

GAMEPRO

#1 VIDEO GAME MAGAZINE

Exclusive Review!
Street Fighter II Turbo!

The toughest SNES fighting game just got tougher! Plus: SF II Special Champion Edition for the Genesis, Pg. 26

FREE Special Section!
STAR FOX!
 Be a Space Ace!

Beat the Secret Dimension!

18 Pgs
BIG!

FLASHBACK!
 Map, Tips, and Tactics!

ProReviews

- Genesis - Shinobi III: Return of the Ninja Master
- Bubsy in: Clawz Encounters of the Furred Kind
- TechnoClash • Fatal Fury • Lightning Force
- SNES - Zombies Ate My Neighbors • Gool-Goop
- Nigel Mansell's World Championship
- E.V.O.: Search for Eden
- Sega CD - Ecco the Dolphin
- NES - Yoshi's Gookie
- Duo - Vastel

NEW!
 Arcade Machines for Hot Summer Fun!
 Pg. 20

GamePro ShowStopper Awards!
 The Best Games from the Summer C.E.S.

- Neo-Geo - 3 Count Bout
- Game Boy - Raging Fighter
- Spider-Man 3: Spider-Slayers
- Game Gear - Surf Ninjas
- Streets of Rage 2

An EBI Communications Publication

August 1993

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CONTENTS



Fantastic summertime action at the arcade. See page 20.



The third time's a charm for Joe Hirsch and Shihabi. See page 38.



Here's a special hands-on encounter with the hard-hitting SNES game around! See page 26.

8 Letter from the GamePro

12 The Mail

16 Cutting Edge

Get ready, gamers, here come 300 games—Return to Zork, Mad Dog McCree, John Madden Football, and more.

20 Hot at the Arcades

Find hard-charging action with The Punisher, F1 Grand Prix Star II, In the Hunt, and more.

26 Special Feature: Street Fighter II Turbo

An exclusive review of the year's most eagerly awaited game!

38 Special Feature: CES Showstoppers

Check out highlights and hits from the Summer Consumer Electronics Show. Find previews and quick hits on cool new releases, plus our picks of the best games from the show.

58 ProReviews

58 **Genesis:** Shinobi II, Bubsy in: Claws Encounters of the Furred Kind, TechnoClash, Fatal Fury, Lightening Force

80 **Sega CD:** Ecco the Dolphin, After Burner II

84 **SNES:** Zombies Ate My Neighbors, Goof Troop, Operation Logic Bomb, EVO: Search for Eden, PTO: Pacific Theater of Operations

94 **Nintendo:** Yoshi's Cookie

96 **Neo-Geo:** 3 Count Bout

98 **Duo:** Vastel

114 **Lynx:** BattleWheels

116 **Game Boy:** Spider-Man 3: Invasion of the Spider-Slayers, Raging Fighter, Chessmaster, Speedy Gonzales

122 **Game Gear:** Streets of Rage 2, Surf Ninjas

70 ProStrategy Guide: Flashback

A detailed look at Mission 3: The Death Tower.

102 Overseas Prospects

Controversy rages in England over Night Trap, while thrilling new games are coming from Europe.

106 The Sports Page

Sports Insider talks with Jack Nicklaus, Jack Nicklaus' Power Challenge Golf (G), Super Black Bass (SN), Nigel Mansell's World Championship (SN), Fall Football Scouting Report, Coach's Corner: NBA Jam.

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C O N T E N T S



Survival Personal Flashback!
See page 73.



Rage on the Streets of Rage 2.
See page 122.

- 128 GamePro Lab Report**
Inside info on the latest gadgets and gear for your games.
- 132 S.W.A.T. (Secret Weapons and Tactics)**
Check out these hot tips and tricks from GamePros everywhere.
- 142 GameBusters: Batman Returns (SNES)**
- 144 ProNews**
All the video game news that's fit to print
- 150 Advertiser Index**



Now you can out-Fox each level of Hinokido's awesome space-fightin' game. Our in-depth 16-page StarFox ProStrategy Guide has all the tips, tricks, and secret info you'll need to successfully reach galactic glory!



SUPER NINTENDO
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YOSHI'S COOKIE

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It's a heaping
helpin' of cookie
crackin' fun!



Challenge a friend or the
computer for more
munchie-madness!

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- 👤 Choose to be Mario, Yoshi, the Princess or Bowser
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Rated X

Letter from the GamePro

By the time you read this letter, Sega's game-rating system will probably be making its debut on game boxes everywhere. The initial plans call for three different classifications: "GA" for general audiences; "MA-13" for mature audiences (parental discretion advised); and "MA-17" for adults only. Sounds simple enough...but it's not.

Initial response to Sega's announcement varied. Some parents and consumer groups were thrilled and hopeful that a rating system would help consumers evaluate what games were most appropriate for gamers of different ages. Others were more skeptical, claiming that Sega's actions were a self-serving marketing scheme, more motivated by profit than by real concern for the gamers.

Perhaps the most vocal opposition to Sega's rating system came from none other than arch-competitor, Nintendo of America. In a May 25th press release, Nintendo of America claimed that Sega's rating system was nothing more than a means by which Sega could "justify the marketing of increasingly violent video games." Nintendo stated that the true responsibility for publishing "appropriate" software rests internally, and that companies must adhere to a "policy of internal standards and extensive game evaluation."

When the smoke from all the rhetoric clears, the issues are fairly obvious, even to opponents of a rating system. There's no doubt that new technologies, such as CD-ROM, 3DO, and virtual reality, will facilitate the creation of games with far more realistic violence and sex, whether Nintendo and Sega choose to make them or not.


In an industry where an estimated 70% of all consumers are under 18, there

has to be some way for parents and other adults to evaluate whether specific products are appropriate for a younger audience. Although game companies may assert that they can provide consumers with this information, most find that it's difficult to make objective decisions where the bottom line is concerned.

So what are the pros and cons of a rating system? First, here are the potential problems. Any rating system could lead to possible censorship and violation of First Amendment rights. Rating systems, as seen in the film industry, are difficult to enforce. Who sets the standards by which games are rated? Who rates the games — an independent body or individual publishers? Finally, rating systems can actually have a reverse effect from what was intended. They could actually increase sales and interest by hyping a violent product.

Is there anything positive about ratings? Yes!

Some sort of rating system for games, especially as game realism and graphic quality increase, is inevitable in the long term. If the industry doesn't voluntarily adopt standards or ratings, it's likely that they'll be imposed on us as they have been in other media, like film and television. With ratings on the horizon, the electronic entertainment industry would be smart to work together on a system that adequately educates consumers and assists them in making purchasing decisions.

Whether you agree with Sega's proposed ratings system, at least we had the guts to address the issue. Next month we'll take a closer look at the problematic issues involved in any rating system. In the meantime, drop us a line and let us know what you think! After all, this issue is going to effect you! 

"If the industry doesn't voluntarily adopt standards or ratings, it's likely that they'll be imposed on us as they have been in other media, like film and television."

GAMEPRO

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*Mario Andretti

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THE MAIL

The Magazine Siz

Have you ever had to give a game a 1.0 or 1.5 rating?

Edward Coryen, Fremont, CA

(It happens once in awhile, but usually we try to put only the best and hottest games on our review pages. Those games are rarely bad enough to warrant a 1.0 or 1.5. A rating that low means we think the game is truly terrible, and it probably shouldn't have been released. — Slaughter Queen)



books for the Teenage Mutant Ninja Turtles and Sonic the Hedgehog, books for the movie book, and books for the Burger Kids. His advice to young artists: "Believe in yourself and never stop drawing!" — Gideon



Have pen, will travel!

Toch Talk

While playing the SNES I accidentally broke off the top half of my cart. The game was fine, but I noticed something strange inside the plastic case. Half of it was empty! Why can't the plastic case be made smaller so we don't pay for wasted space? Or better still, why can't the microchips inside be enlarged to fill the space and thus make better games?

Jon Waters, Glen Rock, NJ

(That empty space in the cart isn't really empty, Jon. It's filled with air. So what? This helps cool the chips, which heat up with extended play. If electronics filled the case, the chips would eventually get so hot they'd melt right through the plastic. — Hack 'n' Slash)



I'm a proud owner of both the Genesis and the SNES. Is there a TV converter that will enable me to switch from one system to the next without having to actually unplug one and plug in the other?

Scott Mueller, Keweenaw, WI

(There are a couple of ways to solve this problem. If you're going into your TV via an RF, simply daisy chain your RFs together. For example, if you want to have two systems hooked up, hook both RFs up to their respective systems. Next, hook the end of the first RF (the end that you'd normally plug into the TV) into the matching socket on the second RF. Then plug the TV output connector of the second RF into your TV. If you want to add another system, simply daisy chain that one in also.

Another solution is the Game Link, a \$50 unit that enables you to plug in five systems at once and alternate among them with a flick of a switch. See Hardware Helpers, April '93 — Earth Angel)



I have recently seen a Sega Genesis cable that is supposed to sharpen the graphics. Does it?

Tom Howery, Dallas, TX

(There are three ways you can hook up your Sega Genesis to your TV. An RF cable — the one that comes with the system — provides the least-sharp graphics. For \$10 you can purchase a video cable that connects your Genesis to the Audio In and Video In hookups on your TV. This cable provides a sharper picture. To have the sharpest picture possible, you need a cable that hooks your system up in RGB (Red, Green, Blue). The problem is, you also need a professional monitor with RGB capability. — The Whizz)



Code-less

In your SWATPro section of the March issue, there was a code that lets you set Street Fighter II for the SNES in the Championship Mode. I tried it and it didn't work.

Ryan Culp, Hamilton, Ontario

(Sharp eyes, Ryan! You're right, the code is wrong. We accidentally flopped the let-

ters. The correct code to get to the Championship Mode is Down, R, Up, L, Y, then B of the Capcom logo. Championship Mode in this tip means player-versus-player capability. You cannot play as any of the bosses. — Slaughter Queen)



Chun Li prays for the editor who DK'd the incorrect code.

In the SWATPro section of the May '93 issue there was a code for Super Star Wars for the SNES. It was the AAAA, X, BBBB, Y code. I couldn't get it to work. Which title screen do I use, at what point do I use the code, and with which controller?

Jeremy Post, Highlands Ranch, CO

(To get this code to work, wait for the words JVC PRESENTS and the LucasArts logo to appear at the very beginning. When the Super Star Wars title screen asks you to choose Starf or Iphlans, punch in the code on Controller 1 immediately. You only have a few seconds. Then hit Starf until you're at Level 1. If the code doesn't take the first time, you have to turn off the game completely, take it out, put it back in and try again. — Scary Larry)



Reach the menu and you pick any Super Star Wars level you want.

Girly Gamers

In the March review of T2: The Arcade Game (page 172), the

Andre August Covers by DonMiguel

Genre	Artist	Style	Medium	Color
ADW				

Price and website: \$100
 Artist: Andre August
 Website: Miro 22

We call 'em as we see 'em.

Chairman Mao

I have noticed your poster artist is the world-renowned Francis Mao. I congratulate you for having such a PRO in your ranks. I think you should do a profile on him so readers can get to know this great young artist better.

Jesus Cabello, Ponca, PR

(You're right, Francis is a true pro. Not only does he create our posters, he also designs our pages and even draws some of our covers. Entirely self-taught, Francis never thought of being a professional artist when he was young. He wanted to be a lawyer!

After winning \$100 in a drawing contest, he left law school in 1990 to begin a career as an Associate Art Director for GamePro. He now works as our Director of Creative Services. In addition, he's illustrated the comic

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writer said "Don't be a gully-gamer, get out the guns and waste 'em!" Wham! I got sensuously offended, and so did my friends at school! Can't you try to please BOTH genders of GamePro fans?

Alexis Henetz, Oceanside, CA

(My "joke" was a reference to the characters Hans and Franz on Saturday Night Live, who parody big-muscle types like Arnold Schwarzenegger, who in turn was the star of Terminator 2. I'd never take a shot at female gamers. There are too many here in the office who'd beat me up! - Scary Larry)



My friend and I both own an SNES. I rent, trade, and borrow games from friends and rental stores. My friend won't participate in any of these things because he thinks that his system and games will get dust on them and will become ruined. Does dust affect games as much as he thinks? Could a cleaning kit put him at ease with his fears?

Joe Carter, Dublin, OH

(No. Yes. - Darb Garvey)



Snippets

What does the "M" in "M, Bison" stand for?

Manuel Castillo Cortez, Monterrey, Mexico

(We had a lot of good guesses on this one. Mousieur? Mike? Maza? Sega of America's game counselors told us it

was Master. However, Capcom refuted that notion. They claim that the M is part of the character's mystery, so they're in no hurry to settle on a name.)



Mike Byson?

Can a Game Genie mess up your games or your system?

Brian Faust, Toledo, OH

(Absolutely not. If you insert and remove it correctly, the chances of it damaging anything are the same as any cart damaging your system - virtually nonexistent.)



You'll get more than three wishes with this Genie.

Who comes up with the codes for the Game Genie codebooks?

Cezsar Krzyzaniak, Austin, TX

(Programmers at Galois "crack" a game's progress and then use the knowledge they glean from it to create helpful new codes for the Game Genie.)

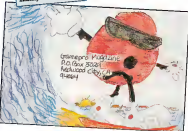
Was there a Street Fighter II Can I still get it?

Clyns Meek, Wichita, KS

(Sorta. The original SF was an arcade game, which was converted from a Japanese game. The only home version is for the TurboGrafx CD and is named Fighting Street.)



Awesome envelope art by Melissa Martin at Redwood City, CA. Keep these great envelope masterpieces covering!



Check out these awesome Friday comic book pages by Eric Lee of Tulsa, OK! Can you believe he's only 11?? Great job, Eric!



GamePro's Game Rating System

GamePro's Game Rating System

Challenge



Graphics: Judges the overall artistic quality of sprites, animation, and background scenery. **Sound:** Critiques music and sound effects. **Control:** Rates how smoothly the control/gad 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 you'd need to play the game. Where 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!

Whaddya Think?

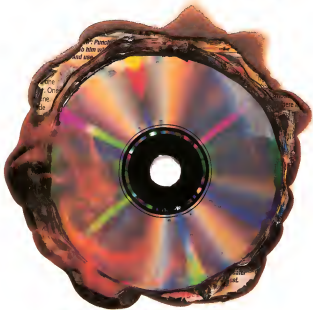
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Thanks for your help!

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**ROBO
ALESTE**

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THE CUTTING EDGE

3 D A Brief Glimpse Into the FUTURE

Panasonic's REAL 3DO Interactive Multiplayer is poised to make an October debut, and the real world of electronic gaming may never be the same again...or will it? Trip Hawkins, the driving force behind the 32-bit CD system, is on record as promising that

80 products will be available by the end of the year. Among the 150 software developers currently listed as 3DO licensees is a familiar coterie of video-game names. Here are a few previews of new games from old names.



Panasonic's 3DO Multiplayer

Activision

Return to Zork

Zork, which sold two million copies, is the text-based adventure game that arguably set the tone for all PC adventure games. In *Return to Zork*, you must embark on a quest to save humanity from Morpheus, the evil ruler of the Great Underground Empire. Players must pick up objects and solve numerous, sometimes interconnected, puzzles of increasing difficulty. The zany Zork characters are portrayed by real actors with make-up, costumes, props, and scenery. Characters respond in real time with tips, questions, humor, and typical Zorkian sarcasm—just like the characters in the text-driven Zork series.



Parts of Zork actors was digitized...



...and set against detailed, computer-generated backgrounds.



The Great Underground Empire is a weird but dangerous place.

Fans of PC games will be interested to know that Activision will publish *Return to*

Zork under the Infocom label—the original creators of Zork.

American Laser Games

Mad Dog McCree

You may have shot your way through Mad Dog McCree, a Wild West shoot-em-up. Well, this boot-lickin' fight is about to find new life. Before 3DO arrived on the scene, ALC (originally producers of live-action systems for police and military firearms training) hit on a winning formula that combines film footage of live actors with arcade-style shoot-em-up action.



You'll meet some tough 3DO heroes.



This game's only for straight shooters.



The Old Timer has a dynamic problem.

In this game, outlaw Mad Dog McCree and his gang have taken over a frontier town. As you rescue townspeople, they reveal clues to the whereabouts of Mad Dog's hideout. This gun game ought to put the 3DO controller through its paces.

Electronic Arts

John Madden Football



3D0 and an NFL license make JMF look entirely different.



John Madden's happy to conquer yet another game platform.

If you liked the regular John Madden Football games, then 3D0 may press the hot buttons to drive you nuts. The existing football engine has been enhanced for 3D0, and now the game sports the official NFL license to let you play with real teams, real logos, real team colors, and real players. John Madden has also designed new plays. Of course, there's CD-quality digitized sound and John Madden commentary.

PGA Tour Golf



Playing golf is one thing, but playing golf against the PGA pros is something else entirely. PGA Tour Golf enables you to play against 60 top Tour pros, each of whom has been filmed and digitized for the game. The game features four actual Tournament Players' Club

courses, which utilize digitized video footage and fully accurate elevation data. With variable wind conditions, 10 different ball lies, and realistic digitized sounds, you'll never miss a tee time again.

Road Rash: The Blood of the Couriers



The scenery's so real...hey, this is the road to GamePro!



You'll feel like one of the gang.

In this lawless, high-speed motorcycle game, players compete in a series of adrenaline-pumping races. You ride for your life through rush-hour traffic, canyon runs, and decrepit inner city streets as you try to avoid punches, kicks, and club attacks from your competitors. This game pushes texture mapping to another level for awesome photorealistic road effects.

Shock Wave



The space station is your safe harbor in the alien storm.

It's 2019. Space is the final frontier, and the extraterrestrials are on the warpath! You're

an elite fighter pilot aboard Earth's first orbital aircraft carrier. As the alien attack ships advance on our planet, you blast into battle over true-color photorealistic terrain.



The outer space views are awesome.

Twisted: The Sillcom of Game Shows

Trapped in twisted TV Land, your challenge is to save a video contestant from a fate worse than death—eternal life in a game show! Players pair up with digitized partners who talk and interact with them. You must solve living jigsaw puzzles, zap commercials against the dock, mix and match famous voices, and beat literally thousands of other brain-draining games. It shows like family fun.

Worldbuilders, Inc.



Your transforming spaceship conceals worldbuilding potential.

Welcome to the world of terraforming. You're cast as the CEO of Worldbuilders, Inc., a company that specializes in the art and science of building Earth-like habitats on inhospitable planets. This game's textured graphics combine an atmosphere of cyberpunk with strategy and an educational element. Oh yes, you need to turn a profit, too.

Software Toolworks

Oceans Below

Go scuba diving without even getting wet! This innovative CD teaches you how to use scuba equipment, whether you can swim or not. Then, for your very own personal dive, you can select a real underwater area to explore. Excursions to hot diving spots in the South Pacific, the Western Pacific, the Caribbean, and the Red Sea reveal shipwrecks, underwater formations, and colorful sea life. Take a deep breath, as you consider diving into this CD with 3D0.

Spectrum HoloByte

Star Trek: The Next Generation



Engage 3D0 Star Trek.

It's a Trekker's dream come true. At last, you can join the crew of the Star Trek Enterprise (Galaxy Class, NCC-1701D, of course), meaning Capt. Picard, Worf, Data, and Counselor Troi are among your 3D0 shipmates. The epic story line crosses time and space as a legendary device containing unimaginable power suddenly materializes in Federation space. You command the Enterprise, organize Away Teams, fight ship-to-ship battles, and, of course, uphold the Prime Directive. No word yet on whether you'll be able to play with the actual stars of the show.

JAM WITH THE BEST IN THE NBA.

Barkley's Monster Dunk.
Harper's Air-Reverse Slam.
Malone's In-Your-Face Jam.
Rice's 360° Slam. Manning's
Double Pump Jam. Ewing's
Bounce-Ball Slam.

Welcome to Jam City. Bulls vs. Blazers™ and the NBA® Playoffs.*

The updated version of the most popular basketball game ever. With the complete rosters of all 16

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When Charles drives, get out of his way or get bounced like a basketball.



When Pippen goes to the hole, get even a double pump jam.



Now you get even more ways to steal the show. With tougher defense, playacting. And the chance to build your own dream team from the NBA's best.

Also available on SuperNES™



HOT AT THE ARCADES



By Rock 'n' Slash

Summertime means sweating it out in the arcades! Here are some heavy-hitting coin-ops on their way to your local arcades.

SPECIAL FEATURE

The Punisher (Capcom)

They killed his family. They destroyed his career. Someone's gonna pay, and it's gonna be you...at 25 cents a pop!

The Punisher is a hard-charging beat-em-up game, starring two of Marvel Comics' toughest heroes. The Punisher, of course, is Frank Castle, a self-appointed vigilante with a major attitude about crime. Teaming with him is Nick Fury, Special Agent of S.H.I.E.L.D. Together they wage a two-player war against the henchmen and minions of the Kingpin, a rotund criminal mastermind.

Six levels of intense beat-em-up action pit you against a never-ending gang of street creeps. Each level also features a famous Marvel Comics' villain, such as the Bushwacker and Agsax.



Bushwacker will lay a major hurt on you!



Nick Fury, Agent of S.H.I.E.L.D.

The Punisher and Fury toss a flurry of flying kicks, throws, and high-and-low punches. For heavy-duty fighting, you can pick up and use a variety of weapons, including baseball bats, flamethrowers, and Uz submachine guns. To keep up their strength, the Punisher and Fury regain lost vitality by eating food, which appears randomly throughout the game.



Frank Castle, aka The Punisher!

The action's life show, but this game's outstanding feature is its gorgeous graphics, which capture the dark, somber mood of the Punisher comic books. If you're an arcade rat who likes to take justice into his own hands, check out the Punisher.



The Punisher and Fury clean up the streets.



Dark, moody graphics bring The Punisher to life.

F1 Grand Prix Star II (Jaleco)

Put yourself in the driver's seat for heart-pounding Formula One racing. F1 Grand Prix Star II is a sit-down racing game that features excellent bit-mapped graphics in the grand tradition of Super Monaco GP. The action's fast and furious as you take on a pack of drivers across four international tracks. Great Britain features a classic circuit for beginners. South Africa's tight turns and slight hills up the challenge. Australia is a fire-screaming run through a popular tourist resort town. Finally, Switzerland's mountainous terrain and blind corners present the ultimate test of your arcade diving reflexes.

Up to eight units can be linked together. If you're lucky, your local arcade guy will go for the maximum setup, since multi-driver races are the best! You can bump the other guys off the track. Plus, if any car takes a header, you'll see it flip through the air! There are only two gear speeds, High and Low, but an awesome Power Boost can rocket you past your competition. Each unit also features a vibrating steering wheel and seat to make you feel like you're really on the road. F1 Grand Prix Star II really lets you drive by the seat of your pants.



Fire-burning action for multiple players.

In the Hunt (from)

In the Hunt is an intense submarine battle game that looks wet and wild. There's no heavy-hitting story line here — sink the enemy or be sunk. A military super-computer called the D.A.S. has blown a fuse, and now mankind's in big trouble. The D.A.S. has programmed the Human Mop-Up Missile System to begin its countdown, and the only way to stop it is to break through its protective underwater defenses.

The action occurs above and below the sea. Naturally, you're under water, but helicopters, aircraft, and various sub-chasing surface ships bombard you from above with all manner of explosives. You can counterattack with missiles and torpedoes. Don't get caught up in all the surface action, though, because enemy subs will catch you from below.

Under the sea, one skipper can go it alone, or two players can fight simultaneously. You guide your sub via a side-view, multi-scrolling game play perspective, so you can view the battle from above and below the water line simultaneously. The



The enemy attacks from above and below.

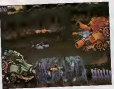


You'll have unimagivable fun.

game's six stages send you fighting through the icy South Pole, magnificent sunken ruins, the deep sea bottom, and finally the enemy base. Each level gets progressively harder, but arcade operators



Face weird creatures, great and small.



There's no Sub-stitute for in the Hunt!

can set the machine at various skill levels. No matter what the setup, you still may not be able to keep your head above water when you're in the Hunt.

Cadillacs and Dinosaurs (Capcom)

Five hundred years ago, Columbus discovered a New World. Five hundred years from today, mankind will discover the new-yet-old world of Cadillacs and Dinosaurs, a world gone mad with giant behemoths of Earth's past coexisting with the men and women of its future. For 25 cents, you can discover Cadillacs and Dinosaurs at any time at your local arcade.

This is a standard but fun side-view, three-player action game, where you and your partners cruise around in a cool, classic '50s Cadillac. When dinosaurs enter the screen, it's fossil-making time! You toss a pretty mean punch and a powerful kick, but you can find high-tech weaponry to really hurt the "terrible lizards." This game is really Final Fight meets Jurassic Park, with outlandish sci-fi style graphics. There's a cool Cadillacs and Dinosaurs comic around, but keep an eye out for the new CBS Saturday-morning series this fall.



Cruise for a trailer!



Dinosaurs aren't your only threat.



FI Grand Prix Star II features great background scenery.

Even the wheelsets look great.



You draw a major crowd wherever you are.

SPECIAL FEATURE



Crime Patrol makes shootouts personal.

Crime Patrol (American Laser Games)

If you've spent any time in an arcade at all, you've probably tested your marksmanship with American Laser Games' live-action shooting games, i.e. Mad Dog McCree and Space Pirates. Crime Patrol is sort of a throwback to the company's origins as the Institute for Combat Arms and Tactics, which use to produce live-action video systems for police and military training.

Crime Patrol is almost like taking part in an episode of *Cops*. The first-person game play perspective places you with real-life actors playing law enforcement teams as they enter crime scenes. Scenarios include shootouts at a bank holdup, a gang fight, a crackhouse bust, a nuclear power plant takeover, and a terrorist hostage situation on an airplane and in an airport. The game play features a unique branching system that changes the action based on variable outcomes and your ability to hit your targets.

To spice up the intense shoot-em-up action, television news reporters in the game report whether you've bagged bad guys or innocent bystanders. *ALC* also recruited a real team of Hollywood stunt men to orchestrate some eye-popping action. These guys have showcased their work in films like *Die Hard*, *Terminator*, and *Lethal Weapon IV*, so look closely for a few familiar faces. If this all sounds a little too real for you, definitely deposit your tokens elsewhere. If not, it's time to find out if Crime plays.



Hostage situations require a sharpshooting eye.



Professional shoot outs add realism to the action.

Wolfenstein VR (Alternate World Technologies)

A virtual reality coin-op unit starring a classic PC game is about to stalk into the arcades. The VR hardware system is called the Reality Rocket by Alternate World Technologies. It's a basic sit-down unit that consists of a stereoscopic head-mounted display (HMD) and a joystick. Just stoke on the HMD, and you're into virtual reality!

The game is Wolfenstein VR, which has challenged game players on various personal computer systems for years. In this World War II adventure, you play an American agent, who's trapped in a Nazi fortress. Your mission is to assassinate Adolf Hitler and stop WWII. You travel through endless fortress corridors, where you shoot it out

with hordes of Nazi troopers. Hidden treasures, limited ammo, and secret passageways liven up the action.

Even if you've never played in a VR world before, this could be a good game to start with. The first-person game play perspective and the HMD make the animated action seem real as you stare over the barrel of your submachine gun. Unlike other VR systems, which feature polygon graphics, Wolfenstein uses bit-mapped pix with full-color texture mapping. It looks and feels like you're really inside a video game world.

Since VR is a totally new concept to most arcade operators, it may take a while for Wolfenstein VR to blow into your city. If it does, plan to play immediately. The line to put a hit on Hitler could form quickly.



Reality Rocket rockets you into VR.



And a Nazi!

Slam Masters Contest Alert!

The Capcom Slam Masters Grand Battle Royale Tournament

Get ready to rumble! Capcom's planning a national Slam Masters slam fest!

GamePro covered this wild wrestling coin-op two issues back (see *Hot at the Arcades*, June '93). It's a great-looking tournament-fighting game, with moves that share some joystick techniques with *Street Fighter II*. You choose a champion from a stable of 10 wrestlers (including Mayor Mike Haggar of *Final Fight* fame). Each character has a unique personality to go along with one-of-a-kind moves. Of course, SM's no SFI, but the game will keep you loose until it's your turn at *Street Fighter*.

If you aren't living the arcade life as a Slam Master, get it on now. Any arcade with a dual-monitor Slam Masters unit automatically becomes an official tournament site. Tournament rules call for two-player teams to face each other in the

game's Battle Royale mode. Local-level Slam Master matches will take place from August 28 to September 6. Local champs will be invited to Regional Finals, which will all be held September 25-28. Regional Finals' sites will depend on the locations of local contests. If your team emerges victorious from the Regionals, Capcom will fly you to San Diego, CA, for the Slam Masters Grand Battle Royale Finale on October 9-10. **IMPORTANT NOTE:** Practice! If your team wins at least one round at any level, you qualify for a drawing to travel to the Finale as a wild card team! Look for more tournament info in the next issue of *GamePro*, or contact Capcom U.S.A. at 408/727-0400.



Battle Royale mode is where the contest action is at!



Better polish your two-player technique.



Have a seat with the Slam Masters!



Your target: Adolf Hitler!



Here's a new reality for World War II.



Find Iron Crosses to uncover hidden passages.

**YOU'VE
ALWAYS
DREAMED OF
PLAYING
IN THE NFL.**





Wake up and smell the locker room. Konami has sealed your multi-million dollar contract with NFL™ Football for the Super NES®

High step with the best when you run with the pros.

Find yourself in an arena of giant bulksters running, stiff arming, spinning, bursting, diving and basically trying to rip each other's heads off. In the heat of battle, a fumble could lead to a 60 yard TD run. The running game here is second to none. You can also gain yardage with intricate and challenging passing plays. Master each move with the precision of a pro whether you decide to go

Across the Middle in heavy traffic or run a Post Pattern long.

Stop runaway freight trains with your bare hands.

Commanding the action takes all six buttons on the Super NES controller. Use them to harness the power of these speeding walls of steel. Each athlete moves with smooth accuracy digitized from actual human movement. So with great agility they will carve a tunnel in your torso.



Mode 7. More exposure than the swimsuit issue.

You'll have plenty of camera exposure in the only football game to fully harness the Mode 7 power of your Super NES. The radar Mode 7 coverage zooms in at just the right moment so you don't miss a single bone-crushing play. Not your run-of-the-mill cheap visual thrill.

Fly with official NFL teams and colors.

You own all 28 pro teams armored with their official team colors. Play in the authentic stadiums where the gridiron greets battle. Go from the artificial turf and glaring lights of the Dome to the frozen tundra of Cleveland outdoors. Snow and mud get worse as the game goes on till you're wishing stickmen was legal again.

You make the call.

Grab the controls, make it happen. Execute your strategy using two playbooks - one standard NFL, the other geared to each team's trademarks. The exclusive Artificial Intelligence feature helps determine the most devastating course of action depending on field position, down, yards-to-go, time remaining, quality and score. Call your audibles and show the opposition how it goes. Stick a fork in 'em, they're done!

SCORE BIG OR STAY HOME.

