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GAMEPRO

#1 VIDEO GAME MAGAZINE

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- NES—Joe and Mac • Game Gear—Spider-Man: Return of the Sinister Six
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Ecco the Dolphin ProStrategy Guide pg. 36

Virtual Reality Update: **VIRTUAL VISION** pg.20

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May 1993

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Part One of Two



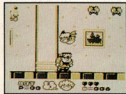
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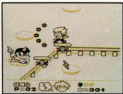
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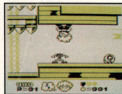
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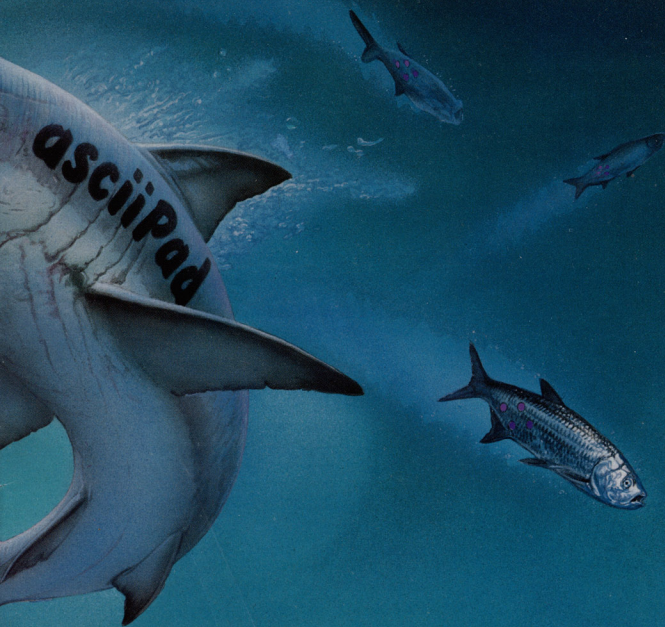
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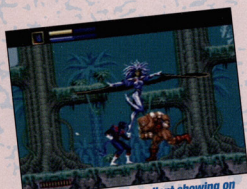
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GAMEPRO® (ISSN 1042-8656) is published monthly for \$24.95 per year by GamePro Publishing, Inc., 951 Mariner's Island Blvd., Ste. 700, San Mateo, CA 94404; An IDG Company; The World's Leader in Information Services On Information Technology. For subscription problems only: (303) 786-7459. Second class postage paid at San Mateo, CA and at additional mailing offices. **POSTMASTER:** Send address changes to GAMEPRO, P. O. Box 55627, Boulder, CO 80322-5527. **Change of Address:** Please send old label and new address to GAMEPRO, P.O. Box 55627, Boulder, CO 80322-5527. **Foreign and Canadian orders** must be pre-paid in U.S. dollars on a U.S. bank and must include \$10/year additional postage.

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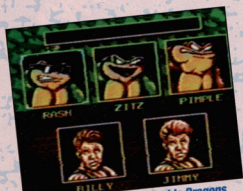
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The Battletoids and the Double Dragons team up to make video game history. See page 44.



Final Fight's coming for the Sega CD. See page 71.

110 The Sports Page

Whether you like your sports down and dirty, or you're one of the country club set, this month's Sports Pages have something for you. Strap on a warped sense of humor and head for the gridiron with Mutant League Football (Genesis). Get in your punches with George Foreman Boxing (NES). Bad boys and good sports alike will enjoy the chance to rally with Jimmy Connors Tennis (NES and Game Boy). Finally, the Sports Insider visited with Electronic Arts during their special Super Bowl XXVII event in Los Angeles.

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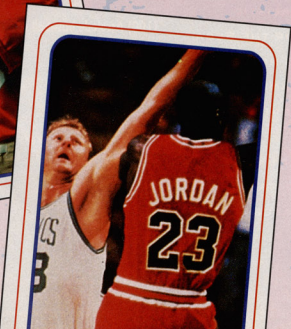
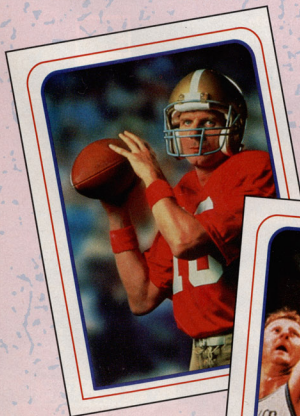
All the video game news that's fit to print.

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Special Feature: GamePro's Championship Picks for Football, Baseball, and Basketball

We make the call and pass you the ball! Here are the best sports games for three Major League sports!

Don't miss the FREE Mutant League Football Tip sheets this month and next month in GamePro Magazine. Collect all 24 and trade them with your friends. See pages 49 and 99.



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Do We Play Till It Hurts?

By The GamePros

The controversy rages on: Are video games too violent? The most recent flare up is fueled by the incredible popularity of Street Fighter II and its many beat-em-up clones. Even MTV took up the cause in defense of video games, backed by an army of rockers who have faced similar censorship in their industry.

Sometimes non-gamers think video games turn people into bloodthirsty geeks. Sometimes game makers think going to extremes with a proven money-making concept is the answer to creating a hit game. A little research and a strong monetary resistance to violent games can go a long way toward dispelling both notions.

Parents are rightly concerned, however, about the violence presented to their children. Even more so when that violence is somewhat interactive. We understand, because many of us at GamePro are parents, too.

A currently popular proposal suggests that a ratings system is the way to go. In theory, labeling boxes would give consumers and parents an indication of the violence they can expect in a game. Though violence is a valid concern, we believe that a ratings system will not work. A triple-X rating is more likely to raise interest in a game than to squash it. What's more, even innocuous games, such as Marioland, Sonic The Hedgehog, and Tiny Toon Adventures, would inevitably be subjected to rating, and that smacks of unnecessary censorship.

So, what's the solution? One answer is for parents to take an active role in monitoring their child's video games as they would monitor the movies and television shows that their child watches. Also, parents should read the game boxes. Box text offers some of the best on-the-spot guidelines. If words like "shoot," "destroy," or "kill" turn you off, stay away from the game's action. Even better, rent the game and play it together before you buy it.

Finally, take some time to learn about games. Talk to friends, watch GamePro TV, and read a few pages in a video game magazine. Many local newspapers also feature video game columns. If all else fails, call us at GamePro. We'd be happy to suggest non-violent games.

The bottom line is that if you think a game is too violent, don't buy it. That will send the loudest message of all to video game companies. It's a market-driven business, and smart companies are always reluctant to give an unsuccessful idea a second chance.

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Volume #5; May 1993 Issue

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BPA CONSUMER MAGAZINES

GamePro's Game Rating System

GamePro's Game Rating System									Challenge
									BEG. Beginner INT. Intermediate ADV. Advanced EXP. Expert ADJ. Adjustable
1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	

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



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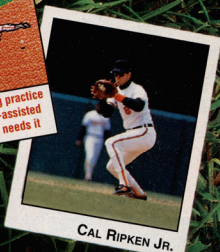
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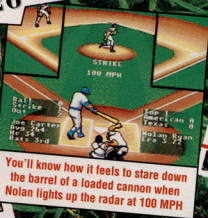
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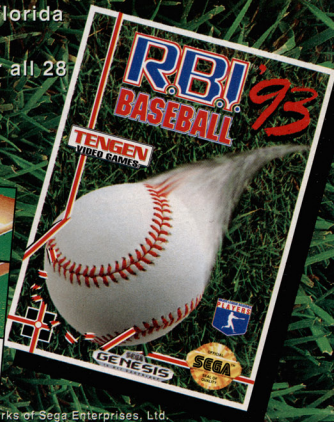
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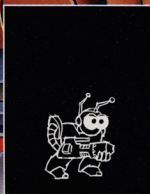


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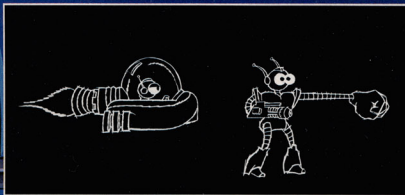
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I'M B.O.B., AND THIS IS MY G.U.N.

I've got two years left on my warranty, but it won't cover half the grief I've got coming. Most of these hall crawlers don't know me from a toaster, but they still keep trying to cut my power in more ways than Dad ever warned me about. I've got some pretty awesome firepower, and I can dish out as much as I can take. But I gotta tell you, a guy can only bounce back from so much. If I don't get outta here fast, I'll have to change my name to Shish Ke-B.O.B.

"B.O.B.'s many levels, cool and funny graphics, and neat gadgets make it stand head and robotic shoulders above other side-scrolling action games for the Super Nintendo"

—GAMEPRO



I've added on so many tricked-out gadgets, I don't know which parts were factory original anymore.



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Can I Play the Street Fighter Bosses?

I bought a Street Fighter II Strategy Guide and page nine has a secret code for my SNES that's supposed to enable me to play the Champion Edition. The problem is, I can't figure out how to play the bosses. Can you help?

Jaime Ayala, Long Beach, CA

[The code that you found in the Street Fighter II Strategy Guide enables you to play a character vs. the same character, i.e. Ryu vs. Ryu. But, the code doesn't give you the power to play the bosses. Even though the arcade's Champion Edition enables you to play the boss characters, the SNES version doesn't. The SNES cart was not designed to let players play as the boss characters, and there's no secret code that enables them to do so. There is a Game Genie code that tricks your cart into letting you play as some of the boss characters. However, we don't recommend using the code, because it's very glitchy and may ruin your SNES cart. So, if you want to play the boss characters, you're gonna have to trek to the arcades until a true Champion Edition is released for a home system. (See this issue's ProNews, pg. 140) - Ed.]



A Sega CD Convert

My friends thought I was crazy, but I risked bankruptcy and bought a Sega CD! They cost 399 in Canada, and the games go for 65-90 each. I bought two CDs: Night Trap and Cobra Command. All I can say is WOW! I was anti-Genesis and pro-SNES, until now.

Jay Irvine, Lethbridge, Canada

Full-Motion Problems

I bought the Sega CD system when it first came out in November. The graphics are very good for the games I've seen so far, but full-motion video is too grainy. Will Sega improve the full-motion video in future games?

Jimmy Niss, Anvada, CO

[Good Question, Jimmy. Some of us here at GamePro have been a little disappointed in the quality of the full-motion video that's incorporated into games like Sewer Shark. Sega and Sega CD developers are currently working on ways to improve the transition from live-action video to Sega CD. With time, we should see these improvements incorporated into Sega CD games. Judging from the software development cycles for the Genesis, it takes at least a year before Sega and third-party developers master the development skills for any particular platform. Then they must learn to stretch the technology of that system, which takes even more time. If you want to see clean, crisp animation on your Sega CD immediately, check out Time Gal from Renovation (see Overseas ProSpects, April '93). It's full of bright and colorful animation, without the grainy quality of digitized video. - Ed.]

Sports Discs?

I purchased a Sega CD about a month before Christmas, and I have to say that it's grmmreat! I think anyone who is a video game fanatic should purchase this outstanding system. I love the cool graphics and full-motion video in games like Sewer Shark. As a sports fanatic, though, I was wondering when some sports titles will be released for the Sega CD?

Dave Gallat, San Francisco, CA

[As promised in our Winter CES '93 Report (see GamePro, April '93) Sega will soon release a CD version of the Genesis hit, Joe Montana Football. Sega feels the power of the Genesis and the Sega CD make them ideal platforms for sports games. In fact, they plan a new lineup of sport simulations this fall. At press time, they weren't divulging any specifics, except to say that new basketball, baseball, hockey, and boxing games are likely. - Ed.]

More Action!

Can you dudes scope out some info on the rad Action Game Master? There was some info in your October issue, but I

want to know more. Please try to get some info on the adapters so we can all rest easy.

Jim Nice, Grand Island, NY

[We want more action, too, Jim. The folks at Active Enterprises promised us we'd see a working version of the Action Game Master at the Summer CES show this year. Until then, we won't know anything for certain. The Action Game Master and its adapters have required the assistance of a PC. In the process, they have created adapters that enable you to play SNES and Genesis games on IBM PCs and compatibles. There's no word yet on when this product will come out, or how much it will cost, but we'll certainly keep a close watch on the innovations from Active Enterprises. - Ed.]

Seeking Pro-Fessional Help

I've been going nuts! What happened to Ask The Pros? I've got this really tough question about Kirby's Dream Land for the Game Boy. Please help! I'm turning into a psychopath!

Kyle Cutnaw, Lorain, OH

[Kyle, you should seek two types of counseling. First, see a trained professional about your psychopathic tendencies. Second, call a Nintendo Game Counselor, because GamePro doesn't have an Ask The Pros section any longer. If you have specific questions about games made by Nintendo or Sega, you can call the following numbers to speak with a real game counselor: Nintendo: 206-885-7529; Sega: 415-591-7529. - Ed.]

So, Tell Us What You Think.

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

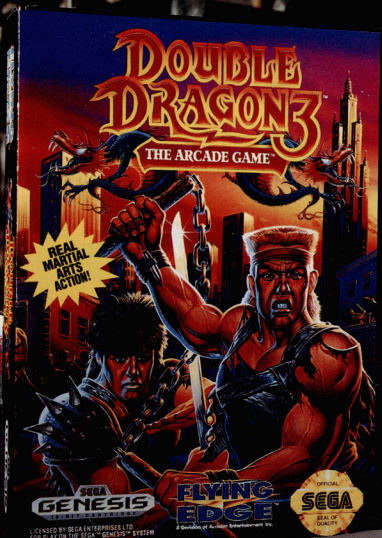
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HOT AT THE ARCADES



By Hack 'n' Slash

Hot at the Arcades goes to the animals and "quasi-animals" this month. Check out the pulse-pounding, finger-pumping, racing action of Looney Tunes, featuring all your favorite Warner Bros. cartoon characters. Then, cool off by taking a dip into the murky, mysterious waters of the Creature from the Black Lagoon pinball game. Quick, someone call the zookeeper!

Looney Tunes (Sega)

Looney Tunes is a 13-level, simultaneous three-player, side-scrolling marathon that stars all your favorite Warner Bros. cartoon characters. Choose your racer from among the three main contestants - Bugs Bunny, Daffy Duck, and Porky Pig. No, Bugs doesn't have an unfair advantage because he's a rabbit. The characters only move as fast as your finger can push the single Run button. A Jump button is available for leaping over obstacles and for squashing other contestants as you scamper down the field.

Incredibly detailed, high quality animation grace this game. Each character looks and moves exactly like its celluloid counterpart. In addition to Bugs, Daffy, and Porky, you see a whole cavalcade of cartoon costars, including Road Runner, Wily Coyote, Yosemite Sam, and more. Every



level takes place in a different scenario featuring these cartoony characters doing what they do best. As you're racing for the finish line, you might run into Sylvester in his eternal quest to catch Tweety Bird, or get "bumped" from behind by Elmer Fudd's bubble rifle as he tries to shoot Bugs Bunny. Not all levels are on land. Some take place in the water, while others take place on distant planets, which Marvin the Martian can attest to.



The three main contestants race against each other and the computer-controlled Taz-manian devil. As in all Warner Bros. cartoons, anything goes! Taz is notorious for mowing down opponents and cutting them off. The top two contestants continue to the next level with increasing obstacles and faster computer opponents. Losers must buy in again to continue.

Looney Tunes is just as fun to play as it is to watch. Get in on the fun, today! Th-th-th-that's all, Folks!!



Creature from the Black Lagoon (Bally)

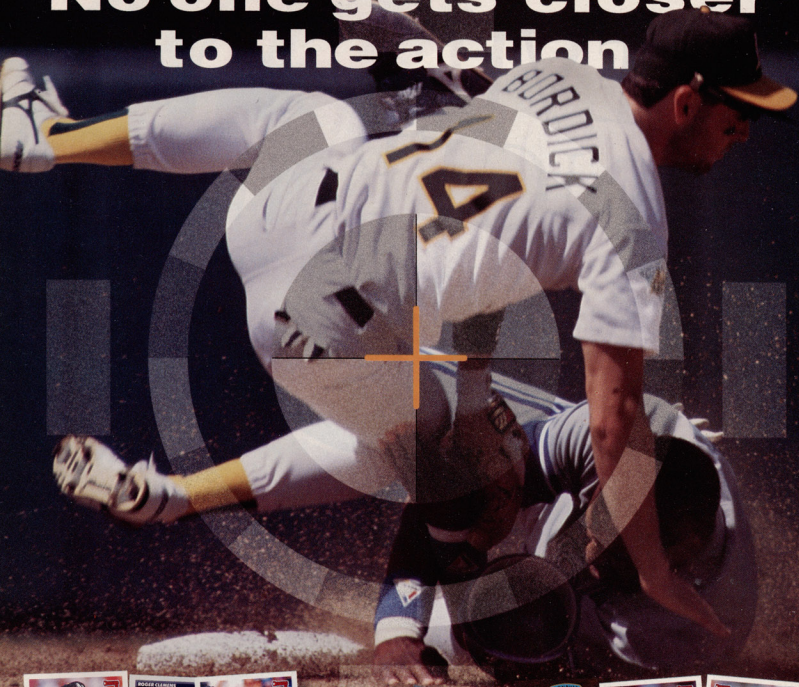
Based on a classic 50's monster from sci-fi/horror movie fame, Bally's Creature from the Black Lagoon is a pin with a spin from the past. The lavishly illustrated playing field combines images from the Creature movies with drive-in landmarks, such as the admission booth, snack bar, and swings and slides in the playground. This pin is a visual delight from the pictures of teenagers smooching in the backseat of a classic Chevy to the Creature Feature and Double Feature ramps.

50's nostalgia meets 90's state-of-the-art technology when the

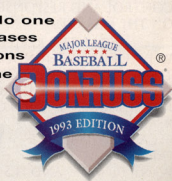
3D holographic image of the Creature pops out of the large, oval, black lagoon in the center of the playing field. (This has to be seen to be believed!) The large dot-matrix screen on the backboard, cleverly disguised as a drive-in screen, features animated sequences from the Creature movies. It also provides interactive games that give players an opportunity to kiss their dates, punch out Peeping Toms, order from the snack bar, and get revenge on a view-blocking van. Digitized sound effects, movie clips, and licensed 50's rock 'n' roll standards, such as "Rock Around the Clock," "Get a Job," and "Summertime Blues," complete the pin experience.

Creature from the Black Lagoon is a blast, whether you remember the 50s or not. Hot play, awesome graphics, intense interactive features, and cutting edge technology make this the pin to play. Drive in to your local arcade!

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E HOME
DIS.



LEADING THE CD REVOLUTION

CUTTING EDGE

By the Whizz

TV - UP CLOSE AND PERSONAL

Hotshot gamers crave in-your-face action. Well, here it is! Virtual Vision Sport (VVS) is a personal projection television system that displays a TV image on the inside of a small, lightweight set of specially designed sport sunglasses. What you see is the real world around you - and a 60-inch TV image floating in space!

Now You See It

It's all done with mirrors - literally. VVS gets its video punch from a display technique called "virtual imaging." Basically, it involves reflecting a TV picture to the eye so that the pix appear to be floating in space, i.e. a virtual image.

The VVS virtual image is generated by a miniature video display system within the sunglasses, which uses surface mount electronics and a unique optical focusing system. The focusing system is a specially engineered reflective lens, which is mounted on the eyeshades slightly below your normal field of vision and on the side of your dominant eye.

Since your brain gives priority to whatever image is viewed by your dominant eye, the image seems to appear in both of your eyes. The lens bounces the video image from the display like a mirror does. You'll perceive this TV picture to be very large and very real.

Virtually Yours

The complete Virtual Vision Sport system consists of the glasses, called "Eyeware," and a belt pack that contains a miniature TV tuner, a battery, and an interface system. The interface connects to VCRs, camcorders, and cable TV. The belt pack is modular in design and slightly larger than a Walkman.

The Eyeware, at its heart, is a 96,600-pixel, active matrix color display that accepts video input from any standard source. The tiny reflective virtual imaging lens snaps onto the eyeshades. This makes it possible to replace the standard lens with lenses of different focal lengths designed for specific types of applications. In the future, you'll be able to get lenses for close-range viewing, such as inside an airplane. Virtual Vision even has lenses in the works that surgeons can use for extreme closeup video looks inside a patient during an operation!

The tiny tuner module receives the standard range of VHF/UHF signals, which it pumps out along with audio through two standard AV phono

jacks. The tuner features Auto Channel Search, and it even displays an on-screen channel marker. The unit folds in half, so you can snap it directly onto an 8 mm camcorder and use it on a monitor. VVS will also offer cordless transmitter and receiver modules for remote TV, VCR, and camcorder viewing.

Great, but What About Games?

Virtual Vision Sport works with any video game system. However, with a remote control joystick and the cordless transmitter unit, you aren't glued to the video game system unit at all.

Currently, however, there's one drawback to video game playing with a VVS. The curved reflective lens in the eyeware is optimized for standard TV viewing, where main video images appear on the center of the TV screen. During video game play, this makes images at the extreme edge of the screen, such as scores and life counts, slightly blurry. According to Virtual Vision, new snap-on reflective lenses optimized for video games will be available soon. Oh yes, there's one other drawback - the unit will cost \$900.



Virtual Vision Sports will be available in May. Watching television may never be the same.

Product Info:

Virtual Vision Inc., 7659 178th Pl. NE
Redmond, WA 98052; 206/882-7878



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Out of This World is a great action/adventure game, but it can melt your mind! Here's a chapter from a great SNES tips book, **Awesome Super Nintendo Secrets** (© 1992 by Sandwich Islands Publishing. All rights reserved.), which will help you survive the perils of this brave new world. GamePro reviewed Out of This World for the SNES (see GamePro, May '92) and the Genesis (see GamePro, February '92).

By J. Douglas Arnold

Out of This World transports you to a strange and dangerous planet. The inhabitants don't exactly welcome you, except for one alien who befriends you after you show him a little kindness. The game consists of 15 tough stages, which are not labelled. The only logical way to refer to them is by their passwords, so we've listed the code for each stage.

Be strong. Use the passwords if you must, but resist the temptation to look ahead! Refer to this ProStrategy Guide only when you're completely stuck and ready to give up. Some of the "death scenes" are the best scenes in the game. If you use the info here to simply walk through Out of This World, you'll miss out on the cinematic fun, plus much more.

OUT OF T

STAGE 1: WHERE AM I?



Stage 1 is basically explained in the manual. If you don't have it handy, start by holding down Up to swim up and out of the water.



THIS WORLD

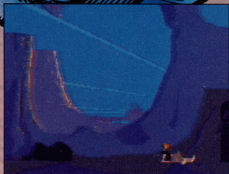
PRO
STRATEGY
GUIDE



To the left of the pool is a vine. Remember its location, but for now move right. As you're bound to find out, the small, black, slug-like creatures are deadly. You can kick them if you want, but they'll help you if you don't.



Keep moving right, and you'll encounter the black beast that lurks in the background of the earlier scenes. Watch out! He'll come after you, but you can't defend yourself against him. Run back to the vine on the far left, jumping over the black slugs as you go. The slugs will trip the beast as you go. When you reach the vine, quickly jump onto it. Swing out left from the ledge, and swing back to the right over the bewildered beast.



Now start running toward the far right and away from the beast. You'll run

smack into some aliens. They shoot the beast and you, but you're only stunned. When you awaken, you find yourself in a hanging cage. This is where you meet your very important friend.

OUT OF THIS WORLD

PRO STRATEGY GUIDE

STAGE 2: THE GREAT ESCAPE

Password = HTDC



To escape the hanging cage, make it rock by pressing Left and Right. When the cage falls, you land on the guard to your right. Grab his gun (the flashing light on the ground).



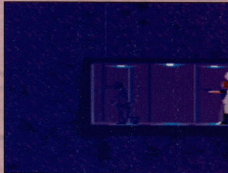
The gun fires three different shots, each one requiring more energy than its

predecessor. At all times, limit your shots to the minimum needed. You'll be able to recharge your gun later. Hold down the fire button, your gun will charge, and a white orb will form at the front of it. Release the button to form a shot-blocking Shield. Hold down the button longer, and the orb will grow larger to form a Super Shot.



Follow your new friend two screens to the right. In the second screen, duck and shoot the approaching guard. Continue to the right one more screen to your friend and start to punch a code into a keypad.

More guards appear from the left. Protect your friend and yourself by creating Shields with your gun. Stand near the center of the screen and put up a Shield to the left. Re-energize the Shield as its power weakens. Continue doing this until your buddy signals you to run right. Run to the right and enter the elevator, then ride up and look out the window on your right to view a cool animation sequence (It serves no real purpose, but it's fun to see). Take the elevator down to the lowest level and walk left.



Shoot the guard the moment you step into the next screen. You don't need to duck, but you must fire fast. Shoot another blast at the left wall, where you see a small white dot flashing, then ride the elevator up one floor. Use a Super Shot to blast through the wall.



Go left and drop down through the hole before the guard gets his door open. Run to the left, go up to the second floor, and go left. There's a wall, but don't blast through it. Wait for your friend to open a hatch to an underground passage.

STAGE 3: ROCK AND ROLL

Password = CLLD

In the underground passage, roll slowly to the left until you see an airstream. Wait until it stops, then quickly roll past it. Drop down and roll to the right slowly until you see another airstream (this one has shorter bursts). Wait for it to stop, then quickly roll past it. Drop down again, and you'll find yourself stuck between airstreams to the left and to the right of you. Timing a roll to the right will be tricky, but watch for the airstream's rhythm to make your move. Drop down, go left (no airstreams), go right and then drop down to the next stage.

STAGE 4: WALL BUSTING

Password = LBKG

In Stage 4, you find yourself in a mostly blue room with a glowing room to your left. Enter the room and your gun automatically recharges. Shoot Super Shots



at the triple-layer wall to your right. Recharge your gun again, and go right two screens.



Outside, you come face-to-face with a guard. Quickly shoot him, then continue to the right. To avoid falling off a ledge, stop when you enter the next screen. Stand at the ledge's edge and jump to the far right to land on a lower ledge. Then, fire a Super Shot at the wall to the right and enter the hole.

STAGE 5: IN THE CAVERNS

Password = XDDJ



Drop down the first hole, then go right and drop down the next hole. You'll land on an anvil-shaped rock.



