

GAMEPRO

#1 VIDEO GAME MAGAZINE

YOSHI'S COOKIE!

A delicious puzzle game for the Super NES! Starring Mario and Yoshi! Pg.40

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Use The Force on the Super NES!

18 Pgs BIG!

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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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Next thing I know, I'm wiping ice out of my eyes, it's really freakin' cold and I'm standing in a ref's outfit in the middle of a rink in front of thousands of screaming fans. Those same two guys whiz by me and slam up against the wall. They start **shredding** each other, the crowd goes off and I'M supposed to send THEM to the penalty box?! YEAH, RIGHT!



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C O N T E N T S



Yoshi and Mario are back with a Dr. Mario-style game for the SNES, NES, and Game Boy systems. See page 40.



Climb into the ring with Capcom's latest and greatest arcade beat-'em-up, *Slam Masters*. See page 20.



Rash, Zitz, and Pimple. An adolescent nightmare? Nope, it's the *Battletoads* back for more video game madness. See page 24.

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Fly into virtual reality with Hornet-1 Galaxian 3.

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*Climb into the ring with Capcom's *Slam Masters*.*

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The Force is with you in Part One of our super strategy guide for Super Star Wars on the SNES.

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C O N T E N T S



Genesis gamers, rejoice! You've finally got your EPF, and it's the Champion Edition. See page 48.



It may seem fishy, but it's just Part 2 of our Ecco the Dolphin Strategy Guide. See page 34.



Check out GamePro's 16-page Super Star Wars ProStrategy Guide, which includes maps, tips, profiles, and photos from Steven Spielberg's original movie.

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(Important things to do:)

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SEGA
GAME GEAR



GET IN TOUCH WITH VIRTUAL REALITY

Letter from the GamePro

Now that 16-bit video game systems have become the de facto standard, what's next on the horizon? It may cost you \$1 to find out. Look at what's in this issue of GamePro to figure out why.

Maybe it isn't "official" and the action in retail outlets is still respectable, but game developers have spoken: The NES is on its last legs! However, Battletoads/Double Dragon: The Ultimate Team and Yoshi's Cookie demonstrate that companies that make the effort can produce quality games. However, after those two games, the list of up and coming NES carts has tailed off dramatically.

Currently, 16-bit systems dominate the video game scene and your gaming buck. They're fun, but fast becoming formulaic. For example, the Genesis enjoys Street Fighter II:

Champion Edition, Rolling Thunder 3, Ecco the Dolphin, Hardball '93, and RBI '93. The SNES is well-represented by Aliens vs. Predator, Super Widget, Wing Commander, and, of course, Star Wars. These are all great games, but they're very familiar in concept and design.

There's no doubt that CDs are the medium of home video gaming's future, even if they've gotten off to a slow start. The Terminator and Batman Returns demonstrate that Sega CD games can be capable, and even display flashes of brilliance (as we expect to expect thanks to those excellent Sega TV commercials). But clearly, Sega CD game development has yet to hit its stride. The Duo also continues to tantalize and yet to struggle. Esoteric, innovative titles, such as SimEarth, are truly commendable. However, until

something like Street Fighter II makes its way from Japan, the Duo will toil without the critical fanfare it needs.

If you want outrageous action, keep an eye on your local arcades. Scope out Hornet I and Galaxian 3 in the Cutting Edge and consider the possibilities. These awesome game machines qualify as "virtual reality" games in the broad sense of the word, but they take you places (in space and on earth) that you've never been before. They clearly demonstrate how top quality software, hardware, and imagination can create a unique interactive experience.

Home systems are firmly set in a 16-bit universe. For a glimpse of things to come, you ought to get out of the house.

You Want It, You Got It!

GamePro has a new look! We're trying to pack the magazine with even more hot info about video games—because you demand it!

You wanted more game screens but the usual in-depth analysis of games? Check out the new look ProReviews.

You wanted more strategy, tips, and tricks? We dissected Star Wars (SNES) and Ecco the Dolphin (Genesis).

You wanted more info about upcoming games? Study the new Short ProShots.

You wanted a greater voice in the magazine? Enjoy the new Mail section.

GamePro is constantly evolving according to your ideas. Thanks for the help. You want more? Just ask.



Virtual Reality games clearly demonstrate how top quality software, hardware, and imagination can create a unique interactive experience.

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Perched in the control room of a 60-ton 'Mech, incredible 3-D graphics allow you to command the action.

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Plus you'll face them on their own turf—from Chicago's friendly confines to the Big Green Monster in Boston.

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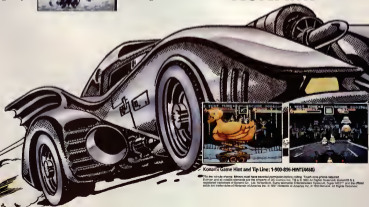
Inside your cape of fear are Batarangs and test tubes, essential for battling the Tattooed Strongman, the Organ Grinder and the rocket launching Duck Vehicle.

Blow away renegade bikers with the Batmobile loaded with Batdiscs and catapult yourself to safety with your trusty Grappling Hook.

The frigid fiend is chillin' in his way cool lair waiting to put the Caped Crusader on ice. So put on your cowl and put up your dukes. Can't you hear Gotham City screaming for help?!



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LEARNING



BATMAN RETURNS

SUPER NINTENDO

KODAWAY

Brave a crime-
size redefits to
save Gotham.
City from the
diabolical
clutches of The
Penguin and
Catwoman!



THE MAIL

(In our new-and-improved Mail section, we want more pictures of you! Send a picture of yourself with a letter to GamePro, and we'll put your mug in our mag! — Ed)

Dear LamePro Editor



Are you jealous of AskMe-Where's employee, Jeff Rabies, who has a "LamePro" license plate? You should be! Enclosed, please find a picture of it! Thank you for the "start it up" hint for Super Mario World. We had heard rumors of this hint for some time, but were not able to make it happen. The detailed steps given in your S.N.O.T.Pro section were most helpful.

Askle Entertainment Software

Is It Real, or Is It Virtual?

I've been closely watching the development of Virtual Reality technology, and I was very interested in what I read in the April issue of GamePro concerning Sega's Virtua VR for the Genesis. I would like to know how much this unit will cost, and is it going to be identical to the arcade system? John McInnis, Nutley, NJ

(Sega's Virtua VR peripheral (see Cutting Edge, April '93) should be on the shelves this fall. The device, which Sega says will retail for less than \$200, will try to closely replicate the arcade Virtua experi-

ence. We're not sure what that means, exactly, but we do know that there will initially be four games available for the system. Titles aren't set yet, but the categories are racing, driving, action/adventure, and flight simulation. We'll have more info real soon! — Mack 'n' Slash)



Sonic Mystery



I am confused, and that's an understatement for Christmas I received Sonic The Hedgehog 2 for the Genesis. Since then I've finished the game a number of times, with and without the Chaos Emeralds. In the November issue of GamePro and in another video game publication, I saw pictures of a Zone that never appears in my version of Sonic 2. Plus, you mentioned some Zones, like the Dust Hill Zone, that I've never heard of. What's the story? How can I reach these other Zones?

Matt Lane, Randleman, NC

(Sorry, Matt, but as far as we know, you can't reach these Zones. In the original version of Sonic 2 that Sega showed to us, there were several Zones that didn't make it into the final game. One of these Zones was the Midlean Palace Zone, and another was a desert-like Zone with cacti. As for the names, Sega changed some of the names of the different Zones in the final version.

Maybe we'll get to see some of these other Zones in a future Sonic adventure. — Earth Angel)



I Want My NES

I'm a real video game freak and I'm worried about my NES. Are game companies going to stop making games for the original Nintendo?

Jesse Guerrero, Aurora, CO

(Over time, it's likely that we're going to see fewer games released for the NES system. Although Nintendo of America reports that NES hardware and software still sell quite well, the majority of game companies have shifted their focus to the 16-bit SNES and the new CD formats. As long as game companies continue to make money with NES games, we can expect to see new titles, like DuckTales 2 and Mighty Final Fight from Capcom and Battletoads/Double Dragon from Tradewest (all scheduled for '93). Also, of course, die-hard NES gamers still have an existing library of games to choose from that includes hundreds and hundreds of classic titles. The ol' NES has some life left in it yet! — Unknown Gamer)



Video Game Violence

I don't understand Nintendo's crusade to eliminate gory violence from video games. My friend and I are big fans of Mortal Kombat in the arcades, which is one of the gonest games I've seen so far. Since Capcom had to subdue the violence in SFII, there's no way that all the gore and finishing maneuvers found in the arcade's version of Mortal Kombat are going to be translated to the Super Nintendo version.

While I don't think Nintendo is going to change its mind, perhaps there is an alternative. I propose that companies put a code into the home versions of

their games that will enable gamers to choose whether they want to play in "bloody" modes. This code could be in the instruction manuals, and concerned parents could keep the code away from their children. Those of us who are old enough to make the decision for ourselves should be able to. Ryan Oniscua, Power River, Canada

I can't believe that you guys printed the PAVV's top five most violent video games, plus their suggestion that these games should be boycotted. (See page 194 of the March '93 issue.)

I've played Pgskin Football, listed as number three, and I think it's a humorous game. Maybe a bit criminal in nature, but that's the point. I'm not gonna get into ethics and stuff like that, but don't give into such ridiculous parental groups who think they know better.

Don Vallencourt, Miss, Canada

(Violence in games is an issue that's here to stay, and it allows strong opinions, both pro and con. Keep those letters coming. We'll be discussing it here at GamePro for some time to come. — Scary Larry)



Tips Books



Several years ago I bought a book for the NES that has over 2,000 tips, tactics, and secret passwords, which are organized alphabetically by game name. The book is by GamePro, and I love it. I'm wondering if you've ever made Super Nintendo or Genesis versions of the book? If

not, I really think you should
 Write: Prsett, Toledo, OH

(You're in luck, WWTW. To order our Sega Genesis Game Secrets Greatest Tips, see page 160. A Super Nintendo version of the book will be available this summer. — Slo Mo)

Chun Li Oughta Be in Pictures

Is there going to be a Street Fighter II movie?

Matt Stradley, Fremont, CA

(As we go to print, a Street Fighter II movie is under negotiation. Capcom says it's likely that the film will be a live-action movie similar to the Teenage Mutant Ninja Turtles flicks. However, to date nothing's been signed on the dotted line. — Dr. Dave)

Street Fighter Rappin'

Street Fighter is the game, if you lose, you lose your fame. Ryu, Sagat, Guile, and Ken are the players that make me win.

Fireball, Tiger, Sonic Boom, On Turbo, the speed is zoom. Balrog has a glove, Vega has a claw, if Blanka gets mad, he does a rolling ball.

The uppercut in the air, Zangief is a bear,

Ryu is tough, so is Ken.

The hardest of all is M. Bison.

M. Bison has a scissor knee,

The Envelope Please!

OK, OK, we give up! So many of you are sending us cool envelopes that we can't keep them to ourselves any longer, so we're jumping on the envelope art bandwagon with the rest of the mag! Here's a selection of this month's best. Keep sending them — envelopes or art — and we'll print 'em. The Envelope of the Month earns the artist a GamePro Super Shirt.



First Prize: Jan Rodriguez, Fort Worth, TX



Sara Wachrowski, Wilkes-Barre, PA



Frankie Moon, Des Moines, Iowa



Larry Knight, Los Angeles, CA

But my homegirl is Chun Li. Rubber Arm is real cheap. You do this, you get beat. Guile has a razor, Sagat has a knee, You do this, you beat Chun Li. Sheng Long has a lot of flare, He taught Ken and Ryu to fight everywhere. Yoga Nage, Yoga Flame, This is how you play the game. Kyle Robertson, Arlington, TX

(Hey, Kyle, your rap was real cool. We all read it. You're no fool. OK, so we obviously aren't too good at this, but send us your poems, pictures, and other creative ideas and we'll print them in GamePro. — Boss Music)



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 on-screen 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!

So, Tell Us What You Think

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

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Thanks for your input!

THE CUTTING EDGE

By the Whizz

MAGIC EDGE TAKES OFF WITH HORNET

It's no military secret that for years jet aces in the U.S. armed forces have been flying highly advanced flight simulators through virtual skies. Now you may get the chance to soar after their vapor trails. Silicon Graphics, a computer graphics powerhouse, teamed up with Magic Edge, an interactive entertainment company, to link a high-performance graphics workstation to a virtual reality flight simulator called Hornet-1.

Fly with the Pros

The Hornet-1 duplicates the supersonic attack characteristics of the F/A-18 Hornet, which in real life spearheads U.S. Navy and Marine Corps' fighter attack units. Magic Edge built the full-scale fiberglass pod, which is 7.5 feet wide by 12.5 feet long by 7 feet high. The cockpit features all the trappings of an F/A-18 Hornet fighter jet. You control the simulator with a joystick and a throttle. All the vital readouts appear on a 40-inch heads-up display (HUD). A Sony rear-projection system flashes the images on the screen. Strap in, because six 50-horsepower hydraulic lifters rock and roll the two-ton pod through an impressive range of motions: 45-degree pitches up, 60-degree rolls, and 30 inches of vertical movement.

The flight characteristics and the combat missions are based on a fighter pilot game by Paradigm Simulation. The game was created with MultiGen development software from Software Systems.

A Silicon Graphics' RealityEngine graphics system paints the graphics, which, according to Magic Edge, create a fully immersive, VR flying experience similar to those in advanced military flight simulators. The RealityEngine plugs into a Silicon Graphics Iris Power supercomputer, which is SG's top-of-the-line graphics unit. The Iris Power has previously been used to generate

imagery for complex training simulators for aircraft, cars, and ships. It muddles up with 256 megabytes of memory, more than 100 gigabytes of hard disk storage, and a memory transfer rate of 400 megabytes per second. Is that graphics power? You bet! You've probably also seen big-screen magic conjured up by SG's computers in Terminator II, Beauty and the Beast, and Aladdin.

The Hornets' Nest

Magic Edge plans to establish Hornet-1 game centers around the country by November '93, starting with one in Mountain View, California. Up to six Hornets can be linked to one computer, although Magic Edge believes the ideal setup will feature at least 12 Hornets. To enhance the VR experience, the centers will be dressed up with all the trappings of a combat-ready aircraft carrier jet hangar.

As a group, VR jet jockies will receive preflight instructions and mission objectives from a Squadron Commander. Flies will then don flight suits and take off. During the mis-

sion, the Commander can monitor each Hornet's screen from a command center, and he will be in constant radio communication with all the fliers. In addition, all of the pilots wear headsets with a hot mike to communicate with each other. A four-channel surround-sound audio system pumps the vocals and special effects through the cockpit.

Although the squadron will have established mission objectives, lone-wolf hotshots can fly off into the virtual skies alone, with the Squadron Commander barking in their ears. The 15-20 minute long missions, according to Magic Edge, will involve attacks on ground-based targets as well as dogfights against enemy aircraft.

Mission Debriefing

After completing a mission and landing back at the carrier, the pilots will meet at a debriefing area to tell tall tales and endure a mission critique by the Squadron Commander. Pilots can then practice specific maneuvers or scenarios at Skill Stations, which will be set up in another section of the Magic Edge entertainment center. These stations may simply be a monitor and a joystick, or they may be actual scaled-down versions of the Hornet-1 cockpit.



Magic Edge's The Hornet-1



Take-off!

The Hornet-1 sounds like it's set up for big time jet combat! GamePro has Hornet-1 flight time scheduled. Expect a mission report in the next issue.

Product Info: Magic Edge, 257 Castro St., Mountain View, CA 94041; 415/965-8819.



GALAXIAN 3

Gaming on a Galactic Scale

Man your battle stations, GamePro! Arcades everywhere are in serious danger of being invaded by the most awesome outer space shoot-em-up in the galaxy! Galaxian 3 by Namco Ltd. has serious right to the over-used claim of taking gamers "where no game has gone before."

Seed of Disaster

In the distant future, the Mother Planet has lost contact with its planets in a remote region of its galaxy. The United Galaxy Space Force (UCSF) has been sent to investigate the mysterious loss of communications. They find a monstrous, planet-clobbering weapon, the "Cannon Seed," moving inexorably toward the Mother Planet. They send a call out for the UCSF's number one spaceship, the Dragoon, and its six top gunners. Of course, it takes a few yen for you to acquire "top gunner" ranking, but you get the picture...and the picture here is impressive!

Great Guns

Galaxian 3 is a huge, self-contained, six-player sit-down arcade unit. Each player mans a gun control station, which faces two gigantic 110-inch screens. A four-channel stereo system belts out ear-numbing

audio effects as two Sony overhead projection cameras send you into a wild, mind-bending space battle.

The Dragoon's battle stations are color-coded and each unit flashes similarly colored cross hairs on the huge screen. To zero in on a target, you swivel your gun to whip the cross hairs around the screen. Gunners must coordinate their firepower in order to sweep through a squadron of alien fighters, or focus enough energy to blast a massive enemy vessel.

So Real It Hurts

Galaxian 3 qualifies only loosely as a "virtual reality" game because six players share the same hardware. However, the screens are so massive, and the sound so pervasive that you really feel like you're living through the space battle of your life!



This game's graphics are positively awe-inspiring. Fleets of enemy warships fly at you from all areas of the screen. Gigantic dreadnoughts rumble straight at you and (hopefully) explode in your face. You fly through planet atmospheres and take a stomach-jarring ride inside a huge enemy vessel. If you don't like roller coasters, stay away from this game! There's no doubt that Galaxian's mesmerizing visual affects and its big screen impact will scare the socks off little kids and the faint hearted.

Big? Bigger!

The six-player Galaxian 3 arcade system is huge by

American standards, but in Japan it's peanuts. Namco has a gargantuan 28-player version installed at its theme park, Wonder Eggs, in Fukuoka Tamagawa! The 360-degree screen surrounds two tiers of gamers, while 16 video projectors flash the Dragoon saga on the screen.

Out of This World

Galaxian 3 propels arcade games to new heights. If you're looking to lose yourself in a game, this could be it!

Product Info: Namco America, 100 Charcot Ave., San Jose, CA 95121; 408/283-3900

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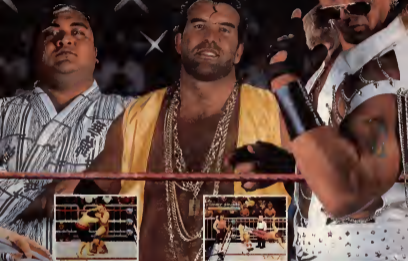
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SUPER NINTENDO

HOT AT THE ARCADES



By Mack 'n' Slamb

What could Capcom possibly do to follow up Street Fighter II? For starters, they're gonna try to lure gamers into the ring for some four-player, head-to-head, mat-pounding wrestling action.

Siam Masters (Capcom)

I Think, Therefore I Slam

Siam Masters takes the same concepts that made the Street Fighter series a success, and puts them to the test in a wrestling ring. Up to four players compete simultaneously in two different mode options. One player can slam it out against the CPU, or two players can go head-to-head. In the Team Battle Royal Mode, up to four wrestlers (two teams of two) can compete simultaneously.

The Siam Masters are a crew of ten different wrestlers. As in Street Fighter, the characters each have their own personalities, story lines, and special moves. This slami-crew includes such originals as King Rasta "Mon" (a wild, raging jungle man with a monkey on his back) and Jumbo "Flap" Jack (a big-bellied bad guy from Canada), plus Haggar of Final Fight fame.



Slam Chops

Although the Siam Masters' moves aren't as complex or numerous as those of the World Warriors', each character does have unique moves that require practice to master. The two-button controls trigger different moves, depending on your opponent's range. Double clicking on the directional controls spins off dashing attacks.

Special moves include a wide assortment of throws and holds, spinning pile drivers, and even the ability to grab weapons from outside of the ring to use on an opponent. Although some of the characters have projectile attacks, each can climb out of the ring and onto the tumblers. Leaping from the tumblers to nail an opponent is a blast!

Silence of the Slams

Siam Masters looks as good as SFI (if not better!) The character sprites and backgrounds have gorgeous detailing, including each character's trademark outfits. Better yet, welcome to Q Sound! Capcom's licensed this innovative sound technology to give every last digitized grunt, groan, and note a surround-sound effect that's gonna blow your mind.

Siam Masters may not dethrone SFI at the top of the arcade heap, but it's well worth your time and a quarter or two. Slam on!



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By Toxic Tammy

In the original *Battletoads* for the NES, the Toads gave the Dark Queen a major headache on Ragnorak's World. Now she's back to return the favor, but this time she's joined forces with the vile Shadow Boss of *Double Dragon* fame, and together they plan to enslave the Earth. There's only one thing for the webfooted heroes to do—put a call out to the *Double Dragon* brothers, Jimmy and Billy Lee!

Teaming the *Battletoads* with the *Double Dragon* boys seems like a surefire way to pump up sagging interest in the NES. The concept is great, but the execution is a little ragged in some areas.



Battletoads meet *Double Dragon*.

Get Ready to Ribbit and Ruumble!

Battletoads/Double Dragon is a fists-of-fury beat-em-up. One or two fighters can play, and they can be any Toad or Lee Bro.—Rash, Zitz, Pimple, Jimmy, or Billy. Professor T. Bird is also back as your mean-tempered team leader.



The Professor loves to complete.

This side-view, multi-scrolling adventure leads you

through eight treacherous levels inside the Colossus, on Earth, and finally in the Dark Queen's spaceship. With just three continues, this game is a worthy NES workout. Moreover, since there are no passwords, you're in for the long haul.



PRO TIP: To beat a dynamite-fussing Winslowman of Doom, you must anticipate where his dynamite sticks will land, grab 'em, then toss them back at him before they explode.

Clobberin' Time

As you might expect, this game doesn't skimp on the action. You must wade through a never-ending army of goons from the original *Battletoads* and *Double Dragon* games: Robo-Manus, General Slaughter, and Scurry the Rat team up with Roper, Linda Lash, and Lopali. If you don't know these creeps, understand that they're Major League bad news to NES fist-fighters (and get yourself to a video store to rent the original NES games).



The bad guys mean business!

PRO TIP: In *Big Blag's* lair, kick the stuffing out of the Goddess without taking damage by holding onto a ladder or a wall as you kick.

SPECIAL
FEATURE

Batt Doub

The U



To beat off the evil gang, the Toads and the Dragons pack an awesome arsenal of fighting techniques. The 11 *Battletoads* moves feature creature-pounding effects, such as the Kiss-My-Fist and the Big Bag Boot. The Lee Bros. pull their familiar, lowdown repertoire of 12 mean moves (kicks, punch-

es, and hair-grabbing throws, including the Twistin' Typhoon Kick and the Earthquake: Elbow Smash). Any character can body slam a bad guy and pick up loose objects to use as weapons.

PRO TIP: Your opponents can hurt each other, but so can you and your partner.

Battletoads/ Double Dragon

Ultimate Team



PRO TIP: Whenever you bust something up, such as a Walker, break all the pieces lying around for extra points.



PRO TIP: When you smack Ravens, keep hitting them into the air to rack up points.

Considering the massive repertoire of rough-and-tumble moves, the controls do a good job. One slight hitch is the button mashing it sometimes takes to counter a sneak attack.

PRO TIP: One way to bust up Abobo at the end of Level One is to back him up against the edge of the screen and punt him. You move forward with each blow, so be prepared to step back slightly after three sets of blows. If you don't step back, he'll get behind you.

Graphics & Sounds; Lean & Green

The game's look will be familiar to Double Dragon disciples, but it'll make the Battletoads brood want to croak. The overall design, including backgrounds and cinema scenes, doesn't have the same pizzazz found in the original NES Battletoads. Instead, it tends to follow the more traditional route of the Double Dragon pix—a flat, 2D appearance and almost robotic animation. Parts of the sprites disappear in blocks during hectic fighting scenes, and the colors aren't as vibrant as those in either of the original carts.

PRO TIP: When you come across the flying Retro Blasters, you can jump up to catch them. Move underneath them and press A.

The graphics are underpowered, but the visuals manage to grow on you, thanks to some toadally cool-looking fighting techniques and acrobatic moves. You can see how the graphic design for this game must have absolutely jumped off the drawing board. The Lee boys do their famous har-pulling, knee-jerk Face Smashers. The 'Toads come on with their cartoony, oversized-fist, monster punches and Big Boot frog kicks. Smart-looking special moves include a stomping technique, where your character uses a staff to literally pound a bad guy through the floor.



The Dark Queen has a dark plan.

An additional graphic punch comes from the fast-moving Speeder Bike races and mean-looking boss characters, such as Abobo, Big Blag, and the Dark Queen. You'll simply crack up when your heroes pull an outrageous, drop-jaw, bug-eyed gawk whenever a boss appears.



PRO TIP: If you grab all the metal canisters at the beginning of the Speeder Bike run, you'll score a 7-up.

The sounds have a frog in their throat. The effects are okay, but mild. At least the music has plenty of energy.

The NES Fights Back

This is a game you want to like. These guys make a great team, and they've fired up a rousing fighting adventure. If you can live with the graphics, Battletoads/Double Dragon makes the NES a mean-and-green, fighting machine. **E**



Continued on page 26

GAME BOY PRO REVIEW

What's black and white with warts all over? Well, how about the Battletoads, Game Boy-style. America's bad amphibians are at it again in a new Game Boy adventure that's gonna give you a heavy-duty case of déjà vu.

Hop on Down

The first thing Toad aficionados are gonna notice about Battletoads 2 for the Game Boy is that it's actually a black and white version of the original Battletoads on the NES. The good news is that the original Battletoads is a great game. The bad news is that fans of the webfooted trio aren't gonna find anything new here, except perhaps a severe case of eyestrain.



PRO TIP: Everything that worked in the original NES version of Battletoads works in this Game Boy version!

Battletoads in Ragnorok's World is a one-player action game with arcade-style hack 'n' slash game play. This time around, Zitz and Princess Angelica have been captured by the Dark Queen. Pimple and Rash have to rescue the duo from the Dark Queen's home planet, Ragnorok's World.

As one of the Clearasil kids, you face an eight-level journey across Ragnorok's World. You'll hop across the planet's surface, rappel down a cliff, slip and slide across an ice cavern, butt heads with some Speeder Bikes, and fight a final confrontation in the Queen's Tower of Shadows. Sound familiar?

Get Mad, Get Bad, Get Even

Each level's enemies (the same cast and crew of rodents, psycho pigs, and other rabble that star in Battletoads) are nicely detailed copies of the original game.

Game Boy screen. What worked on the NES doesn't have enough contrast to be clearly visible on the Game Boy. Just try to find the ball to throw at the Walker at the end of level 1.



PRO TIP: As you rappel down the cavern, use your webfoot or a hook sword to hack away at the bird. Knock the same bird over and over again to earn more points. If you're lucky, you'll score a 1-up. In fact, the cavern's an excellent spot to build up your lives before the dreaded Speeder Bike Level.



The problem is, they're too nicely detailed and tend to blend into the backgrounds, which makes tiny objects almost invisible on the small

PRO TIP: When you reach Level 3 (Speeder Bike Level), knock the blocks off the little flying critters. The blocks will float down to your life bar and restore your health.

Although it's not as challenging as the NES version, Ragnorok's World has all of the great game play that made the Battletoads a lock. The two-button controls make maneuvering simple. Button B is for hitting and kicking, and Button A is for jumping. Repeated punching or kicking still pulls off the Big Boot, an impressive kick that sends enemies to the showers. The Toads can also grab weapons dropped by defeated foes to whack the remaining bad guys.