Win a trip for 2 to Pro Bowl '94 in Hawaii! Check the September, 1993, Vol. 62 issue of ~~Playboy~~ magazine for the password that gets you into the special contest level. See game package for details.



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STREET FIGHTER II



The NEW Street Fighter II Turbo hits the SNES!



By Slash Quin

Special thanks to Eric Sasaki from Capcom USA!

July marks the first anniversary of the award-winning Street Fighter II release. For its publisher, Capcom, there's only one way to celebrate: SHOW

'EM WHO'S BOSS! Balrog laces on his bloodstained gloves. Vega sharpens his claw and hides his "gorgeous" face behind a mask. Sagat stretches out his lengthy limbs. M. Bison dons his cape, and Capcom finally unveils Street Fighter II Turbo for the Super NES!

Overall, Turbo satisfies an SF II fan's "wish list" with awesome new features, such as the ability to play as the bosses, adjustable speed settings, enhanced sound, and almost all the moves found in the arcade game. You can even choose to play Turbo or Champion Edition!

Save Your Tokens

SF II Turbo brings home a near-perfect version of the coin-gobbler, Turbo Street Fighter II: Champion Edition Hyper Fighting. Like the original Street Fighter II (see ProReview, August '92), Turbo is a head-to-



Super NES Games Profile
Street Fighter II Turbo
(By Capcom)

At a landmark 20 meg, Street Fighter II Turbo is like a "Director's Cut" of the original edition. Combine selectable speed settings, the ability to play as all 17 characters, and improved audio with Turbo and Champion Edition moves, and you've got the best SNES fighting game ever, hands-down!

Character	Sound	Color	Multiplay	Options
Price: \$49.95	26 Meg	Available July	Available July	Available July

ER
II

TURBO!

head fighting game for one or two players. You can battle in a single-elimination tournament against the computer, or you can take on a friend.

The most noticeable improvement over the standard SF II is your ability to play as any of the 12 martial artists, including the bosses. (In the original, you could only choose among the eight main fighters.) Additionally, you can now play a character against himself or herself without having to enter a secret code. The two-player Versus mode is unchanged.



Street Fighter II Turbo is here, and you can play as the bosses!

A Street Fighter II-in-1?

Since it includes the option to swap between Champion

Edition mode and Turbo mode, SF II Turbo may be billed as "two-games-in-one." It's not. The differences between the two versions are minimal, so think of this feature as a "switch" that can be turned on or off to suit your tastes. Some people like CE mode because Turbo has too many moves, while others prefer Turbo because it tends to be faster and more challenging. Both versions feature the same tight, precise controls found on the original SF II. You can even use classic SF II joysticks, such as the Capcom Fighter Power Stick.



You can select Turbo rules or Normal (Champion Edition) rules. Different strobes for different folks.

Pick a Fight, Any Fight

Whether you choose to play Champion Edition or Turbo, the graphics and sounds are the same. The only differences are the number of moves per character and their clothing colors.

Champion Edition mode is an excellent rendition of the coin-op classic. Each character gets one to two new or improved moves, such as Chun Li's Chest Flip Kick, Guile's double-hit Flash Kick, and Sagat's Throw. Since CE mode is based on Japan's Champion Edition arcade machine, there are a few

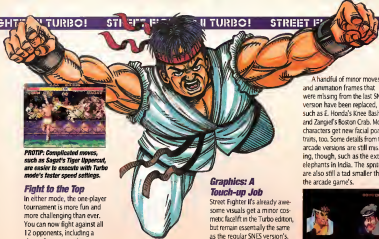
extra surprises. Balrog can wipe out half of an opponent's life-line with the Final Punch, a move that didn't appear until the Turbo arcade machine was released in the U.S.

CE mode only comes up short when it comes to Re-Dizzy Combos, which are combination attacks that daze opponents twice in a row. In the arcade Champion Edition, M. Bison and Balrog had Re-Dizzy Combos up their sleeves, but they've been left on the cutting room floor for this version.

Turbo mode shadows its coin-op counterpart by offering one new move for the eight weakest characters. For example, Chun Li gets a Fireball, Dhalsim can Disappear, and E. Honda has a Super Sumo Press. Turbo mode also emulates the arcade game with five selectable speed settings. At top speed, it's a tad faster than the Turbo coin-op—and no slowdown!



Champion Edition mode includes Balrog's Final Punch, a move absent from North America's CE arcade game.



PRO TIP: Complicated moves, such as Sagat's Tiger Uppercut, are easier to execute with Turbo mode's faster speed settings.

Fight to the Top

In either mode, the one-player tournament is more fun and more challenging than ever. You can now fight against all 12 opponents, including a clone of your own character. The barrel-breaking bonus stage replaces the car and wall bonus stages, but the drums stage is still on hiatus. You even get the endings from the arcade game.



The barrel bonus stage is back! One out of two's not bad.



The end sequences are converted from the coin-up to the SNES.

While the computer opponent's artificial intelligence has increased, it's still no genius. The CPU now uses more "cheap" attacks to frustrate you. It will even throw a few multi-hit com-

binations, but you can exploit holes in the AI with counter-attack patterns. You still pick from eight levels of challenge, and M. Bison's a real mother f---drucker on Level 8!



PRO TIP: While the CPU is now smart enough to try "cheap combos," such as Zangief's Spinning Pile Driver combination...



...it's still too glibble to avoid well-crafted traps. As Ryu or Ken, throw a Jab Dragon Punch to sucker Galle into using his Flash Kick, then nail him with a Flare Dragon.

Graphics: A Touch-up Job

Street Fighter II's already awesome visuals get a minor cosmetic facelift in the Turbo edition, but remain essentially the same as the regular SNES version's. All the backgrounds are now recolored to match the arcade game's scenery. For example, the sunset behind Ryu's dojo has darkened to nightfall.



SF II Turbo features recolored backgrounds and new clothing colors for Turbo mode (top) and CE mode (bottom).

A handful of minor moves and animation frames that were missing from the last SNES version have been replaced, such as E. Honda's Knee Bash and Zangief's Boston Crab. Most characters get new facial portraits, too. Some details from the arcade versions are still missing, though, such as the extra elephants in India. The sprites are also still a tad smaller than the arcade game's.



Check out the new facial ports (left) not found in the original SNES version!

Hearing Double

SF II Turbo sounds like a winner. Sound effects and voices dropped from its predecessor have been replaced, such as the announcer's "You win" and "Perfect." The audio is now in true stereo, which means you can hear Ryu shout "Ha-do-ken!" and Ken scream "Sho-ryu-ken!" from separate speakers - at the same time! Crowd noise, a new effect not found in the coin-op, has been added, but it's nothing to shout about.

Worth the Price of Admission?

Despite minor quibbles with the AI of the computer, the repetitive crowd noise effect, and the removal of Re-Dizzy Combos from CE mode, SF II Turbo is worth every penny for its boss and speed features alone. At 20 mags, expect street prices to top \$80, but this cart is a must-have masterpiece!

NEW MOVES!

CHUN LI



BLANKA

Let's Get Vertical



It's a bird...it's a mutant...it's Blanka! The beast from Brazil leaves no bones now that he can catch air with his new Vertical Rolling Attack.

Psych!



Attacks like the regular Rolling Attack and Electricity are pumped up in SF II Turbo. Blanka can now come to a dead stop in mid-roll.



These sudden stops will often psych-out opponents. Ryu will be tricked into using his Dragon Punch.



When Ryu lands, Blanka can shock him with Gaster Electricity. Killer kilowatts!

All Fired Up and No Place to Throw



Chun Li's all fired up now that she wields a slow, but effective Fireball! This move finally puts her in the big leagues. In the past, she was no match against characters like Ryu and Ken, who could trap her with Fireball/Dragon Punch patterns.

Chest Flip Kick



Cute-up changes will recognize Chun Li's Chest Flip Kick, a great hi-and-jump move.



Snap! Crackle! Pop!



Excuse Chun Li while she jinxes the sky, then plants a real assacker on your head with her Flipping Neck Breaker.

Hellish-Copter Kick



No longer is Chun Li's Whirlwind Kick a total loss. She can increase her height to pass over Fireballs, or start the move in mid-air after bouncing off a wall!

DHALSIM

E. HONDA



Now You See Me...



While this disappearing move was an unintended "glitch" in the original SF II arcade game, it became so popular that Capcom programmed the Yoga Teleport into the Turbo version! When Dhalsim goes into his meditation stance, he's invulnerable to all attacks. Then, he flashes off the screen and reappears in a different location!



Dhalsim can pull off his Spear and Torpedo moves any time during his jumps, which makes his moves all the better to slaver you with.

Spears and Torpedoes



Come On, Baby, Light My Fire



Classic moves: Dhalsim's Yoga Flame and Yoga Fire heat it up.



Now Landing, Gate 6



Edified Honda makes some moves with his Sumo Smash. This new version of the Head Butt can fly over projectile attacks.



Slapping with the Enemy



Honda slaps opponents silly with his improved Mellow Hundred-Head Slap.

Did You Knee'd Me?



Yep, this isn't a fake screen from the arcade game. It's Honda's Knee Rash, which was missing from the original SNES cart.

A Head of Steam



Honda's regular Head Butt is faster than ever.

GUILE



Flash Dance



Guile's *Roundhouse Flash Kick* is more potent than ever! He can now hit opponents twice.



In Guile We Trust



Guile takes on all with his *Knee Thrust* move, straight from the CE arcade game.

Guile Flips Out



Guile now *flips* in the air, just like he did in the coin-op. Although this is NOT a new move, it's cool to look at.

Flash Kick: The Sequel



Here's another shot of Guile's *Flash Kick*. Notice the two consecutive hits.

ZANGIEF

Spin Low, Sweet Zangief



Zangief's *Spinning Clothesline* can now be executed while moving! Also, he has a new, faster *Turbo Clothesline*, which prevents him from being hit below the belt.



Cracked Crab



While it's no major addition to his arsenal, Zangief's *Boston Crab Throw* is back in action.

Mucho Macho Combos



There are plenty of new Zangief combos in the Turbo version.

KEN



Enter the Dragon



Reckless Ken gets dangerous with his new Force Dragon Punch, which arcs out wider than ever! Yes, he can even do his fabled feet-tilt.

Hurricane for Higher



Like Ryu, Ken can execute the Hurricane in midair.

Hurricane and Ryu



Ken's Hurricane travels faster than Ryu's, but does less damage and doesn't knock opponents down in one hit.

Combos Mambo



Ken and Ryu can both bust some truly awesome combos, new and old.



RYU

Air Ryu



Ryu backs on his powers learned from Master Sheng Long. He now has totally mastered the Hurricane Kick. He can do this move at any point during his jump!



Invulnerable Hurricane



Ryu becomes invulnerable to Fireball if he executes the Hurricane at the right moment. It also locks down enemies in one hit.

Fireball Frenzy



Now Ryu can win any five fight with his faster Fireball.

Whip Up a Hurricane Two-in-One



Ryu seduces combo-hungry players with his new, midair Hurricane two-in-one. Both punches and kicks work...experience!



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BOSSSES

BALROG

VEGA



Punch Drunk



In either the Turbo or the CE mode, Balrog can clip an opponent's energy meter in half with his mysterious Final Punch. Time is of the essence!

Turn and Burn



Balrog's also got the Turn Punch, a weaker version of the Final Punch.

Buff Heads



It's illegal in boxing, but there are no rules against Head Butts in SF II Turbo!

Run and Hit



Balrog can run across the length of the screen to duck foes with his trusty Dashing Punch and Dashing Uppercut.

Claws in his Contract



Vega's Tearing Claw travels the length of the entire screen! That'll really get his point across.



Vega Flips Out



When the action gets hot and hairy, Vega's trusty Rankly takes him out of danger. Notice how the controls in this move vary between Turbo mode and CE mode.

Off the Wall



Vega can climb the wall, no matter where the fight takes place. At the top of his jump, he can grab the side of the screen (or the fence in Spook). Then, he can use a aerial upper or a Swan Dive claw sweep.

SAGAT

A Lesson Learned



After being scared for life by Ryu's Dragon Punch in Street Fighter I, Sagat copied off this technique for himself. It's just an exact copy, because he's vulnerable at the high and low points of the Tiger Uppercut.



On Your Knees



Sagat's Tiger Knee is one of the arcade game's most mysterious and deadly moves. It's so mysterious, the computer doesn't even know how to use it!

Thrown in for Good Measure



In case you didn't know, Sagat has a Throw.

Burnin' Down the House



The heat is on when Sagat throws high and low Tiger Fireballs.

BLISSON



Burn, Baby, Burn: Bison's Inferno



M. Bison lights up the screen with his Burning Psycho Crusher.

Chop 'Til You Drop



Bison whacks off a chunk of energy with his Scissor Kick, which hits twice almost every time.

The New Skid on the Block



Bison's ultra unexpected and usually fatal Foot Slide hits like a chariot.

Heads Ache



Bison flies through the air and beats opponents with his Head Stomp. He follows up with a flying punch on his way down.

LET'S RUMBLE



ARE YOU READY TO RUMBLE?!



R.I.P. WITH THE TOMBSTONE
PILEDIVER!



TWO IN A SEAT, MR. PERFECT!

WWE
ROYAL RUMBLE



RIC FLAIR™



THE UNDERTAKER™



MR. PERFECT™



TORU YAMAOKA™



RAZOR RAMON™



LEX LUGER™

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- ★ "DIRTY TRICK" CHOKE-HOLDS, EYE-GOUGES AND BACK-BREAKING CHAIR-SLAMMS!!
- ★ TOURNAMENT MANIA: WIN THE CHAMPIONSHIP BELT!

**YOU MAY BE READY TO WRESTLE...
BUT ARE YOU READY TO RUMBLE?!!**

JUMBLE!



THE INFAMOUS EYE-GOUGE!



TWO- AND THREE-MAN TAG TEAM ACTION!



DITANKA™



BRET "THE MAN" HART™



SHAWN MICHAELS™



MACHO MAN RANDY SAVAGE™



THE NARCISSIST LEE LUCAS™



MILLION DOLLAR MAN TED DIBIASÉ™

ALL NEW
16-MEG
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Nintendo



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CES SHOWSTOPPERS

SPECIAL
FEATURE

The Best Games of the 1993 Summer Consumer Electronics Show

The video game industry strutted its best stuff during the Consumer Electronics Show (CES) held this past June in Chicago. Gamers can look forward to a bumper crop of cool games due out later this year and early '94. Here's a look at some of the hot stuff from CES.

Mega Man

(Super NES)

NES-to-SNES converts have felt something missing from

their 16-bit systems, but they couldn't quite put their fingers on it. Mario, the Turtles, and Link are all there, but somehow it just wasn't the same.

Fret no more, gamers, 'cuz Mega Man's here! Mega Man X is the 16-bit debut of the Mega-master. Don't expect Dr. Wily, Dr. Light, or even Mega Man's pooch pal, Rush. This title will

be an entirely new MM adventure game. For the moment, Capcom's got a cap on the storyline, but the preliminary cart looks mega-marvelous! NES die-hards shouldn't fret, either. This series will continue on the NES and Game Boy. (SNES, Available December)



It's plain to see, Mega Man has his hands full.



If you can't stand the heat, stay out of the kitchening.



The freeway destruction crew goes after the Man in blue.

(Genesis, Super NES, Game Boy, Game Gear)

Not since Street Fighter II has an arcade fighting game garnered such a brutal reputation or warranted such a cry for home system conversions as Mortal Kombat by Acclaim. Fear not, Kombaters, Acclaim's Mortal Kombat will debut simultaneously in September on the Genesis, the SNES, the Game Boy, and the Game Gear. This massive fighting cart will feature all your favorite fighting characters, most of your favorite moves, and much of the game play and atmosphere found in the arcade version. The bad news is that several of the popular Fatality Moves, such as Sub-Zero's spine pull, will be altered in the SNES version. Additionally, sweat will replace blood in the SNES cart. The Genesis edition, however, will include all the

blood and Fatalities, but only if you enter a secret code accessing the "Arcade Mode." Look to our September issue for the complete lowdown.

(All versions available Sept. 13, '93)



In the Genesis, Raiden's Torpedo makes M. Bison look like a buffalo.



Goro proves he's a handy man in the SNES version.

MORTAL KOMBAT



Sonya looks just as good on the Game Gear.



Li Kang's Flying Kick is just as impressive on the Game Boy's smaller screen.



Some girls like diamond rings, but Sonya likes hers electrified.



Raiden has got some killing Genesis followers for you.

CES SHOWS TOPPERS

JURASSIC PARK

(Genesis, Super NES, Sega CD, NES, Game Boy, Game Gear)

You're a real fossil if you haven't visited Jurassic Park yet. This summer's movie smash is about to make a big time video game splash with versions being released for almost every video game system and for 3DO. Sega's got Genesis, Sega CD, and Game Gear versions on-line, while Ocean's producing JP for the SNES, the NES, and the Game Boy.

Dangerous dinosaur action and great graphic game play will attract more people to these carts than to the fictitious dino-theme park that the game's based on. The visuals on the Sega CD version have to be seen to be believed. If prehistoric partying is your gig, then you'll want to spend some time at this Park.

(Genesis, NES, and Game Boy available Summer '93. SNES and Sega CD available Fall '93)



In the Genesis version, you've gotta keep moving if you don't want to become fossilized!



Awesome Genesis graphics will keep the action alive!



Do you get the feeling you're outnumbered in the NES Jurassic Park?



Leaper! Leaper! Keep your head up in this park!

(Super NES)

The Super Star Wars saga continues. JVC/LucasArts will introduce another SNES blockbuster in the form of Super Empire Strikes Back. SESB will continue where SSW left off. In this fantastic-looking cart, Luke and the gang will repeat their movie-inspired adventure on the ice planet Hoth, the Dagobah System (Yoda's hood), and the cloud city of Bespin. Also expect a Lightsaber showdown with Darth Vader, a Snow Speeder stage, great digitized graphics, stunning sound, and the best game play LucasArts can muster. You'll also be able to utilize the Force powers, such as levitation and invincibility, to aid in saving the Rebel Alliance.

(Available December)



These Snow Troopers would love to put the chill on Han.



Letta! Issue with the Lightsaber.

SUPER EMPIRE STRIKES BACK



Hot action and cool scenery abound as Luke and his Tauntaun survey the bleak landscape of Hoth.



Even though you'll want to stop and admire the graphics, you'll quickly soar through the Snow Speeder stage.

CES SHOWSTOPPERS

Stellar Fire



(Sega CD)

Dazzling 3D graphics, electrifying music, and sizzling action make this first-person perspective shooter one of the season's most eagerly anticipated games. Stellar Fire is based on Stellar 7, Dynamix's popular PC outer space shooter. In Stellar Fire, you lead a squadron of Stellar Force space fighters into battle against the evil Draxon armada, which is out to destroy the Earth. Unfortunately for them, though, you've decided to take the fight to their home planet, Arctura. On six Arcturan moons with treacherous landscapes,

you must annihilate the interplanetary Defense systems while you track your prey, evade deadly obstacles, and dodge intense fire from Draxon defense ships.

(Available September)



Stellar Fire features stunning graphics and special effects.



Every Arcturan moon hides a deadly defense system.



You fight and fly against the best Draxon pilots.



First-person flying takes you down to each moon's surface, where you can hunt the enemy.



The action's hot in Stellar Fire!

(Sega CD)

Konami's popular action arcade game becomes the company's first Sega CD. As in the coin-op version, Lethal Enforcers will feature a first-person perspective and live footage of actors playing the bad guys. One or two players become pistol-packing detectives, who square off in the worst parts of town in intense gun battles against the ranks of the police force, from patrolman to top commander. Look for this game to be packaged with an original "gun" accessory as Konami strives to deliver a game with true arcade feel.

(Available Fall '93)

Lethal Enforcers



Be quick on the draw. The bad guys don't hold back.



Defusing an airline hijacking requires precise shooting.



Bullets aren't the only things you have to look out for.

CES SHOWSTOPPERS

(SNES, Genesis, Sega CD)

Star Trek: The Next Generation has high standards to live up to, but Spectrum Holobyte plans to keep them. The game's story line, which spans space and time, involves a legendary galaxy-smashing device suddenly appearing in Federation Space.

To solve the far-reaching mystery, you'll use three types of game play perspectives: a first-person "captain's" view, a 3/4-overhead perspective for Away Team missions, and an overhead view for outer space battles. In keeping with the theme of the TV show, violence will always be a last resort. However, should you need to

use force, you'll have the Federation's best technology at your command by controlling all of the Enterprise's operations, from Engineering to Transporter Room functions. Trekkers will also be able to play the seven principal characters from the TV show - Picard, Troi, Worf, etc. If you don't know the Trek stars by now, maybe you will soon! (Available Third Quarter '93)



A Trekkler treat: digitized graphics.

STAR TREK: The Next Generation



Seek out new life.



Violence is a last resort.



You're at the helm!



Bobby go...

Top Gear 2

(SNES)

One of the best auto racing games around for the SNES is back on the road. Top Gear 2 looks like it will pick up where the original left off with even more international racing action. Top Gear's great behind-the-car driving perspective looks better than ever. In two-driver matches, top-notch graphics present a snazzy split-screen view, but this car promises more than good looks. This time you can supe up your car after a race... uh-hi...that is, if you end up in the money. You had better beef up your driving skills,

because you'll need the extra gear to beat new challenges, such as fog and night racing. Don't leave the driving to us, though, prepare to get into Top Gear 2.

(Available September)



Top Gear 2 revs up the action again!



The fog presents an added challenge.



This time, you earn cash to modify your car.



The world is your raceway.



You'll only see headlights in Top Gear's night racing.

ACES SHOWSTOPPERS

WORLD HEROES



(Super NES)

Utilizing a full 16 megs of memory, World Heroes for the SNES should be a virtual carbon copy of the Neo-Geo original. One or two players duke it out against eight characters, including Brokken (a 21st-century bionic man), Janne (a prehistoric woman warrior), and Harzou and Fuuma (the Ryu and Ken of the World Heroes world). Unlike

its coin-op, you get the added advantage of playing characters against themselves. Special techniques galore, in the tradition of SF II, will please even the most critical fighting fanatic. An optional Death Match mode adds extra deadly elements to the fight, such as an electrified fence. If you make it to the Belt, you'll fight your final battle against the Unknown Warrior. (Available Fall '93)



Talk about a spitting-egg-ache!



Brokken's armed for battle.



Knock yourself in the Death Match.



There's a whole lotta punchin' goin' on.

Teenage Mutant Ninja Turtles: Tournament Fighters

(Genesis, Super NES, NES)

The heroes in a half-shell are back and better than ever in three new tournament-style combat games by Konami. The SNES version will present a shell-kicking fighting frenzy as players try to become the toughest Turtles ever. Naturally, each Turtle will have his own unique moves. For the Genesis, the fighting takes place in another dimension as the Turtles battle through strange worlds, such as Michaelangelo's Fantasy World and Donatello's Futuristic

City. Turtle fans can also step up to Shredder's challenge in the NES version, where they can fight as seven characters, including Casey Jones and the Shred-head himself. (Available First Quarter '94)



This SNES Journey's for tough Turtles!



Shredder gets in on the action, too.



You can also play Shredder in an NES Tournament Fight.



Michaelangelo fights Michaelangelo..



...or Shredder fights Shredder in Turtles on the SNES.

CES SHOWS TOPPERS

Daffy Duck The Marvin Missions

(Super NES)

Recently popularized by a series of hip-hop Michael Jordan Nike ads, Marvin the Martian is a little-known Warner character about to go big time, SNES style. Based on the cartoon "Duck Dodgers in the 24 1/2 Century," the cart features the fearless Daffy in his quest to capture his pint-size nemesis, Marvin, in five spaced-out levels. Daffy wields an ice gun, a slow-mo zapper, a time warper, and mines. Over-eager Lieutenant Porky Pig accompanies Daffy on his mission.

(Available September)



The Fat Lady sings again!



Desperately seeking Marvin.



Daffy shoots, Sunsoft scores!



Nestlé flaves can be a pain in the duck.

RABBIT RAMPAGE

Looney Tunes stars in his own SNES game by Sunsoft! Rabbit Rampage is a 12-meg cart modeled after two classic Bugs episodes, "Rabbit Rampage" and "Duck Amok." In this game, Bugs is beleaguered by long-time nemesis, Daffy Duck. The Daffster has taken a few animation classes, and now he's painting the picture for each level in the game. His hand swoops out of the foreground and brushes up new surroundings and antagonists, which both succeed in driving Bugs daffy. (Available December)

(Super NES)

What's up, Doc? The buck-toothed, harebrained purveyor of animated slapstick, Bugs Bunny, joins other Warner Bros.



This game's a real pie-in-the-face!



A leg, skip, and a blonap.



Hey, I call the shots around here!



"Ya shot me, Doc. I'm daffy... daffy..."

CES SHOWSTOPPERS

ALADDIN

(Genesis)

You ain't never seen a game like this! For the first time in history, Disney film animators created all the original animation for a video game, and the results are a whole new world for video game graphics. This 16-meg cart takes Aladdin on a perilous sword-swinging journey to rescue Princess Jasmine. Scenes from the movie, like the bazaar in Agrabah and Aladdin's thrilling magic carpet

ride, are brought to life with touches of humor and wonderment. The Academy Award-winning music is straight from the film, including "A Whole New World," and "A Friend Like Me." The game is being developed and programmed by Virgin Games, Sega and Disney. (Available September)



Aladdin catches one of Jafar's henchmen with his pants down.



The swordplay heats up in Jafar's dungeon.



Aladdin climbs hand-over-hand across a clothesline.



The animation's good enough to freeze.



Magic carpets swoosh Aladdin high above Agrabah.

(Genesis)

Capcom broke the big news at CES, and Genesis fans everywhere can dance in the streets: SF II for the Genesis will feature all the moves and action found in the Turbo arcade game! Officially dubbed Street Fighter II: Special Champion Edition, this monstrous 24-meg cart should include Chun Li's Fireball, Dhalsim's Yoga Teleport, the new clothing colors, and all the other goodies from the coin-op. You should be able to play either Champion Edition mode or Turbo mode, just like in the SNES version. As a "Special" treat, Capcom also plans to add an all-new Tournament mode to let you and a gang of friends fight it out and grove who's the best World Warrior.

(Available October)

Street Fighter II: Special Champion Edition



The version at CES was very preliminary, and only Ryu and Blanka were up and fighting.



Here's the Barrel Room Bonus that's not found in SFI for the SNES.



All 12 World Warriors will be included in SF II: Special Champion Edition!



Capcom is launching up the graphics in the Genesis version to look better than the early version we previewed in June. Notice how the status bar overlaps the game's background, instead of resting on a black strip.

CEX SHOWS TOPPERS

Super Mario All-Stars

(Super NES)

Four familiar faces stole the show at Nintendo's booth. Super Mario All-Stars packs four classic NES Mario games into one 16-meg SNES cart. Each game features game play identical to the original 8-bit version, but with spruced-up multi-scrolling backgrounds, better character graphics, and enhanced music and sound effects. Super Mario Bros. 1, 2, and 3 should be old hat for 8-bit enthusiasts everywhere, but Super Mario Bros.: The Lost Levels is a classic from Japan that hasn't appeared in the U.S. until now. (Available August)



Remember this classic scene from *SMB 1*, Level 1-27



In *SMB 2*, you can play as Mario, Luigi, Toad, or Princess.



SMB 3 looks better than ever on the SNES.



All the Mario stars appear.



The game's secret areas use digitized pics of the original boxes.



Someone finally found the fabled Lost Levels.



Sonic Spinball Sonic Mania Sonic Chaos

(Genesis)

Billed as "The Ultimate Spin-off," Sonic Spinball launches the hedgehog into an eye-blinding, wickedly fast pinball game à la the Casino Night Zone from Sonic 2. This little 8-meg gem should be a great tide-me-over until Sonic 3 or Sonic CD is announced, both of which made like Dhalsim and disappeared from the CEX product lineup. (Available November)



In a cool animated sequence, Sonic rides his airplane plane to the Veg-O Fortress.



The Super Sonic Spin Attack



Periscope puzzles give Sonic the jitters.

(Game Gear)

Dr. Robotnik goes chaotic and steals the Red Chaos Emerald, but Sonic's hot on his trail in Sonic Chaos. You can play as Sonic or Tails in this side-scrolling adventure that expounds upon Sonics 1 and 2. The all-new power-ups include Rocket Shoes and a Pogo Stick. (Available November)



Sonic Chaos for the Game Gear



Tails is so fast that his feet leave the ground!



Monitors contain more hidden power-ups than ever.

CE'S QUICK HITS

Summer CES '93 showcased its best crop of video games ever! Here are a few more sneak peeks.



