.8	4.5		Adventure

\$49.99

Available now
Action/Adventure

One Player

Super CD-ROM

Shifter



By Speedy Buns

Got an itchy trigger finger? Get ready to scratch. Soldier Blade's an awesome one-player, vertically-scrolling space shooter in the tradition of TG-16 classic, Blazing Lasers.

Blazing Blade

Rocket straight into the 21st century and climb aboard Soldier Blade, a heavy fighter craft designed to annihilate alien wrackers. Each of Soldier Blade's levels features gorgeous graphics, very similar to those of Blazing Lasers. Cool tunes accompany the action, which flashes tons of sprites on-screen with nary a flicker or slowdown in sight. Middle and

end bosses pack enough firepower to blister even the hands of experienced space jockeys.

Weapons-wise, Soldier Blade has a standard space shooter system of weapons and power-ups. Blast enemy craft and creatures, and three differently colored power-ups appear. Gather power-ups of any one color to fully charge one of three weapon systems: Maximum Heat Trace, Sweeper Blade, and Chase Blaster. The Super Shells are an excellent addition to the standard weapon system. Each time you snag a power-up unit, you earn one Super Shell, but you max out at three. Super Shells give you invincibility for several seconds and wreak havoc on alien attackers.

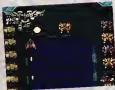
In addition to the normal game, Soldier Blade also has two and five-minute Challenge Modes. Go for the top score against a friend.

Tough Turbos

Even with continues, Soldier Blade packs enough star firepower to challenge the most seasoned space veterans. If you loved Blazing Lasers, don't miss Soldier Blade. If you've never seen either, blast off with both just to see two high-quality shooters. Soldier Blade will make you want to be one of the proud, the few...a TG-16 owner.

Soldier Blade by TTI				
Graphics	Sound	Control	FunFactor	Outlines
				ADV.
5.0	4.0	4.5	5.0	Advanced
\$49.95	4 megs		Available September '92	
Shoot-em-up		One Player		
Continues				

SOLDIER Blade



PRO TIP: After you're destroyed by an alien attacker, a power-up will float down the screen. Grab it - you'll need it if you snag a power-up when your weapon is already fully powered, you get a Burst Out, which does damage to your enemy.



PRO TIP: Start sweating! Soldier Blade bosses like this one are almost impossible to beat.



PRO TIP: Use a Super Shell to get past this tricky area of Operation 5.



PRO TIP: Earn an extra ship at 100,000 points and then every 200,000 points thereafter.



PRO TIP: Save Super Shells for big bad bosses, such as the Operation 3 Tank.



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By Sly Me

Quick Name the only movie megastar with a video game named after him. Jackie Chan's the man! In Asia, Mister Chan reigns supreme as the big screen's number one martial arts/action movie superstar. (Siddown, Jean-Claude.) The Japanese in particular go koo-koo over his kung fu. So it should be little surprise that Hudson Soft of Japan has exported Jackie Chan's Action Kung Fu from the PC. Engine to the TurboGrafx-16.

Familiar Fighting

Action Kung Fu is standard, side-view, multi-scrolling, hop 'n' bop fare with a few nice features to help it stand out from the crowd. The evil Sorcerer wakes up from a three-thousand-year slumber with a major mean-on for the warrior who put him under. He settles for the warrior's daughter, who happens to be Jackie's beloved Josephine. The Sorcerer puts the snitch on Josie, and the Chan-man's in hot pursuit!

Jackie's graphics are cutesy all the way, in the style of Hudson's Bonk's Adventure carts. However, the graphics overall are much more detailed, and the bad guys look much meaner than Bonk's foes. The backgrounds feature nice Asian motifs, which lend style to this martial arts tale.

Cute, but Cunning

Despite the cartoony look, Jackie means business. He's a deft fighter, who throws fists and feet across five tough stages. The game's familiar action/adventure stuff: you batter beasts, brain bad guys, and beat bosses galore. However, each



PRO TIP: To beat the Shaolin Temple's Sky Boss, ride its hands and avoid the flame. Then hit it in the head.

stage has at least three scenes and they're filled with gravity-defying jumps, obnoxious obstacles, and tricky traps that require deft fingering.

PRO TIP: On the Shaolin Temple grounds, there's an Item Frog with an Energy Bowl hiding at the end of the second pool of water.

Jackie Chan's Action Kung Fu



Jackie's kicks are cool!

Position is a little more important than reflexes in this game, but you get your action/adventure money's worth. In addition to typical punching and kicking, Jackie's got four cool Special Attacks (all slick kicking techniques) and a punishing Psycho Wave. The simple-but-efficient controls help you become an Action Kung Fu expert, and you must be good to beat this cart.



PRO TIP: Against the giant Cave Boss, the Sky Attack is best, but the 360 Spin Attack also works.

You got plenty of help, too. Beat on Item Frogs to make them cough up Special Attack Jades and life-restoring Energy Bowls. Bopping bad guys makes 'em drop life-restoring Bonus Jades.

PRO TIP: Hop up and down on the rocks at the end of the Cave. It keeps them from crumbling too quickly.

Extra lives also play a part in the game's devious way of forcing you to listen to the sounds. You must keep your ears tuned for the chime of invisible Bonus Bells, which transport you to bonus stages and potential extra lives. Luckily, the music's not bad and Jackie unleashes some great yells.



Every bonus round is different. Here's the Good Fruit.

PRO TIP: On the rocky grounds leading to the Shaolin Temple, there's a Bonus Bell with the mad monk on the small platforms.

No Kung Fooling

If you want hot and heavy martial arts with outrageous stunts, go rent a Jackie Chan movie (with or without subtitles). But if you crave a little punch and kick adventure to at least make your thumbs sweat, this Chan can.

Jackie Chan's Action Kung Fu by Turbo Technologies				
Graphics	Sound	Control	Playface	Challenges
4.0	2.5	4.0	4.0	4.0
<p>\$45.99 Available now Action/Adventure</p>				<p>INT. <small>INTERNATIONAL</small></p> <p>One Player</p>



**Guess Who's Coming
To Super NES™?**



The Turtles Are In For The Times Of Their Lives.

Cowabunga, courageous ninja dudes, it's TMNT™—Turtles in Time™ for Super NES. The fab four are in a time warped tail spin direct from the second arcade game. And there's a most bodacious bonus. Now you can also go shell-to-shell in a tasty turtle bash-o-rama mode and find out who's the most radical reptile of them all.

Take on 10 explosive levels featuring humungoso 3D graphics. You've got nine Turtle attack moves to use including the Catapult, Cannon Ball and Bulldozer. This dizzying trek through time takes you A.D., B.C. and A.D. again. You'll be hurled through time so much you may hurl yourself. But don't forget your mission. to find April O'Neil (schwing!) and the stolen Statue of Liberty before Shredder makes a mega size lawn ornament out of her. So achieve total turtlosty and go for it!

KONAMI™



◀ Check it out, dudes. Arcade screenage on the left, Super NES screenage on the right. They're, like, turtly the same! Aren't those studs at Konami awesome?



▼ Shredder's Matrix Translocation Beam sends you all over history's hairiest days of pirates. In this case, it's Beppo and Rocksteady wearing the tight and earrings



◀ Warp back to the prehistoric age where Foot Soldiers fly Air Pterodactyl and drive Tyrannosaurus convertibles

▼ Become a gnarly neon night rider in the year 2020 and do some heavy head bang with Krang



▼ Bruise some shells and some eggs in the 2 player Versus mode where best-of-three round slug fests prove for the first time ever who's the top Turtle



◀ Fight for your hide on a treacherous 19th Century train ride through the wild west. Deep six Leatherhead and maybe you can make a saddle out of his face



Konami Game Hint and Tip Line: 1-900-896-HINT (4468)

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Prospects

PARODIUS



By Doctor Dave

Parodius qualifies as the most humorous game to come along in a long time. In Japan, Parodius has hit several system platforms, such as the Super Famicom, the PC Engine, the Famicom, and the Game Boy.



Parodius for the Game Boy...



The Famicom...

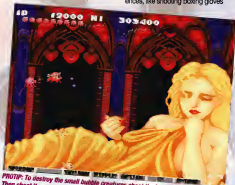


And the Super Famicom.

What's So Funny?

Parodius is a side-view, multi-scrolling shoot-em-up by Konami that "parodies" some of their well-known games, such as the Gradius series, the Contra series, and many more. It has 10 levels of play with great graphics and sound. Each level has a totally different visual scheme with music that's tuned to the action.

Parodius is most similar to Gradius. Like that much-played shooter, you have a weapon select bar that you can build up and you can select a formidable arsenal, including Missiles, Twin Lasers, Shields, and other options. Unlike Gradius, you can choose from four different original ships - the Vic/Viper, the Octopus, the Twinbee, and the Pentasrou. The ships play alike with a few oddball differences, like shooting boxing gloves



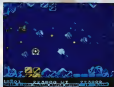
PROTIP: To destroy the small bubble creatures about the head of the Level 7 boss, then shoot its eyes!



PROTIP: Keep the ship steady for three passes and the Go-Go Girl will leave you alone!

PROTIP: To avoid being crushed by the trees, be sure to speed past them in Level 4.

instead of missiles. You encounter a zany mix of end-level boss characters, along with weird middle bosses, such as the Go-Go Girl!



No Joke

If you like to laugh while you fight, Parodius will give you a belly full of both. This game is great for experienced gamers who've played the original Konami carts. If you haven't, the joke's on you.

Parodius by Konami
Multiple Systems
Shoot-'em-up

RAYXANBER III



By Doctor Dave

Super CD-ROM games in Japan are getting better as time progresses. Rayxanber II is the best Rayxanber so far. Like its PC Engine CD predecessors, this game is an action-packed, side-view, multi-scrolling shooter. This time, however, your Alien opposition makes an all-out effort to turn you into a pile of junk!

Rayxanber starts out too easy, but later on the going gets tough. Across six levels, the great Super CD-ROM graphics lose a dizzying armada of weird-looking spaceships at you. There's a good mix of power-ups such as missiles, lasers, and other options. Eventually, you need 'em all.



Mega CDs Made In Japan



By Betamax Boy

The Duo Does Super CD

American gamers sometimes forget that the NEC PC Engine has had a CD-ROM peripheral since 1988. Now, the PC Engine Duo Super CD powers some great compact disc games, and the U. S. version, the Turbo Technologies TurboDuo, has made its debut (see this issue "The TurboDuo: the Super CD Has Landed"). Here are some Japanese Super CDs that will likely appear Stateside.

Konami is now developing PC Engine CDs, and two of the hottest games in Japan are likely to be Cyber Punk Adventure: Snatcher and Orius. Snatcher is an action/RPG with a hardcore cyber punk story that combines the Terminator with Blade Runner. You play a trench-coated private eye who must track down and destroy an awesome android, the Snatcher. Konami calls this game "CD-ROMatic," a designation they plan to use on future adventure games.

Orius is currently making the rounds in U.S. arcades, and its ready for Super CD duty. It's a bizarre shooter that's inspired by the Gradius saga. Graphics and sound are surreal, and the tried-and-true Gradius power-up system will be in effect. Consequently, power players won't have to take on the game cold.

Telenet has Valis-The Phantomism Soldier set for the Super CD. Yes, this is the mysterious Valis I that recently showed up for the Genesis. However, this version plunges Yuko and her Valis sword into brand new levels with CD-powered music and cinema sequences.

Falcom has the long-awaited Ys IV set for CD. This series is one of the

most popular in Japan and expectations are high. Adol and his friends get into more trouble with usurpers and threats to those pesky Books.

NEC Avenue/Hudson is adapting the unfinished SuperGrafx version of Galaxy Force for the Super CD format. Graphics do the arcade version justice, and they blow the doors off the Genesis version of Galaxy Force II.

NEC Avenue/Hudson is also converting a Capcom classic to Super CD. Forgotten Worlds Deluxe lives up to its reputation with awesome graphics and super bosses that went missing from the old 4-meg Genesis cart.

Hudson's Super Raiden for the Super CD looks super indeed! The color and backgrounds are twice as intense. The number of power-ups are double those in the old 6 meg HuCard, and you need 'em all because the difficulty level reaches top end.

CD News

The hot news from the Sega Camp concerns laser disc arcade game conversions, such as Thunder Storm FX (Cobra Command) by Wolfteam/Telenet ("Overseas ProSpects" GamePro, Sept. '92).