PRO TIP: NES veterans of the Toad wars will remember that nasty Level 3 problem with jumping. If you're not positioned correctly, you plummet into the lava and lose a life. It's the same in this game. Take a running start and hold Right on your directional pad for a safe jump.

Worrisome Warts

Tradewest and Rare have a great thing going with the Toads. However, most gamers that hop on down to the store are gonna be lookin' for a new pond to play in. Gamers who haven't seen the NES version will probably enjoy the original game more than this Game Boy tadpole. The first Game Boy Battletoads cart was really hot. Here's the hoppin' that Battletoads 3 for the Game Boy will be just as cool as Battletoads 1. ☐



Double Dragon

The Double Dragon boys made their reputation on the TV screen, but they made a brief foray into the comic book world, too. They starred in a limited, six-issue comic book series by Marvel.

In it, James and William Lee are two brothers who have been endowed with the Dragon Force. The Force is a great gift of power granted to worthy defenders in the endless battle against evil. The brothers' main protagonist is a cruel

being called Nightfall, who leads a nightmarish army of weird-looking martial artists. He, too, was granted access to the Dragon Force, but he was seduced by the darkside of the Force. Now, only the Lee brothers stand between him and world domination.

Currently, Marvel has no plans to renew the series. However, you can still find collectors' sets in comic book stores around the country. 

The Comic Book



 Marvel Comics

Double Dragon

The Lee Brothers, Billy and Jimmy, are two of the best known video game heroes to date. The classic NES version of Double Dragon was a top seller. Now the original and its sequels are available for almost all of the electronic gaming platforms.

What's next for the brothers Dragon? What else, but TV. Bobbot Communications has teamed up with Tradewest and DIC Enterprises to produce an animated series that stars Billy and Jimmy Lee in a classic battle between good and evil. The twin Lee brothers were separated at birth and raised in separate worlds. As everyone who's played the video games knows, Jimmy was raised in the martial arts tradition of the Double Dragons. He first comes face-to-face with Billy, his long lost twin, in a confrontation in the evil world of the Shadow Boss. In the animated series, the

brothers have been reunited after 18 years apart. When they capture the fabled Dragonsword, they discover their magical powers and are transformed into masked superheroes—Double Dragons! The series follows Jimmy and Billy Lee (the Double Dragons) in a series of adventures and misadventures, where they use their martial arts skills to battle evil.

Double Dragon will premiere this fall. Check your local listings for station and time information. While you're waiting, here's a sneak peek. 

The TV Show



Look for some familiar faces and some new ones, as well.



Billy receives the Dragonsword.



The Double Dragon show features the same martial arts action that made the game a hit.



Whoever has the Dragonsword wields powerful magic.



The Double Dragons.



It's tough out on the streets.



The Shadow Boss's empire of evil followers are still out to make the Lee Brothers' lives miserable.

Battletoads Fans Unite! Here's an exclusive comic book sneak peek at the first Battletoads cartoon show produced by DIC Entertainment!

Story: David Wise • Adaptation: Francis Mao

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Ecco, Don't Be a Hero



If you're really feeling feisty, take the long way through the City of Forever (though you won't miss anything except a series of super difficult jumps if you avoid this route). To take the shortcut, swim right from the beginning of the level until Ecco reaches a tunnel that goes up and to the right. Swim into this tunnel, shoot the statue for invincibility, then swim back and down until Ecco reaches a large underwater room. To enter the room, shoot the statue. Once inside, swim in a circle until Ecco is transported to another area.

Welcome to the Machine



Don't be afraid of the strange machine Ecco encounters in the City of Forever. Shoot it

with the Sonar Beam to activate it. It'll transport Ecco to the next area, Jurassic Beach.

Double Duty

Some Glyphs have two functions. To activate them both, by touching and sonaring each Glyph



Jurassic Beach
PLABUNLT
Pikaradon Pond:
FQREUNLI
Origin Beach:
QXKIUNLX

Sing a New Song



When Ecco reaches Jurassic Beach, he should swim left until he reaches a Glyph. When he shoots the Glyph, he learns a new dolphin song. Once Ecco knows the song, leap above the surface of the water and ac-



Genesis Pro Strategy Guide

ECCO

vate his Sonar to call a Pteranodon. If Ecco continues to jump, the Pteranodon will eventually grab him and carry him to the next part of Jurassic Beach.

Secret Entrance



Check out the craters at the bottom of Jurassic Beach Craters with bubbles floating out. Hide hidden passages, inside the one on the right, Ecco will find a Glyph.

Ticket to Ride



Ecco needs to hitch another ride with a Pteranodon in Pteranodon Pond. From the beginning of the area, leap left over the island. Shoot the Glyph, then leap out of the water to call the Pteranodon.

Hidden Glyph



There's a hard-to-find Glyph in a muddy crater at the bottom of Pteranodon Pond. Swim to the bottom of the tunnel and use Ecco's Sonar Map to find it.

Their Bite is Worse than Their Bark



Trilobites are nasty pests. They're difficult to ram and hard to avoid.

Duch!



Some of the volcanic craters are unpredictable and dangerous. Watch out for hot lava surprises.

Dolphin Chow



Look for this strange creature on the ocean floor. Hit it with Sonar to grab some good snacks and restore your health.

Hidden Glyph



There's a Glyph hidden against a wall in Origin Beach. Search for it with Ecco's Sonar Map.



(Thanks for all the tips from Sega of America and the gang at Sandwich Island Publishing, publishers of **Awesome Genesis Secrets** and **Awesome Super Nintendo Secrets**. It's available wherever books or video games are sold, or by calling 1-800-345-0096.)

The DOLPHIN

Genesis Pro Strategy Guide



strange monstrosity sends him on a trip to Atlantis. Swim left out of the Asbestos area to reach the entrance to the Marble Sea.



Last month we left Ecco the Dolphin stranded in the briny deep of the Cold Water. This month's Ecco Pro Strategy Guide lead the porpoise with a purpose through the Island Zone, the Deep Water, the Marble Sea, the Library, the Deep City, the City of Forever, Jurassic Beach, Pieranodon Pond, and Onin Beach.

Don't Get Stranded



The Island Zone isn't too complicated, but it's very big. This makes it tough to find the Glyphs. Make a map as you go, and conserve Ecco's air and energy.

discovers it, swim in its direction to reach the Deep Water.

In a Pinch



There are crabs in the depths of the Deep Water. Fight them if you'd like, but there's no reason to. Oodging them makes a lot more sense.

Take a Detour



If Ecco makes his way through the Deep Water's maze of tunnels, he'll eventually discover a giant ball creature called an Astente. A rendezvous with this

Shark Attack



There's a persistent Shark in the Marble Sea and he's just asking for trouble. If Ecco attacks him, though, he sends out a distress signal to his buddies. Leave him alone, or Ecco will have to contend with the shark AND his friends.

Chain, Chain, Chain



Yellow chains block Ecco's path in the Marble Sea. Destroy them, like you did the sixshells in earlier areas. Use the Charge Attack.

PASSWORDS

Island Zone
LWXIQQLK
Deep Water:
EILQOQLC

Super Passwords:



See this month's SWAT pages for passwords that give Ecco endless supplies of air!

The Way Out



The way out of the Island Zone is marked by an arrow that appears on the Sonar Map. When Ecco

Ecco The

The Statue Gang



There's a strange statue with miraculous powers hidden in the Marble Sea. If Ecco shoots the statue for several seconds with his sonar powers, he gains temporary invincibility. After the invincibility wears off, Ecco's strength and air bars are recharged to maximum levels.

Tote That Block



In the Library, Ecco really gets a chance to strut his block-moving stuff. Toward the end of the area, the daring dolphin has to maneuver a block through a series of pits. The best way to move the block is to stick Ecco's nose under the edge, then slowly turn until the block is balanced on his nose. Next, slowly and carefully swim upward. Eventually, the block will drift to the right. The only way to nudge the block over the final hill is to use Ecco's Charge Attack.

PASSWORDS

Deep City
ZUVPOQLU
City of Forever:
AABBROLU

All the Scoop



WE ARE LOSING
A WAR WITH THE
PLANET VORTEX

A large amount of information is stored in the Library Glyphs. Ecco can use it to discover who kidnapped his pods, why the City of Atlantis is deserted, and much more.

A Leap of Faith



Ecco needs to make a great leap in the Deep City. If he doesn't do it, he can't continue in the game. To leap over the giant wall, Ecco needs lots of speed. Swim rapidly toward the wall (use Button C to build up maximum speed). As Ecco leaves the water during his jump, press Button B for a final burst of speed. If you time it right, Ecco will soar over the wall with a magnificent jump.

DOLPHIN

You build it.

You race it.

**You pay your own
speeding tickets.**



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{ ACTUAL VIDEO FROM GAME }

COVER
FEATURE

YOSHI'S COOKIE



By Brody Buz

Bullet-Proof Software helped Tetris immigrate here from Russia, and it became the all-time classic puzzle game. Yoshi's Cookie is a Tetris hybrid with some entirely different twists.

Yoshi's Cookie is a fast-paced, match-the-shapes SNES puzzle game starring Mario, Yoshi, and several other characters on loan from Nintendo's Mario World. This time, the shapes you shift are cookies...right, Yoshi's cookies.



Old friends return for a new game.

The Way the Cookie Crumbles

You start out with a random assortment of cookies lined up in rows and columns in an enclosed playing field. To

make cookies disappear, you must move entire rows or columns (up, down, left, or right) until you've successfully lined up five identical cookies.

PRO TIP: Think of all the cookies on the outside edge of the playing field as being connected to each other.

The cookies come in classic forms, such as Hearts, Half and Halves, Jelly Centers, and Donuts. No chocolate chips, but the cookies still look tasty enough to give you the munchies. However, you'd

better think with your brain and not your stomach when you're playing this game, because this cart offers three challenging game modes: Action, Puzzle, and Versus.

Action is the basic game. You eliminate rows and columns of cookies as more rows and columns slide endlessly from the top and right sides of the screen.

PRO TIP: Finish the 100 stages of the Action mode, and you get a special clue that can lead you into a bonus stage.



Action Mode is a good place to start.

Puzzle mode was concocted by Alexei Pajitnov, the creator of Tetris. It's a tough, brain-spraining VC variation for players who enjoy problem-solving but don't like the pressure of cookies closing in on them.

There are 100 puzzles in 10 sets. To solve each puzzle, you use a set number of moves to rearrange a jumbled set of cookies and clear them off the screen. Puzzle starts off easy, but the complexity quickly escalates. As an added incentive, each set you clear reveals part of a special graphic of Mario and Yoshi.



In Puzzle Mode, you must learn to think ahead.



Versus Mode is a tough cookie.

If you prefer a little competition with your cookies, the Versus mode is where the action is! Here you match cookies (and wits) one-on-one in a best of three contest against the computer or a friend. Two five-by-five playing fields appear on-screen. Com-

pleting a line in your field adds one point to your Point Meter. He who fills up his Point Meter first wins a match.

Crunch Time

Versus bumps the challenge of Yoshi's Cookie to manic proportions, but it's a kick and a half, particularly when you play a friend. First, you select one of four characters from Mario Land: Mario, Yoshi, Princess, or Bowser. Each character has attack and defense strengths and weaknesses. A few cookie clashes will reveal effective strategies for each opponent.

playing field. Lining up five Yoshis activates seven sinister cookie-crunching moves called Attacks. The currently available Attack appears in a display window. The game randomly selects the type of Attack you can activate at any one time.



Go for the Yoshi cookies in Versus Mode.



control your opponent's cursor. Blind plasters a three-by-three grid of Question Marks smack dab in the middle of your opponents screen. Shell tosses a Turtle Shell into the cookies, which you can only remove by lining it up with four Yoshi icons.

PRO TIP: If you beat each of the four players in Versus mode, look for a clue to a code that enables you to compete against four new characters. The new foursome is much more difficult to play!



PRO TIP: You can pick your attacks if you line up four Yoshis and position the fifth so that one button press begins the attack. Now, wait for the attack you want to appear on the screen.



PRO TIP: To quickly counter a Blind attack, try to build a row or column outside the Question Marks.

Looks Good Enough to Eat

The graphics in this cart are true to the design of Super Mario World and Super Mario Kart, which makes them familiar, friendly, and fun. In fact, Yoshi's Cookie almost looks like just another weird area in Super Mario World.

The sounds, too, are strictly Marioesque, which means they're cute and generally ear-pleasing. You can pick your tunes whenever you play the

Continued on page 42

Continued from page 41.

Action or the Versus modes. Or, you can turn the music off, always a welcome option.

Just Desserts

This power puzzler ought to keep the best and the brightest occupied for days (at least until Super Tetris drops in from Japan). If you have an appetite for thought-provoking puzzle games, chow down on Yoshi's Cookie. It's no piece of cake.



YOSHI'S COOKIE™

Yoshi's Cookie is also available for the NES and Game Boy. Here's a preview of these two puzzlers by Nintendo.

Yoshi's Cookie - NES

Yoshi's Cookie NES could be a sweet addition to the lineup of NES games. As in the SNES version, your task is to match like cookies in rows and columns,

which clears them from the screen; it only takes five identical cookies next to each other to make them vanish.

The NES game features two game modes, Action and Versus. Single-player Action mode is the basic Yoshi's Cookie game. You get 100 games, 10 rounds with 10 sets per round. The rows and columns of cook-

ies come at you alternately from the top and right sides of the screen. As you progress through the game, the cookies come at you faster and faster. Stick it out! If you complete game #100, you earn a reward - a 99-round expert's game! This time, however, you don't play with cookies. Instead, you're faced with rows and columns of Mario Land characters!

The two-player Versus mode is a race to see who can clear 25 lines of cookies first. You can view your game and your opponent's game simultaneously with side-by-side playing fields. As in the SNES version, you have various Attacks at your disposal, including Blind, Panic, and Slave. Additionally, you can subtract points from your opponent's point meter by lining up five Yoshi's cookies in a

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Roll over Darwin, THE HUMANS™ have finally evolved. The best-selling PC game is now the coolest game available for the Sega™ Genesis™. Love, death, food, setting things on fire, all the things that make video games great are here.

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row. However, you can only play a Versus game against a human opponent.

If you think there are no good new games for the NES, you might want to eat Yoshi's Cookie.



Panic and Slave are two Attacks the CPU places at your disposal in Versus Mode.



Mario wipes up a batch of Yoshi's cookies for the NES.



These Question Marks mean you're blind!

Advertisement

Yoshi's Cookie - Game Boy

Yoshi's Cookie for the Game Boy is the same game as the NES version. It does have the added unique Game Boy ability of linking four players.



Yoshi's Cookie: simple concept, complex challenge.



Mario cools verbally or horizontally to live up five similar types.

Continued on Page 44



The Hippest.

the evolutionary ladder. Score points and survive levels by trying to keep as many of your tribesmen intact as HUMAN-ly possible. Screw up, and you're nothing but a time line footnote. As the brilliant Charles Darwin once said, "you

snooze, ... you lose." So get your copy of THE HUMANS before they're extinct at your store.

Keep The Tribe Alive.

GAMETEK

Manufacturer does not claim responsibility for sweaty palms, nausea, obsessive compulsive behavior, or skin rashes caused by frustration.

Continued from page 43

With the Game Boy version you can play a Versus game against the computer, unlike the NES version that limits you to flesh-and-blood opponents. Also, you can play as Mario, Yoshi, the Princess, or Bowser.



In Versus mode, you can attack any player — but they can attack you, too!



You seek the recipe for success.

Multi-player games are where this Cookie will shine. As in the NES version, you play to clear 25 lines of cookies and you can sabotage any player's game with Yoshi's Cookie Attacks.

Of course, four players mean four times the fun. Although you only view your own playing field and not your opponents', a small display lists your opponents' names next to their corresponding point meters, which indicate how close each player's getting to the 25-line winning score. If someone hits you with an Attack, you hear a sound effect and the name of your attacker flashes on your screen. You can hit them back, but it takes timing since the cart randomly targets your victims for you.

Yoshi's Cookie Game Boy looks like it might have the sugar to give the NES version a toothache.

Yoshi's Cookie Quick Strategies

In the Versus Mode of Yoshi's Cookie for the SNES, Mario, Yoshi, the Princess, and Bowser have definite

strengths and weaknesses in their abilities to Attack, but they also have built-in defenses against Attacks. To

help you develop a winning strategy for Yoshi's Cookie, check out this rundown of each character's abilities.

Mario

Mario is a balanced player with no special abilities or weaknesses. He's effective against all other characters.



Bowser

Bowser, of course, is Mario's rival. His strength lies in his ability to create Blind, Panic, or Slave Attacks that last for a seemingly endless period of time. If you play Bowser, try to string together several Attacks in a row. You can severely hamper your opponent's progress.



Princess

The Princess's strength is her ability to launch the most effective Attack available against an opposing player. The Attacks cycle quickly through her Events Window, so you won't spend too much time waiting for the right Attack to appear. She's very effective against Bowser. However, if she gets hit with an Attack, it takes her twice as long to recover as does any other character.

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ACCOLADE
GAMES WITH PERSONALITY

Street Fighter



By Doctor Dave

A Inight, Genesis fans, you've envied SNES owners long enough. You've endured while they danced around waving their copies of Street Fighter II in your face and taunted you with their exploits of Guile, Chun Li, and the rest of the World Warriors.

Those days are gone, folks. Genesis owners are gonna be bring up at the store supporting Sega and Capcom's decision to join forces and bring you Street Fighter II: The Champion Edition for the Genesis. You'll experience full contact, player against player action, while playing as any of the four bosses (without using joypad tricks or Genie codes) or the other eight World Warriors. This edition features moves exclusive to the CE, and you'll only see them on the Genesis (and later on TTT's Duo). For now, there are no plans to make a Champion Edition for the SNES.

Brawl, My Children

The graphics in this translation of the arcade classic are stupendous. Each character has the full range of thrilling throws and killing blows that made them World Warriors. Although you may notice a little slowdown in the throws and some slightly un-spritley behavior, like a little flicker now and then, you won't be

distracted from the game. No complaining, though, 'cause you get to play all 12 characters, and the backgrounds look good and are almost as colorful as the Champion Edition's in the arcades.

It's too early to form an opinion on the sound, though. With only an 85% finished cart, our guess is that the sounds will not be up to par with those of the SNES.

Regarding the limitations of the standard Sega three-button controller, don't be a World Worrier. Sega's got a six-button controller in the works that'll handle all the moves as well as any SNES controller, but you'll also be able to execute all the moves with the regular three-button controller.

SNES owners have never seen some of the moves that'll be available on the Genesis version, and the game play and controls are suprisingly smooth and faithful to the original coin-op. Moves, like Chun Li's Backflip Kick, Sagat's two-hit Flash Kick, are taken directly from the arcade game and are exclusive to the Champion Edition. Besides those, you'll be able to do Bison's Scissor Kick, Sagat's Tiger Kick, Balrog's Turn Punch, and Vega's Wall Climb. Do you hear gurgling noises? It's the sound of rushing water caused by the flowing tears of every SNES owner!

Street Fighter II for the Genesis, and the Champion Edition to boot? Capcom soars and Sega scores with this double-hit combo for Street Fighting fans everywhere.

Street Fighter II: Champion Edition

By Capcom/Sega
Available June



Dhalsim's Spear/Tornado move is a piercing attack.



Sagat's Tiger Knee trashes jewelry attackers.



The Ground Suplex is an easy move for Vega.



Play as any of the four bosses against any other World Warrior!



Prepare to bust a few chops with Guile's Champion Edition Knee Thrust.



Balrog



Guile



Chun Li



Ryu



Zangief



Vega

ghter 77

Champion Edition



Blanka's Rolling Attack is his inevitable Rolling Attack.



Get slap happy with Honda's Hundred Slaps. How he can move while he slaps.



Flame on, mighty Ken. The big, bad boss likes to baroque his World Warrior opponents.



Here's the Barrel Boner Round that's not found in SFI for the SNES.

Ryu's Fireballs are faster than ever, and tougher for opponents to dodge.



Now that he can move while he spins, Zangief's Clothline is as tough as his foes.



Look for the Champion Edition's Win/Lose poses in this Genesis cart.



The Win/Lose poses between rounds are taken from the arcade Champion Edition.



Clip your foes with Bison's dandy Scissor Kick.



Toss a Dazzling Punch with Balrog's mighty fists.



In the Champion Edition, Kei's Dragon Punch scores two hits instead of one.



Give Lisa's Chest Flip Kick scores and takes her out of danger.



E. Honda



M. Bison



Ken



Blanka



Sagat



Dhalsim

GENESIS PROREVIEW



By Brother Buzz

Rolling Thunder fans know what they like — sharp shoot-and-scoot action, crisply moving graphics, and doors, lots of doors. They get all that and a teeny bit more in Rolling Thunder 3.

Albatross and Leia look a vacation from this cart, but Agent Jay's a stalwart stand in. This game has hidden levels, and unlike other RT adventures, you can input passwords to change game config, such as the number of lives Jay has. The third line may not be a complete charm, but who wants an incomplete set?



Rolling Thunder 3 by Namco

Enemies	Tools	Goals	Features	Controls
500-55	12 maps	Available July	ADJ	Available Now
				One player
				Passwords

If that's a pistol in your right hand, a door handle in your left hand, and a Geldra robot in your face, this must be Rolling Thunder 3 by Namco. This capable installment of the classic shoot-to-thrill series offers run-n-shoot game play, graphics, and bad guys that will be old hat to Rolling Thunder vets.



Jay's an evvy this time.

Thunder on a Roll

Like its predecessors, Rolling Thunder 3 dishes out thumb-burning, multi-scrolling, run-and-gun action. Agents Albatross and Leia are off chasing Gimdo, leader of Geldra, so you play Agent Jay in this side-view, single-player cart. Your nemesis is a green-skinned, pointy-eared Geldra freak named "Dread." He wears a classy uniform, but his face — ugh!

As usual, you start out armed with a pistol and a knife. You must be quick on the draw as you march into Geldra-held territory, where robo-assassins lie in ambush throughout the multi-tiered areas. You pop into and out of the famous Rolling Thunder revolving doors, which hide ammo, life power, and bad guys behind them. As in the other RT games, your rewards and the boss antagonists are few and far between.



Enjoy bosses while you can!

PRO TIP: If an enemy appears behind you on the left, swoop quickly right until he disappears off screen. He almost never reappears. Also, stop when an enemy's toe or nose appears at the right edge of the screen. You can shoot him, but he'll rarely fire at you.

ROLLING THUNDER 3

RT 3 offers 10 regular rounds and three hidden mini-rounds. Your mission takes you to Las Vegas, Easter Island, Geldra's Underground Base, and the Castle of Dread. You also race to the death across the Pacific Ocean and ride an airliner to take out skyjackers at 30,000 feet. Passwords will keep you on pace to victory.



PRO TIP: You can't reload during the gunfight with the hijackers in Round 9, so be quick with your dagger and use it as often as possible.

The skill levels presat at Normal, which is no problemo for RT vets. Beat the game, and, as in RT 2, you enter the Second Quest. Here the challenge pumps up considerably. The rounds are the same, but the bad guys take more hits.

Overall, the graphics and sound are standard RT issue. The characters and bosses look good and move crisply. The backgrounds are scenic, if unremarkable. The onema scenes feature Japanese-style cartoony drama. The sound effects do their job by pitching in with ear-shattering gun blasts and an agonizing scream whenever Jay loses a life.

Rolling in the New

Innovations to this RT adventure include two new moves, a cache of nine special weapons, and two vehicle rounds. If that doesn't set your world on fire, too bad: Remaining the same is the name of this game!

The new moves are the Jump and Shoot and the Angle Shot. The Jump and Shoot is a long-awaited addition. The cool Angle Shot, which enables you to shoot up at a 45-degree angle, nicely multiplies the pre-

cision sharp-shooting challenges that made Rolling Thunder famous.



PRO TIP: You can use your Angle Shot to hit ceiling-mounted robot lasers and attacking bats.

Rolling Thunder 3 even enables gunners to roll their own weapon, which adds a nice thought-provoking bit of strategy to the game: Once

you use it, you lose it. At the start of each round, a Special Weapons screen presents nine instruments of destruction, including a Laser, a Fire Gun, and Hand Grenades. Of course, some weapons are better suited for certain rounds than others.



Choose your weapon.



PRO TIP: A Shotgun blast at close range equals two shots from your pistol.

PRO TIP: Save a rapid fire weapon with a relatively long-range, such as the Laser or the Assault Rifle, for your battle against Dread in Round 10.

PRO TIP: If you don't select a Special Weapon at the beginning of a round, Special Weapon Doors replenish your life bar.



PRO TIP: Hand grenades are effective Special Weapons on Easter Island, Round 7.

The two vehicle rounds are a great idea and they're good-looking, but they're easy (almost gratuitous) additions. You ride a motorcycle and a jet ski, but you merely slide forwards, backwards, and side-to-side, positioning yourself for an easy pistol shot at a Gelda rider's back.



PRO TIP: In the vehicle rounds (3 and 4), don't let enemy motorcycles or jet skis bump you from behind.



You get wet, but not wild.

Happiness Is a Warm Gun

The Rolling Thunder series has hit upon a video game formula that works. RT 3 falls nicely in line with its predecessors. Despite a lack of pizzazz, the RT hard core will be satisfied, and the cart will treat you to a few surprises: Passwords (if you discover them) change some game configurations and add a new character. With only a few additions, Rolling Thunder just keeps rolling along. □



MUTANT SCUM NEVER LEARN!



Blaster Master 2 for the Sega Genesis takes you head first into the second wave of rabid mutants bent on destroying the Earth. Saddle up in S.O.P.H.I.A., your hi-tech tank; for a savage battle of survival. Use your arsenal of pumped weapons to send them packing.

Based on the smash hit game Blaster Master, Blaster Master 2 takes you past the next level to a new standard of intense action. Wreck-n-roll on the cutting edge of 16-bit technology.

- 16 ferocious boss encounters!
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FATAL FURY

FATAL FURY

The battle of fire has begun...

Fatal Fury is here, and only Takara brings home all the power of the smash color arcade megahit. Experience heart-pounding Streetfighting action for the Super Nintendo Entertainment System. Battle against cruel and vicious enemies to be crowned King of Fighters!

Kicking fast animation and realistic moves make this game the one to beat! Use all your fighting skills, for each villain is huge and dangerous. Choose from among three fighting heroes — each with his own unique style of fighting. Use fists and feet to defeat all foes but beware — your enemies possess hidden powers that defy the force of nature itself. Witness their terrible might as they transform themselves, harness energy blasts, tornadoes, even turning their entire bodies into human torches! And even as you pound them one by one, waiting and watching is the Big Boss himself — the strongest and meanest foe of all!

The battle is joined on a journey through the main streets of Southtown. Fight hard as day turns to night on the beach, or as tropical Super animation and horizontal scrolling reveal new areas of the challenge, as attack after attack is met and mastered.

Realistic characters, multiple action levels, special skills, all this combined with lightning speed to create the perfect fighting action game. Take on the computer or another player head-to-head. Can you handle the challenge of Fatal Fury and become the King of Fighters?

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GENESIS PROREVIEW



By Videohead

American
Savvy/Treco

vanished from the U.S. video game scene a while back. They're resurfacing with *Sorcerer's Kingdom*, a solid role-play adventure for Genesis gamers. This game's strong points include the requisite role-play features (good quests, interesting characters and items, and terrific magic spells), plus solid graphics and an intermediate level of challenge that'll appeal to a range of role-play starved Genesis adventurers.