Walk one screen to your right and jump over the spikes below. (The tentacles won't grab you). Then, continue on to the next screen.



Watch out for falling rocks. They fall in a pattern and always land in the same spot. Study their pattern to find a safe spot to stand. As soon as the rocks land, run past them while they're still breaking apart.



In the next screen to the right, watch for the pattern of the falling rocks again. Then, run to the right until you come to a place where the two walkways join near

the tentacles. Don't stand underneath the tentacles. Instead take a few steps to the left and start climbing up the higher walkway (the rocks won't hit you). Then, shoot your gun to the right at the tentacles. Walk off the screen to your right and jump over the floor monsters.



Now shoot the tentacles, but still avoid the floor monsters. Also, avoid a hole upon entering the next screen. Jump over the hole, but avoid the floor monster that sits on the other side of it, then go right. Walk through to the next screen, and fire a Super Shot through the wall.

STAGE 6: FIND THE BIRD

Password = FXLC



Run back to the left until you reach the first falling rocks screen. Watch out for those floor monsters! Go up the higher walkway, but avoid the falling rocks. In the next screen (with more falling rocks), there's a bird hanging from the ceiling. Walk up the path past him, then turn right and shoot him. He'll fly into the next screen. Follow him.

OUT OF THIS WORLD

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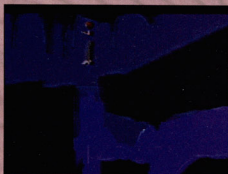
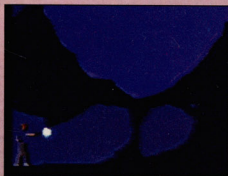
When you come to a ledge, jump off it and grab onto the stalactite hanging from the ceiling. Press Up to climb it. Jump to the next stalactite, and wait for the bird to get caught in the tentacles. Then, quickly climb across the rest of the stalactites to your left. When you jump left off the screen from the last stalactite, you land on top of the anvil-shaped rock.

STAGE 7: SHUT OFF THE FALLS

Password = KRFK



Fall off the left side of the anvil-shaped rock. Fire a Super Shot at the rock's base to crack it and make it tilt. Climb up to the upper right passage, then go right. Carefully jump over each hole as you venture across, then proceed to the far right until you see water.



Here comes a tricky part! You must drain the water to dry up an otherwise

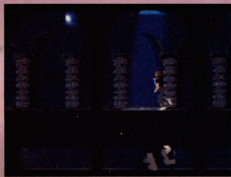
impassable waterfall, which you'll encounter in a short while. Stand to the far left of the screen, and fire a Super Shot to the right to release the water. Then, race back three screens to the left. As you jump on the rock that covers the left hole, you'll be pushed up by the water.



Walk up the passageway to your right, fire a Super Shot at the right wall, go up the stairs, then jump over to the right. Continue on across the moss-covered wall.

STAGE 8: HELP YOUR FRIEND

Password = KLFB



In the next screen, you'll see your alien friend thrown into a small passage below you. Run back to your left, go down the stairs, and then run to the right.



When you enter a room with three chandeliers, run to the bottom of the stairs, duck, and fire rapidly to the right to shoot a guard. Go back up the steps, shoot the chandelier to release your friend, then run back to your right.



Keep running until you're knocked to the floor by a guard. He'll pick you up off the ground (about two feet off the ground, actually). Hold down Down and hit Y to kick him...uhh...between the legs. Run to the left and press Down to grab your gun. Shoot the guard, then head right to the next screen.



Guards are on their way, so get ready! Place a Shield on your right, just to the left of the screen's center. Walk through it, and place another Shield to your right so that you're standing between the two Shields. Blast the guard on your right, and put up more Shields, as necessary, to protect yourself. When the guard on the right is toast, run to the right and quickly jump into the water before the other guard catches you.

STAGE 9: SWIMMING LESSONS

Password = DDRX



Swim down two screens, then left two screens. Go up into the second passageway to get air in the air pocket, but avoid the floor monsters on your way. Swim straight down two screens, then go right. Climb out of the water, and carefully hop over the floor monsters. Then, go to your right into the next screen. Shoot the force field (a dotted line), then go back into the water and swim up to the air pocket again. Go back down one screen, then swim two screens right and two screens up to reach the area where you began Stage 9.

STAGE 10: ERADICATE SOME GUARDS

Password = HRTB



Get out of the water on the left side, then run left to the next screen. Keep running left until you reach the stairs. Stand under the Electric Lift and press Up. Go up the stairs, but be prepared to immediately zap the guard on your left once you get to the top.

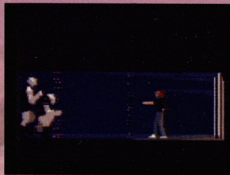


Go to the next room, and you'll find a guard behind a triple-layer door. Place a shield next to the door, then walk to the right until the door opens. When the guard throws a glowing grenade, step back to the left until the door closes. The grenade will bounce back and destroy the guard.

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PRO STRATEGY GUIDE

STAGE 11: YOU'VE GOT A FRIEND

Password = BRTD



Fall down the hole and quickly blast the wall to the right with a Super Shot. Now run for your life! When you reach the dead end on your far right, turn left and put up a Shield. Keep creating Shields and fighting off the guards until your alien friend rescues you from above.

STAGE 12: TEAMWORK

Password = TFBB



Walk to your left a few steps while your friend runs into the building, then run to the right along a path that's in the background. Go two screens to your right, then run into the other side of the building to help your friend.



Walk up to the Shield until your arm can reach through, then shoot the guard. Wait for your friend to finish off the other guard, then follow him right through the gap between the buildings.



Go through the door, then fire a Super Shot at the wall to your right. Go to the next room, stand below the Electric Lift, and press Up. Recharge your gun, then go back down by using the Electric Lift. Go right into the room with three hanging glass spheres.



Here's another tricky part. Crouch down and watch for the glare on the bottom of the largest sphere to reach the sphere's center area, then blast the sphere to make it drop. Listen for a yelp of pain. It hopefully crushed a guard below, which you'll get to check out later. Go back three screens to your left, go down the stairs, and then over two screens to your right. Swim across the water, and continue right to see the guard you bonked with the sphere. If you didn't get him, prepare for a tough fight. Afterward, go into the next room.





Run into your friend's arms and he'll toss you across the gap. Then, he'll attempt the jump and fail. You've got to save him! Stand on the edge above your friend, then jump to your left to swing into a tunnel that's on your left.



Here comes the toughest part. Guards will attack from the left. Stand on the right edge and place Shields to your left. Then, take a step forward and fire a Super Shot to bust their Shields. Quickly fire another shot to fry a guard, then make another Shield. Step forward and fire another Super Shot.

STAGE 13: MASS CONFUSION

Password = TXHF



Following a group of guards who are escaping the building, run to your left. When you reach the sliding door, stop directly in front of it so you won't be crushed if it closes. Point your gun at the

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PRO STRATEGY GUIDE

guard trapped in the building. He'll raise his arms and hit a button to close that door and one on the floor above you.



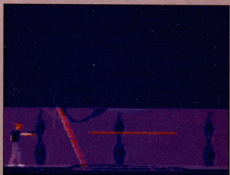
Run one screen to your right and climb the stairs. Then, jump over the stairs to your right and face left. Place a Shield to your left, then step forward and fire a Super Shot to destroy the wall next to the guard. He'll roll glowing grenades that bounce down the stairs. Wait until he drops at least five grenades (they create a hole down below), then blast him.



Go down the hole to the left of where the guard used to be, then face right and charge up a Super Shot. Unleash the Super Shot when a guard blows up the wall. Quickly fire a few regular shots at the guard.



Go down the shaft in the center of the floor. Blast the wall on your right, then go back up the shaft and then up the hole on your left. Go down the stairs, fall into the hole by the steps, and then run to the right through the next blacked out screen.



Keep running right until the laser blasts stop. When you're near the right edge of the screen, STOP! You should still be in a totally dark room. If you fire your laser, you can get a brief look at your position. Carefully take steps forward, one at a time, until you're in the next screen, which is (fortunately) lighted.



There's a hard-to-see hole directly in front of you. One more step, and you'll fall into it. Jump over the hole and hit the lever on the wall. Now go down the hole and run quickly to your right. When you reach a dead end, press Up to rise up through an Electric Lift.

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Walk left to activate a floor door and save your friend, then follow him right. Go up the passage, and then right to the battle vehicle.

STAGE 14: THE BATTLE VEHICLE

Password = CKJL

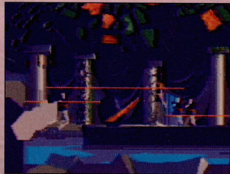


You'll see your face in the vehicle's dome as it closes. Then, the reflection of sun-

light appears as the doors open into the arena. There are plenty of controls here to play with, but you should concentrate on getting the heck outta here. Press the lower button first, and more buttons will appear. Press the lowest button on your left to make a keypad appear. Then, press the button on the right side of the green light to activate the control panel and weapons systems. There are plenty of weapons to fire, but your goal is to escape. In any order, press all four of the buttons in the upper-left corner. A white button will flash. Press it to jettison the escape pods with you and your buddy in them.

STAGE 15: THE FINAL FIGHT

Password = LFCK



Your pod lands in a bathing pool, but the ladies are soon replaced by gun-toting guards. Run right and into the next room. Crouch down then put up a Shield to your right. The lasers from the left are harmless.



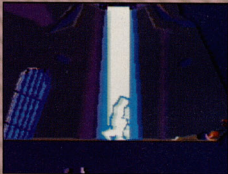
To blast the four guards that appear on your right, build up your Shield, blast their Shields with Super Shots, and then immediately fire a regular shot. After you've wasted the guards, run right.



Your friend will join you in the next screen. Continue running right. The ground will be shot out from under you, but you'll be rescued (sort of).

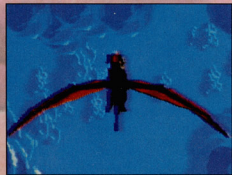


Unfortunately, your savior is your friend's evil twin. Fortunately, your true friend comes to your aid. Immediately crawl right to reach a set of controls.

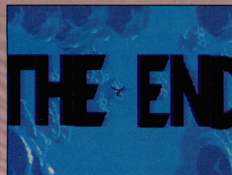


When the evil twin walks toward you, wait until he reaches the center of the room, then push Up and Y to pull

the lever and fry him. Hit the switch again, then crawl backward as soon as possible to get sucked up onto the roof before nearby guards shoot you.



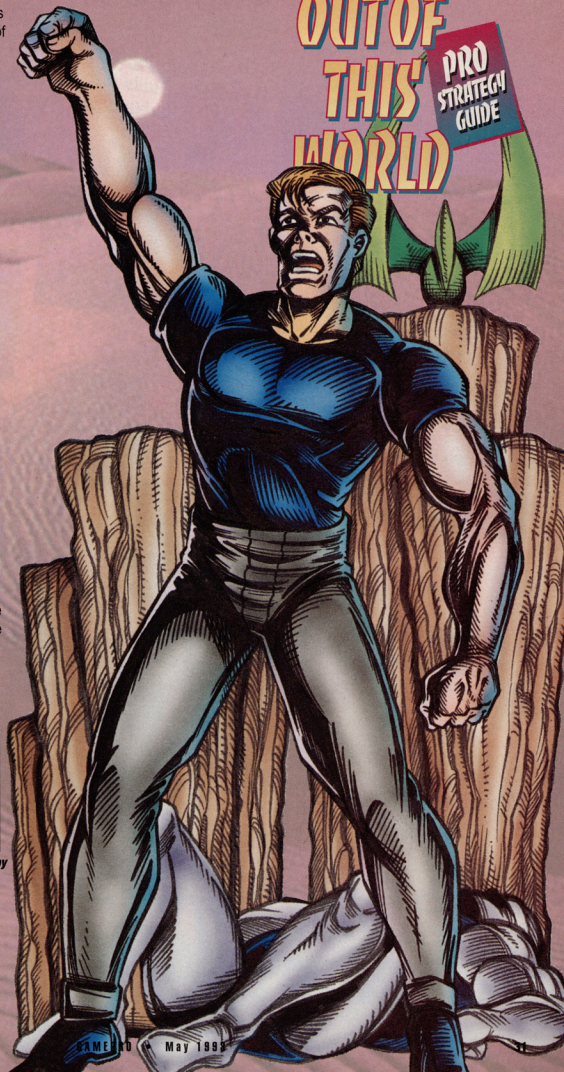
As expected, the ending sequence is totally awesome. Even the credits are fun to watch. Best of all, it looks like a sequel is imminent!



(This player's strategy guide was reprinted by permission from "Awesome Super Nintendo Secrets" (ISBN 0-9624676-6-9), available wherever books or video games are sold, or by calling 1-800-345-0096.)

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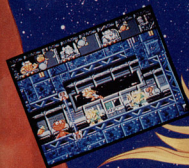


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DESIGNED BY

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Genesis Pro Strategy Guide

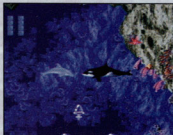
Ecco the Dolphin has a major adventure in store for him if he's gonna find his missing pod and save the other ocean creatures. Over the next three issues, we're giving you some hints on how to beat Ecco the Dolphin, courtesy of the pods at Sega of America and Sandwich Island Publishing.

Follow Your Nose



Use your sonar-mapping ability often. It helps you discover enemies before you're nose-to-nose with them. Sometimes, you'll uncover hidden air pockets that only show up on the Sonar Map. It's also vital to do a little mapping in the later, longer levels.

When Orca Speaks, Ecco Listens



Talk to the Orca in the Vents and really listen to what he has to say. He's got some important info for Ecco.

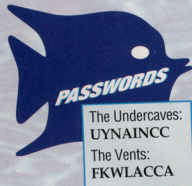
Ecco to the Rescue

Ecco's got to take care of his own. There are three dolphins trapped in the Vents. Two are

easy to find, but the third is tricky. To locate number three, swim down to the rock from the missing dolphin's pod. Nudge the rock off the ledge and swim after it until you reach the fourth tunnel on your right.

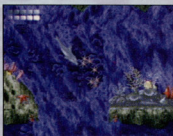


Swim into the tunnel and head right until you're pushed up by a current. Then, swim left and grab some air in the pocket. Head right, and push the rock off the ledge. Swim after the rock until you reach the first tunnel on your left. Paddle left until you touch the Glyph. Return right, and the current will push you back up to the rock. Push the rock off the ledge again, then follow it all the way down.



The Undercaves:
UYNAINCC
The Vents:
FKWLACCA

Watch the Demo



Some demos are just for fun, but not this one. Watch it to catch some valuable hints on how to play the game.

Evade Eight Arms



It's not easy to slip past Eight Arms in The Undercaves. The key is to swim past him very slowly. If you swim too fast, Eight Arms will slap you with his tentacles. Once you slip past him, cruise left to the Glyph. Then it's back to Eight Arms one more time.

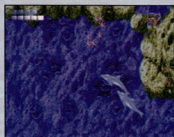
Ecco The

Find the Missing Dolphins

There are three missing dolphins in the Lagoon. To find the first one, swim left from the start, leap over two islands, and swim down to the shell. Nudge the shell so that it falls down and breaks through the rock.



Swim right past the spikes and straight to the dolphin. Take him to the mother dolphin by touching the Glyph, then swim up and right until you reach a ring of stars. Push the ring left, and then up into the boulder to destroy it. Swim up and along the surface until you find the mother.



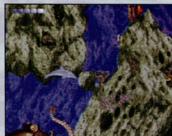
To find dolphin number two, swim left from the mother dolphin and leap over one island. Then, swim down past the sharks until you find the second dolphin.



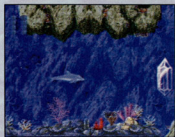
To find the final dolphin, swim left and leap over the first island. Next, swim down until you reach a tunnel on your right.



Charge the shell inside the tunnel to destroy it. Continue on by heading down and to the right. You'll eventually reach a ring of stars. Push the ring up to the octopus and then right to destroy the rock.



Swim right along the tunnel, then touch the Glyph. Swim right, grab some air, then swim down. Go left at the intersection, then down, and then left again until you reach the final dolphin.



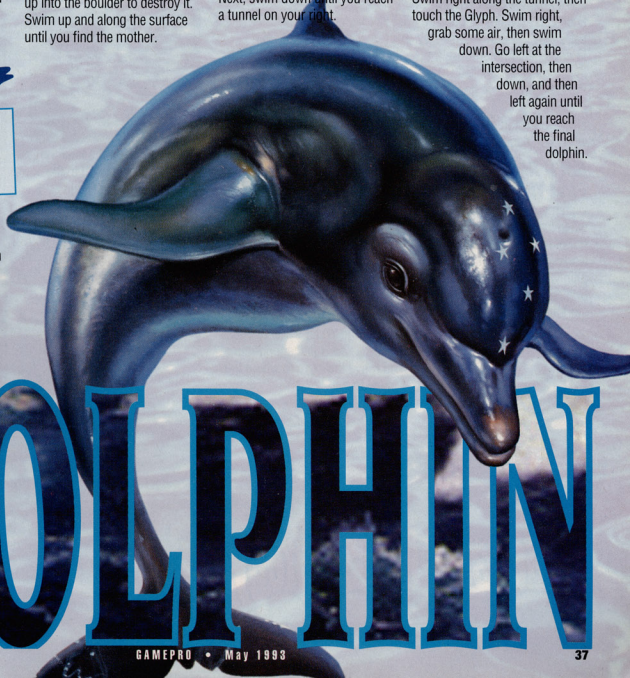
Swim right into the tunnel. Then, tune up your Sonar to find hidden Glyphs that you must touch in order to pass the Barrier Glyphs. Batter your way through the Shell Walls that block your path. Eventually, you'll swim straight into the missing dolphin.



The Lagoon:
NDRBRIKR
Ridge Water:
HYAUGFLV

Hidden Air

There's air in them thar lagoons. Search for the hidden air in the Lagoon. If you don't find it, you're gonna have a hard time surviving while uncovering its mysteries.



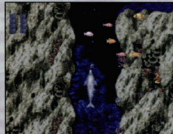
DOLPHIN

Slow and Steady Wins the Race



Ecco should move slow and swim vertically as he picks up a stone or a shell. It makes life under the sea a lot easier.

Just Do It



Ecco can't swim if he doesn't eat, breath, and otherwise stay in good health. Memorize the locations of the Shelled Ones, the schools of fish, and the air pockets in each area. Don't be afraid to backtrack to them when you need 'em.

Get It Right the First Time

Watch your health carefully when leading trapped dolphins out of mazes. If you die while leading a dolphin out, the dolphin will return to where it was originally, and you'll have to start all over again.

Secret Powers

Once you've saved the trapped dolphins, you earn a power that prevents enemies from regen-

erating when they return to their home location. To use this power, charge immediately after you defeat an enemy.



Make the Manta Passage



You have to make good time in the Ridge Water's Manta Passage. There's just enough time to move the stars to where they need to go.

Don't Forget the Whale

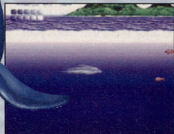


When you reach the final tunnel that leads upward to the ocean's surface in Ridge Water, you discover a pod of dolphins. At the surface, swim left until you reach a Glyph and a killer whale. The whale has something important to tell you. Touch the Glyph, then swim back to your right and search for a Barrier Glyph below the dolphins. Destroy it, then swim down and to the right into the Open Ocean.



Open Ocean:
FNCQWBMT
Ice Zone:
DWFFZBMV

Pick Up Speed



When trying to swim quickly, build up speed and then hold down C to maintain it.

You Are What you Eat



Be careful when eating pufferfish. They're very relaxed, unless you annoy them.

Exit, Stage Right



Genesis Pro-Strategy Guide

ECCO 1

To escape the Open Ocean without harm, Ecco has to swim at full speed to the right for about a minute. The safest place to swim is at the bottom of the screen. Dodge up when you need some air, then return to the bottom. Watch out for sharks. You can use your Charge Attack to destroy them.

Find the Glyphs

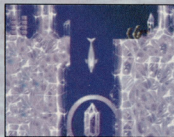
There are two Glyphs hidden in the Ice Zone. You'll have to go a slippin' and a slidin' to find the first one. Leap up and left onto the ice. As you slide left, jump over the first hole and fall into the second. Swim down and to your left to reach the Glyph.



To find the second Glyph, swim back up and jump out of the hole. Slide left until you reach the next hole. Jump in and snack on some fish.



Jump up and to your right. Slide right along the ice as far as you can, then swim down until you reach a Barrier Glyph. Destroy it, and you're ready to swim in Hard Water.



It's a Fluke

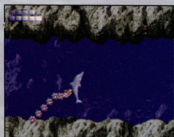


Learn the Fluke Attack. You're gonna need it! If you're having trouble getting it down, try charging and then quickly reverse your direction.



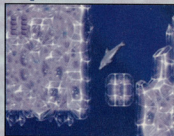
Hard Water:
QGDJRQLA
Cold Water:
MCLFRQLW

Ssssss....



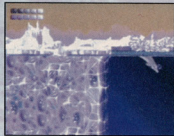
Watch out for those nasty Sea Snakes. You can't destroy them, and they'll grab you if they can. If they manage to get you in their clutches, try swimming diagonally.

Dolphin on Ice

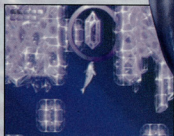


Watch out for the ice blocks in the Hard Water. If Ecco gets trapped between some ice blocks, he's one crushed dolphin.

Get the Key



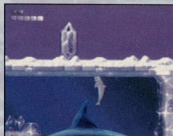
The easiest way out of the Hard Water is to your far right. After you touch the Glyph that's down the hole to your left, slide along the ice to your far right. Swim down into a chamber filled with moving ice blocks, then swim up and through the blocks until you reach a Barrier Glyph. Shoot the Glyph, then swim up to the exit.



Give 'em the Cold Shoulder



Take the easy way out of the Cold Water. Swim down and left, then go up into a narrow tunnel with a current. Swim against the current, then leap up onto the ice. Slide left to a Glyph, then back to the right. Jump over the hole, the three spikes, and then into the next hole. Swim down until you reach a Barrier Glyph, then shoot it. To exit, slide across the ice to the hole on your far right.



Next month, we'll guide Ecco through the Island Zone, the Deep Water, the Marble Sea, the Library, the Deep City, the City of Forever, Jurassic Beach, and Pteranodon Pond.

The DOLPHIN

NINTENDO PRO REVIEW



By Kay Oss

Tired of the rat race? Want to go back to a simpler time? Pick up Joe & Mac by Data East and start clubbing away on your NES. You'll be transported back through the time of NES prehistory.

A Berry Long Time Ago...

Joe was out hunting his dinner when a pack of scheming savages ransacked his pad and stole his woman, Mac. With axe in hand, he went out to conquer the side-scrolling prehistoric terrains in search of his cave babe.

Predatory Playing

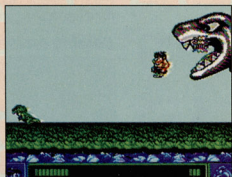
Don't think the Neanderthal world is hassle free. Joe must single-handedly conquer all kinds of roaring reptilians, including Baby Pteranodons, Archaeopteryx, Zephyrosaurus, Helirock Bombs (a helicopter that drops bombs), and more. Each of the five stages has two terrains to conquer and two Lords of the Landscape to beat.



PRO TIP: To beat the first Lord, stand at the right of the screen. When he spits his bulldozers, jump over them just before they reach your feet. Then jump up and throw your axe as he backs away.

This game tests your patience more than your ability. The levels take no time to run through. Your opponents are like the terrain – sparse. As for the boss 'saur, they have distinct, predictable patterns and they move slowly. However, they have double the life energy you

have. For every hit, you lose one life bar, but it takes two hits to make their bars go down. Also, you have only three lives and no continues.



PRO TIP: To beat the second Lord, avoid the rocks and small 'saur that he spits. Throw your weapon at his nose when his mouth is open. You need to be near his face to get your hits in.

PRO TIP: Don't pick up a Boomerang when it's dropped by a conquered enemy. This evolutionary tool is useless against the Lords of the Landscapes.



PRO TIP: The spitting, man-eating plants take several hits to kill. Don't get in their face, or you'll be prehistory. Instead, shoot from an opposing ledge.

Although colorful, J&M's graphics are prehistoric. The flat backgrounds and sprites don't make you want to club your way through this game. As for the music, it's not rock 'n' roll. Instead, you get rock-splitting clinks and clanks.

Prehistoric Progress

Joe & Mac doesn't help the NES climb Darwin's ladder to new evolutionary heights. Its basic game play will probably keep beginning players in front of the fire, but more advanced gamers will want to evolve to greater challenges. Joe & Mac is a good game on the lowest end of the food chain.



A Mac Attack

To combat these monstrosities, you have a few tools of the Neanderthal trade. Besides your high jump, you start out with a stone axe. However, when you conquer foes, you can collect their discarded weapons – Flints, Boomerangs, Fire, and Stone Wheels. You can also build your strength by not skipping meals. If your enemies aren't dropping weapons, they may drop food. Chow down to restore your health bar.

Joe & Mac by Data East

Graphics Sound Control FunFactor Challenge



3.0

3.0

3.0

3.5

BEG. Beginner

\$29.90

2 megs

Available now

Action

One player



Photo: Onyx Studios

TOY-MINATE THE ENEMY!

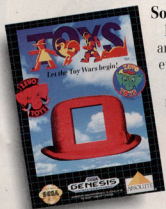
Something is very wrong at the Zevo Toy Factory.

Ever since the evil General Zevo took charge, he's been manufacturing an army of deadly military weapons disguised as toys that threaten to destroy everything in their path and take over the factory forever!

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- Hundreds of Good Toys at your command, each with their own special actions!
- Incredible graphics, sound effects, and over 1,000 frames of animation!
- Based on the film directed by Academy Award-winner Barry Levinson!

Designed by David Crane & Alex DeMeo.



The General's camera has its eye on you. Use your water gun before it uses its laser!