Wolfteam has also purchased the rights to some of the old Don Bluth laser disc titles. Games on the way include Space Ace and several unfinished games, including Space Ace II, that were shelved in 1984 when laser disc popularity waned.

Sony/Imagesoft is also about to produce some laser disc conversions. It's bought the rights to three Dragon's Lair games, two completed and one unfinished - the old 1983 Dragon's Lair, the unfinished Dragon's Lair: Singe's Castle, and the '91 Dragon's Lair II: Time Warp.



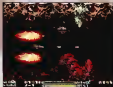
Some of the graphics are breathtaking!



Use your mega weapon by holding down your fire button and releasing it after two seconds.



Meet past enemies with speed! Drifters.



In Stage 2, you must be cautious since water slows your ship down.

Rayxanber II puts up a good fight. It's no Gate of Thunder, but it runs a good, close second!

Rayxanber II by Data West
PC Engine Super CD-ROM
Shoot-em-up

GENOCIDE

By Doctor Dave



The Japanese have a real thing for robo-suited, power dudes. In *Genocide* for the Super CD, you control a Mech-warrior, who cuts a path of destruction through his enemies with his Plasma Blade.



Background graphics are some of the best!

Genocide presents five hard-hitting, side-view, multi-scrolling levels of super fast game play that will plaster you across the screen if you don't look out. Each level has a vicious army of enemies (metallic and organic) who want to rip your mech apart!

Although this game packs more action in it than any other Mech game currently out there, it has a few drawbacks, such as limited moves and

firepower. However, the awesome game speed will blow your mind!



PRO TIP: Use your Plasma Saber for close attacks.



PRO TIP: Sometimes you can flip out of danger!

Until now most of the Mech-style games haven't been much to write home about. *Genocide* for the Super CD-ROM has what it takes - metal mixed with mettle!

Genocide by Brain Grey
PC Engine Super CD-ROM
Shoot-em-up



Some bosses are tough!

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FEATURES:

- Adjustable difficulty levels and match lengths
- Complete directional control allows for perfectly-placed free kicks, goal kicks, corner kicks, throw-ins and penalty kicks
- Fast, smooth, multi-directional scrolling
- Ability to save your game after each round
- Single or two player simultaneous action

"Packed full of exciting game play, impressive graphics and intense soccer action, this great cart is sure to be a winner!" —MEGA PLAY



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WORLD
TROPHY
SOCCER™

Still "The Greatest!"

Muhammad Ali Heavy-weight Boxing

By Weekend Warrior

Befitting its first-class, superstar endorsement, Virgin presents a boxing simulation worthy of the name, Muhammad Ali Heavy-weight Boxing. Awesome graphics and animation, responsive controls, and heavyweight options make this sports cart a bona fide champ!

Float like A Butterfly, Sting like A Bee

Muhammad Ali packs a punch for all the scenes. Impressive digitized movie-reel clips of Ali and a vector-filled aerial flyby of the boxing tournament start off the visual fireworks. A first in Genesis video game boxing, Ali presents full-size figures that move 360 degrees around the entire boxing ring! Unlike other boxing carts that simulate movement around the ring via side-scrolling action, this cart allows both fighters to move wherever they wish within the entire boxing ring. The boxing is viewed from a third-person camera angle that freely rotates around the ring for the best shot of the action.



PROTIP: Jam your opponent into a corner or against the ropes to prevent him from slipping away from your two-fisted attacks.



The characters are all well-rendered and smoothly animated. They fight and move like real boxers. Heads snap back from hammering jabs, and torsos reel from smashing uppercuts and thundering body shots.

An array of authentic digitized punches, grunts, and crowd noises increase the sense of realism. Every punch and hit has a specific sound, which signals when you've done some real damage! Even the crowd participates in the proceedings. Poor boxing, too many clinches, and running from your opponent merits a cascade of jeers and catcalls.



PROTIP: It may be lame, but back off from your opponent to rejuvenate dangerously low Power and Speed bars.

Muhammad Ali offers several game options: fight an exhibition against the computer, enter tournament play for the championship belt, or play head-to-head against pugilistic pals. Choose from 10 ranked boxers and select from 1 to 15 rounds, 1- to 5-minute rounds, number of TKO's, and even how high the ref counts per knockdown. For tournaments, a password feature enables you to continue at your discretion. Additionally, Ali features two control options. Arcade offers continual whizz-buzz-slam-jam fighting action. Simulation produces a more realistic pace and tighter

control of your boxer. A Speed and Power bar monitors the status of each boxer.



PROTIP: Nudge your player into a knocked down boxer as soon as he gets up, and immediately start punching him before he can regain his senses.

PROTIP: Your opponent is ripe for a knockout whenever his power bar reaches below 20%.

PROTIP: Use combinations of jabs, punches, and uppercuts for ultimate success.

PROTIP: After you win the championship belt and the screen reads "Game Over," press Start. Select Muhammad Ali and you'll find yourself facing off against Muhammad himself!

Video TKO!

The computer is not a very challenging opponent. Although, it's very difficult for the #10 ranked boxer to win the championship by defeating #1 Ali. However, the main appeal is the cart's excellent two-player, competitive interface. Muhammad Ali's beautiful graphics, realistic sound effects, responsive controls, and gallery of game options make it the premiere home video boxing game! Just like Ali, this cart deserves to be called "The Greatest!"



Foreman Goes the Distance

George Foreman KO Boxing

By Dirty Player

In real life George Foreman may pay as much attention to the food bag as he does the speed bag, but there's no denying - Big George is back! Now he's going to knock 'em out in the SNES ring.

Heavyweight Boxing

George Foreman KO Boxing by Acclaim is an unapologetic knockout! You fight from a behind-George view, slightly above the ring à la Power Punch for the NES, so your opponent appears full-body. Your tough task is to win four boxing circuits against 15 fighters to nab the International Championship Belt. Each fight is three three-minute rounds. A two-player contest is a single bout.

This as a fight you'll want to finish. George's arsenal is limited, but effective. You get Left or



Big George

Right Punches, Left or Right Crosses, and a Superpunch. You earn a Superpunch by tagging the other guy with a series of combi-



natures. Additionally, you can block punches with a classic cover technique. There's no way to vary the punches and no rapid-fire jabs, but George's real-life repertoire is similarly spartan.

PRO TIP: Super Punches use 'em or lose 'em each round.



PRO TIP: By rapidly pressing Down, you can create an almost impenetrable defense.

PRO TIP: Don't cover up too often. You won't be hit often, but your opponent can improve his hit-punches thrown percentage.

All the moves work together excellently. No doubt mirroring George's real-life bulk-and-bulk style, the fighters don't use the ring. Instead, they duke it out toe-to-toe. But this game keeps you

on your toes in more ways than one. You can bob and weave left and right, but you must time your moves just right or your opponent will tag you. If you hit the canvas, you must clear the cobwebs by minimally joggling L and R (or Y and A) before the ref counts you out.

No Tickets to Palookaville

The 15 computer fighters are no siffs. Each one has strengths, weakness, and his own fighting style, which you have to figure out. Thumb blisters are a definite possibility!

PRO TIP: When an opponent backs off, you can hit him every time he comes back in to attack.

You can win by knocking down an opponent four times during a bout or three times during any round. You can also win by decision. KO Boxing tallies the number of punches thrown and the number of punches landed, and then calculates the percentage. It also registers knockdowns. You see your numbers at the end

of each round. Winning a circuit earns a password.

PRO TIP: A High punches landed to punches-thrown percentage can offset knockdowns.



PRO TIP: If you're hurt and there's only a few seconds left in the round, protect yourself or bob and weave until the bell saves you.

A Good-Looking Fight

KO's graphics are moody detailed. The fighters look sharp. George looks like George, and you also get a couple of clean digitized shots of the big guy that add personality to the cart. The slick six-pack are two portrait photos of the boxers that change appearance as the fighters absorb punishment (black eyes, puffy faces, noses, etc.). It's realistic, gruesome, and fun.

The crowd's heard but not seen. However, KO Boxing's sounds are a winner. You can hear all the background crowd noises. The impact of gloves on flesh and the fighters' grunts are painfully realistic. Your opponents do you with low-blow taunts.

The Champ

Ya wanna put on da SNES gloves? George is ready, willing, and able. Your buying decision? Foreman by decision.



TKO Boxing Scores a Split Decision

TKO Super Championship Boxing



By Catherine Conant/Star

SO FEL steps into the SNES heavyweight ring with TKO Super Championship Boxing. The cart puts up its dukes with a touch of realism and keen fighting features. But compared to its 16-bit competition, it pulls a few punches.

The Tale of the Tape

On paper, TKO looks like a well-rounded brawler. One pugilist can



PRO TIP: You recover energy faster than the computer. Dance away if you're on your last legs and live to fight another round.

spar with a computer-controlled partner in an Exhibition match, throw his gloves in the Championship race, or go fist-to-fist against a second player. Championship's settings are locked in, but Exhibition puts the difficulty and number of rounds at your fingertips.

Although the eight boxers' names and personalities are fake, their mug shots are mean-looking. Each competitor is rated for Punching Power, Speed, and Stamina. You start with built-up boxers in Exhibition mode. In between Championship bouts and after a few beatings, you choose from five automatically-executed gym sequences to train your weakling. Passwords enable you to continue the quest for the belt with your newly buffed boxer.



PRO TIP: The Bench Press enhances both Stamina and Punching Power. Use it several times before facing the final fighter, Thomas Mitchell.

Once the bell sounds in one-player mode, your opponent's offensive arsenal works you over, but it doesn't knock you cold. He throws a conservative array of jabs, body blows, hooks, and uppercuts in four degrees of strength. The multiple button combos required to fire off your fists combine with sluggish con-



PRO TIP: Tap R rapidly to block an opponent's barries. While he's frozen in position, quickly counter-punch with a combination.

trol to produce strong, but not Herculean, action. You often hook when you want to jab and vice versa. On defense, you can dodge, block, and clutch to conserve energy, but again the control is not quite up to snuff!

Although the visuals aren't a total knockout, TKO paints a cool panoramic view of the crowd and the side-scrolling ring. Multiple arena sites and more detailed character animation would promote the graphics up a notch. The crowd sounds are raucous, and so is the one-track music.

It Coulda Been a Contender!

A few more sparring rounds in the development cycle might have pushed TKO Super Championship Boxing into title contention. Let's call TKO a journeyman cart with a solid proven ring record that's destined to rule the middle ranks of the SNES division.



Power Punch II: A Spacey Game Against the Ropes

Power Punch II



By Captain Controller

If you've already gone a few rounds with big-name, present-day, video boxers and you're flusterin' for more, why not take a trip into the future and enter the ring with champion fighters from

around the galaxy in Power Punch II by ASC for the NES.

Space-Out Fighters

In this one-player game, you play Mark "Tough Guy" Tyler. You're hamat. You have defended your belt nine consecutive times as Heavyweight Champion of the World, but you're about to get a taste of the Intergalactic Boxing Federation. Get ready for alien competition as you enter the ring with some of the most bizarre creatures you've ever seen. Each of the six different opponents has strengths that are far from human. Beating them won't be easy.

At the start of the game, you can start at the beginning or enter a password to pick up where you left off. You can begin training as you travel in your spaceship toward your first fight.



PRO TIP: During training, wait for your sparring partner's glove to light up before you launch a punch. For every two successful hits, your Endurance, Strength, and Agility increase. Train often and carefully.

Championship Titles

You'll earn the Solar Champion title once you've beaten three opponents. Get promoted to Galactic Champion after winning a total of seven fights. The later-



PRO TIP: Your first fight is against 9763 Borg (a cyborg). During the bout, hold down Up and press either A or B continuously (don't use combination punches). To cause the most damage, wait until Borg steps forward. Then keep punching him with one hand.

galactic Champion title is yours after you win your twelfth fight. From that point on, you're a knockout away from becoming the Champion of the Universe!

Playing by the Rules

For each fight, you'll have to remain in the ring for three one-minute rounds. However, a TKO will end the fight immediately if either fighter is knocked down three times during a single round.



Another Alien Patooka!