For quite some time, Genesis RPG fans have been thirsting for a good solid role-play adventure. *Sorcerer's Kingdom* by Treco isn't the perfect quest, but it temporarily satisfies the wanderlust of most electronic adventurers.

fighting takes place in real time, and it never swaps over to a separate battle screen. You can move your characters around to give them better strategic positions before and during a conflict.

This game's graphics are good, but not exceptional, and they look similar to other Japanese role-play titles. The towns, villages, and character



PRO TIP: Don't Equip weapons while you're in a maze. Many of the weapons you find in the maze are cursed. Save them to sell later in the game.

Sorcerer's Kingdom

Kingdom for Sale

Step into the shoes of a young resident of Landale Kingdom. Your father's been missing since he left some time ago on an evil-fighting quest. With permission from the King, you set out in search of your missing padre. During your hunt through seven geographical regions, you get help from three companions you meet along the way.

Sorcerer's Kingdom's one-player, 1/4 overhead-view game play is standard RPG, with a few minor improvements. During your adventure, you and each member of your fighting party can advance to different skill levels (eight possible ranks) by building up experience points in battle and earning new magic spells, 36 spells in all.

During battle, you always get to inflict the first hits on your foes, and you have unlimited time to decide how to slay them. Even better, the

sprites are larger than average, even during combat, but they are somewhat blocky and cartoony. The mazes are par for the course, and the monsters range from small to quite large.



PRO TIP: During battle, attack from the rear. Ineffective? Yes, but very effective!



PRO TIP: For defensive strength, buy Armor first. Also buy a Luck Ring for every character, but ignore the other rings.



PRO TIP: Don't buy magic spells. You'll get them as you increase experience.

The sounds will take you for a stroll down memory lane. The game's two lead tunes are taken straight from hit RPGs of the past. A little originality would have been nice. On the upside, the sound effects that accompany most of the magic are fantastic.

Déjà Vu

Although there's nothing really original in *Sorcerer's Kingdom*, it feels good to wander down a familiar path. The battle changes, in particular, make the effort of building up Experience Points less painful. Were it not for the music, this title would get an instant recommendation. Still, all in all, it's a Kingdom most RPG lovers will enjoy conquering. ☐



PRO TIP: During battle, make sure each of your combatants gets a chance to fight. If one character fights all the battles, you'll end up with a very lopsided group.



PRO TIP: Initiate your battle attack when there are few enemies on the screen. You've got to fight whoever's on-screen when the battle begins.

Sorcerer's Kingdom by Treco



\$44.95
3 maps
Available May

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One player
Strategy booklet

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GENESIS PROREVIEW



By the Unknown Gamer

Gather round, game show couch potatoes. You've been braggin' for years that you could beat the pants off the clowns that appear on Jeopardy.

Well, genioses, here's your chance to put your ego on the line. Up to three players can compete in the privacy of their own living rooms in one of America's



all-time favorite game shows. Cool digitized graphics and sounds, plus more than 3,500 questions in over 7,000 different categories, make this an above average video game show fare. It may not be the real Alex Trebek, but it's the next best thing.

Jeopardy! by Gametek



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The category is Game Shows. The answer is: Jeopardy. The question is: What is one of America's favorite game shows? The Genesis version of Jeopardy is heading for a living room near you.

The Answer Is...

The first thing you're gonna notice when you slip Jeopardy into your Genesis are the oh-so-familiar strains of the TV game show's theme song, suitably rendered here with a thrny sound that sets the right mood.

"ROYAL FLORAL" TITLE OF A JUDITH KRANTZ BOOK THAT BECAME A MINI-SERIES

Questions range in all different categories.

applause) would add to the mood, the pics and tunes set the scene.

By pressing different buttons on both controllers, up to three players can compete. However, the action can get a little awkward for players two and three, since they have to share one controller. Each human player gets to choose a contestant persona and a



PRO TIP: If you accidentally throw an extra letter in after the correct spelling, don't worry. Make sure the body of your response is spelled correctly, though, or the CPU will think you've answered incorrectly.

Contestants answer questions through a somewhat awkward interface, where they have to spell out their answer before the time runs out. Although it's annoying, the alternative, multiple



The action begins when a digitized image of the real Jeopardy TV studio appears on the screen. Other realistic pics include the category screen, the contestants (you choose from a variety of digitized "real" people), and the infamous Alex Trebek. In fact, Alex's digitized voice tells you when you've answered a question correctly - or when you've blown it. Although more music and crowd sounds (how about a little

name. If there are only one or two players, the CPU fills in as the other contestant(s). The rules are exactly like the rules on the Jeopardy game show, including the first rounds, Daily Doubles, Double Jeopardy, and Final Jeopardy. There are more than 700 categories and 3,500 questions.



PRO TIP: Don't hit the buzzer automatically. Once you buzz, you've got to give a question for the answer that Alex reads. If you're wrong, you've gotta lose money.

choice, would have made the game too easy.

Double Jeopardy

Against the CPU, Jeopardy is fun for a game or two. However, the CPU is easy to beat and the pace can't match the excitement of the real thing. Jeopardy plays best in two- or three-player mode. It's much more fun to pit your brain cells against your buddies'.

Jazzier sounds could have pumped up the game a bit, but it's still a kick for fans and a good party cart. The answer is: Jeopardy. ☐



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"2 Player Competitive Action!"



Battle with the Best!



Championship Pro-Am

By Toxic Tawny



You can keep your high-tech Formula One racers and your massive Indy cars. The hottest racing cars around are smaller than a shoe box!

Championship Pro-Am is a breakneck Genesis version of the action-packed, NES car racing games RC Pro-Am I and II. Like the Pros, you whip a small radio-controlled model car around 24 tracks against four computer-controlled opponents—and you have a blast doing it!

Radio-Controlled Fun

Pro-Am's graphics are lean and mean, but they get the job done. A Car Cam follows your racer around the track, giving you a 3/4-overhead view. You can't see the entire track, which ups the challenge to your R.C. driving skills and gives a clear advantage to your CPU-controlled competitors.



Gentlemen, start your toys!

PRO TIP: Take the inside path through the curves.

PRO TIP: To get ahead, bump other cars out of the way, or block their path.

Helpful on-screen info includes Laps, Speed, and an overhead view of the race track that monitors the pack as it tears up the road. Keep your eyes glued to the road, however, or this cart will knock you out of the race!

PRO TIP: If a track has speed-up arrows, you must hit them consistently for a chance at first place.

Even though the car sprites and the scenery won't knock your socks off, the outrageous speed and response of your car to the controls give this game visual pizzazz.

The game also supplements the auto-racing fun by mounting some simple strategic challenges. To keep on the championship path, you must soup up your car on the fly by picking up icon upgrades, such as Super Sticky Tires and Turbo Acceleration.



Customizing your car is a must!

Championship Form

Championship Pro-Am packs plenty of worthwhile racing entertainment into a single-player cart, but this game ones out for the multi-driver challenge that unfortunately doesn't exist on the Genesis. But don't squeal about things that are out of your control, just have some radio-controlled fun with Championship Pro-Am.



GENESIS PROREVIEW

Chase HQ II

By Earth Angel



Get ready for fender-bending, tire-screaming, chasing, racing action. It's a high-speed cops 'n' robbers game, and you're the cop. Chase H.Q. II takes an old idea, and though it doesn't bring to it any

new tracks, it's still really fun

Calling All Cars

This one's simple to learn. Nancy, the dispatcher back at headquarters, comes on the line over the radio and gives you an APB for a suspect. You climb into the pursuit vehicle of your choice (sports car, four-wheel drive, or big rig) and slam the accelerator to the floor.

From behind the wheel of your vehicle, you try to thwart a felon's attempt to escape.



PRO TIP: Don't ram the suspect while you're on a bridge or you'll get mangled off and lose more time. It's better to tail them closely until you're on solid ground.

This leads you across the country through multiple levels of racing action, including the coast, a desert, and a winter mountain scape. As you weave through traffic and scream around curves, you must avoid car-damaging obstacles, like ice slides and wrecks.

The game's controls are a simple three-button design. Use the directional pad to steer and shift between high and low gears, and Buttons A, B, and C to break, accelerators, and kick in the turbo.

Driving's not what this game's all about, though. If you're

looking for a racing simulation, look elsewhere. Chase H.Q. II's nuts and bolts are catching the bad guys. Basically, you drive like heck until you reach the suspect. Then, you bang 'em with your vehicle until their car is so damaged that they have to stop. If you fail to arrest the suspect before time runs out, you lose!

Cutting to the Chase

Chase H.Q. II's graphics are average, and the music is nothing special. Although an adjustable challenge makes the game more than a drive in the park, this cart's nowhere near race-and-chase classics like Road Rash.



PRO TIP: Once Nancy tells you what kind of car the suspect is driving, you can choose a vehicle that gives you the slight power to catch 'em.



PRO TIP: Save your turbo for when the suspect's in sight, 'cuz you'll need a quick burst of speed.





PLAY IT IF YOU DARE

Few have faced Dracula and survived. Now it's your turn! Based on Columbia Pictures' blockbuster thriller, *Bram Stoker's Dracula* for the Sega CD goes straight for the jugular. Digitized scenes from the movie, 3-D graphics and incredible CD sound plunge you deep into dungeons infested with spiders and packs of bloodthirsty rats. You'll battle your way through seven terrifying levels, from the treacherous mountains and forests of Transylvania all the way to Castle Dracula. And just like in the movie, Dracula will attack as a bat, a vicious wolf, even an old man. But whatever form Dracula takes...make no mistake, he must be stopped! *Bram Stoker's Dracula*. IT'S A WHOLE NEW GAME.

Coming soon for SNES, NES, Game Boy, Genesis and Game Gear.



SONY
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GENESIS PREVIEWS



By Andrew Ross

You asked for it and you got it—

Splatterhouse 3. Splatterhouse 2, Namco's horrifying hack-n-slash extravaganza was a mega hit for the Genesis. Guess what...Rick's back one more time in an all-new, gory adventure.

Ricky Don't Lose that Number

Rick thought the Evil One was done for after he survived the excesses of Splatterhouse 2. In this latest action/adventure game, the Evil One has incarnated one more time with eight extra megs of gore in a 16-meg cart. This time around, His Sinstemess has invaded Rick's home. To save his wife, Jennifer, and son, David, from the horrors of the Splatterhouse, Rick must don the terror mask once again. Only by invoking its powers can he defeat the Evil One.

Namco's recipe for success in Splatterhouse 3 is more of what made Splatterhouse 2 popular, plus it's added some great new features. Rick has to race the clock through seven levels of bloodcurdling action, totaling more than 65 rooms. Unlike the original game, Splatterhouse 3 features nonlinear game play, meaning Rick can hack and slash his way through each floor of the house, clearing out the monster-infested rooms in any order.

In addition to his regular punching and kicking moves, Rick can beef up with special items called Blue Orbs, which let Rick pull supercharged moves, such as choking an adversary. Rick can also grab some devastating heavy

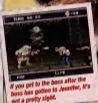
weaponry, such as Blades, Cleavers, Blocks, Bats, and Two-by-Fours.

Bloody Good

The eight extra megs come in mighty handy for enhancing the game's graphics and sounds. Splatterhouse 3 looks and sounds a lot more gory than the first go-round. Along with the requisite guts and gore, the backgrounds are nicely detailed and the sprites are big and crystal-clear, down to the very last drop of blood (which may not be so appealing to the faint of heart). Digitized cinematic scenes also appear at intervals to highlight the story line.

Keep an eyeball peeled for our next look at this title. It'll give you goosebumps.

Splatterhouse 3 by Namco
Available July



If you get to the boss after the boss has gotten to Jennifer, it's not a pretty sight.

SPLATTERHOUSE 3



Weapons, like the Two-by-Four, come in mighty handy.



Use the map to check your location in the mansion.



Will someone please give Rick a hand?



Rick's got a few martial arts moves at his disposal, like this Jump Kick.



New cinematic scenes lend an intriguing atmosphere to Splatterhouse 3.



Beefed-up by using a Blue Orb, Rick can pull some devastating moves, like this choke maneuver.

This Gal Gets Around!



Over 30 minutes of full motion animation!



Test your action-reaction skills with 3 levels of difficulty!

From Renovation/Wolf Team

This Gal's been all over, from 70,000,000 B.C. to 4,000 A.D! She's traveling the world searching through time for the devious Lucia. Help her stop Lucia before the world is destroyed. Jump onto your time machine as you travel through 16 exciting eras from the past, present and future. Leap from plane to plane in a WWII dog fight, sail a Spanish Galleon on the high seas, battle robots in a space station and escape from hungry dinosaurs. Can you and Time Gal brave the challenges and catch Lucia before time runs out?

Here's one date you won't forget!

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SEGA VISIONS
MAGAZINE



7UP

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SEGA CD PROVIEW



By The Terminator

In keeping with the whole time-travel, future-effected-by-the-past theme, Virgin has released *The Terminator*, their first Sega CD. In reality, *Terminator 2: Judgment Day's* been out for months on the Genesis, Game Boy, and other systems.

The Terminator is a one-player, side-scrolling action/adventure cart, where you play a futuristic soldier named Kyle Reese. Kyle's the last hope for the humans, being hunted down by a marauding, mechanical, ruling class. You must shoot your way through 11 stages in search of a Time Transporter, which will take you to the year 1984 (not a good year for wine or for whining), where you must protect Sarah Connor. Sarah is the woman who will give birth to John Connor, the future leader of the war against the machines. Unfortunately, the mechs know what you're up to, and they've sent a Terminator back in time to make sure Sarah Connor doesn't give birth to anyone.



PRO TIP: Watch out for the mechanized machine gun turrets in Stage One. Since the turrets point down, they can only shoot at you from above. Jump whenever you see one.

Titanium Trip Up

Don't think for a minute that you're going to tiptoe through the titanium tulips to get to the Time Transporter, bud. Blocking your path are some of the fiercest fighting machines the Mechs could scare up. You encounter the dreaded Endoskeletons (those gun-toting terrorists), spider-like sentry robots, flying HK's (Hunter-Killers), mechanical dogs, and movement-activated machine gun turrets.



PRO TIP: You take less damage if you crouch when you shoot.



PRO TIP: Crouch and shoot the bio-mechanical beasts at the beginning of Stage Three. If they catch you, they'll drain your life bar.



PRO TIP: You can shoot Endoskeletons above you. Beware, though. If they spot you below, they'll fire first.

You aren't completely defenseless. You're equipped with a 'bot-blasting machine gun and grenades, which you find along the way. You also need all your skills to dodge, weave, and blast your opponents. Luckily, the controls are fairly simple, with an easy configuration (A to jump, B to shoot, C to throw grenades). The real challenge is just staying alive.



PRO TIP: Search all the areas in Stage One for grenades. You're going to need plenty of them at the beginning of Stage Two.

Metal Masterpiece

Some of the finest background Sega CD graphics to date appear in this disk. Cool multi-scrolling background and foreground effects will make you think twice before you dismiss CD-based games. As a framework for the sprite movements, live actors were filmed and their images digitized. This lends impressive realism to the action. Digitized real-time action scenes from the movie are also interspersed between stages.



PRO TIP: At the beginning of Stage Two, use your grenades on the spider-like mechs, but shoot everything else, including the big mid-level boss. Don't waste grenades on the end-level boss.

The tunes in *The Terminator* are hot and heavy metallic muzak. The catchy music fits the action well. The sound effects do their duty by warning you of approaching danger and registering every tiny death cry of your opponents. However, Kyle Reese's cries of pain, like when he touches any of the fire spots in Stage Two, are a little wimpy for such a tough soldier.



PRO TIP: In Stage Two, keep running to stay out of the flying HK's' way. If they catch up to you, their missiles are enough to drain your entire life bar.



So, the question's are: Is one more trip back in time with "Arnold" worth it? Will you be able to return to the past and save Sarah Connor from the evil metallic death-bot known as the T-1000? Or, are we going to have to wait until the future to find out if the past has been corrected? The answer is up to you.

The Terminator by Virgin



\$29.95
Available June
Action/Adventure
One player
No cartridge



PRO TIP: Your bullets are anti-matter, so shoot everything.

Hard Core

Since you've only got one life to live in *The Terminator*, the frustration factor is high. Moreover, there are no continues or 1-ups. This makes the game

hard enough to melt the metal on a T-1000, and pumps up the difficulty to an advanced level. There are, however, plenty of health bar power-ups lying around, and they seem to appear just when you need them, so don't fret.

A Terminal Success

The Terminator is terminally fun. The smooth sprite movement and the great background graphics make this a visual treat that will keep you fascinated (and frustrated) for hours. If your thumbs are thicker than steel, pick up the *Terminator* CD. In this game, the phrase, "I'll be back!" speaks the truth. 



TERMINATOR

SEGA CD PRO REVIEW



By The Tummyator

Batman Returns ...again! The Dark Knight is back on another platform, this time the Sega CD. Don't get all serene in your Batsuit, though, 'cuz you've seen this one before. Although Sega has added a first-person perspective driving mode and some cloveable animation, the game's action is the same as *Batman Returns* for the Genesis.



If you haven't played the Genesis version, then you may enjoy the gloomy, surreal backgrounds and the frantic action. If you have played the Genesis version, then the only bonus here is the three-stage Batmobile segment.

Batman Returns by Sega

Console	Year	Cost	Rating	Developer
	1992	\$49.99	10	INT.
	1993	\$49.99	10	INT.

Available on:

See page 100

Let's face it. Gotham's never going to have a zero-percent crime rate. In other words, it's always gonna need Batman. In this one-player action/adventure car, Gotham needs him more than ever.

Bruce Wayne (alias Batman) is battling beaks with Oswald Cobblepot (alias The Penguin) and this bird has nefarious plans for Gotham's future. To achieve his goals, The Penguin must first rid himself of Batman. This is where Selina Kyle (alias Catwoman) comes in with her own purrfect plans for Batman. This ferocious feminine feline wants some of Gotham's power for herself. To get it, she's going to team up with The Penguin.



PRO TIP: Save your bats for Catwoman at the end of the Stage 1. Throw them at the car, then come in at an angle and start punching.

Lighten Up

Gotham City looks the same as ever — some dark interiors and some dark exteriors. As Batman finds his way through the side-scrolling levels, he punches, kicks, and swings at

the members of the Penguin's Red Triangle Gang. If you survive your adventures in Shreck's Emporium and other city buildings, you get to take to the streets in the Batmobile. Besides taking on the members of the Red Triangle Gang, you also face Catwoman and The Penguin.



PRO TIP: Always jump around when you don't know what's ahead. Expect airborne enemies (like gargoyles) to fly after you. If there's a trap (like the shooting clown ambush), you'll probably spring it.



PRO TIP: When you come across jumps in the driving stages, destroy them with two missiles. If they're still there, shoot Bat Dinos at them, or run them into the buildings at the side of the road.

Batman gets some hardware help in his fight against crime. You can toss a few Bat bombs and a homing Batarang. You can even release some furry, fanged friends (relatives of the Dark Knight). Batman's trademark Grappling

Hook enables him to cling with the hardest of the homeboys. A quick Bat net... Handling the Grappling Hook is tricky. You'll fall a lot, so use your cape as a safety net.



PRO TIP: Always search for weapons in corners and odd-looking nooks and crannies.

Tall, Dark, and Then Some

The graphics in this CD are unimpressive, to say the least. The dark backgrounds and indistinguishable sprites are colored with very similar palettes, making the game muddy and hard to see. CDs are supposed to showcase the best in sound and graphics, but this show was definitely cancelled.

The music is average Bat bebop, and the sound effects fall below CD quality. The theme to the movie is not represented anywhere.

Bats All Folks

Overall, most Genesis fans have seen this game before and know its pros and cons. Although the challenge is here, the poor control, so-so graphics, and limited new levels make Batman a big disappointment. **B**

BATMAN RETURNS

Discover the Close Relationship Between a Boy and His Dog!



Live a dog's life as the Family Dog. Join him on his quest for survival in a household filled with natural enemies such as wind-up toys, small appliances and Billy, the mischievous prankster. Just when you think it's safe to sit and scratch a few fleas, it'll be off to Obedience School for lessons in dodging Dobermans and engineering a jail break. Make it through a frightful forest to reunite with your loving family. Hey, even Billy will be glad to see you...



Beaver of gears, trash attacks to the living room!



Get out and stay scratchy munchies to the kitchen!



Clutch Billy's vacuum blade (but avoid the blades!)



Capt and hungry crates (with you at the K's computer)



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When Charles dunks, get out of his way or get bounced like a basketball!



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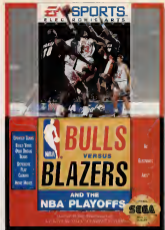
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You can even create your own dream team. Pick any player from the starting five of any playoff or All-Star squad. Then create a nightmare for the rest of the league.

Plus there's much tougher "D." Smother the ball with a full-court or half-court press. Of course, the tougher your "D," the more you'll tire and commit fouls.

The action starts at Round 1 with all 16 playoff teams. From there, it only gets

more intense. Establish your inside game. Hit a few treys. Play the substitution game. If you can stand tallest in the paint, the NBA title is yours.



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The Maestro's Behind-Your-Back Dunk always strikes a huge splash.



Kersey's Gorilla Slam always shatters the competition.



Owen's Alley-Oop Jam always strikes home.

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SUPER NES PRO REVIEW



By Scott Lally

The WWF is back in town in an all-out, eye-gouging, back-breaking SNES brawl! If you thought you'd seen it all in wrestling games, you'd better sit down. This WWF cart is gonna pin you to the mat and make you cry "Uncle!"

Does your wrestler have what it takes to go the distance and whip the opposition? Or is he just another lowly bum trying to squeeze a comeback out of nothing? To find out, fight twelve of the WWF's best for your chance to get your name into the record books as the Master of Disaster, the Sultan of Slam, the Prince of Pinst!



WWF: Royal Rumble is a one- or two-player game that pushes the wrestling envelope. Smooth moves and quick action make this one of the best wrestling games for any system.

No Wrestle for the Wicked

All of your favorite WWF Grapple Gurus are represented here in gorgeous color, and you have an elevated ringside view



PRO TIP: You can charge into a ref and knock him out. While you wait for him to come to his senses, pull some illegal moves, like eye-gouges.



PRO TIP: Don't run across the ring during the Royal Rumble, or you'll get hip-tossed out of the ring faster than you can say "Mean Gene."



of the action. You can pick from 12 wrestlers (a first for wrestling carts), including Ric Flair, The Undertaker, Shawn Michaels, Lex Luger, Razor Ramon, Bret Hart, Mr. Perfect, and The Million Dollar Man, and more. Each wrestler comes with his own patented super move, like the Undertaker's Tombstone Pile Driver, Bret Hart's Sharpshooter, or Tatanka's Reverse Fallaway Slam.



PRO TIP: If you're ready to Rumble, let everyone beat each other's brains out while you watch from a safe distance. Steer clear of the ropes if your energy is low.

Throw, Throw, Throw the Man Down

WWF has more wrestling options than any cart to date. Play one player against the computer, one player against another player, a two- or three-wrestler tag team against human opponents or the computer, or a two- or three-player tag team cooperative against the computer.

You can also participate in the Royal Rumble, an all-out free-for-all where all 12 wrestlers jump into the action at once. The Rumble's a sur-

vival-of-the-fittest competition: The last wrestler left standing wins. You can set the Royal Rumble's difficulty from one to ten, and there's a skill to moment where you literally climb the ropes to the championship belt.

You can also set the game for a One Fall Match with a referee, or go for a Brawl without a referee, meaning that eye-gouging and choking are

allowed. In a One Fall Match, you must pin your opponent to win. In a Brawl, you just beat the heck out of his life bar.

Once you get the controls down, WWF's single-person game play is pretty good. Player-against-player is much harder to fight, since the grappling requires fast thumbs and quick reflexes. If both players possess those qualities, then you're in for a long night.



PRO TIP: In a two-player cooperative tag-team match, wait for your teammate to back an opponent into your corner. Then, press the Punch button. If you get a choke-hold on your opponent, your teammate can pummel him.

Slam Bam Graphics

WWF's graphics and sounds are simply outstanding. The digitized wrestler pics at the beginning of the game are crystal clear and photo sharp. Each sprite moves clearly and executes the wrestling moves with the greatest of ease. Even the audience looks real.

The only music is the opening theme. There are, however, great sound effects, like background sounds that change with each player. You'll also find standard



PRO TIP: Here's a great maneuver: Hit an opponent until he falls and then foot stomp him to drain his life meter. When he rises, immediately hit him again and repeat the foot stomp. Then, yank him to his feet using Button X and pull your Super Move on him.



PRO TIP: While outside the ring, walk to front of the mat until you see a chair. Press Y to pick up the chair, then any other button to slam it into your opponent.



PRO TIP: At the beginning of the Royal Rumble, choke-hold all of your opponents to weaken them, then slam them into submission. Once they're weak, you can toss them out of the ring.

wrestler grunts, groans, and bone cracks.



PRO TIP: Be careful when you're trying to get back inside the ring. If you enter at the top of the screen, you'll bump your head and lower your life meter.

Wrestle Assured

Even if you're not a wrestling fan, there's a lot to like about WWF Royal Rumble. Hot and sweaty graphics and sounds, solid game play, and a variety of play options make this the best wrestling game to date. WWF fans and armchair wrestlers alike will want to pin this one to the mat. **□**



By Scary Larry

In the year 2493, the colonists of New Shanghai found the Aliens...and they weren't very neighborly! In this side-scrolling fighting game, the colonists sent out an emergency distress signal, which was intercepted by an extraterrestrial group of hunters — the Predators.

As a Predator, you've just found the perfect prey in this one-player, monster-versus-monster beat-'em-up.



THE PREDATOR CONTINUED TO HUN FOR HIS PREY.



Watch your back for an Alien Attack.

Aliens vs. Predator by Antilles



MSRP: \$39.99
 ESRB: M
 Antilles: 100%
 Antilles: 100%

Activision's *Aliens vs. Predator* is a monster-mashing beat-'em-up, where you play the Predator. Unlike Ripley, you can't just rely on guns to fight the acid-blood terrors. Instead, you must also use your preying strength to make 'em scream. Don't worry! Although the Alien hordes are plentiful, you're more than a match for 'em.

Night of the Hunter

On planetoid LV-426, the six-man crew of a spaceship unearthed the eggs of a terrible parasitic creature — the Alien! Soon the crew was missing and the cargo was lost. Now a group of colonists on New Shanghai are under Alien attack. They've sent out an emergency distress signal, which has been intercepted by a race of extraterrestrial hunters known as the Predators. The Predators live to hunt, and now they believe they've found the perfect prey...

Aliens vs. Predator is a one-player, side-scrolling, punch-and-kick fests, where you must hunt down and destroy Aliens to gain honor among your fellow Predators. Traveling through 10 levels of vermin-infested corridors, you hunt through a city, the countryside, the Spaceport, the Space Transport, and finally an Alien world in your final showdown against the Alien Mother.

Your hunting skills had better be as sharp as your opponents' teeth, because you'll face Alien Drones, Warriors, Eggs (complete with Facehugers), Chestbusters, Guardians, and the Alien Queen. Some Aliens use acid as a defensive weapon, some will

skitter across the floor to attack you, and others resort to their molars to maulify you.