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By Rampant Saxon

Safety starts at home, so LJN's peeled the Crash Dummies off the asphalt and slammed them in the middle of a neck-breaking NES game. Those two dummies of Driver's Ed fame, Slick and Spin, are after a diabolical Junkman who's snatched their pals (Spare Tire, Darryl, and Bumper). To save their buddies from the scrap heap, Slick and Spin team up for a simultaneous two-player action/adventure game, or Spin can go solo on his unicycle.

Safety First

You have plenty of chances to crash and still make it through the game's four side-scrolling levels, which include a roll through a Test Center, a Circus Fairground, a Dockyard, and a Junkyard. Here you'll come metal-to-metal with the trashiest of trash – the Junkman. In each level, the Crash Dummies have to navigate through the area, gathering orange traffic cones and fighting off the Junkman's Junkbots.

Although you're armed with only an Exhaust Gun Can that temporarily stuns the 'bots, there's not much to the game play. The controls are simple. You've got four lives, giving you a total of 24 crash dummies to splinter. Beginning testers may be the only ones who find survival tough.



PROTIP: Squirt all the Junkbots as they charge toward you. They don't stun easily, so shooting them from behind doesn't work.

Necessary Repairs

While you're searching for your missing dummy buddies, you may lose your head, or a few body parts. If you do lose your head, literally, you might as well start over, because your controls get

turned around. You can also grab tools and spare parts between smash-ups. Spare Hands boost your health, Oil Cans strengthen your Exhaust Gun Can weapon, Steering Wheels give you temporary invincibility, Rockets speed up your dummy, Balloons help you jump further, Arms knock enemy 'bots out of your way, and Cones give you points. If you rack up enough points, you get a 1-up.



PROTIP: Don't pick up the first Rocket you see in the Test Center. It makes you completely out of control and you won't be able to steer through the rest of the level.

The graphics in this game won't pass any crash tests. They're dark and average. Some of the sprites even fade in and out. As for the sound, it's unobtrusive and keeps you walking or rolling along.



PROTIP: Stand on the air vent to ride the bubbles up to platforms and ledges. The bubbles carry you as they float upward.

PROTIP: If you're having trouble getting through a section, face backwards. The Junkbots catapult you forward to where you want to go, but you'll lose a life.


THE INCREDIBLE IT DUMMIES



License Renewal?

Crash Dummies is an average game for average players. Although mildly entertaining, you won't crash into your TV to play it. The Crash Dummies are more entertaining in Driver's Ed movies.

The Incredible Crash Dummies by LJN

Graphics	Sound	Control	FunFactor	Challenge
				
3.0	3.0	3.0	3.5	BEG.
\$49.95 Available now				Action Two players



PROTIP: When you're riding on the upper floors in the Test Center, you'll see extra heads in the gaps. They look inviting, but don't go for them. If you do, you'll have to return to the lower floors.

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By Earth Angel

What do three crazy amphibians have in common with two buffed brothers who are into martial arts? Well, everything, now that the Battletoads have joined the Lee Brothers (alias Billy and Jimmy) for a toadiciously outrageous NES action/adventure game, the likes of which (and we can guarantee this) you've never seen before.

Toad Fu

At first glance, Battletoads/Double Dragon seems like the second installment of our GamePro April Fools insert, but THIS IS NO JOKE! There really is an NES cart coming your way that stars heroes from two of the most popular NES games to date. This cart looks good enough to put some life back into even the dustiest of NES game systems.

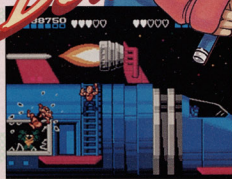
The good folks at Rare teamed up with the Tradewest squad to create eight levels of multi-scrolling, simultaneous two-player gaming. One player can be Rash, Zitz, or Pimple (the Battletoads), while a buddy gets to play as either Billy or Jimmy Lee (the Double Dragon Brothers).

In this cart, the Dark Queen is in cahoots with none other than the Shadow Boss. With such infamous bad guys as Robo-Manus, Abobo, Big Blag, and Roper in tow, this sinister duo has crashed the Colossus (a gigantic battle cruiser) onto the surface of the moon. Their nefarious scheme is to make some bad 'n' mad mayhem for Planet Earth. It's gonna take the combined fighting power of the Lee Brothers and the Battletoads to stop the gruesome twosome.

Both the 'Toads and the 'Dragons can pull their all-time classic moves, which are rendered with the same classy animation that made them popular the first time around. Both can punch, kick, toss enemies, plus whomp them from side to side, and grab the weapons that they drop. The only thing that's missing is the laugh track, which would nicely highlight the hysterical spectacle of toad and dude fighting side by side.



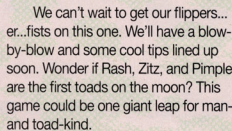
Toad meets Abobo.



Watch out for that....battle cruiser!



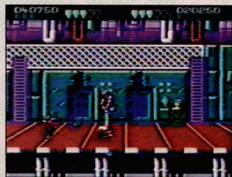
Hey, what you doin' to my buddy?



We can't wait to get our flippers... er...fists on this one. We'll have a blow-by-blow and some cool tips lined up soon. Wonder if Rash, Zitz, and Pimple are the first toads on the moon? This game could be one giant leap for man- and toad-kind.



A little extermination, Battletoad-style.



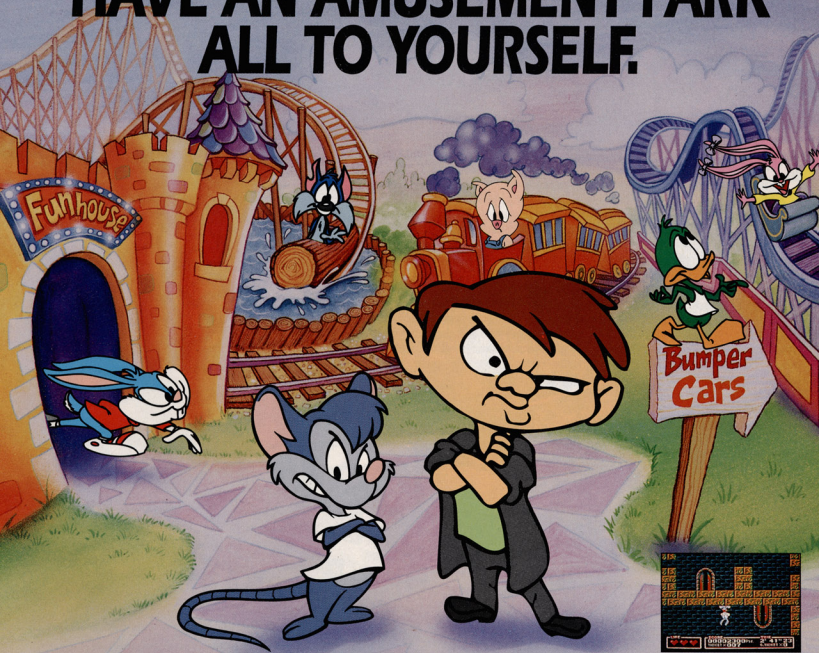
The Lee Brothers speak softly and carry big sticks.



Those infuriating speeder bikes are back! Ever imagined a Double Dragon on a speeder bike?

Battletoads/Double Dragon
by Tradewest, Available June

HAVE AN AMUSEMENT PARK ALL TO YOURSELF.



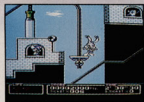
(Except for a couple of rats.)

Step right up to the NES™ ride of your life when the Toonsters take on the world's wackiest fun park in *Tiny Toon Adventures™ 2 - Trouble in Wackyland™*. Montana Max and his rodent warriors have heaps of trouble planned for our pals. See if you can stomach all 5 unique arcade adventure games. Babs Bunny goes over the edge on the perilous Roller Coaster. Plucky Duck is at the wheel of the b-b-b-bumpy Bumper Cars. Hamton squeals in panic on the Wild Western Train Ride. Furrball clings for all nine lives on the High Speed Log Ride. Worst yet, Buster is ready to pull his hare out in the topsy turvy Fun House Maze, where that carnival creep Montana Max awaits.

You've got your ticket to the weirdest amusement park you'll ever see. Head for the front gates! And don't forget your rat repellent.

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HADOWRUN

As Seen in GamePro

Graphics	Sound	Control	Features	Challenge
ADV.				

Reviewed by Dan Sault & Megan
Published by One Player Game Team

SUPER NINTENDO
ENTERTAINMENT SYSTEM

Watch your back... shoot straight...
and never, ever, cut a deal with a dragon.



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GENESIS PRO REVIEW

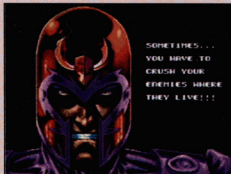


By Gideon

Marvel's mightiest mutants are coming to the Genesis in style. X-cellent graphics, X-plusive action, and X-treme challenges make this one of the truest comic-to-video game translations ever. In fact, Marvel Comics had better watch out! This game is so authentic, it may become even more popular than their comic books!

Message from Magneto

The X-Men's archenemy, Magneto, is back at it with a new plan to X-act revenge on our heroes. He's created a deadly computer virus and is beaming it towards Earth from his asteroid command center. Its target is the Danger Room - the state-of-the-art holographic training center of the X-Men. The asteroid disrupts the Danger Room's programming to create lethal scenarios for the X-Men. Unaware of the danger, the X-Men have entered the Danger Room for what they think is a routine training exercise. Whether they survive is up to you!



Magneto in full 16-bit glory!

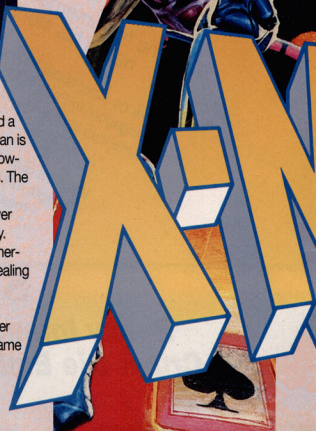
Mutant Mania

X-Men is six massive levels of side-scrolling X-travagance. Game play involves four key X-Men. You can play as Wolverine, with his unbreakable, adamantium claws; Cyclops, with his powerful eye blasts; Gambit, with his staff and energized tarot cards; or Nightcrawler, the furry, blue teleporter. You can change characters a specific number of times during each level. Each X-Man is best suited to certain situations, and as team leader it's up to you to choose.



PRO TIP: Study each hero's stats to fully utilize their powers and abilities.

Each X-Man has a health bar and a mutant power bar. Every time an X-Man is hit by an enemy or uses his mutant powers, the corresponding bar decreases. The mutant power bar slowly regenerates between uses, but you lose your power altogether if you zero it out completely. Only Wolverine has the ability to regenerate his health, thanks to his mutant healing abilities. Lose all your health, and you return to the Danger Room to call on another X-Man to start the level all over again! Lose all four X-Men, and it's Game Over! No continues - no X-cuses!





MARVEL
COMICS

© 1993 Marvel Comics



PROTIP: To avoid returning to the Danger Room, switch to a fresh hero before the current one zeroes out.

PROTIP: Cyclops's eye blasts can bounce off ledges and walls.

PROTIP: In two-player games, your characters can share their remaining health units by standing close together.

Play solo or team up with a friend as you take on the Danger Room's various scenarios, including The Savage Land, Shi'ar Empire, Excalibur's Lighthouse, Ahab's Future World, Mojo's Crunch, and the final showdown with Magneto on Asteroid M. Hordes of neanderthals, robots, thugs, and monsters await, plus such supervillain bosses as Juggernaut, Sabretooth, Mojo, Deathbird, and Apocalypse.

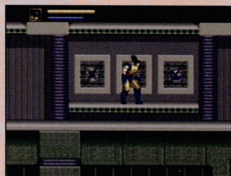
When the situation seems hopeless, call on your reserve squad of X-Men. You can't control them, but they give you a much-needed, one-time super-hand. Choose from Rogue and her super punches; Archangel, who shoots razor-sharp blades from his wings; Storm with her violent, tornado-force whirlwinds; Jean Grey (Marvel Girl), for a lift when you fall off a ledge; and Iceman, for an instant ice bridge to safety.



PROTIP: Save the backup X-Men to fight the supervillain bosses for you!

Scattered throughout each level are such valuable power-ups as health and mutant energy units, backup X-Men icons to replace those you've already

used, and keys that open doors and turn off devices. You have to search every nook and cranny to find these well-hidden treasures.



PROTIP: Punch open the wall in the Shi'ar Empire scenario to find hidden power-ups.





PROTIP: Check seemingly dead ends for secret levers and passages.

"X" Marks the Spot

X-Men is incredibly faithful to its comic book roots. This game features major heroes, villains, and locales from throughout the comic's 15-year history. The large, smooth-moving sprites look exactly like animated versions of their comic book counterparts, including the most up-to-date costumes and bios. Each level is lavishly illustrated with detailed, multi-scrolling backgrounds that have to be seen to be believed. The adequate music and sound effects are somewhat subdued, but this shortfall doesn't detract from the overall excellence of the game.

The game play is straightforward. You don't have to read the manual to dive in and start kickin' butt. Three difficulty settings ensure that players of all caliber can enjoy X-Men. At its highest setting, X-Men is one of the most challenging action/adventure carts ever. A lack of continues makes the challenge even more daunting.

Do you have what it takes to play a hero?! X-amine X-Men today!

X-Men by Sega				
Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
5.0	4.0	5.0	5.0	Adjustable
\$54.99 8 megs		Action/Adventure Two player		
Available April				



By Scary Larry

007 is back in action and ready to save the world once again. Play the wily Bond in a deadly game of cat and mouse that has world security as the stakes!

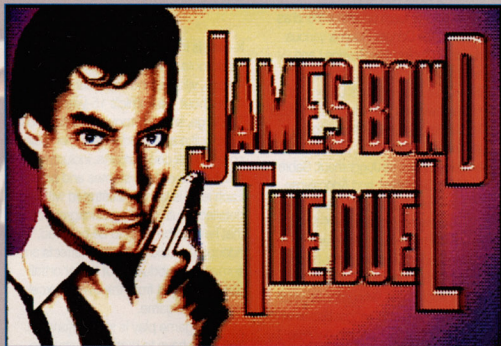
Bonds Have More Fun

James Bond 007: The Duel is a one-player, side-scrolling, action/adventure cart that teams Rolling Thunder-style run-and-gun action with impressively smooth character animation. As Her Majesty's Number One Secret Service-

canic Caverns, and the Space Shuttle. In these sprawling levels, you see more bullets fly than at a shooting range.



PROTIP: To knock off Jaws in Mission 1, stay on the third step and shoot at his legs. Don't get too close, or he'll choke you to death.



man, you must free a professor and his beautiful daughter (of course), who are being held hostage by a mad scientist.



PROTIP: Avoid long falls. A fall of more than one story will kill you.

If you think the James Bond movies always end too quickly, you'll be right at home here. Basically, you gunfight through only four Missions that take you to a Super Tanker, a jungle Hideout, Vol-



PROTIP: To knock off the Voodoo Doctor in Mission 2, stay out of range of the bones he throws, then waste him.

Saving Bond

You're equipped with a Walther PPK pistol, an awesome somersault jump, and a tuxedo. You supply the famous Bond attitude. On each Mission you must rescue a certain number of female hostages and disarm a bomb or two. You shoot it

out with an army of fast-moving, cold-blooded killers in uniforms. Thanks to the mad scientist's cloning machine, you also encounter some famous old foes, such as Oddjob, Bones, Jaws, the Voodoo Doctor, and Yoyo.

Bond Bombshell

Sean Connery? Roger Moore? Timothy Dalton? George Lazenby? It doesn't matter which Bond you prefer because the sprites in this game are so small you can imagine you're playing any one of them. However, your Bond's animation is absolutely graceful as he leaps, climbs hand-over-hand, and flounders wildly as he's eaten by sharks. Little touches, like moving his gun from one hand to the other when he turns or reloads should be well received.

Although other Bond songs may have received Academy Awards, the music in this cart won't. The shooting, bombing, and other sound effects, however, are clear winners.



PROTIP: Try not to let a gunfire goon corner you anywhere near the edge of a platform. James flies backwards when he's hit.

Gentlemen Prefer Bond

All in all, James Bond 007: The Duel is a good action cart, although you won't need a Gold Finger to finish it off. You only get three lives and one continue. If you can take that kind of heat and return it, this cart is an easy target. Play on the Manic difficulty setting (there are three settings in all) to earn your license to kill.

James Bond 007: The Duel by Domark

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.0	4.0	INT.
\$59.95 8 megs			Available now One player	

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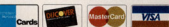


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GENESIS PRO REVIEW



By Scary Larry

The Caped Crusader has returned to battle his arch-nemesis, the Joker. Will Gotham and the world be saved from the ravages of the Clown Prince of Crime? Stay tuned, because Batman: Revenge of the Joker is no laughing matter.

From Bat to Worse

Batman: ROJ is a one-player, side-scrolling, action/adventure cart that will test the skill, patience, and frustration limits of diehard gamers everywhere. This Genesis cart by Sunsoft is an almost untouched conversion of the 8-bit Nintendo game. It seems, in this case, imitation was the sincerest form of flattery; everything, including the graphics, definitely shows 8-bit roots.



PROTIP: Whenever you see a projectile coming toward you, jump over it and shoot towards the side of the screen where the shot came from. You'll take out offscreen villains.

What's the problem facing our bat dude? Gotham City is missing some highly toxic metal alloys, one of which is used for building missiles. The Joker is suspecto numero uno. However, just walking up to him and asking politely for the return of the metals won't do. Batman must fight his way through seven levels.

The challenge in this cart is too much for intermediate gamers, so beginners beware! Experienced gamers, though, will find nothing new or exciting as you rally against the Joker's best knife-throwing, bomb-blasting henchmen. They're tough, but they lack pizzazz. At the end of some levels, you fight bosses, such as the Master CPU, the Ace Ranger, and the Joker.



PROTIP: Rush through the first snow scene, but jump carefully across the bridges. You take less damage this way.



PROTIP: Your best weapon is the Crossbow. One hit will waste most enemies.



PROTIP: Invincibility lasts only a few seconds. Use it only if you can't get past a certain area, or when consistently getting hit in midair. Be careful of when and where you land.

To beat the uglies you encounter, you have your standard punch and kick. At least the other weapons (the Batarang, the Crossbow, the Sonic Neutralizer, and

the Shield Star), which you find in boxes throughout the game, look interesting. You can fire a powered-up blast from any of these weapons. You can also become temporarily invincible by collecting eight Backpack Energy Capsules.

The Joker's on You

The graphics and sound in Batman must be the Joker's revenge. The pix are sometimes hard to see, and often the sprites blend into the flat back

grounds. In places where objects are in the foreground as well, such as in the Warehouse (Stage 2-1), it's nearly impossible to see what dangers lay ahead. Moreover, the enemies all look alike and the unimaginative bosses don't add much, either.

The dreary, repetitive music would short circuit a bat's sonar. The sound effects are basic plinks and plunks, with little contribution from Batman. He must have to be as silent as the shadows...

Same Bat Time, Same Bat Channel

Is it time to rest the Dark Knight? Not just yet (See the ProReview of Batman Returns for the SNES also in this issue), but this game could use a little beauty sleep. There's fun in this cart, you just have to look hard to find it.

Batman: Revenge of the Joker by Sunsoft

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.0	3.0	3.0	Advanced
\$49.95	8 megs	Available now	Action	One player
				Unlimited continues

Stone Age Action!



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

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



Space Age Adventure!



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

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



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GENESIS PRO REVIEW



By Doctor Dave

Blastar Master was a great 8-bit NES hit. Now Sunsoft's upgraded this classic action/adventure cart for the Genesis. Blastar Master 2 rumbles with multi-view armored action, great graphics, and rocking music.

Jason Returns

It's been four years since Jason piloted the multi-purpose S.O.P.H.I.A. vehicle to thwart the Plutonium Boss. Now mysterious Lightning Beings have stripped the S.O.P.H.I.A. and are using its parts to create a robot army. Their plan: dig to the Earth's core and knock the planet off its axis! Looks like Jason's going underground again.

Not Just Another Shooter

Blastar Master 2 maintains all the shoot-to-thrill strategy of the 8-bit game, but it's been amplified to offer more depth. Great graphics and sound give the cart arcade quality with fast sprites, eye-catching scenery, and tunes that keep you rockin' throughout the game.

The motorized mayhem takes you and a rebuilt S.O.P.H.I.A. to seven intense stages. On each stage, you blow away mean machines, creepy creatures, and computer traps, but you may have to leave your vehicle to find critical power-ups. In each stage, you must fight a Mini-Boss and an End Boss to secure a special weapon, which you'll need in the next stage.

Every stage offers side-view and overhead-view action. Of course, in side-view mode you can always jump out of your armored car and climb ladders to clear hard-to-reach places.

The multiple views and finger-wearing button presses can make the controls seem complicated at first. Actually, they're easy to learn, and they're helped by a painless equipment inventory screen.

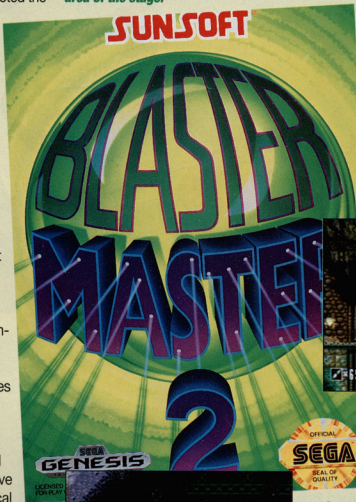


PROTIP: Once you and your pilot enter the door in Stage 2, jump toward the upper-left part of the wall to enter a secret passageway that transports you to another area of the stage.



PROTIP: Don't shoot these center blocks in the second overhead stage! If these guys get out, they are hard to destroy.

Side-view areas offer seven power-ups, including 3-Way Fire, Homing Missiles, and 8-Way Lightning. In the overhead areas, you can pick up eight power-ups for increased firepower, vehicle speed, temporary invincibility, and more. There are also four special vehicle options hidden on select stages – a Drill, a Hover Pack, an Underwater Modification, and a Shield.



PROTIP: Use the drill bit to destroy walls and enter later sections of the stage!

A Blaster from the Past

Get behind the wheel of this classic to burn rubber and bad guys. Blastar Master 2 is a blast!






PROTIP: Straightforward attacks are best against bosses. Position yourself to one side of the screen, and fire away.

Fight with Power

This game's challenge is murder! As deadly as your armored car is, you need all the help you can get!

Blastar Master 2 by Sunsoft

Graphics	Sound	Control	FunFactor	Challenge
				EXP.
4.5	4.5	5.0	5.0	Expert
\$49.99 8 megs Available May		Action/Adventure One player		

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



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



FLAGS OF THE WORLD
 TILE SET

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

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

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



DRAGON'S EYE: THE
 ULTIMATE CHALLENGE

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

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

ACTIVISION



By Earth Angel

"Flintstones, meet the Flintstones. They're a modern stone-age family."

America's favorite cave man and video games seem like a match made in heaven. Unfortunately, it's safe to say that you're not gonna have a "gay old time" in this prehistoric extravaganza.

Bedrock Bedlam

Fred Flintstone's the star in this one-player, multi-scrolling, six-stage action/adventure game. Each stage begins with a cartoon segment (vintage Flintstones' style), where one of the other famous Flintstones characters needs Fred's help to locate a missing item.

When the action begins, Fred searches for the missing items in different landscapes: Wilma's necklace is lost in the streets of a Bedrock look-alike town, and Fred puts his feet to the floor in a car chase across the desert to catch a runaway Pebbles.

Although each stage features classic Flintstones stuff, the backgrounds are minimally animated, and the stage graphics are merely average. Fortunately, Fred is true to form with several amusing animations and expressions.

The game's tunes are variations of the cartoon's theme song. They're nothing special, but Flintstones fans will enjoy reminiscing to the beat.



PROTIP: When you reach the area of Stage 5 where Fred has to leap on bubbles to cross the lava, don't jump onto the first bubble.

PROTIP: When you climb aboard the train in Stage 4, stay as far to the right as possible. If you don't, Fred will get left behind when the train breaks in two.



The Yawn of Civilization

The Flintstones' game play is rather primitive by current Genesis standards. Fred swings a club to bonk unsuspecting prehistoric creatures. He runs, jumps, and swims from one end of each stage to the other.

PROTIP: In Stage 2, the lights go out on Fred when he meets up with the jellyfish. To turn the lights on again, Fred has to kick the fish while they're not giving off their electric stings.



PROTIP: To beat the Stage 3 Dragon boss, Fred's got to use what few wits he has. As the red clamshells fall from above, Fred's gotta club the shells and send them sailing into the Dragon.

Power-ups include Stars (50 stars equal a 1-up), Wilmas (temporary invincibility), Freds (1-ups), Hearts (Extra Life), Apples (Extra Health), and various point items (50,000 points equal a 1-up). If Fred finds his space friend, Kazoo, he

goes to a Bonus Round. Nothing special here – Fred just runs around trying to catch items that drop from the sky.



PROTIP: Leap into the second ditch after the first two flying bird platforms in Stage 1. Vault off the trampoline to leap up and to the right to meet Kazoo, then enter the bonus round.

The controls are easy enough for even neanderthals to learn, except for the very annoying climbing interface. With the climbing interface, you have to push the jump button and simultaneously push Up to climb to higher surfaces. While this is simple to figure out, it's frustrating and unreliable at crucial moments. Even more annoying, watch out for slowdown (big time!) in areas of the game where many sprites appear on screen at once.

Yaba-Daba-Do?

Fred Flintstone is an average cave guy who's got himself an average video game. Despite its prehistoric qualities, though, The Flintstones is fun to play. There's enough memorabilia, several secret items, and just enough action to ensure that the game deserves at least one play through. An adjustable challenge setting lets even Cro-Magnon gamers have some fun. Yaba-daba-do, or don't, as the case may be.

The Flintstones by Taito

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	3.5	4.0	Adjustable
Price not available 8 megs Available April			Action/Adventure One player	

This Gal Gets Around!



Over 30 minutes of full motion animation!



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

From Renovation / Wolf Team

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

Here's one date you won't forget!



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By the Unknown Gamer

Over the past several years, Renovation's specialized in top-quality shoot-em-ups for the Genesis. Their latest crop of games includes *Elemental Master*, a cart that made a splash several years back on the Mega Drive in Japan. Although the game seems a little old, it still packs enough firepower to scratch the itchiest of trigger fingers.