Dune II: The Battle for Arrakis (Virgin)



Inspired by the best-selling sci-fi book of all time, *Dune II* is a simulation/strategy game that takes resource management to new heights. Secure the future of your planet by overcoming adversaries and by building up your military prowess, political security, and mining monopolies. Easy-to-master game play and digitized speech and sound help to liven up the challenge. (Available Fall '93)

Eternal Champions (Sega)



With 24 megs of fighting action, *Eternal Champions* will

be one of the top games using the new six-button controller and the Activator. Eleven combatants showcase over 35 different martial arts moves as they compete in one- or two-player matches. A Slow Motion Replay feature, different difficulty levels, a Training Mode, and a Speed Mode will enhance the action. (Available November)

General Chaos (Electronic Arts)



The General leads Moronica against General Havoc and Victoria in this new one- or two-player war game. Start in Boot Camp, choose a Squad of gunners, bazooka launchers, and bombers, then fight your way through three full-scale military campaigns. Hand-to-hand combat skills, planning, determination, and sheer luck will decide the outcome. (Available September)

The Incredible Hulk (U.S. Gold)



The incredible hero comes to incredible life in this side-scrolling beat-em-up. As the Hulkster, you leap from level to level, duking it out with

robots and other bad guys. Extremely realistic graphics make this game a winner. (The large sprites have detailed musculature and moves that have the same fluid grace seen in *Flashback*.) (Available Fourth Quarter '93)

Jungle Book (Virgin)

Now you can hang in the jungle hood with Mowgli, Baloo, and King Louie. This great-looking Virgin title sports some of the best sprite movement seen in a Disney game. You'll swing through the trees, trampoline on top of snakes, and push blocks against *Jungle Book* villains in classic settings from the Disney film. (Available March '94)

Robocop Versus the Terminator (Virgin)



Based on the chilling Dark Horse Comics' stories, this 16-meg side-scrolling action adventure puts you in charge of Delta City's baddest cop. Encased in metal and intent on revenge, you'll eventually battle the silver screen's other bad-boy 'borg, the Terminator. (Available Winter '93)

Virtua Racing (Sega)



The arcades' hottest driving game is coming to the Genesis. Incredible speed and polygon graphics will set new standards for home racing games. Among the highlights are multiple Formula One racing courses, a choice of scenic roadways, on-screen stats, and tight control. (Available December)



Rebel Assault (JVC)



This action-packed Star Wars spin-off features some of the fastest flying sequences found in any CD title to date. *Rebel Assault* makes *Sewer Shark* look like a guppy. Steer your fighter through exotic Lucas locales, such as the canyons of Tatooine and an asteroid field. Dodge comets, skim the walls, and go up against some of the Empire's best. (Available Early '94)

CES QUICK HITS

Silpheed (Sega)



Based on the classic outer space shoot-em-up previously found on various PC formats, this hot shooter features great looking behind-the-ship game play, lots of challenging enemies, cinema scenes, and the ability to select among different types of spacecraft. (Available First Quarter '94)

Thunderhawk (Sega)



Thunderhawk is the name of Sega's new 3D helicopter simulation. The Thunderhawk is a powerfully armored weapon flown by players through ten different combat missions. The missions take pilots through South American jungles, research bases in Alaska, and Middle Eastern oil installations. (Available August)



Arty Lightfoot (ASCII Entertainment)



The quick brown fox, Arty, and his round buddy, Peck, try to recover seven gems hidden across a great-looking, 17-level, action/adventure game. Escaping mind-blowing traps, solving intricate mazes, and foiling the bad guys are Arty's entertaining challenges. His assets include a pogo-stick tail and Peck, whom he tosses like a boomerang. (Available December)

Beauty and the Beast (Hudson Soft)



The Beast may turn out to be a beauty when this gorgeous-looking game, based on Disney's animated movie, arrives. You as the Beast must race to save the beautiful Belle from the clutches of the sinister Gaston. (Available December)

NBA Jam (Acclaim)



If this two-on-two basketball cart plays as well as the arcade version, it ought to score, early and often. Jam features 54 NBA All-Stars and digitized graphics of live NBA games. Versions are also due out for the Genesis, the Game Gear, and the Game Boy. (Available December)

Pink Panther (TechMagik)



The Oscar-winning cartoon character with the famous theme song has a new movie, a new cartoon series, and a new 16-bit game. Featured in the Pink Panther's game debut are Inspector Clouseau and the monstrous Pinkenstein. Set against the background of a Hollywood movie studio's back lot, the action is punctuated by slapstick humor. (Available Winter '93)

Sylvester & Tweety (TechMagik)



At age 51, Tweety is the oldest bird in the history of Saturday-morning TV. He and the equally famous bird-chomping "putty cat," Sylvester, will finally get their own video game on the SNES and the Genesis. Retaining cartoon looks, this side-scrolling game mixes humor and action to produce a madcap chase from Granny's house to an ocean liner and onto a fast-moving train. (Available January '94)

Wing Commander: The Secret Missions (Blindscape)



The outer space war with the cat-like Kilrathi continues with 16 new missions. You fly four new attack ships into spacecraft-versus-spacecraft battle via a pilot's view. Secret Missions is Wing Commander tough, but it also includes modes for novice players. (Available Third Quarter '93)

NES QUICK HITS

Yoshi's Safari (Nintendo)



Mario's the star of this SuperScope safari, but Yoshi does all the work. Mario rides his dinosaur pal through a cute 12-level shoot-em-up to save the Princess from Bowser, King of the Koopas. This cart uses Mode 7 graphics to paint the game play from Mario's perspective.

(Available August)



Chip 'N Dale Rescue Rangers 2 (Capcom)



Those excruciatingly polite rodents, Chip 'N Dale, return for a second NES adventure that's reminiscent of their first. The duo are up to their cheek pouches in crime, since Fat Cat's stolen a precious jewel. With a little help from their sidekicks (Gadget, Zipper, and Montney Jack), the 'monks must discover the hidden jewel. Sounds nutty!

(Available October)

Mega Man 6 (Capcom)

Mega Man's back for a record-breaking sixth NES adventure in this one-player, multi-scrolling, action/adventure cart. Look for the same style of play that made the other carts mega hits, including eight new boss robots and Rush (Mega Man's best friend). There's also a new Rush adapter that enables Mega Man to transform into Power Mega Man or Jet Mega Man. Mega-nificent!

(Available October)



Pugsley's Scavenger Hunt: The Addams Family (Ocean)

Pugsley's a chip off the Addams' block in this multi-scrolling, side-view, action/adventure cart. To keep the little monster out of trouble, Wednesday's created an appropriately oozy and kooky treasure hunt for him. Pugsley must roam the Addams' mansion in search of yucky stuff, such as spider venom and moldy cheese.

(Available now)



Desert Strike (Dynamix/Tengen)

In this scorcher based on the 16-bit hit, you climb aboard a dropper and set out across the desert to clear the sands of enemy troops. Blast bar

racks, enemy vehicles, and aircraft while rescuing hostages, dropping supplies, and maybe earning a few medals in the process.

(Available October)

Ecco the Dolphin (Sega)



Sega's popular undersea mammal, Ecco, is diving into the Game Gear. This one-player cart has 29 levels of undersea exploration, including oceans from the past and future. As he searches for his missing family, Ecco moves like a real dolphin and faces oceanic dangers, such as sharks and jellyfish.

(Available Summer '93)



The Legend of Zelda: Link's Awakening (Nintendo)



Everyone's been waiting for the hand-held version of the

Link saga, and it looks like it was worth the wait. This little cart packs the best elements of the original Zelda sagas into 4 megs of Game Boy fantasy adventure. Do it for Zelda.

(Available August)

Mega Man 4 (Capcom)



Now appearing in his fourth Game Boy sequel (the tenth cart in the series overall) is Mega Man! This cart compiles some of the best robots from Mega Man IV and V on the NES, including Toad Man, Bright Man, Pharaoh Man, Ring Man, Crystal Man, Nazalm Man, Star Man, and Charge Man. During his quest to beat Doc Wily one more time, the Man is also joined by robo-buddies Rush, Flip Top, and Beat.

(Available November)

Wario Land (Nintendo)



Mario's evil alter ego, Wario, is on the loose and huntin' for treasure in the Lost Kingdom. Wario Land has game play similar to Mario Land 2, including nice graphics and large sprites. Wario's bad attitude and great game play are bound to make him a big hit on the Game Boy.

(Available December)

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GENESIS HARDWARE



By The Lab Rat

Here's the skinny on the latest hardware at this Summer's CES! All of the best add-ons and power-ups are included in this special sneak peek. Our best of the show includes...

Segaware



Sega has repackaged and redesigned their popular **Sega Genesis** and **Sega CD** units. The slim-down versions will connect side-to-side. The Sega CD will be top-loading as opposed to the current front-loading player. In addition to the sleeker, slimmer design is a sleeker, slimmer price: \$229 for the Sega CD, down from \$299.

New NES



The **8-bit NES** has also gone on a diet. The ultra-stylish new design is an artsy interpretation of the old unit. The dark grey unit also has a new

price tag. The new system (which includes a newly designed NES pad) will cost under \$50. At such an affordable price, you may want to pick one up solely for display purposes.

Who Has the Edge?

AT&T is introducing the **Edge 16**, a Genesis peripheral that enables you to play Genesis games against friends or ene-



emies over existing phone lines. The next time you slug it out, beat it up, or toss it around on the Genesis, you'll be able to do it across the country. The Edge 16 will also feature custom enhancement cards that allow you to customize your favorite characters and add an additional 128K of RAM to the main memory of the Genesis.

EEEEK! A Mouse!

Mice were also big cheese at the show. Nintendo mouse-compatible games included



Super Mario and Wario. Tradewest showed the **Thumb Mouse** by ASCIIware, a revolutionary new peripheral that enables you to control com-

Multiple Mania

Look out for some cool new multiple-player control pads in the upcoming months. Some of the games being developed for them will allow separate action sequences for each character. For example, you can slash away at some RPG castle guardians while another player rescues the princess. The multiple-player adapters will also be used in sports and strategy games. Here's the rundown:

EA's 4-Player Adapter

This four-player adapter, for use with *General Chaos*, *John Madden '94*, and other future sports games by EA, will bring sports games to a new level of fun.

The Hudson Soft Multi-Tap

Hudson Soft has a new multiple-player adapter that will be bundled with *Super Bomberman*. Squaresoft is also developing *Secret of Mana*, a four-player interactive RPG to play with the controller.

The TTI Wireless Pads



TTI introduced their wireless remote unit, which can control up to five wireless pads at once. This amazing peripheral will reduce wire clutter around the Duo, and it will allow you to enjoy a greater range of freedom while playing such multi-player hits as *Bomberman '93*. ☐

patible games, such as Tradewest's *Fun 'N Games*, with your thumb. Also, TTI distributed photos of a two-button mouse that will run *SimEarth* and other mouse-based games.

Sleek Fighter

ASCIIware presented another beautifully designed peripheral, the **Fighter Stick**, a six-button joystick for the Genesis and SNES! All of its features will be detailed in an upcoming *GamePro*, but believe us, it looks good!

From the company that brought you

**Billy & Jimmy Lee of
Double Dragon™**

and

**Rash, Zitz & Pimple of
Battletoads™**

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Atari Unveils the 64-bit Jaguar

The mystery is over, well... almost. Atari ended the information embargo on its long-promised Jaguar system. System specs call for over 16 million colors, 24-bit graphics, shaded 3D polygons, real-time texture mapping, and 16-bit "CD-quality" audio. Atari formally bills the Jaguar as a 64-bit system, which refers to the power of the central processing unit (CPU). The unit will feature an expansion port to support cable and telephone networks, a modem, a double-speed CD player, and digital/ analog peripherals, such as DAT players.

The Jaguar will be test-marketed this fall in New York, with a national rollout within a year. Priced at "approximately \$200," the system will include one game and a ten-button Power Pad Controller. Initial software releases will include new 3D versions of Battlezone 2000 and Tempest 2000, plus Jaguar conversions of Cybermorph, Alien vs. Predator, and Jaguar Formula One Racing.

Sega Demos Virtual Reality Glasses



Get virtual with Sega's VR glasses and games.

Cast your eyes on what could be the first virtual reality system for home use: Sega VR! Shown behind closed doors

at CES, Sega's VR head-tracking unit for the Cones provides a full 360-degree rotational environment. The VR glasses will ship late this year for under \$200, and they'll come packed with Nuclear Rush, a futuristic flight sim. Iron Hammer, Matrix Runner, and Outlaw Racing will be sold separately to support this vision.

No-Shows Disappoint Gamers

Top-quality new products filled the CES halls, but there were several products conspicuously absent from the show floor. Topping our "Most Wanted" list of no-shows were Nintendo's SNES CD-ROM system, Sonic The Hedgehog for the Sega CD, and Street Fighter II: Champion Edition for the Duo. Also, disappointingly, there was only one new Super FX game in the entire Nintendo booth, FX Trax.



Street Fighter II: Champion Edition is available in Japan for the PC. It was main on the subject of a U.S. release.

Let's Go to the Show

For the second year in a row, the International Summer Consumer Electronics Show has allowed consumers in to witness the sights and sounds of the hottest new electronic products and video games! As part of its four-year anniversary celebration,

GamePro pitched in by sponsoring 300 members of the Chicago Boys and Girls Club, paying their admission, and giving them lunches, T-shirts, and other gifts.

GamePro Editors Blow Away the Competition in the Bomberman Contest

TTI sponsored the biennial "Battle of the Magazines" Bomberman '93 contest at

CES, and the GamePro editors emerged victorious after four heated rounds of competition. Defending champion, VG&E, was a close second, followed by Game Fan, Game Informer, and High-End. ☐



GamePro's Bomberscape (left to right): Francis "Moo or Never" Moo, Janice "Good Bye-Bye" Crosby, Matt "Skullage" Taylor, and Lawrence "The Warped Hole" News. Call these guys LamePro, and it might blow up in your face!



Consumers packed the CES floor on Sunday, June 6th.

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*Assistant Managing Editor,
Janice Creffy, and friend*



Associate Editor, Lawrence Neves



GENESIS PROREVIEW



By **Slash** *Quar*

The true Ninja Master has returned to the Genesis — and it's about time! After three years of waiting for a follow-up to Sega's portrait in perfection, *Revenge of Shinobi*, Joe Musashi's finally back in the 16-bit saddle. The action artists at Sega of Japan have struck again, and *Shinobi III* is worth its wait in gold!

Musashi Makes Good

As usual, the Neo Zeed crime organization has resurfaced to cause more trouble, and ever-vigilant ninja Joe Musashi is on their backs like a Sega CD used to be on a Genesis. This time, the Zeeds leave Joe's girlfriend Naoko out of it and take over a city instead. While this may be bad news for the rest of the world, this is great news for video gamers!

You take Joe on a blowout, slash-and-shoot adventure through seven of the coolest-looking Genesis action levels ever! Thankfully, this cart abandons the comparatively lack-

luster game play of *Shadow Dancer* in favor of the classic *Revenge of Shinobi* style. Joe's a lone wolf in *Shinobi III*. His canine friend, Yamato, from *Shadow Dancer* Yamato, must have been rounded up by a dogcatcher. Boo hoo.

The Way of the Ninja

In this go-round, Musashi's armed with some new ramp-roasting fighting techniques. Joe's still got Shurikens for long-range d'ang, and of course his Katana Sword for up-close sling. His somersault leap and the rainbow Shinken spray are as deadly as ever. New combat attacks include a dash-and-slash, a jump lock, and high-and-low blocking. The blocks add more skill and strategy to the fighting.



PRO TIP: You can block almost anything — even laser cannon blasts!

Joe is also more maneuverable than ever. Now that he can rebound off walls with his jump (à la *Strider* for the NES) and scramble hand-over-hand across overhead ropes and pipes, Joe seems more like one of those stealthy movie ninjas. The controls can be tricky, but the challenge of mastering Musashi's moves adds to the fun.



PRO TIP: Hop off the elevator in Round 2, then use the platform as stepping stones. If you don't, you'll be one flat ninja.



PRO TIP: You'll have to go against the flow of the conveyor belts to find power-ups in Round 3.

If all else fails, Joe's got one other slick but familiar trick up his sleeve: Ninjitsu (ninja magic). Fushin magic enables him to jump higher; Kazuchi provides a temporary shield from danger; Karu ignites everything on the screen; and Mjin sacrifices one of Joe's lives to damage opponents. The magic is a great idea, but it's an old one — all the Jitsus are lifted from *Revenge of Shinobi*.

PRO TIP: If you're about to perish when fighting bosses, always use the Jitsu of Mjin. You'll continue the battle from that point instead of having to start all over again when you die.

The Art of Ninja Fighting

Shinobi III blasts you through seven superb multi-scrolling scenes as you hunt down the Zeed crew. Temic "layering" effects create that ever-popular 3D look. You fight across a forest, where enemy Shurikens mingle with leaves in the breeze, through a horrible lab that's home to the Zeeds' mutation experiments, into a fire-rimmed enemy encampment that resembles a scene from *Apocalypse Now*, aboard the

Zeeds' spaceship, and more. One level in particular really grabs you, literally. Lurking in the shadows of Round 3 is a humongous slug that takes potshots at your hide with an on-screen missile sight that follows your movements. Later, you encounter this creature face-to-fang...and he's one ugly S.O.B.!



PRO TIP: Move close to the Round 3 worms to draw them out of liberation, then slash them with your Katana.



PRO TIP: Wait for granoblers to launch their loads in Round 5, then nail them with angled jump Aobs.

This cart is long and satisfying. You encounter standard side-view fighting scenes, confounding mazes that require careful planning and back-tracking, vertically scrolling jump-and-survive platform segments, and two all-new vehicle-style areas. You even ride horseback across a marsh as enemy ninjas drop like flies in Round 2, and you surf a polluted bay in Round 4.



Ride like the wind, Musashi-sun.

Genesis Game Profile

Shinobi III

Return of the Ninja Master
(By Sega)

Just when you were getting bored with similar-looking-and-playing action games, along comes Joe Musashi to shake things up. Mind-blowing backgrounds, great new moves, a horse-riding sequence, and hot music push the Genesis to the max. **B** cheers for Shinobi III!



\$34.99
E Sega
Available September

Action/Adventure
See page 7



Joe Musashi, A.K.A. surf surfer.



PRO TIP: If you see this dungeon in the Round 6 maze, you've gone the wrong way!

Like the rest of the cart, Shinobi III's enemies mix familiar faces with fresh blood. Out to use Joe's face as a cutting board are Zeed's squad of ninjas, corrupt samurai, machine gunners, mutant beasts, hovercraft, airborne assassins, and heavy-hitting bosses. Cruel boss sprites, which range from big to stupendous, will give you video game nightmares!



Your old friend, the dinosaur boss, is back from extinction. This time, he's wearing a robot suit.



PRO TIP: Round 2's boss tries to throw off your concentration by reversing the controls. Keep your mind "as clear as a lake!" when the background shifts, do all your moves backwards, and aim for the brain.

Adjustable challenge settings affect your starting number of lives, the length of your energy meter, and the number of hits needed to kill enemies. These differences are fairly cosmetic — there are no special endings or other rewards for playing the game on a harder level, unlike Revenge of Shinobi.

Music to Musashi's Ears

Despite the absence of Sega's master musician, Yuzo Koshiro, Shinobi III manages to surpass its predecessor in audio quality. The tunes range from soft, restful melodies to lull-bore, thunderous tracks. Your only sound wish is for more songs, because the music starts looping about halfway through the game. The sound effects are

so clear and distinct that you even hear the clomping of your horse's hooves!

From Japan with Love

Shinobi III proves that Sega of Japan is still on the cutting edge of side-scrolling excellence. This cart plays as smooth as fine Asian silk. Like Sega superstars Montana and Musashi, this game's no ordinary Joe! 



BUBSY IN:

CLAWS ENCOUNTERS OF THE FURRED KIND



By The Unknown Gamer

Middle America unite! The twin queens of the Planet Rayon, Poly and Ester, have invaded Planet Earth. The Woolies have woven a nefarious scheme to plunder the Earth's wool. There's only one creature brave enough, strong enough, and smart enough to unravel the Woolies' plot. That's right, it's...Bubsy? Hmm... Don't spit up a hairball. One or two players will find that gathering wool across this action/adventure game's 16 chapters of multi-scrolling play is more fun than camp.



Bubsy's game play is non-linear and has multiple ways to work through each chapter. You can go backwards, forwards, up, and down to your heart's content. Even more pun-fact, each of the chapters has hidden surprises in the tradition of the current cream of the action/adventure crop, such as Sonic The Hedgehog 2. Look for warp caves, bonus rounds, and more.



PRO TIP: Climb the fifth stalk in Chapter 13 and use it to warp straight to a bonus round.

As Bubsy prowls through each of the game's 16 chapters, he's got to reclaim balls of yarn stolen by the Woolies (little alien creatures), and pounce on more than a few fur-ocious Woolies in the process. This feline scavenger hunt includes a romp through the village, an amusement park frolic complete with roller coasters and sideshows, a speeding battle across the top of a train, a sink through a

A Tale of Two Kitties

Veterans of the Bubby wars on the SNES will have to wait for Bubby 2 for the continuing saga of the bobbaled wonder. The Genesis version of the game is an almost pixel-for-pixel twin of its predecessor, with a few minor improvements worth purring over.

Genesis Game Profile Bubsy In: Claws Encounters of the Furred Kind (By *Unknown*)

The Genesis Bubby has great game play, great graphics, decent sounds, and a hysterical story line. Although the game isn't gonna push Sonic off the top of the action/adventure heap, Bubsy's definitely one of the picks of this year's Genesis litter.

Sound	Game	Graphics	Features	Controls
3.5	4.0	4.5	3.5	3.0

MSRP: \$49.99
16 hours
Available July

Multi-players
Two players
Parents

dusty, dangerous desert, a river rampge, treetop antics, and a final showdown in the Woolies' spaceship.

Each chapter's original, but what really makes Bubsy work are the game's dozens of clever obstacles: log flume water slides (that even turn upside down), roller coasters, waterfalls, rivers that you can turn on and off, and more.



PRO TIP: Did you forget to turn off the water? Search for switches in Chapters 1, 2, and 3, as well as 10, 11, and 12.



PRO TIP: Stand on top of the marble hole covers in Chapters 1, 2, and 3 to see what happens.



PRO TIP: Use the strongman platforms in Chapters 4, 5, and 6 to leap to new heights.



PRO TIP: Pose on giraffe's heads in Chapters 7, 8, and 9 for some power-up surprises.

Each of the chapters is illustrated with vividly colored cartoon-style graphics. The Genesis game's graphics, although limited by a weaker color palette, are identical to Bubsy on the SNES. Highly entertaining and detailed backgrounds serve as a backdrop for the antics of Bubsy and the Woolies. Bubsy in particular has tons of entertaining animations, including more than nine ways to bite the dust, impatient mugging, and otherwise endearing expressions.



Bubsy's got a snag nobody could forget.

Bubsy's attitude gets an added edge with a slew of digitized wise-cracking comments that express his unique slant on life. A peppy variety of tunes add to the ambience, ranging from the carnival-style amusement park ditties to the Star Wars-esque melodies during the final battle in the Woolies' ship.

Bubsy, Can You Spare a Climb?

An invasion force of Woolies bobs up at every turn, trying to put Bubsy into permanent hibernation. It only takes a single touch by a Woolie, a lobbed egg, or a rolling cheese wheel to stop Bubsy dead in his paw prints.

Don't spit up a hairball, though. Cats always land on their feet. Plus, with a little help from you, Bubsy can hop 'n' bob even the nastiest of Woolies. Even the boss Woolies at the end of every third chapter require little more than a pounce

or two to put them out of commission. Although the game has enough interest to capture the attention of battle-scared gamers for a time, the game's more slanted toward beginning or intermediate gamers.



PRO TIP: It's easy to defeat the Woolie boss at the end of Chapter One. Just pounce on each of the Woolie ships two times when it's asleep.

The Bubsies' got nine lives, and more moves than any old alley cat. He can run, glide, duck, look up, look down, flip, slide, and bounce. Fortunately, Bubsy's Genesis moves are easier to execute than his SNES moves. The three-button configuration is simple to master. It's easier to glide, and the controls are much tighter. Bubsy can maneuver with enough precision to please even hardened tabbies, and he stays where he lands!



PRO TIP: Remember to glide. This move is one of the most effective in Bubsy's repertoire, especially for crunching Woolies.

Although Bubsy doesn't wear the pants in this game, he does wear a trademark T-shirt. This enables him to slip up more than a few power-ups up his sleeve. Look for Bubsy T-shirts hidden throughout each chapter: White ones give temporary invincibility, black ones temporary invisibility, and small Ts with the number

one or two on them are 1-ups. Other power-ups include yarn balls, industrial-sized crates of yarn, continues, and Wool-gasmatrons (for tons of points).



PRO TIP: The Bubsy manual is quite amusing. If you don't have time to read it, though, watch the demo. It'll tell you all you need to know.

PRO TIP: Grab 500 balls of yarn for a 1-up.



PRO TIP: Don't forget to grab the easy continue in Chapter 1's village.

Cat Scratch Fighter

Bubsy may not be the top dog on the action/adventure scene — the game isn't quite put together as well as the speedy hog sagas. However, diverse game play with plenty of surprises, a creative and amusing story line, and some classy graphics and tunes make the Bummeister a contender. This is one cool cat. **B**



By Captain Squideo

The battle between good old-fashioned wizardry and evil futuristic technology has been fought before, but rarely has it been fought as uniquely as in TechnoClash by Electronic Arts for the Genesis. Dazzling, overhead-view graphics and a battalion of demonic enemies spread over seven challenging levels make TechnoClash a techchamp among action shoot-em-ups.

Take a Walk on the Wild Side

As Ronaan, you search the Inner Realm for the destructive Engine Man, a monstrous Terminator-type creation of the wicked Technolords. Ronaan's long walk takes him from an abandoned Casino to deserts, caverns, and cloud worlds. On most levels you can recruit Bodyguards, gun-slinging allies who cover your butt against the onslaught of lethal machinery.

TECHNOCLASH



Welcome to the Inner Realm.



Bodyguards are valuable allies.



PRO TIP: You pick a Bodyguard at the start of each level. Sometimes you'll need the ferocious Faery, other times (especially on the cloud paths of "Twain Piece") you'll want Chazz with his ability to levitate.

The Inner Realm is a land of colorful but dangerous mazes. To see the entire level you'll need to access the unique Living Map. This high-flying, overhead look is provided by Indar, the Falcon of Second Sight, who flies above to let you scan the terrain.



PRO TIP: Stay to the bottom of the walkway when battling your way through Level 1. There, you'll have more time to react to shots fired from the top of the screen.



PRO TIP: Use the Living Map at the start of Level 2 to locate the Cartways that you'll need to seal off the Jaskyard. You'll also skip unnecessary fighting this way and reach the next level faster.

As an apprentice wizard, Ronaan commands an array of nine powerful spells as weapons, everything from Lightning to Time Bombs to the ultimate Death Spell. You start out with all nine weapons, but their supplies vary, adding spell management as a good tactical dimension to the game.



The Spell Matrix gives you a choice of deadly weapons.



PRO TIP: The *Maela Major Spell* wipes out all enemies on the screen. It's in limited supply, though, so save it for when you're backed into a corner. Instead, fill enemies with the *Hold Spell*, then blast them with the endless *Basic Spell*.

Besides combat spells, there are four non-weapon spells that heal, levitate, teleport you back to camp, or make you temporarily invulnerable. With practice, you should be able to fight your way through most levels with minimal damage.

Slick Shooting

TechnoClash shoots the lights out of the Genesis! Digitized graphics with a rainbow of strong colors make the scenery and the villains unique. The sound effects are equally entertaining, thanks to all manner of grunts and groans from defeated villains. If Ronaan responded a little quicker to the controls and moved a little faster across open areas, TechnoClash would be top shooter. As it is, it'll have to settle for being an above-average technoblast. **C**

Genesis Game Profile

TechnoClash

(By Electronic Arts)

The Engine Man has run amok, and only you can make live those a red. Stylish graphics and an array of deadly spells make TechnoClash an above-average shooter.

Genre	Year	Genre	Rating	Challenge
Action	1992	Shoot 'em up	4.5	INT.

MSRP \$49.95

Available on Genesis, Sega Mega Drive, and PC.

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GENESIS PROREVIEW



PRO TIP: Use flying leg kicks to take down Michael Max. He punches too much to make the Throw effective against him.



PRO TIP: When Richard Meyer pulls his Hardband Kick, crouch low to take him out.



By The Turnmyator

Fight fans, prepare yourself for a fatal fist fest! The Neo-Geo classic Fatal Fury is now available for your Genesis by Takara, and it packs a fairly hefty punch. This new conversion preserves most of the original edition's action and adds a great new feature: the ability to play as the boss characters.



PRO TIP: The easiest move with the highest success rate is the Throw. Pick Terry Brogard and toss your opponents until they're gone.

You can select two types of game play. In Champion Battle, you fight against six opponents, plus the two other fighters you thought were on your side. The Vs. Game enables you to fight the computer or a second player. You can even sit back and watch the computer fight itself. In this mode, you can also select any player in the game, including the bosses

Fatal Blurry

Although the Genesis is no match for the graphic capabilities of the Neo-Geo, this cart throws some weight around when it comes to graphics. The backgrounds are colorful, if a little under-detailed. The character sprites are well-drawn, and they move quickly. However, some sprites disappear during Throw moves.

The sounds in Fatal Fury will make you punchy. There's precious little to hear, and voice effects are garbled and unclear.

Hard Knocks

Fatal Fury's challenge is adjustable. Most gamers won't break a gym sweat on the Easy setting, but the Hard setting will floor even veteran fighters.

Split Decision

If you like your fighting games fast and furious, you may want to wait for the Genesis version of Street Fighter II: Champion Edition. If you can't wait that long to take out your problems pugilistically, go ahead and get them out of your system with Fatal Fury. **B**



If you want to fight Genesis, you'll have to make it past your boss.

Fight Makes Right

Fatal Fury is a solid one- or two-player, side-scrolling beat-'em-up. Joe Higashi, Andy Brogard, and Terry Brogard are after Geese Howard, who murdered the Brogard's father. Now, Howard sponsors a King of Fighters tournament, the perfect arena for revenge!



It's an Air Raid-on, and you're the target.

There are six colorful stages, one for each opponent. You fight in a cafe, on the beach, in an amusement park, in an arena, and more. Among your opponents is an incredibly strong boxer, a very deceptive-looking old man, and an ex-pro wrestler. Each of your foes has his own formidable fighting techniques.

FATAL FURY



Genesis Game Profile

Fatal Fury (By Takara)

Fatal Fury is a solid Neo-Geo translation with good graphics and a new feature that lets you play as the boss characters. With its sluggish controls, though, it may only whet the appetite of Street Fighter-hungry Genesis gamers, but they shouldn't expect a feast.



These characters Available now Best run on Two players

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GENESIS PROREVIEW



By Captain Squideo

Warm up your thumbs, video pilots, a terrific new shooter's in town! Presenting 10 dynamic stages and squadrons of challenging enemies, *Lightening Force* is a thrilling, one-player, Genesis side-scroller by Techno Soft, the company that developed 1990's classic shooter, *Thunder Force III*. *Lightening Force* could correctly be called "Thunder Force IV," and it could be destined for classic status.

The Dark Side of Lightening

Let's get a few nitpicks out of the way. First, there's occasional slow-down when the action gets too hot (but with so much happening on-screen, you might appreciate a moment to catch your breath). Second, the voice announcing the pickup of new weapons isn't always clear. Finally, why the name *Lightening*? As in "to lighten?" Do they mean *Lightning*, as in thunderbolts? Okay, we'll lighten up.

labyrinthine technomazes. It's a breathtaking show.

Check out the stunning topographies of Stage 1. The multi-scrolling clouds, mountains, and sea flash with the colors and details of gorgeous paintings.



PRO TIP: The underwater Stage 1 boss will detach to take the fight to the surface. Dive into the waves when it fires at you.

PRO TIP: Destroy Stage 1's huge battleship, that swings a nasty



PRO TIP: Stay between the Stage 3 boss's twin missiles while attacking its center.

Lightening's Force

There are 10 weapons available to you. You start with two types (the Twin Shot and the Back Shot), and you can replace them along the way. Throughout the game, the weapon you're using appears in a display at the top of your screen, and you can easily and quickly switch to a different weapon without pausing. Your ultimate weapon is the Thunder Sword, while your best defense is the Shield. Use these sparingly!



PRO TIP: The boss in Stage 4 is tenacious. Dodge its flying discs and fire at its back. When flames appear from its rear, jet in front of the boss and fire backwards to reveal its vulnerable target.

Let Lightening Strike

Lightening Force's got the look you'll want to know better, plus non-stop, shoot-em-up action that'll keep you happily blasting. You'll come for the graphics, but you'll stay for the action. The perfect combination. ☐

Lightening Force

QUEST FOR THE DARKSTAR



Pictures suitable for framing.



PRO TIP: Grab a blade whenever possible. This effective weapon packs a multiple wallop!

mechanical claw, by firing at the orb glowing in the heart of the ship.

Impressive details keep coming. In Stage 2, enemies crash into the desert with a burst of sand, then burrow away. The boss in Stage 3 is protected by a 3D ring of spinning spheres. The Stage 4 sky teems with the twisted ships of the enemy fleet. They're the best effects this side of a George Lucas movie.