Power Punch II offers plenty of futuristic boxing action set sometime in the future, but the actual fighting moves lack realism. Mark Tyler's available moves and punches are limited. The two fighters can move around in the ring, however, the background score and the music during the fighting sequences will remain constant. Once you determine the type of punch that does the most damage to each opponent, the game becomes repetitive.

Far-Out

If you're looking for a realistic boxing game, stick with an Earth-bound simulation. However, as an action game for players looking for slightly better than average 8-bit graphics and challenge, Power Punch II will give your thumb muscles a good workout.





**Sports
Insider:**

Pre-season Football Scouting Report

By Dirty Player and
Colorful Commentator

Real-life gridiron gladiators are charring up artificial surfaces across the country right now. But the class of the fall '92 video football contenders are still pumping circuit boards in the training facilities of game developers. We purchased a few box seat tickets to observe a pack of Houston candidates preparing for the video play-offs. Look for full evaluations in future editions of the Sports Page.

Pros Rule the 16-Bit Stadium

Professional players, coaches, and leagues are hot properties this season for 16-bit video football games. A license can strengthen the realism, strategy, and playabil-

ity of a cart by adding real teams and players, or by contributing game smarts to the creation of play books and artificial intelligence.



Super Play Action Football
(Super NES)

Sega says Joe knows the Sega CD. Joe Montana NFL Football will pass its way onto a compact disc in the first part of '93. The operative info is "NFL" (as in National Football League) licensed. The CD will feature all the teams and digitized video

footage of Joe crossing video quarterbacks.

Super Play Action Football locks off for Nintendo this September with a full range of SNES upgrades on its 8-bit precursor. Players choose high school, college, or pro action, and hit the field with real NFL teams and 97 college-site-based squads. Statistics evolve over the season to effect game outcomes, and the results are saved to battery backup.



Capcom's MVP Football (Super NES)

Nostalgic football fans should check out Capcom's MVP Football that's making its SNES play in '93. In addition to bird's-eye-view screen-scrolling and diagram-style play calling, the cart packs the historically-based MVP mode. The cart shows you into the action midway through the greatest play-off and Super Bowl games of all time.



Pro Quarterback by Tradewest
(Super NES)

Tradewest's Pro Quarterback, due out this winter, enters the fray without real teams or big names, but the cart boasts "real" graphics. Developer, the Lakeland Corp., shot videotape footage of athletes moving and grooving. Then they digitized the images into the SNES program. The Mode 7 camera angle will also pan and zoom to follow the flight of the football.



American Sammy
Football Fury (Super NES)

Developed by the folks who brought us Tecmo Bowl, American Sammy's Football Fury is scheduled for a November SNES release. Although the teams are fake (Detroit Bees and Boston Lollipop), Sammy plans tournament action and extensive play-calling to fill its bill.

Bad, Bad, Bad, Bad Boys

Ever since Cyberball blew a hole in arcade walls, heavy-metal and heavy-hitting football games have scored big with blood-lusting

Jerry Glanville on Jerry Glanville's Pigskin Footbrawl

Although the eight boxes' names and personalities are fake, their tag shots are mean-looking. Each competitor is rated for Punching Power, Speed, and Stamina. You start with built-up boxes in Exhibition mode. In between Championship bouts and after a few beatings, you choose from five automatically-executed gyron sequences to train your weakling. Passwords enable you to continue the quest for the belt with your newly buffed boxer.



PRO TIP: The Bonus Press enhances both Stamina and Punching Power. Use it several times before facing the final fighter, Thomas Mitchell.

Once the bell sounds in one-player mode, your opponent's offensive arsenal works you over, but it doesn't knock you cold. He throws a conservative array of jabs, body blows, hooks, and uppercuts in four degrees of strength. The multiple button combos required to fire off your fists combine with sluggish control to produce strong, but not Herculean, action. You often knock when you want to jab and vice versa. On defense, you can dodge, block, and clinch to conserve energy, but again the control is not quite up to snuff.

Although the visuals aren't a total knockout, TKO paints a cool panoramic view of the crowd and the side-scrolling ring. Multiple arena sites and more detailed character animation would promote the graphics up a notch. The crowd sounds are raucous, and so is the one-track music.

It Coulda Been a Contender!

A few more sparring rounds in the development cycle might have pushed TKO Super Champ-

When Coach Jerry Glanville speaks, people (especially Atlanta Falcons football players) listen—or they get their butts kicked! After preseason practice at the Falcons' football facility in Suwanee, Georgia, Coach Glanville took some time to coach GamePro about his new Genesis and SNES game, Jerry Glanville's Pigskin Footbrawl by Razorsoft.

GamePro: Coach, how did you decide to lend your name to a game like Pigskin Footbrawl?

Jerry Glanville: I did my own test study with the neighborhood kids. I was contacted by Razorsoft to see if I'd be interested in endorsing the game. We screamed "en pretty good, but I wanted to see the game myself. I have a nine year old and he has a thirteen year old friend who has a brother who's old enough to have a driver's license. We all drove out to an arcade, and they had a blast. So I told Razorsoft the project was a "Go."

GP: What did you contribute to the game?

Coach: I put some soundbites into the game. That's my voice in there. I just hope they didn't make it sound too high and squeaky. I say all kinds of things you'd say to your players or your coaching staff, but Razorsoft cleaned some of it up.

GP: What attracted you to Pigskin?

Coach: The game's rough and tough. What can happen to you reminds me of playing the 'Skits in the playoffs. At least, you're playing on the same type of playing surface as NFL. Stock on in D.C. I also think the

game's an attitude. It's more than a football game, it's a game of attitude. That's how we approach football with the Atlanta Falcons. We emphasize Attitude.



GP: Is there any aspect of Pigskin that you'd like to carry over to the NFL?

Coach: We do things in Pigskin that would be considered illegal, such as using weapons and rocks. I don't know if we could ever do that in the NFL, but it would be interesting.

GP: Will you ask your players to play the game?

Coach: A lot of them play video games on the airplane when we fly to away games. I'm definitely going to ask them to take a look at this game.

GP: This game is set in ancient, barbarian times. Anything about that era that appeals to you?

Coach: It was hardcore, tough, and in-your-face.

GP: You probably endorse a lot of products. How's it feel to

have your name on a video game?

Coach: Actually, I'm very careful about lending my name to products. I don't do commercials or endorsements, and products come across my desk everyday. I'm probably the only person in America who actually named down McDonald's.

GP: What attracted you to Razorsoft?

Coach: I don't think this is a normal video game company! They're about as far from the norm as a company could be. In fact, I think they're a little bit crazy. That's what people say about me. That's probably why we were able to communicate.

GP: Got any predictions for the Falcons this year?

Coach: No predictions. I don't make predictions or promises. But I give a written guarantee that the Atlanta Falcons will set the standard for effort, tenacity, and toughness. I promise our fans we'll give our guts. I guarantee no one will play harder than we do.

GP: Most of us are 49er fans here at GamePro, but now I guess we'll have to root for Atlanta, too, except when you play the Niners.

Coach: Well, I honestly hope you'll come out to the game when we're in town. Please come on out to the game. I hope to make you cry.

GP: You're on, Coach. Will you leave tickets for us at the box office, like you do for Elvis?

Coach: Nawaw. I'd never leave tickets for anyone rooting for the other team.

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NEO GEO PRO REVIEW



By Boogie Man

The Earth's engaged in an all-out war with some nasty, but forgetful, Aliens. The ETs left behind one of their ships, and the Earthlings have fitted their infamously Power Generators in to two star fighters. Sounds like another shooters about to blast off, and it has.

Repeat Performance

Andro Dunos by SNK is a side-view, multi-scrolling, hardware wars shoot-em-up in the tradition of R-Type. This game will put your Neo Geo combat flying skills to the test, but it plunges you into an overwhelming feeling of déjà vu. In fact, space-happy shooter aces will enjoy a rousing side-game of Where Have I Seen This Before as they play. Luckily, Andro has more going for it than familiar flying.



Double Jeopardy!

The game's standard features are good. Two players can rocket through a simultaneous mission, and Player Two can join the fray at any time. The Neo Geo graphics generally shine, and the eye-popping Special Weapons' blasts fill the screen with blinding light. The music is good for one listen, but the sound of the shots and the blasts kick.

Might Makes Right

Andro Dunos' strong point is the blistering battle it dishes out, even for two players. You get eight stages, and you'll sweat them all. There are four skill levels, but even Easy isn't easy. The game's nine lives wouldn't save a cat.



PRO TIP: You can only damage the Stage 1 boss when it stops moving. Watch out as the flying sections reattach.

PRO TIP: Collect every Bonus item. You score an extra power-up if you have them all when you complete the Stage.



PRO TIP: The Type-1 Attack System is best for first-line flyers. Nab a few power-ups to make your fighter's firepower awesome.

The weapons swapping gets heavy, but the controls keep you flying, not crying. This game makes you appreciate the Neo Geo's arcade style controls. You only use two of the four buttons, but cycling through the Attack Systems is a breeze. You can pound the circuits out of the fire button.



PRO TIP: Build up Special Weapon power during the beginning of Stage 2. Later, a huge mid-level boss traps your left against a wall. You lose much lives unless you can quickly blast your way out with a Special Weapon.

ANDRO DUNOS

Space in Your Face

There's no mystery to Andro Dunos (other than its name). If you're a shoot-em-up veteran, this is basically a very good-looking, very familiar exercise. If you're looking for an outer space shootout for your Neo Geo, then your mission, should you decide to accept it, is to zap those obnoxious ETs—and figure out what "Andro Dunos" means.

At least you can tear up the alien bad guys with the game's four varying Attack Systems. They're nothing new, but they're well-done. The ship contains four standard weapons: regular Shots, Bombs, Missiles, and Units (R-Type-style robot drones). You cycle through the Attack Systems to alter the intensity and/or shooting angles of your weapons. Each Attack System also features an awesome, screen-searing Special Weapon.

PRO TIP: Power-up items change values as they float around. Grab one when it displays the Weapon you want to build up. Build up them first since they protect you.

Andro Dunos by SNK

Genres	Sound	Control	Replay	Graphics
				ADJ.
4.0	4.0	4.0	4.0	4.0

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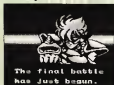
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GAME BOY PRO REVIEW



By Slicer Queen

When Director Wiseman of the dreaded Dorazze Dukedom tries to retire living leg-and Super Joe's number, the elite FF Corps decides to teach Wiseman a lesson. Rad Spencer (a young, fearless, and state-of-the-art super soldier) swings into the face of danger to save his M.I.A. mentor



Rad Spencer questions the wisdom of Director Wiseman's actions!

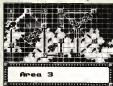
Calling all Game Boy guerrillas! If you've overheard NES and coin-op collectors tell fond war stories of Capcom's Bionic Commando, it's time to take a seat by the pup tent and spin a few yarns of your own! Despite its new shrunken-down GB status, BC preserves the same excellent run, swing, and shoot adventure as its full-color versions.

Mission Briefing

You, as bionically enhanced Rad Spencer, must infiltrate Dorazze territory, pump hostile forces for insider info, spring Super Joe from behind enemy lines, and finally halt the top-secret Albatross project in its tracks. Think of this game as Contra meets Goigo 13, dashed with an Inspector Gadget ingredient for good measure.

Game Boy Bionic Commando's length, mission, and challenge read like a direct translation from the Nintendo version. To confuse experienced Commando campaigners, however, Capcom repackaged the levels with new obstacles and layouts. NES axes should consider this cart Bionic Commando 1.5. Even with passwords and limited continues on

your side, you'll need bionic thumbs, sniper sharpshooting skills, and smart penetration plans to beat the game.



Catch an airlift into the Dorazze Dukedom.

Into the Fray

You guide a chopper's flight path on a stage selection screen. Encounter an enemy task force en route to your destination, and you'll fight a brief side-view skirmish. The real meat of the action gets cooking though when you parachute into the Dorazze's network of 11 hostile areas. Relentless machine gunners, grenadiers, homing mines, security cameras with attitudes, and bionic bosses guard explosive power cores at the end of each stage. These worthy adversaries keep you guessing, and new enemies pop up around almost every corner.



PRO TIP: Learn the parasuper boss' patterns and you'll ground them easily. Stand at the right edge of the platform and blast the core. When soldiers attack your position, step once to the left, hunk, and open fire.

PRO TIP: Don't panic if a mine car rambles your way in Area 6. Take the hit and you'll be knocked aboard.