That Old Black Magic

An evil sorcerer, Gyra, is loose in the land of Lorelei. With your help, Laden (a young warrior of the land) must call on the powers of the elements to vanquish the necromancer's evil horde and restore peace.

Elemental Master's overhead-view, vertically-scrolling shooting action begins with this familiar tale. The eight levels have similar layouts, each highlighted with elementally appropriate obstacles! For example, flames ripple through cracks in the ground in the Fire Level. Although the graphics are clean and vivid, they don't pack the same punch found in other shooters, such as *Gaijres* or *Whip Rush*. Lending to the explosive atmosphere, cool sounds include crackles, snaps, and pops.

Elements to Master

Begin on any of the four elemental levels (Fire, Wind, Water, or Earth). Laden must earn the four elemental powers by defeating the large, well-drawn boss monsters who wait at the end of each stage. Once Laden has earned a power, he can use it at any time. Each power has unique elemental characteristics and an ultimate power punch.

PROTIP: Begin at the beginning. Although you can choose any of the levels, it's tough to get through any level, but the Fire level, without the other elemental powers.

Once Laden's earned all four elements, he takes on the last three levels of the game, which culminate in a sizzling battle with Gyra and his cruel assistants. To have what it takes to survive these final encounters, Laden must grab the



power-ups that lie in treasure chests found throughout each level. These include shields, extra health crystals, and extra firepower.



PROTIP: When you discover the Mysterious Medicine power-up that gives you extra life bars, grab it before you grab the health crystal. Your restored life will then include the additional extra lives.

Elemental's controls are straightforward and easy to master. Swapping between powers is smooth, even though the action's fast and furious. Laden can fire forward and backward, but not simultaneously. It takes some practice to maximize your multidirectional firing, and a rapid-fire controller doesn't really help, because your weapons fire in pulses.

Experienced gunners may find the first several levels somewhat underwhelming, but the difficulty ramps up rapidly, particularly in the last three levels.

Similarly, the first few bosses are easy to annihilate, but the monsters you face later on are a real challenge.



PROTIP: To avoid nasty surprises from behind, continue to rapidly swap between front and rear firing.



PROTIP: Incinerating the first boss is a snap. Just dodge left and right to avoid his fire, then sizzle him.



PROTIP: You can only damage the second boss when his jaws are open.

Shooting, Plain and Simple

Hopefully, *Elemental Master* won't get lost in the shuffle of shooters blazing away on the Genesis. What it lacks in flash and glamour, it more than makes up for with good, decent shootability. It's elementary.

Elemental Master by Renovation

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.5	4.0	4.0	ADJ.

\$49.99
4 megs
Available now

Shoot-em-up
One player

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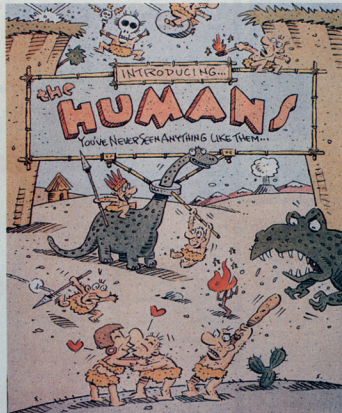
GENESIS PRO REVIEW

By Marvin Kubezecz



It's the dawn of civilization. Dinosaurs roam the Earth. Volcanos spew molten lava. Odd-looking amphibians crawl out of the primordial ooze and evolve into air-breathing reptiles. The first humanoids emerge from their caves, organizing into small bands to hunt for food and shelter...

Sounds like the opening scenes from a B sci-fi movie. Close, but not quite. It's more like "The Three Stooges Visit the Stone Age."



Mo, Larry, and Grok

Humans by Gametek is a team-oriented puzzle game much like Lemmings. Your task is formidable: guide your scruffy band of 12 cavemen through 80 levels of evolution. Each side-view level is a large multi-tier puzzle that spans several screens. Solve the puzzles to lead your tribe through the discovery of tools, fire, and the wheel – all with hilarious results. Along the way, you have to teach your band of mouth-breathers how to work together for continued survival of the tribe. Since you can start any level over at any time without penalty, you can discover new tidbits of strategy with each attempt.



PROTIP: To quickly solve Level 22, save the captive in the lower right-hand corner that's behind the stone wall. Grab one of the wheels, drop it down the ladder, and get on. If you jump right at the end of the second ramp, you fly right over the wall and rescue the captive.

Every couple of levels there's a bonus round, where you get a chance to rescue Humans who've been captured by enemies. They join up with your band and replace lost members of your troupe.

Enter the Witch Doctor

As their sense of logic and spirit of cooperation evolves, so too does the darker side of your troupe. You can call on the Witch Doctor to – Ulp! – turn one of the members of your tribe into a torch, a rope, a wheel, or a spear. As in Lemmings, sometimes one must be sacrificed for the good of the whole.



PROTIP: You need all three spears on Level 9 to kill the dinosaur. To get the third spear, sacrifice one human to the dinosaur, then switch cavemen quickly to slip past the dinosaur and get the spear.



PROTIP: Use the Witch Doctor right away to get the tools you need to finish Level 9. Then use him to stand on a Pressure Zone to free a member of your tribe.



PROTIP: Some of the jumps are only possible by cheating a little. To make a long pole vault, move out over the edge until it looks like you're standing in midair.

Primitive? Hardly!

Humans really shines. The slapstick antics of the little cave dudes will keep you laughing. Though the controls take a little getting used to, the sounds and graphics pull it all together. The discovery of each new tool is illustrated by hilarious graphics that show your tribe learning how to use their acquisitions by trial and funny error. Seems you can teach an old human new tricks!



Humans by Gametek

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	3.0	4.5	ADJ.
			Adjustable	
\$64.95		Action/Puzzler		
8 megs		One player		
Available now				

Risky Woods

By Earth Angel



At first glance, Risky Woods looks like Ghouls 'n' Ghosts, right down to its weapons, armor, and game

map. Even the side-scrolling action is similar. Although this action/adventure game isn't as long or complex as G 'n' G, it's a lot of fun to play.

Save the Monks

As the young warrior, Rohan, you must save a monastery of Monks who have been turned to stone. You battle across eight stages of nonstop combat. To clear each time-limited stage, you must rescue a certain number of Monks, collect Keys, and pass the Gate Keepers by using your control pad to repeat the melodies they play.

This game is tough until you master the power-ups and the weapons. You fight a horde of evil nasties, including Guardian end bosses. Defeated goons drop Armor Links, which you collect to score better armor. You also find Treasure Chests full of power-ups. The controls are straightforward, although Rohan's a bit hard to guide when he jumps.



PRO TIP: Weigh the pros and cons of grabbing power-ups. Skulls sap life and Apples put you to sleep. Always grab the Hour Glass, though. You can never have too much time.

PRO TIP: There's plenty of time to clear Stage 1. Stock up on Links to get the Silver Armor.

Really cool tunes and crisp sound effects serve as great support for the bright, clear graphics. Although the backgrounds aren't animated, the



PRO TIP: Max out the Knife's power before you face the first Guardian. When you enter the cave, run right and hit the Guardian as rapidly as possible. Dodge his fireballs as he forces you left. When your back is against the wall, run under the Guardian's fire and push him back to the right. Repeat this procedure until you beat him.

creatures are creatively drawn and the weapons are nicely detailed.

Risk Free

Although not entirely original, Risky Woods is still more than satisfying. It's just too short! Take a walk with Risky Woods—it's not risky at all!

Risky Woods by Electronic Arts				
Graphics	Sound	Control	Fun/Factor	Challenge
4.8	4.8	3.5	4.8	3.5
\$49.95		Action/Adventure		
8 megs		One player		
Available now				

Outlander

By Toxic Tommy



Outlander blends a mundane side-view beat-em-up with an action-packed, road-blasting car war. The result is a good Genesis game, but keep your doors locked.

Roads of Thunder

Hellacious driving is this cart's forte. Good-looking, first-person game play puts you behind the wheel of a V-8 hot rod. You race over majorly meanspirited, two-lane blacktop through 28 wastelands of the Australian outback on your way to rescue a hostage scientist, who holds the key to reviving Earth's radiation-scarred civilization.

The merciless bad guys attack you from five directions at once (front, back, either side, and above). They ride motorcycles, supercharged jalopies, and auto-gyro helicopters. You ram the creeps, or gun them down with machine guns and missiles. You can also blast cycle freaks with a bitchin' first-person, over-the-shotgun-barrel view out of your side window.



PRO TIP: It's easy to punch out the freaks if you hold down C as soon as they appear.

PRO TIP: Braking hard is a great maneuver. Holding down A will, among other things, make the biker goons sail over your car.

PRO TIP: When explosions obscure the highway, use the dotted white lines to steer.

You must leave your car to find such critical supplies as gas and ammo. Here, unfortunately, the limited, stiff-moving, side-view fighting clunks the game into low gear.

The cart's controls do the job, but sometimes they feel mushy and unresponsive. Your machine guns, for example, keep blasting even after you've released the trigger.

Outlander looks and sounds good. The graphics are outlandish, especially those from inside the car. The sound effects are adequate, and the hard-charging music, though repetitive, rocks steady.

Apocalypse When?

Outlander's look and attitude are straight out of *The Road Warrior*. If you dig that flick, or fancy fighting on four wheels, burn some rubber here.



You're unsafe at any speed!



Keep your eyes on the road!

Outlander by Mindscape				
Graphics	Sound	Control	Fun/Factor	Challenge
3.5	2.5	3.0	3.5	3.5
\$49.95		Action/Adventure		
Available now		One player		
8 megs		Passwords		



By Scary Larry

Desert Strike, the mother of all helicopter war strategy games, will look like a sissy compared to Jungle Strike, a game coming soon from Electronic Arts. To protect Washington, D.C., from the son of the Desert Madman and his partner, a powerful and vengeful South American Drug Lord, you'll need to be called back to active duty.



The White House is about to get blackened.



They're not monkeying around about the digitized graphics!

Jungle Boogie

This time, you control four new combat vehicles, including a Comanche helicopter, an Armed Attack Hovercraft, a Special Forces motorcycle, and even a Stealth Fighter. Blast your way into nine top-secret campaigns, including battles through Washington, D.C., the Andes, a jungle night mission, and a submarine attack!



The best defense is a well-informed offense.



This is the international drug cartel's version of a welcome mat.

Madman Jr. and his Drug Lord sidekick aren't messing around. Your opponents include 26 new pains in the armor, including enemy choppers, ground

weapons that move and shoot, Patriot missile launchers, nuclear subs, M1 Abrams battletanks and Humvees. Old Strikers will welcome the challenge, while new Strikers will quake with fear.



Believe me, it's no day at the beach.



It's going to be difficult picking the enemies out of the dense terrain.

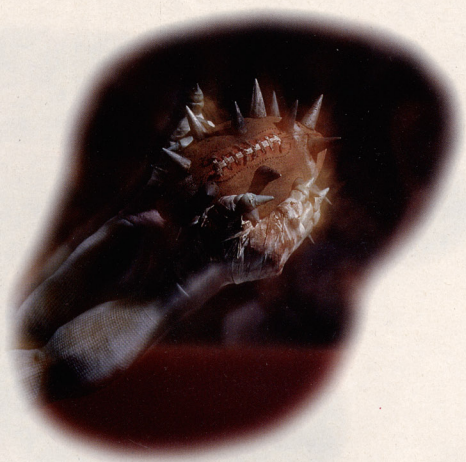
It's in There for a Strike

Jungle Strike will delight fans of Desert Strike and pick up a few newcomers along the way. Strap in, 'cuz the desert scum are as thick as jungle foliage, and you're gonna need to clear 'em out.

**Jungle Strike, by Electronic Arts
Available June**



INCREDIBLE INTERCEPTION.



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Looks like Mo and Spew Puke shaved another poor sap into a flaming pit. Choose your nightmare: blood-crazed Troll lineman or hellfire pits.

WAS OUT OF BOUNDS.



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PRO REVIEW



By Otter Mattie

Clivellas and Cole teamed up as C+C Music Factory last year, and their collaboration kicked out some of the most danceable tunes ever to hit the airwaves. In Sony Imagesoft's latest *Make Your Own Music Video*, you've gotta work that video voodoo to make a fresh pix mix for their hip-hop sound.

Get Wid' It!

C+C has 1+1 (that's two) games in one disc. You can choose between *Edit Challenge*, where you take on a video assignment, or the *U-Direct Mode*, where you get to make any kind of video you want.

In the *Edit Challenge*, you assist your buddies, Dwayne and Franklin, who both work in the *Music Factory*. They tell you what kind of video to make.

Before you can start directin', though, you need to get into the studio. The three *Track Doors* lead to the hot C+C hits that you can forge into a video disc (*Gonna Make You Sweat*; *Here We Go*, *Let's Rock & Roll*; and *Things That Make You Go Hmmm...*). Choose your door and figure out the code before the disc drivers catch you.

Once you're inside a *Track Door*, it's off to the *Mixing Room*, where you get to work your video magic. As a short-order video maker, you get your instructions from a *Music Factory* staffer. You're fed a series of still shots that you need to pump or stomp, depending on their color code.

The *U-Direct* mode sends you straight to the helm of the *Mixing Room*, without the pressures of the *Edit Challenge* mode.



Don't use too many effects at once, or you end up with a mush mix.

Master Mixologist

The *Mixing Room* puts some of the hottest digital effects in the palm of your hand. You can *Slice*, *Dice*, *Wash*, *Colorize*, *Mirror*, and more. Along the bottom of the screen are three insets showing the constantly changing images that you can access at any moment by using the buttons on your Genesis controller.

'93), the images match the lyrics both literally and figuratively. Consequently, your videos have a more professional look.

Assembly Line Music

The C+C originals on this disc thump out in crystal clear stereo. If you have a stereo TV, or you can hook your Sega CD into an amp, you'll want to crank that knob for full-force groove.



Video clips show up from just about anywhere!

If you've tried out *Kriss Kross's* game, then you're familiar with the

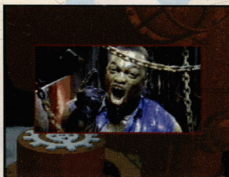
C + C Music Factory

make your own video

easy editing interface. C+C also includes a way to save your favorite video creations in the machine's memory. You can also record your mix on videotape.

A Sound Investment





For videologists, this game is a must! *Zelma* and *Freedom* want you to be their video viceroys.



This game will make you Sweat!

The graphics are similar to those in previous *Make Your Own Music Video* games, although the images are of a higher quality. Unlike *Kriss Kross's* *Make Your Own Video* (see *ProReview*, March

C+C Music Factory by Sony Imagesoft

Graphics	Sound	Control	FunFactor	Challenge
				INT.
5.0	5.0	4.5	4.5	Intermediate
\$59.95 Available now Interactive video		One player Videotape and disc saves		



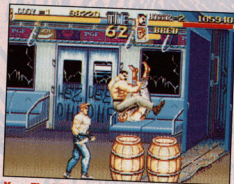
By Nob

The Sega CD is ready to bring you Final Fight! In this version, you and a partner can team up – finally. Final Fight will make its second debut in April as a faultless Sega CD translation of the top-grossing arcade game.

Final Fight Returns!

Capcom unleashed Final Fight for the SNES in 1990. At the time, hardened FF fans were disappointed by the fact that they could only play as one of two characters. The game also lacked a two-player option, and was missing one of the five rounds found in the arcade version. Even so, the SNES version did a brisk business, underlining the title's huge popularity.

are available for pulverizing the cretinous Mad Gear Gang in order to save Jessica, Haggar's daughter and Cody's fiancée, from the gang's nefarious clutches.



Your Final Fighters make throws, too.

ing opponents. Plus, they can grab such weapons as Knives and Swords. Remember, though, this isn't Street Fighter II. You won't go one-on-one against another human. Your job is to dust the computer-run bad guys. If you're feeling lonely, get a friend to come along for simultaneous rip-roaring bouts of brutality over five rounds. The game will also feature bonus stages, where you get to smash a pile of bricks, trash a car, and more. There's also a time

trial mode, where you KO as many enemies as possible in a set time limit.

FINAL FIGHT



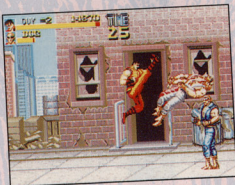
The Mad Gear Gang has Jessica, and Haggar's mad as heck!



Haggar pulls nasty wrestling moves.



Team up for two-player action.



Guy's a martial arts master.



Cody's a boxer with a knockout punch.



Thump as many bad guys as possible in the time trial mode.

A Game with Punch

Final Fight doesn't look like much in the brains department, but there's enough brawn to last you until Sega finally announces their licensing of Street Fighter II: Champion Edition for the Sega CD. Final Fight...finally!

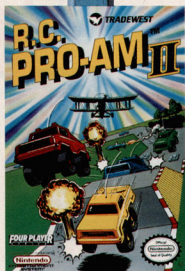
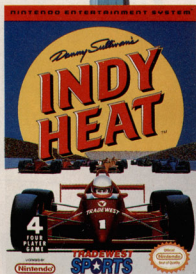
**Final Fight by Sega
Sega CD, Available April**

Sega's CD will be completely true to the bruising, side-view arcade brawler. All three characters (Haggar, Cody, and Guy)

Game play will be in much the same style as Sega's Streets of Rage series. Each character has several moves for pummel-


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

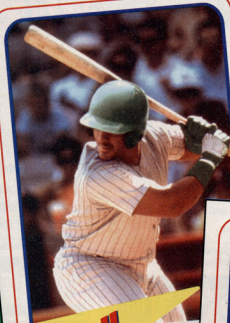


Juggernaut is one tough mutant, even
against Wolverine's fierce claw. Fire
Gambit's incendiary darts and introduce
Juggernaut to Storm's tornado force winds.

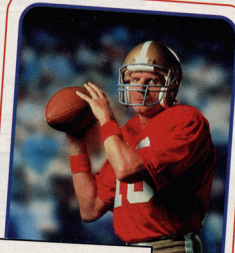
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GAMEPRO CHAMPIONSHIP SPORTS GUIDE

Part 2
of 2

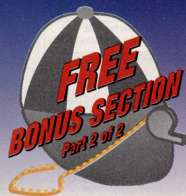


Baseball



Football

Basketball



20

10

The Earth replenishes itself in four seasons, but sports fans only need three – Football, Basketball, and Baseball! Here are GamePro's top picks for video sports - game buffs who follow big league ball.



If you're gonna play football, play on a big screen. Check out these top-flight football carts for heavy-hitting on-field action.

John Madden Football: Championship Edition

Here's the best football cart around – but you can't buy it! See the ProReview in this section.

John Madden Football: Championship Edition by Electronic Arts

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.0	5.0	5.0	Advanced

1) John Madden Football '93

John Madden Football '93 is a championship caliber cart that looks good and plays a tough pro game.

John Madden Football '93 by Electronic Arts

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	5.0	5.0	Intermediate

2) NFL SportsTalk Football '93 Starring Joe Montana

When Joe Montana speaks, football fans everywhere listen – or should. This '93 cart's definitely controversial in the Number Two slot.

NFL SportsTalk Football '93 Starring Joe Montana by Sega

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.0	5.0	5.0	Adjustable

3) Pro Quarterback

This one proves that it's better to play good than to look good when it comes to pro football action.

Pro Quarterback by Tradewest

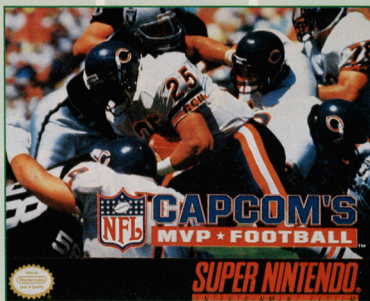
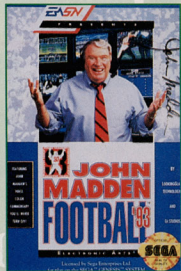
Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.0	3.5	Intermediate

4) Super High Impact

High energy offense overpowers this arcade conversion.

Super High Impact by Flying Edge

Graphics	Sound	Control	FunFactor	Challenge
4.5	5.0	3.5	4.0	Adjustable



1) John Madden Football '93

John Madden dominates the SNES gridiron with smooth game play and helmet-busting competition.

John Madden Football '93 by Electronic Arts

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	4.0	4.5	Intermediate

2) Super Play Action Football

This cart is packed with professional and collegiate teams, but it makes you work hard – too hard – for victory.

Super Play Action Football by Nintendo

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	3.5	3.0	Adjustable

3) Pro Quarterback

Glamorous graphics and good game play balance out this abbreviated form of football.

Pro Quarterback by Tradewest

Graphics	Sound	Control	FunFactor	Challenge
4.5	3.5	3.5	3.0	Intermediate

1) Tecmo Super Bowl

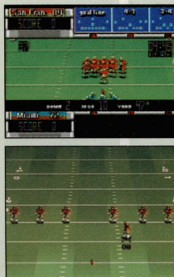
This classic video football game still holds its own, thanks to great controls and detailed stat recording.

Tecmo Super Bowl by Tecmo

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	5.0	4.0	Intermediate



1) John Madden Football '93



John Madden Football '93 and John Madden Football '92 are top-notch football choices for the Genesis, but Madden '93 clearly has the edge. First and foremost, the game play is faster and smoother. The on-screen action is more responsive to controls. The computer is a much tougher opponent, and it recognizes your play-calling tendencies. In addition to the 28 NFL teams (reflecting their '92 seasons), you get eight all-time great teams.

'93's offensive and defensive plays are the same as in Madden '92, but with several realistic refinements, such as No Huddle Offenses and the Quarterback's ability to stop the clock by downing the ball. Madden '93 also features unique strategic touches.

Coin toss losers can choose which goal to defend, thereby getting to

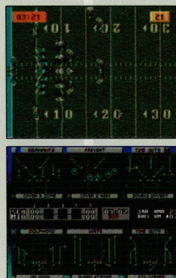
play with the wind at their backs. You can use an instant replay to contest penalties, and you're allowed to overrule one penalty per game! Electronic Arts made the best even better. (See *ProReview*, December '92.)

John Madden Football '93
by Electronic Arts

Graphics	Sound	Control	FairFactor	Challenge
4.5	4.0	5.0	5.0	Intermod

\$59.95 Two players
8 megs Passwords

2) NFL SportsTalk Football '93 Starring Joe Montana



Joe Montana may be second string in this report, but not by much! This cart does more than just talk. Unlike previous Montana games, this one gives you all 28 NFL teams. On-field action is smooth and flows nicely with the controls. Digitized graphics make the players' moves very realistic, and there are four game play views. A cool close-up feature also enables you to get right down on the field. Joe's playbooks are also the best in the business, with every play neatly and clearly diagrammed.

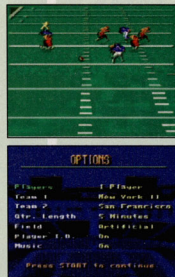
In this game, as in real life, Joe Montana still has that Hall-of-Fame magic. In fact, you ought to take on both Joe and John Madden Football. (See *ProReview*, December '92.)

NFL SportsTalk Football '93 Starring Joe Montana by Sega

Graphics	Sound	Control	FairFactor	Challenge
5.0	4.0	5.0	5.0	Adjustable

\$69.99 Two players
12 megs Passwords

3) Pro Quarterback



Pro Quarterback is an entertaining, nice-looking game with plenty of action and features. Unfortunately, it lacks the smooth game play and championship challenge necessary to beat veteran powerhouses like John Madden '93 and Joe Montana SportsTalk Football '93.

Although this game isn't licensed by the NFL, its teams represent all 28 "pro" cities. The digitized graphics are colorful and well-rendered. The $\frac{3}{4}$ behind-the-QB view creates realistic depth of field. In fact, everything looks great until you start playing. The animation is choppy, making it easy to lose players in crowds, plus it's difficult to judge receptions and kickoffs. Also, several features are absent, such as audibles, touma-

ment play, and penalties. This rookie has plenty of potential. Updated versions might make it a starter! (See *ProReview*, April '93.)

Pro Quarterback by Tradewest

Graphics	Sound	Control	FairFactor	Challenge
4.0	3.5	4.0	3.5	Intermod

Price not available Two players
8 megs

4) Super High Impact



Super High Impact is as rowdy, rambunctious, fun, and frustrating as its arcade counterpart. It's a wild offensive shootout. It's easy to stuff the run, but you can almost score at will through the air — unfortunately, so can the CPU or your opponent. In addition to nonstop action, this cart's claims-to-fame are outrageous sounds and graphics. This cart has no NFL teams, no season play, no play-offs and only eight on-field players per team. Football purists may cringe, but this game's a gas in two-player mode. (See *ProReview*, December '92.)

Super High Impact by Flying Edge

Graphics	Sound	Control	FairFactor	Challenge
4.5	5.0	3.5	4.0	Adjustable

\$49.95 Two players
8 megs

1) Tecmo Super Bowl



Tecmo Super Bowl's dated, but it's still the top football game for the NES. You get all 28 NFL teams and almost all of their players from the '91 season. The controls are simple, but the action is top-notch. The computer is particularly tough, and its defenders are quick without being unrealistically fast. You can make diving tackles and even jump up to block a pass or a kick.

Armchair coaches will dig the eight offensive and defensive formations, and you can design your own playbook. Moreover, the cart keeps stats for games in progress, and seasonal stats for every team in the league. This game's a worthy contender, 8-bit or otherwise. (See *ProReview*, December '91.)

Tecmo Super Bowl by Tecmo				
Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	5.0	4.0	Intermediate
Price not available		Two players Battery backup		
3 megs				



1) John Madden Football '93



If you're going to get John Madden Football for the SNES, get the '93 version. It's the best, and a clear improvement over the regular John Madden Football cart. The controls are crisper, players moves are smoother, and the CPU is a tougher opponent. In fact, the computer offense calls plays so quickly, you have to scramble on defense. Keep those audibles in mind when you play too.