PRO TIP: To nail the boss in Stage 4, blast its body.

Consistent Score Profile

Lightening Force

By Techno Soft

A thrilling search-and-destroy mission takes you through 10 stages of blazing action on a distant planet. Fantastic graphics make this one of the best Genesis shooters this year.

Shooting	Sound	Color	Texture	Control
5.0	4.5	4.5	4.5	4.5

ADJ. Overall Avg. 4.5
One player
Continues

INCREDIBLE INTERCEPTION.



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Cheese hon you 54 plays, from Dumbbuns to Blackrap, or call a mummy outlife when the game is on the line



Looks like Me and Spaw Fobs shared another year say into a flying pig. Cheese you: nightmare. Mind raised Troll because of better you.

WAS OUT OF BOUNDS.



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FLASHBACK

STRATEGY GUIDE

By **Russell Bottrick** and
Gorastino Barroca

U.S. Gold quietly slipped Flashback out of their holster and fired it at the video game world this past spring. This strategy/action title sports gorgeous graphics and intricate game play. Here's a complete strategy guide to Mission 3: The Death Tower. Want more? Look for the August/September issue of *SWATPro Magazine* for a complete strategy guide with extensive maps and tips on the entire game.

(All these cool Flashback strategies are courtesy of Prima Publishing, and are excerpted from *Sigar Comics: Secrets of the Game*, Volume 3. Thanks, guys!

THE DEATH TOWER

LEVEL 8

1. Begin Level 8 by jumping over the mine to your right. Proceed right. In the next screen, climb on the ledge, duck, and shoot the man who's climbing up the other side of the ledge. Then, roll to the right and roll back to throw off the drone. Be sure to shoot it, too. Roll into the next screen, but continue to duck and roll to avoid the two drones. Shoot the man who's beginning to teleport. Once he's down, shoot the drones.

Run right and jump to catch the next ledge. Pull yourself up onto the ledge and head to the right. Drop down and roll to the right, then lay around and shoot the drone. Don't worry about the drone on the right. It's blocked. Finally, activate the switch.

2. Now, head to the left and run quickly to avoid being hit by a falling bomb as you enter the next screen. Run through that screen and through the next two until you reach your starting spot — the screen with the mine in the middle and the Energy Generator.

Move to the next screen on the left and climb up onto the ledge to shoot the man standing there. Crouch just to the right of the mine. The man will then teleport onto the mine, which blows up. Roll to the left, turn, and fire again. Repeat the procedure until you blow him away.

3. Continue left. As you enter the next screen, crouch and fire at the man who drops down from a higher level. Shoot him twice, then walk forward and drop down to a lower level. Let the man teleport around you, then fire at him when he materializes.

In the next screen to the left, jump over a mine and catch the ledge. Climb up onto it and duck. Once the drones lock onto you, run back to the previous screen to gain time, then maneuver until you're in good shooting range.

After they're history, return to the upper ledge and continue right. Use the Energy Generator to recharge your Shields. Then return to the left and go past the danger room. Just inside the next screen, climb up one level and ride the elevator up.

LEVEL 7

4. From the beginning of Level 7, walk left and climb up onto the top ledge. Continue left, flip the switch, then drop off the ledge to shoot the man standing on the ledge. Finally, run left again.

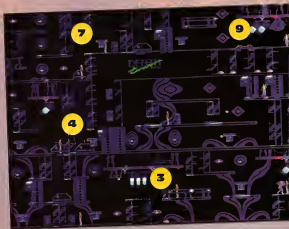
5. When the man in the next room leaves, drop down to the bottom level. Roll into the middle of the doorway, crouch, and wait. When the door opens, start blasting from

a crouching position, then run to the left along the lowest ledge. Be ready to shoot it out with another man. Move left one more screen, climb up two levels and jump over a mine.

6. In the next room, wait for the door to open and be ready to shoot the man on the other side. Jump down to the next level (the second level), then head to the left to a Save Point. Go all the way to the bottom level, then turn and shoot the drone that comes after you. Run back to the right along the bottom, wait for the man to drop down, then shoot him. Climb up and shoot the remaining drone. Run left past the Save Point, through the next screen, and into the opposite screen. Finally, ride the elevator up.

LEVEL 6

7. Run to the right at the top of the elevator, climb onto a ledge, and activate the switch. Return to



the screen on the left, drop to the bottom level, and activate your Force Field. Then jump on the laser trap and quickly leap up to the next platform. Then, climb up two levels and head left to the next screen.

8. When you reach the Energy Generator, you discover that there's a trap door next to it. The trap door drops you to the next landing. Jump down and fight the man on the landing. Then, carefully continue left with your gun drawn. You'll come to a mine in the next screen. Explode it and run to the left. Then, go up one landing and into the next screen to the left.

9. Jump across the trap door (watch out for trap doors on either side of the laser trap) and climb onto the third landing. Head left. Wait for the man to climb up next to you, then whack him with your gun. Take the elevator to Level 5.



FLASHBACK

STRATEGY GUIDE

LEVEL 5

10. At the beginning of Level 5, head left to the next screen with your gas drone. Shoot the man you encounter and get ready to blast a drone that floats down from above. Climb up and trigger the trap door. (Beware of the laser gun!) Then, climb to the third landing to reach a Save Point. Run and jump across the gap in the next screen. As you fall, grab onto the second landing, then drop down to the bottom of the screen.

Jump the first mine, then climb up onto the landing. Draw your gas and roll to the left. This triggers a falling bomb. Return to the right and climb back up onto the platform again. This time, run, jump, and grab onto the upper platform, then head left with your gas drone.

11. Shoot the guy across the screen until he falls down onto the mines below. He may not be dead yet, though. Leave him for now and carefully head left into the next screen with your gas drone. Shoot the first guy you see, then shoot the other man across the room. Turn and return to the right.

When you reenter the other room, two gunmen are waiting for you. Shoot them both. Then, drop down to the lowest landing and finish them both off. Continue to the left and take the elevator up to the fourth floor.

LEVEL 4

12. Run quickly to the right at the beginning of Level 4. Run and jump to grab the landing. Pull yourself up and blast the drone, then go for the man who drops down next to you. Drop to where

the man is lying and shoot him once with your gas. Then, blast him each time he tries to get up.

Walk to the switch in the lower-right corner and use it to open a doorway in the upper-right corner. Go up one landing, climb up onto the left ledge, then run back and leap to the right. Run and jump across the gap to grab onto the upper landing. Draw your gas and walk right.

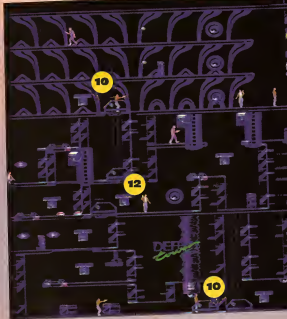
13. Wait for the two gunmen to climb up to your landing, then blast them both. They'll also explode the mine that's partially hidden behind the railings. Now drop down to the second landing, use the Energy Generator to recharge if necessary, then drop down to the bottom of the level using the right side of the ledge. You'll be practically on top of two gunmen; use your crouch-roll-and-fire technique to pop them until they're done for.

Climb onto the second landing and head right. Climb onto the third landing and trigger the sensor that opens the trap door below. Return to the previous screen, drop to the bottom, and run to the right. Run and jump over the mines to grab onto the second landing. If you mess up and hit the mines, you can return

to the previous screen and use the Energy Generator to recharge your Shields. Finally, take the elevator up to the third floor.

LEVEL 3

14. Once on the elevator, draw your gun and get ready for a man to attack. Shoot him, then run to the right in to the next screen. Go all the way through this screen to the next and shoot the two drones and another man who come after you. While you're working on the first man, another one comes along. This is tricky until





you get the crash-roll-and-shoot technique down. Climb onto the second landing and run left until you reach the Save Point. Shoot the drone and climb to the third landing to shoot another drone. Run back to the left on the third landing, continue on through the next screen, and on to the one after it. Climb down to the second landing and take the elevator up to the second floor.

LEVEL 2

LEVEL 1

15. At the beginning of Level 2, you have to fight a man and a drone at the same time. Roll back and forth to avoid their attack, but take care of the man first. He is more harmful to your health, and you can take care of the drone when you get a chance. Climb to the second landing and operate the switch. Jump down to the floor and take care of the man heading at you from the third landing. Climb onto the third landing and take the elevator up to the first floor.

16. At the beginning of Level 1, be ready to shoot a man coming at you from the left. Once you finish this guy off, you're outta there!



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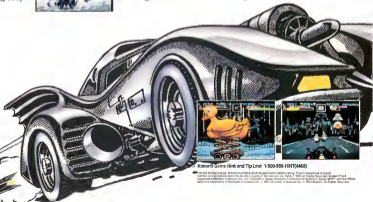
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*** PART 2 OF 2**

The Mission Team



Here's the Star Fox team. Keep an eye on the entire squadron, not just Fox McCloud. Your score at the end of each round is determined by the percentage of enemies you've pegged, minus the amount of damage your wing men have taken. High scores earn you extra continue credits.



Slippy Toad



Slippy's not the bravest member of the team, but he's got an upbeat attitude. When the going gets tough, Slippy always has something funny to say.

Fox McCloud



McCloud's the leader of the Star Fox team. You get to fly as Fox, an aggressive pilot whose job is to lead the Vulture attack, and to keep his team out of trouble.

Peppy Hare



Everyday Peppy's the team moderator. He keeps the peace when the other members of the Star Fox team get cranky.

Falco Lombardi



Lombardi's maybe the best pilot on the team, even better than McCloud. He's got a quick temper, but he's a loyal ally.

Mission Specs

Search for the following special items. Failure to collect them could greatly jeopardize the success of your mission.

Supply Ring



This ring restores energy, and it acts as a level marker after you fly through it.

Power Shield



This shield provides partial protection from several enemy hits.

Small Energy Ring



This ring partially restores shields.

Twin Blaster or Wing Gyro



The Twin Blaster repairs your wings or gives you extra fire power.

1-Up



Shoot all three corners to make a ship appear, then grab the ship for a 1-up.

Nova Bomb



This power-up gives you one Nova Bomb.

Mission Plans



To defeat Andross, you must complete three separate missions: Level 1 Path, Level 2 Path, and Level 3 Path. Each Path is more difficult than the last. Only hardened Star Fox pilots will survive.

TO: FOX McCLOUD
FROM: GENERAL PEPPY
RE: TOP SECRET MISSION

McCloud, under covercase authorization, you must assemble the Star Fox team. Emperor Andross is attacking Coruscus from his base on Yonon. Our only hope is the Aurora, a super-high-performance combat ship. However, the only ships available are only three ships, and no one has been trained to pilot them. You and your team are the only persons capable of piloting an Aurora with any degree of success. Your mission is to advance on Yonon, destroy Andross, and return peace to the Lylat system.

(Thanks to the Star Fox Team at Nintendo Game Publishing for their great advice and support. We owe your life, we owe you. Andross (Star Fox) (Star Fox).)

Level One Path

Stage 1 Corneria The Base

Begin with a Twin Blaster



To power up with a Twin Blaster after exiting the base in Cornelia, follow Skippy and fly through all four arches. The Twin Blaster appears inside the fifth arch.

Snag Two Nova Bombs



You can grab two Nova Bombs in Cornelia. The first one is easy to reach. Shoot the ground cannon just before the first of three grey buildings. The Nova Bomb appears when the cannon explodes. To grab the second Nova Bomb, fly until you reach the third grey building. Soar to the right, and you'll find the second Nova Bomb hidden behind the red buildings.

Bust Corneria's Attack Carrier Boss



It's quite simple to systematically blow the first boss out of the sky. Stay low when it appears and flies into the background. As the Carrier approaches, climb up. Shoot toward the right side of the Carrier as it opens and tries to launch ships at you. After you've destroyed the right side, shoot the left sections of the Carrier as they unfold. When both its left and right sections are destroyed, the Carrier will attack you head-on. To finish it, shoot the engine (the small red section on the front).

Stage 2 Asteroid Belt

Don't Waste Your Fire

You can destroy the orange asteroids in the Asteroid Belt, but not the grey ones.

Devil Worm Bonus



Watch for the three Devil Worms (they look like centipedes) that lurk among the asteroids in the Asteroid Belt. When you destroy a Worm, shoot its blue head to make a yellow Energy Supply Ring appear.

Twin Blaster Power-Up



Just before you reach the third Devil Worm in the Asteroid Belt, you encounter three orange asteroids in a triangle formation. Fly between the three asteroids and a Twin Blaster power-up will appear.

The Black Hole



After you pass the third Devil Worm in the Asteroid Belt (about halfway through the stage) you reach a row of five rotating asteroids. These asteroids are the keys to reaching a Black Hole, where you can grab power-ups and warp to different stages of the game. See the last page of this insert to find out how to enter the Black Hole.

Smash the Asteroid Belt's Rock Crusher Boss



To batter the Asteroid Belt Boss, shoot the red objects on either side of it first. Once you've destroyed all the objects, a huge piece of the Crusher will fly toward you. Dodge to the far left or the far right to evade the catapulting piece, then shoot the spinning Crusher in the middle to blow it up.

Stage 3 Andross Space Armada

1-Up



You'll discover a 1-up Ring at the entrance of the Andross Space Armada. After you grab the Ring, aim for the top of the giant spaceship (called the

Cannon Executor II) to destroy it. Don't let up after destroying the first Executor, because there's a second Executor immediately after the first one.

Inside the First Battleship



When you soar inside the first Andross Space Armada battle-

ship, there's a Shield you can grab near its opening. Take it, then fly up and down to dodge the walls. Shoot the yellow portal to open it. You'll find the core of the battleship at the end of the last section of the ship. Destroy the ship by shooting the core or by ramming into it.

Inside the Second Battleship



You'll discover a Nova Bomb halfway through the second battleship in the Andross Space Armada. To grab it, turn and do half a barrel roll to avoid slamming into the wall. Watch out! An enemy will appear right after you grab the bomb.

Venom Shuttles



After exiting the second battleship in the Andross Space Armada, you'll fly past several Venom Shuttles before reaching the Core Base. Blast all of the Venom Shuttles, but don't miss the Shield and Recharge Ring between the third and fourth Shuttles.

The Arrows in the Core Base



When you enter the Andross Space Armada's huge Core

Base, you'll notice arrows that point up and down. If you shoot them, you can change their directions. Don't do it if it's easier and safer to fly to the top of the screen when the arrows are pointing down, and to the bottom of the screen when the arrows are pointing up.

Meet the Armada's Atomic Base



Deep inside the Andross Space Armada's Core Base, you'll reach a boss (an Atomic Base). To destroy the base, shoot the three red objects rotating

around the walls first, then fly up and down to avoid the electronic beams. If the wall is spinning left, stay on the left side of the screen. If the wall is spinning right, stay on the right side. After you've destroyed all three red objects, the Base opens up and shoots at you. Dodge its lasers and shoot at its middle to destroy it.

Stage 4 Battle Base Meteor

Two Power-Ups in One



There's a large group of poles at the beginning of the Battle

Base Meteor Stage. To find a Nova Bomb, stay towards the left side of the poles. Then, fly hard to the right to collect a Twin Blaster.

1-Up



To grab a Battle Base 1-up, fly past the poles at the beginning of the Meteor stage until you reach several huge rocks. Turn left and shoot the Enemy Stalker, then turn right. Once you've passed the rocks, stay to the right and you'll find a 1-up Ring.

Door Number One or Door Number Two



You'll come across a door near the end of the Battle Base stage. Shoot it at the last second to open it and fly through the Supply Ring on the other side. After passing through the single door, you'll find a pair of doors. Go through the door on the left to snare a Nova Bomb. There's nothing behind the door on the right.



Defeat the Battle Base Boss



This stage's boss is a long-legged spidery robot named the Insector. To destroy it, take out its legs to knock it to the ground. The Insector will spin toward you, then spin into the background and stand up again. Shoot all of its legs again and they'll turn red. The Insector will then shoot streams of fire at you. Fly left or right to dodge its fire, but continue to blast its red legs. When all the legs are gone, shoot the Insector's body until it's history.

Stage 5 Venom— The Final Goal

Watch Out



The nastiest enemies in the Venom stage are the surface-

to-air missiles that fly toward you. Shoot the missiles before worrying about anything else.

A Nova Bomb Pick-Up



You'll find a ring of eight objects about halfway through the Venom stage. To get a Nova Bomb, fly through the ring and destroy the enemy ship that appears right after it.

Now You See Them, Now You Don't



Nearly invisible enemy ships lurk near the end of the Venom stage. When these Silent Snipers begin to attack, shoot at them while they're still invisible, so that you can nail them the second they become visible.

Phantron, the Venom Boss



Phantron splits into three heads at the end of the first Venom stage. All three heads shoot missiles at you. The head that flashes when lit is the real Phantron. Keep firing at the flashing head to destroy the boss.

Stage 6 Venom— The Final Goal Arrows



Arrows on the walls in the second Venom stage point to the left and to the right. If the arrow points left, the wall will move to the left as you fly past it. So, if the arrow points to the left, fly to the right of the wall and vice versa if an arrow points to the right. If you shoot an arrow, it changes direction.

Block Out



After you pass the first wall in the second Venom stage, white blocks appear on-screen. Stay low and toward the middle of the screen to avoid them.

Nova Bomb



In the Venom stage, you'll uncover a Nova Bomb hidden next to a wall that has an arrow on it. Shoot the arrow to make it point left. This will move the wall left and you'll then be able to reach the bomb.

Your Shield Recharge



Near the end of the second Venom stage, there's a group of power-ups: three Rings, a Nova Bomb, and a Twin Flasher. Fly through the Supply Ring in the middle for a Shield Recharge.

Phantron's Back



Phantron's back at the end of the second Venom stage. As before, look for the real head to flash when you shoot at Phantron's three heads. When Phantron's out of energy, it flies around and transforms into a hopping robot. Shoot the robot's body and the missiles it sends after you. Some of the missiles leave behind yellow Energy Supply Rings. When Phantron tries to jump toward your ship, fly to either side of the screen and wait for it to jump back. Once you've destroyed Phantron for good, you're ready to fly into Andross's base.



Fancy Flying



Inside the final base, fly straight ahead to soar through the Supply Ring and take the Nova Bomb. Now you're ready to do some serious flying. There's a series of walls in the tunnel. The wall that's farthest out will slide into the tunnel when you fly past. You've got to fly to the other side of the tunnel and do half a barrel roll to dodge the wall.

Andross's Chamber



If you survive the tunnel, you'll enter Andross's Chamber. Andross creates a giant face that spits rotating blocks at you. To discover Andross's true form, you'll have to destroy both of the giant face's eyes. While the face is sucking in air, there's nothing you can do but wait (don't worry, you won't get inhaled). When the face breathes

out, it fires blocks at you. Dodge the blocks, and quickly start shooting the face's eyes before he inhales again.

The Real Andross



After you've destroyed both eyes on the face, it blows up to reveal a rotating cube. This is the real Andross! Blast him with Nova Bombs and laser beams. If the face reappears, you'll have to destroy it again before you can continue attacking Andross. If you destroy Andross, you win!



Level Two Path

Stage 1

Cornerio
The Base

Twin Blaster



Soar through all four arches at the beginning of Stage 1 and grab the first Twin Blaster inside the fifth arch.

Nova Bomb



There's a trio of arches near the end of the Stage 1. Fly through the first two arches, then do half a barrel roll and fly between the buildings. Finally, fly through the third arch and a Nova Bomb will appear ahead of you.

Cornerio's Attack Carrier Boss



Defeat the Attack Carrier Boss in this second path the same way you did in the first path. Stay low when the Carrier first appears and flies into the background. Climb back up and shoot the right side of the Carrier when it opens and launches ships at you. After you destroy its right side, shoot its left sections as they unfold. After you destroy both sections, the middle of the Carrier will attack you. To destroy it, shoot the Carrier's engine (the small red section on the front of the Carrier).

Stage 2

Sector X

1-Up



You'll find a 1-up at the beginning of the Sector X stage, right after the first spinning object.

Twin Blaster



After you grab the Nova Bomb, several enemy ships will attack you. Shoot the small ship to get a Twin Blaster.

It's A-Maze-ing



Near the end of the Sector X stage, you'll fly through a maze of objects. Switch to a Standard or Approach view to make it easier to see the objects that are in your way. To avoid most of the objects in this area, stay away from the center of the screen when you're flying through it.

Crunch the Rock Crusher Boss



You'll encounter the Rock Crusher on the other side of Sector X's maze. Shoot the red objects on either side of the Crusher first. When you've destroyed them all, a huge

piece of the Crusher flies toward you. Fly to the left or to the right to avoid this careening piece, then blow up the spinning Crusher by shooting it in its middle.

Stage 3

Planet
Titania

Frozen Nova Bomb



Blast the Energy Stalker at the start of Planet Titania, then fly around the ice boulder to your right. You'll then find a Nova Bomb.

Choose a Door, Any Door



After you pass the Crab Tank and the two laser cannons near the center of Planet Titania, you'll reach three doors. There's nothing behind the left door, a Twin Blaster behind the middle door, and a Weather Control Unit behind the right door.

If you go through the left or middle doors, the game loops you back to the Crab Tank and in front of the three doors again. If you go through

the right door and grab the Weather Control Unit, you'll enter the second half of the stage. Your best bet is to go through the middle door once or twice to power up your lasers, then move on through the right door.

Don't Get Crabby



Four Crab Tanks guard the mountain at the end of the Planet Titania. Blast through them to enter the mountain. Before you fight the boss, you'll have to destroy the laser cannons that jump out of the water.

Learn a Lesson From Professor Hanger



The Planet Titania's boss is Professor Hanger. When the Enemy Shield Bar appears in the upper right-hand corner of the screen, Professor Hanger attacks. The Hanger attacks by firing two super-fast missiles at you. Fly to the far left or the far right when the missiles are fired, then fly to the middle of the screen and shoot the Hanger. If your Twin Blaster is powered up, you'll destroy this boss quickly.



Don't Be Blue



Shoot the orange Atomic Rays at the beginning of Sector Y to turn them blue and to keep them from attacking your ship.

1-Up



When you reach Sector Y's field of Space Amoebas, stay to the right of the screen and you'll find a 1-up Ring.

Don't Shoot



After you pass Sector Y's field of Space Amoebas, you'll come to a huge Singray. Don't shoot the Ray or it'll attack your ship. Once it attacks, it can't be avoided or destroyed.



A Whale of a Surprise



When you encounter the Space Whale at the end of Sector Y, shoot at it until it drops an Energy Ring, a Twin Blaster, and tons of Nova Bombs!

The Plasma Hydra Boss



After the Whale swims off-screen in Sector Y, the Plasma

Hydra boss attacks. To destroy it, shoot the Hydra's hands first. When the hands are gone it becomes vulnerable, so quickly shoot its body. The hands will regenerate, so you'll need to destroy them several times until the arms also disappear. When the arms are gone, shoot the body until the Hydra blows up.



Shoot First, Think Later



Venom's toughest enemies are the surface-to-air missiles that come flying toward you right out of the chute. Blow up the missiles first, then worry about the other enemies.



Twin Blaster Surprise



At the start of Venom, fly slightly to the left of the screen. If you're positioned just right, a Twin Blaster will appear. Don't be disappointed if you can't pull it off. This one's tough.

Mash the Metal Smasher



At the end of Venom, the Metal Smasher's waiting to make your day. When the Smasher opens up, shoot the objects that appear inside, then shoot the red center that appears on both halves of the Smasher.

When you get close to the Smasher, hit the brakes to fly out of the Smasher before your ship's flattened. After you've done massive damage to the Smasher, it'll begin to retaliate by firing lasers at you. Move to the far left or the far right of the screen to evade the lasers, then just keep shooting until the Smasher blows.

To encounter fewer serpents, stay to the right of the screen. You'll also find a 1-up just before you reach a Supply Ring.

Stage 6 Venom— The Final Goal

Twin Blaster

At the start of the second Venom stage, fly to the far left of the screen through three groups of two grey pillars. Turn to the right after the third set of pillars and you'll find a Twin Blaster.

Nova Bomb



You'll discover a hidden Nova Bomb halfway through the second Venom stage. Instead of flying to the right side of the screen and flying through the Supply Ring, fly on the left side of the screen and dodge both the visible Nova Bomb and the Ring. Turn right once you've passed the Ring and take the Bomb. This one's tough, though, so you might be better off just grabbing the bomb that's on the other side of the Supply Ring!

Watch Your Tail



Near the end of the second Venom stage, you'll be attacked by Air Bikes that fly alongside your ship and ram into it. Hit the Retros to slow down. The Air Bikes will fly in front of you. You can then blast 'em to bits.

Galactic Rider



It ain't easy when the Galactic Rider comes into view. Stay to the right side of the screen and wait for the Rider to move away from you. Shoot it as it opens to release two Air Bikes. Destroy the Bikes and the Rider will slow down and try to ram into you.

Next, stay to the right side of the screen and wait for the Rider to move. Then, hit the Retros and fly to the left side of the screen. Wait for the Rider to move again, and fly back to the right. The Rider will move away and shoot more Bikes at you. Repeat this procedure until the Rider's done for. Then move on to enter Andross's Base.

Power-Up

Inside the Base, fly straight ahead through the Supply Ring and grab the Nova Bomb. Then, fly up and down to avoid the walls and do half a barrel roll to get the Twin Blaster.

The Final Confrontation



Once you've cleared the tunnel, you'll enter Andross's Chamber. Destroy him the same way you

did in the first level. Blast both eyes. While Andross sucks in his breath, hold your fire. Dodge the blocks he expels, then continue to fire at its eyes. After his eyes are destroyed, the rotating cube (the real Andross) appears. Shoot it with Nova Bombs and laser beams. Remember, you'll have to destroy the face again if it reappears. When the cube Andross blows up, you've won!



Level Three Path

Stage 1 Corneria— The Base

Archway to Heaven



Once again, fly through the first four arches. A Twin Blaster will appear toward the left side of the screen and inside the fifth arch. If you fly through the fifth arch on the right side of the screen, you'll get a Nova Bomb.

Nova Bomb



Just past the two robots carrying an electric tower, you'll find a Nova Bomb. To reveal the bomb, blast your laser cannon after the two robots pass. If you grab this bomb, you won't need to get the tough bomb hidden between a group of buildings at the end of the stage.

Stay Low



Fly low to dodge the falling blue towers near the end of this stage.

Destroy Destructor



The end of this stage is guarded by a massive tank called the Destructor. It attacks you by simultaneously firing its cannons and sending three spinning shields careening toward you. Destroy the spinning shields by first shooting at the shield that's tilted toward you. When all three shields are gone, shoot the Destructor's cannons.

Stage 2 Asteroid Belt

Out of This Dimension



To reach a very bizarre area in the Asteroid Belt, see the last page of the insert.

Twin Blaster



You'll encounter three orange asteroids in a triangle formation just past the two giant asteroids near the beginning of the Asteroid Belt Stage. Fly between the asteroids, and a Twin Blaster will appear ahead of you.

The Joke's on You



During the second half of the Belt Stage, you'll encounter many "laughing asteroids" that will try to ram into you. The enemy will also launch ships from the grey asteroids. Watch out! When you shoot an enemy ship on an asteroid, the asteroid flies straight at you.

Break the Blade Barrier



Wait for the Blade Barrier Boss to stop spinning, then shoot the missiles to uncover parts of the Barrier. Don't shoot the Barrier itself, or your lasers will bounce back and hit your ship. When the Barrier begins to spin again, it'll try to hit you with a tractor beam. To escape its beam, barrel roll four times. You must destroy all six parts of the Barrier to blow it up, then fly to the far left or to the far right side of the screen to avoid its blade.



Stage 3 Planet Fortuna

Don't Get Stung



During the first part of this stage, stay high in the air to dodge the giant flowers and focus your firepower on the Bee Fighters. The Boes are the nastiest enemies in the entire stage, because they home in on your ship.

1-Up



During the second part of the Asteroid Belt Stage, you'll be attacked by fire-breathing flying fish and sea serpents. To encounter fewer serpents, stay to the right of the screen. You'll also find a 1-up just before you reach a Supply Ring.

Nova Bomb



As soon as you pass through the Supply Ring and before the end of the final part of the Asteroid Belt Stage, fly low and left through the arch. If you maneuver correctly, you'll find a Nova Bomb. Remember to stay low to avoid sprouting flowers.

The Monarch Dodra



The Monarch Dodra is about the toughest boss in the game. Shoot the Dodra's heads and tails to shorten it, then shoot the body when it begins to flash. When the Dodra walks or jumps toward your ship, brake and fly to the far left or to the far right of the screen until it moves away. When the Dodra is almost out of energy, it shoots fireballs at you.

Stage 4 Sector Z

Instant Supply Ring



About halfway through Sector Z, you'll come across two squares. Fly through both squares and a Supply Ring will appear in front of your ship.



Don't Get Snared



After you pass the Supply Ring, fly down and to the right to avoid most of the wire-frame barriers.

Make a Choice



You can choose one of two routes when you reach the enemy ship. If you fly straight into the ship, you can grab a Nova Bomb, but you'll have to dodge the ship's rotating barriers. If you fly to the far left of the screen, you avoid the barriers, but you'll miss the Nova Bomb.

Hit the Wall



There are two deadly barriers inside the tunnel that leads into the ship. To dodge the barriers, do half a barrel roll and fly left or right to avoid the narrow barrier in the middle of the tunnel. Then, fly to the top of the

screen to avoid the huge barrier in the middle of the tunnel. After you've destroyed the enemy ships, you can fly through the rest of the tunnel until you reach Atomic Base II.

Meltdown at Atomic Base II



To put an end to Atomic Base II, shoot the three red objects that rotate around the walls to disable them, but continue to fly up and down to avoid the Base's electric beams. If the wall is spinning left, stay on the left side of the screen. If the wall is spinning right, stay on the right side of the screen.

After you've disabled all three objects, the Base opens and shoots at you. Dodge the lasers and shoot at the Base's middle. If the Base closes up, you'll have to disable the rotating objects again to reopen it.

Stage 5 Planet Macbeth

Hidden Twin Blaster



You'll find five grey blocks on the ground in the middle of Planet Macbeth. Fly to the right of the first block, then fly straight ahead. To deflect the laser cannon's beam, do a barrel roll as you fly past the third block, then blast the Enemy Stalker on the left side of the fourth block. Finally, hold down Button R and fly behind the fourth block to find the Twin Blaster.

Watch Out Below



After you pass the grey blocks, you'll fly past craters in the ground and ceiling. Don't fly under the ceiling craters, or you'll be smashed by lava rocks. Do, however, take the Power Shield next to the first ground crater.

Stop the Spinning Core



To destroy the Core, shoot the four blinking pieces first. Avoid the lasers and shoot the missiles that the Core launches at you.

After you've destroyed all four pieces, the Core transforms into a spinning top and four balls start to circle around it.

As the Core gets closer to you, fly to the far left and to the far right to avoid the four balls. As the Core moves away, fly back to the middle. Now, shoot the Core's base to damage it. When the Core is almost destroyed, the balls will disappear and it will begin to continuously fire lasers. Use your barrel roll to finish it off with a few more shots.