Fancy Armwork

Bionic Commando's knuckle-crunching game play makes for great high-tech thrills, spills, and suspense. Rad's protected by a carbon alloy exo-suit, equipped with destruction-dealing rifles, and outfitted with a highly-precise, surgically-implanted, bionic arm. You can throw the arm horizontally, diagonally, or vertically,

and it grapples onto solid surfaces upon impact. Once attached, you can pull yourself up, hang still, or swing from side-to-side. Arm control takes hours of practice to grasp, but once you've mastered it you'll pull off some smooth moves. Why jump when you can swing?

BIONIC COMMANDO





PRO TIP: Scale ceilings inch-by-inch with your bionic arm. Tap A twice to hook onto the surface, press Down to unhook yourself, then immediately press A again to grab the next notch. Master this method to complete Area 12's bricky underground segment.



PRO TIP: Grapple yourself to safety when the Area 4 slime creatures attempt to suck you into the sewers.



PRO TIP: To find the Delta Receiver in Area 15, you must break a few neutrality rules.

MANDO



Armed and Ready

Rad's arsenal definitely lives up to his name. The five guns shoot up a storm, but you must find them to fill your empty holsters. Leveling levels and making connections with FF allies stationed at the six neutral area outposts will help you secure the goods. You'll also snag several armor accessories, life restorers, Flares, and Attack Boots. At the start of each stage, you can choose which tools of the trade you want by your side.



PRO TIP: Take out Area 7's impenetrable force field with the Grenade Launcher.

PRO TIP: Use your horizontal arm to grab out-of-reach bullets. Collect 300 and you'll max out your lifetime with eight hit points.

Galler I.D. Unwelcome!

To complement the intense freights and blistering arm grabs, hooks, and swings, Bionic wraps up the package with a cool espionage bit. To unlock the boss room at the conclusion of each level, you use one of four Video Receivers to jam radio frequencies spouting from a communications room. Once locked into the system, you can receive urgent FF Corps communique or wri@sap Donzize conference calls and listen to classified conversations. The plot thickens and stirs with each intercepted transmission.

Bionic Graphics

Visually, Bionic Commando goes down like black and white Hershey's syrup. The large, well-drawn characters, heavy-metal background machinery, and smooth-scrolling scenery showcase some sweet Game Boy graphics. The sound effects and war songs kick, but the limited variety of tunes occasionally makes the game sound like boot camp.







This city never sleeps, and neither should you!

Do the Wild Swing

Bionic Commando breaks the side-scrolling run-'n'-gun mold with exciting undercover intrigue, awesome sci-fi style weaponry, and outrageous bionic arm maneuvers. As radical as the game is, Spencer's no Agent 007, but then again James Bond never had the guts to volunteer for wiry wall-grabbing arm implants. However, you do, right? Commander a copy of Bionic Commando and let 'er rip!

Bionic Commando by Capcom

Graphics	Sound	Control	Replay/Save	Challenge
				ADV.
5.5	7.0	4.5	5.5	Advanced
Price not available		Action/Adventure		
2 users		One Player		
Available Sept. '92		Passwords		



By **Slash** *Quest*

Martial arts bandits raid the scene once again in *Double Dragon III*. This time

around, they pass up Billy Lee's oft-abducted girlfriend, Marion. Instead, they robnap the precious magic Rosetta Stones, which could help them dominate the world. Sounds like good news for Game Boy owners — Billy and bro Jimmy are back in business!



The *Double Dragons* — back in black-and-white.

The *Double Dragon* warriors have a bad-ass beat-em-up reputation at stake. *Double Dragon III* is a punishing two-player fistfight that gives you a good workout, but it hits below the belt and in the eyes. Limited moves and weak graphics withheld it from the elite ranks of its *Double Dragon* brothers.

An Average Arsenal

After two years in hiding, Billy and Jimmy Lee emerge from the shadows a little worse for wear in their third Game Boy chapter. They still throw punches, kicks, jump-kicks, and wall drop-kicks. However, they've lost those vicious headbutts, cody slams, uppercuts, and somersault grabs that you used to bang heads in past missions.

DD vets who rely on hand-to-hand weapons can rejoice. You still get nun-chuks and bo staffs to facilitate your fighting. These weapons, as well as the ever-deadly Spinning Cyclone ability, are for sale at stores. Each purchase lasts

until you die. You can also buy 1-ups and health power-ups. The extra goodies help the cause, but they don't make up for the missing moves.



PRO TIP: At the very start of the game, purchase an extra life in the Weapon Shop.

Hard Knocks

A mysterious fortune teller, Hiruko, predicts that you must complete five missions to unravel the mysteries of the three Rosetta Stones. She also says that you'll probably die plenty of black-and-blue deaths along the way! That's one prophecy guaranteed to come true. *DD III* plays rough, and the adversaries knock you down and out with great frequency. The bosses tower above their cohorts and move swiftly to dispose of you. In total, the game is shorter than past *DD* efforts, but zero continues give the cart plenty of challenge.



PRO TIP: To beat bike riders, get a running start and meet them in midair with a jump kick.

PRO TIP: Japan's Ninja boss spits in hell. Try to draw the two bodies together and nail them with Spinning Cyclones.

The dynamic duo kicks off their campaign from their dojo in the U.S. of A. They fight through big trouble in China,

match skills with armed and dangerous Ninjas in Japan, sneak past archers in Italy, and stare down the cursed, undead denizens of an Egyptian tomb.

The graphics are passable, but the small warriors can get lost in a confusion of bodies. Your vision better be 20/20 to play this game. Moreover, although the controls pass the thumb test, the tiny pos make it hard to make precise moves. The music moves to a generic brawling beat.



PRO TIP: Stand above or below archers in Egypt. When one moves into range, nail him with a jump kick, then retreat to a safe position to avoid an arrow in the ribs.

Dragon's Destiny

Double Dragon II satisfies your basic Game Boy blood lust, but the cart's an underachiever. Play *DD III* just for kicks, but don't place any bets on this cart in the beat-em-up free-for-all.

Double Dragon III by Acclaim				
Graphics	Sound	Control	Feel Factor	Duration
				ADV.
2.5	2.0	3.5	2.0	Average
\$27.95		Beat-Em-Up		
Maps not available		Two Player		
Available October '92				

DOUBLE DRAGON III



SHARPEN

Young Skills

Can you hack it? As the imprisoned young adventurer who has just managed to escape your cell in the palace dungeons, you have only 60 minutes to make your way to the top of the palace and rescue the beautiful princess from a forced marriage with Jaffar the evil tyrant who has stolen her father's throne.

"PRINCE OF PERSIA" will plunge you into an exotic world of challenging puzzles and non-stop action, featuring the most fluid and realistic animation you've ever seen on your Game Boy™.

You may be swift and cunning enough to slash your way past palace guards and dodge trap doors, but how will you withstand the wicked sorcery of Jaffar?

▶ "An unmitigated delight..."
MISBLE

▶ "A tremendous achievement..."
COMPUTER GAMING WORLD

▶ "Prince of Persia" is the Star Wars of its field."
COMPUTER GAMING WORLD

ENTERTAINMENT
PROGRAM
OF THE YEAR
COMPUTER
ENTERTAINMENT



▶ The palace is full of puzzles and traps. A maze is just one of them.



▶ With fluid animation and surprising effects.



▶ Fluid animation and great graphics.



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Virgin Games, Inc. 10061 Fitch Ave., Irvine, CA 92714 TEL: (800) VRG-1107

By Sister Sisler



In Kerco's Dr. Franken for the Game Boy, you're a lonely monster looking for love in all the wrong places. So, step into Dr. Frankenbone's castle and search for your betrothed's body parts. You may be spooked by what you find on this massive adventure.

Electrify My Love

Dr. Frankenbone was a busy scientist. Upon his death, he left behind a legacy of angry and eerie failed experiments. Being bound and determined to get even, they decided to dismember Bitsy, one of Dr. Frankenbone's finest creations. Her partner, Franky, was left to fend for himself. Now he must search all 230 rooms of his creator's castle and piece Bitsy back together again while fending off a disgruntled mob of ghosts, bats, spitting statues, and more.

Set aside numerous hours of your time. Bitsy isn't easy to duplicate. (Is any true love?) Frankenbone's castle is so large, you'll need to draw a map to keep track of where you've been. Your moves are limited to run, jump, and duck. Your jumps are lumbering and your pace is slow, which can make for difficult controllability. Luckily, though, Franky has a supply of lightning bolts that can blast his haunting hunters temporarily.



PROMPT: Sometimes it's best to try and avoid the floating ghosts and goblets instead of killing them. You never know where and when they're going to reappear.

Monster Mash

On your damp, dark and dangerous search, Franky's energy gets sapped whenever he comes in contact with blood-sucking beasts and castle

treacheries, such as rolling barrels. Coming from all directions, they're hard to avoid, but not hard to hit. He can recharge little by little by collecting bouncing Energy icons (framed lightning bolts). If you really need a jolt though, head straight for Floor 4's Recharge Cubicle and energize to your bolts content.



PROMPT: If you're really low on energy, it's best to wind your way back to the Recharge Cubicle room or you'll end up just a bag o' bones.

Bitsy's parts are not the only items Franky has to find. In order to get access to the different areas of the castle, he must find select items, such as Crow Bars, Door Knobs, Keys, Books, and more. Then it's backtrack time. Luckily, this game has a save feature with passwords. USE it frequently, but keep a legal-size pad of paper handy. Like everything else in this game, the passwords are lengthy.



PROMPT: Use this password to start in Level 4's Recharge Cubicle room with the Book, the Tower Key, and Bitsy's left arm: A21YQ H985W L25LG.

The graphics and sound are believably eerie. The graphics push the Game Boy close to its limit. The castle backgrounds are elaborately detailed. And watching Franky turn into a pile of bones is very vivid. On the downside, for a big monster, Franky's a small sprite and a bit hard on the eyes. As for sound, when good ol' Franky jumps down from any height, you hear a plunk and the screen shakes. The music is frighteningly Gothic and somewhat repetitive, but it sets the ominous mood.



PROMPT: You'll need the water on this table. Grab it to open doors.

It's a Graveyard Smash

It's a good thing that this game is frustratingly fun, because you'll need multiple supplies of AAA batteries to rebuild Bitsy. Dr. Franken is a must have for your classic horror collection. So, go to your local graveyard and dig up a monsterously good time.

Dr. Franken by Kerco

Knobs	Keys	Crowl	Refractr	Chitags
45	35	25	50	Advanced

\$29.95
1 meg
Available Sept '92

Adventure
One Player
Passwords

Call Today!

Reader Game Tips Bulletin Board

Now you can leave or pick up gaming tips and tactics from some of the best gamers around — other GamePro readers!

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Genesis, TurboGrafx-16 and the Super NES. Each week we'll take the best 16-bit hint that we find and send it your way!

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Street Fighter II
Game
Giveaway!!**

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Featuring
Tips for
Street Fighter III!**

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1-900-PRO-TIPS

GamePro's Hot Tips Hotline!

Get Your Own Copy of Street Fighter III!

We're giving away one copy of Street Fighter III every week from September 15 thru January 31! Now the rage on the streets can have you stoked for action at home. Blow away your gaming buds with this killer new cart from Capcom.

You are automatically entered in the contest each time you call the Hot Tips Hotline.

OK, print your name, address, age and phone number on a 3 X 5 card and send it to:
GamePro's Street Fighter II Game Giveaway
P.O. Box 2027, Redwood City, CA 94064.

Rules

Winners are selected on a random basis. Winners who enter by phone will be contacted on how to claim their prize by mail. Winning mail-in entries will be notified by GamePro. Chances of winning are determined by total number of valid entries received. Contest ends January 31, 1993. Only valid in the U.S.A. Void where prohibited. GamePro reserves the right to cancel this contest at any time with appropriate notice. Winners names and prize information may be used by GamePro for promotional or advertising purposes without further compensation. All winning pin numbers must be received by GamePro no later than February 28, 1993.

**A New
Winner
Every Week**

**Win
Your Own
Copy of
Street Fighter III**



Calls average three minutes in length and cost \$1.75 for the first minute and 90¢ for each minute thereafter.