As in the Genesis version, you get 28 NFL "city" teams and 10 extras (eight all-time great teams and two All-Madden squads). Additionally, this cart's stats feature updates stats for starters. At halftime, you can

retool your game play to fit hot players. Slick graphics include head butts, taunting, shoestring catches, and clothesline tackles. This is a surefire first draft pick for the SNES. (See *ProReview*, December '92.)

John Madden Football '93 by Electronic Arts				
Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	4.0	4.5	Intermediate
\$59.95		Two players Passwords		
8 megs				

2) Super Play Action Football



Super Play Action Football kicks off with great options, but it fails to win the big one due to unwieldy controls.

You have your choice between Varsity, College, and NFL skill levels. College play features 97 squads that are based on real collegiate teams, but have fake names. NFL play has the 28 pro teams by name, but no real players.

SPAF's stumbling block is the game play. The on-field perspective is narrowly focused on a small closeup of the field. To judge passing distance, you must use a confusing radar system. The controls feature a nice array of action, but they're complicated to

learn and difficult to master. Super Play Action qualifies as an SNES wild card entry. (See *ProReview*, December '92.)

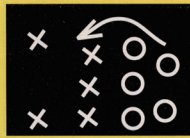
Super Play Action Football by Nintendo				
Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	3.5	3.0	Adaptative
\$49.95		Two players Battery backup		
8 megs				

3) Pro Quarterback



Pro Quarterback looks great, but looks aren't everything. Digitized graphics of real athletes make this game one of the best-looking football carts in the SNES field. The game's action is good, but Pro Quarterback fumbles in two areas: There are only eight players per team, and there are no play-offs or rewards after a long, hard-fought season. Pro Quarterback isn't the most sophisticated football game around, but its great graphics and competitive game play help make up for its shortcomings. (See *ProReview*, December '92.)

Pro Quarterback by Tradewest				
Graphics	Sound	Control	FunFactor	Challenge
4.5	3.5	3.5	3.5	Intermediate
Price not available		Two players		
8 megs				



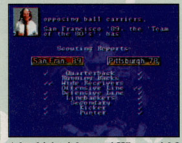
John Madden Football: Championship Edition

By Weekend Warrior

Electronic Arts has scored again with the first rent-only cart – John Madden Football: Championship Edition for the Genesis. This great football game is aptly named. It matches the greatest teams in NFL history with the toughest computer opponent and the most intense video game gridiron action ever. Only seasoned Madden '93 veterans will be ready for this ultimate video football challenge.

Dream Teams

"A dream come true" is the way to describe the gridiron matchups in this game. Which team do you think is "The Greatest Team of All-Time?" Green Bay '66? Miami '72? Oakland '76? Pittsburgh '78? Chicago '85? New York '86? San Francisco '89? You take on these Hall-of-Fame football teams, and more, in their youthful glory. Thirty-eight champion teams (from the 1960s to the 1990s), plus the All-Madden '92 and Madden All-Time Greats, net you a total of 40 ultra-high caliber teams. Although this cart isn't endorsed by the NFL, each team plays according to their real-life stats from each team's championship season.



A bookie's nightmare! Who to pick?

New and Improved

Madden: Championship Edition features the same animation, graphics, controls, and offensive and defensive plays as Madden '93. Play a preseason exhibition game, regular season single game competition, or a four-round play-off tournament for the ultimate championship. New features include a welcome battery backup, plus stats for the team and for individual players, which are updated throughout the play-offs.

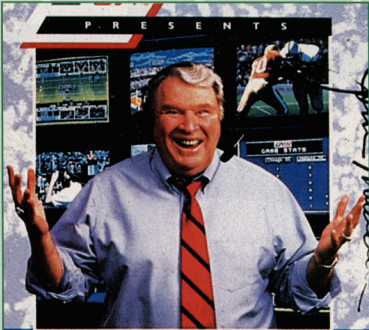
Player	Stats	Opponent	Stats
Points	0	10	
Yards	15	149	
Passing Yards	9 / 26	15 / 149	
Rushing Yards	6 / 12	9 / 12	
Passing Yards	5 / 20	6 / 132	

PROTIP: Play coach and keep track of the players who are performing well. Look to them in clutch situations.

PROTIP: Call a No Huddle Offense by pressing C as soon as a play is whistled dead.



PROTIP: Call an Audible before kickoff to line your team along the right sideline. Kicking off to the far right at full strength limits your opponent's kickoff return run, and buries them deep in their own territory.



The statistics are impressive. During halftime and at the end of the games, you get individual performance numbers for your QBs, RBs, WRs, LBs, and the entire defensive line, in addition to the usual detailed John Madden team stats. Keep track of who's hot and who's not for subsequent games.



PROTIP: Jam Wide Receivers to disrupt passing routes by positioning a defender right in their path before the snap.

Stiff-Arm Competition

Hard-core football players will slaver over the tough computer

opponent, which is more daring on offense and more aggressive on defense than in Madden '93. This makes sense, since there are no pushover teams in this league! Runs for big yardage are only a dream, and completing a bomb is like threading a needle.

It's Crunch Time!

Is John Madden: Championship Edition worth renting for a couple of nights even if you already have Madden '92 or '93 at home? YES! It's simply the best 16-bit football game on the market. Wham! Pow! Bam! John, you did it again!

John Madden Football: Championship Edition
Edition by Electronic Arts

Graphics	Sound	Control	Favorite	Challenges
5.0	4.0	5.0	5.0	Advanced

Rental only
8 megs
Available now

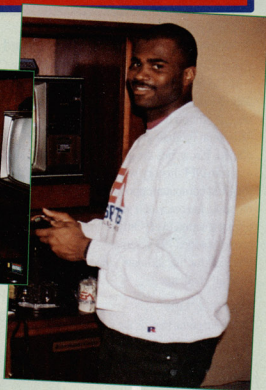
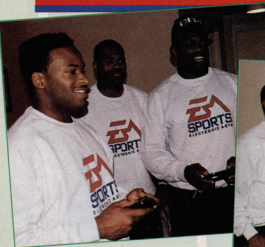
Two players
Battery backup

FOOTBALL

FOOTBALL

PROS WHO PLAY

JD Williams Buffalo Bills



Buffalo Bills comeback, JD Williams, was a number one draft choice out of Fresno State College, and, as a rookie, he started in the 1991 Super Bowl. He's managed to continue that winning trend for two years, including Super Bowl XXVII against the Dallas Cowboys. Williams is not only an excellent football player, but he's also an avid John Madden Football '93 fan. Here's what he had to say about his favorite video game.

GamePro: Who do you play John Madden Football against?

JD Williams: *There's a whole group of guys on the team that play John Madden Football. Currently, Marcus Patten, Chris Hale, and myself are the most into it.*

GP: Of the three, who's the best?

JDW: *Right now, Chris is the best, but we've all been playing the game for about the same amount of time, so we're pretty evenly matched.*

GP: Have you played the Championship Edition yet?

JDW: *Yes! In fact, Electronic Arts actually gave me a copy of the cart, which is supposed to be a rent-only game. I went to practice the next day and told the other guys that I had the Championship Edition cart, and they didn't believe me. So I returned the following day with the cart in hand. Since I had time to check out the teams, I whipped the other guys at first. They got smart pretty fast, though, and learned the strengths and weaknesses of the Championship Edition teams.*

GP: What's your favorite team?

JDW: *I don't have a favorite team. Instead, I like to check out the ratings of all the players on each team and capitalize on those strengths. For instance, I'll play Kansas City and run Halfback Leads, or play Denver and roll the QB right or left for an almost guaranteed reception.*

GP: Do you have a particular style of play that works best for you?

JDW: *I like to run the ball more often than I like to pass it. Every now and then, I'll surprise my opponent with a pass.*

GP: Do you take what you learn in the game to the real playing field?

JDW: *There's just no comparison between a video game and the gridiron. Madden is a game, and my work is work.*

GP: How does it feel to have your likeness immortalized in a video game?

JDW: *Actually, since the game uses jersey numbers to identify the players, EA used my old number, 31. I decided to go back to my high school number, 29.*

GP: What is the single most important factor that contributes to your real-life football game?

JDW: *It's hard to narrow it down, because everything runs*

together. One area that I pride myself on is preparation. Watching the films before and after every game and discovering an opponent's strategies really helps. Once I'm prepared, I'd say the next most important part of my game is my technique on the field.

GP: Do you have any advice to aspiring football players?

JDW: *First, get serious about life. Go to college, and have the brains to know if you're going to fall short in football. Go to school to graduate, not to play football.*

GP: What's next for you?

JDW: *I want to work with the underprivileged kids in my old neighborhood, and I plan to start a Madden Football Tournament with the local kids.*

BASKETBALL BASKETBALL

Here's a roundup of the best roundball games to bounce into your living room via video screen. College- and NBA-style courts are the setting for this finger-flying fun.



1) Bulls vs. Blazers and the NBA Playoffs



This cart is every bit as good as its predecessor. Actually, this one's better! More teams, more options, and more control give this game net worth.

Bulls vs. Blazers and the NBA Playoffs
by Electronic Arts

Graphics	Sound	Control	FanFactor	Challenge
4.0	4.0	4.0	5.0	Adjustable

2) Bulls vs. Lakers and the NBA Playoffs

Real players with signature moves and a two-player cooperative mode explain this cart's fantastic following.

Bulls vs. Lakers and the NBA Playoffs
by Electronic Arts

Graphics	Sound	Control	FanFactor	Challenge
4.0	3.5	4.5	5.0	Adjustable

3) Team U.S.A. Basketball

You're Barcelona Dreamin' with this limited-edition Olympic cart.

Team U.S.A. Basketball
by Electronic Arts

Graphics	Sound	Control	FanFactor	Challenge
4.0	4.5	4.0	5.0	Adjustable

4) David Robinson's Supreme Court

Innovative draft-pick features and cool diagonal viewpoints aren't enough to save this game from playing fourth.

David Robinson's Supreme Court
by Sega

Graphics	Sound	Control	FanFactor	Challenge
4.0	2.5	3.0	2.0	Adjustable

2) Bulls vs. Blazers and the NBA Playoffs

This conversion from the Genesis title touts great graphics and realistic game play, but not enough speed to catch NCAA's tour de force.

Bulls vs. Blazers and the NBA Playoffs
by Electronic Arts

Graphics	Sound	Control	FanFactor	Challenge
4.0	4.0	3.5	4.0	Adjustable



1) NCAA Basketball

They should have named this one "Virtual Reality Basketball."

NCAA Basketball
by Nintendo

Graphics	Sound	Control	FanFactor	Challenge
5.0	3.5	4.5	5.0	Intermediate

This fantastic-looking half-court game is great for horsing around, but it's no NBA simulation.

NBA All-Star Challenge
by L.N.

Graphics	Sound	Control	FanFactor	Challenge
4.5	3.0	3.5	4.0	Adjustable

4) Tecmo Super NBA

Although its NES cousin is in a class by itself, TSNBA's game play doesn't live up to the painstaking detail that was spent on its stats.

Tecmo Super NBA by Tecmo

Graphics	Sound	Control	FanFactor	Challenge
3.5	3.0	3.5	3.5	Intermediate

1) Tecmo NBA Basketball



Tecmo NBA packs tons of stats and options into this 8-bit wunder-cart.

Tecmo NBA Basketball by Tecmo

Graphics	Sound	Control	FanFactor	Challenge
3.5	3.0	4.5	5.0	Adjustable

1) Double Dribble: Five on Five



Konami made a valiant effort to bring the big hoop to the small screen and came up with the best b-ball game for the Game Boy.

Double Dribble: Five on Five
by Konami

Graphics	Sound	Control	FanFactor	Challenge
2.5	3.0	4.0	4.0	Intermediate





1) Bulls vs. Blazers and the NBA Playoffs

(See ProReview in this issue.)

2) Bulls vs. Lakers and the NBA Playoffs



This cart pulls a strong second to EA's Bulls vs. Blazers. As a sequel to the Lakers vs. Celtics game, Bulls vs. Lakers offers more than before with 18 teams, including two All-Star squads. The new two-player cooperative mode enables you and a buddy to team up against the Genesis to determine whether man or machine will rule the courts. Big stars appear underneath the players you control to make it easier to pass and follow the ball.

Bulls vs. Lakers stands on its own size 18 feet as a premium sports game for the Genesis. The smooth game play, the excellent graphics, the enhanced level of authenticity, and the plethora of options and features are sure to satisfy sports gamers of all levels and abilities. (See ProReview, August '92.)

Bulls vs. Lakers and the NBA Playoffs by Electronic Arts

Graphics	Sound	Control	Fun/Factor	Challenge
4.0	3.5	4.5	5.0	Adjustable
\$49.95		Sports		
8 megs		Two players		
Available now		Passwords		

3) Team U.S.A. Basketball



Using a game play engine identical to that used in the Bulls vs. Lakers title, this limited-edition sports cart assembles the greatest basketball team ever to grace the court — the 1992 American Olympic "Dream Team." Unlike the real Olympic tournament, the 13 international opponents in this cart are formidable. This special edition is for the diehard Genesis hooperster only. (See ProReview, September '92.)

Team U.S.A. Basketball by Electronic Arts

Graphics	Sound	Control	Fun/Factor	Challenge
4.0	4.5	4.0	5.0	Adjustable
\$49.99		Sports		
8 megs		Two players		
Available now		Passwords		

4) David Robinson's Supreme Court

The Admiral sets sail for the Genesis, but his boat isn't in shipshape. You won't find real teams or play-

ers in this b-ball cart, however the ball players dish out vigorous three-on-three or five-on-five action. The game sports a cool draft feature, where you can build your own team. Each player is equipped with 24 shots, but every player executes these moves with different degrees of accuracy.



A sharp, half-court, $\frac{1}{4}$ perspective delivers an innovative and exciting view of the action. Gamers may feel disoriented, though, when a player crosses the half-court line and the court momentarily fades to display the other half. (See ProReview, September '92.)

David Robinson's Supreme Court by Sega

Graphics	Sound	Control	Fun/Factor	Challenge
4.0	3.5	3.0	3.0	Adjustable
\$54.95		Sports		
4 megs		Two players		
Available now		Draft feature		

1) NCAA Basketball



Nintendo's NCAA Basketball is by far the most graphically exciting sports game for the SNES. The unique point of view is from over the ball handler's shoulder, making this an incredibly life-like Mode 7 extravaganza. Nintendo packs in five top NCAA conferences: the Atlantic Coast Conference, the Southeastern Conference, the Southwestern Conference, the Big East, and the Big Eight. All 44 teams have real names, logos, and jersey colors, but NCAA regulations didn't allow the inclusion of real players' names.

Despite the incredible graphics, what sets this game apart from the crowd are its play calling features and its passing interface. Utilizing R and L, players can change formations and call plays on the fly. When a player wants to pass the ball, helpful markers show up over teammates' heads to indicate their position and proximity to opposing players. What's missing are big sound effects and crowd noises. This cart's a fine example of graphics, sports realism, and game play working together to deliver great results. (See ProReview, August '92.)

NCAA Basketball by Nintendo

Graphics	Sound	Control	Fun/Factor	Challenge
5.0	3.0	4.5	5.0	Intermediate
\$54.95		Sports		
8 megs		Two players		
Available now		Passwords		

2) Bulls vs. Blazers and the NBA Playoffs



A large, stylized illustration of a person's face wearing Atari Lynx sunglasses. The sunglasses are red and black, with a small screen in the center showing a game scene. The person has a wide, toothy grin. In the background, there are three black bats flying against a dark, stormy sky with lightning. The overall style is reminiscent of classic video game advertisements.

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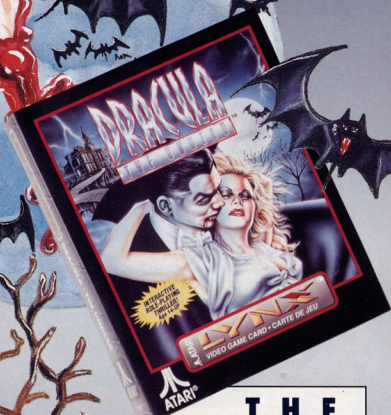


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THERE'S



**THE
BIG
TIP
OFF**

Here's a hint you can really sink your teeth into: When you're in the cavernous catacombs beneath the castle, you'll come to a rock covered with blood. Immediately turn down your lantern and proceed forward. Soon you'll find Dracula's coffin. Pick up the crowbar - you'll need it to break into the sewing room upstairs. By the way, if you don't turn down your lantern, the light will wake up Dracula. And we guarantee you - he'll be thirsty!

A LOT AT STAKE

You've spotted Dracula in the dining room.
Did you remember to bring the cross from the bedroom?
You'll need it to survive.

This really sucks – blood, that is! You're trapped in Dracula's castle and there isn't a clove of garlic anywhere in sight. Make your way through the dark, mysterious corridors and rooms. It's home to the Prince of Darkness and there are surprises around every corner. Pick up the cross, the lantern and other items you'll need to defeat your foe. And never take anything for granted (definitely check out what's waiting outside the upstairs bedroom window). And you know those babelicious Vampire Brides? Careful – their bite is definitely worse than their bark. Your only hope of survival is a series of clues offered from Bram Stoker himself. Good luck, Lunch Meat . . . you'll need it. Comprised of rich, sepi tones, stunning graphics and digital stereo sound, this isn't like any video game you've played before. As you progress through the castle on this role-playing adventure, you'll discover it's a trip worth taking. For ages 14 and up.

#PA2087 Dracula™ \$39.99

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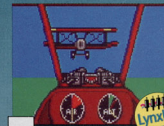
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#PA2053
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Have you experienced Metagame? Metagame is a term that describes the intense vibes and energies that are generated when you and your friends LynxUp during the same game. Forget that "Player 1/Player 2" stuff. With LYNX™, you and up to five of your buds can be careening down the raceway vying for the trophy. You can crash into each other, pass each other or play along with each other. It's up to you. All you need is a ComLynx™ Cable and the willingness to push your mind to the edge.

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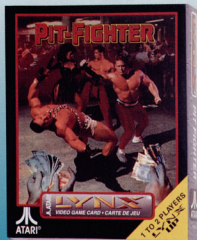
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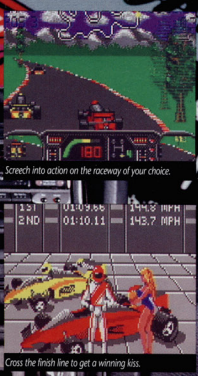


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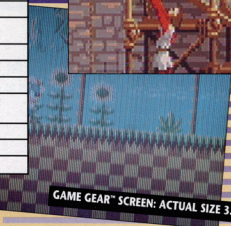
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BACKLIGHT ON/OFF	YES	Not	Not
RECESSED SCREEN	YES	Not	Not
RUBBER HAND GRIPS	YES	Not	Not
MULTI-PLAYER	Up to 8 Players	Up to 2 Players	Up to 2 Players
SCREEN SIZE	3.5"	3.2"	2.6"
COLOR DISPLAY	YES	Yes	Not
PRICE	\$79.99	\$99.99	\$59.99



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BASKETBALL BASKETBALL BASKETBALL



The long time favorite on the Genesis court recently bounced its way to the SNES. It features all the same great game play and even sharper-looking graphics. Real NBA players and teams hit the court with sprites that are bigger and more recognizable than their Genesis counterparts. Signature moves and abilities lend realism to this cart, but the SNES is a tough court to play. Slow animation and crowding drop this cart to second place. If you want Virtual Reality b-ball, reach for NCAA. If you want real NBA action, Bulls vs. Blazers is the call to make. (See ProReview, January '93.)

NBA All-Star Challenge is a departure from the regular team-versus-team basketball carts. Its spectacular graphics, however, make it worth a mention. The half-court, ¼ overhead view of the action is nothing new, but the detailed graphics of the court and the players are spectacular. The cart packs five challenges into one game: a one-on-one matchup, a one-on-one tournament, a three-point shooting contest, free-throw shooting, and a game of Horse.

One All-Star represents each of the 27 NBA teams, for a total of 27 players. Unfortunately, the players don't have signature moves and they're identical, except for skin, hair, and jersey color. If you like a friendly game of Horse or one-on-one rather than a full-blown game of NBA rules b-ball, then this cart's for you. (See ProReview, January '93.)

NBA All-Star Challenge by LJN

Graphics	Sound	Control	Fun/Factor	Challenge
4.5	3.0	3.5	4.0	Adjustable

\$59.95
Available now
Sports
Two players
Tournament mode

4) Tecmo Super NBA



The first Tecmo game to hit the 16-bit market is a SNES conversion of their popular NES b-ball game. This game struts its stuff with major stats and real NBA teams and players. It falls a bit short, though, when it comes to real NBA action. Game play options are plentiful, including battery-saved season play, and a Program option to

enter statistics for the current year. Players' stats effect their game play, but there are no signature moves or accurate likenesses. The court's graphics look good, and the sound effects are realistic, but the game play falls a little short with its confusing passing and play-calling interface.

This game's got merit, especially in the stat department, but it doesn't beat the competition. (See ProReview, April '93.)

Tecmo Super NBA Basketball by Tecmo

Graphics	Sound	Control	Fun/Factor	Challenge
3.5	3.0	3.5	3.5	Intermediate

Price not available
8 megs
Available now
Sports
Two players
Battery backup

1) Tecmo NBA Basketball



This roundball cart is head and shoulders above others for the NES, but its graphics are almost too much for the NES to handle. Tecmo teamed up with the NBA to produce a game with real team and player names. The players' abilities are based on real stats. You can have varying degrees of involvement—from playing to coaching to just plain watching a computer-controlled simulation. Play calling and substitutions add dimension, too.

With NBA Basketball, Tecmo pushes the NES's graphic capabilities with varying degrees of success. Such graphic details as a working shot clock above each basket and animated crowds are

impressive. On the downside, the sprites flicker a lot more than one player is on the screen. Even so, Tecmo NBA Basketball is as good as NES hoops get. (See ProReview, January '93.)

Tecmo NBA Basketball by Tecmo

Graphics	Sound	Control	Fun/Factor	Challenge
3.5	3.0	4.5	5.0	Adjustable

\$54.99
1+2 megs
Available now
Sports
Two players
Battery save

1) Double Dribble: Five on Five



If you've got the basketball jones on the road, turn to Konami's five-on-five Game Boy title. Choose from eight teams that hale from real NBA cities but have fake names. The game packs in real aspects of basketball, like free throws, jump balls, travelling, blocking fouls, and even unsportsman-like conduct. Animated dunk sequences are a nice graphic touch. Sometimes it's hard to catch all the action on the small screen, but this cart is a noble attempt. For a sport that's best on a big screen, this little cart does a good job. (See ProReview, April '92)

Double Dribble: Five on Five by Konami

Graphics	Sound	Control	Fun/Factor	Challenge
3.5	3.5	4.0	4.0	Intermediate

\$29.99
1 meg
Available now
Sports
One player

3) NBA All-Star Challenge





Bulls vs. Blazers and the NBA Playoffs

By Scary Larry

Attention b-ball addicts! Electronic Arts has come up with a monster sequel-update to its round-ball hit, Bulls vs. Lakers. Bulls vs. Blazers and the NBA Playoffs is here to slam some action in your face!

B-Ball Blitz

Bulls vs. Blazers is a one- or two-player basketball game that's loaded with hot options and skillful game play. Pick from 20 teams, which include 16 regular NBA teams, two All-Star Teams, and two custom-built teams, which you recruit yourself.

The Custom Team Builder is particularly cool, since it enables you to build your own dream team...or nightmare team, as the case may be. How about a team with five Charles Barkleys? You can make one here!

You can play one game against a bud for some one-on-one, lets-see-who's-da-best in full-court glory, or you and your bud can play against the Genesis for the championship in Tournament mode. Of course, you can also play solo against the Genesis.

The play options include Arcade, where the players never tire or foul out, or Simulation, where you must rest your players or risk getting blown off the court. On defense, you play full-court or half-court presses. You can also adjust with your team's defensive mindset by selecting three "attitude" levels - Passive, Normal, and Aggressive - for Presses and the Steal 'n' Block defense.

BLAZERS										
PLAYER STATISTICS										
CLASS	PTS	REB	AST	STL	BLK	FT%	FG%	MIN	PTS	REB
CLAYTON	24	8	5	1	2	85	45	32	24	8
PERDUE	18	12	3	0	1	75	40	28	18	12
ARMSTRONG	0	23	0	0	0	0	0	18	0	23
HOME TEAM										
PTS	21	35	14	2	2	82	42	28	21	35
REB	12	18	5	0	1	0	0	12	18	5
AST	8	3	1	0	0	0	0	8	3	1
STL	1	0	0	0	0	0	0	1	0	0
BLK	2	1	0	0	0	0	0	2	1	0
FT%	85	75	0	0	0	0	0	85	75	0
FG%	45	40	0	0	0	0	0	45	40	0
MIN	32	28	18	28	28	0	0	32	28	18
VISITING TEAM										
PTS	18	12	8	0	0	75	40	28	18	12
REB	12	18	5	0	1	0	0	12	18	5
AST	3	1	1	0	0	0	0	3	1	1
STL	0	0	0	0	0	0	0	0	0	0
BLK	1	0	0	0	0	0	0	1	0	0
FT%	75	75	0	0	0	0	0	75	75	0
FG%	40	40	0	0	0	0	0	40	40	0
MIN	28	28	18	28	28	0	0	28	28	18
SCORE OF TIME 00:00 OF THE 2ND QTR										
HOME	21	35	14	2	2	82	42	28	21	35
VISIT	18	12	8	0	0	75	40	28	18	12

PROTIP: Always check a player's stats before sending him in. Most importantly, check a player's FTG (fatigue) rating. Tired players get pushed around like 90-pound weaklings.

Slam Dunk Sights

The NBA sights in this game are fantastic. Although the sprites aren't as large as those in Bulls vs. Lakers, they're still top-notch. Every player is minutely detailed. You can even make out eye guards and jersey numbers. The players move smoothly, and slam dunks are well-crafted and nicely illustrated.

As in other EA b-ball carts, star players have outstanding signature moves called "Marquee Shots." The sight of Jordan's Kiss the Rim, Hardaway's Fake No-Look Pass, or Robinson's Windmill Slam are so real, you'll swear you have Jack Nicholson's seats.



PROTIP: If a player is shooting outside the paint, jump to deny him his score. Works like Magic every time.