Stage 6 Venom— The Final Goal

High Stress



This Venom stage features nonstop missiles. Keep your finger on the fire button.

Power-Up



Near the middle of the Venom stage, there's a ring of six laser cannons. Barrel roll through the cannons, then fly straight ahead to get a Nova Bomb, a Power Shield, and a Twin Blaster. You'll also discover a Supply Ring just after the Twin Blaster, but don't go through it. It's better to start the stage over if you crash and burn, so you can pick up the power-ups again.

End the Great Commander



Dodge the Great Commander's lasers, and wait for all three pieces of the Commander to link up. When they're linked, shoot at the red hatches on top of the Commander when you fly past it.

Then, use your barrel roll while turning your ship around to make another attack run. To shoot the hatches, fly to the top of the screen, then dive and shoot. Use your Nova Bombs to destroy the open hatches. If you have four Nova Bombs, you can destroy all six hatches without firing a shot. The more hatches you destroy, the more lasers the Commander shoots your way, so use the barrel roll constantly.

Stage 7 Venom— The Final Goal

Don't Get Crushed

At the very beginning of Stage 7, climb to the top of the screen and stay there to avoid the rising pillars. Once you're past the pillars, dive to the bottom of the screen. To avoid the white squares in the air, dodge the shadows on the ground, but be sure to look for a Power Shield underneath one of the squares.

Show Me the Way

Again, you run across walls with arrows on them in this Venom Stage. The blue arrows on some of the walls change directions. When you reach one of these walls, wait for the arrow to point in the direction opposite from the side of the wall you're on, then use your speed boost to fly past the wall.

Block Out

When the white blocks begin to appear, fly up and to the left to avoid them. Once you're past the blocks, fly low and pass underneath the white squares.

The Great Commander Returns

It's back...and meaner than ever. The Great Commander transforms itself into a huge robot with a single weak point—a blinking square that opens and closes near the bottom of the 'bot. Blast this weak spot, while avoiding the iron balls the Commander fires at you. If you don't have a Twin Blaster, you're probably out of luck.

Prepare to Meet Your Maker

Once you're inside Andross's Base, fly straight ahead, go through the Supply Ring, and take the Nova Bomb. Use some fancy flying to avoid the walls, and do a half a barrel roll to grab the Twin Blaster.

The Final Battle



Inside Andross's Chamber, you'll encounter the same giant face you encountered in

the Level One and Level Two pathways. You must shoot its eyes again to reveal Andross's true form. There's nothing you can do while the face is sucking in air. Wait until it stops, dodge the blocks it fires at you, then begin to shoot again.

The Real Final Battle



After you've destroyed both eyes, the face blows up and Andross's true form (a rotating cube) appears. Blast him with Nova Bombs and laser beams. When the face reappears, it turns into the face of a devil and constantly shoots lasers and blocks at you. You must destroy the face one more time before attacking Andross again. When Andross blows up, you win.

STARFOX

The Awesome Black Hole



To reach the Awesome Black Hole, choose the Level 1 Path. About halfway through Stage 2: The Asteroid Belt, you'll come upon five rotating asteroids with an orange asteroid in the center. Shoot the orange asteroid and fly through the space it leaves behind. The easiest way to do this is to fly up next to the asteroid and shoot it at the last second.

After you pass through the first set of asteroids, you'll encounter a second and third row of rotating asteroids. Repeat the procedure. After you've flown through the third gap, a laughing asteroid will appear ahead of you. Fly into the asteroid, and you'll be pulled into the Black Hole.



The Secrets



You'll find a 1-up just at the beginning of the Hole. Collect it, and you'll begin to fly past closed Portals and open Rings. Shoot the Portals, then fly through them to collect Twin Blasters and Nova Bombs. Fly through the Rings to warp to one of three stages. The first Ring takes you to Level 1: Venom – The Final Goal. The second Ring warps you to Level 3: Sector Z. The third Ring goes to Level 1: Venom – The Final Goal. The fourth Ring leads to Level 2: Sector Y.

Character Test



Just for fun, you can check out the different enemy characters. Nail a score of 15,000 or more, then enter the Continue Screen. If you have one credit left, press any direction and Button B or Y on Controller Two, and an enemy character

will appear on your screen. Continue to use Buttons B or Y to scroll through the different enemy characters. Use Controller One to scale, rotate, and control the character on-screen.

Out of This Dimension



For another asteroid detour, journey to Stage 2: The Asteroid Belt in the Level 3 Path. About 30 seconds into the stage, you'll encounter two huge asteroids with craters on their surfaces, first on the left, then on the right. Shoot the asteroid on the right (you may need to use several Nova Bombs) and it will explode. A giant bird will appear. Fly into the bird, and you'll be sent to a strange stage called Out of This Dimension.



Play through this odd Dimension until you reach a giant slot machine. Shoot the handle of the machine to make it spin. If the blue light below one of the wheels lights up, shoot it to "lock" the wheel for the next spin. A good spin wins you coin power-ups that increase your Shield. A bad spin makes the machine shoot missiles and lasers at you.

If you spin three 7's, the slot machine will explode and you'll get the game's ending credits, but the game won't be over. Shoot the letters of the words "THE END" to turn them all orange. When you do, you'll get to shoot them again, and again, and again! ☐

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hidden
Dimension!*



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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!**



They ain't havin' it. They come screaming down the ice like I'm the puck and **Check Me** so hard, I'm sent flying back into my living room. **TRIP OUT!**

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By the Unknown Gamer

Of late, games ported over to the Sega CD from the Genesis have been a big no-hum. Not so with Sega's answer to Flipper, Ecco the Dolphin. Ecco was meant to star on disc, and he's ready to make a big splash on the Sega CD.



ECCO THE DOLPHIN

A Whale of a Game

At first glance, Ecco the Dolphin doesn't look like anything new or different, but wait until you get your first listen! Pull out your headphones, strap 'em on, and get ready to experience the new and improved Ecco the Dolphin, Q-Sound style.

Ecco's up to most of his same old tricks. During the middle of a frolic in the surf, his friends and family were whisked away by a freak storm. Now Ecco's a porpoise with a purpose, out to find his missing pod and solve the mystery of some strange goings-on in the ocean.

As in the Genesis version (see ProReview, February '93), Ecco's odyssey has him swimming through oceans past, present, and future in more than 33 huge multi-scrolling levels of undersea action/adventure gaming. The CD's graphics aren't noticeably different from those on the Genesis, but they were excellent. You'll also discover that there are five new levels, and some surprise enhancements in various areas of the game.



PRO TIP: Visit the library.



Ecco must now swim through a graveyard filled with wrecked ships.

What really gives this version of Ecco a fin up on the original is the beautiful and haunting music and sounds. Q-Sound creates a surround-sound effect that's especially cool in stereo and even better with headphones. The ambiance created by the music and the sound effects, such as splashing water, Ecco's squeak of pain, and the creaking of wrecked ships, combine to make the Ecco the Dolphin CD more than just a game—it's an experience!



PRO TIP: Tricks and strategies that worked in the Genesis version of the game work here, too (except passwords). (See *GamePro's Ecco the Dolphin ProStrategy Guides*, May, June, and July '93).



PRO TIP: Watch out for acid that leeches out of the portholes in the sunken ships. It's tough on a dolphin's tender hide.

Dolphin Safe

Friends of Ecco will find that the CD enhancements flow nicely into the familiar game play.

Although Ecco's controls are easy to master, the game is very challenging, and beginners may flounder. You become a dolphin and swim, leap, frolic, eat fish, return to the surface to breathe, and generally do everything real dolphins do. This sounds easy enough, but the undersea obstacles that stand between Ecco and his pod require some painstaking game play. You don't need to be Jacques Cousteau to enjoy it, but if you lack patience, Ecco's not for you.



PRO TIP: If you reach an area where it seems there's nowhere to go, search for shells or rocks that you can move or push. These can be used to alter currents or break through blocked passageways.



PRO TIP: When you enter a new area, use your sonar to quickly locate the air pockets and the shells that provide health. That way, you can explore and still know where to go when you're low on air or health.

Nothing Fishy Here

Ecco the Dolphin for the CD takes a great game and improves it with extra levels and a spectacular sound track to create an entirely new experience. This is one game that's worth buying on disc, even if you already have the Cartridge version. Ecco is definitely CD-worthy. **D**

Sega CD Games Profile
Ecco the Dolphin
By Sega of America

The CD version of Ecco the Dolphin's an even more well-rounded game than the original. The disc has everything that made Ecco the Dolphin Genesis play swimmingly, plus some cool enhancements, including just about the best game music we've heard to date on disc.

Graphics	Sound	Game	Value	Series
4.5	4.5	4.5	4.5	INT.

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CAPCOM

SEGA CD PRO REVIEW



By The Tummybator

The F-14 Tomcat is your fighter of choice. You won't find anything in the air, except for lightning, that's as dangerous, as cunning, or as powerful. Now you're being asked to ride the bolt and blow the opposition out of the sky. Can you handle that kind of power? If you try, you'll fly in this limited Sega CD title.



PHOTO: Whenever you're being attacked from the ground, sweep left to right with your missiles.

Top Gunning

After Burner II by Sega is a one-player shoot-'em-down that requires nerves of steel and a little imagination. The sound is airborne, but the graphics are still in the hangar.

You fly an F-14 Tomcat, one of the most advanced fighter planes the military world has to offer, from a dual

perspective (in the cockpit, and behind the plane). Your mission? Why, all you really have to do is blow every flying, non-biological shape from the sky, and nothing more. You're not responsible for landing your plane or refueling it, like you were in the previous Genesis version. You'll use your machine guns and missiles (both in limitless supply), and occasionally you'll have to outrun a bogey on your tail with your After Burner Boosters. It's all in a day's work for a sky jockey like you.



PHOTO: Forget the machine guns. Missile action is the only effective answer to this military scenario.

It's Plane to See

This game looks and plays a lot like the others in the After Burner Genesis series. You'll

see the same repetitious graphics, the same indistinguishable opposing fighter planes, and the same weapons (a standard machine gun, missiles, and After Burner Boosters). Each background changes color, but only with a negligible change in ground cover.



PHOTO: The minute you see multiple fighters on your screen, pull a hard left or a hard right to lock on a number of fighters at once. Then, let loose with your missiles and you'll really avoid any attack they send your way.

What really sets this game apart are the almost unbelievably crisp music and sound effects. There are some awesome tunes, and the voice-over at the beginning is as sharp as anything you've heard on the Sega CD. You'll even hear the pilot yell "Whoo!" every time a missile gets too close for comfort.

Feel the need for speed? It's in this game, especially when things get hairy on the screen. You'll pull barrel rolls clearly

and weave from side-to-side without slowdown. Although speed usually makes everything a blur on the screen, you won't be so lucky in this CD game.



PHOTO: When you've got a fighter on your tail, slow down, pull to the right or the left, then slam the afterburners and zigzag across the screen. This evasive action will prevent the opposing pilot from locking onto you.

Aftertaste

As for challenge, getting to later levels is no problem, and the number of continues makes this game fairly easy. The challenge is simply staying awake while you fly through the same action and scenery over and over again. It's like flight crew *à la* *us*.

If you're into great speed and sound, this CD is just right for you. You'll fly, you'll soar, you'll wall along with the tunes, but eventually you'll come back down to Earth. ☐

Sega CD Game Profile
After Burner III
(By Tony)

Speed demons may find the wind beneath their wings, but they'll be heavily disappointed with the graphics in this cart. This crash-and-burn does sport some of the coolest music around, although that may not be enough to make it fly.



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AFTER BURNER III





ENTHUSIASTIC NIGHT DREAMS
COTTON

WAIT TILL YOU
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AND THE LIVING DEAD.

IT'LL TAKE ALL THE SPEED AND SKILL
YOU CAN MUSTER - BECAUSE ONCE YOU
MEET THESE TWO, YOU'LL DEFINITELY
HAVE YOUR HANDS FULL.

DUO



By Toxic Tommy

It's time to rise up from your graves, lowbrow monster movie fare! If you're a horror-film buff who thinks Frankenstein and Dracula are too "classic," and Alien and The Terminator are too high-tech, Konami's got an SNES game for you!

Zombies Ate My Neighbors is an action-packed, monster-mashing shoot-'em-up. One or two players shoot, scoot, and grab the loot as Zombies and other cartoony horrors chase you through 48 lengthy labyrinthine levels, plus seven hidden bonus levels!

The Little Cart of Horrors

As in the low-budget horror flicks to which this game pays tribute, the story line is simple and sinister. The weird Dr. Tongue has brought a bunch of B-movie monsters back to life, and they've infested your neighborhood. You're a teenage monster-hunter who must eradicate the fiends before they consume your neighbors, and then you must...er, lick Tongue.

SNES Game Profile
Zombies Ate My Neighbors
(By Toxic)

Fast shoot-'em-up action, 48 lengthy levels, seven bonus rounds, and monsters; monsters make this cart worth its weight in blood money. Go ahead and Zombie out!



Play on one or two players
Two players
No save/load
Two players
Parents



It's Zeke and Julie versus the monsters.

PRO TIP: Here's an oldie: Study the opening demos. They're chock-full of valuable zombie-zapping strategies and tactics.

Creatures Featured

Arcade veterans may recognize the hoary skeleton of Zombies. It's Robotron, a fast-paced shooter noted for its 3/4-overhead perspective, 360-degree kill zone, and overwhelming odds against survival.

Zombies Ate My Neighbors evolved with those features intact, except that its graphics

are dynamic. You'll get a major lock out of the nicely detailed, cartoony sprites, which represent just about every sci-fi/slasher/horror film ever shown on the silver screen.

Naturally, the Zombies take center stage. They're everywhere. But Gilmen, Pod People (who look like you), Chainsaw Maniacs, Evil Dolls, Mummies, and bug-eyed Spacemen will revive fond memories of such late-night TV fare as The Creature from the Black Lagoon, The Blob, The Texas Chainsaw Massacre, and Flying Saucer Men from Mars.



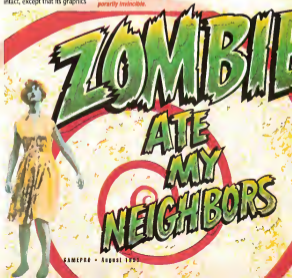
PRO TIP: If a Blob stings you, you're damaged, but also temporarily invincible.

Zombie's sounds are sick and sick. Creepy creatures babble incoherently, werewolves howl ferociously, and your neighbors cut loose with horrific screams whenever they become Zombie food. The old-fashioned, melodramatic background music is campy, but catchy.

Monster-Mashing Moves

The pix and the sounds aren't the only things that make Zombies a winner. The game's crisp controls enable you to stop and turn on a dime (or some slime). Your characters are swift, and they can weave through the monstrous hordes with great open-field moves by using cutbacks and body takes.

Your unusual weapons are imaginative. They're mostly non/lethal objects, until you use them against monsters. For instance, your standard side arm is an Uzzi water gun,



which squirts monster-zapping sprays of H₂O. Along the way you find Tomatoes, Soda Six-Packs, Crosses, and Clown Balloon Decoys. A Bazooka is the only concession to Army Surplus freaks. An easy-to-use inventory display enables you to quickly cycle through your cache of weapons and gear.



PRO TIP: Bazookas can blow through cracks in walls, bust through weak spots in hedges, and knock down doors. As a teenage werewolf, you can do the same.

PRO TIP: Don't panic! Save and restore First Aid Kits until you absolutely need them.

PRO TIP: Silverware and Photos destroy Mummies.



PRO TIP: Destroying Skeletons on Level 18 reveals Skeleton Keys.

Potions are primo protection. You can score temporary invincibility as the "Ghost Kid" or recharge your life meter. You can also turn yourself into a temporary teenage werewolf, which enables you to bust down doors, break walls, and destroy all monsters.



You are a teenage werewolf!

Don't loose Your Head

In this game, the prize doesn't necessarily go to the quick fingered. Strategy is also paramount, so you must learn to keep your head (and your other body parts) about you as the monsters continuously chase your tail. On each level, you must save at least one member of a motley bunch of suburbanites, such as a Cheerleader, a Baby, and a Backyard Barbecue, or the game's over.

You start out with 10 suburbanites per level, but that per-level total drops every time a monster eats a victim. Moreover, the potential victims are usually surrounded by mind-bending, maze-like terrain. Passwords make the challenge easy to swallow, but you only get three lives.

PRO TIP: Score 40,000 points and save 10 victims to earn an extra life.

PRO TIP: Warning! Tomatoes become Werewolves after dark.

Your parents may have thought you were rotting your mind, but now all that brivul monster lore you've absorbed through the years takes on tactical value. For instance, Werewolves abhor silver, and Blobs hate anything cold.



PRO TIP: Clown Decoys are the best defense against Chainsaw Monsters.



PRO TIP: The Bazooka eradicates Purple Plant Monsters, Ants, and Chainsaw Monsters.

It's a Graveyard Smash

If you went to the drive-in just to watch the movie...okay, you're lame...but at least you're someone who can best appreciate the spirit of this cart. You'll have a ghoulishly good time. *Zombies Ate My Neighbors* is one of the best things to happen since...well, *Zombies Ate My Neighbors*. 

THE VICTIMS



THE MONSTERS



SUPER NES PROREVIEW



By Scary Larry

Although Capcom's *Goof Troop* is not a showcase Disney game, it does contain some surprises. Its light game play and Goofy graphics make it perfect for new gamers.

Up on the Goof

Goof Troop is a one- or two-player (simultaneous), 3/4 overhead-view action/adventure game that so closely resembles *Legend of Zelda* for the SNES you'll expect to see Ganon, not Keelhaul Pete, at the end. It's not nearly as fun as *Zelda*, unfortunately, in fact, during the simultaneous game play you sometimes find yourself on another screen because your partner has traveled onto the next screen, which automatically pulls you over with him. It can get...well...kinda Goofy after awhile.

Keelhaul Pete is up to his old prating pranks, except this time he's crossed paths with the Goofinator. Goofy and his son Max, along with some friends, were hauling along on the open ocean, fishing, and having some fun,

when Keelhaul Pete kidnapped some of the crew. Now it's up to Goofy and Max to rescue them.



PRO TIP: Position yourself to the left of the second stage's peaty cannon, and constantly move around. Otherwise, you'll find the cannonball express heading straight towards you.

You'll travel across five stages, including Pirate Island, Keelhaul's ship, and a castle fortress. These strongholds are guarded by the craftiest of henchmen, such as pirates who blow fire, throw bombs, and fello outlasses at you. What's a gallant Goofy to do? Well, for starters, you can pick up and throw almost anything. You can also kick blocks into enemies. Along the way, you'll find items that will enable you to scale pits, cross broken bridges, and light dark passages.



PRO TIP: To conquer the Stage Two Boss's fire, stay to his left or right and keep your hands raised. His henchmen will launch barrels at you, which you can catch and toss back at the boss.



PRO TIP: Remember, you must *close* this door to D-P-E-E!

Most of the time, you simply try to stay out of harm's way. You can do this by opening doors—some require keys, some require brainteasing puzzle prowess, and some you trigger by wasting all the enemies on the screen. Sometimes, it takes a combination of all three. It sounds intimidating, but even the Goofiest gamers can master the easy controls, plus there are tons of i-ups on hand.

Goofy Graphics

Goof Troop's cartoon graphics are pretty good, but not great. The animation is clean and fast, giving an all-out action pace to the game. The colors are bright and fun, and the bosses, although by no means screen-busters, are well animated.



PRO TIP: With the grappling hook you can slide some enemies and knock others backwards into pits or into water.

The quasi-reggae soundtrack is cool, so don't turn the volume down. It's not great enough to make you want the CD, though. The cart could've used some Goofy voice-overs, for sure.

GOOF TROOP

The Goof Will Set You Free

This game is not easy by any means. With some adult guidance, however, even the youngest gamers will enjoy it. Experienced gamers beware! You'll think you can bust *Goof Troop* in no time, but some of the puzzles are harder than they look. It's a lot like *Goofy* himself...not good to look at, but a key player nonetheless. E

Super NES Game Profile

Goof Troop

(By Expert)

Goof Troop shouldn't be judged by its cover, but rather by its tricky game play. Although this *Zelda*-like won't hold experienced gamers for too long, it's still a charmer.



Price not available. A D J
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SUPER NES PRO REVIEW



by Art Gecko

Looking for an action game with plenty of weapons and shooting, yet still an engrossing adventure? Jaleco's Operation Logic Bomb serves up just such a mix. Sharp, detailed graphics and an ultra-bop soundtrack create the perfect atmosphere, so plug in and power up!

(Interdimensional Teleportation) has fallen into evil alien hands. Only agent Logan, a bionic super-soldier with superior strengths, reflexes, and analytical abilities, stands a chance of infiltrating the highly fortified compound to neutralize the intruders, rescue captured scientists, and save the lab. If he fails, nuke the entire installation!

OPERATION LOGIC BOMB

Ground Zero

Red Alert! There has been a hostile takeover of the top-secret Subspace Particle Transfer Project Facility. All communications have been cut off, and it's feared that the technology being researched

you, as Logan, make your way throughout 10 stacked levels of sealed rooms and locked doors. You'll need to destroy all the enemies on each level of this one-player game before a door will open to advance you to the next level. Sometimes you may even need to go back a few levels to continue on to higher levels in the game. You view all this action from a 3X overhead perspective.

Each level is packed with various alien henchmen out to scrap your metal hide. Each type of enemy, such as robots, dragonflies, and other alien creatures, moves and attacks in a specific pattern, so it's easy to customize your defense and offense accordingly. Fortunately, you start the game with a single—and

triple-shot laser, but only a limited power supply. Once your power runs out, you must start over at the beginning of the level you're currently on. There are only three continues, so make the most of your time. Five additional weapons (flamethrowers, reflecting lasers, homing missiles, holographic decoys, and time-delay mines) are yours for the taking, that is, if you can find them throughout the levels.



PRO TIP: Red robots only attack horizontally or vertically. Take 'em out safely by attacking them from an angle.

PRO TIP: Red robots can move only within a specific area. Sometimes it's just as effective to skirt around them rather than taking 'em out head-on.



PRO TIP: Blue robot sentries are immobile and fire in a clockwise or counterclockwise pattern. Use your triple-shot laser to take out several at one time.

Log On

Perhaps the most effective weapon in your arsenal is your ability to hook up with the various Data Terminals scattered throughout each level. Data Terminals are capable of doing one of three things: providing a detailed map of the current level, restoring your power meter, or replaying a video recording of the alien takeover and hinting at how to defeat the

aliens on that level. Use the map to find your way to the Transporter to the next level.



PRO TIP: Active Terminals are indicated by a flashing light. Some inactive Terminals may become activated by destroying nearby enemy forces.



PRO TIP: You must destroy the enemy alien guarding the Transporter before you use it.

Explosive Entertainment

Operation Logic Bomb features excellent, fully rendered graphics. On-screen details and shadows create a believable sense of depth. The controls are easy to learn and extremely responsive to the action. For the most part, game play is challenging, mainly because of its lack of 1-ups and extra continues. The enemies aren't very difficult to take out. However, their sheer number turns it into a formidable task. Sharp stereo music and sound effects round out this solid game.

Although the shooting action isn't overly intense and its challenge isn't too daunting, Operation Logic Bomb provides a balanced mixture of the two. The captivating graphics and story line keep gamers hooked long enough to find out what happens in the end. Does Logan save the day? Log on and find out. **B**

SNES Game Profile

Operation Logic Bomb (by Jaleco)

Operation Logic Bomb is an interesting blend of shooting action and trial-and-error maze exploration. Sharp graphics and sound are the highlights of this extensive, 10-level action/adventure.



Price not available
Average
Available now

Adventure
One player
Graphics

WE'LL BLOW YOU AWAY!



Rolling Thunder 3 for the Sega Genesis smokes. We won't waste your time with words, check out the screen shots and you'll know. Grab it while you can.

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- **9** nasty new weapons!
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• **R**ide out the heavy weapons!



• **S**ave the world!



• **F**eat down terrorists in exotic locations!



• **F**eat at an angle!



• **F**eat out weird green guys and their friends!



• **F**eat the crowd!



• **A**nd here robot watch dogs!



• **I**ghten your underground base!





By Scary Larry

You've seen simulation games that ask you to build cities, worlds, and even space colonies. Now Enix has a game with an interesting new concept—you need to build you!

Workin' on the (Food) Chain Gang

EVO is a one-player, side-scrolling, semi-RPG that crawls all too slowly up the evolutionary ladder. You begin as a fish and end as whatever you've evolved into. To evolve, you must collect EVO points, which enable you to buy items like horns, powerful jaws, and adaptive dorsal fins. To get EVO points, you must kill and eat other creatures. Lots of creatures! This game is survival of the fittest.

The reward for evolutionary excellence is Gaia, the third daughter of the Sun. Gaia has been granted the ability to create "Life," and she must find her destined mate among these living creatures (Talk about a fishy choice).



PRO TIP: To beat *Karaselache*, the slink king of the first world, lure *hee* into a rock. When he gets squashed, bite *hee* from behind.

There are five stages, which start on the World Before Land, through the ice Age, and into the Early Man stage. Each stage is guarded by a boss, which can prove formidable. Although the

you can store an evolved creature with the game's battery backup. Later, you can eat a Green Crystal to bring the stored creature back for a limited amount of time. More help is available from Blue Crystals (enormous amount of EVO points), Red Crystals (evolve into a special creature for a short time), and Yellow Crystals (advice-givers).



PRO TIP: Save EVO points, and always develop your jaws first. The most powerful jaws will easily put the bite on most creatures.



game play can get monotonous, it's interesting to see what works best in different settings. For instance, will a Dual Horn and Jumping Dorsal Fin work best against the Queen Bee, or should you go with an Armored Body and Thorny Spring Tail? It's up to you to find your best battle tool.

Don't Get EVO-ived

Sometimes the best defense is to let evolution pass you by. As you move through the game,

ment of your character can get as sluggish as a melting glacier, especially when you haven't developed your fins yet.

The Theory of Convolution

The graphics in EVO had not progressed as far as the inhabitants of the game. The squashed, cartoony character sprites don't take up much screen space, and the backgrounds within the different stages are suspiciously similar. The bosses are not very large either, although they are very tough to beat.



PRO TIP: If you're low on HP (All points) and it looks like you're gonna bite the primordial soup, evolve any part of your creature to restore your HPs.

Musically speaking, EVO doesn't venture very far past the primitive. There is some soothing intro music, but it immediately turns annoying. You'll wish for undeveloped ears in no time.

EVO Better Than the Real Thing

Although the evolution of the planet probably took less time than finishing this game, you glean some valuable facts about the history of life on Earth, like how long the Fish Age lasted. Not all of them are accurate, of course, but then again this is not National Geographic. If you have fun watching things evolve, maybe you'll like EVO. Otherwise, it's a great way to look like you're doing your homework. ☐



PRO TIP: Put the sting on the Queen Bee by jumping, using the Jumping Dorsal Fin, and biting. Avoid her stingers, which she throws in a pattern.

It's too bad there are no speed-up Crystals. The move-

Super NES Game Profile

EVO: Search For Eden

By Todd

Evolve from a fish into weird new creatures on your struggle for survival. Although this game has an interesting concept, the sluggish game play and average graphics may make you return to the caves.

Gameplay	Story	Graphics	Sound	Value
3.5	3.5	3.5	3.5	3.5

INT.

SNES
12 meg
Available July

ENIX/Enix
Box play
Battery Backup



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SUPER NES PRO REVIEW



By Stormin' Norman

If you've ever dreamed of being Commander-in-Chief of the Pacific fleet during World War II, it's time to test your mettle. Koei is looking for a few good generals and admirals in Pacific Theater of Operations (or P.T.O.), an excellent thinking man's war game for the Super NES.

A War Room in the SNES

In traditional Koei fashion, P.T.O. is a historically accurate World War II simulation that is

perfect for grognards (die-hard war game enthusiasts) and game strategists everywhere. This cart shies away from blood-and-guts action and instead focuses on strategy and tactics. As the Supreme Commander of either the Japanese or the Allied Forces, you command 16 fleets, hundreds of aircraft, and thousands of soldiers. As in real life, the U.S. has the upper hand, but either side can triumph.

The game consists of nine scenarios, and each has goals and victory conditions. The

first scenario covers the entire Pacific Campaign during WW II and can literally take weeks to complete! Scenarios two through nine recreate individual battles and events, such as the bombing of Pearl Harbor and the Battle of Midway. You can play against the computer or a friend, with 10 available difficulty settings.



P.T.O.: *First, your lightning strike need it to be effective in battle, especially during the long first scenario.*

P.T.O.: *When at sea, buy some time using scout planes to get a long-range reading.*

On the tactical level, you can order your ships to attack, defend, or retreat in battle. Alternatively, you can delegate these responsibilities to subordinates and let them fight it out for you.



P.T.O.: *Unless you're an expert, delegate your responsibilities. You can't keep up with everything, especially in battle.*

The Big Picture

P.T.O.'s methodical game play is turn-based (you attack, then your opponent attacks), and the interface is fairly easy to use. A menu tree displays all available commands, and selecting destinations and targets is a simple matter of cursor movement. However, entering numbers is painstakingly slow, since you always start from one and work your way up.

War games don't need to be flashy with their graphics. P.T.O. gets the job done, but not much more. Sometimes you'll confuse camers with other ships, but otherwise the units are distinguishable. The map lacks glitz, but it's loaded with information.

The audio is pretty much a loss. The combat sounds are good but the light-hearted, bouncy music is hardly appropriate for a war game.

Drafted for Combat

If you fancy yourself as Douglas MacArthur or Isoroku Yamamoto, P.T.O. is your chance to win it all for your country... or go down in a blaze of glory ☐



Super NES Game Preview

P.T.O.

(By Tom)

Control freaks who love to execute the perfect war plan should check out P.T.O. A smooth interface and painstaking attention to detail make it one of the best traditional war sims on the SNES.

Graphics	Sound	Control	Tactics	Overall
8.0	8.0	8.0	8.0	8.0

ADJ.

SNES
12 pages
6/12/89-July

War Game Fans
Love playing
Battle tactics



Working within the scenario objectives, you choose specific targets on the map.



P.T.O.: *Plan your resource decisions ahead. If you know you're going to be involved in a lot of dogfights and will be losing some aircraft, build them up before the battle to have a fresh supply for your next encounter.*

From the Top

P.T.O. distinguishes itself from other military sims by merging two styles of game play: strategic command decisions of the highest level and tactical maneuvers during battle. On the strategic level, you control the army, the navy, the air force, and even the civilian population as a whole. You manage the budget, invest in industry, develop new weapons, implement a draft, and more. The vast number of excellent resources are easy to manage, and realistically affect the outcome of the campaign.



Now, NES players have a Mighty good reason to Fight.

When the Mad Gear Gang kidnaps Jessica, Mike Haggar, Cody and Guy must survive 5 deadly levels full of punks, wrestlers and samurai swordsmen to rescue her. Their weapons: knives, throwing stars and giant hammers. Their fighting moves: Haggar's famous jumping pile driver, Cody's unstoppable uppercut, and Guy's lethal flashkick. If you have to pick one fight on your NES, this one's a real knockout.