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

GAME GEAR PRO REVIEW



By Gilson

Smash TV is making the rounds on all the home game systems. All the fast-moving graphics and action of the arcade classic have been faithfully reproduced in the Game Gear version. However, due to hardware limitations, Game Gear Smash TV doesn't play as well as its SNES and Genesis counterparts. Is this Smash TV worthy of prime time coverage? Stay tuned for full details!

Mo' Money! Mo' Action! Mo' Violence!

It's 1999 and the top form of entertainment is Smash TV—a combination game show and life-or-death slugfest. This one-player, side-scrolling game pits you as a contestant against three levels of unending waves of humanoid, mechanized, and inhuman opponents. Each level consists of a series of interconnected studio soundstages packed with obstacles, enemies, power-ups, and a bevy of cash and prizes. Be forewarned, the cheapskate sponsors are extremely reluctant to award your winnings. In order to cash in, you must first defeat three massive superstar opponents: Mutoid Man, Scarface, and Cobra Head. One waits at the end of each level.



PRO TIP: Mutoid Man's M.O. is to corner you and then run you over. To protect yourself, continue to move opposite the direction that he is moving.

PRO TIP: Aim for Mutoid Man's most vulnerable (and ugly) spot—his head!

Your basic weapon is a high-powered machine gun with unlimited ammo. Special weapons and upgrades sporadically pop up on the soundstages, such as rapid-fire grenade launchers, screen-clearing bombs, protective orbs, multi-directional photon guns, missile launchers, force field rings, defensive discs, speed boosts, and 1-ups. Grab 'em and use 'em since they only appear for a few moments and they don't last much longer.



PRO TIP: Top priority is to stay alive. Don't be greedy with power-ups.

PRO TIP: Prizes always appear in tight clusters near the middle of the screen.

So Many Foes, So Little Firepower

The Smash TV arcade version's primary feature is battling the nonstop action with two independent, multi-directional, shoot-and-move joysticks. The SNES and the Genesis adequately duplicate these controls. The Game Gear's two lone buttons



PRO TIP: Locking your fire in the direction you're moving is most effective for beginners.

can't. You've got three different controls: fire in the same direction as you're moving, fire in the opposite direction, and lock your fire in one direction. Although very responsive, these controls are not as effective against the fast-paced action as those of the 16-bit versions.

Even on the small screen, the graphics are nicely rendered and well animated. They capture the intensity and the mayhem that is Smash TV. The hip Smash TV soundtrack and an arsenal of digitized explosions, grunts, and groans flesh out the total gaming experience.

A Nielsen Winner

Despite the limited controls, Game Gear Smash TV is just as challenging as its predecessors. Lightning reflexes and razor sharp endurance are a must if you want to become the grand champion! However, if you expect game play on the Game Gear's Smash TV to match that of the arcade, the SNES, or the Genesis versions, you'll be frustrated. Regardless, this is a solid, entertaining, and challenging cart. Tune into Smash TV, then tune out!

Smash TV by Flying Edge				
Graphics	Sound	Control	Fun/Factor	Outrage
4.0	3.5	2.5	3.5	ADV.
\$24.99	2 mags	Available Sept. '92	Action/Shooter	One Player
			Continues	

By Mister Blister



Realizing you can't confine a good cave man to one game system, Virgin pre-

sents everyone's favorite potbellied Neanderthal, Chuck Rock, for the Game Gear! Although similar to its Genesis ancestor in graphics and game play, this Chuck's an entertaining, unique gaming experience worth its weight in... er, stones.

Leave No Rock Unturned

Chuck's wife, that B.C. babe Ophelia, has been kidnapped by the prehistoric terrorist, Gary Critter. Five, trescherous side-scrolling levels await Chuck in this one-player adventure. To rescue Ophelia, Chuck must climb the highest mountains, swim the deepest oceans, forage through the densest forests, and skum across the iciest Arctic terrain. Deranged dinosaurs and bizaro beasts lurk behind every rock, tree, and corner waiting to chomp on fresh Chuck Round! Deadly dino bosses, such as Frank the Triceratop, Nessie the Sea Monster, Wayne the Woolly Mammoth, and Terry the Terrible Tyrannosaurus, rule the end of each level. Fortunately, our primordial protagonist is up to the challenge with his fearless belly-bump and accurate rock chucking ability!

Rock n' Roll

Each level is littered with that era's primo natural resource—rocks. Big rocks are useful for stacking and little rocks are handy as weapons and shields. Chuck can only carry one rock at a time. The bigger the rock, the slower he moves, and the lower he jumps.



PRO TIP: Hold rocks above your head as a shield against menaces from above. Jump up to take them out!



PRO TIP: Stack rocks to reach difficult upper levels.

PRO TIP: Always keep a rock in hand. You never know when you might need one!

Chuck Rock is mildly challenging and requires some thinking to figure out apparent dead-ends. Chuck begins with three chances to save Ophelia. Each hit reduces your health status, as does walking onto dangerous terrain. Six hits and you're (almost) history! Don't sweat it; the handy password feature allows unlimited continues at any completed level.

An unusual assortment of goodies and power-ups are scattered throughout each level. Food items add bonus points. Bouncing Hearts

restore Chuck's health. Truly bizarre items such as Stuffed Pig Heads, Smiling Starfish, or Frozen Peas yield really big bonuses. Sleeping creatures, such as pterodactyls, giant frogs, mini-mammoths, and crocodiles, are especially helpful when you encounter dead-ends. Throw a rock around to see what pops up!

Rock On!

Chuck Rock's unique concept, whimsical look, and innovative game play make it extremely enjoyable. The graphics are very similar to its Genesis big brother with bright colors and large, smoothly moving sprites. The wacky soundtrack and sound effects are above par, befitting the lighthearted tone of the game. Get stoned with Chuck!



PRO TIP: Throw rocks into the water to bridge your way across. Move fast, rocks are heavy y'know!

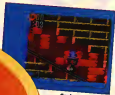
PRO TIP: When you swim, use rocks to weigh Chuck down so that he can walk the ocean floor.



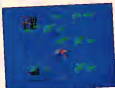
PRO TIP: Stack? Try throwing rocks at various things on-screen. Throw a rock onto the sleeping crocodile and catapult yourself onto the upper levels.

Chuck Rock by Sega

Review	Sound	Control	Fun/Factor	Challenge
\$29.99	2 mags.	Available September '92	Action/Adventure	One Player Password



Sonic was never able to "take" his own business.



Sonic soars through the air with the greatest of ease...that is, until he gets caught up in stormy weather.



A new adventure is app-xactly what Sonic needed.



Two Tails are better than one!



By the Unknown Gamer

After his last adventure, everyone's favorite hog sat back, unlaced his tennies, and prepared for a little R 'n' R. Now he's got good news and bad news. The bad news is that Sonic's arch-nemesis, Doctor Robotnik, is back to avenge his defeat in the original Sonic The Hedgehog. The good news? This means another super speedy handheld adventure for Sonic fans everywhere.

Rock the Doc

This time around, Doc R has cooked up a fendish Death Egg. This cracked weapon will destroy the entire world if Sonic doesn't manage to scramble it in time.

Prepare to conquer six new hard-boiled levels of Sonic-style action. The vertically- and horizontally-scrolling side-view game play features that old familiar Sonic fun, as well as some ultra-cool new means of locomotion for his Hedgehogness. Yup, the dude with a "tude takes to the skies, grabs some wheels, and gets upside down, just to make some smokin' tracks with his trademark tennies. Sonic's also got a cool new foxy buddy, Tails, who makes cameo appearances throughout the game.

Sonic Soon-to-Be

Sonic The Hedgehog 2 is speeding to a Game Gear near you this November. We'll have a complete review on the game in an upcoming issue of GamePro. In the meantime, kick back, unlace your tennies, and check it out.

Sonic The Hedgehog 2 by Sega
Available November



Sonic goes vertical, horizontal, and well...er, 360 degrees to be exact.

CATCH THE TAITO WAVE



The world's toughest warrior has a secret mission. This is a game with a button, a joystick and lots of other... stuff.



You'll find a great price when you go through most other music outlets with every other... game. You'll find it here.



Intellivision's amazing action for Super Nintendo. Intellivision you'll find with the best... price. You'll find it here.



This head banger, head chucker, free-throw and riddle your brain into your... game. You'll find it here.



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



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

LYNX PRO REVIEW



By Rampant Suson

Switchblade II has switched from the PC to the Lynx. Havoc is back and only Hiro can save Cyberworld in this addicting side-view, horizontally-scrolling adventure. If you're looking for great graphics, great sound, and fast and furious action, don't cut in on this cart. However, if hurting and gathering is what you're after, then Hiro's your hero.



PRO TIP: To defeat the beasts that double up on you, shoot offscreen.

Shop 'Til You Drop

The cash from the crystals is what you need to upgrade your weaponry. In certain sections, like the third section of Level 1, you find an illuminated doorway just "glowing" for entry. Once you enter it, you can buy weapons (Beam Laser, Spin Blades, Dragon Will, Napalm, and Missiles), an Extra Life, Full or Half

back to the old switchblade. To increase your energy, load up on food. You'll find delectables, such as Hamburgers and Hot Dogs, to keep you going.

PRO TIP: As soon as you get to Level 2, enter every blue door you find. Behind them lies energy, ammo, and high-scoring crystals.



PRO TIP: The electric laser beams that extend from the ceiling to the ground in Level 1's Section 4 must be destroyed with the sword. No other weapon will work.



PRO TIP: If you need long-range weapons, go for the Spin Blades and Lasers. The Napalm is powerful, but only at close range.



The Sword Is Mightier

On your way to your showdown with evil Havoc, you guide high-hoppin' Hiro through six different levels, where he must scale elevated platforms, run across grassy plateaus, or duck under obstacles.

You'll have plenty of battle practice along the way. Your competition is sedentary, but they usually take at least two hits. When you start out, you're armed only with a switchblade that looks more like a machete than a stiletto. However, you really need a can opener to conquer armades of mechanical enemies.

Don't worry you can buy better armament. Kill off a metal menace and you get a crystal ball worth money. Some enemies produce higher values than others.

Energy, Ammo, and Info. Don't bother buying the Info. Save the \$10.



Powerful shopping!

You can also find some of these items along the way. For example, within the first few seconds of the game, you run across some ammo, which automatically upgrades your weapon to a plasma gun. You must keep finding ammo icons, or it's

Cut to the Chase

Switchblade II's above average fun for an above average gamer, even though game play and action are back-to-the-basics hack 'n' slash. Your main move is an extremely high jump. The game doesn't sport tunes, but it has listenable sound effects (a rare, but refreshing, quality).

If you can't live without great graphics and music, then Switchblade II doesn't cut it. But if you just need to cut loose, grab this addicting, but not intense, game. Take a stab at Switchblade II.

Switchblade II by Atari

Graphics	Sound	Control	Feel/idea	Challenges
3.5	4.0	4.0	4.0	INT.
\$29.99	2 megs	Action	One Player	Intermediate
Available October '92				

THIS CONTEST IS REALLY WARPED!

WIN
BIG!!



What, dude,
hang onto your shell.

Because the turtles are lacking 16-bit tail in their all-new *Turtles in Time™* for your Super NES™, a time warped adventure that sends your favorite heroes spinning through the centuries. And right now you have the chance to get a piece of the action in the radical *Teenage Mutant Ninja Turtles IV, Turtles in Time Contest*.

To enter, get your mitts on the new *Turtles in Time* game. Hurry up, because the deadline for postmarked entries is December 30, 1992. And you're gonna need serious practice time to whip all the other turtle-heads!

Then take a photo of your highest score, fill out the form and mail them both to: GamePro Magazine, Turtles in Time Contest, P.O. Box 3027, Redwood City, CA 94064. The turtle-head with the highest score wins!

GRAND PRIZE

One (1) **TEENAGE MUTANT NINJA TURTLES II ARCADE GAME** will be awarded to the dude or dudette who mails in the highest total score. That's right. Win this and it'll be time to ask your folks to build that new game room!

FIRST PRIZE

Five (5) finalists will have their choice of one (1) **KONAMI SUPER NES GAME**.

SECOND PRIZE

Five (5) finalists will receive a prize package featuring a GamePro special edition t-shirt, poster, sunglasses, and a FREE 1-year subscription to GamePro magazine.

THIRD PRIZE

Ten (10) runners-up will be stayin' when they're given the shirts off our backs. That's right, 'kap n' happenin' Konami t-shirts can be yours if the score is right!