This cart's sounds score big. The only music is at the pregame



and half-time shows, which is great since basketball is not a dance competition (unless you're ex-L.A. Laker Girl, Paula Abdul). However, you'll hear the furious dribbling of the ball, the decimating shriek of the referee's whistle, and the sneaker squeak of players thundering down the court.



PROTIP: Star players are fast and dependable. Get the ball to your star, and he can easily bow and weave his way inside for a score.



PROTIP: In Your Face, Gorilla Dunk, Alley Oop, Say Bye-Bye to the Backboard, and 360 Spinning Slam are all here in one cart.

Full-Court Fun

If you're already familiar with Bulls vs. Lakers, then you'll love Bulls vs. Blazers. If you're a first-time Genesis sports player, you may want to battle a bud first, since this cart turns on the heat early in the game. Either way, this game is worth the price of admission.

Don't worry about challenge. The various skill levels and the advanced tournament game play, along with the many other game options, will keep Genesis gym rats blistered for a while. It doesn't matter if you play with a friend or play Malone, because in Bulls vs. Blazers, you'll learn about basketball the Hardaway.

Bulls vs. Blazers (and the NBA Playoffs)
by Electronic Arts

Graphics	Sound	Control	Fun/Factor	Challenge
4.0	4.0	4.0	5.0	Intermediate
\$59.95	Sports			
8 megs	Two players			
Available now	Battery backup			

America's old favorite pastime meets a new fave in these video baseball games. We knuckled through the mound of baseball games and this is how they stack up.

4) Roger Clemens' MVP Baseball

Good pitching options highlight this cart, but a lack of real stats and teams bumps it to the second string.

Roger Clemens' MVP Baseball by L.J.N.

Graphics	Sound	Control	FairFactor	Challenge
4.0	3.0	4.0	4.5	Intermediate

1) Roger Clemens' MVP Baseball

Roger brings home to the NES the great options and cool game play views found on his 16-bit cart.

Roger Clemens' MVP Baseball by Acclaim

Graphics	Sound	Control	FairFactor	Challenge
5.0	3.5	4.0	5.0	Intermediate

1) The Majors Pro Baseball

Get real baseball action for the Game Gear!

The Majors Pro Baseball by Sega

Graphics	Sound	Control	FairFactor	Challenge
4.5	4.0	4.5	5.0	Intermediate



1) Tony La Russa Baseball

Real players and teams earn this cart first place in the standings.

Tony La Russa Baseball by Electronic Arts

Graphics	Sound	Control	FairFactor	Challenge
4.5	4.0	4.0	3.0	Adjustable

1) Roger Clemens' MVP Baseball

On the mound, Clemens gives players fits. In the SNES, he's a bonafide hit.

Roger Clemens' MVP Baseball by L.J.N.

Graphics	Sound	Control	FairFactor	Challenge
5.0	4.0	4.5	5.0	Intermediate

2) Baseball Stars II

No-name players and addictive game play make this baseball cart a diamond in the rough.

Baseball Stars II by Romstar

Graphics	Sound	Control	FairFactor	Challenge
3.0	3.0	5.0	5.0	Intermediate

2) Batter Up

A cutesy baseball game that offers simple but addictive game play.

Batter Up by Namco

Graphics	Sound	Control	FairFactor	Challenge
3.0	2.0	3.0	3.0	Beginner

2) Cal Ripken Jr. Baseball

Unlike its All-Star namesake, Cal Ripken Jr. Baseball is like a good fielding shortstop who hits .220: It's got some great features, but lacks pop.

Cal Ripken Jr. Baseball by Mindscape

Graphics	Sound	Control	FairFactor	Challenge
3.5	4.0	3.0	3.5	Intermediate

1) Roger Clemens' MVP Baseball

This small screen version of Roger's game is the best baseball simulation available for the Game Boy.

Roger Clemens' MVP Baseball by L.J.N.

Graphics	Sound	Control	FairFactor	Challenge
4.5	3.0	5.0	4.5	Intermediate

2) RBI Baseball 4

The fourth time's a charm with better baseball and more features than its predecessors.

RBI Baseball 4 by Tengen

Graphics	Sound	Control	FairFactor	Challenge
4.5	3.5	4.0	4.5	Adjustable

3) MLBPA SportsTalk Baseball

This cart can talk the talk, but it can't walk the walk as well as some of its competitors.

MLBPA SportsTalk Baseball by Sega

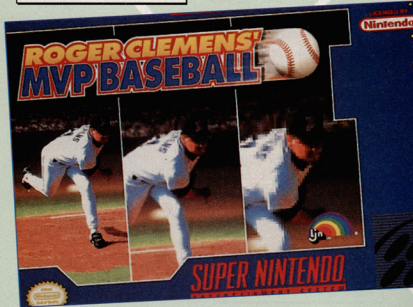
Graphics	Sound	Control	FairFactor	Challenge
4.0	3.5	4.0	4.0	Advanced

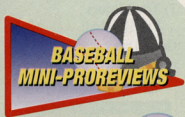
3) Ryne Sandberg Plays Super Bases Loaded

Dust off this cart to find more than decent baseball.

Ryne Sandberg Plays Super Bases Loaded by Jaleco

Graphics	Sound	Control	FairFactor	Challenge
3.5	3.5	4.0	4.0	Intermediate





1) Tony La Russa Baseball



Tony La Russa Baseball is EA's rookie Genesis baseball cart. It steps up to the plate with great credentials, serious stats, solid hitting, credible fielding, and the MLBPA license. All of the Major League teams and players from the '92 season are packed into this cart, and you can create your own All-Star squads. Different levels of involvement enable you to manage and play. Each player has stats in 23 categories and the pitchers can throw four types of pitches, including their own special signature pitches. Just like its namesake, this cart's a winner. (See *ProReview*, April '93.)

Tony La Russa Baseball by Electronic Arts				
Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.0	5.0	Adjustable
\$54.95	Sports		Two players	
16 megs	Available now		Battery backup	

2) RBI Baseball 4



In addition to better game play, more features, and more options than its predecessors, RBI 4 packs in real Major League players and teams, as well as all 26 Major League stadiums. Some unique features are a Home Run Derby and 15 pressure-cooker scenarios in the Game Breakers mode. (See *ProReview*, October '92.)

RBI Baseball 4 by Tongen				
Graphics	Sound	Control	FunFactor	Challenge
4.5	3.5	4.0	4.5	Adjustable
\$54.95	Sports		Two players	
8 megs	Available now			

3) MLBPA SportsTalk Baseball



With more than 200 phrases, this game sounds like you're listening to the radio. There are 520 real Major League ball players that comprise 26 teams from the '91 season. You can play in a full 162-game season, or you can create your own dream teams and

matchups. Actual team colors and impressive stats are window dressing to this already impressive cart. (See *ProReview*, June '92.)

MLBPA SportsTalk Baseball by Sega				
Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.0	4.0	Advanced
\$64.95	Sports		Six players	
8 megs	Available now		Battery save, voice	

4) Roger Clemens' MVP Baseball



By no means a loser, this cart goes to bat against some tough competitors, but places a strong fourth. Apart from Roger, this cart lacks real Major League players and teams. Game play is pretty cool with its behind-the-plate, behind-the-fielder, and closeup tag views. This game is geared toward pitching, and has realistic situations, like trying to establish the best starting rotation. The Rocket's game soars in some categories, but not when it comes to options and realism. (See *ProReview*, March '93.)

Roger Clemens' MVP Baseball by Acclaim				
Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	4.0	4.5	Intermediate
\$49.95	Sports		Two players	
8 megs	Available now			

1) Roger Clemens' MVP Baseball



Roger Clemens' MVP Baseball is a revamped powerhouse that's ready to come off the bench and do some damage. You don't get to play real Major League teams or ball players, but your teams represent all the Major League cities. The game's focus is on on-field action rather than managing, and the baseball play is top-notch. In addition to hitting, running, and stealing, you can dive and jump to field hits and control the tag on an attempted steal. The great-looking graphics feature an impressive shuffle through various views – from behind-the-batter to behind-the-outfielders to beside-the-base runners. The cart's one drawback is its wild pitching arm (like Clemens on a rough night). Just the same, this cart earns MVP honors – most valuable baseball. (See *ProReview*, January '93.)

Roger Clemens' MVP Baseball by LJN				
Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	4.0	5.0	Intermediate
\$59.95	Sports		Two players	
8 megs	Available now		Season passwords	

2) Cal Ripken Jr. Baseball



Cal Ripken Jr. Baseball is a decent game that doesn't quite have the muscle to be a consistent hitter. It moves with Major League speed, which goes a long way toward juicing the action. You play a manager with stats available on ERA, Speed, Batting Average, and Arm Strength, among other things. You can also play with a friend against the CPU, direct a bunt down either line, select fielders after a ball's hit, and use pinch runners. For fun in Exhibition Mode, have Ripken play every position.

Cal stumbles with its smallish graphics and tough controls. Hitting is hard to handle, since there's a lag time between the time you swing at a pitch and the time you make contact with the ball. However, the above-the-diamond view you use to catch a pop fly makes routine catches exciting. Cal Ripken Jr. is a hit or miss cart. (See *ProReview*, January '93.)

3) Ryne Sandberg Plays Super Bases Loaded



Super Bases Loaded was one of the first SNES baseball games around. Its age shows, but it'll still give you a good game of baseball. You don't play with Major League teams, nor do your teams represent all the ML cities. However, you can edit players' names on the roster and some of their stats. The graphics aren't as nicely detailed as those in some of the other games, and the animation looks jerky. The game play view is from behind the pitcher (even when you're at bat), so hitting the ball takes some getting used to. In the field, you can dive and leap to make catches, then make impossibly quick throws back to the infield. The game uses a detailed rating system for victories and losses which determines the skill level of your competition. Super Bases Loaded is a good old-timers game.

1) Roger Clemens' MVP Baseball

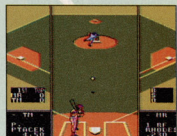


This cart makes the best of 8-bit graphics, and features over-the-shoulder fielding and closeup plays at the bases. It switches per-

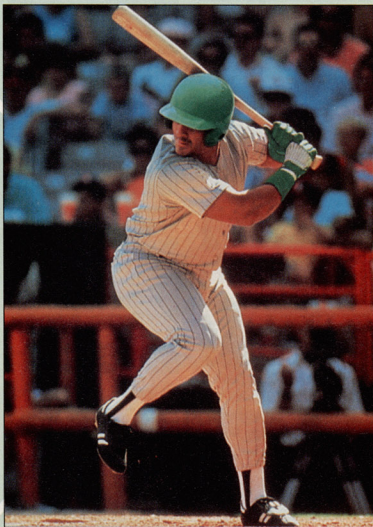
spectives faster than any other NES cart, and features 26 teams with complete rosters and stats.

Roger Clemens' MVP Baseball by LJN				
Graphics	Sound	Control	FunFactor	Challenge
3.5	4.0	4.5	5.0	INT.
\$17.99		Sports		
Available now		Two players		

2) Baseball Stars II



This sequel doesn't tout real-life players or teams, but its battery backup lets you create your own



Cal Ripken Jr. Baseball by Mindscape

Graphics	Sound	Control	FunFactor	Challenge
2.5	4.0	3.0	3.5	Intermediate
\$84.95		Sports		
8 megs		Two players		
Available now		Season passwords		

Ryne Sandberg Plays Super Bases Loaded by Jaleco

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.5	4.0	4.0	Intermediate
Price not available		Sports		
8 megs		Two players		
Available now				



baseball squads from scratch and play as a player or as a general manager. You can play in four different stadiums, plus shift your outfield formation left or right. Battery backup, good controls, and addictive game play make this cart a winner. (See *ProReview*, June '92.)

Baseball Stars II by Romstar

Graphics	Sound	Control	FairFactor	Challenge
3.0	3.0	5.0	5.0	Intermediate

\$54.95
3 megs
Available now

Sports
Two players
Battery backup

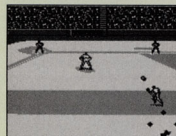
1) Roger Clemens' MVP Baseball

Roger Clemens' MVP Baseball by L.N.

Graphics	Sound	Control	FairFactor	Challenge
4.5	3.0	5.0	4.5	Intermediate

\$29.95
Available now

Sports
Two players



This game features almost all of the cool features that its Genesis, NES, and SNES teammates have, but there's virtually no competition in the Game Boy league. Twenty-six teams, over-the-shoulder game play perspec-

tives, closeup tag screens at the bag, and passwords pack this small screen version of the Rocket's game. You even get an option to call upon Roger for his sage advice. America's favorite pastime has never played so well on the small screen.

Roger Clemens' MVP Baseball by L.N.

Graphics	Sound	Control	FairFactor	Challenge
4.5	3.0	5.0	4.5	Intermediate

\$29.95
Available now

Sports
Two players

1) The Majors Pro Baseball

The Majors Pro Baseball by Sega

Graphics	Sound	Control	FairFactor	Challenge
3.0	3.0	5.0	5.0	Intermediate

\$54.95
3 megs
Available now

Sports
Two players
Battery backup



Sega hits a homer with its officially licensed Game Gear title that swings a heavy bat at their earlier baseball cart, Clutch Hitter. This one- or two-player game features real teams and player names, full seasons, and the ability to create your own All-Star teams. Some fine details include a digitized umpire's voice, inset screens for on-base runners, and batting line-up substitutions. Your fielders can make diving catches and leaping grabs for hard-to-reach balls. This



game puts the Game Gear into the Big Leagues. (See *ProView*, March '93.)

The Majors Pro Baseball by Sega

Graphics	Sound	Control	FairFactor	Challenge
4.5	4.0	4.5	5.0	Intermediate

\$36.99
2 megs
Available now

Sports
Two players

2) Batter Up



If you're looking for real teams, real players, or realistic baseball, look elsewhere. However, if you're looking for a simple game with cartoony characters and a load of action, then Batter Up's the one. Choose between two stadiums and a one- or two-player mode. Each team is stacked with a few Prime Hitters, who have the the best chance of getting good wood on the ball. Other than that, it's straight-up video baseball. It's a good game, but a definite second-place holder. (See *ProReview*, January '92.)

Batter Up by Namco

Graphics	Sound	Control	FairFactor	Challenge
3.0	2.0	1.0	3.0	Beginner

\$29.99
1 meg
Available now

Sports
Two players

PROS WHO PLAY

Roger Clemens Red Sox

You'd think after winning three American League Cy Young awards, an American League Most Valuable Player award, and playing in the World Series, that Roger Clemens' children would be pretty impressed with dear ol' Dad! Well, think again! Sure they thought Dad was pretty keen, but what put him over the top was having his own video game.

Clemens, who's only the second three-time winner of Cy Young award found in the American League, finally hit the big time with kids when Roger Clemens' MVP Baseball hit the stores. The star of Roger Clemens' MVP Baseball, which is now available on the Super NES, Genesis, and Game Boy, sat down with GamePro and talked about his video game and the game of baseball.

GP: What made you decide to lend your name to the game?

RC: *I'm a big fan of video games, and my kids and I play a lot together. In fact, I think my kids think I'm a bigger hero now that I have my own video games. I also think video games promote friendly competition, test hand/eye skills, and offer baseball fans a unique way of enjoying their favorite sport.*

GP: What did you contribute to the game?

RC: *A special section in the game that allows gamers to ask "The Rocket" for tips and hints is an example of the types of playing*

strategy I supplied. Also, I provided firsthand knowledge about positioning strategies (what players are supposed to do during certain plays, how a Double Play works, etc), and I offered my views on how to make the game as realistic as possible.

GP: What is your attraction to video games?

RC: *They're an entertaining way to spend time together as a family. Playing games allows my wife and I to share a common interest with our children. Besides, they're a lot of fun.*

GP: Do any of your teammates play your game?

RC: *We have a lot of guys on the team who love to play video games, especially during long road trips. Now, with Roger Clemens' MVP Baseball available for the portable Game Boy, my teammates and I are never far from a pickup game. I'm going to practice hard over the winter so I won't get beaten at my own game.*

GP: Have you played the game?

RC: *Yes, I have. The realism of the Super NES and Genesis versions really gives players the look and feel of being at the ballpark.*

GP: Is there anything in the game that you'd like to see carried over into professional baseball?

RC: *I think these games capture the true essence of pro ball, but one thing I would like to see carried over into baseball is a reset button. It would be especially helpful after I give up a home run.*

GP: Have you received any offers to do other video games?

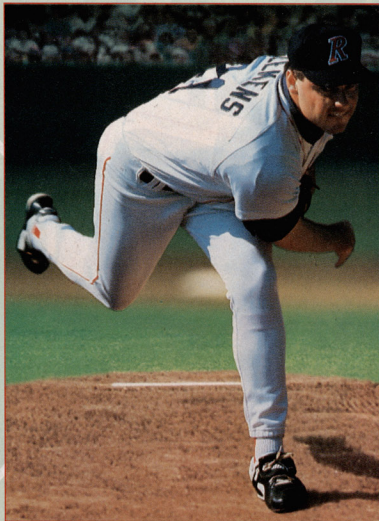
RC: *Not at the present time. If there were, they'd have to beat Acclaim. I think Acclaim has done a super job of bringing my favorite sport to popular gaming systems.*

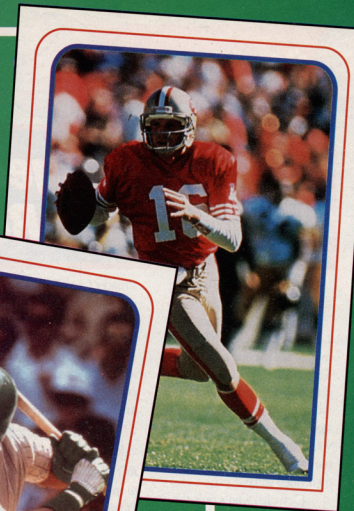
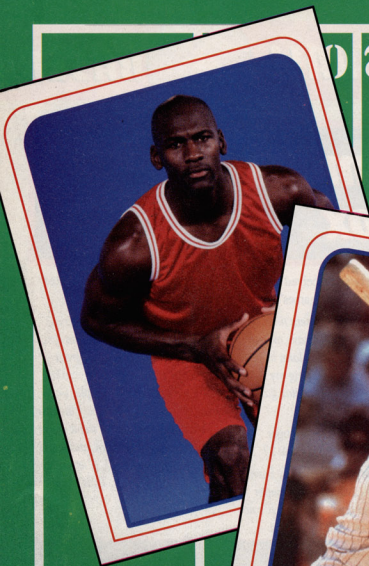
GP: Any plans for a Roger Clemens' MVP Baseball 2?

RC: *The game has really been a hit on the Nintendo, the Super NES, and the Genesis, so it's not entirely out of the question.*

GP: Any predictions for the Red Sox this year?

RC: *There are going to be some changes in the Red Sox from last year. There were a lot of great players on the free agent market, and we picked up a couple, like Andre Dawson. I'm really looking forward to this year. I think we've got a competitive team, and we're looking to win the AL East and go to the World Series. That's our goal every year.*





SUPER NES PRO REVIEW



By Scary Larry

The Dark Knight is back, and he's Bat-ter than ever. Heeding the call from the forlorn citizens of Gotham City, the Batman returns. This fantastic cart from Konami delivers the goods beautifully.

Hangin' with the Batman

Batman Returns is a one-player, side-scrolling action cart that offers not only spectacular graphics, but mesmerizing sound and superior game play, too. With digitized stills and lines straight from the script, the game follows the movie perfectly. For the two of you who don't know the story, it goes something like this: Man meets Bat. Man becomes Bat. Bat meets Penguin. Penguin meets Cat. Bat, Cat, and Penguin eventually meet and try to mangle the mammalism out of each other. Bat Wins. Maybe.



PRO TIP: Wait for the bike riders to swing around, then jump-kick them off their hogs.



PRO TIP: Rocket-launching clowns are pretty indiscriminate when they target an enemy. If you wait awhile, they'll even blow away some of their friends by accident.

You punch, throw, toss, and swing across seven levels of gut-busting, face-pounding action. You bash your way through the Gotham Streets, the Penguin's Zoo hideout, across the top of a Circus Train, and on the roofs above Gotham. There's even a stage where you drive the Batmobile and eradicate bike-riding maniacs. It's all in a day's work for the long-eared superhero.



PRO TIP: In the Batmobile stage, each wave of bike riders comes at you with a gap between them. To minimize damage to the Batmobile, aim your car for that gap.

You won't be shadowboxing, either. There are enough villains here to start a convention. You'll fight the members of the Red Triangle Gang (Penguin's henchpeople), which include killer clowns, knife throwers, sword-swallowing slashers, fire-spitting fiends, and more. At the end of each stage, you also fight a surprise Boss, who could be anyone — an angry Organ Grinder, a brawling bozo of a Clown, Catwoman, or the Penguin.



PRO TIP: Come at the Organ Grinder at an angle. Start wailing away before he reads his box to shoot. This tip works for most of the stage bosses.

Bat Attitude

Batman has always been known for his innovative fighting style and neat gadgetry. To combat the many nefarious nitwits in this game, Konami has not left the Batman hanging. In addition to a regular punch and jump, you can also pull a



© 1993 Warner Bros.

Flying Jump Kick, a Cape Sweep (major damage to any enemy foolish enough to come near it), and a Flying Attack (a sweep down from above that knocks your enemies silly).



PRO TIP: Catwoman, who you face more than once in this game, is a formidable opponent. Let her hit you once, then start punching away for maximum damage. Come in at an angle when going against la femme nikitty.

You can also pull special moves when you grab a villain. You can punch them in the gut, pick them up and throw



them to the ground, throw them into windows, and more. For dual damage, smash two bad guys together. Ouch!



PROTIP: The double head-butt inflicts the most damage. Don't try to pull it off unless both villains are close to you. Throwing enemies against the wall is the second most damaging move. Use the Cape Sweep only if you're being pummeled, because this move takes energy from your life bar.

As for toys, Batman has a bevy of Bat weapons. He has his Batarangs (bat boomerangs), a Bat Spear (winch and pulley for wall climbing), and Test Tubes, which he throws to wipe out a screenful of enemies. During the course of the game, you can pick up these weapons, along with health power-ups.



PROTIP: To take the Penguin down, come in at an angle, pummel him, then retreat (but not too far back or he'll spray you with machine gunfire). Avoid his umbrellas as

best as you can, and then repeat the procedure. If he tries to fly upwards, throw a Test Tube to bring him back in to fist-fighting range.

Bats Entertainment!

Bar none the graphics in *Batman Returns* are better than any you'll find in the other *Batman* titles. The sprites are big and well-drawn. They move quickly without flicker or slowdown. The backgrounds are painstakingly redrawn from actual movie footage, making each stage a joy to look at. The digitized scenes from the movie, which are spread throughout the game, are so cool and so real that you'll find yourself pausing to get popcorn.

Batman Returns doesn't hold back on the sounds, either. There's music directly from the movie, and each stage has a different melodramatic score that fits right in with the action. All the sound effects are awesome and clear, too.



PROTIP: Playing the game only on the *Mania* setting will let you see a special ending worthy of all crime fighters.

Bats the Way (uh-huh, uh-huh), I Like It

Batman Returns is a keeper – a game whose absence will render your SNES library incomplete. You'll have hours of fun with the adjustable challenge levels (Easy, Normal, Hard, Mania, and Special). Pick up this cart and hold on tight, because everyone you know is gonna want to be at Bat.

Batman Returns by Konami

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	5.0	5.0	Adjustable

\$ 59.95
Available April

Action
One player



By Feline Groovy

The cat's out of the bag—at last! Bubsy the Bobcat makes his long-awaited appearance in *Claws Encounters of the Furred Kind* for the SNES. Bubsy's creators at Accolade hope to keep you purring with their new trademark character, and they probably will. This cat's excellent graphics and great digitized voice make this rollicking, multi-scrolling adventure well worth the wait.

Woolie Worries

If you haven't kept up with Bubsy (see *GamePro* July '92 through April '93), here's the story line: Our feline hero's problems begin in outer space with Planet Rayon's queens, Polly and Ester. Rayon uses wool for fuel, so they've swiped all the wool from Earth.

In order to reclaim Earth's wool, Bubsy must run, jump, and fly to snatch Yarn Balls scattered across five chapters with three regular stages and a bonus stage in each. As with other trademark character games, there's a lot of territory for Bubsy to cover, and you

may never travel the same route twice. Bubsy goes wool-hunting through an amusement park, a desert, a train, several villages, and a forest.

The Woolies, yarn snatchers from Rayon, are your primary adversaries, but you also fight red-hot Hotdogs, gum-spitting Gumball Machines, tumblin' Grumbleweeds, snappin' Sand Sharks, and a zany zoo of other critters, so keep your claws sharpened!

Cat-Like Moves

Bubsy's moves are limited, but they work very well. You can run, duck, and Pounce (the catty version of a jump). You also get a smooth Glide move that makes you fly through the air. There are no weapons, but your claws will really give your enemies pause. When you Pounce on them, you become an indestructible furball of fury.

If Bubsy slips in one area, it's that he slips...literally. When he runs, he tends to keep on running, even when you're not pressing the control pad. This is an intentional feature of the controls, but it'll cost you a few lives and a lot of frustration until you get the hang of it, especially on the extra tiny ledges.



PRO TIP: Your swimming skills aren't great (after all,

BUBSY™

you're a cat). If you find yourself contemplating a swim on ground level in the first part of Chapter 1, Stage 3, run to the left. You'll find a cave that will transport you safely across the water.

If Polly and Ester's minions become too much for you to handle, you do have a few tricks to keep you going. The Chapters are punctuated with Exclamation Marks throughout. Reach these points in the game, and you start there the next time you knock a life off of your starting nine. The T-Shirt power-ups keep your back covered with 1-ups, 2-ups, invisibility, and extra continues. Find a red circular arrow, and you'll be invincible. If you really need some help, grab a friend for alternate two-player combat.



PRO TIP: It's much easier to wipe out Woolies when you soar onto their skulls than it is when you hop on their heads.



PRO TIP: Run along the tops of stalls in the first part of Chapter 2. You will see some small ledges above you.





PRO TIP: Sometimes you'll discover a bonus warp zone filled with yarn if you exit a passage and then re-enter it.