Predator Power

Take heart (or the Aliens will), because you have some pretty mean weapons yourself. You're equipped with a shoulder-mounted Laser Cannon,



ALIENS VS. PREDATOR

which can fire Light, Medium, or screen-clearing Heavy Laser bolts depending on how long you hold down the Fire button. You can also pick up a Disc weapon, which shoots deadly discs into your foes, or a Predator's Spear, which takes out whole lines of Aliens.



PRO TIP: Slide the mouse you see the eggs, or they'll hatch.

ALIENS

ATOR



PRO TIP: Using your Heavy Laser will drain your health, so be careful.

down its energy, slide kick it until it's annihilated.

You also have some basic fighting moves, like an elbow punch maneuver and a spinning kick. Your throw move and a sliding kick are useful in tight situations, too.

To satisfy your extraterrestrial hunger and to help you defeat your foes, you can pick up Rhythmic meat (restores some power and extends your life gauge) and Ptera meat (replenishes you). You can also find an invisibility shield and an energy-restoring Blue Bottle.



PRO TIP: Drag Aliens in corners and repeatedly slide to get rid of them. Watch your back.

Cinema Fantastique

Aliens vs. Predator looks great. The detailed backgrounds are eerie, and they have a definite "otherworldly" feel to them. Although the Predator and the Aliens are also well-drawn, the confined depth of animation sometimes misleads you into thinking you have an Alien in your Laser Sights, when in reality the Alien is a little to the right or left of your Sight.



PRO TIP: When you're on the platform in the Spaceport stage, blast enemies off the center platform and grab whatever goodies are left at their wake. If you stand in the middle, the platform goes up and you can't collect what's on the ground.



PRO TIP: To get rid of those pesky Aliens, stand in one spot and use Light-to-Medium Laser fire over and over again. Be sure to recharge your Shoulder Cannon when the Alien is down.

The well-drawn cinematic sequences between action scenes are a real help. These scenes let you know what's going on, and what's coming up. Kudos to the artist for those gorgeous illustrations.

They say that no one can hear you scream in space, which is a good thing, since the music in this cart may drive you to that point. The sound effects are okay, though, with each punch registering a successful outcry.



PRO TIP: Toss all the Aliens to one side of the screen and work from there.

Fanged Fun

The sheer numbers of Aliens this cart throws at you makes it hard to qualify it as an intermediate game, but Aliens vs. Predator may seem pretty linear to most experienced gamers. The one-dimensional game play is pretty simple. Basically, it's Final Fight in costume. However, fans of the movies and the comic book series may find enough here to quench their thirst. If you suffer from a bad case of xenophobia (look it up, Junior), this game's got the cure for what's Alien you. ☐



PRO TIP: When you pick up a weapon, throw it right away. When you hit an Alien, throw it again immediately to hit two once more offscreen.



PRO TIP: Against the Alien death guardian, use Heavy Laser Fire when its feet are touching the ground, or you won't even dent its skin. When you're worn

SUPER NES PRO REVIEW



By Ms. Demeanor

Now appearing on your SNES, straight from his hit cartoon show, the purple, shape-changing powerhouse with the puny neck—Widgeo!

Power up your cartoon pal to punch through more than 11 unique levels of action and adventure.



Original
Widgeo

The Super Widgeos



Strong Widgeos



Fast Widgeos



Marine Widgeos



Flying Widgeos



Knight Widgeos



Super Widgeo by Akkan



\$39.95
Available May
One player

to go. Shoot once to destroy the flying machine, then take a leap of faith to continue.

PRO TIP: To find a blue globe and a stash of Widgeo coins, run left after your leap of faith in Vogland.



SUPER WIDGET



PRO TIP: Grab the "I" power-up to get a few moments as an invincible Widgeo. Fly up and left to find hidden stashes of Widgeo Coins.



PRO TIP: Defeat the Moon's flying saucer creature with the Fast Widgeo's Jump Attack.

Pop Super Widgeo into your SNES and prepare for lotsa laughs. This action/adventure cart's unusual scenes and funny animation will keep a smile on your face.

You begin as Widgeo the Apprentice World Watcher. Your goal is to earn enough experience points to graduate to full World Watcher status. To earn your points, you take on various missions, where you rescue friends and planets in danger and battle many bogus bosses.

The Spice of Life

Variety is the name of Widgeo's game. You're assigned 11 missions on bizarre worlds, like The Planet of Seven Colors, Aqua, and Wonderland. You travel over land and sea, under water, across the moon, and through volcanic caverns.



PRO TIP: In area 1 of Vogland, you'll reach a cliff with nowhere

You'll find even more spicy variety in the game's layout. Some of the levels are side-scrolling, while others are multi-scrolling. Some levels have several areas, while others are just one large map. Bonus levels are also scattered throughout the game. Plus, when you complete all 11 levels and become a full World Watcher, you're treated to six more challenges featuring your boss buddies from planets past.

The two-button controls smoothly accomplish Widgeo's simple jump-and-fire moves. No fancy combos, no big



PRO TIP: To find a blue globe and a secret room in Wonderland, run all the way to the right, then go up.

Super Widgeo keeps beginners moving through the early levels with just enough frustration to make it interesting. You only get three continues, but enough life-buying Widgeo Coins are scattered throughout to keep you in the game. However, the levels do get harder. There are enough challenging levels, areas, bosses, and bonus rooms to keep even advanced gamers satisfied for a long while. Unfortunately, Widgeo doesn't have a life bar, so you'll die often and die suddenly.

SCUBA-Do!

In this game, you're rewarded for watching closely. Cool graphic details—from Mega-Widgeo's little SCUBA mask to Spider Widgeo's grumpy expression—make this game a blast. Funny animations, colorful images, smoothly scrolling backgrounds, and unique scenery pop this cart to the top of the action/adventure heap. Watch out, 'cuz Widgeo really wails! ☹

GAMEPRO

STRATEGY GUIDES

PRESENTS

**SUPER
STAR
WARS**



BONUS

FREE

SECTION

LUKE

THE DUNE SEA

Getting through Super Star Wars for the SNES is as tough as making it through the Death Star Trench filled with TIE Fighters! This ProStrategy guide will ensure that the Force is with you in each level of this Rebel game. Along the way, check out the never-before-published photos, plus key information on your favorite characters.

You Won't Get Through Without These.

Extra Continues

For seven extra continues, press **A, B, Y, X, B, B, X, X, Y** at the title screen.

Start with the LightSaber



To wield the Lightsaber at the start of the game, press **Y, Y, X, X, A, B, X, and A** when the title screen appears.

Gun Power-Up



To power-up your gun at the beginning of the game, shoot the 10 scorpions that pop out of the first rock you reach.

Extra Life



Fire your gun into the air at the first hill and a big heart will appear.

Power-Ups



Shoot all the WompRats (64 total), and you'll get another gun power up and two big hearts. Collect hearts to keep Luke's life force pumping.



Luke Skywalker

Profile



Height: 1.72 m
Sex: Male
Age: Over 20
Charge(s) (Imperial File #6J4191.58I):

High treason, espionage, conspiracy, breaking into a top-secret Imperial facility, liberating a known criminal, breaking out of a top-secret Imperial facility, and destruction of Imperial property.

Luke is the hero of the Battle of Yavin, a Rebel Commander, and a trained Jedi Knight. During his short time as a Rebel, Luke has become a hero to the men and women of the Alliance. He is the Good in the balance between Good and Evil.

Luke was an orphan, raised by Beru and Owen Lars. His real parents are unknown. Many believe that he may be related to the famous Jedi warrior, Anakin Skywalker, who's now deceased. Obi Wan Kenobi has supported this assumption, but historical records do not confirm the lineage.

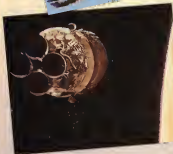
Sources indicate that Luke is a member of a Rebel cell on Tatooine, under the command of Jedi fugitive Obi Wan Kenobi. This, too, is unconfirmed. He has been seen using a Lightsaber.



Mynocks

Profile

Mynocks, with their black leathery surfaces are panta-like, bilboon-based life forms that reproduce by fission. Known as "rats in space," they can be up to 1.4 meters long and are nourished by stellar radiation. The Mynocks attack in large numbers when cornered and when their territory is violated. They attach themselves to asteroids and spaceships whenever they can.



Don't Get Stung



To beat the scorpions, either duck and fire or jump on a rock and shoot diagonally downward.

I Smell a WompRat



Stay close to the big rock and duck in front of it to beat these rodents. The WompRats will try to jump on you, but they'll land on the rock instead, where they're easy to pick off.

It's Mynock Season



Mynocks are afraid to fly close to the ground, so they won't attack you if you duck. Shoot straight up to beat them.

Worm Your Way In



When creeping along in the desert, slowly approach the sand circles of the Big Worm. Once the slimy beast pops out of the circle, keep firing and he won't be able to worm his way out of destruction.

It's the Pits



You'll have to work hard to beat the Sarlacc Pit Monster. Watch for his tentacles as they slither up from the pit. Keep out of reach and shoot at him. When he retreats into his pit, jump to the middle of the screen so you'll be ready to jump aside when he resurfaces. Or, wait for his tentacles to emerge, Super Jump over them, and shoot the monster in the back.

TATOOINE I

Landspeeder



Profile

Craft: GOCOSUB XE-18 Landspeeder Ground Vehicle

Crew: 1

Passenger: 1

Cargo Capacity: 10 Kilograms

Landspeeders use repulsorlift propulsion. Many also have turbothrust propulsion engines for additional speed. They hover approximately one meter above the surface, and attain speeds of up to 350 kilometers per hour. Newer modules are capable of even greater speeds. Landspeeders are the most common form of personal planetary transportation. The Rebel Alliance equips them with blaster cannons to create patrol or light-attack vehicles.

The Jawas



from side to side. If a Jawa gets too close, move backward and continue to shoot.

Acid Puddles



Caustic acid pools will damage your Landspeeder when you hover over them, so watch where you drive.

Sand Crawlin'



When you've shot all the Jawas, you'll get a message that tells you to move on to the Sandcrawler. Go toward the Sandcrawler, by pushing down on the control pad. Your Landspeeder will stay high in the air and avoid hitting any obstacles. Plus, the Jawas' bombs won't be able to reach you.

Fuel Power-Up



If you're low on jet fuel, shoot the evaporators. They reveal power-ups that you can gather to supplement your fuel stash.

Power-Up



To keep your health bar full, pick up the hearts that the blasted Jawas leave behind.

Jawa Attack



To beat the Jawas, stay still until they appear on the horizon, then shoot them while moving

Profile

Jawas are native to the desert planet of Tatooine. They are intelligent, rodent-like scavengers, and are obsessed with collecting outdated and abandoned hardware. About one meter tall, they wear rough-woven, homespun cloaks and hoods to shield them from the planet's hostile habitat. Few have seen what this cloak hides. Their smell is unpleasant and offensive to other races. Jawas live in Sandcrawlers, and fear their two enemies, the Sand People and the Krayt Dragons. They speak the Imperial language, but prefer their native dialect.

Sandcrawler



Destination

Profile: This scrounged Sandcrawler is the home of up to 300 Jawas. It is the size of a four-story house. In keeping with the Jawa image, the Sandcrawler was designed tall and awkward, lacking beauty, grace, or speed. There is plenty of room for captives in the Sandcrawler's four-foot high prison.



INSIDE THE SANDCRAWLER

Secret Room



While inside the Sandcrawler, don't drop down after you reach the last ceiling-mounted hanging gun. Immediately Super Jump through the left wall, where you'll find a secret room with two gun power-ups and two big hearts. Also, fire your gun in the air to find an extra life.

Jumpy?



To get to the top of the Sandcrawler, know when to jump and when to Super Jump. Study the Sandcrawler map to avoid pitfalls. To reach platforms above you, use your Super Jump. Use your regular jump to reach platforms across from you. For precision jumping, you can steer Luke in midair.





- 1** Shoot all doors to keep the flying Droids from bothering you. (The vents won't hit you with fire, either.)
- 2** Destroying the first gun on the right tread reveals a big heart.
- 3** To get a gun power-up, shoot the first Jawa on the platform above the left tread.
- 4** Watch out for the Scatter shot-guns. They should be destroyed immediately on site.

- 5** You don't need to shoot out the guns to get past them. If you slide all the way across the top of the Sandcrawler, you'll slip under the bullets and past the guns safely.
- 6** Above the third gun on top of the Sandcrawler, you'll find a big heart.
- 7** Some of the guns will repair themselves off screen.

- 8** Find an extra life and a gun power-up above the hatch that leads to the next stage. Try not to jump near the hatch, or you'll automatically be transported through it. Instead, jump past the hatch and shoot above it. Once you get the goods, jump into the hatch.
- 9** Destroy the gun on the far right to get a big heart.

ENEMIES

Vents



Take out the fire vents and laser guns in the Sandcrawler immediately, or they'll push you off the elevator platform.

Jawas Revisited



Shoot the Jawas before they get a chance to get on screen. As the Jawas chuck bombs down at you, jump and shoot them as you're going up the shaft.

Force Fields



To get past the Force Fields, walk up to them until they activate, then quickly walk away. Next, press down and toward the Force Field, and then press B. Walking away deactivates the field. Slide through before it reactivates.

Hydraulic Presses

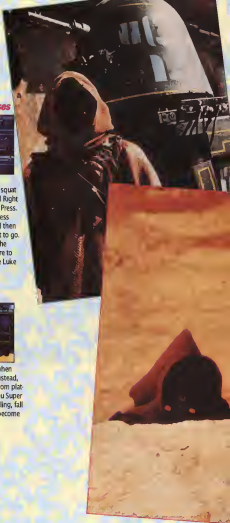


To keep from getting squashed, make Luke squat by pressing Down and Right before each Hydraulic Press. When the Hydraulic Press comes up, press B and then the direction you want to go. Luke will slide under the Hydraulic Press. Be sure to stop pressing B before Luke slides under the next Hydraulic Press.

Lava



Do NOT Super Jump when you're near the lava! Instead, make regular jumps from platform to platform. If you Super Jump, you'll hit the ceiling, fall into the lava pit, and become a lava lump.



Caterpillar
(Mid-Level Boss)



To slay this slug, stand on the platform to your right. While you're there, the Caterpillar's fireballs can't get to you. When he stands up, he'll shoot laser arrows. Jump over them.

Lava Beast Jawenko
(Boss)



Jump to the second platform and blast the hot Lava Beast. Continue jumping and shooting. Try to avoid the Lava Pillars. While jumping, you can reposition Luke so that he falls safely on the platform. When you've destroyed the Lava Beast, remember to jump across to R2-D2. Again, don't use your Super Jump. You can still fall in and die even though you've beaten the Beast. Make sure Jawenko doesn't push you off the platform.



Two Hearts Are Better Than None



After jumping past the first set of rocks, you can grab two large hearts. Fire your gun into the air just above the last rock to reveal the hearts. To reach them, jump out and land on the last rock. This tip is tricky, so be careful.

Step on a Crack



Don't stay too long on cracked rocks – they disintegrate.

Four Hearts



To find four large hearts, shoot into the air at the top of the slope just before the second set of rocks.

Mynock Madness



Traverse the second set of rocks the same way you did the first set, but watch out for the pesky Mynocks. They'll

push you off your perch. If you're about to jump and you spot a Mynock, shoot straight up at it or duck, then quickly jump to the next rock.

A Maniac Search for Mynocks

To check for Mynocks or to find missing rocks, use the L and R buttons, which let you look above and below you.

Heads in Hand



When you first run into the Wompkats and Sand People, you can find an extra life under the overhang. Fire your gun up into the corner to make it appear.

Lightsaber



Sand People

Sand People (Tusken Raiders)



Profile

The Sand People are nomads indigenous to the desert planet Tatooine. They travel in bands of 20 or 30, and defend themselves with goberfill, or gaffi sticks, which are double-edged axes made of metal scavenged from abandoned and wrecked vehicles. They also carry blaster rifles, but are not skilled marksmen. Averse to human settlers, Jawas, and other creatures, the Tusken Raiders kill many opponents each year. They do, however, avoid the Sand Crawler and the Erazt Dragon.

Rock and Stroll



To avoid falling once you reach the first set of rocks, jump to the next rock as soon as it appears on the screen. If you wait too long, you'll be scrolled off-screen and fall a long, long way.

Obi Wan Kenobi



Profile

Obi Wan Kenobi was a protector of the Old Republic, general in the Clone Wars, fugitive from the Emperor's New Order, and mentor to Luke Skywalker. (A fledgling Jedi Knight). Kenobi fought beside such heroes as Bail Organa of Alderaan and Anakin Skywalker, with whom he became close friends. After an extended hiatus, Kenobi died while fighting Darth Vader and the Imperial Death Star.



The Lightsaber serves as the personal weapon of Jedi Knights. Each Jedi builds his own Lightsaber. At the heart of each Lightsaber lies a small, efficient power cell. The Lightsaber's blade is pure energy, and is powerful enough to cut through most materials, with the exception of another Lightsaber. The weapon represents the authority, skill, and honor of the Jedi Code, and its power can only be used by a Jedi, who understands the mysterious Force.

Hearts Aboard



After the Sand Snake coughs up a gun power-up, drop down and to the left. Grab the many small hearts quickly, because they don't wait around for you. You can find another invisible extra life by shooting your gun into the air toward the left corner.



Before jumping onto the first rock, step off this cliff and push the control pad to the left to discover a secret cave that contains seven lives. You'll find the extra lives by shooting your gun everywhere. After collecting the lives, you have to give up your current life and gun, but the game will return you to the top of the cliff, where you can repeat the process until you max out at 99 lives.

It's a Hard Rock



You'll find another invisible extra life above the platform just after the first vertical slide

ing rock. Stand at the right edge of the platform and fire your gun straight up. When the extra life appears, quickly Super Jump to get it.

Extra! Extra Lives



Bantha Burgers



To get past these great beasts, move slowly and start firing. When they get in close, switch to your Lightsaber. Watch your back, because Sand People will come up behind you. To build up life and get special items, wait around and shoot Sand People after you've destroyed a Bantha. If you get a Thermal Detonator or a Shield, get to a Bantha fast to take advantage of the Item before it expires.

Have a Heart



In the cave to your left just before the Mutant WompRat, shoot your gun up in the air to find a large heart.

Mutant WompRat



The Mutant WompRat can't be damaged from below, so jump and fire at the creature to push it back. If a small WompRat gets close, destroy it and collect its hearts, then go back to work on the big Rat boss.



Bantha

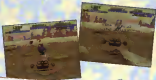
Profile



Banths are large quadrupedal, oxygen-breathing, carbon-based, peaceful herbivores adapted to plain environments. Adult females stand two to three meters high, and adult males are typically larger. Banths have existed since the prehistoric ages. They are docile and extremely adaptable. Banths can survive for weeks without food or water. They are frequently used as beasts of burden.

TATOOINE II

This level is the same as Tatooine I. You can cruise on through by using the same strategy.



Mos Eisley

Destination



Profile: Mos Eisley is a Spaceport in Tatooine, built specifically for commerce and trade. It is now occupied by Imperial Forces. The two oldest buildings (Blockhouses) were designed to provide protection from the twin suns. One of the original Blockhouses, located in the oldest section of Mos Eisley, was converted into Mos Eisley's most popular social club, the Cantina. Han Solo's famous ship Millennium Falcon was berthed at Mos Eisley's Docking Bay 94.

Super Star Wars Theater

These great onematic sequences from the game follow along with the movie.



OVER HERE! HEY! HEY!
HELP! PLEASE! HELP!



TELL ME, YOUNG LONE, WHAT
BRINGS YOU OUT THIS FAR. BEN MENDO!
BOY! AM I GLAD TO SEE YOU.



HELP ME ORI-WAN MENDO. YOU
ARE OUR ONLY HOPE....

My, What a Big Health Bar You Have...



To get through the streets of Mos Eisley, hang out in one area and shoot Storm Troopers to max your life bar.

Rock 'N' Roll



Don't destroy every rolling barrel you see, because you may need 'em to jump up to a platform or to carry you across thorny patches.



Storm Troopers

Profile



There are four different types of Storm Troopers: Standard, Cold Assault, Zero G, and Scouts. All troopers are encased in an 18-piece, protective, black or white suit of armor, which snaps together to form a blast-resistant cocoon. Storm Troopers wield the most powerful personal weapons available. The Imperial Command uses these forces to neutralize opposition to the Emperor. The Storm Troopers serve as both ground forces and flyers in the Imperial fleet. Totally loyal to the Empire, Storm Troopers cannot be bribed, seduced, or blackmailed into betraying their Emperor. They are feared throughout the Galaxy.

Chewbacca the Wookiee

Profile

Chewbacca stands more than two meters tall. He is incredibly strong. During his life Chewbacca has been a slave, a smuggler, and a Rebel hero. He was born on the Wookiee homeworld of Kashyyyk roughly 200 years ago. Like most Wookiees, he has excellent hand-to-hand combat skills, which are further enhanced by his tremendous physical power. His weapon of choice is a bowcaster, and he wears a bandolier of ammunition. He understands a number of galactic languages, but can only speak his native tongue. Feeling a life-long debt to Han Solo, Chewbacca stands as copilot to this Corellian.



Cargo Surplus



Shoot all crates and stationary barrels. They contain tons of items. If you get a Thermal Detonator, head for the nearest Storm Trooper that's firing guided missiles and use it on him.



Just Don't Smile When They Say You're Grounded...



Act like it's a punishment. Keep your cool as you make it to your room. Then grab the latest in hand-held video game excitement from Hudson Soft! Explore a demon-filled fortress in *Milori's Secret Castle*. Fight off dinosaur invaders in *Bork's Adventure* or explore a world of magic and imagination in *Felix the Cat!* Any one of our titles are guaranteed to transport you to realms of wonder and adventure! So don't worry about it, we won't tell if you won't.



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GAME OF

GLOBAL GLADIATORS REVIEWS

"Global Gladiators is one of the highest rated games ever to appear on the Genesis."

Sega Vision Magazine

"Dueling! A score of ten is reserved for the best; this is it!!!"

Game Informer Magazine

"WOW!" *Mega Play Magazine*

"Way to go Virgin! Global Gladiators is the best platform action game I've played since Sonic... This game is a masterpiece!"

Do You Magazine



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THE YEAR

SEGA
GENESIS



GLOBAL GLADIATORS

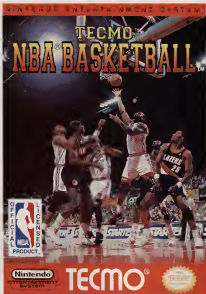


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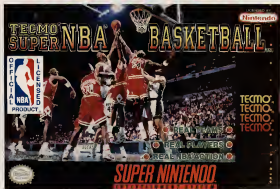
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SUPER NES PRO REVIEW



By Scary Larry

Take heart, Strider fans! Even if you've strolled on to the SNES, you can get Strider action with Atlas's new game, Run Saber.

Great new features, like simultaneous two-player, side-by-side fighting, give Run Saber ultrasonic, sword-slashing moves that will leave you wishing there was more, more, more. The graphics will also put some swing in your sword, but an awesome array of video game opponents will try to keep your Saber silent.

Whether you're a femme fatale or a ferocious fighter, Run Saber has your action ready and waiting—there's just not enough of it to go around.

It's the year 2998, and you're the world's last hope. As part of an elite team of cyborg soldiers known as Run Sabers, your mission is to find and destroy the last toxic overlord polluting the world and generally making life miserable for everyone.



PRO TIP: When the fourth evil boss begins to climb the wall, use your devastating power-up leg. Avoid the electrical charge he sends along the ceiling and floor.

attacks, which are screen-clearing power pills.

Nowhere to Run

Run Saber's graphics are great, but the sounds could use some sharpening. The sprites move, climb, and jump with the greatest of ease. The bosses are big, imposing, and mean. The backgrounds are well drawn and enhance the game play. The sounds, on the other



Saber the Last Dance for Me

In this side-scrolling, one- or two-player, action/adventure game, you play as one of two characters (male or female). During four too-short levels (with a bonus level thrown in for good measure), you slash your way through a jungle populated by mechs dinosaurs, a factory cranking out death as its product, a military warehouse, and a deadly Chinatown.

Armed with a Strider-style Saber, you face the best mutants that a polluted Earth has to offer, including hunch-backed ghouls, machine gunners dressed as lab technicians, floating ninja priests, and so much more. Fortunately, the responsive controls suffer no lag time.

hand, may make you want to fall on your Sonic sword. The music is repetitive, and the effects are basic death dms.

Run Saber by Atlas

Genre	Mode	Class	Difficulty	Controls
ACT	1-2	1	1	INT

200 10 ADDITIONAL INFO
8 megs Two players
Available only



PRO TIP: Don't go after the dinosaurs with your Saber. Instead, jump on them while holding down on the control pad. Power-up your leg and make it do the work for you.



PRO TIP: Kick the airplane ghost's jets in this order: Go for the body of the plane, then the back wing, then the nose, and finally the cockpit.

Power-ups are released from the bodies of fallen enemies. They include health bars, sword power, extra lives, and special Super Power



PRO TIP: Tap down on the controller and press B to get your soldier past seemingly dead ends, like these trees in the jungle.

Run with It

Strider fans will want this done for their trophy shelf, even though Run Saber's four short levels mean even intermediate gamers will slash through it in no time at all. This RUN is no marathon, but it makes a great sprint. ☐



**Three summers ago
it was zits.**



**Two summers ago
it was working at Bun N' Run.**



**Last summer it was
dating the Klinefelter twins.**

Summer Challenge™ for the Sega® Genesis® pits you against the world's greatest athletes in eight gut wrenching events. Hurl the javelin. Kick butt in a kayak. Haul bananas in the hurdles. Totally sky in the pole vault. Sprint and spring in the high jump. Leg it out to the max cycling. Fire arrows with amaz-



ing accuracy in archery. Then try to handle a 1200 lb. horsey in the equestrian event.

Play by yourself or at a party. *Summer Challenge* allows up to 10 players to compete for the gold, silver or bronze.

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By Slash Quon

Riding a wave of hot entertainment licenses, Ocean has added a second installment to its SNES Addams Family series, *The Addams Family: Pugsley's Scavenger Hunt*. This sequel game is based on the animated Addams Family TV series.



The attic, which appears on the screen enclosed in a crystal ball, is particularly hard to negotiate.

The Addams Family: Pugsley's Scavenger Hunt by Ocean



810-85
Availability: see
Action

One player!
Unlimited continues

The TV show is definitely eccentric, and The Addams Family: Pugsley's Scavenger Hunt has a few eccentricities of its own. Fantastic graphics, creepy music, a huge

map, a high level of difficulty, and lots of secret rooms help enhance the straightforward game play. This is a solid cart for the advanced gamer.

In the game, trouble-making sister, Wednesday, has scattered six odd heirlooms around the mansion, and Pugsley's determined to retrieve the goodies at all costs. Pugsley can take the first four rooms in any order: the Attic, the Lab, the Bathroom, and the Loft. Morticia's Lair and Wednesday's Bedroom are last on the hit list.

Pugsley's Predicament

You won't need a crystal ball to divine Pugsley's plan of action. Like the first Addams game, it's side-scrolling, item-gathering gaming throughout. Pugsley's actions are limited to running, jumping, climbing, ducking, and swimming. He doesn't get power-up weapons like his pop, Gomez, did in the previous Addams cart.



PRO TIP: To make a long jump under a low ceiling, run and lightly tap the button, or you'll hit your head and die.