Haggar gets the jump on a goon with his high-flying jump kick.



Two opponents are up for the damage of Cody's devastating uppercut.



A beltless goon meets the victim of Guy's flashkick.

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CAPCOM

NES PRO REVIEW



By Mark Kibaczek

Everyone knows Yoshi is Mario's dinosaur pal. If you check your trusty Japanese-English dictionary, however, you'll find that the word "yoshi" also means "good" in Japanese. Yoshi's Cookie for the NES easily demonstrates that it's appropriately named. Although this Nintendo version doesn't have the flash of

Bullet-Proof Software's SNES cart (see ProReview, June '93), it packs enough brain-massaging fun to satisfy even the most probing puzzle player.

A Cookie for Your Thoughts

The premise is the same as that of Tetris—match up identical shapes (in this case, six types of cookies) to make them disappear. But, unlike Tetris's falling shapes, Yoshi's Cookie

effective controls enable you to quickly move cookies vertically or horizontally by simply positioning a cursor and pressing a directional button.



PRO TIP: Whenever a new round starts, target rows or columns that are only missing one or two cookies.

The Way the Cookies Crumble

There are two game modes to tempt you, a lengthy one-player mode and a tough two-player, head-to-head mode. Both modes deliver a satisfying challenge.

The massive one-player mode whips up 100 levels, 10 rounds per level. Fortunately, a wild card, called a Yoshi Cookie, appears each time you eliminate 15 cookies. This cookie matches up with any other cookie.

If you manage to solve all 100 single-player levels, Mario pops up with a code that accesses an Expert's game. Here cookies are replaced by images from your favorite Mario Bros. games, such as ghosts and turtle shells. A warning: Expert's extra challenge is partly due to the difficulty in distinguishing one character from another. However, for the most part, Yoshi's graphics are adequate.



PRO TIP: Here's how to enter the Expert bonus game. At the

Menu Screen, set the music to Off, set the speed to High, and select Round 10. Then, press Off and Select.



PRO TIP: With only a few cookies left on-screen, you might have to quickly reposition cookies if a Yoshi Cookie comes floating in. It automatically links up with the first cookie it touches, and you might miss a game-winning match.

Two-player mode is an on-screen race to see who can eliminate 25 lines of cookies first. For added excitement, you can stack five Yoshi cookies and disrupt your opponent's game—or your own! The CPU continuously cycles through five acts of sabotage, and, depending on what action is in effect when you line up your Yoshies, you can scramble an opponent's cookies, block out the screen, or deduct from your own score. If you're not careful, your opponent can control your cursor!



Yoshi's Cookie makes two-player games nasty.

Sweet-NES!

If you've been thinking about stashing your NES in the basement, Yoshi's 8-bit twist on Tetris may change your mind. Puzzle fans ought to be sure to chomp down on Yoshi's Cookie—just remember to brush your teeth after each level! **B**

YOSHI'S COOKIE



multiples the fun and the difficulty by moving cookies in from both the top and sides of the screen. If the screen fills up, it's Game Over, pal.

The incessant, tinny music also adds to the challenge as it will threaten to drive you insane. Thankfully, you can axe the music.



PRO TIP: If you're down to two rows, always slide one row across the other. There may be matches that you don't see readily.

Your task in Yoshi's Cookie is to clear the screen by creating rows and columns of identical cookies. The game's

NES Game Profile Yoshi's Cookie

(By Mark Kibaczek)

If you're hungry for an NES snafu twist, fill up on Yoshi's Cookie. This Tetris clone is pure brain-teasing fun.



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NEO-GEO PRO REVIEW



By Soary Larry

Wrestle wranglers will be happy to know that the fine art of full-contact, nose-to-the-mat, limbs-stretched-beyond-recognition wrestling is still around and doing well (see *WWF Royal Rumble*, June '93). Now SNK has thrown its hat into the ring of monstrous mashing mayhem. However, this Neo-Geo cart may be too hard to pin.



PRO TIP: The minute you catch a wrestler, continuously tap the A button as fast as you can. You may get the upper hand.

Well, It's Bout Time

3 Count Bout is a one- or two-player, side-scrolling wrestle fest. You get 10 wrestlers to choose from, each with his own special set of moves.

You can play against the computer, against a friend, or with a friend against the computer (tag-team style). The players range from an Indian contortionist to a bear-killing barbarian, to someone called Gochack Bigbomb (a.k.a. the Raging Side of Beef).

Neo-Geo Game Profile **3 Count Bout** (1993)

3 Count Bout puts the sleeper hold on the 100 Mega Shock series from SNK. Real wrestling isn't even this hard.



SNK
100 Mega Shock
Available now



PRO TIP: Only use your power attacks when your opponent's life bar is somewhat depleted. Otherwise, you'll be in for a nasty surprise.

The ultimate goal in *3 Count Bout* is to prove yourself the best slam slasher in the world. You'll compete for the wrestling title in the ring, and in strange and dangerous urban arenas, like construction sites. There's even a Death Match, where you compete against an opponent and the ring (electrified ropes, à la *World Heroes*), if you ever get that far.

When the Bout Breaks

3 Count Bout's musclebound controls almost put it down for the count. Success requires skill, persistence, perspiration, and lotsa luck. Each player has more than 17 moves, and most require a joystick move with an A and/or B button press. Moreover, you must build up your power by battering A like a maniac! You'll definitely bust a thumb or two trying to execute Bout moves.

To make matters more frustrating, the computer consistently cheats by allowing its player to repeat special moves over and over again, making it hard for your player to even catch his breath. No matter how much you punch buttons, the computer constantly gets the

upper...er... fist. Usually, by the time your finger hits the button, your butt hits the mat.



PRO TIP: Sometimes, Terry Rogers takes a minute to preen for the camera after finishing a special move. Use this photo-op to slice him with a rousing taunt.

Bout-y Beautiful

The graphics in this game are up to Neo-Geo standards, which is to say they're some of the best home system graphics you'll see to date. Each sprite is 16in' large, and the backgrounds are well detailed. You'll encounter some slowdown, but no flicker.

The music, voice, and sound effects are awesome. You hear every rowdy, raucous fan. How-

ever, your character may have trouble hearing these sounds through his bruised and swollen ears.



PRO TIP: Come into opponents at an angle.

Mutiny on the Bout-y

Neo-Geo fans will be happy to have another fight game in their arsenal, but average fighters better save their bout buds for *World Heroes 2*. *3 Count Bout* is only for compulsive button bashers and bona fide wrestle maniacs. If you think you're a hotshot with the pot shots, take a swing at *3 Count Bout*. Be prepared, though, to eat mat before you even know what hit you, guaranteed. □





Imagine stepping into a strange and wonderful world filled with cute, loveable creatures who all try to kill you.

MAGICAL CHASE



WASH AND FUZZY, ARMED AND DANGEROUS. MEET SOME FRIENDLY-LOOKING KILLERS IN THIS VICIOUS FARMY TALE OF AN APPRENTICE WITCH WHO'S HAVING A BAD DAY. JUST REMEMBER - LOOKS CAN BE DECEIVING.

WASH AND FUZZY

DUO

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2

DUO CD PRO REVIEW



By **Bro. Buzz**

In the Vasted Solar System, the politics on the planet Belose are close to bellicose. Two brothers are vying for the imperial throne, and a high-tech civil war is the only way for them to settle their claims. Now you have to choose sides between the Rebels and the Royals.

Vastee! combines a classically designed, hexagon-based military strategy game with real-time arcade-style combat. However this game is strictly for players who value brains over brawn.

in two game modes. The Scenario mode is an epic contest that follows the story line of the two brothers. Versus is a one-on-one match that offers 30 maps. Your goal in either mode is to capture a key installation called "the Core."

PRO TIP: Recapturing ATACs by moving them onto Battleships or Transports.



PRO TIP: Factories are valuable prizes. Capture them whenever you can.

PRO TIP: The terrain is always a factor. Study it and use the right ATAC for the conditions at hand: Tropical ATACs for Jungles, Desert ATACs for deserts, etc.

Vastee!'s game playing twist comes during confrontations between enemy forces. When ATACs attack, the game switches to a workman-like, X overhead-

readily in mind if you want to win. At least the info's readily displayed on an easy-to-read screen that's packed with vital statistics. The computer is tough, since it always plays by the numbers. If its ATAC's stats are better than yours, you almost always eat dust.



PRO TIP: Know the enemy and know yourself. If an enemy ATAC's Hit Points outnumber yours, don't engage him in battle unless you plan to wear him down.

VASTEEL



It's brother versus brother.

An ATAC Attack

You command an army of huge robot soldiers called ATACs and a squadron of space battleships. You can wage war against the computer or a strategy-minded friend



PRO TIP: Immediately station several ATACs near your Core to protect it and your chances of winning the game.

The Nerves of Vastee!

This game is turn-based, which means any contest can take a very, very long time to play. You and your opponent each command a maximum of 32 units at a time, and you take turns positioning each unit of your respective armies on a game map. The map's laid out on a hexagonal grid, and, as in chess, each of your military units can move across a set number of hexagons.

view, real-time battle screen. You control your military machinery during one-on-one blast-em-up combat. Combat button-pressing adds a welcome change of pace to Vastee!, but the game play has the heavy, mechanical feel of massive gears and squeaky wheels.



ATACs under attack.

Get a good night's rest before you play Vastee!, because the lengthy battles will tax your brain. There are 64 types of ATACs (32 per side). You'd better be good with names and numbers, because each unit has a unique moniker and you must have the Hit Points and the Attack Power of each ATAC

Vastee!'s graphics and sounds won't light up your game-playing life, although they are more than adequate for this type of game. The pix in the battle mode are nicely detailed, and some of the story sequences shine. The music tries hard, but the sound effects are minimal.

A Vast Deal

Vastee! is definitely not a game for everyone. However, if you're into turn-based military strategy games, this is a good one that ought to keep you occupied for days. **B**

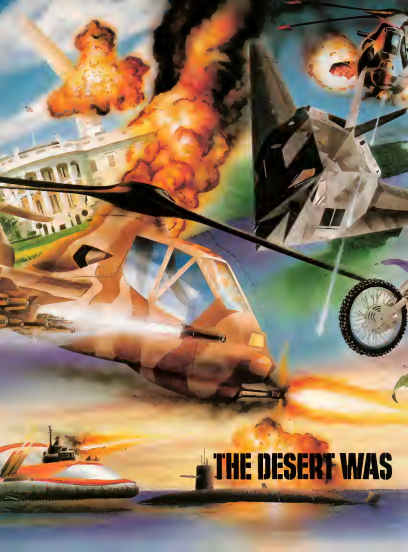
Duo SuperCD Game Profile
Vastee!
 (By Working Designs)

If turn-based strategy turns you on, here on Vastee!. The game features an interesting arcade-style fight mode, but you'll win this battle with your mind.

Search	Save	Quit	Options	Game
01	02	03	04	ADM.

94 10 Military Strategy
 Super CD Two players
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ELECTRONIC ARTS

OVERSEAS PROSPECTS



By Napoleon
Rosenapart

Japanese and American video companies had better watch out, because the British are coming and they're bringing the French with them. Check out what's going on with video games across the Atlantic.

The British Game Scene

English game developers have been busy. Here's a peek at some Brit titles on their way to the States.

TecMagik

Sylvester and Tweety: Gage Capers



You can't you saw a pudgy fat in your Genesis? You did, you did see a pudgy fat! As Sylvester the Cat you chase the evasive little Tweety through more than 20 levels. Watch out for Granny; she's on Tweety's side, of course. This 16-meg, side-

scrolling game features animated line art from the cartoon (Available December)

The Pink Panther



The 8-meg Genesis cart was programmed by the designers of Taz-Mania. You'll find Inspector Clouseau and all the other great Pink Panther regulars throughout these 25 levels. Look for a version for the SNES, too. (Available December)

Core Design

Chuck Rock II: Son of Chuck

Chuck Jr. is taking after his belly-bopping old man. It's up to the dapper youngster to rescue his kidnapped parents, Chuck and Ophelia, Junior's due for the Genesis and the Game Gear under the Virgin label. (Available Summer '93)

Bubba and Stix

In this platform game for the Genesis and the Mega CD, you play Bubba, an assistant zookeeper who's been kidnapped by aliens. Your only help in all this mess is a friendly stick, Stix, who helps you club enemies, climb walls, and more. Look for it under the Sekai label. (Available Fall '93)

Aggressor

In this Sega CD sequel to Thunderhawk, you'll cruise and bruise through assorted planets. The game uses the

same engine as Thunderhawk. (Available First Quarter '94)

Ocean

Dennis the Menace

This SNES game is based on the new movie, not the comic strip. That pesky kid next door, Dennis, is out to retrieve some stolen coins. Our mischievous hero uses his favorite "weapons," including peashooters, water pistols, and slingshots, to help him through various places, such as Mr. Wilson's house, the sewers, and a forest. Watch for an NES version, too. (Available December)

Addams Family Values

This SNES Addams adventure is different from Ocean's other Addams games. It's an overhead-view RPG - that's right, an RPG, with Fester as the main character. Fester must save himself and the Addams' money from his new bombshell wife. How deliciously wicked! (Available Early '94)

Mr. Nuts

Jumping on the trademark-character bandwagon, Ocean has come up with Mr. Nuts, a squirrel à la Sonic. As you might guess, he runs around seven scenarios collecting nuts. With plenty of secret levels, this non-linear game will never put you on the same road twice. (Available Fall '93)

Software Creations

Plok

Plok is a small, square-shaped character who must travel through 40 stages of side-scrolling action, fighting fleas and searching for a stolen flag. Fortunately, Plok can don six

power-up suits, pick up eight vehicles, and even throw his own limbs as weapons. Due out from Tradewest in the U.S. and Nintendo in Britain, Plok reportedly has more tennis to cover than Super Mario World. (Available Fall '93)

Simpsons 3

Dooooooh! The Simpsons are coming back for some more Game Boy action. The Bartmeister and friends are in trouble again, which is good news for on-the-go Simpsons' fans. (Available Fall '93)

Spider-Man 2

Spider-Man is definitely not strong in a corner gathering cobwebs. Spider-Man 2 will be swinging to the States via Acclaim for the SNES, the Genesis, and the Game Gear. (SNES and Genesis versions available First Quarter '94, Game Gear version available December)

Good Night, Night Trap!

Night Trap for the Sega CD has been the biggest game story in the United Kingdom in some time - unfortunately, for all the wrong reasons! The public outcry in Britain over the gruesome content of Night Trap, the first Sega CD game to be released in both Britain and the U.S., was likely one of the catalysts for Sega of America's recently announced game ratings system.

In late April, the British papers reported widespread outrage at the live-action horror scenes in Night Trap. Critics objected to the violence in the game, especially the grisly murders of five semi-nude

Beauty and the Beast

This lovable love story is coming to the Genesis via Sunsoft. You'll be able to hum along to the movie's award-winning songs as you try to reunite the Beast and his Beauty. (Available December)

The French Game Scene

France is trying to break into the video game big leagues with a few strong game developers, like Delphine (creators of Flashback). Here's what they've got on deck.

Delphine

Flashback 2



Screen from the original Flashback.

Delphine is hard at work on Flashback 2, which is scheduled for release next year. This Genesis cart will continue the adventure begun in the original version, but with strategy that's more complex. The graphics will also feature larger character sprites.

Also, Delphine has formed a new game development team called Adeline, which will announce its first release in the fall. (Availability TBA)

Ubi Soft

Indiana Jones and the Last Crusade



Indiana Jones for the Game Boy



Indy's NES adventure

Ubi Soft is bringing the whip-cracking Indiana Jones to both the Game Boy and the NES. With the same look and feel as U.S. Gold's Game Gear Indy, both games keep the large Indy

sprite, plus they give you more puzzle action and new moves. Following the movie's story line, Indy's ultimate goal is to find the Holy Grail. (Available Fall '93)

Grand Prix



This two-player SNES Formula One racing game features a behind-the-driver perspective as you race through 16 courses. You can choose from 14 drivers and seven cars. (Available December)

accesses. For example, actress Dana Plato can sometimes be found in the game hanging upside down in a cupboard, while her blood drips into a bottle. To date, more than 70,000 Sega CDs have been sold in the U.K., and retailers there are swamped with advance orders of what could be the "best-selling game of the year."

Public action against video game violence, and Night Trap's in particular, is broad-based. It's spanning to the government's and the educational system's involvement. In April, the Members of Parliament (Britain's equivalent to the U.S. Congress) formally condemned the game. One teacher, with support from parents, imposed a ban on hard-held games after discov-

ering that one in five students was bringing games to school. Moreover, some students in the schoolyard were exhibiting aggressive behavior similar to that showcased in the games they were playing.



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The Golden Bear Scores Big with Power Challenge Golf

Jack Nicklaus' Power Challenge Golf Genesis

By Athletic Supporter

Jack Nicklaus, A.K.A. the Golden Bear, makes a triumphant return to the links in Jack Nicklaus' Power Challenge Golf by Accolade. This Genesis cart almost has it all. Jack packs enough features to keep any duffer entertained for hours, but the game's not quite as polished as its glitzy competitor, PGA Tour Golf III by EA Sports (see ProReview, March '93).

Tea Time

Power Challenge: Golf may not be the most picturesque golf cart on the market, but it makes up for it with a bag full of great options. You and up to three other buddies (friends or computer) can play a single 18-hole round, a five-round tournament, or the popular Skins game, which awards cold cash for every hole you win. The CPU golfers who join your group include Jack himself, a sub-par master, and some invented players who are generally scratch golfers. During a tournament, you get to compete against a big board of 20 or so opponents.

All players choose a name, gender, and an on-screen character (five total). Players also select their skill level, a "handicap" that impacts how difficult the game is to play, and a tee-off position, which affects the total length of each hole. The skill level and tee-off spot can be updated as you get

better. If you're a beginner, you get a chance to tune your strokes on the driving range, on the putting range, or on individual practice holes.



PHOTO TIP: You can beat the Golden Bear if you play aggressively. Jack's not a big hitter and he doesn't take

many chances. A good drive off the tee or an aggressive approach shot can make the difference between winning and losing.



Practice, practice, practice on the driving range.

The House that Jack Built
You play on two real-life courses

designed by Nicklaus, the English Tam Country Club and the Sherwood Country Club. The courses are superb, but there should have been more (PGA Tour II has seven). Before you tee off, you get an overhead view of the hole's layout, with some personal text advice from the Golden Bear. An automatic caddy gives you the exact distance between any two points on the hole. This is very handy, especially for those island greens!



PHOTO TIP: Even though Jack's the designer of the two game courses, don't always follow his advice. Play to your own strengths. If you're a long ball hitter, swing away.

Statistically speaking, Nicklaus scores a hole-in-one. Not only do you get a hole-by-hole analysis during each round, but this cart also tallies your career totals, which include everything from driving accuracy to average number of puts per hole. The cart also features realistic course and wind conditions that you're free to adjust.

Club Control

Power Challenge's game play handles like a brand-new, top-quality nine iron. The easy-to-use controls are similar to most golf carts. You act the power of your swing with a sliding meter, aim your shot by stopping the cursor in a red zone at each end of the meter, and drive your ball into action. You can overswing, hook, slice, and punch out of sand traps





PHOTO: Don't be afraid to refine the power bar. As long as you can control your downswing and keep the bar inside the "Swing Zone," the ball will travel straight and go farther than the advertised distance.

A Small Handicap: Graphics & Sounds

Whereas PGA Tour III's visuals seem an eagle, the graphics in

Power Challenge Golf barely put it at par for the course. The digitized photos of Jack and the still backgrounds look nice, but otherwise there's nothing special. You get a standard behind-the-golfer view, but there's very little detail when it comes to the trees, water, and other hazards. Also, gradations of the rough and the topography of the greens are difficult to distinguish at times. Particularly maddening is the slow screen redraw, which tends to bog down the game play.

Power Challenge's sound and music don't have too much going for them, either. You get

the whack of the ball, crowd noise, a cheesy theme song, and that's about it. Then again, golf isn't a sport noted for breaking decibel meters.



Nicklaus is digitized in Power Challenge Golf.

Looks Aren't Everything

Don't let the looks stop you from picking up this cart. PGA II

rates its top-ranking status by virtue of its faster-moving game play and its inclusion of more courses, but Jack plays a strong second-place round. The cart's format and options more than make up for its shortcomings. Nicklaus is a golden addition to your sports library. **B**



Interview

Jack Nicklaus on Power Challenge Golf

By Athletic Supporter

Jack Nicklaus, the "Golden Bear," is the most dominant player in the PGA Tour's history and has also become one of the most successful video game endusers in the sports market. Nicklaus won his first U.S. Open in 1962 at the age of 22. He went on to rack up 70 career victories on the PGA Tour. In addition to his status as a virtual living legend in pro golf, Nicklaus is known as a designer of real-life golf courses. (His 100th is due to open later this year at Los Campeon, New Mexico.)



In 1988, Nicklaus signed on with a growing software power-

house, Accolade, which led to the publication of several hit personal computer games. SNES and Game Boy versions were also published last year by Timewest. Power Challenge Golf represents the Golden Bear's first offering on the Sega Genesis system.



Recently GamePro had a rare opportunity to talk with Nicklaus about golf—in the video game world and the real world.

GamePro: What kind of input did you provide for Power Challenge Golf?

Jack Nicklaus: Accolade worked with my staff on the initial game design. Once it was complete, they came to me for its final approval. I approved the product, the game's instruction manual, and the package. In addition, all

of the courses in the new Sega Genesis game are actual courses that I have designed. In fact, Accolade rented a helicopter to photograph the courses, and they used that footage in the game.



GP: What is your approach to golf course design?

JN: One of the things I try to achieve when designing a golf course is to create the course around the existing terrain. For one golf course I designed, I had 80-year-old trees moved to different locations on the course, making the finished course look as if it had been there for years! I just don't see the challenge in leveling a plot of land and then designing a course on top of it.

GP: With four sons in your family, do you often find yourself playing video games? And who usually wins?

JN: Don't get me started on this. My sons are game junkies, and they love to involve me in their games, since they generally beat

me. So far, the only game I can beat them at is golf. My son, Gary, is probably the best games player in the family.

GP: With several of your PGA peers offering their own video golf games, do you find that you become as competitive in game becoming as you do on the golf course?

JN: A story comes to mind. Greg Norman and I are close friends and he had a computer game on the market. We decided to visit a software store and see our products. We both ended up rearranging the displays to make our own products more visible! We had a good laugh at ourselves later that evening.

GP: Have your games ever helped you on the golf course?

JN: Yes. I was having trouble during a round one day. Later that evening, I happened by coincidence to see one of my sons playing my PC game. To my surprise, I noticed something in my swing as I watched my digitized self on the computer. I needed to adjust my swing a little, and it helped because my game improved! **B**

Nigel Revs High on the SNES!

Nigel Mansell's World Championship

SNES

By Rabherstein

Start your engines, Grand Prix fans! Nigel Mansell's World Championship by GameTek is one of the hottest and most realistic racing games available for the Super NES. Unlike the vicarious, joyride-style SNES racer Top Gear, Mansell is an accurate Formula One simulator. Eye-popping graphics, accessible game play, responsive controls, loads of options, plus actual international race tracks earn this car the pole position. So grab the controls and take this baby for a spin!

World-Class Racing

Almost every aspect of this game is as big a winner as its celebrity namesake, who in 1992 became the first driver to win nine Grand Prix races in one season. In the game, you race solo against 11 other world-class contestants on 16 real F-1 race tracks. Each track is meticulously recreated and each presents unique challenges.

Races range from four to nine laps, with pit stops interspersed throughout each track. The weather conditions include sun and showers. You can either qualify for the pole position, or dive in as the last car and race to the top. The only major feature missing from this car is a two-player option.



Take a spin around the world.

V Burns Up the Track

Mansell fills the screen with gorgeous, highly detailed race environments. The action is viewed from the driver's ground-level perspective. The forward-scrolling graphics are silky smooth, creating a believable sense of speed and motion, especially in turns and tunnels. Opponents' cars are easily discernible and scale just as smoothly as the background graphics.

While the sharp background pix aren't quite as eye-popping as those found in Konami's Top Gear, the large, on-screen prosthetics are better than its competitor. An overhead map, speedometer, gear indicator, tachometer, and a lap-time meter are easily visible without impeding the visual impact of the game.

The sounds are every bit as good as the graphics. You can hear cars roar up behind you, and you can identify your RPMs based on the accurate whine of your engine.



PRO TIP: Make safe turns by releasing the gas and moving to the inside lane as you approach.



PRO TIP: It's OK to go off the track to dive down instead of releasing the gas or braking.

PRO TIP: In sharp turns, tap the gas button to maintain speed without



spinning out. Use your brakes as a last resort.

Auto Shop

A bevy of options enables you to customize your car. You select the size of the airtail, type of tires, and a transmission, which impact your performance tremendously. Nigel himself conducts a personal one-lap run-through of any course, with track tips and honest (sometimes brutal) comments about your performance.



PRO TIP: It's better to get early if you're within the top five positions. You can then blow by the lead cars when they get in later laps.



PRO TIP: Soft wheels are best for cornering, but they wear out faster than other tires. The shallow airtail has less drag and better acceleration,

but poor cornering. A high gear ratio offers slower acceleration, but the highest top speed.

Go Speed Racer! Go!

The game play and controls are top-notch. Manual transmissions have always been a nightmare in race games, but these work extremely well with the L and R buttons on the SNES controller. The on-screen action responds smoothly to your controls. The challenge is tough, but if you apply real driving tactics then you should be able to qualify every time. Keep in mind, though, that the difficulty does increase if you choose the manual transmission.

Nigel Mansell's World Championship is a well-crafted, realistic, challenging, and, most importantly, entertaining racing simulation. Top programmers went into all aspects of this game, and it shows. The only drawback is that it's limited to one player, but you'll have plenty of fun anyway. See you at the finish line! **C**

Nigel Mansell's World Championship by GameTek

Options	Cost	Level	Available	Options
Soft Wheel	0.0	0.0	0.0	0.0
Shallow Airtail	0.0	0.0	0.0	0.0
Auto setting	0.0	0.0	0.0	0.0
Auto setting	0.0	0.0	0.0	0.0

Super Black Bass: It's a Keeper

Super Black Bass



By The King Fisher

Hot-B has finally updated its classic NES Black Bass cart for the SNES, and the new version is a good catch. While the game's format remains faithful to the 8-bit edition, Super Black Bass is packed with better graphics and more realistic sounds. Just as in real-life fishing, the slow-moving game play may bore all but hard-core fishermen. However, good things are worth waiting for, and electricity will charge the air when you hook up with a lunker Black Bass!

A-Fishing We Will Go

Super Black Bass features four increasingly difficult freshwater tournament stages, ranging from Local Amateur Tournaments to the Super Bass Championship. As your fishing skills increase, the game ups your challenge and makes the pickings slimmer. The tournaments start at a yawning 7:00 a.m. and close at 4:30 p.m. To win, you need to catch the highest cumulative weight of Bass.

TIP: If you miss the deadline by 20 minutes or more, forget it! Keep the Basscard alive a fish fry, because you won't be allowed to weigh-in your catch.



TIP: Try fishing the dawn on Skywater Lake first thing in the morning with a Crankbait Lure.

Super Black Bass is a tough one to reel in, but it's worth the effort. Right off the top, you'll

need to learn the habitats of the bass and their feeding habits. The most challenging part of this game is learning to properly select and use the many types of lures.

The action involves scouting the lake for fish with an electronic Fish Finder, then fighting them in a gut-wrenching Action Mode. Although the controls can be a bit finicky when trying to land a fish, it gets easier with time.



TIP: Listen for the ping sound when using the Fish Finder.

Getting Hooked

Super Black Bass is a bit slow, but it hooks you anyway. It's a fairly realistic simulation, meaning there's a lot of dead time spent at the lake waiting for a bite. Fortunately, you get into the mother of all fish fights just when you're sure you're going to only bring home a bucket of water.



TIP: Learn what each species of fish looks like underwater so you can steer clear of everything except the Bass.

Nothing Fishy Here

For the most part, the graphics are well above average. Super Black Bass offers excellent, true-to-life graphic representations of the different fish species, both in and out of the water. However, the lures could be sharper and more detailed.

SBB's sound effects are great, and during slow times you might even be put to sleep by the sounds of water on the lake. But you'll awake with a start when you hear rear-gale force winds blowing through your hair! While there is a bit of jargon—Blue Grass music at the title screen, it's absent during game play. This is probably good, because tunes might intrude on the realistic fishy sense you get from the game.



TIP: When your Bass goes airborne, be sure to watch your line-strength gauge. Stop reeling and lower your rod if it starts getting too tight, or it'll snap.

Gone Fishing

Super Black Bass is an engaging cart that even experienced fishermen will appreciate. The slow game play may bog down some gamers, but everyone should try out the cart's true-to-life challenge before throwing it back. Good luck and tight lines!



Vic Tokai Reels in King Salmon

If you enjoy sport fishing, you'll get hooked on King Salmon. This 4-meg Genesis cart provides hours of playing time with four different contests. During each round, you have from 7 a.m. to 4 a.m. to catch as many King Salmon as possible.



Patience is a virtue when fishing for the Kings.

The graphics are nicely detailed all the way down to the water currents. You can cruise around the Wide Area Map to find a good spot, or troll for fish by towing a lure behind your boat. The sound effects are realistic, and the exciting fight scenes are fast-paced.

King Salmon was originally a trophy in Sage's Creation's case (see ProReview, September '92), but the cart was never released when Sage went under. Fortunately for die-hard fishermen, Vic Tokai rolled this one in. The only difference between this version and the original cart we reviewed is the name of the publisher!



Coach's Corner: The Secret Playbook for NBA Jam

By Coach Canary

All you losers can sit down and play arcade,

you know it's show time with the Coach! This month I'm gonna open my notebook on the hottest b-ball game to shatter an arcade backboard—Midway's NBA Jam.

Arcade

Big Heads



Hey, if you're full of yourself, here's a great way to really swell your head. At the Match-Up Screen, hold down Up, Turbo, and Steal. Continue to hold all these buttons, and when the game starts the players' heads will be four times larger. This is an intimidation factor to the max!

Hookshots



If you make three shots in a row, the ball will catch fire! Your offensive hot streak will turn you into a lane sweeper on defense, 'cause you'll be able to legally golfball any shot. Hang back by the rim...and get that junk out!



Do It by the Numbers



Basketball is a game of numbers, and NBA Jam factors realistic stats during game play. Now you can take a peek at these statistics. At the Match-Up Screen, do a circular clockwise motion with the joystick (be sure to touch all eight points around the stick), then press all three buttons together seven times. You'll enter the Learning Mode, which displays your chance of making a shot during the action. Pay attention to those numbers: If you see a high percentage, it means you've found one of your player's "hot spots" on the court. For example, when Bush pulls up at the baseline, it's nothing but net!