Award-Winning Sights and Sounds

Bubsy doesn't pull the wool over your eyes or your ears. If you want to win a cat show, looks count, and Bubsy deserves a blue ribbon. The graphics lend bright colors to the adventure-driven bobcat. Bubsy's animations give the kitty personality. He teeters on one paw when he's too close to an edge, turns into an accordion after falling too far, and grimaces about flyaway hair when he's drenched with water.

Other cute feline personality traits shine through Bubsy's neat digitized voice. Even though it's repetitious at times, it's a nice touch overall.



PRO TIP: Be prepared to jump at the end of the first log ride in Chapter 1, Stage 3.







PRO TIP: To beat the big yarn saucers at the end of Chapter 1, get to the right of the screen by jumping over them after they land. Then, keep jumping and Gliding towards them. Two easy bops, and they're history.

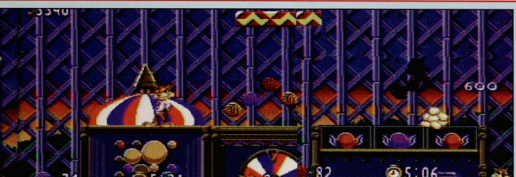


Almost Purr-Fect

Bubsy is a must for any gamer's library. Hot on the trail of Sonic The Hedgehog (in fact, a Genesis version is due soon), this cat really moves! He may not be as fast as Sonic, but he definitely has a lot more purrrrr-sonality.

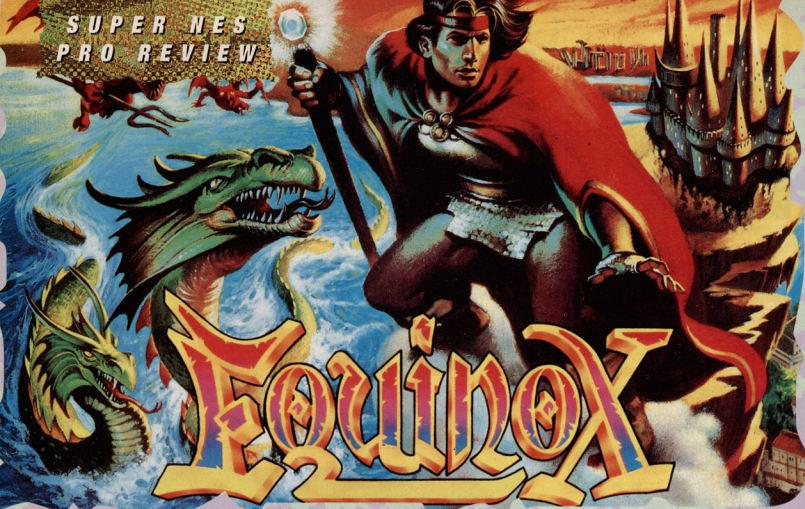
Bubsy: Claws Encounter of the Furred Kind by Accolade

Graphics	Sound	Control	FunFactor	Challenge
 5.0	 5.0	 4.5	 5.0	ADV.
\$69.95	16 megs	Available April	Action/Adventure	Two players
			Passwords	



Jump up until you reach a big ledge, where you can jump up for an invisibility T-Shirt.

PRO TIP: When starting out in Chapter 10, go down the ledges and wait on the last ledge that's right above the water. A turtle will come by pushing a log raft toward the left of the screen. Jump on the log raft until you reach a ledge. Start hopping up the ledges until you get the 2-up T-Shirt that you had a glimpse of at the start of the Chapter.



By The Unknown Gamer

The great magician, Shadox, survived the terrors of Solstice for the NES. As the son of Shadox, your destiny is complex. One of Shadox's protégées, Sonia, has succumbed to the pull of darkness. Now she plans to use the magic she has learned to become an evil empress. Only you can pull the world back to the light, from Solstice to Equinox.

Let There Be Light

Solstice for the NES was one of those relatively unknown games that delighted those who discovered it. With Equinox, a superb SNES sequel, Sony continues to beef up their lineup of increasingly excellent video games.

Equinox blends elements of action/adventure, role play, and puzzle gaming into an entertaining and time-consuming masterpiece. This one-player adventure roams across the face of the world through seven very different Kingdoms. Above ground, you look at the action from a classic overhead role-play

view. Each Kingdom's features include the local flora and fauna, usually of the Werebat and Troll variety. The land-



PROTIP: You can't defeat anything without a weapon. When your game begins, search immediately for the knife. Go to the village with four chimneys and take the southwest exit out of the main room.



Scaling and rotation give you a unique perspective on Equinox's world.

scapes are dotted with villages that serve as the entrances to the underground Dungeons. You can rotate your view 360 degrees, and zoom away from the island in order to get an overall perspective on your circumstances.

As you traverse each Kingdom, you have several choices: battle any Werebat or Troll that crosses your path, leap into the nearest Dungeon, or play your Harp. If you defeat a Troll or a Werebat, you earn extra life or magic potions.



PROTIP: Whenever you're low on Life or Magic Potions, you can return to Galadonia. In this Kingdom, it's easy to destroy a Troll for Life power, and it only takes one shot to nail a Werebat and earn a Potion.

Dungeon Exploring

Leap into a Dungeon, and the action really begins. As you descend to the

world beneath the ground, you find yourself in a series of interconnected rooms, which you view from a 3/4-overhead-view. The crisp, bright colors combine with a 3D look to make you feel as if you're really exploring a strange and magical underground realm, and you are. Haunting music sends an appropriately eerie chill down your spine.



PROTIP: After you've beaten five Guardians, you regain the five strings of your Harp. Then, you can proceed to the stone crosses on the surface of the Kingdoms and use the Harp to teleport to other locations.

Each Kingdom's Dungeons hold special items that you need to build up your strength and magic power. To clear a Dungeon, you have to explore all of its rooms and gather 12 Tokens and other treasures. You find the Tokens everywhere: sometimes in plain sight and sometimes only revealed when you destroy the Dungeons' denizens.



PROTIP: Stuck? Try pushing every brick or other obstacle in sight. Often moveable obstacles are the key to the puzzle. Don't forget to search for hidden doors, too!

The Dungeons of each Kingdom are different, but all are littered with mind-boggling obstacles, including deadly sharp spikes, bricks (visible, invisible, and moveable), moving gates (visible and invisible), and scads of demon creatures. The creatures, which range from the fairly innocuous Ghosts to the extremely crafty Blobs, range in color

from green to white. Although the early rooms are easy to navigate, they become more and more complicated. As the game advances, it requires much more brain cells, along with more than a little agility, to discover ways to unlock the Dungeon's complex secrets.



PROTIP: Green demons of any kind are always the easiest to destroy. For example, when you enter Tori's Dungeon with the marching wall of Knights, head to the right side of the screen and destroy the green Knight first. Once you've given him his marching orders, you can pick off the others at your leisure.

I Put a Spell On You

Eight weapons of differing strength and speed, as well as eight magic spells, are also hidden in the Dungeons. Once you've earned a weapon or a spell, you can access a role-play style menu screen and swap between items. This interface and the rest of the game's controls are accurate and easy to learn.

Keys and Apples are also strewn throughout the Dungeons. The differently colored Keys open corresponding doors of the same color, but only once. The Apples replenish your life.

Once you've successfully explored a Kingdom's Dungeons (no easy task – the first Dungeon has 16 rooms and a later Dungeon has 100), one final challenge



PROTIP: To defeat Bonehead (the first Guardian) stand between these two pillars. He can't harm you when you're between the pillars, but the Ghosts can.

prevents you from heading to the next Kingdom. Deep within each Dungeon lies a Guardian monster. It's not too difficult to figure out how to destroy these Guardian beasts, but they only have to hit you once to destroy you. Then, you have to start from scratch.

After you've explored the seven Kingdoms, destroyed the seven Guardians, and are fully armed with weapons and spells, journey to Death Island for the final showdown with Sonia. Beginners and those who hate suspense beware: Equinox is one of those tough games that you're gonna have to return to again and again in order to advance. Even advanced gamers will find it takes days to complete. Fortunately, Equinox has endless continues and a battery backup that enables you to save up to four games in progress.



PROTIP: If you're near the exit to a Dungeon when you clear a particularly difficult room, return to the entrance and Save your game. You won't have to repeat the difficult room if you die.

Heart and Solstice

Equinox works because it takes the best of several different types of games and rolls them into one highly original adventure. There are great puzzles to solve; cool creatures to shoot; big, bad bosses; and more than enough challenge for even expert adventurers. Don't wait until the next equinox to check it out.

Equinox by Sony Imagesoft

Graphics	Sound	Control	FunFactor	Challenge
				ADV.
5.0	5.0	5.0	5.0	Advanced
Price not available		Adventure		
8 megs		One player		
Available July		Battery save, unlimited continues		

**A RUSSA
MANAGER
OF THE YEAR!**

1992 SEASON PROVES
HE IS THE TOP
OF HIS LEAGUE

FINALLY, BASEBALL THAT'S MORE THAN HIT AND RUN.

This is the way baseball's supposed to be played. The strategy. The thinking. The statistical percentages behind every pitch and swing of the bat.

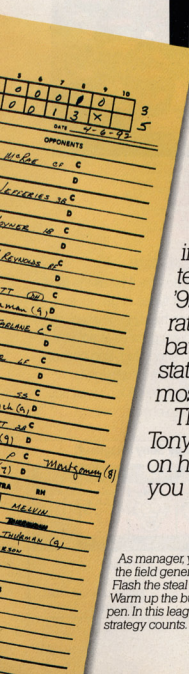
That's what Tony La Russa Baseball™ is all about. For baseball purists, La Russa's the only game in town. All twenty-six major league teams. Every single player from the '92 season, from Abbott to Zeile. Each rated in 9 different skill categories like bat power and arm strength based on stats from STATS™ Inc. Giving you the most accurate baseball simulator ever.

That's not all. You also get the 1992 Manager of the Year: Tony La Russa. His thinking, his strategies, his insights on how to win—it's all there in the game. So Tony can tell you what to

pitch to Will Clark. When to go to the Eck. How to score when Cone's on the mound. If you should shift for dead pull hitters like Dave Justice.



As manager, you're the field general. Flash the steal sign. Warm up the bullpen. In this league, strategy counts.





**By Scary Larry &
Linoleum Blowpart**



It's Wayne's World! Video Game! Party Time! Excellent! Wayne and Garth have another TV show, and this time it's on the SNES. The boys have managed to stay out of trouble...NOT! Their antics will keep you going, but the not-so-excellent game play is slightly bogus

Extreme Closeup

Wayne's bud Garth is gone. He's been kidnapped by a gelatinous purple cube called Zantar in this one-player, side-scrolling adventure. Armed only with an "Axe" guitar that shoots deadly sounds, Wayne must prove himself worthy by rescuing Garth from a fate worse than death - front row center at an Abba Reunion Concert. Major bum for Wayne, and even worse for Garth!

Everyone's kung fu fighting in the four familiar settings (Kramer's Music Store, Stan Mikita's Donut Shop, the Gasworks, and Suburbia). Accordions, Bagpipes, Electric Wires, Donut Monsters, and Psycho Hose Beasts tend to hide offscreen and shoot you when you're unaware. The flat backgrounds that camouflage the ammunition don't help the boys, either. This doesn't bode well when you're trying to score, and you get knocked out by sights unseen. It's pail. It's bucket.



PROTIP: When you hear the kazoo's starting their attack, just stay where you are and they should leave you alone.

It's going to take more than beautiful babes to keep Wayne going. Besides being able to use his guitar sounds to kill enemies, he can find Excellents. Excellents allow Wayne to

take an extra hit before he heads to that great stage in the sky. He starts out with five Excellents, but the more he can find, the more he can get hit without dying. He can also find Shwings, which blow up everything on the screen.

WAYNE'S WORLD



PROTIP: Don't be shy. Use your Shwings when you're cornered. Good call!

I Did Not Know That

Some of the things that keep you going through this long, complex, and sometimes repetitious cart are Wayne's digitized voice, the humorous opening sequence, and the great digitized graphics, including the heads of Mike Meyers as Wayne and Dana Carvey as Garth. You'll hear all the words that made Wayne famous, like "Not" when he's hit, "Excellent" when he finds one, "Schwing" when he blows up the screen, and "We're not worthy" when he dies. The background music, on the other hand, is worse than AM radio.



PROTIP: At the beginning of the second stage, jump on the Conga drum and sail left. You'll find a 1-up.



"...Nothing really matters...at all..."

Party On, Wayne

If you're fans of Wayne's World, keep watching Saturday Night Live. With one-dimensional game play and average graphics and sound, this game would fall somewhere in-between Wayne and Garth's "Top Ten Worst Video Games of the Year" and their "Top Ten Reasons Why Video Gamers Get Fish Hooked." This game shoots, but eventually chokes.

Wayne's World by T.HQ

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	3.0	3.5	Advanced
\$41.99		Action		
8 megs		One player		
Available now				

SUPER NES PRO REVIEW



By Slasher Quan

Street Fighter II set a tough standard for fighting games. Add Doomsday

Warrior to the growing list of middle-of-the-pack SNES beat-em-ups.

Doom Is at Hand

When intergalactic punks trash the neighborhood's cars and pollute the drinking water, it's time to call a Doomsday Warrior! In this head-to-head fighting game, you play one of seven Doom Squad heavyweights. You're out to beat up everyone else in the game to prove your worth and save the Earth. You can duke it out with a friend, or go it alone. After flinging fists against the computer's eight regular opponents, you get to clobber three extra bosses.



PRO TIP: Stay close to the final boss, Main, and you can toss her like a sack of potatoes for an easy win. Don't keep your distance, or she'll scorch you with magic.

Stop, Look, and Pummel!

Doomsday's side-view pix are crisp and colorful, and the cinema sequences have sparkle. Still, this game's graphics won't knock you out. There are only four battle-ground scenes (compared to Street Fighter's 12). The animation is ordinary, so don't expect slick facial expressions or silky-smooth strutting.



Hey, you could draw that with both hands tied behind your back!

The sounds are in line with the rest of the game — average. You'll like some of the music, but some you'll want to ban from the airwaves.

Fighting Dirty

Your fighters aren't very imaginative, but their standard kicks, punches, and screen-rockin' throws do the job. Their special techniques, however, are predictable fare. They include fireballs, dashing punches, and spiraling jump attacks.

Doomsday's biggest handicaps, though, are its combat system and its

controls. The special attacks are all triggered by the same few button-press sequences, and combination maneuvers are minimal. To top it off, the L and R button blocking moves are unwieldy in the heat of battle.



PRO TIP: To throw a fireball or execute a running attack, hold the joystick back for two seconds, then press it toward the opponent and punch or kick. Also, try holding down Down for two kicks, then press Up plus punch or kick.

In this Corner...The CPU

Despite unlimited continues and adjustable challenge, trading blows with the computer can be aggravating. Your computer opponents always sucker-throw you at close range before you can retaliate. No fair! As a consolation, you can cheat the CPU by using the same assaults over and over again for an easy win.

As you beat your way through this cart, you earn ability points to bolster your brawler's attack and defense ratings. A password saves the new stats, which is a plus.

PRO TIP: At the end of combat, you earn one ability point for every remaining health point. You must win all of your matches by wide margins, or you don't stand a chance.

A One-way Ticket to Palookaville

Street Fighter II may be old news, but for head-to-head fighting it's still tops. Doomsday Warrior's just an interesting prelim to the main event.

Doomsday Warrior by Renovation

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
3.5	3.0	3.5	3.0	Adjustable
\$59.99	3 megs	Available now	Beat-em-up	Two players
			Unlimited continues/	passwords

DOOMSDAY WARRIOR™





By Scary Larry

Who's the growling, grumpy, whirling dervish king? Look no farther, cartoon fans, because that ferocious furball, the Tazmanian Devil, is back in action on your SNES.

FanTaztic Journey

Taz-Mania is the manic new cart from Sunsoft, starring the hungriest mammal on the planet. This single-player, first-person perspective chase game plays like a fast-paced auto racing cart, only you get to guide Taz down the road with a behind-the-Devil view. The game features all the colorful cartoonish backgrounds and goofy-looking characters that made Warner Bros.'™ cartoons a 'toon empire.

It appears that it's Kiwi bird mating season in the land down under, where Taz makes his home. Kiwis are Taz's number one favorite food. The object of the game is to race down a road through each act and collect your quota of Kiwis before time runs out. You can run forward and backward, jump, skid, grab, and screech to a halt. You also have the patented Tazmanian tantrum, which lets you whirl through obstacles.



PROTIP: Although blue birds regain your health, don't bother. Eating one Kiwi will bring back the whole bar. Concentrate on the red birds instead.

You're gonna need some beastly reflexes to handle all the running and grabbing, plus a quick thumb to avoid such roadhog opponents as Axl and Bull Gator (the notorious hunting team), Wendal T. Wolf (a neurotic wolf who hops on your back and wraps his fingers around your eyes to obscure your vision), and the amorous She Devil (one kiss, and

you're history). Along the way you must also sidestep obstructions like telephone poles, trees, cars, deep water, oil slicks and buses. There's even a pterodactyl, who'll carry you back to the beginning if you're not careful.

TAZ-MANIA



PROTIP: When you see the pterodactyl, don't jump. As long as you're on the ground, it shouldn't come after you.

To keep your feet movin', you've got to chow down. You can eat blue birds to partially fill your life meter, red birds to give you extra time on the



PROTIP: Not everything you get from Acme delivery is pleasant. He may bop you with a boxing glove or throw dynamite. When a prize is released, hang a little behind so you'll be safe from harm.

clock, and bonus meats that are thrown from the Acme delivery scooter. The Acme delivery person will also give you such goodies as roller skates, springs, and other treats.

Good-looking Grump

Taz-Mania is a colorful, well-animated, smooth-moving cart. All the SNES Mode 7 rotation and scaling stops were pulled out for this one, so hold on! You also get to see Taz's great-looking, grumpy, growly, hilarious facial expressions when he turns around or he gets hit. Additionally, all the enemies are well drawn, and they move quickly without flicker or slowdown.







PROTIP: Some Kiwis speed ahead of you and then screech to a stop. As soon as you hear the screech, grab 'em or you'll fly right past them.

Some folks will find the music too cartoonish. The familiar Warner Bros.™ opening theme is well represented, though, and that's all the music you'll pay attention to.

Devil May Care

On the surface, Taz seems to have pretty basic, one-dimensional game play, but don't toon this cart out. The later stages are difficult and challenging. They'll keep you on the run for hours. Children will be entertained by the cartoon graphics, but they may find the tough action frustrating. Taz-Mania is a fast-moving, good-looking Devil of a game.

Taz-Mania by Sunsoft

Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.5	3.0	4.0	5.0	Intermediate
\$59.95		Action		
8 megs		One player		
Available May				



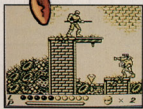
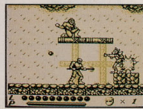
Take Out The Garbage.

Moldy tuna fish is nothing compared to the scum you'll face battling Lord Contaminous and his gang of environmental thugs on your NES™ and Game Boy®.

But you're Zen, a cosmic Ninja who's trying to prevent Earth from becoming a toxic wasteland.

On your NES, fight through 12 of the most hazardous levels you've ever seen, with horizontal, vertical and 3/4 view scrolling, plus fluid character movements that are hotter than a nuclear meltdown.

Then grab your Game Boy and Photon-Stick, and sweep through 4 treacherous spew zones until you reach Lord Contaminous, who is waiting to trash you at the final waste dump. No doubt, if you've got the guts, these will be your toughest chores ever!



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FIRST SAMURAI



By Kamikaze

The Demon King has chopped your Sensei down to size and cut out through a time warp. You're just a rookie samurai in old Japan, but you've got to track the villain down.



Alone, the Sensei must battle with the fearsome Demon King...

The Demon King makes his point.

Have Sword, Will Travel

First Samurai by Kemco is a sharp hack-n-slash cart from the old school. You use fist, feet, and blade to carve a path through hordes of vile creatures and deadly robots in order to...all together now...“meet the Demon King in the final showdown.”

First Samurai may not be the “first” to use the concept, but it’s still first-rate action/adventure game. Finger-pumping martial arts, imaginative graphics, and inventive sounds carry you a long way through this adventure.

Your perilous journey of revenge takes you across time through five side-view, multi-scrolling stages. To find and face the Demon King, you have to fight in 18th Century Japan, on a runaway Express Train time machine, in Tokyo 1999, and in a Time Elevator.

You Slice and Dice

First Samurai gives your brain a workout, along with your fingers, and the crisp controls give you a fighting chance. Your primary moves are basic stuff – punch, kick, jump, and cut. Throw daggers, axes, and bombs if you can find ‘em. The Magic Shurikens, which home in on your foes, are the weapons to cherish.

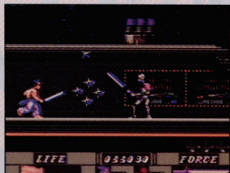
PROTIP: Shurikens only appear in Stages 1, 3, and 5. In Stage 1, you can find a Shuriken up on the rocket-powered floating platforms. In Stage 3, there’s one hidden in an underground chamber wall.



The Wizard Mage Makes Magic

PROTIP: Hold down A to speed up the materialization process at any Force Pots.

The murderous menagerie includes demons, goblins, imps, bugs, robot drones, and more. A zombie warrior and a tentacled horror lead the Boss attack. You only get four lives and no continues, so make your cuts clean.



PROTIP: Obake, the tough Express Train boss, is open to attack when he raises his sword to slash you. Jump back far enough to make him miss, then quickly run in to slash him. His revolving shurikens shoot forward after he slashes, but they temporarily disperse. Time your move appropriately.



PROTIP: Sometimes you can “bat” throw weapons back at your adversaries.

Some obstacles are impossible to overcome without the ethereal Wizard Mage (a genie-like friend). First, however, you must find the Magic Bells that summon him.

Sharp Graphics and Sounds

This game’s graphics shine. They’re standard stuff at their core, but vibrant colors, lively movement, and gorgeously painted backgrounds make them a cut above average.

Overall, the sounds are good, although the Japanese-flavored rock music grates after a while. The effects feature expressive grunts, moans, and monstrous bellows.

A Nice Slice of Samurai Life

First Samurai is a good-looking, familiar sword fight that attacks you with a vengeance. Though it’s not an original, First Samurai definitely makes the cut.

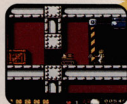
First Samurai by Kemco

Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.0	4.0	4.0	4.5	Intermediate
Price not available		Action/Adventure		
4 megs		One player		
Available April				

CRASH!!!



Break a leg at the Crash Test Center!



There's action at every turn!



You're top of the heap at The Junkyard!



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



**FLYING
EDGE**
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By Scary Larry

If you're one of those people who love to watch news bites about domino rallies, well, you're in pretty sad shape. However, now there's a game that allows you to topple someone else's carefully crafted domino setup, and you may find that far more entertaining than the news.

Ant Misbehavin'

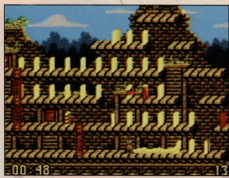
Pushover is a one-player puzzler that's a cross between Lemmings and Krusty's Fun House. You are G.I. Ant, a soldier ant that's

trained in tactical maneuvers. Your mission is to find the nine bundles of cash hidden by Captain Rat in Domino Domain, a mini-world composed of 36 different domino puzzles. Topple all the blocks, making sure that the Trigger block is the last to fall, and you'll open the door to the next level. All this must be done within a given time period.



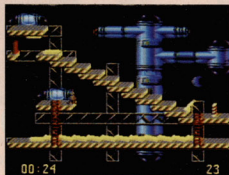
PROTIP: A good strategy is to push a block and note where the blocks fall to create a reaction. When you try the level again, begin working from that point.

After completing a puzzle, you receive a token which you can spend in two ways: Use it to advance a level if you completed a puzzle after your time ran out, or use it to make the computer leave the blocks as they were before you lost the level.



PROTIP: Not all blocks are pushed from the top row. Try pushing these blocks from the bottom row and see where they fall.

Special blocks actually do most of the work in this game, and they're the most fun to watch. There are several kinds, including Splitters (split in half and tumble in both directions), Ascenders (rise up instead of fall down), and Bridgers (bridge gaps), plus more. You can pause the game at any time to bring up a screen that explains the function of each block. Pausing after your time limit has expired will even reveal a clue or two. G.I. Ant has the ability to rearrange and move any block, but he's only allowed to push over one block per level.



PROTIP: No matter how fast you are, some puzzles take up to the last second to complete. Once you start a chain reaction, stand near the exit so you can just zip through the door.

Pushy Little Fellow, Isn't He?

The graphics are secondary to the game play in this cart. G.I. Ant is an extremely small sprite, and the domino graphics are basic. The backgrounds are nicely drawn, but they don't really enhance the game at all.

The music is good, with tunes that fit the mood of the different stages, like throbbing conga music in the jungle stage and techno hip-hop in the industrial stage. The sound effects are crystal clear, especially G.I. Ant letting out a shriek when he falls.



PROTIP: This puzzle seems to work, and the Trigger IS the last to fall. However, you'll need to pause and figure out the Zen clue.

Pushed Out of Shape

Pushover is a game for puzzle addicts only. The immense challenge and nit-picky detail required to finish some levels is definitely for advanced players. Pushover is fun, but it's no pushover.

Pushover by Ocean

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	3.5	4.0	ADV.
\$59.95 Available now Puzzler			One player Unlimited continues	

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BLASTER MASTER 2

TM

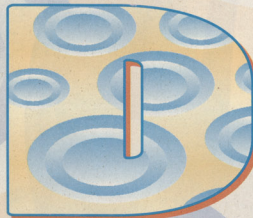
JASON AND S.O.P.H.I.A. ARE BACK!
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By **Doctor Dave**

Renovation has unleashed another great side-scrolling, hack 'n' slash action/adventure game – Dream Probe for the SNES! It's not a dream! You must rescue a young woman named Surreal from the nightmare clutches of her own invention, the Dream Probe. To do so, you must enter her dreams and destroy the evil creatures of her imagination.