PRO TIP: Walk through walls and jump everywhere to find secret rooms.

Pugsley's Scavenger Hunt looks positively mah-velous. Rich backgrounds, superb color, and wonderfully weird bad guys paint a lavish 16-bit portrait with graphics straight from the TV cartoon.

frustration. This game offers unlimited continues and adjustable starting lives, but it's still one of the toughest SNES carts around. The levels are mega-long, so you'll replay the scenes more times than you could count on a dozen dismembered hands. Although the controls are clean, you'll still spend several lives learning how to pass the convoluted enemies and pitfall setups.

PRO TIP: To dispose of an exploding trap in the Bathroom's underwater segment, move close, then swim above and to its left. The strapnet will miss you.

The Addams Family



PRO TIP: In the Lab, you'll see a 1-up encased by blocks. Leap up and to the right to hit the green block and unlock your prize.



PRO TIP: Ride the cannon balls in the Loft to reach new areas. Use the cannons to knock out walls and grab 1-ups.

Creepy music and reverberating effects provide the cart with a solid sound track. However, the songs recycle quickly, and some levels share the same tunes. All in all, the sounds are a bit better than par for the course.

Learning the Hard Way

To play Pugsley, you'd better have a high threshold of

Pugsley's a fierce finger-flexing exercise, but the game play is more linear than a Mario, Sonic, or Bubsy adventure. The graphics and sounds shine, but the game may be just too tough to give most gamers a really fun fight-fest, if you're ooky and kooky enough, take it on. ☐

IT'S LIKE CHINESE FOOD... AS SOON AS YOU FINISH, YOU'RE HUNGRY FOR MORE.



Abhh! Shanghai II. Millions have been amazed, intrigued, tantalized by the greatest strategy game ever devised. It's easy to get started. And even easier to get hooked.



FLAGS OF THE WORLD
TILE SET

Just match tiles to remove them. But removing them all requires an observant eye and strategic mind.

Shanghai II's tiles are never arranged the same way twice, so every game is a whole new challenge. And ever more difficult levels await you as your skills improve.

Now, if variety is the spice of life, Shanghai II is hot stuff indeed. For it not only gives you 13 tile layouts to try, but you can select from 11 tile designs and 6 different game modes.

Feeling competitive? Challenge the computer or an opponent to a game of Dragon's Eye where one tries to make the Dragon come to life while the other attempts to prevent it.



DRAGON'S EYE: THE
ULTIMATE CHALLENGE

Help yourself to Shanghai II: Dragon's Eye. But beware. Once you start, you'll never get enough!

ACTIVISION

SUPER NES PRO REVIEW



By Holly Wood

Ocean consistently makes challenging games, and Cool World for the SNES is no exception. Surviving this adventure's five stages takes an affinity for scavenger hunts. Although the game's incredible graphics are a feast for the eyes, the unresponsive controls are totally uncool!

Use these hints to get a head start at the beginning of the game:

First, pick up...



Jump up and punch until he's dog gone.



Push down...



and gather...



on top of the...



Then, grab the...



Shoot all the way to the right and gather more...



Then, jump down and hop in the...



Cool World by Ocean



50¢ to 99¢
Available now

Full playthrough
See play

Cruel World

Escaping from this world of make believe is extremely tough. You can either knock the Toons out with your extendable boxing glove or charm 'em by giving them the right item, such as a coke, candy, or flowers. Since you can only carry one item at a time, the difficulty lies in knowing what to pick up when and who to give it to. You can push down Bomb Detonators to reveal hints, but some may blow up in your face. If you can't find the items you need, you can buy or trade in the Pawn Shop using the Nickels and Candy you've picked up along the way.



PRO TIP: Follow the arrows in the side-scrolling car scenes.

Cool World's slow-to-respond controls and three meager continues make this adventure tough. In addition, the controls are also awkward. You press Y to jump and B to

punch. They would work better the other way around.



PRO TIP: Don't waste your time climbing to the top of the Ocean Hotel without Holi.



PRO TIP: In the Malt Shop, stand in front of the bar stools to get a Malt. To find the missing Malt, pull yourself up to the next level and stand in front of the Shake's face.

Cool World's colorful graphics and hip music are hot. The cartoon characters are good-looking replicas of the big screen's animations. The background and the foreground capture the nightmare mood of the movie, and feature the same weird-looking buildings. As for the music, it's soft and jazzy.



PRO TIP: In the Slash Club, have at least five Nickels when you go in and pay close attention to the switches. Also, the bouncer likes flowers.

Cruel, but Cool

If you're an advanced gamer that likes to think, as well as shoot, you might want to "toon" in to Cool World.

The Invader thumb control pad is engineered to meet your need for speed.

It's got turbo firing, so you can blast your way through the action at an accelerated rate. And with independent button control, you can auto fire hands-free at the same time. Or slide into slow motion when you want to take a breather.

No matter what your "hot buttons" are, the Invader will match your play-

ing style. And it's color coded to match your favorite game system, too. Choose Invader 2 for the Super NES® or Invader 3 for Sega Genesis® systems.

The Invader is a new member of the QuickShot controller team—a complete line-up of high-quality joysticks, arcade-style controllers, and thumb-control pads for the most popular videogame systems.

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THUMB PEOPLE WON'T TAKE SLOW FOR AN ANSWER.



SUPER NES PRO REVIEW



By Holly Wood

If you like super-heroes cartoon graphics and you've always wanted to "Slam!" "Baroom!" and "Crash!" with the best of them, now's your chance. *Sonic Blast Man from Taito* is five side-scrolling stages of beat-em-up action with a comic book flare.

The graphics in this futuristic slug-it-out look *Marvelous*. If you're a professional Street Fighter, this one-player game may not blister your thumbs, but it will make them burn.



Earn your power and save an innocent victim in the Bonus *NI* Stage!



PRO TIP: Save your Dynamite Punch for when you're backed into a corner, or use it against a boss. Don't use your Screw Bomb. It leaves you dizzy and doesn't completely wipe out the competition.

Whether you're old enough to remember the arcade version of *Sonic Blast Man*, the *SNES* version's graphics alone make it worth a play.

Sonic Blast Man by Taito



Price not available
It may be available

Best way to play
One player

Taito has come through with a nearly identical translation of the Super Famicom beat-em-up hit - *Sonic Blast Man*. (See *Overseas Prospects*, January '93). This summer the B-Man hits the U.S. streets to brawl with some big-time thugs.

A Blast from the Past

Sonic Blast Man first beat his way through the arcades. Now this one-player action game throws *Sonic Blast Man* into a five stage side-scrolling slugfest on the *SNES*. The Man needs every ounce of his strength to make it through a goon-infested ghost town, an acid-dropping factory, a stinking sewer, a robot-ruined castle, and an alien-driven space station. After each stage, he must also save an innocent victim in a bonus stage.

Luckily, *Sonic Blast Man* has some boom behind his moves. In addition to the usual punch, jump, and kick moves, he can use a One-Handed Throw, a Power Punch, a *Sonic* Uppercut, a Judo Throw (where he rolls on his back and tosses an enemy), a Windup Punch, and an Airplane Throw. Other raw weapons at his disposal are a Dynamite Punch, which knocks down everyone on the screen, and the Screw Bomb, which sends enemies careening off-screen. The crisp controls make pulling any move a snap.



PRO TIP: If you pick up a dizzied fighter, toss him into other opponents with your Airplane Throw.



Help Along the Way

Blast Man needs food, money, and a little luck to keep him on the crime fighting fast track. Metal barrels hold life-saving surprises. *Sonic* finds Apples, Hamburgers, and Chackers to keep up his health. A Super Glove gives him another Dynamite Punch. Money Bags up his point dollars, and a *Sonic* Helmet scores an extra life.



PRO TIP: When it's raining fire in Stage 2's factory, stay put until it stops, even if the cart prompts you to go.



PRO TIP: Defeat the Martial Arts acrobats in Stage 2 by taking them out when they flip over *Blast Man's* head.

Boom with a View

If you like comic books, you'll love *SBM's* digitized graphics. The backgrounds are colorful and they look like a *Marvel* masterpiece. The sprites are large, and they move smoothly.



PRO TIP: To know where those jumping vapor monsters are going to land, watch for their shadows.

As for sound, you don't need any! The music, although unobtrusive, keeps you ready to fight. But remember, this is like a comic book. Instead of grunting sound effects, the words "boom!", "Slam!", "Baroom!", and more appear on-screen in time with the action.

Man-iac Fun

Sonic Blast Man's variety of moves and great graphics keep this game one punch above the other face-smashers. It's a Blast.

Freakin' Awesome



"Super Turricon will give you the worst beating of your video game life"
GAMEPRO Magazing

"One of the best"
Electronic Gaming Monthly

"Blazing graphics, Dolby Surround™ and smooth action make this the best Turricon ever"
Game Players

With so much firepower at your fingertips, you're expected to win, right? Wrong! Even with super beam, smart bombs and power line super weapons at your disposal, your enemies will see that you face the ultimate in terror!

Super Turricon™ is one of the finest Action/Adventure games you'll ever see, feel, play or hear! That's right, hear! With full-feature **Dolby Surround Sound™**, if the incredible graphics don't toast you, the sound alone is enough to turn your brain into a crispy critter.

Try and survive 13 levels of the most unusual worlds ever seen. Over 1000 screens. High-tech weaponry. Brilliant special effects, 3-D graphics and exhilarating gameplay!

A warning to the cocky player who thinks he's seen it all: here you better expect the unexpected!

For your Super NES & NES systems.

 **SEIKA**
Freakin' All The Dales™

SUPER NES PRO REVIEW

in handy when avoiding dangerous ground obstacles by enabling stretching up and climbing along the ceiling.

ics take advantage of the system's color palette with brilliant blends and detailed sprites. The playfulness of this game's animation will definitely win you over.

SUPER JAMES POND



By Otter Meier

This fishy action cart is a conversion of EA's Genesis game, Codename: Robocod. The conversion is an identical twin, but that's not a downfall. You play James Pond—hero, secret agent fish—in one of the most playful and appealing side-scrollers available for the SNES. Great graphics and nine multi-level stages of action make this cart worthy of notice. If you want to see just how similar the two versions of this game are, check out these snapshots of the same rooms!



Genesis owners have been able to swish with the fish in three installments of the James Pond series: James Pond Underwater Agent, Codename: Robocod, and Aquatic Games. Now the slippery sea-spy has jumped into the SNES lake, and he's looking as dapper as ever. In fact, aside from the graphics that have gone from good to great, American Softworks Company's Super James Pond is identical to EA's Genesis game, Codename: Robocod.

Your Mission

The evil Doctor Maybe has taken over Santa Claus's main toy factory in the North Pole and placed a bunch of bombs (disguised as penguins) throughout the factory. As an agent of F.I.S.H., an underwater espionage agency, you must infiltrate the toy factory and defuse the penguin bombs.

In this side-scrolling hop 'n' bop action game, you've got to move your tail to the Barber Pole Exits at the end of each of the nine stages. You're armed with a robo-suit that lets you stretch your pliable fish body from the floor to the ceiling. The suit comes

You enter each mission through doors on the outside of the toy factory. Each stage has a different toy theme and different enemies. For example, the first stage is full of sports games, while the second stage has plenty of cutesy stuffed animals.



PRO TIP: To bypass the first stage entirely, go left at the first screen and you'll find a Barber Pole Exit.

PRO TIP: Stage Two's floating platforms remain stationary when you jump, so don't steer James off-course in midair.

The Most Beautiful Fish in the World

Super James Pond's background and foreground graphics are fantastic and funny. Many of the finely drawn backgrounds are tiled with rows of giant Chocolate Bar squares and stacks of Teddy Bears that have funny facial expressions. The SNES graph-



PRO TIP: To get up near the top of Stage Two's first level, take the moving platforms all the way to the bay bules on the far left. Then stretch up to the inflated animals, and latch on.

Playing Scales

The soundtrack in Super James Pond will make you wish you had water in your ears. The same repetitive tech-no-dribble music plays throughout the game, except in the boss stages. The sound effects are not very notable, so you'll definitely want to seek auditory involvement from an outside source.



PRO TIP: In Stage Three's Huggal level, don't take this Exit Pole, or you'll be transported to the beginning of the level. Instead, take the green platform upwards.

Take a Dip

Although Super James Pond's game play is identical to its Genesis sibling, it shines through as a sold game on its own. Beautiful, funny graphics combine with big, big levels to make Super James Pond a cool alternative to the ultra-violent shooting and scooting games. This super fish is super fly! **B**



James Pond on Genesis...



...and on the SNES.



Super James Pond by American Softworks Corporation

CRASH!!!



Break a leg at the
Crash Test Center!



There's action
at every turn!



You're top of the heap
at The Junkyard!

Shakin' and breakin' at the Crash Test Center, enjoying an avalanche of laughs on the ski slopes, or knocking heads with the Junkman...The Incredible Crash Dummies™ are guaranteed to crack you up! So don't bang your head against the wall! Get The Incredible Crash Dummies™ on NES™, Game Boy™ and Game Gear™ – and meet some real headbangers!!!



**FLYING
EDGE**
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SUPER NES PRO REVIEW



By Andromeda

Everybody knows Mario, Luigi, and the rest of the Mario brothers regulars. Nobody's gonna be surprised to hear they've got a new game for the SNES, but everyone's gonna be surprised when they see just what kind of a game it is! Can you spell, E-D-U-C-A-T-I-O-N-A-L? OK, so education's a dirty word to most gamers. Educational = Boring. Right? Well, in this case the answer is yes...and not!

Mario's missing! Bowser sent an army of Koopas across a side-scrolling world to snatch priceless artifacts. Even worse, he kidnapped Mario. In this one-player, educational adventure, you're Luigi. With Yoshi in tow, you crisscross the world in search of Mario and the missing artifacts. As you search, you get to learn a thing or two about history and geography.

Plumbing the Portals

Where do you begin? You start your search by sneaking into

sewer pipes. Just remember to *backtrack through the areas you skip*, or you'll miss out on some important city sightseeing.



PRO TIP: Call Yoshi as seen as possible. You can travel faster on Yoshi than on foot.

To replace each artifact to its proper place, you must answer a question about it. Then, if you are correct, leave the portal and seal it up. As for points, you earn them based on how long it

grounds has nowhere near the graphic complexity of those found in Super Mario World. The soundtrack is merely the same tune played over and over with slight ethnic touches for each locale.

Mario Is Missing! is geared for gamers ages eight and up. None of the Koopas you encounter along the way will do you any damage, so the game is totally won or lost on brain power. The answers to the questions about the various artifacts are present in the brochures you find. Anyone who can read can easily find

Mario Is Missing!



the portals of Bowser's lair, which zap you to various cities across the world. You then roam the city streets looking for renegade Koopas. When you hop on a Koopa, it sometimes coughs up an artifact. You can also talk to people you meet in the streets to figure out where in the world you are. Then use your Globulator to call Yoshi and guide him to that locale on a world map. Once on board Yoshi, you ride on, returning the missing artifacts to their rightful places throughout the city.



PRO TIP: To travel faster, take a shortcut through the city's

took you to clean up the problems in each city. A password enables you to continue from the last portal you've cleared. The game ends when all the portals are sealed, and Mario is rescued.



PRO TIP: Every action you take costs you some time. Avoid randomly going back and forth into the Plumber's Toolbox.

Mario Misses the Mark Graphics & Sound

The graphics and sounds in Mario Is Missing! are primitive by Mario standards. The sprites are small and simple with minimal animation, and the back-

the answers to the questions. Although the interface is a simple two-button job with different menu options, it's complicated enough to require a good read of the manual.

Mario Earns a C+

Successful educational games sneak the learning in with the fun. Mario Is Missing! teaches factual information, but isn't as effective as simulation-style, educational products, like SimCity, where you learn by doing. Similarly, it's not as sophisticated as Carmen Sandiego, which is gonna earn this game a poor grade on most gamers' report cards. However, if you've gotta learn your history and geography, don't it with Mario is more fun than reading a textbook. Try it, you might like it. □

TAKE

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Kawasaki Caribbean Challenge



By Otter Mottic

Gentle-Mon, start your engines! Gametek and Park Place Productions worked a long time creating Kawasaki Caribbean Challenge, a motorcycle and jet ski racing game. Why so long? Well, creating this game involved digitizing countless photographs of motorcycles and jet skis. They even consulted a physicist to recreate realistic movement and handling. Curiously, very little of this work is apparent in the final product, a 16-bit game that plays like an 8-bit cart.

Slam Pickins

Kawasaki Caribbean Challenge has two overhead-view racing games: Ninja motorcycle racing and jet ski racing. You can pick your favorite bike or jet ski and race against time on your choice of four courses.

Or, you can take the Caribbean Challenge, which is a combination of the two races. Your bike, jet ski, and course are selected for you. You race against a group of computer opponents and accumulate points by winning races. Your goal is

to stay in contention by earning enough points to move on to the next island course. A two-player head-to-head option would have made the game a lot more fun.

Not Like Paradise

Kawasaki Caribbean Challenge features beautiful digitized still photographs of the vehicles and the islands, but the actual game



PRO TIP: Learn to use the brake on your bike. Go slow, because crashing sets up the minicart.



PRO TIP: For maximum speed on your jet ski, stay close to the shore.

play graphics are pretty weak. The sprites are small and not very detailed, and the backgrounds use only a fraction of the SNES's color palette.

Kawasaki's controls are very simple. In the bike mode, you can turn right and left, accelerate, and brake. The Jet Ski mode is the same, minus the brakes. Again, this handy taps into the potential of the SNES's six-button controller.



Cool photographic stills highlight this game.

The Challenge

Kawasaki Caribbean Challenge is a good game idea, but it doesn't have enough depth to keep hard-racer gamers busy. Cruise past this Kawasaki Challenge.

Kawasaki Caribbean Challenge				
Graphic	Sound	Control	Technical	Challenge
3.5	2.5	3.5	3.5	1.0
SNES	16 megs	Available now	Rating: One player	

SUPER NES PRO REVIEW

Lethal Weapon

By Scary Larry



Ocean's come up with a game that looks blasé, yet is tougher than a repeat offender. Lethal Weapon fits right into the lineup.

The Blue Badge of Courage

Ocean based this one-player action/adventure game on the hit movie of the same name. In the game you pick your favorite cop, Riggs or Murtaugh, and undertake five side-scrolling, undercover missions.

You can begin with any of the missions, which include a dockside drug dealing operation, a ransom plan, a shopping mall terrorist situation (in L.A., this is considered a state of emergency), and an office complex riddled with terrorists. In your final mission, you investigate an ex-sergeant who sells armor-piercing bullets to L.A. criminals.



PRO TIP: Try to save your bullets for end-level bosses.

You start off with a gun and limited ammo. As you progress, you can collect bullets, a badge that shields you from two hits, and a clock that increases your time limit.

Honey, I Shrunk the Cop

The problem right off the baton with Lethal Weapon is the scrunched graphics. The tiny

Riggs and Murtaugh characters look more comic than cop-like, and the villains are miniature miscreants. The standard backgrounds fail to save the game's graphics, and, unfortunately, the music's not very good, either. It would be more fun to stay at the firing range all day without earphones.

Assume the Position

The action in Lethal Weapon is extraordinarily hard, with repetitive (and sometimes unfair) game play. You'll take hits from off the screen and you won't be able to defend against some traps. Just when you think you've got it best, your timer will run out.

If you think that sort of challenge sounds like fun, pick up this game, it deserves a shot. After a couple of hours, though, you may want to take it out back and give it a couple of shots of another kind.



PRO TIP: When you board the boat in the dock mission, wait until the life preservers fall before you move on.



PRO TIP: Get out of the elevator by jumping on anything that looks remotely stable.



PRO TIP: Get out of the elevator by jumping on anything that looks remotely stable.

Lethal Weapon by Ocean				
Graphic	Sound	Control	Technical	Challenge
4.5	3.5	3.5	3.5	4.0
SNES	16 megs	Available now	Rating: Action/adventure One player	

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NINTENDO PRO REVIEW



By Boss Music

Camerica's back on the scene with a hunk of a second episode in its pre-historic, hop-n-bop series—*Bignose the Caveman*. *Bignose Freaks Out* sends Camerica's favorite Neanderthal on a fun but familiar NES adventure.

Decent control, graphics, and fun combined with an evolved level of challenge may make you hang out in your cave long enough to play it a few times, but the game doesn't exactly reinvent the NES wheel.

In this club-banging, action/adventure game, Bignose (Camerica's answer to Bonk) has to round up Leroy, the varmint who's swiped the nose-man's rather hefty deposit from the local Savings and Bones bank.

A Look and Listen into the Past

To send Leroy directly to B.C. jail, Bignose must traverse five average-looking worlds, each with four levels. He rolls through forests, fields, caves, and factories on his hunt. The

scenery and graphics aren't primitive, but they're average by 8-bit standards. The jungle sounds are worse. Very limited music and poor sound effects put your remote control's mute button to good use.

Bignose's side-view game play is good, but it doesn't exactly rewrite NES history. The cave guy's main weapon is his club, but he can also sling rocks at enemies, baseball-style.

Bignose doesn't have to hoof it anymore, either. Instead, he rides an ancient skateboard. The somewhat speedy one-wheeling and monster bashing is fun for a while, but eventually repetitive.



PRO TIP: Why bother aiming if you don't have to? Use an auto-fire controller and hold down **Button B** to chop up enemies like a blender.

A decent assortment of bonus stages and secret surprises fill out the levels. To enter bone-grabbing bonus areas, Bignose hops on mushroom, walks through walls, and leaps on invisible teleporters. Positive power-ups include rocks, high-jumping power, extra skateboard speed, and invincibility. Bignose also risks finding such negative items as vision-impairing lightning storms.

Hard as a Rock

This Bignose cart doesn't play too hard, but limited continues jack up the challenge. Bignose begins with one continue and can earn more along the way. He runs out of continues quickly, though, and starting over from the beginning is as much of a drag here as it is in any game.



Going Up?

No Bones about It

With the addition of the skateboard, *Bignose Freaks Out* is a slight improvement over its predecessor. Although Camerica can always be counted on for a rock-solid 8-bit game, a little further evolution just might make Bignose a winner in the NES survival of the fittest. **C**

BIG NOSE Freaks Out

PRO TIP: To claim the extra "nose" in the top-left corner in Level 1, follow the path of transparent rocks.

PRO TIP: If you plan to finish the game, you'd better stock up on extra lives by grabbing at least 20 bones each level.

PRO TIP: Stay cool and simply ride off ramps. Don't jump in mid-cruise, or you'll lose momentum.

PRO TIP: Even if it means taking a hit, springboard off enemies to reach new heights.

PRO TIP: In Level 8, stand in the center of the screen and bat rocks at the boss monster's snout. Jump when the fireballs get too close for comfort.

Bignose Freaks Out by Camerica



ESRB: ADV
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 Nintendo Game Boy Advance
 Action
 One player



IF YOU
 THINK IT
 LOOKS
 THIS GOOD
 STANDING
 STILL,
 IMAGINE
 WHAT IT
 LOOKS LIKE
 AT 300
 R.P.M.

The average CD spins at a speed of 300 rotations per minute. Then again, DUO systems and CD games are anything but average. DUO can display 512 simultaneous colors. (That's hundreds more than the other guys.) Each and every DUO system comes with Gate of Thunder, Bonk's Adventures, Bonk's Revenge, Y's I and Y's II. A whopping \$249 value for free. Gratis. Not a penny. Also available are Lords of Thunder, Bomberman '93 and all the games shown on the left. Coming soon is John Madden's CD Football, only available on DUO. Hook DUO up to your stereo and play CD's. Or hook DUO up to a PC and use it as an external CD-Rom drive. All this and more, for around \$299. 300 R.P.M. 299 bucks. A gazillion advantages. All at one number. Simply call (310)337-6916 for more details.



DUO RFI



By CC Fiver

Blasted your last level boss? Pounded your last Koopa-Trooper? Waded through legions of bad guys, your hands soaked in bli-mapped gore? Then why not set that Browning .50 caliber down for a second and try something really challenging: Create life.

SimEarth is a one-player Turbo SuperCD that just barely qualifies as a "game." Not that it's a bad game, it's more that the word "game" and the concepts that go along with it simply don't apply. What you get is a fully-functioning, if crude, working model of a planet. What you do with that world is up to you.

SIMEARTH

When you've seen (and disintegrated) half the known universe, it's time to set it down with an arm of the galaxy you can call your own. If you thought destroying a planet was difficult, wait until you try to build one from scratch!

New Deity Orientation

SimEarth by TTI is perfect for any gamer with an active God complex. It's a direct port from Maxis' PC Sim series, and it shows its heritage. The Windows-style point-and-click interface is designed for a mouse, but by using one button to choose an action and the other to cancel it, you get easy access to hundreds of views of your budding world. You can adjust everything from how much sunlight the clouds reflect, to how fast the animals mutate, to how much of its resources your civilization spends on science, industry, or the arts.

You get complete control over the entire planet. For example, you can develop a lump of molten rock into a lush green paradise, or you can start with a healthy planet and experiment, say, by developing intelligent starfish for interesting cultural results. If you prefer a more evolved culture, plunk down in the middle of a world already at its Atomic Age and do your best to start (or stop) a war. With infinite possible scenarios, you've got the whole world in your hands.



Your own chunk o' paradise. A little effort can yield some genuinely weird results. (Try for inhabited planets.)



FRONT: Watch those CO₂ levels, or this "greenhouse gas" will see "Sun" up in a hurry.

delivers a feel-good eco-pep-rally. A bit of animation throughout the game would perk things up considerably.




PRO TIP: Gale doesn't know "tech," but he knows what he likes. If he's happy, you're done! OK, if he's sad, get cracking! Gale's Enemy #1 is pollution.

Nonetheless, the game's got its positive aspects: A stirring musical score and the epic time-scale lend majesty to the proceedings. You also get the Fiddle Deity Factor: What could be more fun than reaching down from the skies to raise a mountain out of a densely inhabited plain, not to mention the disease, pestilence, and random acts of catastrophic brutality also at your disposal?

The Gods of Rock

The true fun of SimEarth comes from setting impossible or implausible evolutionary goals, and bending the forces of nature to your will. The manual is woefully inadequate, so this CD will yield its secrets only to relentless experimentation. But then, what's to worry? The Sun won't explode for 10 billion years. ☐





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A Deadly secret.

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TURBOCHIP PRO REVIEW



By Kay Oas

TTI's bewitching shooter will take you through six, colorful, side-scrolling stages. Flying high on her broomstick, Ripple the wannabe witch must capture six demons, which she let out of her mentor's forbidden book, *Sleeping Demons*. Although it may look and sound cartoony and kiddish, this cart can hold its own in intermediate shooting wars.

Weapons for a Price



Swing Shot



Bubble



Round



Ballbar



Wave



3-Way



Magic Warning



X 4 Specter

Magical Chases by TTI



140 10
Available April
Shooter

See player
delimited controls

Although its graphics and sounds are cutesy and cartoony, *Magical Chase* by TTI is not just for kids. Its six stages of shoot-em-up action will give even fairly strong thumbs a workout. For die-hard shooter fans, however, *Magical Chase's* spell doesn't last long.