Guidelines for Photographing Score

- Submit only original photographs. Photos published in mass media, drawings or slides not acceptable.
- Turn off lights in room while screen displays score.
- For best results, use a 35 mm camera, if available.
- Do not use flash.
- If photograph is illegible, entry will be disqualified.
- Photo must be no smaller than 3" x 5" and no larger than 5" x 7"
- Photos cannot be returned.

Rules:

Entries must be postmarked by December 30, 1992. Winners will be determined as of about January 15, 1993. Winners will be notified by telephone and/or mail. Total value of prizes awarded is under \$1,000. This contest is sponsored by Konami and GamePro magazine. No purchase required. One entry per person. Only valid in the U.S.A. Void where prohibited. Employees of GamePro, Konami and their affiliates are ineligible to enter. Konami and Konami reserve the right to cancel this promotion at any time, with appropriate notice. Winner's names and all information may be used by Konami and Konami for promotional or advertising purposes without further compensation.

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WINNERS WILL BE ANNOUNCED IN GAMEPRO MAGAZINE AND ON AN UPCOMING EPISODE OF THE GAMEPRO TV SHOW!

THIS CONTEST IS REALLY WARPED!

I'm ready to be warped. Enter me in the Konami Turtles in Time Contest!

Name _____ Age _____

Address _____

City _____

State _____ Zip _____ Phone (____) _____

KONAMI®

Send to: GamePro Magazine, Turtles in Time Contest, P.O. Box 3027, Redwood City, CA 94064. All entries must be postmarked by December 30, 1992.

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A TEAM LIKE THIS COMES ALONG ONCE IN A LIFETIME.

Michael, Magic, Malone, Barkley,
Patrick, Pippen, Larry, Robinson, Stockton,
Mullin, Clyde, Laettner

The greatest team
in basketball history.
The guys who turned
up the heat at the
Summer Games. And
set a new gold standard.
It's all there in TEAM

USA BASKETBALL™ Every player,
every high-flying move.

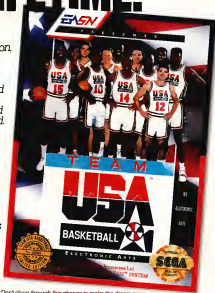
Like the team, this game
is a true collector's item.

Available for just a limited
time only. Individually
numbered. Including
the special SkyBox
Mini-Mural Collector's
Cards Set.

Nowhere else
in the entire
world can you
find this kind
of hoops action.
Because it's

the only time all these players join forces on the same side of
the court. Each one shooting for the same goal.

Talk about air superiority: You get more fireworks than the
Fourth of July. Earth-shaking slams. World-class shot blocking
and defense. The greatest long-range bombers anywhere.



Don't sleep through this chance to make the dream team.
TEAM USA BASKETBALL is available for a limited time only.



There are new signature moves for each TEAM USA player. Pippen's "around the world dunk." Mr. Robinson's "windmill jam." Magic's entire bag of tricks. And standing between us and the gold is the rest of the world.



Rule the world court
TEAM USA BASKETBALL
is full 5-on-5 action with
international rules

Fifteen international teams include Divac's Team Yugoslavia, Marcionius' Team Lithuania. Even an All-World Team—a squad of the best players from the rest of the world.

Everything's played to international rules. Twenty minute halves. Thirty second shot clock. Trapezoid lanes. Just like Barcelona.

EASN, the Electronic Arts Sports Network, has coverage that's nothing less than global. Famed play-by-play announcer Ron Barr is all over the court like a full-court press. Commentary. Highlights. Instant replay. Real-life stats. The medal ceremony. Plus EASN crews are stationed all over the map, beaming stunning location shots.



Give the world a driving lesson it'll never forget. Each TEAM USA member's style of play is authentic: right down to individual signature moves.



Dominate in Barcelona and teach the world how to sing our national anthem. Or play for another country.

Prove to the rest of the world that some of the best things are still made in the USA. TEAM USA BASKETBALL is available for only a limited time for Sega Genesis and IBM.

Visit your local EA dealer or order by phone any time: (800) 245-4525.

Jump now or you'll miss this shot.



The world's most powerful offense is captured in this special TEAM USA Mini-Mural Collector's Cards Set. Every game comes with a complete 3-card set.



If you are under 18, be sure to get a parent's permission before calling. *Retailer requires a Team USA license not only available in the U.S. Average length in four minutes. Message subject to change without notice. EASN and Electronic Arts are trademarks of Electronic Arts. Licensed by Sega Enterprises Ltd. for play on Sega Genesis systems. Sega and Genesis are trademarks of Sega Enterprises Ltd. USA BASKETBALL is a trademark and is the exclusive property of USA BASKETBALL.



10 credits for the first minute
70 credits for each additional minute

SHORT SHOTS

Nintendo

Incredible Crash Dummies (LJW)



This neck-spraining cart is sure to scare you straight to Driver's Ed. The hollow-headed, car-smashing, demo duo are breaking their backs for your enjoyment. Death-defying stunts enable these two dummies to earn their keep. Better buckle up for this one.

Available October

Bart Man Meets Radioactive Man (Activision)



Don't have a cow, man! It's called Bart Man "Meets" Radioactive Man, not Bart Man "Versus" Radioactive Man. Bart's favorite comic book hero is in nuclear trouble! He's been blown out to the "Limbo Zone." Find him before this entire game explodes. Aye Carumba!

Available Fall '92

Linus Spacehead's Cosmic Crusade (Comics Games)



Spacey Linus fought his way back to his planet Lincoln, but forgot to bring back evidence of his stint on Earth. Broke with no wheels, Linus must circle on back to Earth. But first, Linus has to bop around the Universe looking for travelling necessities in this far-out adventure.

Available October

Nintendo

Dragon Warrior IV (ENIX)



Okay, Dragon Slayers, pull out your swords 'cuz the Bramnos' dragon descendants are fire-breathin' mad! This legendary, five quest RPG will take you on another lengthy adventure across perilous terrain. As Ortega's heir, you and your band of three warriors must slash your way to the finish. Who knows?

Genesis

WWF WrestleMania Steel Cage Challenge (LJW)



Up and out with the World Wrestling Federation. You'll be pinned to the mat when you take on Hulk Hogan, "Nacho Man" Randy Savage, Bret "Hitman" Hart, and more. Realistic ring-side sound effects and a rambunctious crowd will make you feel like the bum that you are. This cart will put you in a headlock.

Available October

Superman (Sunsoft)



Leap tall buildings with a single bound on your way to save the Earth, and do it in 24 hours. Don't hold back on your heat vision, sonic-spin, and super strength. You'll need more than brain cells to keep Brainiac's evil forces down. Remember to keep one eye out for the nearest phone booth. You never know when you'll be needed. This looks like a cart for Superman!

Available December

Lady Luck may be around the corner.
Available October



Chakan: The Forever Man (Sega)



Out of the darkness comes a Japanese comic book hero. This warrior/priest seeks revenge on those who have stripped him of his powers. Chakan stalks the cultish beasts of the dark in his quest to purge the globe. Take a walk on the dark side.

Available November

NHLPA Hockey '93 (Electronic Arts)



The National Hockey League Players Association had their sticks in this cart. Gracing this ice are signature moves from Kevin Stevens, Steve Wynnman, Bob Probert, and the like. Players are rated according to 14 attributes. So keep an eye on the puck, take some slap shots, and watch the high-sticking, or you'll get sent to the penalty box.

Available Fall '92

Genesis

Chester Cheelah's Too Cool to Fool (Kemco)



Better stock up on your supply of Cheetos, crunchy, puffed, or puff balls. You'll need 'em all on this roaring search.



Seems Chester and pals are imprisoned in Four Corners Zoo and their only way out is to piece Chester's Harley together again. Mean Eugene the zoo keepin' fiend has scattered the bike's parts throughout the zoo. Keep yer cool, cats! Chill out! You only have six levels to search, and Chester's way too cool to fool.

Available November

Skiljagger (American Software Corp.)



It's a comic book! No, it's a game manual. No, it's both.

Read the story of Storm vs. the Skiljagger and his Kiltish Army. As you're perusing, pick up some game tips along the way. Always chewing his trusty homegrown bubble gum (the nonstick, peel away kind), Storm steals Skiljagger's sword and battles him through seven skull-busting chapters. Will our hero be victorious? Find out in the next episode of Skiljagger.

Available November

Captain America & The Avengers (Data East)



Avengers assemble! Cap, Ironman, Vision, and Hawkeye are ready for action. Choose one of

these classic crime-fighters and use their mighty powers. The red, white, and blue will never fail you...or will it? Baseball, apple pie, and Captain America.

Available December

Roger Clemens' MVP Baseball (LJN)



Step up to the plate and swing for the fences. Roger Clemens is gonna knock you outta yer spikes with his fastball. Split-screen views

and nice details, such as relief pitchers running in from the bullpen, add to this hotdog smelin' feel. Suit up and spit in your glove because the "Rocket" is ready to fly!

Available Fall '92

Soul Blazer (ENG)



Jumping on the Zelda bandwagon, Soul Blazer takes you on a six-world RPG adventure. Set your soul ablaze as you hack 'n' slash your way through caves and castles, destroying enemies and robbing friends. Don't be surprised to find a few of your favorite ActRaiser themes along the way. Sell your soul to Soul Blazer.

Available September

SNES

Super Mario Kart (Nintendo)



Those plumbers just can't stick to their pipes! Now, they're out racing go-karts. With simultane-

ous race play, you and another driver can zoom across a rectangular field with "windshield" or "rear view mirror" perspectives. So, buckle up! Put your helmets on, and lean into those curves with your favorite fix-it guys.

Available October

Fable and Fend: Legend of Kyrandia (Virgin Games)



Kyrandia is a mysterious land of leopards and lore. Hero Brandon must find his old pal Mal-

colm-gone-bad and stop him before he dismembers the Royal Court. On the same train as the Dungeons & Dragon adventures, this RPG will take you on 25 ardent quests. Roll out the red carpet for this one.

Available Spring '93

Toys (Absolute Entertainment)



Based on the much-anticipated, soon-to-be released film, this fantastical game drops you into the life of a whimsical toy maker's son. Wind up and help him prevent his demented uncle from turning his father's toy factory into an arms factory. Arms are for hugging big stuffed teddy bears, not for killing. Don't make this cart.

Available Winter '92

Super Nintendo



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Game Boy

The Jetsons Robot Panic (Taito)



Meet George Jetson and family on the Game Boy. George gets an urgent message that the

Robots are all spaced out and have gone berserk. He and his family must save their space-age town from disaster. Play either Elroy at the Space Ball Dome, Judy at Concert Hall, or Jane at the Shopping Mall in this side-scrolling cartoon adventure.

Available November

Lazlo's Leap (Taito)



Chinese checkers jump into your palms. Leap your marble around the screen, checker-

ing the board as you go. You can only move ahead if you have another marble to jump over. Leapin' Lizards, it's another puzzle cart.

Available now

Game Gear

R.C. Grand Prix (Absolute Entertainment)



Start your engines, Gear Heads. This cart's a speed racer. Up to four players can take to the streets in this 10-course race. High-speed challenges threaten your path, and the death rule applies. If you don't finish in the top three, you're out. So, hot rods, keep up the pace.

Available now

TaleSpin (Sega)



The Sea Duck may sound like a ship, but it flies. Tag along with Baloo and his buddy Kit on their flight to 10 worldwide ports of call. Disney animation keeps you captivated for seven levels. See you later, air sailor!

Available December

Lynx

NFL Football (Atari)



Who needs a T.V. when you can execute your own football plays in the palm of your hand? Lead your team to victory with speciality plays designed by real NFL offensive coordinators. Hear the Astroturf crunch as your players grunt and snort their way to a TD. Grab a soda and some chips, and go for the extra point.

Available September

Jimmy Connors Challenge Tennis (Atari)



"Love-30!" shouts Jimmy Connors the commentator and old man of the courts. However, he's not through yet. Become the top seed and Connors will drop the advantage and pick up his racket. Take the advantage and don't double fault on this cart.

Available September

“Nice Shot.”



7 mon, sink one more.

Your title's at stake.

So stroke a mean cue.

And don't get caught

behind the eight-ball.