Defense, Defense



Championship teams are built on solid defense, and this code will give you a rooster D like never before. At the Match-Up Screen, tap the Turbo Button eight times for a devastating defensive power-up that makes it harder for opponents to drive around your player and take it to the hole.

Bench the Computer



During NBA Jam, you may notice that the computer needs to assist whoever is behind late in the

game. The losing player makes more treys, has a better chance of getting rebounds, stuffs more shots, and so on. Now you can star off this game play "equalizer" and play a true game of skill! At the Match-Up Screen, press any button ten times to stop the CPU from playing favorites. Now there are no games, baby! Ya gotta win it!

Superstar Designers



Who are the roughest, toughest, meanest, slamin'-in-your-facest players in the game? Not the NBA superstars—it's the designers! Enter any of the following initials and birthdays to play as the game's designers, who just happen to be the highest-rated players in the game:

MTT 3/22 (Mark Turmell)
JMC 8/5 (John Carlson)
SAL 2/1 (Sal Divino)
RJR 1/17 (Jamie Rivett)
SL_ 6/24 (Shawn Lynam)
JWH 5/20 (Jon Hey)

TWG 12/7 (Tony Gaskie)
These general legs aren't reach to look at, but they can hang with the best of 'em!

Block 'Em Out



In the past, tap Turbo twice to throw an elbow and knock down opponents. You gotta crush the boards if you want to win. You know the rules—no blood, no foul! ☐

Fall Football Scouting Report

By Jacques Bell

It's midsummer, and football training camp is in full swing! With the new season just weeks away, fans everywhere are scouting football powerhouses, like the Cowboys and 49ers, and video game powerhouses, like John Madden and Joe Montana. This year's crop of carts and CDs has definite All-Star potential. Larger memory sizes (up to 16 megs, and much more space on discs) mean increased graphics capability, more play-by-play commentary, and more detailed action.

Bill Walsh College Football (Genesis)



Bill Walsh, former San Francisco 49ers' coach and current Stanford Cardinal's coach, has signed with

EA Sports. Bill Walsh College Football will be EA's first sports game to support the 4-Player adaptor, and it looks and plays like the John Madden games. The cart contains 48 of the all-time greatest college football squads, with their accurate colors and team ratings, but sans their official names, logos, and players. (For example, Notre Dame is now South Bend.) Walsh also provides text-based scouting reports and playbook analyses.

(By EA Sports, Available September)

Quarterback Club (Genesis, Super NES)

Quarterback Club features a 16-bit version of 3D modeling, complete with split-screen Mode 7 effects on the SNES and software scaling on the Genesis. The Club is comprised of the NFL's ten current leading passers, including Randall Cunningham, Warren Moon, and Troy Aikman. You can play a regular football game, or compete in a skills contest to determine who's the best QB. The game is developed by Park Place Productions, creator of the original John Madden Football.

(By Acclaim, Available November)

NFL Football (Super NES)



NFL Football should be at least a strong wild-card entrant in the SNES playoffs. Developed by



Park Place Productions, the game features tons of offensive and defensive moves, including straight-arms, high steps, and speed bursts. The Mode 7 graphics feature scaling and rotation of the field view. All 28 NFL teams and logos are present, but don't expect real players.

(By Konami, Available August)

Super High Impact (Super NES)



This arcade adrenaline rush is on a collision course with the SNES. Super High Impact's definitely not

a football purist's game, but place it high in your draft order if you like chaotic action. You'll need three helmets to survive the bone-crunching tackles and the incredibly fast computer opponent. In the final version we saw, the sharp side-view field and digitized pop-up graphics looked excellent, and the voices were clear.

(By Acclaim, Available Fall '93)

Joe Montana's NFL Football (Sega CD)



EA Sports Goes 4-Player

EA Sports is charging head-on into four-player action. The company plans to support its forthcoming 4-Player accessory in all of its future Genesis sports games. Football, basketball, and ice hockey games were earmarked to be the initial four-player products, with Bill Walsh College Football being first up. No word yet on whether EA plans to create four-player games for the SNES.

Continued on page 112



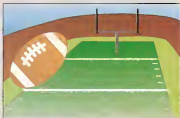
Despite being traded to the Kansas City Chiefs, Joe Montana appears to be in no danger of losing his starting position at Sega. Joe's CD has all-new game play. The Sega CD's hardware scales a floating camera above and behind the action, then automatically pans and zooms the camera to adjust to the on-screen play. This could rectify problems experienced in previous Joe cartridges, where no one perspective was effective for both running and passing plays.

(By Sega, Available July)

Video Pro Football (Sega CD)

Catch cameras can call the shots in Video Pro Football, a disc developed by Park Place and based on Konami's black-and-white PC product. While it's not quite VCR-quality, the Sega version will feature over 800 full-screen, full-color video clips from the NFL Films library. You call the plays, then watch the action unfold. The first game will feature the Dallas Cowboys vs. the San Francisco 49ers. You can form your own "dream team" comprised of the all-time greatest players from each club. For example, Troy Aikman can go deep to Drew Pearson. Sega plans future versions of the game to feature other infamous NHL rivalries. (By Sega, Available Winter '93)

John Madden Duo Football (Duo)



Although the name's not final, one thing's for sure: This is EA's first game for the Duo. Madden's Super CD is purported to feature digitized video of football players, both during game play and in the passing windows. This version also has half-time and post-game highlight shows. Madden play-by-play commentary is still on the drawing board. TTI says the game is for one or two players, which is disappointing considering the Duo's five-player capability.

(By TTI, Available September)

John Madden Football (3DO Interactive Multiplayer)



This hush-hush disc should maintain the mod-and-true Madden formula, but with significantly improved audio and visuals. The most noticeable changes are texture-mapped backgrounds based on actual stadiums, digitized sprites

of real players, and Madden's hyperactive color commentary. (By EA Sports, Available October)

3D Football (3DO Interactive Multiplayer)



3D Football (working title) features full-screen player sprites and video clips. The game is reported as using a true "3D model" for the graphics display, and the multiple camera angles include a ball's-eye view! (By Sports Funco, Available September)

Future Football...

...For EA, the next mission generation is due early next year.

Mutant League Football 2 will be released simultaneously for the Genesis and Super NES. The company will not publish the original MLF for the SNES.

Under its EA Sports label, the company will appease ardent football fans with **John Madden**

Football '94. Stated for a November '93 SNES and Genesis release, the cart will carry an NFL license for the first time, meaning authentic teams, but still no real player names.

Sega's talking up NFL Football '94. Starring Joe Montana, of course, the 16-meg monster boasts digitized video of real player animations, real teams and players, and four realistic views of the field. It uses Sega's six-button **Arcade Pad**. ...really!

Accolade plans to microscope and digitize football players for an untitled 16-meg Genesis football game, which is due out this winter. **Al Michaels** of ABC's *Monday Night Football* will call the action. Did Accolade drop its old Mike Ditka license when he left his post as Bears' head coach?

—Dolphins quarterback Dan Marino will help players with specific strategies and play-calling in **Dan Marino Football**, a game being developed by **Park Place** and published by **Virgin**. Over a third of this 32-megger is devoted to digitized audio and video of Marino.

Tecmo Super Bowl by **Tecmo** is in the works for a simultaneous SNES and Genesis release this fall. The cart will have real NFL players and teams.

American Sammy finally expects to release **Football Fury** in September for the SNES. It's an easy-playing game of side-view football.

Sculptured Software, developer of Nintendo's accessible NCAA Basketball, continues to work on **College Football**, a 16-meg, Mode 7-based collegiate extravaganza. The cart should be published by next year. ☐

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LYNX PRO REVIEW



By Boss Music

Are you a psychomaniac who likes to solve your problems with an Uzif if you answered "Yes," then you'll get a few jolies from *BattleWheels*, a multiplayer, freeway-free-for-all for the Lynx. This shooter with a car-cockpit perspective by Beyond Games is good for some laughs, but it wears thin if you don't bring friends along for the ride.

Total CARNage

Generic story line time: It's the year 2019, and human society has regressed into a violent cyber-society ruled by technology and dangerous games of recreation. *BattleWheels* is a car-combat duel for up to six warriors, and you're the next contestant.



Play it your way with these configuration options.

Lynx Games Pro! The BattleWheels (By Beyond Games)

BattleWheels is a solid track-style vehicle shooter with sharp looks, but it rolls into trouble when it comes to sustained interest. Feel free to revolve with some friends, but this one may drive you into the ground if you go it alone.



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BattleWheels features a user-friendly, open-ended design that enables you to reconfigure the rules and regulations. You can play with up to five ConLynxed human friends and/or computer opponents. The CPU's skill level can also be changed.

You can even buy parts to customize your car with a modest variety of armor, suspension systems, engines, and weapons.



Customize your car from the ground up.



PRO TIP: After you lose an opposing car, drive over the wreckage - just in case.

Loose Cannons

The game play rocks and rolls, but it doesn't wall. There are two play modes: every man for himself, and team demolition. Basically, you drive around one of 16 enclosed battle fields and blow away all opponents, gladiator-style. You can also bail from your vehicle and stalk your opponents on foot, where you have very limited ammo and armor, but excellent maneuverability. The action is fast-paced, but repetitive. While the terrain looks good, there's very little variety in the obstacles.

BATTLE WHEELS



When you're on foot, anything goes - even car jacking!

PRO TIP: Learn to use side and rear guns. You'll never win by circling to face opponents when they attack you from the side or from behind.

Your car handles like a high-end Chevy, but it's no Porsche. The controls are responsive, and you can easily swap between forward, side, and rear views of the action. However, finding the Option 1 and Option 2 buttons in the heat of battle is a test of nerves.



PRO TIP: Blow down any opposing warriors escaping from the flaming wreckage of a car. You don't need them coming back to haunt you later.

BattleWheels really goes the extra mile in the graphics department. The seat-of-eyes-pants perspective displays a cool-looking battlefield. The scenery looks somewhat flat, but what's there is crisp and colorful.

The sounds in *BattleWheels* are very realistic. Unfortunately, realistic sounds aren't always good sounds - all you hear during game play are your car's engine and the explosions of gunfire. The music is negligible. However, considering the typical tinny tunes on the Lynx, maybe this was a good choice.

Crash Dummies

This car's a thrill a minute, but the thrills seem to run out after about half an hour. You'll get the most enjoyment beating up on friends in the multiplayer mode. After all, no matter how much you boast, brag, and taunt, you just can't humiliate the computer. ☐

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By Gilman

LJN continues its solid Game Boy action-cart tradition with *Spider-Man 3: Invasion of the Spider Slayers*. Much like its two predecessors, *Spider-Man 3* is an action-packed, challenging, and captivating game that brings to the Game Boy's screen all the flavor and excitement of Spidey's four-color video game adventures. Thrills, chills, and spills that only Spidey can spin await you!

Mechanoid Madness

Poor Spider-Man. It seems like every time he turns around there's another gang of supervillains out to squash him. In *Spider-Man 3*, things don't get any better. Spider-Man supervillains, such as Electro, Scorpion, and the Tinkerer, join forces with the Ultimate Spider Slayer to create a horde of killing machines called (naturally) Spider Slayers. Comic book fans will note that the characters and premise of this game mirror a recent Spidey story line.



It's high-flying action for Spidey.

This five-level, side-scrolling slugfest begins innocently enough in Central Park, where you must take out 20 muggers. The real fun starts when you face off against the first Spider Slayer, a giant chainsaw-tailed, bolt-firing, steel-taloned, metallic monster. In subsequent levels, you move on to other various locales throughout the city streets—the Tinkerer's workshop, an industrial factory, and the secret hideout of the mechanized drones, where Boss Spider Slayers team up with other supervillains.



Nearly supervillains make enemies for Spidey.

PRO TIP: The first Spider Slayer's only vulnerable spot is his head. Jump onto his back and attack from above his claws.

PRO TIP: To defeat both Electro and the "Dark Iron Man" Slayer in Level 2, lure Electro into detonating the TNT pile with his blasts.

Walk Like an Arachnid

As Spider-Man, you have super strength, agility, the ability to climb walls, and you can spin an unlimited amount of webbing. Spidey's greatest fighting skills are his quick-

SPIDER-MAN 3: INVASION OF THE SPIDER SLAYERS



ness and agility, which help him stay out of harm's way. You're faster than most of the mechanized drones, so jump over them, climb out of their reach, and swing to safety before you turn around to launch your own attack.

PRO TIP: Spidey can't climb ceilings and fire webs at the same time.

PRO TIP: Spidey can only shoot webs away from the wall when he's climbing the side of a wall.

PRO TIP: Spidey's web bolts span the entire screen.

locks. For extra lives, strength, and Spider Power increases, hunt for hidden power-ups throughout each level.



Keep an eye on the Spider-Sense indicator.

"Marvel"-ous Fun!

Spider-Man 3 is a complete 10-issue series of the comic book come to hand-held life. Webhead and villains fight and move exactly as they do in the comics. You needn't be a comic aficionado to appreciate the sharp graphics, fluid animation, and detailed backgrounds. Although the sound effects are only standard, it doesn't hinder the game play. *Spider-Man* is also easy to control and responds smoothly to commands. This is good thing, since the game is quite challenging, especially on the latter levels. All in all, *Spider-Man 3* spins a very entertaining web! **B**

Game Boy Game Preview Spider-Man 3: Invasion of the Spider Slayers

(By LJN)

Spidey continues his string of hits for the Game Boy. Plenty of web-slinging, high-kicking, and fast-flying action characterize this fun action cart. Comic fans will especially love the detail of the meows and growls of Spider-Man and his villains.



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GAME BOY PRO REVIEW



By N. Sominco

After the overwhelming success of *Street Fighter II*, it was only a matter of time before a fighting game was created for the Game Boy. *Raging Fighter* by Konami treads much of the same ground as the other fighting games, and doesn't present anything unique to expand the genre. (How intellectual can you expect "street fighting" to be?) Sharp graphics, solid controls, smooth game play, and intense fighting action earn *Raging Fighter* respect in the Game Boy arena.

It's All the Rage

For seven millennia, the people of Alpha Universe have relied on a select group of martial arts masters, the Omega Group, to defend them against foreign foes. An annual tournament to decide the Mightiest Mortal is held each year. Seven warriors, each with specific strengths and weaknesses, compete for the title. The ultimate champion must defeat the six other fighters, plus a duplicate of himself!

Enter the arena and you'll discover that *Raging Fighter* is really four games in one. When

playing solo against the computer, you fight as one of three preselected characters against six other challengers. Enter the Tournament of Pain by choosing one fighter to face every other challenger. The Story Mode empowers you with a team of three fighters to go against all the other fighters in a single-round elimination contest. Finally, link up with a friend for true head-to-head action with your choice of any of the seven fighters.

difficulty levels, timer on or off, and a Practice Mode.

Every fighter has 20-40 attack moves. All share the same repertoire of high/low punches and kicks, ducks, defensive stances, and jump-kicks. In addition, each character has a pair of awesome specialized attack techniques—some of which are extremely similar to SFI—such as the downward skull cracker with the heel of your foot and shooting fireballs. Characters respond well to the controls. However, the tiny



PRO TIP: Each character's strengths, weaknesses, and special moves are clearly explained in the manual. Study them!

RAGING FIGHTER



The Trial Tower—stairway to (fighter) heaven.



PRO TIP: Start off by playing Tao—the most well-rounded fighter.

Raging Fighter plays similarly to *Street Fighter II*. Two laterally moving fighters are presented in a standard side-scrolling perspective. Power bars appear beneath each fighter and a timer keeps track of the length of each round. Several options enable you to customize the game to your individual preferences, such as trigger configurations, four

Game Boy directional pad sometimes hampers combination moves that require multi-directional button presses.



PRO TIP: Jump up and toward your opponent to avoid the whirling kick.



PRO TIP: Jam an opponent into the side of the screen, and prevent him from getting up by repeatedly using your special move on him.

Raging Fighter's detailed character and background graphics are impressive by Game Boy standards. Each character sprite is nearly half as tall as the screen. Fighters move smoothly. Special moves, such as flying kicks, shooting fireballs, and spinning kicks, are all well-rendered and clearly animated.

Fight On!

Although it's a unique game in its own right, *Raging Fighter*'s game play is bound to draw comparisons with *Street Fighter II*. It doesn't stack up head-to-head, but it wins hands-down as the best fighting cart for the Game Boy. *Raging Fighter* has everything necessary to make it a winner—sharp graphics and animation, challenging game play, plenty of options, an interactive two-player linkup, and the convenience of instant portability. This "Fight" sounds just right! □

Game Boy Game Profile

Raging Fighter

(By Edward)

Raging Fighter is a solid fighter with large, detailed characters and plenty of moves. It's very challenging when playing solo, and a nonstop blast when linked to a friend. **RP** is your best bet for *Street Fighter II* action on the Game Boy.



Freakin' Awesome



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

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New Chessmaster

By The King Fisher



Are you a chess fan? If so, slipping New Chessmaster into your pocket or into your Game Boy is definitely a good move.

Opening Gambit

This PC portover doesn't feature shoot-em-up action, but it's the most classic strategic game ever, so expect to bust a few brain cells. What's the advantage of New Chessmaster over that chessboard on your living room table? Options! New Chessmaster is loaded with them, and you can't lose any of the pieces.

One or two players (via a Game Link) can ponder their Chessmaster strategies from an overhead perspective. The game's options include difficulty levels, a Learning Mode, and a Teaching Mode. Beginners can use the Teaching Mode to assist them with game play and possible moves. A Thinking Option turns on a window to let you watch the computer strategize and decide the best moves.



PRO TIP: If you want to use your Castle Option, be sure you don't use your King or Rook until you're ready to Castle.

More advanced players will like the Force Move, which forces their opponent's next move. Other options include a Time Limit Option (limits the amount of time you have to move a piece) and Takeback (take back one or all of your moves). Last but not least, there's a Save Option for those lengthy games.

It's Your Move

New Chessmaster's smooth and easy controls operate via a simple interface: grab the piece you'd like to move, then move it. If it's an illegal move, the CPU will tell you.

You'll find that New Chessmaster's graphics are sometimes hard to see, but they're about the best you can expect in a chess game on a monochrome Game Boy screen. On the other hand, the sounds are decent, including digitized speech that comments on key points in the game.

Overall, New Chessmaster's many options make it a great chess game to slip into your pocket, whether you're a seasoned pro or a beginner. Check it out, mate!



Game Boy PRO REVIEW

Speedy Gonzales

By Lance Boyle



The fastest mouse in cartoons is now the fastest mouse in hand-held games. Armed with only his lightning-fast speed and high-flying jumps, Speedy Gonzales has made a successful transition to

the small screen. On the Game Boy, Speedy uses his natural abilities to go up against the mousenapper, King Rat, and his army of tricky creatures.

A Mexican Tail

To save his mousenapped friends, the Speedster must race past the hostile Eskimos of frozen Icolandia to a bandit-filled Mexican town, then on through a crazy forest, a burning desert, and deadly countryside before reaching his final confrontation with King Rat in his Cheese Island Castle. Along the way, Speedy is blown backward by Blowing Fans, pushed forward by Sonic-type Springs, carried across water by friendly Whales, and attacked by all kinds of wild animals. It's a fun, frantic trip. Sunsoft has essentially created Mr. Mouse's Wild Ride!



PRO TIP: To defeat Level 1's Walnut Rats, Speedy must jump directly onto his head four times without falling off the ice floe.



PRO TIP: Don't dawdle on the Melting Blocks of Icolandia. Instead, skip the Cheese to get across before Speedy takes the plunge.

Minimally maneuvering through the obstacle-filled lands, Speedy can easily pick up wheels of Cheese to fortify himself and gain extra points. Because he's only a tiny mouse, Speedy loses a life every time he's barely touched by an enemy, a spike, or a water drop. He starts and stops quickly, but sometimes his great speed works to his disadvantage, like when Speedy

razes out of a loop so fast that you don't have time to react to the next obstacle.

The special effects of this game are up and down. The graphics are strong, but there aren't enough sound effects (the screech of hard-braking Speedy is the best). However, the music is suitably frantic for the game's quick pace.

The Fastest Feet in the West

If you're looking for a rapid race through six challenging levels, you'll find lots to like in the company of Speedy Gonzales, the fastest animal this side of a certain hedgehog.



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SUPER NINTENDO

GAME GEAR PRO REVIEW



By **Carl A. Tomic**

The original *Streets of Rage* made a successful transition from the Genesis to the Game Gear. Complete with simultaneous two-player, two-fisted action, *Streets of Rage 2* is now poised to make its own small-screen debut. Don't look for any complex story lines here, it's just pure, nonstop fighting action!

Word on the Street

It's a year after Blaze and Axel rid the streets of Mr. X and his evil crime syndicate. Now Mr. X seeks vengeance by kidnapping their friend, Adam. This time the objective isn't just to rid the streets of criminal scum...this time it's personal!

Link up with a friend for two-player, simultaneous action (via a Gear-to-Gear cable), or go solo in this side-scrolling slugfest. Five treacherous levels jam-packed with all types of goons and thugs block your way to the final showdown with Mr. X. The large, sharp graphics ensure that you feel every punch, slam, and slap.

Several changes had to be made to size this Genesis game down to Game Gear parameters. For instance, you are only able to choose among Blaze, Axel, and Skate (Adam's been abducted, remember!), and their moves have been sim-



STREETS OF RAGE 2

plified in comparison to their Genesis repertoire. Each hero still has different strengths and weaknesses, though, including power, technique, speed, jump, and stamina. Each one can also punch, jump, jump kick, flip opponents, and use one specialized move. For example, Axel launches into a whirlwind, six-hit flurry of punches topped with a spinning uppercut. It's easy to activate the fight moves, and all the on-screen action responds to the silky smooth controls.



PRO TIP: Adam can't move while he's executing his special move. Stand in a safe area with all your enemies in front of you before you activate it.



PRO TIP: To connect with his spin attack, Skate must be aligned horizontally with an enemy.

The game's challenge is variable, with an option menu that enables you to choose among Easy, Normal, and Hard difficulty levels, and one to five players per life. With each continue, you can restart with a different character. Additional help is available in the form of power-ups hidden throughout each level, including extra players, health units, and weapons (knives, steel bars, and so on).



PRO TIP: Power-ups are usually hidden in background levels along the top of the screen.



PRO TIP: Jam opponents off-screen, then continuously swing the controller at them when they try to reenter the screen.

Hand-Held Mayhem

Streets of Rage 2 is a handful of fighting fun. If you enjoyed the original, you'll love this sequel. Crisp graphics, non-stop fighting action, and the ability to customize the game's difficulty make this cart accessible to gamers of all calibers. See you on the streets! **C**



PRO TIP: Blaze's fireballs don't span the entire length of the screen. It does take extra time to launch her fireballs, so move to a safe distance before you shoot.

Game Gear Game Profile

Streets of Rage 2

(By David)

Streets of Rage 2 is the action-packed sequel to the *in Genesis Gear* game. This time, two players can team up to choose among three different characters. Pick it up if you want a solid, pin-steady serving of nonstop fighting action for any level of gamer.

Quality	Sound	Game	Value	Overall
4.0	3.5	4.0	4.0	ADJ.
5 out of 5 stars				
4 stars				
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By Lance Boyle

It's been a big summer for movies with video game connections. First there was *Super Mario Bros.*, then *Jurassic Park* and *Last Action Hero*. Now comes *Surf Ninjas*, a movie coming soon to a drive-in near you and Sega's newest side-scrolling martial arts fighter for the Game Gear. Unfortunately, these video ninjas can't keep up with the summer's big hitters.



Eric Hayes, Jr. plays Johnny in New Line Cinema's new movie, *Surf Ninjas*.

Johnny on the Spot

Considering that surfing's in the title, you'd expect a little wave action somewhere. No way, dude. The closest you get to riding the surf is reading your hero's bio: He's Johnny McQuinn, a California surf rat who discovers he's related to royalty. You play as Prince Johnny, who unfortunately

has been targeted by the power-mad Colonel Chi. Chi's assassins engage Johnny in six action-packed levels that go from a fancy restaurant to island jungles to Chi's fortress.

Graphics and sounds are up and down, respectively. Happily, the bright, crisp screens are pleasing, with large, detailed sprites. Sadly, the sounds are unimaginative, just pulsing music and splatting punches.



Revere's Colonel Chi, your crazy adversary.



This option screen provides game status and a health check. You can also use it to access advice, weapons, and gold.

Slicin' and Dicin'

Johnny's no wimp. He knows the ninja skills of the ancients, everything from Double Spin Jumps to Jumping High Kicks. He also commands four weapons: Fire, armor-piercing Shunkens, Death Stars, and razor-edged Katana Swords. Unfortunately, the method for changing weapons is cumbersome. (Who wants to escape to an option screen in the heat of battle?)



PRO TIP: Don't let Johnny linger behind obstacles. He'll be obscured from view and vulnerable to attack.

Surf's Down

Like its title, the game promises more than it delivers. Johnny is capable of lots of ninja moves, but the controls aren't responsive enough to quickly call them forth. While you're punching buttons frantically to execute a Body Throw, an assassin is already punching you senseless.

Sega had a nifty idea of putting Game Gears on-screen as power-ups. Plus, it's clever having little brother Adam give hints via his own Game Gear, which he holds up for you to read. Unfortunately, his advice isn't always helpful. At times, he even tells you he has no advice. Gee, thanks a lot, bro.



Adam gives advice on his Game Gear.



PRO TIP: When your back's up against the edge of Level 2's dock, let your enemy come close and try to fling him over your head by pressing Button 1. When it works, he'll dive out of your life forever.

Surf Ninjas' biggest drag is that the villains are too easy to beat. You might blast right through the early bosses without even knowing your moves and weapons yet. A great fighting game needs great fighting villains. (Imagine *Street Fighter II* with a bunch of baby bosses — ugh!)

Ninja Kids

Any game you can whip in under an hour on your first try might not be worth the investment, unless you're a beginner. Maybe that's *Surf Ninjas'* true audience. If so, the kids could do worse than this mildly entertaining game. But they could do a whole lot better, too. **D**

Game Gear Game Profile

Surf Ninjas

(By Topik)

Attractive screen and clever details aren't enough to save this fighting game. Average control and easy-to-beat villains eventually dash *Surf Ninjas* on the rocks.



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GAME GEAR PRO REVIEW



By Dave Corvey

Jeopardy on TV is a legend. Jeopardy for the Game Gear is not. Inconsistencies in the rules and dull game play put the future of Gametek's new video game in...uh, jeopardy.

The Answer Is...

Is anyone not familiar with Jeopardy's premise? If you're just in from Mars, here it is in a nutshell: Trivia questions. Cash prizes. Double Jeopardy—cash doubles. Final Jeopardy—bet in advance, answer one question. The player who has the most cash at the end of the game wins. Key concept: The questions are really answers, you provide the questions. "The answer is—Ceppetto's cat in Pinocchio." "Who is Figaro?" Sound familiar?

Slow Video Games for \$100, Alex

The problem is obvious. You have to spell out the answers, a tiresome task. Maybe you know who successfully organized the 1984 Summer Olympics, but can you spell it? (Peter Lieberroth). The TV show contestants don't have to, but you do, making this more like a spelling test.

It's a test of patience, too, because it takes forever to punch in long answers.



Play Jeopardy against either the computer or another player.

The computer allows some minor spelling inconsistencies, but it's unclear what's acceptable. "Betty Davis" is OK instead of "Bette Davis," but "19" is wrong when the computer wants "19th." You'll also find inconsistencies when spelling names—some answers require both first and last names, while others require only the last name to be correct.



PRO TIP: Try using the first initial plus the last name to save time.

PRO TIP: Recheck your spelling whenever you punch in a new letter. If there's a typo, you might not have enough time to rewrite everything again.



PRO TIP: Save time by hitting digits instead of typing out numbers.

Good Things for \$200, Alex

Fans of the show will like the variety of categories. There are over 300 topics, everything from "Authors" to

As for graphics, basically all you do is read questions and answers. Gametek tries to liven things up with contestants who cheer and cringe, but it gets old fast.



PRO TIP: Answer the easiest categories first to build up some winnings. This way you can bet some money when you hit the Daily Double.

JEOPARDY

"Begins With a Z," including some charming categories like "Potpourri" and "The Pits."



The questions can be fun.

Alex Trebek fans will enjoy the sounds—in the digitized voice of their digitized hero saying "You are right" hundreds of times. And, of course, there's that famous Final Jeopardy song.



Host with the most, Alex Trebek.



PRO TIP: Categories aren't continually displayed, so periodically recheck your options.

PRO TIP: If you're far enough ahead, you don't have to bet in Final Jeopardy to win.

Ding Ding Ding, the Daily Double!

You'll need the knowledge of a Ph.D to sweep the board consistently, but you'll need the patience of a saint to play more than a few times.

"The answer is: jeopardy."
"What is a slow game?"
"You are right!"

Game Gear Game Profile

Jeopardy

(By Gametek)

Not even a wide range of trivia questions can keep you playing this game. Inconsistencies in the answers and slow game play put this game's future in jeopardy.

Graphics	Sound	Game	Value	Controls
5.0	3.0	1.0	5.0	4.0

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THUMB PEOPLE WON'T TAKE SLOW FOR AN ANSWER.



GAMEPRO LAB REPORT

Taking you into the technology of tomorrow.



By The Lab Rat

Since portable playability is the prime concern for on-the-go gamers, action accessories are the perfect summer setup. Hardware companies are now concerned with saving the environment, and saving the consumers money. Here are a couple of cost-effective, environmentally correct rechargers and a slick 'stick that's two-sticks-in-one.

Power Players

Environmental awareness has hit the shelf again in the form of the rechargeable Solar Gear from Innovation. Recharging by using sun power is a welcome development for Game Gear owners

watching their money being swallowed up by the battery-gobbling portable piranha. Attaching to the back of the Game Gear, the Solar Gear also recharges using an AC adapter that is packaged in. The pack takes eight hours to charge, and the charge lasts two to four hours. The pack lasts for a total of 500 charges.

Innovation will also release a similar version of this product, but with stereo speakers built into the pack. Look for the Power Gear to appear sometime this summer.

Nuby enters the rechargeable race with its ultra-compact Snap "N" Power. This slim power pack fits into the battery compartment of your Game Boy, and can be recharged while you're playing! Each charge is good for up to 12 hours of game play. The slim-line design of the Snap "N" Power reduces bulk in both the Game Boy

Newsmongery



Snap "N" Power

Type: Rechargeable battery pack

System: Game Boy

Features: The Snap "N" Power is a great concept and a beautiful design. This pack allows away hours, undated, clip-on or exterior battery packs, plus it's good for the environment.

Price: under \$20.00

Available: July

Contact: Nuby 800-NY-8087

Jammin' Joysticks

Naki has come up with a joystick that works with two systems to eliminate joystick clutter around your playing area. The Pro Player is a multi-system, six-button 'stick that features Turbo selection for individual buttons and slow motion. This joystick can be used on the Super Nintendo (and Super Famicom), plus the Sega Genesis (and Mega Drive) game systems via a dual-ended connector. At under \$40, the Pro Player will replace anything you now own. Its design may be a little large and uncomfortable for some players, but its form serves its function.