Twinkle Little Star

While she was only a witch-in-training, Ripple opened the forbidden book, *Sleeping Demons*, and six demons escaped. Jumping on her broomstick, she set off with two twinkling star friends, Topsy and Turvy, on a quest to bring the demons back. Now Ripple voyages through six cartoony stages, called Seals—Wall Town, Ruins, Dual Snake, Block Maze, Hell Fire, and Sanctuary.

recapture. If it all sounds too much for beginning broom-slingers, don't worry—TTI has included three Difficulty settings: Breeze, Bumpy, and Rough.



PRO TIP: When fighting end-level Demons, keep Topsy and Turvy in front of you. They block projectile shots, which frees you to fire at the boss.



PRO TIP: Don't shoot the big Teddy Bears in the second Seal. When hit, they break into several dandy little Teddies.

Ripple's starting eight. The game's unlimited continues help to keep the challenge down, and you continue with the last weapon you bought. However, you start back at the beginning of the Seal when you die.



PRO TIP: Start the bird running on a ball, and it'll cough up a row of crystals.



PRO TIP: The Skateboarders cough up Lollipop that restore life.

Magical Chase

Although the Seals look and sound innocent, they can be tough. TTI's loaded the screen with colorful, well-drawn, buzzard-looking meanies, like spitting cubes, jumping trees, and large teddy bears. Some shoot projectiles, while others only need to bump into you to steal your life hearts. Each Seal has a mid-level boss. Each end-level boss is, of course, one of the six demons you need to

Hocus Pocus

Luckily, Ripple has learned a little magic to protect herself. She can upgrade her regular weak weapon at the floating pumpkin Magic Shop, which appears at least twice in each Seal. If you've earned enough crystals, which you gather after blasting an enemy, you can choose among eight stronger weapons. You also can buy hearts to replenish

Bewitching Tale

With its intermediate challenge and better-than-average graphics, *Magical Chase* won't cast a spell on you, but it may keep you hypnotized for a few hours. Is Ripple a good witch or a bad witch? You should definitely pick up *Magical Chase* and find out for yourself. **B**

Stone Age Action!



Space Age Adventure!



Bedrock™ is cracking up and it's up to Fred to put it back together! Ride a pterodactyl through blazing skies and cool off in a breath-taking underear world. Brave prehistoric threats and save Bedrock.

Fred uses an ancient map to uncover hidden treasures throughout Bedrock! Travel across seven levels filled with thrilling dangers: snares, traps and more stand between Fred and a mountain of Loot!



Beautiful Planet 38 is next on Cogswell's list of acquisitions and it's up to George Jetson and his family to save it! George uses anti-gravity boots, jet boards and more to stop Cogswell from ruining the world.

Monster robots are attacking George's home town, Orbit City! He gets help from Jane, Judy, Elroy and even Astro in his attempt to stop the invasion and turn the robots into tin cans!



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OVERSEAS PROSPECTS

POPULOUS II



By Brother Buzz

If your need to breed extends

beyond SimAnt's Super Fami-com insect world, check out Populous II by Imagineer. As in Populous, you play God to an industrious and faithful group of humanoid followers. Using your almighty powers, you enable them to go forth, multiply, and conquer worlds in your name.

This time you're not just any god—you're a Greek God straight from Greek mythology. As one of the many children of Zeus, the All-Father, you must earn your rightful place among the Gods on Mount Olympus by defeating divine opponents who rule the worlds of Populous II.

In order to exert your omniscient power, you must help your followers overrun the worlds of other Gods, which are populated by their loyal servants. You conduct this titanic struggle by causing natural disasters to fall on your opposing Gods' earthbound populaces, or by sending armies in your name to "convert" the wayward sheep over to your fold...with extreme prejudice, of course! Additionally, your people must find habitable land to manipulate and grow crops. They must create an environment of survival and prosperity. With your

guidance, they'll build villages, cities, and great civilizations, which in turn helps your climb up the Olympic ladder.

Populous II features the same imaginative, X-overhead-view and 3D graphics that made the original Populous so...er...popular. The appropriately God-like view of the action encompasses the main playing surface, which resembles a board game floating in outer space. People, structures, and terrain scroll across the surface as you move your view around your world. This time, there's also a far-out, floating "mini-board" that displays a satellite view of the section of the world that you're currently manipulating.

This game smacks slightly of religious fanaticism, but it's fun religious fanaticism. Populous II may just make a believer out of you, yet!



Your people will build great cities to honor you. To see where you are in the world, check out your satellite view.



Your wrath knows no bounds as you rain destruction down on the pagans.



Even Zeus tries to disrupt your peaceful existence.



You must make life miserable for your foe's people.



Your goal is a little piece of heaven on earth—or wherever.

THE PC ENGINE DUO-R



By Nob

TIT's Duo is just beginning to establish itself in the U.S., but in Japan a second PC Engine Duo has arrived. At the end of March, NEC (TIT's Japanese hardware counterpart) launched in Japan the PC Engine Duo-R, the second generation of their integrated HU-card (TurboChip) and CD-ROM game system.

Surprisingly, NEC managed to slash the price without sacrificing performance. The Duo-R retains the original's Super CD format and the HU-card port, so it can play all existing and future PC Engine games, except for those that use the defunct Super Grafik format.



Duo-R Features

The first difference to catch your eye will be the Duo-R's warm, off-white design, which greatly contrasts with the Duo's macho black color. NEC claimed the color was changed because the black plastic was expensive and difficult to mold uniformly. Moreover, they believe white appeals to a different segment of video game consumers. In addition to the new coloring, the overall design is more rounded.

More striking than the major design alterations is the system's price—39,800 yen (\$350), which is 20,000 yen (\$175) lower than the Duo.

The price, however, comes at a cost. Duo-R has moved away from portability, which is evident from its lack of a battery backup, car adapter connector, headphone jack, volume control, and CD cover lock. Granted, hooking up the Duo on the road is an involved task, but the original Duo was designed for use anywhere with auxiliary power. The Duo-R is intended strictly for at-home operation. Consequently, NEC has stated that it will keep the original Duo on the market to accommodate users who may want to take the system on the road.

One obvious shortcoming of the Duo-R is its single con-

troller jack, an unfathomable holdover from past PC Engine designs. Now that Street Fighter II: Champion Edition is being launched as a HU-card game, along with brand new six-button controllers, the absence of a second controller port is annoying. Two-player action will require the purchase of a Multi-Tap adapter.

The Duo-R's aggressive pricing and the arrival of Street Fighter II: Champion Edition for the Duo could revive the flagging fortunes of NEC in the Japanese home entertainment-



Duo to the Rescue

Since NEC game hardware is typically discounted by 25 percent at Japanese electronics stores, the Duo-R will be competitively priced against other Japanese game machines.

market. NEC certainly hopes so, since they plan to sell 450,000 units in Japan within the first year, a figure that is close to half the number of NEC CD-ROM machines sold to date.

MADE IN JAPAN



By Detmar Boy

The Super Famicom Rules!

The Super Famicom is without a doubt *chibon* (that's "numero uno") on the other side of the Pacific. Since it's the primo 16-bit system in Japan, the SF is blessed with heavy software support. Most developers who created the original Famicom (NES) and P.C. Engine (Duo) games of the past have long since switched their affections over to the Super Famicom and the Mega CD.

Countless Super Famicom games are released each month. The flood of software is so massive that relatively few of them make their way to the U.S.

While game carts are still pretty expensive in the States, in Japan games are discounted heavily after a few months. A cart that cost 7,500 yen (approximately \$70) on release in January can be had for 3,000 yen (\$25) in March of that same year. Here are some of the hottest new Super Famicom carts that just might make it Stateside.

Super Famicom Hits

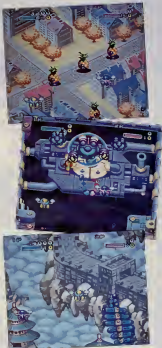
Fist, from Culture Brain, comes Super Chinese World 2, the latest in the "Ninja Boy" series. Although this cart was ho-hum on the Famicom, its major 16-bit facelift may make it more attractive to gamers. Those plucky little ninjas, Jack and Ryu, are back again to save Chinaland from the

forces of evil. This game is heavy on obscure Japanese humor, but it offers plenty of crisp, cute, ninja-fighting action. The graphics rank among the best yet for a home system. Expect to see it in the U.S. soon, with a poorly translated manual and some English subtitles.

Movie games, which tend to get a lukewarm reception in the U.S. (does anyone even own a Home Alone cart?), are an entirely different story in Japan. Super Back to the Future 2 by Toshiba EMI stars the inimitable Marty McFly in a fast-paced action game à la Rock Man ("Mega Man" in the U.S.). Other cult hits in Japan are Activision's Aliens vs. Predator and Konami's Batman Returns.

Taito has a spectacular new shoot-em-up, Danus...3! Like the other Darkus games, this one features mucho power-ups. However, this time around you choose your own path through 26 zones.

Noigear is Wolf Team/ Tekken's new Super Famicom RPG/action/adventure effort, and it ought to settle anyone's need for hack 'n' slash speed. In this game, you're on an epic treasure hunt across a huge world infested with fantastic and unfriendly creatures. Picture a combination of Phantasy Star, Ultima, and Lunar. By not using a massive splash of color, giant sprites, or Mode 7, Wolf Team has kept Noigear in high gear! It was well worth the sacrifice.



Pop 'N' Twin Bee is a dazzling, spectacular shoot-em-up from Konami. It's the 16-bit version of the classic Japanese shooter, Twin Bee, which has appeared over the years on the Famicom, the Game Boy, and the P.C. Engine. This game is hot but bizarre, much like Konami's Parodius (see Overseas Prospects, Oct. '92). In this game, you'll find big, goofy-looking enemies and the power-ups are fruit. It looks like a joke, but Pop 'N' Twin Bee is fun, really fun, and the blistering speed will knock your socks off.

International Aspirations

This is just a sampling of the awesome Super Famicom carts available in Japan. Keep your eyes peeled and your thumbs loose for other great Japanese games coming to America. ☐

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FEEL THE TERROR!



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FIREPOWER



DESTROY CYBER-
DYNE RESEARCH



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Hear the
Sound
razor-sharp
adamantium
Claws make
as they
extract their
revenge.



Supports a one book mutant, with
against Wolverine's first time. For
game to introduce plot, and introduce
Supports to some extent, but with



SEGA
GENESIS

Welcome to the next level.



BladeBeast shows the ultimate action with Archon's elite army leader Dr. Mordred's elite team back to the future.



Golden Warriors by Samurai Warriors is a classic from Samurai Warriors Dr. Mordred's elite team back to the future.



Marvel Super Hero takes place in a world of heroes and the power of fighting against evil.



MARVEL
SUPER HERO

Now Batting for Accolade, Al Michaels

Al Michaels
Announces
HardBall III

Genesis

By Capt. Controller

The "personality" hook in Al Michaels Announces HardBall III is obviously the nonstop, play-by-play commentary by Emmy Award-winning sportscaster, Al Michaels. Michaels' voice stars, but it won't upstage this cart's rufy baseball features.

Frankenstein Baseball

HardBall III bends over backwards to enable you to play baseball the way you like it. In this one- or two-player game, you can choose to play one Exhibition Game, play a 162-game season, play for the Division crown, challenge for the League Championship, or go for the World Championship.



PHOTIP: Each team's roster is accompanied by the players' stats, which are divided into 25 categories. Read the stats carefully to create winning lineups.

The cart uses all of the rules of professional baseball, but not the pro players and teams. Players do not play according to real-life pro stats, either. However, the game's editing features go a long way toward enabling you to recreate the professional teams and



players. You get all 26 Major League ballparks, and the game's default teams represent all 26 pro cities. You can change team names, players' names, and uniform numbers. You can even change uniform colors and redesign the team logo.



PHOTIP: Once you hit the ball, timing is the key to a successful play. To run the bases, press the directional pad toward the next base you want to reach.

To back up the cosmetic changes, you can adjust each player's playing capabilities. You can alter running speed, adjust arm strength, determine throwing arm, and set up the batting stance (left-handed, right-handed, or switch hitting). Moreover, you can alter five stats that govern a fielder's on-field actions - batting

average, home runs hit, RBIs, stolen bases, and errors per season. Adjustable pitcher's statistics include Earned Run Average, Wins, Losses, Saves, Speed, Stamina, and Accuracy.

This Cart Can Play!

On the field, your team makes the plays! You can make fielders dive or leap to make catches. If they miss, you can switch control to the next closest player. Fielders can also hit for power, or just make contact. This cart also offers a special "team effort" option, which makes your teammates automatically back you up during a play.

On offense, batters can swing through seven Swing Areas, such as High & Inside and Low & Outside. You can also groove your stroke with the great Batting Practice option, where the cart throws you the pitch you want to practice hitting.

The graphics in HardBall III swing from outstanding to just average. You pitch and bat from a behind-the-batter view. The bat-

ter's swing is the smoothest and sweetest of any video baseball game around. On the other hand, the high stepping, arm-pumping running style of the fielders is clowish. Nice graphic extras include an Instant Replay feature, which enables you to put together a Highlights reel from each game, plus gives extreme close-up views of close plays at any base.



PHOTIP: Keep an eye on your pitcher's endurance, since he will eventually get tired and need to be replaced.



Side!

So Real It Hurts

As with most sports simulations, the more you know about real-life baseball, the better you'll be at HardBall III. However, this cart's great editing features also challenge you to put your stats where your mouth is! HardBall plays hardball. **C**

Al Michaels Announces HardBall III
by Accolade



2-Disk Set
6 Megs
Boxable Case

Special
One Player
Delivery Included

RBI '93 Returns - Better than Ever!

RBI '93 Genesis

By Weekend Warrior

The "Boys of Summer" are back in RBI '93, an improved and updated version of the classic RBI Baseball series for the Genesis. Licensed by the Major League Baseball Players Association, RBI '93 features complete up-to-date rosters for all 28 Major League teams, including the Florida and Colorado expansion teams. In addition to enabling you to play all your favorite baseball heroes, this game's loaded with new options and features that make it a must-play for all baseball fans. Batter up!

Play Ball!

RBI '93's prolific set-up features give it appeal to video ball players of all calibers. Play a single game, a best-of-seven tournament, or a division race. You can even take on every team in the league. Go solo against the computer, but bats against a buddy, or select the teams and watch the computer play itself while you munch on peanuts and hot dogs in the box seats.

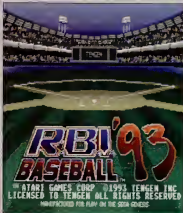
If you are worried about challenge, don't! You can set difficulty at Easy, Normal, or Hard. RBI '93 plays each team and player according to its real-life strengths and weaknesses, so novices definitely don't want to start off by taking on Oakland or Toronto in the Hard setting. If things really get tough, a password feature enables you to pick up play throughout your entire season.

In addition to the '93 Major League rosters, you can play the Division Champs from '84-'91 and the '88, '90, and '91 All-Star teams from both divisions. For more team naming and coaching, the Create

Teams mode enables fans to build an alternate "Dream Team" from all the rosters in the cart. And since you have rosters from seasons past, you can pick certain players from their better seasons.

NAME	POS	AVG	R	H	RBI	SLUG	OPS	WAR
ROBINSON CANO	SS	.285	10	100	25	.450	.735	1.5
FRANK THOMAS	1B	.350	15	150	40	.600	.950	3.0
ANDREW GONZALEZ	2B	.250	8	80	15	.400	.650	1.0
JOHN SMITH	3B	.300	12	120	30	.500	.800	2.0
MICHAEL JORDAN	CF	.270	9	90	20	.420	.690	1.5
DAVID LEE	LF	.290	11	110	28	.480	.770	1.8
STEVE NELSON	RF	.260	7	70	18	.410	.670	1.2
MARK TUCKER	OF	.240	6	60	12	.380	.620	0.8
BOB BURNETT	P	.000	0	0	0	.000	.000	0.0
ALAN BENTLEY	P	.000	0	0	0	.000	.000	0.0
BOB FAY	P	.000	0	0	0	.000	.000	0.0
BOB OJERMAN	P	.000	0	0	0	.000	.000	0.0
BOB ROY	P	.000	0	0	0	.000	.000	0.0
BOB WHITNEY	P	.000	0	0	0	.000	.000	0.0
BOB WOOD	P	.000	0	0	0	.000	.000	0.0
BOB YOUNG	P	.000	0	0	0	.000	.000	0.0
BOB ZIMMERMAN	P	.000	0	0	0	.000	.000	0.0

Making a list, and checking it twice.



Name your game.

RBI '93 is the statistics-enthusiast's friend. It provides detailed stats of all teams and players to help you make decisions. The computer also automatically updates each player's stats during games and throughout the season.

PRO TIP: Before the pitch, keep moving in the batter's box to offset the pitcher's aim.



PRO TIP: Broude gets his base a better chance of striking out batters.

If all these features aren't enough to keep your bat up, other new options include a great "situations" mini-ball game and 17 different "Game Breaker" situations based on actual baseball lore. (It's the last game of the series, bottom of the ninth, two men out, the winning run is on base, and you're

up at bat - what are you going to do?!) You also get a more active pitcher, the ability to switch between computer-assisted and unassisted defense, and a defense Practice mode to hone your fielding skills. As in RBI 4, you also get to choose any player and enter him as a 20-pitch Competition in the Home Run Derby.



Crackin' wood in the Home Run Derby.



PRO TIP: Listen closely to the announcer as he L.O.'s the defensive player with the best chance of fielding the ball.

Pennant Possibilities

The market is glutted with baseball games for all of the systems. To stand out, a game must have excellent features, sharp graphics, responsive controls, and excellent sound and graphic effects. RBI '93 scores on all counts. You don't have to read the manual to play the game, but it's detail includes complete rosters and stats for die-hard baseball fanatics. It's a sale bet that RBI '93 will vie for the title of Best Baseball Cart of the Season! Play ball!



Jaleco Loads up the Number Four Spot

Bases
Loaded 4



By Otter Male

Jaleco's Bases Loaded 4 for the NES proves that sequels can be better than their predecessors. Bases Loaded 4 combines the highly addictive, single-season baseball game play from Bases Loaded 1 and 2 with the snappy graphics and cool features of Bases Loaded 3.

Family History

Bases Loaded 1 and 2 scored as two highly playable baseball carts, which featured multi-game seasons, player substitutions, and two-player competition. In Bases Loaded 3, Jaleco rolled out one of the best-looking baseball games for the NES. It featured sharply detailed and smoothly animated players. BL 3 also had some cool pitching and base running controls, but it abandoned the season play mode for a five-game exercise, where the CPU evaluated and rated your team's overall stats at the end.

Jaleco's 4th contender for the video baseball Hall of Fame is their best yet, combining BL 3's hot looks with BL 1 and 2's full-season baseball action. Other cool Bases Loaded 4 features include lineup changes, realistic player stats, smooth controls, exhibition games, two-player mode, and even a Super Series.



PRO TIP: To avoid a stepout, replace your pitcher when his fatigue rating exceeds four stars.



Be the Pilot of the Series

Bases Loaded 4 lets you play a one- or two-player exhibition game, or you can enter a 130-game season against the computer. The game also includes a "couch potato" mode that lets you choose two teams to watch them battle it out.

As for teams, the BL4 league includes 12—six each in two divisions. Your goal is to capture the pennant in your division by winning 70 games. You can then qualify for the Super Series.



PRO TIP: To pick a winning team, study each team's roster in the manual and use the Watch mode to find your favorite players.

A Mound with a View

The batting and pitching perspective in a simulated 3D view from behind the pitcher's mound. The graphics are much better than a view from the stands, but the ball doesn't change size from the time it leaves the pitcher's hand to

when it hits the catcher's mitt. This makes it hard to judge a pitch when you're hitting.

If you hit the ball, the screen switches to a center-field perspective, with an inset screen of the entire field. The running and fielding animations are at just the right level of detail to make the game fast-paced and still fun to watch.

Sounding Bored

Bases Loaded 4's musical soundtrack is a mishmash of dissonant techno-jazz that recycles pretty quickly. Fortunately, you can turn the music off and keep the sound effects active, because you'll definitely need to hear the sound cues in mid-play, like the squeak of the ball bouncing off the grass and the sound of a runner stealing base.

Fancy Fingers

Bases Loaded 4 hits a homer when it comes to controls. The batter can swing the bat at different height levels, move in the box, and bunt. The pitcher has nine different pitches, including a curve, a change-up, and a split-fingered fastball. In addition, you can accentuate the degree of a particular pitch by tapping A during

the windup. As for fielding, it's a breeze. You can make your fielders jump up or dive to catch line drives. Stealing bases is smooth, too, and your base runners slide into the bag on close plays.



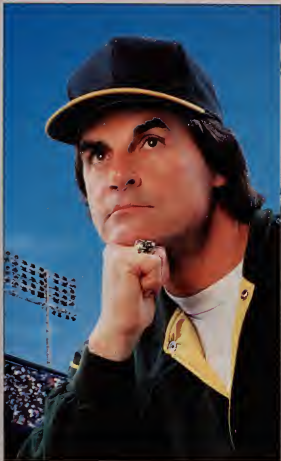
Catch a fly, and you're sitting on top of the world!

"Base" Is Loaded

BL 4 combines Jaleco's best graphics and its sweetest controls to bring you a winner. For NES baseball, this cart shares the top of the mound with Roger Clemens. This diamond is an NES sports player's best friend. **C**



Tony La Russa Interview



GamePro caught the pitch from 1992's Manager of the Year, Tony La Russa. Check out his hardball answers to the carboball questions we threw at him.

GP: How were you involved in the development of the Tony La Russa Baseball video game?

TL: We had a series of meetings in which the design team asked me questions about all the different aspects of baseball strategy. They wanted to know how I decide on each day's lineup, how I use the bull-pen, and when I like to use the Hit and Run. It spread over several meetings and took a lot of hours. After each meeting they would go back to their offices and add the features we discussed. Then, the next time we met, we looked at how the changes turned out and discussed anything that didn't look right.

GP: What are three things about the game that make it realistic?

TL: First, it plays a full season of baseball, with injuries, the bullpen, and the whole thing. I understand that in most other video games the hitters are always healthy and the pitchers never tire. You can play this game that way if you want to, but there's more real baseball in the cartridge. When I bring Eck into a game, I always have to think to myself, "How many games in a row has he closed for us? Do I have to rest him tomorrow night against the Blue Jays? Should I save him now so he can pitch for us against Toronto?" This game has that same managerial strategy.

Second, it manages the team during a game. I believe a team has to always push for runs and try to make something happen. In baseball, if you sit around and wait for good things to come along, pretty soon you'll find yourself sitting on a bar in the Miller League. The computer manager in the game knows that,

Continued on page 132.

so you'll see the Hit and Run, batters trying to hit behind the runner, and guys bunting to bring in the defense at the corners. If the team has players who can execute, the computer will try to do something with them.

Third, you get the stats you need to make intelligent decisions as a manager, and the players perform differently from one another on the field. Rickey Henderson really does have blazing speed, and Ozzie Smith really does make spectacular plays that other shortstops might miss. If you look in the bull pen, you can tell if a reliever has good control, whether he's tired, and how likely he is to give up a long ball. This game isn't just pretty pictures. It has real baseball built into it.

GP: What are three things you like best about the game?

TL: First, I like the way it looks. It looks like real baseball. The design team really paid attention to the details, and it shows. The timing, the movement, and the way the players cover the field look right.

I think the other things that come to mind are the realistic kinds of things I just described. Those are the things that make managing a baseball team so interesting.

GP: Are the strategies in the game yours? Are the strategies realistic from a manager's perspective?

TL: Yes, my strategies are clearly reflected in the game. A big part of the way I try to manage it is to use a ball club's strengths to win games, rather than always managing each team in exactly the same way. If a club has speed, you need to be aggressive on the base paths. If the fastest player is only average, though, that strategy won't work and you'll need to look for other offensive strengths, such as the team's power.

The computer looks at each team's players, and tries to make



the most out of the skills present by managing the team intelligently. We do the same thing in real baseball.

GP: Is there anything you'd like to add to the game, maybe in the next installment?

TL: The design team and I keep discussing things, and there are still a few more capabilities of

baseball we'd like to add in a future version, along with more graphics and sounds. That's the great thing about baseball: No matter how much you study it, there's always some thing new in the game to learn.

GP: Are there things that real-life managers and players can learn from this game?

TL: I think that any time you look at different game situations and try out different strategies, it helps you think about your own baseball philosophy. What happens if you always sacrifice with a runner on first and no outs? What happens if you never sacrifice?

Continued on page 134

Here's a Hot Tip!

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The Ice Just Got Colder

By Otter Matic

The sports world is tumultuous and echoing a monstrous mix of upset and glory in the wake of Mutant League Football by Electronic Arts (see The Sports Pages, May '93). MLF unleashed an unholly and unsavory group of intergalactic thugs onto the sports scene, and who better to make waves than EA, a game maker with a demonstrated mastery of video sports. But let's get one thing straight, Mutant League games do not fly the EA Sports banner!

The gory gang cuts its own path through EA's cavernous halls, and now they're taking to the ice with EA's second Mutant Sports game, Mutant League Hockey. Based very loosely (stake that LOOSELY!) on EA's hit hockey game, NHLPA '93, Mutant League Hockey promises to send a chill down even the toughest hockey player's spine. Players will be able to pick up weapons in mid-game and give their opponents a challenge like you've never seen before. Other cool game features include a Zamboni machine that scoops up body parts in between periods. Remember, "EA Sports" and "Mutant League" do not mix.

EA Recruits College Teams

Hot off the gridiron, and also from EA, comes a college football game endorsed by the one-time San Francisco 49ers coach and two-time Stanford University coach, Bill Walsh. Bill Walsh's College Football is due out in July. The game will feature a whole new engine

designed by the same team that designed John Madden Football. The game will feature 24 of the all-time greatest college teams and the top 24 college teams of 1992. Players will be able to pick from 64 plays and fool their opponents by calling bluff plays. Bill's advice will be peppered throughout the game to help you strategize.

Not a Swimsuit Issue

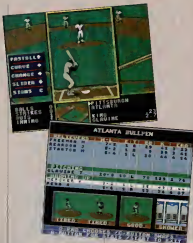
T+HQ and Sports Illustrated Magazine fuse two of America's favorite sports into Super Ninko do and Game Boy carts. Sports Illustrated Football/Baseball will feature a unique maillayer, password system, that enables players to easily track season-long play and tap into statistical info on teams and players. The game will have commentary during game updates written by real Sports Illustrated writers. It will also pack in a selection of hilarious bloopers for comic relief.

Baseball Meets Westworld

TradeWest, Inc. will release a futuristic SNES baseball game this summer, and it stars robot players. In Super 2020 Baseball, everyone's averages are nearly perfect. All you'll need is a few screwdrivers and a tin of oil to keep your team in tiptop shape.

Nothin' but Net

If you haven't been to an arcade recently, take your next opportunity to jump into action as your favorite NBA star in NBA Jam by Midway. The first NBA-sanctioned arcade game, NBA Jam, is a two-on-two basketball game, where you choose from 54 stars from all 27 NBA teams. Digitized graphics utilizing Midway's Scanorama graphics chip bring each players' faces and signature moves into the game, and puts them at your fingertips. If you're an NBA fan, you've gotta at least see this game! **C**



Continued from page 132

After awhile, you can get a sense of what works and what doesn't, and the game can help you develop that sense. In the computer game, just like real baseball, no single strategy always works with all players and all situations. You have to base your actions on the skills of your players.

GP: Is there any team other than the Oakland A's that you like to play?