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SWATPRO

TIPS & TRICKS PASSWORDS

The Hunt for Red October (Nintendo)

Code Collection



Customize your Hunting with these codes. For each, look for a screen flash to indicate the code worked.

- 1) To make your sub stop on a dime, pause the game, then press Up, Down, Left, Right, and Select.
- 2) To double the point value for every enemy you destroy, pause the game, then press A, B, B, A, Right, Down, Up, Left, and Left.



- 3) If you'd like to slow down the screen's scrolling speed, pause the game, then enter Up, Down, Left, Right, Up, Down, Left, Right, Up, Down, Left, Right, A, B, B, A.
- 4) To negate the game's automatic screen-scrolling feature, pause the action, then input Up, Down, Down, Left, Left, Right, and Right. Now go sink a few subs!

Randy Kanning, New Orleans, LA

Low G Man (Nintendo)

Secret Stages



Check out two hidden levels in Low G Man with the following passwords:

Train: AMAN
Hovercraft: NAKA

Denny Grainger, Virginia Beach, VA

Roger Clemens' MVP Baseball (Nintendo)

Easy Strike Outs!



To strike out batters with 95% efficiency, tap Up as you release a pitch. The ball will drop low and you'll make the computer swing early almost every time!

Brian Smith, Westminster, CA

Star Trek (Nintendo)

Planet Passwords!



Beam up your NES with these Star Trek codes:

After Marabot: R6XW MLFT 76XD
After Lalythos: P7KV IR2H LAQD
After Romulan Ship: KAS5 R7XC LA4D
After Shroud: J1L R2X7 M7BD
En Route to Lofar: JH1L D03 K7DD
Jean Layette, Quebec, Canada

Roger Clemens' MVP Baseball (Nintendo)

Passwords!



Here are few quickie codes for Roger Clemens' MVP Baseball:
Change the Music: Q88888 888888
888888 888888
San Francisco vs. San Francisco (Last Day): C88888 888888 888888 888888
888

Brian Smith, Westminster, CA

Game Genie Code!

Terminator 2: Judgement Day
(Nintendo)



Use this code with the NES Game Genie:
Endless Energy: OOTXX
Donald King, Rutland, VT

Marvel Land (Genesis)

Stage Select!



Enter the password to choose any level in Marvel Land. It's that easy!
ARDE

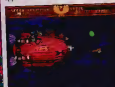
Robert Lars, Tulare, CA

Steel Empire (Genesis)

Round Select!



To pick any area in this intense shooter, enter the Options screen. Now perform the Sound Test in the following order: Sound 1 twice, Sound 9 once, and Sound 2 twice. Now a Round entry will appear on the screen.



Pick any level and blast off for some intense Steel Empire action!

Sam Koslos, Prince Rupert, Canada

Game Genie Code!

High Speed (Nintendo)



Use this code with the NES Game Genie:
Slow Roll On Flipper: AOZGLE
Nancy W. Donnell, Reno, NV

El Viento (Genesis)

Color Test



Talk about weird codes! You can make a color-coded bar pattern appear in El Viento. Wait for the Wolf Team logo to appear, then hold down A, B, and C, and press Start. This is only a test...

Edward Diaz, Salt Lake City, UT

Back to the Future Part 3 (Genesis)

Level Skip!



Now you can skip stages in Back to the Future Part 3. Begin your game, then pause the action. Now hold down A and press Up, Down, Left, and Right to advance a level. Use this trick whenever you wish!

Rob Fowler, Berkeley, CA

Trouble Shooter (Genesis)

Stage Select



Getting into Trouble's a little easier with this level skippin' trick. Bring up the title screen with the Start/Options selection. Now use Controller Two and press Right, C, and Start simultaneously.



A stage selection icon should appear on-screen. Press Right, C, and Start simultaneously to adjust the level number, and press Start to begin your mission. Now blast off!

Edward Diaz, Salt Lake City, UT

SWAT PRO

STRATEGIES
WORDS

NHL Hockey (Genesis)

'91 Play-Off Password



Play as the Chicago Blackhawks in a play-off scenario that mirrors the real-life 1991 setup! Simply enter all B's as your password, and hit the ice.

"Sonic" Todd Nergosh, Frostburg, MD

Bulls vs. Lakers and the NBA Playoffs (Genesis)

Championship Passwords!



Type in this code to play the last round as the Bulls against the Jazz.

NXOBBBBL



To see the ending ceremonies, use this password:

NXWBBBBD

Billy Yee, Turlock, CA

Super Smash T.V. (Super NES)

Sound & Voice Test!



To enter a Super Smash sound & voice test, bring up the title screen. Next, press L, R, L, L, and R. Listen for the phrase "Blingo" to indicate the code worked. Then listen to the tunes!

Dwayne A. Brown, New York, NY

Contra III: The Alien Wars (Super NES)

Double Your Firepower

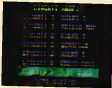


You can increase your damage potential in Contra III. Be sure to use a controller equipped with rapid-fire and grab any two weapons (except the Flame Thrower). Now hold down Buttons B and X to blast the enemies with two guns smokin' simultaneously!

Nico Hunter, Chandler, AZ

Super Smash T.V. (Super NES)

Super Circuit Warp!



Now you can Smash through the 16-bit blowout with a stage select code that enables you to pinpoint your starting position anywhere in the game. Enter the Options mode and press Right, Right, Up, Down, R, and L. If the game shouts, "Blingo," the trick worked correctly!



Now choose the number of players and hit Start to fire up the Circuit Warp screen. You can even skip straight to M.C. Mayhem!

Dwayne A. Brown, New York, NY

Ninja Commando (Neo-Geo)

Double Your Continues



It's easy to increase your life expectancy in a one-player game of Ninja Commando. When you die your final death on Controller One, simply press Start on Controller Two. You'll rejoin the fray with three more continues to your name.

Jon "Game Stomper" Gals, Boston, MA

ROBOCOP 3

OCP is sending in Robo Officers to clear the streets of Old Detroit, making way for the construction of Onita City. When ROBOCOP sees helpless families forced out of their homes as the bulldozers move in, he joins the resistance movement to battle the Robots!

Armed with a new multi-weapon arm attachment containing a large-bore cannon and a smart bomb, plus a gyroscope for airborne assault capability, ROBOCOP faces a hordesman of EO-299's, tanks, heavy artillery and a new adversary, OTOMO. The odds seem impossible, but remember—you're ROBOCOP!



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The name of the game

ocean

SWATPRO

Top Gear (Super NES)

Pro Passwords!



Okay, Gearheads, try out Top Gear's Pro Level passwords.

South America:	Four Meg
Japan:	Legend
Germany:	The World
Scandinavia:	Letracer
France:	Alchemy
Italy:	A Looper
U.K.:	Seasonal

We'll feature the Champ codes next month!

Mega Man 2 (Game Boy)

Power-Up Password



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LICENSED BY HATFIELD

Start Mega Man's mission in Dr. Wily's fortress with a full supply of five energy tanks! Simply enter this password:

A1, A3, A4, B3, C1, C4, D1, D2, D4

Joey Stadler, Poway, CA

Choplifter II (Game Boy)

Passwords!



Mercenary Force (Game Boy)

50,000 Yen!

MERCENARY FORCE™



Bring up the title screen, then press Up, Select, A, and B all at once. You'll start with a 50,000 yen bankroll!

Luis Madero, Carolina, Puerto Rico

Skim through Choplifter II with the following passwords.

Sector 1-2: SKYHPPR

Sector 1-3: LKYBY35

Sector 2-1: CHPLFTR

Sector 2-2: BYMSFWR

Sector 2-3: RGHTRND

Sector 3-1: GDGMPLY

Sector 3-2: TRYHRDR

Sector 3-3: SPRYSKS

Sector 4-1: CMPTRWZ

Sector 4-2: CHPYBYS

Sector 4-3: VRYHPPY

Sector 5-1: GMBYQZD

Sector 5-2: LVLYTYZ

Sector 5-3: GDDYGMZ

Todd Vandorze, Venon, NJ

Checkedred Flag (Lynx)

Cruise Control!

Here's a nifty tip for Checkedred Flag. You must select a 7-speed manual transmission for it to work, and hold down Button A (gas) during the entire trick.

- 1) Drive your Indy car into 6th gear and reach a speed of 179 mph.
- 2) Now quickly shift into 7th gear, and then immediately shift back down to 6th gear.
- 3) The speed should now read 160 mph. If not, repeat Step 2.
- 4) Release A and you'll cruise at max speed without sliding off the track!

David C. Wang, Santa Clara, CA

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If you do, submit it to GamePro. Our Pros will review it. If we publish it, we'll send you a free GAMEPRO Super Shirt! Send your best tips and secrets to:

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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™, it's almost impossible to stop. **KEMCO**

Coming Soon: Look for GHOST WAGON Kemco's new RPG for Megadrive. SPY vs SPY Operations: Scooby Trap: the mad mad world for Game Boy And KA BLOODY: the round blowing puzzle game.



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GAME BUSTERS

By Speedy Buns

"We were truckin', groovin' to the funky beat,

When Earl said he'd like a shot in the driver's seat. Well Earl's cool, but he's not coordinated. But I was feelin' fly, so I capitulated.

Earl took the wheel and he busted out a Jam. I said, 'Yo Earl, get with the program.'

Earl replied, 'Yo, don't get annoyed.' That's when Big Rappin' Earl hit the asteroid!"



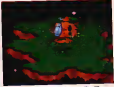
1) There's no real trick to beatin' the game. Whenever you snag all 10 pieces of the ship, the game's over!



These two cool dudes from outer space, ToeJam & Earl, were jammin' near a strange planet called Earth one day, when their rocket ship took a dive. Now those bad boys from space have to boogie across the planet collecting the 10 missing pieces of their ship. Chill out, Earth dudes, and leave the drivin' to us. GamePro's gonna send TJ & E back to their homeys on Funkotron.



2) Time to celebrate! The two bros are ready to ride back to Funkotron. LIFT OFF!



3) When TJ & E land on Funkotron, everyone bursts out to welcome the returning Funkobro's home. What makes the ending for ToeJam & Earl definitely cool is that you can explore the entire planet of Funkotron, even go for a swim. Everybody's just hangin', waiting to rap with ToeJam & Earl. Walk up to any Funkotronite and see what they gotta say.



4) When the boys reach the end of Funkotron's yellow brick road, they're home. Mrs. Earl and Mrs. ToeJam are waiting for their two representatives, along with a bunch of little TJ & E pointbusters. ToeJam & Earl are ready to kick back and chill!

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**Coming
September 26th!**

GamePro TV, the ultimate video game show, is coming to the Sci-Fi and USA cable channels this fall! Check out this line-up:

The New Sci-Fi Channel

Saturday at 8:30 AM, Sunday at 7:30AM

USA Network

Showing the first Saturday of every month at 7:30 AM
beginning January '93

**USA
NETWORK**

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Catch All The Action!

Turn up the tube and fasten your eyeballs to the most intense line-up of cutting-edge reviews, and gamebusting tips, tactics and strategies for your favorite killer carts! You'd think we'd miss a trick? Get a grip. The GamePro show delivers it all each and every weekend!

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Watch It!**



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Goes Cable!

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Tactics, Passwords,
and Strategies to
All Your Favorite Games—
Straight From the Pros at
GamePro!!**

Virgin Teams up With Westwood Associates

Virgin Games recently announced the acquisition of **Westwood Associates**. Westwood, a Las Vegas-based software development house, is best known for their hit **Eye of the Beholder**, **Battletech**, and **Dragoe Strike**. Both parties plan to develop multimedia products for all formats, including **Nintendo Sega**, and their CD-ROM systems. Westwood's strong back-

DDO NEWS

ground in role-playing and adventure game categories in tandem with Virgin's experience in publishing promises to create some interesting results. The first product planned is **Fables & Fiends: The Legend of Kyrandia**. This game promises a fantasy adventure series entitled **Fables & Fiends**.

It's A Jungle Out There

In other news, **Virgin Games** announced that they've inked a deal with the **Walt Disney Company** for the right to publish video game versions of Disney's animated classic, "The Jungle Book." Virgin plans romps on the various **Nintendo** and **Sega** formats for **Mowgli**, **Baloo**, **Shere Khan**, **Louie**, and the rest of the jungle gang.