Solar Gear

Type: Rechargeable battery pack

System: Game Gear

Features: The Solar Gear is perfect for "green" gamers who don't want to shell out the bucks for batteries. The sun-powered Solar Gear is the "N" answer to particularly correct power.

Price: \$45.00

Available: July

Contact: Innovation 800/INNOVAT



The Pro Player

Type: Joystick

System: Super Nintendo, Super Famicom, Sega Genesis, Sega CD, Sega Mega Drive

Features: It has 17 buttons altogether. The standard SNES has an 8-button setup (including Select and Start), Slow Motion, Turbo, and Turbo switches for each button. There's also a system select switch.

Features: No more searching for joysticks. This baby has almost all of 'em covered. (Gee, Dad owns). In addition, the arcade-style switch setup means you can play Street Fighter on both systems with one 'stick. Coolness!

Price: \$34.99

Available: Summer

Contact: Naki, 210/560-6757 or website California 800/626-0000

Reader Survey

Hey gamers, we want to find out more about you, your cable TV viewing habits and your interest in a cable video game service. You can help us by filling in the survey below. By sending in your completed survey, you'll be automatically entered in our random prize drawing. We're giving away one Sega CD, two Sega Genesis, two Sega Game Gear, ten hot Sega game titles, 15 GamePro t-shirts and 20 GamePro subscriptions! So get busy...fill this out and send it in to WIN!

**SEND
IN TO
WIN!**

1. Which of the following video game systems do you or your family own?

- | | |
|--|--|
| <input type="checkbox"/> SEGA Genesis | <input type="checkbox"/> Nintendo Game Boy |
| <input type="checkbox"/> SEGA CD | <input type="checkbox"/> Atari Lynx |
| <input type="checkbox"/> SEGA Game Gear | <input type="checkbox"/> TTI Turbo Express |
| <input type="checkbox"/> SEGA Master System | <input type="checkbox"/> TTI TurboGrafx-16 |
| <input type="checkbox"/> Nintendo Entertainment System (NES) | <input type="checkbox"/> SNK Neo Geo |
| <input type="checkbox"/> Super Nintendo (SNES) | <input type="checkbox"/> Other _____ |

2. In total, how many video games do you own? _____

3. Which of the following types of games do you enjoy playing the most (Please 'X' all that apply.)

- | | |
|---|---------------------------------------|
| <input type="checkbox"/> Adventure Games | <input type="checkbox"/> Space Games |
| <input type="checkbox"/> Role Playing Games | <input type="checkbox"/> War Games |
| <input type="checkbox"/> Puzzle Games | <input type="checkbox"/> Sports Games |
| <input type="checkbox"/> Educational Games | <input type="checkbox"/> Movie Games |
| <input type="checkbox"/> Driving Games | <input type="checkbox"/> Arcade Games |
| <input type="checkbox"/> Fantasy Games | <input type="checkbox"/> Other _____ |

4. Do you rent video games?

- Yes No

5. Approximately how many video games do you rent per month? _____

6. How often do you buy video games that you rent?

- Usually
 Sometimes
 Never

About Cable TV At Your House

7. Do you subscribe to cable TV in your household?

- Yes No

If you said yes to question 7 and you do have cable in your house, please continue with question 8. If you said no and do not subscribe to cable, please skip to question 12.

8. How many TVs in your house are hooked up to cable? (Please 'X' only one answer.)

- | | |
|----------------------------|--------------------------------------|
| <input type="checkbox"/> 1 | <input type="checkbox"/> 3 |
| <input type="checkbox"/> 2 | <input type="checkbox"/> More than 3 |

9. Is the TV you usually play video games on hooked up to cable?

- Yes No

10. Where is the TV you usually play video games on? (Please 'X' all that apply.)

- | | |
|--|---------------------------------------|
| <input type="checkbox"/> Main living room | <input type="checkbox"/> Your bedroom |
| <input type="checkbox"/> Den or room other than the main family room | <input type="checkbox"/> Other _____ |

11. Which of the following "premium" cable television services does your household subscribe to?

- | | |
|--|--|
| <input type="checkbox"/> HBO | <input type="checkbox"/> Movie Channel |
| <input type="checkbox"/> Showtime | <input type="checkbox"/> Disney |
| <input type="checkbox"/> Cinemax | <input type="checkbox"/> Other _____ |
| <input type="checkbox"/> Sportschannel | |

About The SEGA Channel

12. We would like to find out how interested you would be in subscribing to a cable service called the SEGA Channel. On the SEGA Channel you could play any one of 50 or more video games at any time on a TV where you have both cable and your Genesis hooked up. Also, you would occasionally be able to play the first two or three levels of selected new games before they are released in the stores.

Using a scale from 1-10, where a "1" means you would be the least interested and a "10" means you would be the most interested, please rate how interested you would be to subscribe to the SEGA Channel for a monthly cost similar to other pay services like HBO and Showtime.

Circle appropriate number.

Least interested

Most interested

-1 -2 -3 -4 -5 -6 -7 -8 -9 -10

13. Do you think you would actually subscribe to the SEGA Channel?

- Yes No

14. If the SEGA Channel were available, how likely would you be to buy a SEGA Genesis so you could play games on the SEGA Channel?

Using a scale from 1-10, where a "1" means you would be the least likely and a "10" means you would be the most likely, please rate how likely you would be to buy a SEGA Genesis so you could play games on the SEGA Channel.

Circle appropriate number.

Least Interested

Most Interested

-1 -2 -3 -4 -5 -6 -7 -8 -9 -10

15. Which one of the following options would you like best for the SEGA Channel? (Please X only one answer)

- 1 () Being able to select from a new set of 25 games each month
 2 () Being able to select from 50 games, with 25 of the 50 games changed each month
 3 () Being able to select from 100 games, with all 100 games changed every 3 months

A Few Background Questions

16. How many people in your house play video games? _____
17. Who in your household spends the most time playing video games?
 1 () Me
 2 () Brother/Sister
 3 () Parent
 4 () Other
18. What is your age? _____
19. Are you:
 1 () Male
 2 () Female

Sega, Genesis, Game Gear, Sega CD and the Sega Channel are trademarks of SEGA.

SEND IN TO WIN!

Thank You For Your Help!
Fill This Out — Send It In To Win!

Send in your completed survey today! To enter the prize drawing, please fill out your name and address below. Entries must be postmarked no later than August 31, 1993. Drawing to be held on or about September 10, 1993. PLEASE PRINT CLEARLY.

Name _____
 Address _____
 City _____
 State _____ Zip _____
 Phone (____) _____

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GAMES

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strategy can ensure victory. Use your missiles, cannons, lasers and jumpjets wisely if you expect to defeat your crafty foes. Your reward? More money to build more powerful 'Mechs, critical to completing your ever more complicated missions.



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

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ACTIVISION

SWAT PRO

VIDEO GAME STRATEGIES, WEAPONS, AND TACTICS

Duo

Time Cruise

Play All the Bonus Rounds



Pintell wizards can practice all of the bonus rounds in Time Cruise with this slick trick. Go to the Practice Mode menu, then press **Up, Up, Down, Down, Button II, Button II, Right, and Select**. A new Practice Mode Screen will appear that enables you to access any of the game's bonus rounds.

T.J. McDonald, Eureka, CA

Super NES

Comba Tribes Super Password



The fighting's easy with this password that enables you to play as any of the bosses or enemies in Comba Tribes. Just enter the password 9207.

Dennis Nix, Oakland, CA

Genesis

Streets of Rage 2

Play as the Same Character



To enable both players to select the same character in a Streets of Rage 2 game, wait until the Title Screen appears. Then, press and hold down **Right, Button B** on Controller 1, **Left, and Button A** on Controller 2. While continuing to hold down all these buttons, press **Button C** on Controller 2.

Jay Straw, Orl City, PA

Duo

Shadow of the Beast

Invincibility



This monstrous code gives you invincibility in Shadow of the Beast. When the Title Screen appears, press **Button II, Button I two times, and Button II**. You'll know if the trick worked if your energy changes to 99.

Ted Orkist, Chico, CA

Genesis

F22 Interceptor

Super Option Screen



There's a cool Option Screen in F22 that gives you unlimited firepower, invincibility, and more. During your game, simultaneously press **Buttons B and C** and the Option Screen will appear.

Aaron Evers, St. Clair, MO

Genesis

Lotus Turbo Challenge

Passwords



Here are two special passwords for Lotus Turbo Challenge that'll give you different game options. Plug in the password **MANSELL** and you can race through the entire circuit without worrying about qualifying. No matter what happens, you'll automatically qualify for the next race. For a super-powered Lotus, plug in the password **SLUGPACE**. Your car can go from zero to 60 m.p.h. in seconds.

Russell Baker, Chapel Hill, NC

Taz-Mania**Level Skip, Invincibility, and Level Select**

both controllers Begin a regular game, and when you're ready to skip a level, press Start to pause. Then, simultaneously press Buttons A, B, and C, and you'll advance to the next level.

To become invincible, press Start to pause, then press Button B. To turn off the invincibility, press Start to pause, then Button A.

Finally, to choose any level, press Start to pause the game, then press Button C. Numbers appear below the word "Pause." Use Left and Right on your control pad to choose any level. When you've reached the level you want, un-pause and begin your game.

Ken Ottosen, Saasichton, Canada

There'll be no more temper tantrums after you get a hold of these tricks. Plug in two controllers. When the Title Screen appears, simultaneously press Buttons A, B, C, and Start on

Sonic Blast Man**New Difficulty Setting**

Create a new difficulty setting with this simple Sonic Blast Man trick: When the Title Screen appears, simultaneously press and hold down Buttons L and R, then press Start. Go to the Options Menu, and you'll discover a new difficulty setting, "Very Hard."

Jason Steels, Red Deer, Canada

Road Runner: Death Valley Rally**Begin with 75 Lives**

Here's a pad trick that enables you to begin with 75 lives for the Road Runner. When the Title Screen appears, simultaneously press and hold down Button R, Button Y, Left, Select, Start, and then press Button X. Beep, beep!

Mike Foster, Hartford, CT

Ecco the Dolphin
Ultimate Password

Here's the ultimate password for Ecco the Dolphin. This code gives you all the air you need in any level. In fact, the breath meter disappears altogether. Simply plug in the password LIFE FISH. Then, push Start to begin the game.

Aaron Eppz, Pritchburg, ME

Tiny Toon Adventures: Buster Busts Loose
Unlimited Continues

Here's a Tiny Toon code that gives you unlimited continues, and you won't have to battle the boss at the end of each stage.



The password is: Flucky Duck, Babs Bunny, Bookworm.

Nicholas Sines, Dallas, GA

SWAT PRO

VIDEO GAME STRATEGIES, WEAPONS, AND TACTICS

Genesis

Universal Soldier Passwords

**UNIVERSAL
SOLDIER**

ENTER PASSWORD,
BYTCH



You're truly universal with this set of passwords:

- Stage 1-2: CHSGM
- Stage 1-3: MKSNS
- Stage 2-1: SGGBY
- Stage 2-2: JLGPH
- Stage 2-3: JDRSD
- Stage 3-1: PKSND
- Stage 3-2: CWBPM
- Stage 3-3: SFTNP
- Stage 4-1: CMVDG
- Stage 4-2: BYTCM

Rodger Pittman, Rochester, NY

Genesis

Streets of Rage 2 Round Select and More



Hit the streets with this code that enables you to choose any round and begin with 27 lives.

You can also play hidden levels of difficulty, including Maria. When the Title Screen appears, select Option. Then, simultaneously press Buttons A and B and hit Start on Controller 2. Next, choose any level, any round, and begin with nine lives and two continues (a total of 27 lives).

Jason Paul, Ann Arbor, MI

Genesis

Jennifer Capriati Tennis Super Password



Need some new competition in Jennifer Capriati Tennis? Plug in the password **GRAND SLAM** and prepare for an ace. You'll find you're able to access a new lineup of 24 players — 12 women and 12 men. Be sure to put a period between Grand and Slam, and fill up the rest of the password slots with periods.

Bobby Orlando, Miami, FL

Super NES

Bubsy in: Claws Encounters of the Furred Kind

Passwords



The fur will fly when you take a scratch at these Bubsy passwords:

- Chapter 1: JSSCTS
- Chapter 2: CKBGMM
- Chapter 3: SCTWMN

- Chapter 4: MKBRLN
- Chapter 5: LBLNRD
- Chapter 6: JMDKRR
- Chapter 7: STGRIN
- Chapter 8: SBBSHC
- Chapter 9: DBKRRB
- Chapter 10: MSFCTS
- Chapter 11: KMGRBS
- Chapter 12: SLJMBG
- Chapter 13: TGRTVN
- Chapter 14: CCLDSL
- Chapter 15: BTCLMB
- Chapter 16: STCDH

Don and Scott, Phoenix, AZ

Genesis

Lightening Force 99 Ships



Zap! You can begin Lightening Force with 99 lives. When the words "Press Start" appear on the Title Screen, simultaneously press Buttons A and Start. When the Configuration Screen appears, highlight "Stock Ship" and set the number to zero. You'll have 99 ships when you begin your game.

Scott Hill, Burlington, NC

Teenage Mutant Ninja Turtles: The Hyperstone Heist Stage Select



Cowabunga! You can choose any stage you like in Hyperstone Heist with this trick. Wait for the Konami logo to appear, then press Button C, Button B two times, Button A three times, Button B, and Button C before the logo disappears. Press Start. Then, when the Title Screen appears, press Button A, Button B two times, Button C three times, Button B, and Button A. Press Start again, and an Option Screen will appear that enables you to choose any stage.

Jim Bell, Reversion, OR

X-Men Stage Select



You'll feel like a superhero when you use this X-Men stage select code. Before the Title

Screen appears, simultaneously press and hold Down, Button A, and Button C. When the Title Screen appears, release the buttons and hit Start. Then, remove Controller 1 and plug it into the Controller 2 slot, then hit Start again. Put another controller into the Controller 1 slot, and hit Start once again. When you begin your game, you'll discover that the different control room panels correlate to the different levels of the game. The far left equals Level One, and they continue sequentially to the right. Pick a level, and you'll be there!

Dave Ellsworth, Boise, ID

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TO SW/P

GROUP A	GROUP B	GROUP C	GROUP D	GROUP E	GROUP F	GROUP G	GROUP H	GROUP I	GROUP J
10000	10001	10002	10003	10004	10005	10006	10007	10008	10009
10010	10011	10012	10013	10014	10015	10016	10017	10018	10019
10020	10021	10022	10023	10024	10025	10026	10027	10028	10029
10030	10031	10032	10033	10034	10035	10036	10037	10038	10039
10040	10041	10042	10043	10044	10045	10046	10047	10048	10049
10050	10051	10052	10053	10054	10055	10056	10057	10058	10059
10060	10061	10062	10063	10064	10065	10066	10067	10068	10069
10070	10071	10072	10073	10074	10075	10076	10077	10078	10079
10080	10081	10082	10083	10084	10085	10086	10087	10088	10089
10090	10091	10092	10093	10094	10095	10096	10097	10098	10099

SUPER NINTENDO

GROUP A

GROUP B

GROUP C

GROUP D

GROUP E

GROUP F

GROUP G

GROUP H

GROUP I

GROUP J

GROUP K

GROUP L

GROUP M

GROUP N

GROUP O

GROUP P

GROUP Q

GROUP R

GROUP S

GROUP T

GROUP U

GROUP V

GROUP W

GROUP X

GROUP Y

GROUP Z

SWAT PRO

VIDEO GAME STRATEGIES, WEAPONS, AND TACTICS

Genesis

Shadow of the Beast II

Game Credits



CREDITS

ORIGINAL GAME
REFLECTZONE
REGARIVE
CONVERSION
WJB DESIGN

If you want to see the names of Shadow of the Beast II's programmers, there's an easy trick that gives you access to a special Credits Mode. Wait until the Psychosis logo appears, then simultaneously press and hold down Buttons A, B, and C, and press Start.

Luke Marsh, Los Angeles, CA

Tiny Toon Adventures: Buster Busts Loose

Play the Bonus Games



ROULETTE
BOUNCE
JUNCTION
MAZE
BINGO
SEAMAN

You'll go bonny when you plug in this Tiny Toons password and discover that you can play any of the bonus games. The password is: Elmyra, Shirley the Loon, and Calamity Coyote. When the bonus game menu appears, use Select to choose your bonus game, then hit Start to begin play.

Cameron Mitchell, Boston, MA

Game Gear

Shinobi 2: The Silent Fury

Passwords



Take a hack at Shinobi 2 with these easy passwords: Yellow, Pink, Green, and Blue Ninjas: D0919
All Ninjas and Yellow Crystal: 13817
All Ninjas and Yellow, Pink, and Blue Crystal: B9B12
All Items: 1FEDF
Scott Hill, Burlington, NC

Genesis

Fighting Masters

Easy and Mania Levels



There are more difficulty levels than most the eye in Fighting Masters. To reach the easiest level, go to the Options Screen and set Level Select on easy and Continue on 5. Then, go to Music Select and listen to 8C, 8B, and 8A. Next, go to Sound Select and listen to 90. To reach the Mania Level, follow the same procedure, but set the Level Select to Hard.

Zachary Meiri
Rancho Santa Margarita, CA

Super NES

Dragon's Lair Passwords



Slay the Dragon's Lair by choosing any level with the following codes:

After the two Snake Bosses:
2D, 4C, 6A, 8B
After the large Bat:
1R, 2D, 7A, 8C
After the Grim Reaper:
3D, 4B, 5C, 6A
The Dragon's Lair:
1A, 3B, 5C, 6D

Tim Plunkett, Leavenworth, KS

Super NES

Sonic Blast Man Level Select



Blast the man to any level you like with this code. Select the Option Screen and choose **Music**. Change the music number to the number of the stage you wish to play. Then, press and hold down **Select**, press **Button L**, **Button R** (two times), **Button L**, and **Start**. After a few seconds, you'll warp directly to the level of your choice. (P.S.: There are a few variations to this trick. If you choose **HIT** as your music number, you can play any bonus stage. If you choose **BOSS** as your music number, you can play any of the bosses).

Max Roardev, San Antonio, TX

Generals

Tiny Toon Adventures: Buster's Hidden Treasure Passwords



Beat Tiny Toons with this complete set of passwords:

Dizzy Devil: BYBG LDDL

LDDB DDDD LDYD

Calamity Coyote: GRIB

TLDD LLBB MILL DLPD

Plucky Duck: XHBQ HZGL

LDLQ HZDD LLMG

Fight Toxic Revenger: GJBW

HZZG LLBQ HZZL

DDMR

Fight Pirate Ship: QJBW

HZZB DLBW HZZK

LLMG

Hamton: KTBQ HZZQ

WGBQ HZZQ QDVR

End: PDBW HZZQ ZKIB

HZZW ZGJN

Brian Cox, Milledale, OH

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145 King Arthur's World 51	50	312 Hardball 3	50
148 Lord Wumpa	40	343 Hit the Ice	44
151 Mico in Motion	40	318 Billy Jones	40
146 Mech Warrior	40	266 James Bond 007	48
153 Mosaic Kombat	60	385 Jungle Strike	49
150 MFL Football	40	357 Keeper of the Gates 49	49
158 NFL Football	50	368 NBA All Star Club	43
121 Road Runner	50	378 Pirate's Gold	49
122 Dinosaur in the Moon	51	377 Quarterback Club	49
180 Rack's Ball Room	45	376 Pinot Driver	45
172 Rhythmic 8	45	383 Ruffing Thruver 3	40
177 Rhythmic 8 & Mosaic	50	351 Road Fast	40
179 Star Fox	54	366 Shooting Force	49
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147 Super High Impact	48	388 Street Fighter 2	82
160 Tunnies	30	391 Streets of Rage 2	50
18772 Arcade	48	360 Summer Challenge	40
26072 Judgment Day	48	398 Superman	40
221 Tiny Toons	50	398 Tunnies	40
292 Tom & Jerry	48	401 T2 Judgment Day	40
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226 TronBike	48	413 X-Men	46
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214 Royal Rumble	48	292 Yakuza in Rigger 2	40

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GAMEBUSTERS



By Scary Larry

The man with the battude is back and kicking some bat on the SNES. Here's how to beat the final level, along with some tips that enable you to bash that beaked bad boy, the Penguin. Don't forget to check out all the cool, digitized cinematic sequences from the game, and all the special endings.



PRO TIP: In addition to all the other enemies in this level, you've got to contend with missile-launching penguins. When they do the stinkey, hide in the lower-left corner of the screen.



PRO TIP: Fire Batarangs into the back of the deadly duck while avoiding missiles thrown by the penguins.



PRO TIP: As soon as you see the Penguin, punch and jump-kick him as much as you can. Come in at an angle and wait away. When the Penguin tries to go airborne, launch a Test Tube to bring him back to Earth. Repeat this procedure and you'll eventually destroy this level fiend.

BATMAN RETURNS

CONGRATULATIONS!
NOW CHALLENGE:
NORMAL MODE!



CONGRATULATIONS!
NOW CHALLENGE: SPECIAL MODE!



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NOW CHALLENGE:
EASY MODE!



CONGRATULATIONS!
NOW CHALLENGE: SANTA MODE!



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KID, BOGE!

Check out these cool digitized clips! You can follow the movie's story line with these pics.



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- 350 Super High Impact
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- 349 Super Sonic Blastman
- 352 Super Star Wars
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- 350 Super Turbion
- 350 Super Whizzer
- 350 Super Whismania
- 351 Tapania
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- 350 Terminator
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PRO NEWS

Sega to Rate Video Games

Mortal Kombat's Fatalities Draw Fire from Nintendo

Taking a cue from the movie and record industries, **Sega of America** has announced a self-imposed game rating system for its software (see Letter from the GamePro, page 8). To determine the ratings, a Sega executive advisory council, coupled with consumer focus groups and other "industry representatives," will evaluate games for their graphics, sound, and game content.

In a tersely worded response, **Nintendo of America** criticized the rating system, noting that Nintendo would never allow extremely violent games to appear on its systems. The company cited **Mortal Kombat** as an example, and stated that licensee **Acclaim** would not be allowed to release its upcoming SNES version of the game with the graphically violent "Fatalities" intact. The Fatalities depict characters lopping each others' heads off. On the other hand, Nintendo claims that Acclaim will likely release the Genesis edition with the Fatality Moves in full operation. Both versions are due out on "Mortal Monday," September 13, 1993.

Acclaim spokesperson Allyne Mills responded, "There's a difference between reality and fantasy, and **Mortal Kombat** is a martial arts video game. There's a monster, a reptile, and a thunder god who

spews fire and ice. Is that real? No!" She added that MK's violence was not realistic enough to have harmful effects on players.

As we go to press, Sega will not confirm whether its ratings will be enforced at the store level. Would sales clerks at Toys "R" Us really stop a 12-year-old from buying an MA-17 game? Are we headed for a video game world of fake IDs and underage game playing?

Nintendo Hikes Prices

Observant shoppers may notice a big jump in certain SNES games in the near future—a price jump, that is. Due to changes in the currency exchange rate between the yen and the dollar, **Nintendo Co. Ltd. of Japan** has announced plans to raise prices by 20% on all future U.S. games that incorporate "new technology" such as the Super FX chip. Consumers will pay around \$60 for games that now cost \$50. No word yet on whether prices will rise on third-party licensee carts.

Sega, Park Place Form Sports Divisions

Sega of America has now formed its own sports label, called **Sega Sports**. The roster for the rest of '93 includes new Mortal games for the Genesis and Sega CD, the 16-meg update on MLBPA SportsTalk Baseball called **World Series Baseball**, and **Greatest Heavyweights**, a boxing game that supports both the six-button Arcade Pad and the Activator.

Park Place Productions has also announced its own label, **Sports Forum**, which will publish 3DO Interactive Multiplayer games. With championship-caliber sports lists like the original **Johan Maddax Football** and **NHL Hockey** to its credit, Park Place Productions is one of the most acclaimed sports game developers in the world. Look for football, basketball, and racing games by the end of the year.

West Coast Powers Up

Movie-rental club **West Coast Video** has good news for gamers: Its Game Power Headquarters division will carry a wide selection of video games for rent or for purchase, as well as tip sheets, contests, and GamePro books and magazines.

Street Fighter II, from Game Screen to Silver Screen

With Super Mario Bros. already in theaters and Double Dragon on its way, the latest news on the game-to-movie front is the long-awaited **Street Fighter II** movie announcement. To be produced by the **Edward R. Pressman Film Corp.** and co-financed by **Capcom Co. Ltd.**, SF II will be a live-action movie version of the most popular video game of the '90s. Steven de Souza of *Die Hard*, *Die Hard 2*, and *Raising Man* fame will lend his talent as writer/director. Early talk has the World Warriors embroiled in a hostage-rescue mission against terrorists, workaholics, and drug dealers operating out of an international hotspot. Look for the film to hit theaters by Fall '94.

Just as the biggest video games will light up theaters everywhere, this summer's blockbuster movies will make the

jump to cartridge and CD systems. *Star Wars*, the story of two beach-burns-turned-marjans, is coming to the Genesis and to the Game Gear from Sega. In *Last Action Hero*, Arnold Schwarzenegger is a movie superhero who's transported into the real world, where he must save an admiring young fan (and the rest of the planet) from the film's villains who are following him. **Soay Imagesoft's** got video game *Last Action Hero* editions for the Genesis, the Sega CD, the SNES, and other systems. All are due for fall releases. Finally, **Warner Bros.** and **Virgil** will collaborate on the video game release of *Demolition Man*, based on the action flick starring Sylvester Stallone and Wesley Snipes. Look for 3DO, SNES, and Genesis versions this fall.



Eric Roberts, Jr., *Ant of the Last Action Hero*



Seagal stars in one of the summer's biggest hits—*Last Action Hero*.

Spelling Wars

Sharp-eyed readers might've caught our error in our June issue: We accidentally attributed the film *Star Wars* to Steven Spielberg, when everybody knows (and we did too, actually) that it was a George Lucas creation. Not only that, we compounded our error by misspelling Spielberg. Apologies to all.

At the Deadline...

...Vampire-slaying update: According to our overseas contacts, rumors have surfaced in the Japanese press that **Castlevania V** for the Super Famicom (Japan's SNES) is under development by **Konami**. It's reported to be a 16-meg cart with a Super FX chip!

...Get the inside scoop on **Mortal Kombat** moves, merchandise, and mass-inked questions in **Acclaim's** new newsletter, *The Pit*. This not-so-underground publication is available for free by sending your name and address to Acclaim, PO Box 9005, Oyster Bay, NY 11771.

...Now that **Nintendo Co. Ltd.** president Hiroshi Yamazuchi owns a large stake in the Seattle Mariners, the company's licensing of All-Star center fielder Ken Griffey Jr. comes as no surprise. Due in time for next year's opening day in April, **Ken Griffey, Jr. Presents Major**

League Baseball will be a 16-meg SNES cart featuring all 28 Major League teams, logos, uniforms, and ballpark.

Here's a hot **Nintendo** rumor: The San Francisco Chronicle newspaper has reported that Nintendo is planning to launch an intensive TV network by the end of the year that would offer a variety of sleep-at-home, entertainment, and gaming services. JDO is also reported to be working on a similar system.

...**Sega of America's** coming to your town, and it's bringing Cherry Coke with them. In a joint promotion, the two giants will tour a Sonic Shuttle van through 20 U.S. cities, dispensing free video game stations, samples of Cherry Coke, and a variety of promotional giveaways.

...Sonic's really hitting the road these days. **Nikke's Sonic The Hedgehog R/C** is a remote-control car that boasts working headlights, wipers, and sprus



...Finally, guess who's the video gamer in the White House? President Clinton's daughter Chelsea? Nope, it's First Lady Hillary Rodham-Clinton, who, in a recent *Time* Magazine

interview, claimed that she's "addicted to the Game Boy." Wonder if she'll be playing **Kaneko's** new **Socks the Cat** game on the Genesis...

BLOCKBUSTER VIDEO

Top 10 Video Game Rentals

Nintendo NES

1. *Earth's Adventure*
2. *Tecmo NBA Basketball*
3. *Tiny Toon Adventures 2: Trouble in Wackyland*
4. *DuckTales 2*
5. *Yashin's Cooker*
6. *Battletoads Double Dragon: The Ultimate Team*
7. *Incredible Crash Dummies*
8. *Marsupilami*
9. *Quack! Quack!*
10. *Major Man 5*

Super Nintendo

1. *DuBayin: Dawn Encounters of the Furred Kind*
2. *WWF Royal Rumble*
3. *Fatal Fury*
4. *Tar Mania*
5. *Balls vs. Bazzes and the NBA Playoffs*
6. *Loon Vloga*
7. *Tecmo Super NBA Basketball*
8. *Star Trek*
9. *Abie's*
10. *Whodunnit*

Sega Genesis

1. *X-Men*
2. *Cool Spot*
3. *Balls vs. Bazzes and the NBA Playoffs*
4. *TDI Baseball '93*
5. *Tony La Russa Baseball*
6. *Fatal Fury*
7. *Ecco The Dolphin*
8. *Flashback: The Quest for Identity*
9. *Secrets of Ego 2*
10. *Koolhaas II*

This information was provided exclusively to GamePro Magazine courtesy of Blockbuster Video.

GamePro

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- #39 (Oct. '92) Streetfighter II Strategy Guide Insert, Part 2
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- #41 (Dec. '92) Streetfighter II Strategy Guide Insert, Part 4
- #42 (Jan. '93) Streetfighter II Turbo Strategy Guide, Battlecoads Pull Out Section
- #43 (Feb. '93) Art of Fighting/World Heroes Special Strategy Guide
- #44 (Mar. '93) Sonic 2 Strategy Insert, Part I

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Advertiser Index

Accell	9
Activision	121
American Samrat	95
Acorns	1, 2, 3
Balut-Proof Software	7
CapCom USA, Inc.	81, 93
Chip and Bits	70
Electronic Arts	18, 19, 37, 68, 69, 100, 101
Flying Edge	13
FurCo Inc.	140, 147
Game Discount Warehouse	150
Game Express	126
Game World Mainz	137
GameTrek	18, 111
Hudson Soft	87
Konami	2nd Cover, 4th Cover, 24, 25, 74, 75
L.N.	36, 37, 115
Master the Game	143
MGM	5
Namco	89
Quishshot Technology	127
Seiko	113
Software CD	85
Software Toolworks	130, 131
STD	3rd Cover, 152
Semsoft	49, 50, 51
Talk	123
Tecmo	104, 105
Tengen	15, 60, 117
Tradovest	52, 59
Turbo Technologies	56, 83, 91, 97
Virgin Games	78, 79
West Coast Video	151

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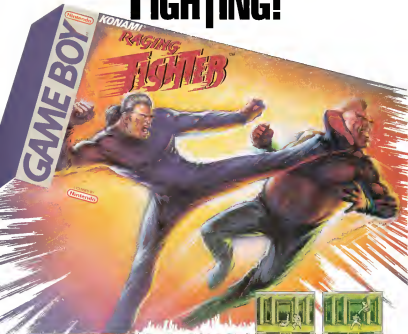
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