TL: I don't own a video game system or a computer myself, so I only get to play the game when I'm meeting with the design team. I think that if I had the chance, I'd enjoy seeing the 1993 White Sox play again. That club had some great ballplayers, who were also great team leaders.

GP: Do you have any advice for kids who aspire to be Major League baseball players or coaches?

TL: If you want to play in the Major Leagues, you must try to play often and not necessarily play just formal games—play games with your friends, throw the ball around, and hit a few balls in the park. If you want to be a coach, you have to first have a real love for the game and an interest in learning how the game is played properly.

GP: How will this year's A's team be different from last year's team?

TL: Even if faces change, we emphasize the same style of play—aggressive on offense and sound on defense. The style shouldn't change just because there are different players.

GP: Where do you think the team will finish this year? Who's going to be in the Series?

TL: At this time in Spring training, everyone is optimistic and I believe the A's will finish first. With the A's plans and dream, the World Series will be A's versus somebody. That's a good enough for me. **C**

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never-say-die super fly. "Yer Toast" if the HIT-O-METER rates your tackle "Dweeb", but you can settle the score with an all-out team brawl!

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GAME BOY PRO REVIEW



By Capt. Conraker

Go where no man has gone before in *Absolute's* realistic rendition of *Star Trek: The Next Generation*. As a *Starfleet Cadet*, your first task in this command simulation is to become familiar with each of your officers.



Commander William Riker - Provides critical details and support.



Lt. Worf - Operates ship's shields, phasers, and photon torpedoes.



Lt. Commander Data - Operates navigation and sensor equipment.



Lt. Commander Geordi La Forge - Monitors the ship's power supply, oversees repairs, and determines ship damage.



Lt. Miles O'Brien - Operates transporters and tracks intruders.



Captain Jean-Luc Picard - Issues mission orders and oversees the simulation.



Star Trek: The Next Generation by Absolute



\$29.95
1 disc
Available May

How to play
One player
Precedent

Captain's Log 9303.16. *Starfleet Academy* has announced plans to use the *Holodeck* as a training tool for future officers. A *Starfleet communique* informs me that *Starfleet Cadets* must take part in simulated missions, which will provide them with the opportunity to command the *Starship Enterprise 1701-D*. The missions will be devised to challenge and hone each Cadet's leadership skills.

I am told that the missions will include time-critical rescues, supply deliveries, and battle scenarios. Cadets will fly progressively challenging missions. This training is designed to ensure that each Cadet develops into a worthy *Starfleet Officer*, with the ability to interpret and apply the *Federation's Prime Directive*, even in times of crisis.

You're In Charge

In this game, you take the Captain's Chair and lead the Enterprise through a combination of action, vehicle simulation, and role-play scenarios. You get your orders from none other than Captain Jean-Luc Picard of the *Starship Enterprise*. To graduate from the Academy, you must successfully guide the Enterprise through up to 20 extremely challenging simulations on the *Holodeck*.



To get your assignment, join Picard in his Ready Room.

Each training mission is different. For example, Captain

Picard might ask you to guide the Enterprise to a particular planet, take the ship into orbit, and deliver emergency supplies to the planet's surface. In another scenario, a hostile intruder might invade the Enterprise. Your challenge would be to locate the intruder and transport it off the ship.

Make It So

Whatever the scenario, you command the mission from the bridge of the Enterprise. When the ship is traveling in space or taking part in a combat situation, you have a clear first-person view of the bridge's tiny view-screen. As each scenario develops, the Cadet can issue commands or request status information from any of the five officers - Riker, Worf, La Forge, O'Brien, or Data (no word on what happened to the Enterprise's female officers, T'Pol and Crusher, or its sage advisor, Guinan).

Each officer has a specific area of expertise, and can provide you with information or carry out orders. When you contact an officer, you get a one-on-one consultation, complete with a great digitized, animated picture of the officer. During Battle sequences (the game's action segments), you're in the Captain's chair, known among Trekkers as "the Con." From there you can order Phasers and Photon Torpedoes to be fired, and watch the battle on the view-screen.



PRO TIP: It's tough to maneuver the ship and fire simultaneously. It's easier to lock on and fire Photon Torpedoes than it is to fire Phasers.

Unfortunately, TNG's sounds aren't as next generation as its graphics. Although the familiar *Star Trek* theme is there, the Game Boy's limitations prevent the music from generating anything more than a touch of nostalgia in eager Cadets.

The controls are as straightforward as the Game Boy's two buttons demand. Consulting with an officer and imitating different actions is a simple matter of selecting menu options and reading the on-screen data. It takes a few light years of practice, though, to remember which button to hit when.



PRO TIP: It's vital to maintain the ship's power. The *Worf* and *Inquire Engines* will generate power, but the *Shields* and *Phasers* will consume it. Learn to maximize power usage, especially in combat situations where engine damage might occur. You may need to have La Forge reallocate power.

Boldly Go Where No Game Boy Has Gone Before

Each mission can be completed in several ways, and contains random elements to ensure long-lasting game play. The missions are very tough, so only truly qualified Cadets and those interested in sim-style games will graduate from the *Starfleet Academy*.

STAR TREK

THE NEXT GENERATION



Luckily, a password feature lets you restart the Holodeck from your last mission. The action quotient, however, probably isn't high enough for Teenage Mutant Ninja Turtle wannabees or non-Trekkers.



PRO TIP: Locate intruders aboard the Enterprise galaxy. Capture them between Force Fields and use the Transporter to beam them off the ship.



PRO TIP: Time is of the essence when traveling between planets.

Be sure to set your Warp Speed to eight or nine.

Trekkers should note that the game is true to Star Trek lore, with appearances by Cardassians, Vulcans, and Romulans. Those familiar with The Next Generation will feel right at home in this miniature Game Boy galaxy.



When you're trying to beam anyone on board, you'll frequently

have to look onto a moving target - and that's tough.

PRO TIP: As you guide the Enterprise toward a planet and attempt to enter orbit, the best route is through the rectangular passages provided by the computer.

The Next Generation

As the Star Trek: The Next Generation TV show blasts off into its seventh successful season and the crew prepares to make its motion picture debut in Star Trek VI, you can experience 24th-Century action first-hand in this cart. Starfleet

Academy Cadets throughout the universe will want to set their course for a Game Boy and check out Star Trek: The Next Generation. It's available in a solar system near you.

GAME BOY PRO REVIEW



By Stasner Quan

Just how similar is Darkwing's Game Boy cart to the original NES version? Pictures are worth a thousand words, so check out this side-by-side comparison.



Capcom rebuilt a few of the levels with new floor plans, but otherwise it's a faithful black-and-white translation.

Darkwing Duck by Capcom



Price not set. Available Nov. One a night. Unlabeled. Outdoors. Action.



That hip crime-fightin' duck, Darkwing, has flown from Disney's cartoon show, and he's due to arrive on your Game Boy any day, courtesy of Capcom. DW's new cart is every bit as good as his previous appearance on the NES. (See ProReview, May '92.)



Darkwing Duck, at your service.

The Scenes of the Crimes

DW tracks F.O.W.L.'s latest crime wave through seven sharp-looking levels into the heart of St. Canard city. The distinctive, side-view graphics are top-notch, but occasionally hard to see. The background tunes are somewhat twangy, but you'll recognize the cool theme song.

F.O.W.L.'s master villains—Quackerjack, Wolfduck, the Liquidator, Brushbrook, Mega-Volt, Mollarky, and Steel Beak—

are bad news for the St. Canard citizens, but good news for unemployed superheroes. While the bosses are easily recognizable to fans of the TV show, their henchmen are run-of-the-mill video game enemies: bats, turtles, beetles, alligators, weasels, and the like. This cart's tough, but unlimited continues make it beatable.



PRO TIP: Wolfduck's a mean dog when the moon's full. Shoot Wolf's crates and avoid the sharp-axel, then null the normal duck when the clouds cover the moon.



PRO TIP: On the bridge, you'll need Heavy Gas to beat Quacker Jack.

PRO TIP: While Downtown, watch throwers carefully and zap their heads before they can retaliate.

He Swoops out of the Shadows

Most ducks aren't too agile, but Darkwing's a nimble crime-stopper. His main tool of the trade is a Gas gun, but he can find Arrow, Thunder, and Heavy Gas Pistol power-ups for temporary use. Darkwing can leap, grab onto hooks, and pull himself up to ledges. He can also unroll his cape as a defense mechanism. The control is precise, much less clumsy than you'd expect from a webfooted duck!



PRO TIP: Save the Arrow Gas power-up that you find in the Underpass. After you fall through the first hole, use it to reach the 1-up in the passageway.

PRO TIP: Use the cape to ward off knives thrown by enemy ducks.

A Bill of Goods

Darkwing is essentially another formula game. It follows the standard run, jump, shoot, and duck action standards established by dozens of carts, such as Capcom's own Mega Man, DuckTales, and Chip 'n' Dale games. However, the solid graphics, DW's cool moves, and nasty villains make it a fun formula to swallow.

If you already bagged this bird on your 8-bit, the GB cart will give you a good yawn. If you've yet to tangle with F.O.W.L., though, there's no time like the present. **B**

Ninja Boy 2

By Sister Sisster



The Ninja Boys, Jack and Ryu, are stuck on an unknown planet. You must guide the boys through the land in search of a way back home. Go it alone with Jack in this role-play/adventure, or link up with a friend and have fun traveling together.

Everybody's Ninja Fighting

The game includes lots of standard role-play features, such as hit points, experience points, and a 3D overhead view. When the Ninja Boys

run into the bad guys, your perspective switches to a side view, and you get to use your full repertoire of easy-to-



PRO TIP: When hit, the Gatekeepers hold you over their heads. Quickly jump out of their grasp.

handle moves. Each Ninja Boy has a deadly Punch, a Moonwalk Kick, a stronger Miracle Kick, a Super Run, and a Super Attack. As for weaponry, you pick up T-Stars and Swords along the way. If you're running low on equipment of any kind, stop in the nearest



PRO TIP: The Samurai's fan is hidden behind the top power block in the left-hand corner.

town, save your game, get a pass-ward, and do a little shopping. Ninja Boy 2 has above-average sights and sounds. Although the overhead-perspective scenes are tough to see, the overall clear graphics make it easy to travel.

There's No Place Like Home

Ninja Boy 2's adjustable challenge makes it a lock for gamers of any level. Let's hope Ninja Boy has a few more adventures before he becomes Ninja Man.

Ninja Boy 2 by Software Events

Character	Sound	Visual	Feel	Value	Control
4.0	4.0	4.0	4.0	4.0	4.0

A.D.J.

3.0 3.0
3 Stars
Available May

3.0 3.0
Two players
Parasitic, selfless
difficult

Q*Bert

By Ms. Demenor



Over the years, Q*Bert has been king of the hill on the NES, the SNES, and many computer gaming platforms. Now he's moved to the Game Boy's block with 15 levels of high-steppin' action.

Optically Amusing

Like his predecessors, the Game Boy Q*Bert has to jump on all of the blocks in a pile, avoiding his enemies and changing the blocks to a designated color. And there's the rub: Color. On the tiny mono-chrome screen, this game is even more graphically challenging. It can be hard to keep the top of the blocks straight.



PRO TIP: When only is choosing you, lead him to an edge near a spinning disk. Just when he's about to rub you, keep onto the disk and ride it to the top. Only will fall off and all of your enemies will disappear.

Hats off to the designers of Game Boy Q*Bert, because this version is nicely rendered (right down to Q*Bert's little snout). Q*Bert's nimble, and that's what counts. He hops the way you tell him to, and a Straight or Diagonal option lets you select the most comfortable method of control.



PRO TIP: The farther you advance, the more complicated the pattern of blocks. Press Pause when you start a new level to see the layout.

A cool soundtrack hits just the right tone, with bub-opa! music and hip-hopper! sound effects.

TipTop Action

This game will keep gamers of all skill levels busy for a good long while. Q*Bert is top of the heap.

Q*Bert by Jaleco

Character	Sound	Visual	Feel	Value	Control
3.0	3.0	3.0	3.0	3.0	3.0

B.E.G.

3.0 3.0
1 Star
Available May

3.0 3.0
Action/quiz
One player
Surrealistic cartoon

Word Zap

By Ms. Demenor



How fast can you spell out: bag, nag, nig, mag, bug? Speedy spelling wins the game in Word Zap. Jaleco's latest word puzzler.

Two for the Price of One

You get two games in this cart. Word Zap and Word Zap. In the title game, you want to be the first to spell out seven three- to five-letter words with the letters provided. You can use letters as often as you'd like. The catch is that whenever you and your opponent spell out the same word, it's "zapped" from both of your lists.



PRO TIP: To beat the computer in Any-Letter Word Zap, look for rhyming words and alliterations, like jam, bag, can in three-letter mode, or faces, races, toes in four-letter mode.



PRO TIP: To win in 3-Letter Word Zap, count the vowels before you start spelling words. Usually, you'll only be able to use one vowel per word.

In Word Zap you also have to spell seven words. However, you can only use a letter once, and you must use up all of the letters on your pallet.

A Tough Customer

Both games succeed or fail based on the quality of the dictionary provided and the challenge of the game. The dictionary here contains more than 10,000 words, and it judges your entries with a fairly even hand. As for the challenge...well, these are hard games, even on the easiest setting. For nuts who love word-play, however, the games do get easier and more addictive the more you play.

If you've got a hankerin' for a tough game of Scrabble, check out this mind-numbing cart.

Word Zap by Jaleco

Character	Sound	Visual	Feel	Value	Control
3.0	3.0	3.0	3.0	3.0	3.0

A.D.J.

3.0 3.0
3 Stars
Available May

3.0 3.0
Word/puzzle
Two players

GAME GEAR PRO REVIEW



By Scary Larry

Fans of the silver screen and fans of Sega's miniature screen can now find a common ground in the new Game Gear cart, *Land of Illusion*. Mickey and all his pals are present and accounted for in this interesting and sometimes

LAND OF ILLUSION STARRING MICKEY MOUSE

In Sega's *Land of Illusion* for the Game Gear, an evil phantom has stolen all the good magic (in the form of crystals) from a village in an enchanted valley. It's up to Mickey to get them back. Never fear, the Mouse is in the house.

Sugar and Spice and Everything Mice

During your side-scrolling search for Magical Crystals, you play Mickey and you must tromp through a magical forest, a toy shop (where the toys come to life), the ruins of a great palace, and a hostile desert. You also swim through a lake, shrink down and frolic among the flowers, and explore miniature underground caverns.



PRO TIP: Pay attention whenever you come across a pot with an "M" on it. You'll probably need to use it as a stepping stool.

Not every area is a straight stroll. You have to figure out a few puzzles, move through a few walls, and climb some rocks — all while avoiding enemies that try to trap you. Mickey's enemies come in every shape and form, like

pushy pumpkins, renegade rocks, mouse-munching plants, and more. Mickey can defend himself by bopping them with his famous butt crunch move, combined with a few items he picks up after defeating bosses, like a magic flute (which will take him back to anywhere he's been), a rope to climb with, and a miniaturizing potion to help him get in and out of tight spots.



PRO TIP: After you get the rope, go back to every stage to increase your health bar by gathering Magic Stars. There's a Star above the chests in the palace ruins.

See You Real Soon

The graphics in *Land of Illusion* are very good for such a small venue. Mickey moves well and without glitches. The backgrounds fit a lot of detail into a little area. Plus, neat special effects, like the lights going out unless Mickey's holding a lamp and Mickey turning into a small mouse, are fun touches. The music is also good. It provides effective

moody accompaniment, like ghost music in the castle scene and cheerful marching music in the valley scene.



PRO TIP: Use the key as a weight to reverse the walls in this tricky Enchanted Castle stage.



PRO TIP: Stay on top of the flowers in the flower field. There's a 1-up on top of the flowers near the end of the stage.

M-I-C-K-E-Y M-O-U-S-E

Although some areas are fairly short, this game is a lot of fun. Special surprises and brain-teasing tricks should keep novice and intermediate gamers happy for a while. Be warned, though, there's no save feature. You have to play through the entire game in one shot. *Land of Illusion* makes a great car partner on a long trip, or takes the edge off of a long wait in a dentist's office. Trap this mouse if you get a chance. **B**



difficult one-player, side-scrolling quest that transports you through 11 lands in search of the magic crystals. Here's your chance to prove to your friends that you're a man, not a mouse.

Land of Illusion Starring Mickey Mouse
by Sega



MSRP \$19.99
Available now
\$14.99
Only at
Official website
www.sega.com



CREATE YOUR OWN CARTOONS.



1

2

3

4

5

6

The cartoon world's wildest characters are at your command! With Tiny Toon Adventures Cartoon Workshop for the NES™ you can make your own animated shows up to five minutes long, then save them on video with your VCR. It's easy and fun,

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- 3) Give your stars some wacky one-liners.

- 4) Then it's "Roll 'em!" for a preview of your cartoon creation. You can also make any changes you want.
- 5) Liven up the action with pre-recorded music and sound effects.
- 6) Put another character in the scene if you want to. You're the director so holler "Lights! Camera! Action!" and make your own mark on show business!

KONAMI®

Konami Game Hint and Tip Line:
1-800-896-HINT(4468).

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HARDWARE HELPERS

WONDER OF WONDERS: THE MIRACLE FOR GENESIS



The Miracle Piano Teaching System

You've probably seen the TV ads where an entire classroom of students learns to play piano in a matter of weeks. How do they do it? It's a miracle, or more succinctly, THE Miracle.

The Miracle Piano Teaching System is now available for the Sega Genesis. The kit has a rather hefty suggested retail price, \$479.95, but with a little searching you can find it for under \$400.

What do you get for your 400 clams? The Miracle System includes a keyboard, with impressive features like 49 full-size, velocity-sensitive keys, 128 digital sound patches, MIDI compatibility, built-in stereo speakers and stereo output, 16-note polyphonic capability that enables you to play up to 16 different notes at once, and split-keyboard capability. The package also

includes a pressure-sensitive foot pedal, stereo earphones, a power adapter, the Miracle Cable that attaches your Genesis to your keyboard, and the Miracle cartridge.

Traditional Lessons

The Miracle is far more than just plain old piano lessons. The Miracle Conservatory is comprised of five different areas (depicted as rooms on the screen): Administration, Classroom, Practice Room, Performance Hall, and Arcade.

In the Administration room, you set the difficulty level (Child or Adult) and the volume of the accompanying Miracle Orchestra. In the Classroom, you learn in a traditional step-by-step fashion by using the Genesis controller to answer quizzes, and the Miracle Keyboard to play lessons. The system's artificial intelligence teacher is as per-

sistent and encouraging as the finest music teachers. When you make mistakes or have a particular problem with one lesson, The Miracle notes your struggle, provides words of encouragement, and addresses the problem by presenting several activities geared toward helping you overcome a difficult section. The Genesis version of The Miracle includes 200 lessons that will teach you everything from rhythm to chords to reading sheet music.



Choice, Choice

Command Performances

What's really unique about The Miracle is that it gives you the option of playing a list of songs accompanied by the Miracle Orchestra in the Performance Hall, or playing

arcade-style games to help you with rhythm, sheet music reading, or piano key identification. Before you jam with the band, you'll probably want to visit the Practice Room. Here The Miracle demonstrates a piece and helps you practice the notes or the rhythm alone.

The Miracle Orchestra is full of digitally reproduced instruments, and it helps boost your confidence when you play alongside it. The Arcade is a fun addition to the Miracle system, but the games are definitely lacking in real arcade appeal.

The Burning Question

Does The Miracle work? Yes, it does. Despite its high price tag, The Miracle system is one of the most valuable peripherals you can purchase for your Genesis. When you consider the cost of piano lessons and keyboards, The Miracle is a steal! So, if you're an aspiring musician looking to make an investment, The Miracle is absolutely divine!

The Miracle Piano System for the Genesis

by The Software Toolworks
Price: \$479.95, Available now
Product Info: 800/234-3088

NAKI SUPPLIES RECHARGEABLE POWER

Let's talk power! Naki International has an impressive lineup of rechargeable video game power supplies and adapters.

For the Game Boy, there's the uniquely designed Action Pak. Most rechargeable battery packs plug into the Game Boy's AC adapter outlet and include a bulky pack that you must carry. The Action Pak fits

directly into the Game Boy's battery compartment, no strings attached.



The Action Pak

It's not only smartly designed, it's also highly functional. At full charge, the Pak juices your system for seven hours of continuous play. The recharger plugs straight into the battery pack (you don't have to remove it from the battery compartment), and it also doubles as an AC adapter. For convenience and functionality, the Action Pak is the best recharger/adapter you can buy for your Game Boy.

The Action Pak by Naki
Price: \$19.99, Available now

An eco-aware alternative to the Action Pak is Naki's Solar Pak, which fits around your Game Boy like a cradle. The back of the unit is one large solar panel that charges the Pak's batteries for up to seven hours of play. The batteries can be recharged more than 500 times, and they can also be charged with an AC adapter.

The Solar Pak by Naki
Price: \$29.99, Available now



The Atari Lynx Power Pak

In the same vein as the Turbo Twins and the Action Pak, there's a Naki rechargeable battery pack for the Atari Lynx. At full charge, the Power Pak supplies enough power for up to six hours of continuous play.

The Atari Lynx Power Pak by Naki
Price: \$39.99, Available now

If your attitude is "Have game will travel," Naki's Car Power will suit your needs. The Car Power is a universal car power adapter for all hand-held game units. This smartly designed cord plugs into the cigarette lighter of your automobile and powers up your Game Boy, Game Gear, Lynx, or Turbo Express. This unit is a must for frequent road trippers.

The Car Power by Naki
Price: \$9.99, Available now



The Turbo Twins

Anyone who owns a Game Gear knows that the full-color monitor requires some serious battery power. Naki's Turbo Twins supply a rechargeable load of power and double as a contoured hand grip. The Turbo Twins are two rechargeable battery packs that snap

into the Game Gear's battery compartment and extend around the sides of the unit. They come with a recharger cord that doubles as an AC adapter, and the unit actually allows you to play while the batteries are recharging!

The Turbo Twins By Naki
Price: \$49.99, Available now

The First CD-ROM

FLASHBACK

THE QUEST FOR IDENTITY™

12
ESR



For tips and information:

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\$35 per minute charge. If you are under 18 years old get your parents' permission before calling the GAMEline. Touch-tone phone required.
U.S. Gold Inc., San Francisco, CA 94111

Now available!!!

The Official Flashback-The Quest for Identity
Strategy Guide

A detailed guide of tips, strategy tips
and the further adventures of Conrad from Marvel's comics.
Call the U.S. Gold GAMEline for information on purchasing it.

Game in a Cartridge!



Planet Titan: It's a jungle out there filled with mutants, animatronic fields and other weird stuff!



New Washington: Find your memory (remember that?) then go under cover to avoid the heat!



Death Tower: In a futuristic gladiator battle, it's a fight to the finish against replicants!



Paradise Club: You sniff out the aliens' bizarre plans but now they're on to you dude!



Earth: Ops! Your identity is uncovered. Now robot cops want to pulverize you!



Planet Morpho: Surprise! You show up at the aliens' HQ. They don't look happy!



Exclusive 14-page Marvel® Comic Book included inside the package.

Flashback – the first game ever to pump awesome high-octane CD ROM performance from a cartridge. The action screams along at 24 frames-per-second, just like movie animation. And after each level, the game moves along with animated sequences that are straight out of Hollywood. Excellent!

The Plot? You play the part of Conrad Hart, a GBI agent in training. You stumble on a bizarre alien plot to conquer the earth. Now you've got to outwit and combat droves of replicants, deadly aliens, traps and other stuff too weird for words. No problem for a pro like you...NOT!

Still not convinced? Then check it out at your local game habitat. Flashback – it's like putting your Genesis into warp drive.



Available for Sega™ Genesis™

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and

Delphine Software
S.A.S. & U.S.™

SHORT PROSHOTS

Check out this sneak peek of the hot games appearing in June at the Summer Consumer Electronics Show in Chicago, Illinois. Twice each year, the entire home electronics industry gets together to show off their latest products.

Here's the inside scoop on some of the products that will be featured at the show. Watch for full PreViews and ProReviews on these games later this year!

Sega CD

Bram Stoker's Dracula (Sony Imagesoft)



This game includes digitized video of real actors and actual sequences from the movie. The photorealistic pictures were

created with the same massive Silicon Graphics computers used for special effects in Hollywood. This beast will stalk CES on the Sega CD and the Genesis!

(Available now on Sega CD; this summer on the Genesis, Game Gear, SNES, NES and Game Boy.)

Genesis

WarpSpeed (Accolade)



Defend the Earth in the first Starfighter capable of tackling entire squadrons of enemy ships (which come in 16 varieties). At the press of a button, you rush through space until a blinding flash marks your cross into WarpSpeed. With loops, turns, and spins, the 3D spaceships in this seven-mission game push the Genesis's rotation and scaling graphics capabilities to the max. Suc-

cessfully complete all missions, and you'll get to fly higher powered ships.

(Available Now)

MIG-29 (Tengen)



In a scenario that bears a remarkable resemblance to the Gulf War of '91, you fly Sorbes in Russian-built MIG-29s against a fanatical Middle-Eastern aggressor. A heads-up display lets you see your altitude, speed, weapon selection, and direction. Armed with a variety of weapons — from guided missiles to cannons — you'll fly one training mission and five combat missions. This desert combat game's gonna Storm the Summer CES!

(Available May)

Shining Force (Sega of America)



CES will also herald the return of classic RPG gaming with a sequel to Shining in the Dark. Shining Force adds its



own spin on the RPG genre, though. In this game, you begin with a ready-made band of males and travel through the eight chapters, where you'll need to recruit more than 30 fighters. What's more, you actually get to keep experience points and any new levels gained when you die.

(Available Summer '93)

Super NES

Aero the Acrobat (Sunsoft)



If you thought Bruce Wayne was the only bat with an attitude, wait until Aero takes the stage. Aero's a master acrobat who thrills circus audiences with amazing flips and dan-

Genesis

RocketKnight (Konami)

Here's a super scoop — pictures of Sparkster, Konami's latest Genesis game hero. In his world, swords, magic, and machinery collide. Armed with a sword, a prehensile tail, and a rocket pack, Sparkster's gonna swing low at CES as he battles Axle Gear the Black Knight

(Available August)



devil flying. He's tough. He's cool. He's lovable. And he's got to save the circus from an evil industrialist and a kamikaze squirrel, who both were banned from the circus and are out for revenge. Aero may also be getting his own cartoon series. Stay tuned for details.

(Available Fall '93)

PTO: Pacific Theater of Operations (Koei)



Air raid! The Japanese strike on Pearl Harbor on December 7, 1941 propelled the U.S. into the Second World War. In this simulation, you have the

unique opportunity to play either the Allies or the Japanese. You get to assemble a fleet, launch recon sorties, discuss strategies, and conduct massive assaults. The game includes 10 difficulty levels, historically accurate maps, and more than 200 historical ships. Challenge history and change the outcome of WWII's great sea and air battles.

(Available June)

Obitus (Bullet-Proof)



This fantasy action/adventure game will be haunting its first-person point of view in Chicago this summer. Obitus will transport you to a mysterious medieval land, where you'll search 12 stages spanning four realms. Throughout this eight-meg adventure, you'll collect more than 70 items and meet up with dozens of characters—some with helpful advice, others with a good fight. On the PC and the Amiga Obitus was lauded for its graphics and game play.