Extended Relations

In good news for gamers everywhere, **Electronic Arts** and



Sega of America consolidated their relationship with a new multi-year licensing agreement. Under the terms of the new agreement, EA (the leading independent publisher of Genesis software) will continue to devel-



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World Champ,
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op and publish cartridges for the Sega Genesis system. Even better, EA is now a licensee for the Sega CD. Knowing EA, there's no doubt we can all look forward to innovative and creative Sega CD products.

In related CD news, EA has announced that they'll distribute CD-ROM titles for six independent CD-ROM publishers.

Joining the EA family and the Electronic Arts Distribution Program are Ebook, Humongous Entertainment, ICOM Simulations, NovaLogic, Pop Rocket, and Zelus. The addition of these

six companies to the EADP marks EA's clear commitment to pursuing the development of CD-ROM products.

Surf's Up

Sega of America has secured the video game rights to **New Line Cinema's** upcoming film, **Surf Warriors**. Sega plans to surf the pipeline and develop Surf Warriors games for their Genesis, Game Gear, and CD platforms.

The action/comedy flick stars Rob Schneider and Leslie Nielsen. It tells the story of two So. Cal brothers who discover that they're really princes from a South Sea island. When the bros return to the island, one becomes a martial arts expert and the other, like wow, discovers he can predict the future via his handheld video game.

They've got to team up to overthrow Colonel Chi, a bad dude who's controlling the island.

In a schtick twist, Sega will produce a video game sequence that will appear in the film and in the actual game cartridge. Gnarly, dude!

Do A Good Deed

Kudos to **Sega of America** for their active involvement in a number of different children's charities. They've more than put their money where their mouth is in terms of actively raising funds to benefit some great organizations. Now they're taking it one step further with the establishment of the **Sega Youth Education and Health Foundation Charitable Trust**.

The Trust, which will address critical educational and

health needs of American children, plans to focus on programs in four areas: national education and health development organizations, student scholarships, regional youth education and health programs, and local San Francisco Bay Area youth charities. **The George Lucas Educational Foundation** was the beneficiary of the Trust's initial \$250,000 grant. The Foundation researches ways to integrate interactive multimedia technologies with teaching and learning.

The Trust was initially funded by a \$3 million donation from Sega of America and **Sega Enterprises, Ltd.** Continued funds for the Trust will come via the sales of Sega video game cartridges in the U.S. That means that every time you buy a Sega cartridge, you're also doing a good deed! Cool!

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The New Dynamic Duo

Batman keeps returning. This time around, the Caped Crusader's all suited up with the Lynx. Until October 12th, anyone who purchases **Atari's** Lynx color portable system will receive a free **Batman Returns** game via a special mail-in coupon received either on the Lynx box or at the point of purchase. The Lynx retails for \$99.99 (base unit only) or \$129.99 (base unit, California Games game cartridge, Comlynx multi-player cable, carrying pouch, and batteries). The offer's good with either version of the Lynx.

Home Systems Hit the Road

Three home game systems have shrunk down into a new portable machine by **Active Enterprises**. Dubbed the **Action Game Master**, the unit sports a flip-up, 3.5 inch color screen and a back-loading cartridge port. Planned for Fall release, the base system will sell for \$139.00. Adaptors that enable gamers to use the unit to play Nintendo, Super NES, and Genesis cartridges will be sold separately for \$50-\$70 each. Active Enterprises also plans to contract third-party publishers to develop **Game Master-specific** software. A CD-ROM attachment is also in the offing.

Galoo's Wish Is Granted

This past July, **Lewin Galoob Toys**, maker of the Game Genie Video Game Enhancer for the NES, was awarded a \$15 million judgment against **Nintendo of America**. The money represents compensation for lost profits during the time period

from June, 1990 through July 1991. During this time, Galoob and its Game Genie licensor partners (**Codemasters** and **Comeria**) were barred from selling the Genie. Galoob was enjoined from selling the Game Genie when Nintendo of America brought litigation against them for infringement. Nintendo's lawsuit was unsuccessful.

In other Genie news, Galoob plans to grant gamers more wishes with the Genesis and Game Boy Game Genies (See *GamePro*, September '92).

Toadally Cool Toys

You knew it was bound to happen. First there was the **Battletoads** video game. Then came the animated cartoon series. What next? Bendable action figures, of course! That's right, affable amphibians Zitz, Pimple, and Rash are making their debut as 5-inch bendable, poseable toys, courtesy of **Jest Toys**. That makes us very happy.



Nick at Night

OK, so we know **GamePro's** your favorite video game show. Since it's not on 24 hours a day, we thought we'd better let you know about another cool game show **Nick Arcade** is a game show for game players. Two opposing teams compete in different video and arcade game



challenges for cash and prizes. The show's on five nights a week on the Nickelodeon channel. Check it out!



Race America Contest Winners

Here are the winners of the 1992 Race America Contest:

First Prize:

Lydia Une
Oron, UT

Second Prize:

Wima Abuzina
Houston, TX
Anjali Becker
Houston, TX
Wima Both
Houston, TX
Helen Buscher
Walnut, CA

Ulysses Gully
Montgomery, AL
Pat Woods
Sacramento, CA

Third Prize:

Fam Benson
North Chicago, IL

Devika Brooks
Aber, TX

David Clark
Dryden, TX
Pam Cornelius
Fl. Worth, TX
Judy Delmas
Noble, OK

Launa Fiebler
Tuttle, OK

Deborah Gansbell
Jensen, GA

Peter Gemma
Athens, GA

Jeremy Harbin
Ada, OK

Mirk Howlan
Philadelphia, PA

Lee Jahnke
Milwaukee, WI
Jonathan Jones
Mount Airy, NC
Gwen Little
East Alton, IL
Jesse Martin
Wichita Falls, TX
Curtin McCartney
California, KY

Janice Milliken
San Francisco, CA
Keith Morphis
Woodland Hills, CA
Alberto Nova
Los Angeles, CA
Judy Rogers
Knoxville, TN
Joan Sella
Milwaukee, WI
Jennine Sloan
Savannah, TN
Gus Slevert
Kansas City, MO
Din Strong
Salt Lake City, UT
Chris
Panama City, FL

BLOCKBUSTER VIDEO

Top 10 Video Game Rentals

Nintendo

<ol style="list-style-type: none"> 1. Yaku 2. Demooz Wawa: Waio 3. Shinobi II - The Mystery Project 4. Yoko's Adventure 5. Yoko's Story II 6. Super Mario Bros. 7. Yoko's Quest 	<ol style="list-style-type: none"> 8. Gold Medal Challenge '92 9. Ferrari Grand Prix Challenge 10. Brig Norton Power Ball 11. Yoko's Quest II
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Super Nintendo

<ol style="list-style-type: none"> 1. Street Fighter II 2. Demooz Wawa: Waio 3. Yoko's Quest II 4. Yoko's Quest 5. Legend of Zelda 6. Link to the Past 7. Yoko's Quest 	<ol style="list-style-type: none"> 8. Demooz: Bart's Adventure 9. Yoko's Quest II - The Alien Wars 10. Super Adventure Island 11. Super Contra's WFP Challenge
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Sega Genesis

<ol style="list-style-type: none"> 1. Yoko's Quest 2. Demooz Wawa: Waio 3. Yoko's Quest 4. Yoko's Quest II 5. Yoko's Quest 	<ol style="list-style-type: none"> 6. Demooz: Bart's Adventure 7. Yoko's Quest II 8. Yoko's Quest 9. Yoko's Quest II vs. The Space Marines 10. Yoko's Quest
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This information was provided courtesy of GamePro Magazine courtesy of Blockbuster Video.

DAWN PATROL

Frigid air buffets your face as you fly through the war torn skies of France. From the east, you see movement, an enemy patrol. You adjust your goggles and slam the throttle open. You know you can take them.

Wings 2 - Aces High plunges you into the swirling air battles of World War I. Join an elite squadron of the Royal Flying Corps and take off on three different missions. Sweep in low with blazing machine guns on deadly straling missions. Shatter enemy installations on charged bombing runs. Clear the skies in desperate dog fights. Precise play control brings the feeling of flight to the Super Nintendo Entertainment System. We've got the gear if you've got the guts!

- Smoking digitized graphics.
- Passwords keep you close to the boiling action at the front.

namco

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Jennifer Capriati Tennis And Genesis. A Great Match.

Jennifer Capriati

Jennifer Capriati is one of the brightest prospects in professional tennis today. Her combination of power, stamina and intelligence the past two years has taken her a long way in many top world tournaments. This year holds even more opportunities for Jennifer, and she's only 16!

Now she has teamed up with Renovation for the first tennis video game for the Sega Genesis system. All the realism of professional tennis is here, from the overhead smash to an ace serve. Play as Jennifer in exhibition singles and doubles matches or take her to the top in the circuit tournaments. You can even risk trying to beat Jennifer with a choice of up to 24 different players, or 8 you can create yourself.

What a great match: Jennifer Capriati, Sega Genesis and Renovation Products. See you at Courtside!



RENOVATION
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987 University Avenue, Suite 10
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Enter the Jennifer Capriati Tennis Champions '93 Contest and See

Olympic gold medal winner Jennifer Capriati brings together some of the best players in the world to challenge you with power serves, baseline thunder, net volleys and exciting point rallies. All the realism of tennis is here, from the skid of a backhand shot past your opponent to the overhead smash for the match. Even create your own players for the circuit tournaments or just a quick exhibition match to build up your skills. And don't forget doubles because teamwork is always important in professional sports. Looking for a great match of tennis? It's right here in Jennifer Capriati Tennis, from Renovation Products for the Sega Genesis system.

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What Gamers May Win:

GRAND PRIZE — One (1) all expense paid trip for two (2) to see Jennifer Capriati play in a tournament to be determined by Jennifer Capriati. Also included in the prize is a special meeting and autograph session with Jennifer, plus two (2) Renovation Products T-shirts.

FIRST PRIZE — One (1) free game cartridge from Renovation Products to fifty (50) lucky entrants in the Jennifer Capriati Tennis Champions '93 Contest.

SECOND PRIZE — One (1) free Renovation Products 100% cotton T-shirt to five hundred (500) lucky entrants.

How To Enter:

To qualify for the Champions '93 Contest, participants must win all four tournaments in Jennifer Capriati Tennis. When a player has won the complete circuit, a champion screen will be displayed with the statement "Congratulations on your great victory!" followed by the closing credits listing the creative designers behind Jennifer Capriati Tennis, plus a special option password. A photo of any of these screens will be accepted as proof of winning the circuit.

To enter, fill in the form or print your name, address, phone number, age and the words "Jennifer Capriati Tennis Champions '93 Contest" on a 3" x 5" card. Then mail your entry form along with a photo of your winning TV screen to Renovation Products, P.O. Box 641357, San Jose, CA 95164-1357. All prizes will be awarded to qualifying entries in the order they are chosen.

Contest Rules:

This contest is sponsored by Renovation Products and National Mailing Service. Only one entry per person. No purchase necessary to enter. Winners will be notified by mail. Chances of winning are determined by the total number of entries received. Contest ends January 31, 1993. All entries must be postmarked by this date. Only valid in U.S.A. Void where prohibited. Employees of National Mailing Service, Renovation and their families are ineligible to enter. National Mailing Service and Renovation reserve the right to cancel this promotion at any time with appropriate notice. Winner's names and prize information may be used by National Mailing Service and Renovation for promotional or advertising purposes without further compensation.

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HUMANS ONLY USE 5% OF THEIR BRAINS?

BUT WHAT DO THEY DO WITH THE OTHER 95%?

DOES GRYB MATTER?

I KNOW A WILD BIRD PINKY?

I TRY TO GET A WENT?

INSTINCTS: CHIMPANZES BATTING, FLEEBING, SHREKING, PUCKING

FEARS: OF BURNING HAIR, SHARPS, PLYING, SALLIBS

SENSES: SENSE OF TASTE, SENSE OF TOUCH, PASTORAL PRIDE

WANTS: CONTROLLED, GROWLING, SPECTA-GROWLING, SPOON CHANGING

LEAS: CHANGING, DRIVING, SIGHTING, SIGHTING, SIGHTING

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galoob

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We ripped-off a perfectly good idea.

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The layout's familiar, and the construction's tough enough to handle the most intense street fight or the ultimate battle for the universe. We've also added a few features you won't find in the arcades—state-of-the-art effects designed specifically for today's most radical games. No wonder we call it the...

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