(Available Summer '93)

Game Gear

World Cup Soccer

(Tengen)



Tengen pulls a header at CES this summer with World Cup Soccer. It delivers teams from 28 countries for full World Cup action. You'll stay on top of the action with a deep, 3D-overhead game play perspective. Play against the computer or Game Link with a friend for head-to-head competition.

(Available August)

Game Boy

Spider-Man 3: Invasion of the Spider-Slayers

(LJN)



As one of Marvel Comics' foremost heroes, Spider-Man swings into CES with the third installment in LJN's Spidey saga for the Game Boy. In various NYC settings, our wall-crawling superhero combats such archenemies as Electro, Scorpion, and The Tinkerer. In the end, though, Spidey has to confront the USS — The Ultimate Spider-Slayer! Luckily, you have several new moves in your arsenal, including ceiling walking, web spinning, and an all-new web trampoline.

(Available Summer '93)

Nintendo

Jurassic Park

(Ocean of America) It's what's probably one of the most anticipated movie and video game releases of the year, Jurassic Park is finally roaming to the NES! Check out these sneak peek shots from the game. Jurassic Park transports you to a mysterious, fog-shrouded island off the coast of Costa Rica. It's a biological preserve, and the most incredible theme park of all time, filled with breathtaking behemoths — dinosaurs!



Super NES

Cool Spot (Virgin)

This game's just like its Genesis predecessor (see ProReview, April '93). Cool Spot is also coming soon for the Sega CD and Game Gear systems.

Grand Prix One (Atari)

Here's a two-player motorcycle racing game in the tradition of Outrun. With a behind-the-bike perspective, you race through 12 countries.

Journey to the Center of the Earth (Sony Imagesoft)

Explore new worlds in this adventure game based on the new TV series. Hot Silicon Graphics pix are being planned for this cart.

Last Action Hero (Sony Imagesoft)

Watch for this action/adventure game based on Arnold Schwarzenegger's latest flick.

Mega Man (Capcom)

The star of more than eight fantastic games for the Nintendo and Game Boy systems is finally coming to the SNES!!

Super Empire Strikes Back (LucasArts/JVC)



Luke's battle against the Empire continues as he studies with Yoda and confronts Vader. This 12-meg cart is 50% larger than its Super Star Wars predecessor. It will take advantage of the Super Nintendo's innovation technology, including Mode 7 with vertical control (sequences over hilly terrain) as well as horizontal control. Watch for more on this hot new game later this summer.

Late Breaking News

Look for more info on this... games after the Summer Consumer Electronics Show.

Genesis

Bubsy (Accolade)

This cat's just like its Super Nintendo counterpart. Check out the ProReview in the May '93 issue of GamePro.

Davis Cup Tennis (Tengen)

In this game, a split screen lets two players volley, lob, and slice. Its icon interface gives you access to Practice, Training Camp, Competition modes, and more. The fictional characters also represent the real Davis Cup countries.

Dune II (Virgin)

This sequel is similar to SimCity in that you have to develop resources and allocate them, but it also includes real-time battles. Its predecessor, Dune I, will soon be out for Sega CD, too.

Robocop vs. Terminator (Virgin)

In this one-player, side-scrolling action game, you play RoboCop as you try to save hostages and defeat the Terminator.

Star Cruiser (Namco)

This one-player, first-person RPG uses filled polygon graphics. Cruise around four solar systems in over 50 hours of game play.

Sega CD

Indiana Jones Fate of Atlantis (JVC)

The next installment in JVC's Indiana Jones action/adventure series will be appearing at CES.

Rebel Assault (LucasArts)



What does it take to fly for the Rebel Alliance? Courage, loyalty, quick reflexes, and The Force. Rebel Assault is LucasArts' latest CD arcade/action game. With 15 levels of flying and fighting, it promises to be a real screamer. Rebel Assault is rendered entirely in 3D, with full-motion video and speech. This is LucasArts' first CD-only release.

Thunder Hawk (JVC)

Fly the unfriendly skies in this 3D helicopter simulation that's descending on CES this summer.

GEAR UP!

THE RAGE IN THE CAGE, THE WAR OF THE WEBS
AND THE BATTLE OF THE MACHINES!



ACTION SO INTENSE
ONLY 15 FEET OF STEEL
CAN CONTAIN IT!

IN AND OUT OF THE
RING MAYHEM!



LIN-UP ELECTRO
WITH WEB-SWINGING
ACTION!

BATTLE DR. OCTOPUS'
ARMY OF ARMS!



DESTROY CYBERDYNE
RESEARCH!

HASTA LA VISTA,
BABY!

For more portable power, check out the bodyslamming excitement of **WrestleMania® Steel Cage Challenge™**, the amazing web-swinging action of **Spider-Man: Return of the Sinister Six™**, and the explosive firepower of **Terminator™ 2: Judgment Day**. Gear up for great graphics and game play with the biggest superstars on Game Gear™!

GAME GEAR™
SEGA ENTERTAINMENT SYSTEMS

**FLYING
EDGE**



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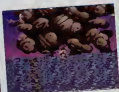
SWAT PRO

VIDEO GAME STRATEGIES, WEAPONS, AND TACTICS

Genesis

Shadow of the Beast II

Warp Factor



Here's a hidden warp to bypass the first level boss. Jump down the waterfall and battle the Blue Water Demon. Deliberately fall off the rocks and let the water sweep you to the rope that says GRAB.

Jump upon the rope, then press right to clear the small outcropping of rocks to your right. Let the current carry you again, and you'll end up past the boss and in the latter part of the first stage.

Sega CD

Chuck Rock

Passwords



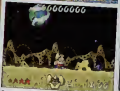
Bash a few heads with these cool Chuck Rock codes:
Level 2: GJFKFN
Level 3: PDPKKN

Level 4: JWNTXF
Level 5: TSEVNP

Sega CD

Wonder Dog

Passwords

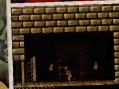


Start wagging your tail, because here are the codes for Wonder Dog:
Level 2 - Dogville: Mystic
Level 3 - Scrapyard: Ankles
Level 4 - Looney Moon: Ledzep
Level 5 - Planet Weird: Reeves
Level 6 - Foggy: Pixies
Level 7 - K-9: Woopie

Super NES

Prince of Persia

Passwords



Use these passwords to help the Prince of Persia defeat Jaffar:

- Level 2: VVW5J+9B
- Level 3: BHTRBX4
- Level 4: VHB7DV9
- Level 5: 3N9N37X
- Level 6: MGMTGTC9
- Level 7: LFC1+H2
- Level 8: CPMQTQG
- Level 9: 8QIV+2L
- Level 10: 95IC3ND
- Level 11: 3KJ9+LD
- Level 12: M8Q8LJZ
- Level 13: BYP8W+D
- Level 14: 97PZLPZ
- Level 15: YMF2L!
- Level 16: 8CZFW85
- Level 17: 7LIGS4C
- Level 18: Z35Q8LC
- Level 19: Q95YFJC
- Level 20: 86W3MY5

Denny Ross, Norwalk, IA

Super NES

Super MarioKart

Ghost Code



You're vapor-ware with this Ghost Code for Super MarioKart. Choose the one-player Time Trial mode and select any driver. Choose Mario Circuit 1. Then, drive around the track without touching the sides. After the race, go to Retty. When the light turns green, a ghost will appear. Race him and see who wins!

Brody Patneck, Valley Stream, NY

Super NES

Battleclash

Pick Difficulty Levels



Scope out this Battleclash code to change Difficulty levels. When the title screen appears, simultaneously press and hold



down Select and Button L. Now choose any Difficulty level in Battle Mode.

Charles Maxwell, Cuyahoga Falls, OH

Super NES

Hook

99 Lives



You can fly! You can fly! You can fly all over Neverland once you've earned 99 lives in Hook. In Level One, use Tink to fill up your power, then fly to the right until you reach a cave filled with spikes. Carefully maneuver through the cave until you reach a 3-up. Let yourself die, and repeat this procedure until you max out your lives.

Kris Matthews, Wyoming, MI

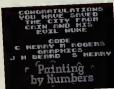
SWAT PRO

VIDEO GAME STRATEGIES, WEAPONS, AND TACTICS

Game Boy

RoboCop 2

See the Ending



Try this simple trick to see the RoboCop 2 ending without playing the game. When the title screen appears, simultaneously press Button A, Button B, Select, and Start. To see the ending, press Left on your directional pad.

Michael Foster, Boonville, MS

Game Boy

Super Mario Land 2

Earn 99 Lives



To earn tons of extra lives in Super Mario Land 2, clear the Hippopotamus Zone and the Space Zone. Return to the Hippopotamus Zone, run into the water, and then to the left. Grab the prize worth 50 coins, then pause the game and press Select.

Do this over and over until you've grab 999 coins, then play the Bonus Game. Repeat this procedure until you have 99 lives!

Aaron Nathan, Wheaton, IL

Lynx

Basketbrawl

Passwords



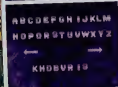
Here are passwords that let you take a shot at the hoop in any level of Basketbrawl. Even better, the codes transport you to the beginning of each level with maximum power-ups!

- Court 1-1: 999Q
- Court 1-2: P99R
- Court 1-3: 999S
- Court 2-1: P19T
- Court 2-2: 99PU
- Court 2-3: P9PV
- Court 3-1: 99PW
- Court 3-2: P9PX
- Court 3-3: 999H
- Court 4-1: P99J
- Court 4-2: 999K
- Court 4-3: P99L
- Court 5-1: 999M
- Court 5-2: P99N
- Court 5-3: 999O

Deena Kozak, Fresno, CA

Genesis

**Ecco the Dolphin
Dolphin Made Easy**



Here are some awesome passwords for Ecco the Dolphin. If you're having trouble keeping your dolphin alive, these unlimited air codes should help.

The Undercaves: levelst
The Lagoon: slankdin
Open Ocean: khdbvrn
Ice Zone: xrgpxrx
Hard Water: maghulua
Cold Water: lshuofb
Island Zone: dvjluic
Deep Water: oewsuric

Alex Dupont, Cincinnati, OH

Genesis

**Game Genie Codes:
Batman Returns
Help for the Dark Knight**



To help you fight the Penguin and Catwoman, here are some awesome Game Genie codes from the wizards at Galocob:

Invisibility: BLYT-AA6R
Infinite Super Batarangas: BLLA-AA7A
Start at the end: CSGA-CAD6

Thanks again to the Main GamePro, Dave Tiller!

Super NES

**Paper Boy 2
Super Paper Boy**



Use these Game Genie codes to become the ultimate Paper Boy on the SNES:

Infinite Lives: DD8E-6808
Infinite Papers: DD88-D464
Infinite Time: DD67-D4D9

Kathy Stephens, Kodak, IN

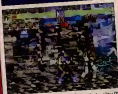


SWAT PRO

VIDEO GAME STRATEGIES, WEAPONS, AND TACTICS

Super NES

Street Fighter II Mega Rounds



Check out this Game Genie code to play 23 rounds against your World Warrior opponent! From the fifth to the 16th rounds, the sound effects will be messed up from using this code. During the 17th to the 23rd rounds, the game's backgrounds will be scrambled. It's weird, but fun.

23 Rounds: 9480-AD04
Lawrence Leo, San Francisco, CA

Super NES

Action Replay Code: Street Fighter II



Think you're the best butt kicker around? Try this code: 7E0C B201.

Now you have to fight against every Street Fighter, but without any of your special moves. Try that out, tough guy!

Rob Taylor, Cleveland, OH

Sega CD

Sewer Shark

Continue

You can continue in Sewer Shark, but not until you've attained the level of "Exterminator" or "Beach Bum." To continue, simultaneously press Buttons A, C, and Start when the closing credits begin to roll.

William Strypson, Los Angeles, CA

Do You Have a Secret Weapon?

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:

GamePro Magazine

Secret Weapons

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GAMEBUSTERS



By KamiLune

Like other epic battles throughout time, Wing Commander has two possible outcomes — victory or defeat! To see the victorious ending, you must complete all 18 missions successfully to defeat the K'irathi. You'll know you're on the winning flight path if you begin Level 6 in the Venice Star System...and your commander's in good spirits.



1) Your final mission in the Venice Star System is to lead Epsilon Wing on a four Kite-point search-and-destroy mission to find the K'irathi High Command's base ship.



2) PRO TIP: On the way to Nav Point 1, mines appear at 43,000 kilometers. To avoid them, slow to 150 KPS and move away as soon as a mine appears in your gun sights.



3) PRO TIP: Your main adversaries on the way to the base ship are K'irathi fighters. Always slow to around 100 KPS to engage fighters.



4) PRO TIP: The SN 'n' Spin is a very effective tactic. When a K'irathi ship passes by, kill your engines by pressing L and R simultaneously. Then pull a 360-degree spin, firing on any targets that appear. To chase ships, tap V to briefly fire the afterburners, but keep your speed at 0 KPS.



5) PRO TIP: Save your missiles for your attack on the K'irathi base. However, you may still have to strafe it with your guns.



6) W-K Day! Victory over the K'irathi!



7) The war is over thanks to your excellent flying skills.



Street Fighter II Turbo Coming to SNES in Japan!

Hot on the heels of **SF II: Champion Edition** for the Genesis (see page 28), **Capcom Co. Ltd.** has announced plans to release **Street Fighter II Turbo** later this year for Japan's Super Famicom system. Based on the arcade game, **SF II Turbo** offers all the features of the Champion Edition, including the ability to play as the boss characters. Turbo also boosts game play speed by approximately 15%, and adds new special moves for each World Warrior, such as Chun Li's Fireball, Dhalsim's Disappear, and Ryu's nuclear Hurricane Kick. Capcom is considering a Super NES release of the same cartidge in North America.

Visions for Virtual Reality

Visions of Reality is a new company with plans for a virtual reality (VR) arcade system. Based in San Francisco, CA, this outfit has allied itself with **Kaiser Electro-Optic Inc.** and the **Sense8 Corporation**. Kaiser Electro-Optic is a leading manufacturer of optical systems for cockpit displays and for head-mounted displays in military jets and flight simulators. Sense8 is a pioneer in virtual reality software.

According to Dan Rice, president of Visions of Reality, the game will be a sit-down VR unit with a head-mounted display (HMD). As many as 30 units can be networked together for massive game participation. No details are forthcoming con-

cerning the software, but Rice says it will be different from anything currently available, including W Industries' **Legend Quest**. "W Industries has done a fantastic job showing the world what can be accomplished in virtual reality. I have tremendous respect for them," Rice says. "However, their current games represent something similar to what Atari's Pong was to the current generation of arcade machines."

Visions of Reality game systems will be available by September '93. The company plans to have five games out by the end of the year.

Nothing Is Sacred at EA

Electronic Arts is so confident that **Mutant League Football** (see The Sports Page, May '93) will knock the video game sports world on its rear, it has decided to make the rogue league legit by announcing a **Mutant League Sports** product line. Already in the renegade rink is **Mutant League Hockey** (see The Sports Page, this issue). After that, there's a rip-roaring motorcycle cart online, tentatively titled "Mutant Speed Demons." EA will likely push this rad and bad philosophy onto other titles as well. Look for another EA product line with an attitude to appear around the end of the year.

Shaquille O'Neal and Bill Walsh Lead EA Sports

EA Sports, the athletic division of Electronic Arts, has made a deal with newly signed NBA star, Shaquille O'Neal. Shaq will go head-to-head with Michael Jordan in an upcoming basketball game. This Pro game will play like Jordan vs. Bird, arguably the game that set EA on its award-winning sports path. The Shaq Attack will also be featured in several other EA Sports games.

As reported in this issue's Sports Page, Bill Walsh—former

San Francisco 49ers coach, current Stanford University head football coach, and NFL Hall of Famer—is joining the EA Sports team. Bill Walsh College Football will use a football engine that's actually different from John Madden Football. The cart will feature 24 NCAA graduation teams, even though it will not sport an NCAA license. Team performance will be based on '92 stats. Additionally, the cart will contain 24 famous college teams from past seasons spanning the years from 1979 to 1991. In addition to overseeing the finer football points of the game, Walsh will con-

GIL-9000



Look on pages 48 & 115 for the second set of 12 NFL Tip Sheets. Collect all 24!

DOCKEN



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tribute scouting reports on each team. The reports will be assembled by his legion of analysts.

Also coming from EA Sports are sequels to some perennial Genesis and SNES megahits. Look for **John Madden '94**, **NHLPA '94**, and **NBA '94** by the end of the year. EA also has a new baseball game on deck, and their soccer and tennis games are preparing to break into the limelight as well.

The Belmonts Find a New Home

Castlevania is coming to the Genesis! **Konami's** famous vampire-stalking action/adventure game will star the same characters and feature a story line based on the game made famous in the NES and the Super NES. The Genesis version, however, will be a completely new adventure. **Rainier** also has it that there's a Megadave CD version haunting the nighttime screens in Japan. Look for the Genesis game to surface in the fourth quarter of '93. Can **Castlevania V** for the SNES be far behind? It won't materialize in '93, says Konami.

Dive in with Ocean of America

Ocean of America is set to launch two games that coincide with the release of hot summer movies, **Jurassic Park** and **Dennis the Menace**. In June, NES and Game Boy versions of both games will be released, followed by SNES versions in the fall. Ocean's other hot movie license is **Addams Family 2**. The movie will be released in late '93, and stars the original cast from the first flick. Look for NES, Game Boy, and SNES versions of **Addams Family 2** in late '93 or early '94.

Game Genie Stays Out of the Bottle

Although **Nintendo of America** continues to try to stop the sales of **Galoo's Game Genie**, it looks like the popular product is here to stay. In a March decision, the U.S. Supreme Court rejected Nintendo's appeal of a lower-court decision that allowed Galoob to sell the Game Sakes of the Game Genie in '92. Sales of the Game Genie in '92 jumped to 65 million, up from the 29 million earned in 1991.

op a new line of games, tentatively called "Games with Personality." Their "personality" roundup will include games like **Jack Nicklaus Power Challenge Golf**, **Brett Hull Hockey**, **Pele Soccer**, **Mike Ditka Football**, **Al Michaels Announces HardBall**, and **Bubsy the Bobcat**. Games for both personal computer and video game formats are in the works.

Mañ-Jongg has hit just about every format. But what you probably don't know about **Shanghai II** is the story behind the product. The creator of **Shanghai II**, Brodie Lockard, was a member of the Stanford University gymnastics team. During a 1979 practice session, Brodie suffered an injury that left him quadriplegic. Despite his physical challenges, Brodie created and developed **Shanghai II** and continues to be involved in the product's release on various platforms. Brodie plans to donate any profits he receives from the SNES version of the game to the Miami Project to Cure Paralysis at the University of Miami Medical School.

That's Goofy

Goofy, longtime cartoon star of Disney fame, is making his video debut on several different platforms. **Capcom's** been working on **Goof Troop**, an SNES role-play adventure due out this summer. Absolute also announced that they're bringing the "captain of clumsiness" to the Sega Genesis. Disney always works closely with its licensees to ensure that any product featuring a Disney character is up to their tough standards, and Disney-licensed titles to date have been top notch. Absolute plans to continue in this tradition and hopes to make their game...well...Goofy. Look for hilarious misadventures, fumbling blunders, and Goofy's usual chaos. You'll have to wait until November to see this one in the store. Gwahsh dum it!



Pump It Up

In mid-March, **Prudential Equity** announced an 11 million dollar capital investment in **Accolade**. Accolade will use the cash infusion to devel-

The Story Behind the Story

op a new line of games, tentatively called "Games with Personality." Their "personality" roundup will include games like **Jack Nicklaus Power Challenge Golf**, **Brett Hull Hockey**, **Pele Soccer**, **Mike Ditka Football**, **Al Michaels Announces HardBall**, and **Bubsy the Bobcat**. Games for both personal computer and video game formats are in the works.

Zen TV

America's newest comic book eco-warrior, **Zen Intergalactic Ninja**, made a splash on the NES earlier this year. Now the environmentally correct warrior



is taking his message to Saturday mornings with an animated cartoon series. The show will include Zen's eco-sidekicks, Light-Out and Cam-It. The team will work to stop vile Lord Contaminous, Garbage-man, Oil Slick, and other noxious villains from polluting the biosphere.

SFII Contest

Blockbuster Video and **GamePro** magazine are team-

ing up with KKRD Radio in Wichita, Kansas, and KDVV Radio in Topeka, Kansas, to sponsor a three-week SNES Street Fighter II tournament. The tournament begins June 9th and runs through June 20th. Blockbuster stores in both cities will run local tournaments and choose individual store champions. The finalists will gather for the Wichita and Topeka City Championship events on June 19th and 20th. Store

champs will battle it out, and the Cry Champ in each contest will take on GamePro's game pro in a head-to-head challenge. During the Championship events, GamePro staffers will conduct a SFII clinic for would-be champs, and anyone else who's interested. And, of course, we're gonna throw around tons of cool prizes. The goodies include GamePro Tips Tapes, Street Fighter II Strategy Guides, Street Fighter II cartridges, sub-

scriptions to GamePro, free Blockbuster movie rentals, GamePro T-Shirts, Game Boys, Super Nintendo's, and the ultimate grand prize, a free trip for two to Kansas City with paid travel expenses and accommodations, and passes to Worlds and Oceans of Fun. See you there.

Team Blockbuster!

In case you haven't heard, there's something cool happening at **Blockbuster Video**. Beginning in late June '93, you're gonna get more than a great game when you rent a cart at Blockbuster. With every video game rental, customers will receive a **Team Blockbuster Trading Card**. On the cards you'll find hot information on the most popular games out there, including game play tips. Collect all the cards, get the complete set, trade them with your friends, and become a card-carrying member of Team Blockbuster!

BLOCKBUSTER VIDEO

Top 10 Video Game Rentals

Nintendo NES

1. Tecmo NBA Basketball
2. Batman Returns
3. Mega Man 5
4. Bubsy Loaded 4
5. Tiny Toon Adventures 2: Trouble in Wackyland
6. Caesar's Palace
7. Best of the Best
8. The Simpsons: Bart Meets Radioactive Man
9. Home Alone 2: Lost in New York
10. Splinterman: Return of the Splinter Blob

Super Nintendo

1. Star Fox
2. Tecmo Super NBA Basketball
3. Tiny Toon Adventures: Buster Buntu Loose
4. Splinterman & X-Men: Arcade's Revenge
5. Bulls vs. Blazers & The NBA Playoffs
6. Tom & Jerry
7. Outsider
8. Blizzards
9. Super Star Wars
10. Sonic Blast Man

Sega Genesis

1. X-Men
2. Flashback
3. Fatal Fury
4. Bulls vs. Blazers & The NBA Playoffs
5. Tiny Toon Adventures: Buster's Hidden Treasure
6. Battletoads
7. American Gladiators
8. NBA All-Star Challenge
9. Cheater Cheats
10. PGA Tour Golf II

This information was provided exclusively to GamePro Magazine courtesy of Blockbuster Video.

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- 25 Alien 3
- 26 Amazing Tennis
- 27 American Gladiator
- 28 Avic Little Mermaid
- 29 Batman Returns
- 30 Batman Rev. of Joker
- 31 Battle Toads
- 32 **Big Hazard Battle**
- 33 Blaster Master II
- 34 Bubsy
- 35 Bulls Vs Stars NBA
- 36 Captain America
- 37 Chaos
- 38 Championship-Bowling
- 39 Chase HQ F. C.
- 40 Clue
- 41 Cyborg Justice
- 42 D&D Warriors E. Sun
- 43 D.R. Supreme Court
- 44 Deadly Moves
- 45 Dolphn
- 46 Double Dragon II
- 47 E. Holyfield boxing
- 48 **Ex Mutants**
- 49 Fatal Fury
- 50 Fight Back
- 51 Flintstones
- 52 Global Gladiator
- 53 Golden Age W
- 54 **Great Wako Search**
- 55 Green Dog
- 56 Horoball
- 57 Huhahs
- 58 Hit The Ice
- 59 Home Alone
- 60 James Bond 007
- 61 Jeopardy
- 62 Joe Montana II
- 63 John Madden '93
- 64 Kid Chameleon
- 65 King Salmon
- 66 Krusty's Funhouse
- 67 Lemmings
- 68 **Lightening Force**
- 69 LIX Attack Chopper
- 70 **Mickey & Donald**
- 71 **Monopoly**
- 72 Mohammad Ali Boxing
- 73 Mutant League F-Bal
- 74 NBA Allstars
- 75 NHL Hockey '93
- 76 Nolan Ryan Express
- 77 Official Aquatic Games

- 285 Paperboy II
- 283 Power Monger
- 243 Roger Clemens
- 242 Steamboat
- 241 TRL Baseball IV
- 240 Road Rash 2
- 233 **Senna's Monaco GP 2**
- 232 Senna's Herdigeoap 2
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- 227 Sunset Riders
- 226 Super Battle Tank
- 225 Super Smash TV
- 224 Super WWF
- 223 T-2 Arcade Version
- 222 **Ishtar**
- 221 **Team USA Basketball**
- 220 Tiny Toon Adventure
- 219 TMNT Hyperzone Heat
- 218 **Toe Jam & Earl**
- 217 Total Going Zero 3rd
- 216 Tony Lanza Baseball
- 215 **Tony Crusaders**
- 214 Tyrants
- 213 U.S. Leaderboard Golf
- 212 **World Rally Soccer**
- 211 Wheel of Fortune
- 210 X-Man

Look for soon...

- 255 Chester Cheatin
 - 256 Cool Spot
 - 255 Out of this World
 - 254 Strahl II
 - 244 Strider I
 - 247 Toys
- SEGA CD GAMES**
- 254 Actv. of W. Beamish
 - 240 After Burner II
 - 243 Baltimore Returns
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- 250 Race Driver

- 250 Rival Turf
- 249 **Rocketeer**
- 240 **Shoghol #**
- 256 Sim Earth
- 239 **Skullcage**
- 252 Southbaker
- 248 Space Megaforce
- 247 Spooky's Guest
- 250 Splinterman /X Men
- 249 Spin Dayz Worlds
- 252 Starfox
- 242 Street Fighter II
- 250 Super Ace Island
- 246 **Super Buster Brothers**
- 254 Super Combatives
- 250 Super Conflict
- 246 Super Goal
- 248 Super Mario Kart
- 236 **Super Mario World**
- 250 Super NBA All Stars
- 243 **Super Play Action FF**
- 246 Super Soccer Champ
- 249 Super Sonic Blastman
- 252 Super Star Wars
- 245 Super Stuka Eagle
- 249 Super Valky II
- 250 Super Wildcat
- 250 Super Wrestling
- 250 Sylvania
- 251 Tazmania
- 251 **Tecmo NBA Basketball**
- 250 Terminator
- 249 Test Drive II
- 252 Tiny Tunes Adventure
- 248 Tom & Jerry
- 249 Toys



Uncharted Waters

- 253 Ulthoa
- 254 Wayne's World
- 248 Wheel of Fortune
- 254 Whole in Time is C.S.
- 254 Wing Commander
- 247 Wings II
- 242 **World League Soccer**
- 243 World Tr.

Look for soon...

- 250 Alien 3
- 246 Alien Vs Predator
- 255 American Gladiator
- 249 Batman Returns
- 252 Battle Toads
- 246 Bubsy
- 241 Cybemator
- 255 F.V.O.
- 250 Family Dog
- 250 Kawasaki Carb. Chd
- 249 Lost Vikings
- 250 Mario Is Missing
- 248 Mech Warrior
- 250 Might n' Magic II
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