Probe Your Mind

Dream Probe is an energizing game that features slick bug-zapping action, imaginative characters, and gorgeous graphics. Surreal's dream world consists of five nightmare stages set in Japan, in such places as Devastated Tokyo, the Tokyo Subway, and Rural Japan.



PROTIP: Stand in the center of Stage 2's cocoon and use homing shots to destroy the hatching larvae.

You play one of two unlikely heroes: Ron, a history teacher, or Maria, a biology teacher. In Surreal's dreams, Ron becomes a swashbuckling adventurer. He has a saber as a weapon, which can be powered up to three times its original strength. Maria materializes in a mean power suit that's composed of the same

material as a butterfly's chrysalis. When it's powered up, she can fly and float during jumps. Her normal weapon is a stinging electric whip.

Monsters from the Id

Dream Probe packs arcade-style action that's a great workout for saggy thumbs. Three difficulty levels help tailor the melee to players of all calibers.

Surreal must've chowed down on something potent before dropping off to sleep, because her dreams are overrun with hordes of awful nightmare creatures. Most of them look like they just crawled out from under a rock!

As you fight for your life through each stage, you reveal crystal-shaped

power-ups called "Dream Proteins." The differently colored Proteins power up your weapons, arm you with a Laser Gun, grant you invincibility, or equip you with a screen-clearing Dream Bomb.

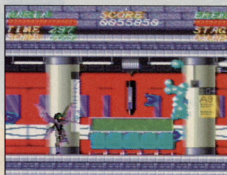


PROTIP: Defeating the tentacted Stage 1 boss is easier if you have a Laser Gun from a Blue Protein. Stand back, fire away, and drop a Purple Dream Bomb every four to five shots. If you need a Laser, slash the beasts' shots. Sometimes a Protein appears. Wait for it to turn Blue, then grab it!

The Stuff Dreams Are Made Of

If you need beauty rest, check out this cart's graphics. Although the character sprites are small, they're nicely animated and they respond instantly to the controls. The multi-scrolling backgrounds feature vibrant colors.

The sounds are crisp and appropriately eerie. They're accompanied by a great Japanese-style fusion soundtrack that's spacey but catchy.



PROTIP: In Stage 2, stand in the far-left corner when the tram passes. From there, you can easily destroy the enemies that jump from it.





PROTIP: Duck down to attack the ports on the ground. They explode to let you enter the next room. You must destroy these ports three times to reach the boss.

Wake Up and Go to Sleep

If the waking world has got you down, Dream Probe just might jazz up your mood. The hot-and-heavy action will definitely keep you awake! There's no rest for the wicked here.

Dream Probe by Renovation

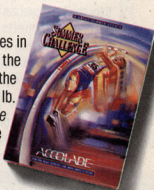
Graphics	Sound	Control	FunFactor	Challenge
 4.5	 4.0	 5.0	 4.5	ADJ. Adjustable
\$59.99 8 megs Available now		Action/Adventure One player		

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SUPER NES PRO REVIEW

Family Dog

Aerobiz



By Miss Demeanor

It's a dog's life - day after day, just gettin' by. Wishing that you could jump right up and bite the hand that teases you? In Family Dog, you play an adorable mutt who's terrorized by his young master, Billy. You're not out to save the world - just survive. But the crack-pot kid and a host of household nasties make life awfully ruff in this comical, side-scrolling, action cart from T.H.Q.

Give that Dog a Bone

You have to search the house for puppy-style power-ups, including Dog Biscuits for barking power and Bones for extra life. As you go, bark away the enemies and obstacles to rack up points. Make it through every room in the house, and lucky you, the family goes on vacation, taking their awful son with them. Unfortunately, they send you to a nasty kennel, where you're in for the ultimate fight for survival.



PRO TIP: In the bonus round, don't run in the direction that Billy throws the ball. To catch it, run the opposite way through the house.

lets out a resounding, "Ruff!" sound fit well with the humorous (though sparse) animation and graphics.

The controls are simple, but they can be imprecise when jumping onto small objects. Though some levels are too difficult for a beginner to tackle, experienced gamers will have no problem.

More! More!

Family Dog's clever graphics and sound make this game a comical romp. Though a larger reper-



PRO TIP: Hidden shelves in the Living Room hold life Bones and extra Barks. To find them, jump as high as you can on the first couch, then leap right toward the flying book.

You'll have a ball watching this high-jumping puppy. His comical moves and facial expressions will keep you in stitches. Unfortunately, there just aren't enough of the entertaining animations to keep gamers wagging their tails.

What can you do when your bark is truly worse than your bite? You bark a lot, and it's no feeble bow-wow-wow for the hero of this show. This puppy Throughout, the music and



PRO TIP: When the dog starts sniffing the ground, dig into the carpet to find a treat.

toire of animation, graphics, and sound effects would have improved the game, this dog's a bone-a-fido hero.

Family Dog by T.H.Q.				
Graphics	Sound	Control	Fun/Factor	Challenge
3.0	3.5	3.0	3.5	Intermediate
Price not available				
8 megs				
Available now				
Action One player				
INT.				



By Brother Buzz

Aerobiz is another complex but engaging RPG from Koei. Its sub-ject matter, however, breaks new ground. You play the CEO (Chief Executive Officer) of a fledgling airline. Your goal is simple: Connect 22 cities and become the most successful airline in the world!

If you've pegged this cart as a niche product, you're right. It's strictly for adults or budding capitalists of any age who get their thrills by watching a Bottom Line grow.

Big 'Biz-ness

Aerobiz features a great multi-layer window interface that makes conducting complex, far-reaching business transactions almost painless. The graphics aren't the show in this game, but they're nice, neat, and informative.



PRO TIP: Start by establishing routes close to your home city, but don't ignore the potential profit from popular faraway locales.

real aircraft from seven international manufacturers. Set up a Marketing campaign to entice customers with special deals. Invest in Branch Offices, Hotels, and Charter Companies. Lastly, hold a meeting with your Board of Directors for ideas and warnings.

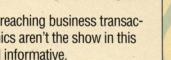
In addition to making money, your challenges are aggressive competitors and world events. Labor strikes, natural disasters, war, and even the Olympics will enter into your profitability equation.

Is This Any Way To Run an Airline?

Either you'll like this money-making game, or you won't. If you do, fly the friendly skies of Aerobiz.



All airways should lead to your home city!



The main screen displays a world map, which indicates 22 major cities. A window at the bottom of the screen continuously monitors Budgets (Salaries, Expenses, and Profits) and your company's fluctuating monetary worth.

You then go on to build and control your aeronautical empire. You do everything but fly the jets. Send managers to negotiate routes. Buy and Sell



PRO TIP: Keep your fleet simple at first. Use A300s for short routes, B747s for longer routes.

Aerobiz by Koei				
Graphics	Sound	Control	Fun/Factor	Challenge
4.0	3.0	4.5	4.0	Advanced
\$69.95				
Strategic simulation				
8 megs				
Available now				
One player				
Battery backup				
ADV.				

Receive gifts from NEO•GEO!

FATAL FURY 2

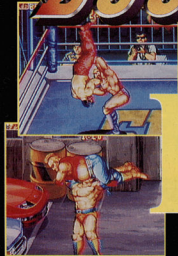
3 COUNT BOUT

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 What is your favorite NEO•GEO game? _____
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TURBO SUPER CD
**PRO
 REVIEW**

terraforming



By Otter Matic

TTI's Duo (formerly called the Turbo Duo) first struck its Super CD shoot-em-up stuff in the insanely cool shooter, Gate of Thunder (see ProReview, July '92). It continued to shoot the lights out with Lords of Thunder (see ProReview, March '93). With Syd Mead's Terraforming, TTI once again proves its commitment to top-gun shooters with unrivaled graphics and sound.

Who's Syd? He's the game's art designer and a futurist of cult status. His work includes set designs from the movies *Blade Runner* and *Aliens*. In Terraforming, you guide a futuristic battleship through eight levels of intense, side-scrolling shooting action that includes creatures and backgrounds derived from Mead's detailed sketches.

To Drain a Brain

In Terraforming, the futuristic Earth is a dying planet that's quickly becoming uninhabitable. In the far reaches of the Milky Way Galaxy, a planet suitable for colonizing has been found, but a network of hostile beings controlled by the planet's central "brain" makes this world unsafe for humans. It's up to you to make your way to the center of the planet and communicate with its brain.



PROTIP: To destroy the Stage One boss, power up with the blue-colored Homing Vulcan and shoot at the boss with your Main Shot. The Homing Vulcan will disintegrate the pieces that fall off of the boss.

Terraforming Weapon Power

	Power Up	Level One	Level Two	Level Three
Main Shot				
(Yellow) Wide Shot				
(Blue) Homing Vulcan				
(Red) Laser				

including beautiful skiescapes, snow-topped mountains, fiery volcanoes, and lush underwater jungles. When your weapons are fully powered and the aliens attack in full force, you'll be amazed by the number of sprites on the screen with no slowdown or flicker.



PROTIP: To avoid getting flamed by the many eruptions in Stage Two's Volcanoes, stay in the upper-left corner of the screen and shoot the enemies with your Homing Vulcan.



PROTIP: To destroy these ape-like surface dwellers, you need to get down low or your Homing Vulcan's shots will be deflected by the sides of the volcanoes.



PROTIP: To destroy Stage Three's boss, set your maneuvering speed to Full and shoot at the three globes in the center of the boss with your Main Shot. Your Homing Vulcan will take care of the rocks that the enemy tosses at you.

Familiar Firepower

Terraforming's game play is not nearly as original as its graphics. You pilot a ship that starts out armed with a single Main Shot cannon, which you can power up four

times. You can also snatch power-ups for an auxiliary weapon, which fires in tandem with your Main Shot. These auxiliary weapons include a Wide Shot, a Homing Vulcan, and an intensely focused Laser.

The end-stage bosses in Terraforming are as wicked as they come. Thanks to unlimited continues, you can try and try again to get past the bosses, but you'll have to fight through the whole stage again to get your revenge.

Alright Audio

The sounds in this Super CD are good but inconsistent. The music has moments of awe-inspired greatness but also some unforgettably bad jingles. It ranges from cheesy B-movie jazz/rock to Earth-shattering metal to beautifully orchestrated chamber music. Each stage and boss has its own theme tune, and you'll definitely want to keep the sound on to hear the high-pitched tone that tells you your ship has been hit by an enemy shot.



PROTIP: In Stage Four, shoot the winged enemies before they float to the bottom of the screen. If you don't, they'll release a very powerful vertical shot.

Terraforming Is Terrific

The high point of Terraforming is its graphics, which are unlike any other in its class. What's more, super-tough bosses, adjustable skill levels, and innovative creatures and backgrounds make Terraforming a challenging shooter that'll keep your thumbs busy for days.

er Chart

Level Four



Syd Mead's Terraforming by Turbo Technologies

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.0	4.0	5.0	ADJ.
\$49.95	Available May	Shooter	Super CD	One player Unlimited continues

After a short career as a cyborg in Air Zonk (see ProReview, November '92), everyone's favorite prehistoric teenager is back in another spectacular, side-scrolling, action/adventure game — Bonk 3. This time around, the Dinosaur Kingdom is crawling with monsters from the Giant Tribe, and the moon has been chained to King Drool's statue that's on the bottom of the sea. Yup, Drool's back once again to make life tough for our hard-headed hero. You'll recognize the comical helmet-headed enemies from the other Bonk games, but there's also a new host of bad guys.

Double Bonk

Fans of the Bonkster can look forward to Turbo Chip and Turbo Super CD versions of Bonk 3. The two versions will follow the same plot line, but they will most likely contain different levels and bosses.

Both Bonk 3 games will feature two-player simultaneous bonking. In the two-player mode, the two Bonks will share one life bar, so you and a buddy can put your heads together to finish each level in a cooperative effort. Bonk 3 will also feature a Versus mode, so you and a fellow bonker will be able to go head-to-head in cool prehistoric events, like head wrestling and an ancient form of volleyball.

Looking A-head

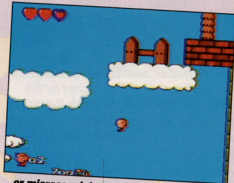
You can look forward to knocking heads with King Drool early this summer. The GamePros will put their heads together to review Bonk 3 in an upcoming issue.

**Bonk 3 by TTI
Available June '93**

Bonk 3 Turbo Super CD



Bonk's power-up candy can make him gigantic...



...or microscopic!



Two Bonks are better than one!

Bonk 3 Turbo Chip



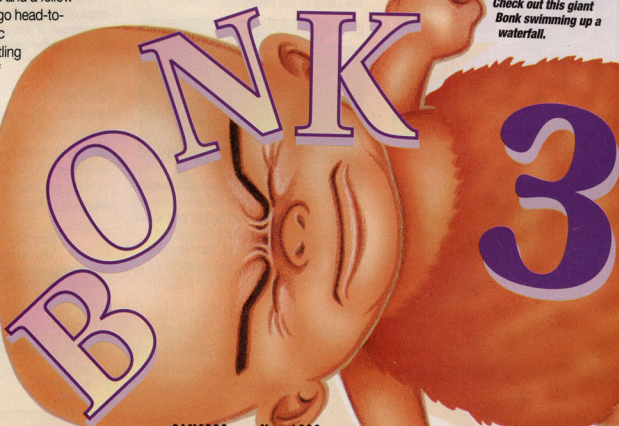
Bonk does a little Yoga Fire move.



Bonk can bite into these platforms and spin around them while clinging to them with his teeth.



Check out this giant Bonk swimming up a waterfall.



COACH BRICKA



MUTANT LEAGUE FOOTBALL

Midway Monsters

GAMEPRO

LePUKE



MUTANT LEAGUE FOOTBALL

Misfit Demons

GAMEPRO

COACH McWHIMPLE



MUTANT LEAGUE FOOTBALL

Sixty Whiners

GAMEPRO

GAMEPRO

Terminator Troiz

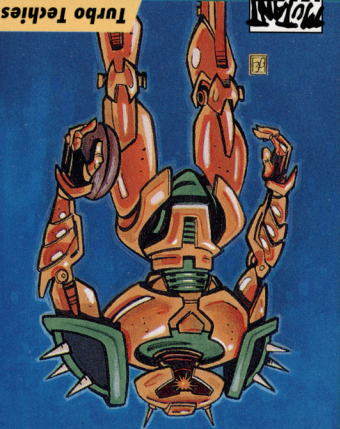


MUTANT LEAGUE FOOTBALL

**THE PUKES OF BIO-HAZARD:
Mo and Spew Puke**

GAMEPRO

Turbo Techies



MUTANT LEAGUE FOOTBALL

0006-719

GAMEPRO

War Slammers



MUTANT LEAGUE FOOTBALL

DOCKEN



DOCKEN

WAR SLAMMERS
LINEBACKER (RLB)

WAR SLAMMERS RATING: (M & SPEW PUKE)
DEFENSIVE LINEMEN (RE & LE)

WAR SLAMMERS RATING: (M & SPEW PUKE)
DEFENSIVE LINEMEN (RE & LE)

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DEFENSIVE LINEMEN (RE & LE)

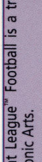
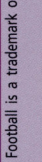
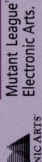
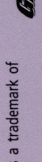
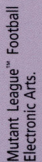
Ht: 6' 4"
Wt: 312
Yrs Pro: 9
Species: Super-Human

Coach: Tran Shooter
Nasty Audibles (Def): (A) Electrocute (B) Ghosts

YR	TEAM	TCKL	SACKS	KILLS	INT	TDS
Last year	Slammers	8	12	12	17	4

DOCKEN'S ALL-STAR PRO-TIP:
If the runner lines up to the left or right of the Q.B., chances are that is the direction he will run. Position a defenceman on that side and try to stop him dead in his tracks!

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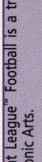
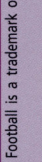
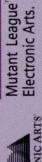
Ht: 5' 9"
Wt: 170
Yrs Pro: 7
Species: Robot

Coach: Tran Shooter
Nasty Audibles (Off): (A) Rumble Fumble (B) Rocket Pack

YR	TEAM	REC	YDS	AVG	TDS
Last year	Techies	47	1899	40.4	22

GIL-9000'S SUPERSTAR PRO-TIP:
To achieve a 1st down, select the Rocket Pack Nasty Audible (Buttons A, C, B). The ball will be handed off to the running back, who will then be propelled over the line of scrimmage.

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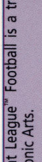
Ht: 6' 11" @
Wt: 320 @
Yrs Pro: 5 @
Species: Trolls

Nasty Audibles (Def): (A) QB Smash (B) Super Strength

YR	TEAM	TCKL	SACKS	KILLS	INT	TDS
Last year	Trolz	58/54	8/13	22/19	1/2	0/0

THE PUKES' SUPERSTAR PRO-TIP:
When you're rushing the passer, try to position yourself in front of the QB to block his passing lane. As the QB releases the ball, press C (hands up). You might block the pass or even intercept it!

Mutant League™ Football is a trademark of Electronic Arts.



Ht: 4' 11"
Wt: 180
Yrs Coaching: 10
Nasty Audibles (Off): (A) Confusion (B) Invisibility

McWHIMPLE'S PRO-TIP:
When playing with reserves "ON", if you think a hard tackle will kill your ball carrier, press Button A just before he gets hit. This will make him dive and might save him for another play.

YR	TEAM	W	L	T	PCT
Last year	Whiners	0	16	0	.000

McWHIMPLE'S PRO-TIP:
McWhimple's weak coaching style and tendency to spaz out at the most minor of things matches his players' ability to fall apart, blow up, cry, get paper cuts or wet their pants during virtually every play.

Mutant League™ Football is a trademark of Electronic Arts.



Ht: 6' 4"
Wt: 230
Yrs Pro: 4
Species: Skull

Nasty Audibles (Def): (A) Confusion (B) Ghosts

YR	TEAM	TCKL	SACKS	KILLS	INT	TDS
Last year	Misfits	75	17	3	13	4

LEPUKE'S ALL-STAR PRO-TIP:
Since pass interference is only a 10 yard penalty, you can bump the intended receiver out of the way - just make sure to put your hands up (Button C). If you intercept the ball, the ref won't call pass interference.

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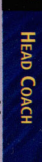


BRICKA'S ALL-STAR PRO-TIP:
If you detect the defense has called a QB Smash Nasty Audible, run your quarterback either out of bounds or past the back of the end zone. This will waste the defense's audible and will spare your QB.

Ht: 6' 3"
Wt: 230
Yrs Coaching: 11
Nasty Audibles (Def): (A) Confusion (B) Super Speed

YR	TEAM	W	L	T	PCT
Last year	Misfits	11	5	0	.688

Mutant League™ Football is a trademark of Electronic Arts.



COACH BRICKA

MIDWAY MONSTERS
HEAD COACH

MIDWAY MONSTERS RATING: (M & SPEW PUKE)
DEFENSIVE LINEMEN (RE & LE)

MIDWAY MONSTERS RATING: (M & SPEW PUKE)
DEFENSIVE LINEMEN (RE & LE)

MIDWAY MONSTERS RATING: (M & SPEW PUKE)
DEFENSIVE LINEMEN (RE & LE)

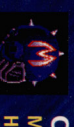
MIDWAY MONSTERS RATING: (M & SPEW PUKE)
DEFENSIVE LINEMEN (RE & LE)

MIDWAY MONSTERS RATING: (M & SPEW PUKE)
DEFENSIVE LINEMEN (RE & LE)

MIDWAY MONSTERS RATING: (M & SPEW PUKE)
DEFENSIVE LINEMEN (RE & LE)

MIDWAY MONSTERS RATING: (M & SPEW PUKE)
DEFENSIVE LINEMEN (RE & LE)

MIDWAY MONSTERS RATING: (M & SPEW PUKE)
DEFENSIVE LINEMEN (RE & LE)



COACH McWHIMPLE

SIXTY WHINERS
HEAD COACH

SIXTY WHINERS RATING: SKULLS

SIXTY WHINERS RATING: SKULLS

SIXTY WHINERS RATING: SKULLS

SIXTY WHINERS RATING: SKULLS

SIXTY WHINERS RATING: SKULLS

SIXTY WHINERS RATING: SKULLS

SIXTY WHINERS RATING: SKULLS

SIXTY WHINERS RATING: SKULLS



LEPUKE

MISFIT DEMONS
DEFENSIVE BACK (LCB)

MISFIT DEMONS RATING: (M & SPEW PUKE)
DEFENSIVE LINEMEN (RE & LE)

MISFIT DEMONS RATING: (M & SPEW PUKE)
DEFENSIVE LINEMEN (RE & LE)

MISFIT DEMONS RATING: (M & SPEW PUKE)
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MISFIT DEMONS RATING: (M & SPEW PUKE)
DEFENSIVE LINEMEN (RE & LE)



HAAGAR



Vile Vulgars

GAMEPRO

MUTANT LEAGUE FOOTBALL

GAMEPRO

Darkstar Dragons

MUTANT LEAGUE FOOTBALL



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Midway Monsters

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MUTANT LEAGUE FOOTBALL

GAMEPRO

Vile Vulgars

MUTANT LEAGUE FOOTBALL



COACH KRUX

JACK SLAM



Psycho Slashers

GAMEPRO

MUTANT LEAGUE FOOTBALL

GAMEPRO

Screaming Evils

MUTANT LEAGUE FOOTBALL



THE RAZOR KID



THE RAZOR KID

SCREAMING EVILS RATING: QUARTERBACK

Coach: Buddy Riot

Nasty Audibles (Off): (A) Pass Blast (B) Super Speed

YR	TEAM	ATT	COMP	INT	YDS	TDS
Last year	Evils	588	293	14	4210	11

Species: Alien

Last year The Razor Kid created a fashion sensation when he shaved his scales close on the sides of his head, pawning a look that both nauseated parents and thrilled the kids.

THE KID'S SUPERSTAR PRO-TIP:
When you're in a tight situation, call the Pass Blast Nasty Audible (Buttons A, C, A on offense). Your QB will have 5 sticks of lit dynamite that he'll throw at the closest defender when you press Button B.



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COACH KRUX

VILE VULGARIS RATING: HEAD COACH

Yrs Coaching: 5

Nasty Audibles (Def): (A) QB Smash (B) Super Strength

YR	TEAM	W	L	T	PCT
Last year	Barbarians	5	11	0	.313

Species: Wrestler

A violent, nasty barbarian from the old school (well, maybe not "school", but he did learn how to draw in the dirt with a stick), Coach Krux is not too bright, but he knows what he likes.

COACH KRUX'S SUPERSTAR PRO-TIP:
By killing all your opposition's QB's, you'll win the game by a forfeit. You can kill two of them (one each half) by calling a Q.B. Smash Nasty Audible (Buttons A, C, A on defense).



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JOE MAGICIAN

DARKSTAR DRAGONS RATING: QUARTERBACK

Ht: 6' 0"

Wt: 196

Yrs Pro: 12

Species: Skull

Joe Magician is perhaps the greatest passer to ever play the game, having led the Dragons to 4 Superbrawl championships during his career (and was named Superbrawl MVP 3 of those years).

JOE MAGICIAN'S ALL-STAR PRO-TIP:
For those last-minute comebacks, call a Deep Go play from Shotgun Formation. Wait for your running back (Receiver C) to head up the field, and then throw him a cannon.



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YR	TEAM	TCKL	SACKS	KILLS	INT	TDS
Last year	Slashers	69	13	5	20	3

Nasty Audibles (Def): (A) QB Smash (B) Super Strength

Species: Alien

JACK SLAM'S SUPERSTAR PRO-TIP:
If you need a little "help" in stopping an offense on 3rd and 1, try slipping the ref a few bucks ("Bribe Ref" in the Special Formation - defense).

Always teased by the other teams, Jack Slam gains his strength on the playing field from other team's tauntings. Two years ago, Slam set a team record by killing three QB's and two refs in one game.



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JACK SLAM

PSYCHO SLASHERS RATING: LINEBACKER (LLB)

Ht: 6' 1"

Wt: 240

Yrs Pro: 6



GRIM MCSLAM

MIDWAY MONSTERS RATING: QUARTERBACK

Ht: 6' 4"

Wt: 204

Yrs Pro: 9

Nasty Audibles (Off): (A) Confusion (B) Super Strength

Species: Skull

MCSLAM'S SUPERSTAR PRO-TIP:
If you want to mess with your opponent in a 2 player game, call a Confusion Nasty Audible while on offense (Buttons A, C, A). Whatever direction he presses on his controller, his players will do the opposite!

Grim McSlam is the wildest QB in the league. This punky QB goes head-to-headband with some of the baddest defensive linemen in the league, but that's nothing compared to some of the reporters he has to face.



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Mutant League™ Football is a trademark of Electronic Arts.

YR	TEAM	RUSHES	YDS	AVG	TDS
Last year	Barbarians	204	1367	6.7	19

Species: Troll

HAAGAR has carried on the family tradition of running like a steam-roller and acting like a psychopath, achieving three rushing titles and five felony indictments.

HAAGAR'S SUPERSTAR PRO-TIP:
Nasty Audibles may come and go, but there's one move that Haagar always relies on - his spin punch. Pressing Button B will make your ball carrier spin around and punch at whoever (or whatever) is near him.



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Mutant League™ Football is a trademark of Electronic Arts.



HAAGAR

VILE VULGARIS RATING: RUNNING BACK (HB)

Ht: 6' 6"

Wt: 299.9

Yrs Pro: 17

Nasty Audibles (Off): (A) Pass Blast (B) Super Strength

Species: Troll



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Nintendo



ASCIIWARE

TM



By Dr. Dave

Ages throughout history, especially those portrayed in video games, have been plagued by evil rulers. The age of Sengoku is no exception. A sinister sovereign has descended from the sky and used his dark powers to awaken the dead and put them under his command. Fortunately, the young Queen has foretold that two great warriors will be born in the future. (Enter our hero – you!) Led by the voice of the mystical Queen, the two young warriors travel back through time prepared to rewrite history.

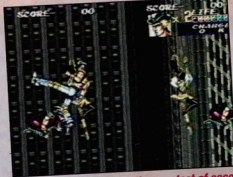


Grrr...Don't pause for a second. Turn into Ninja Dog instead.

SENGOKU II



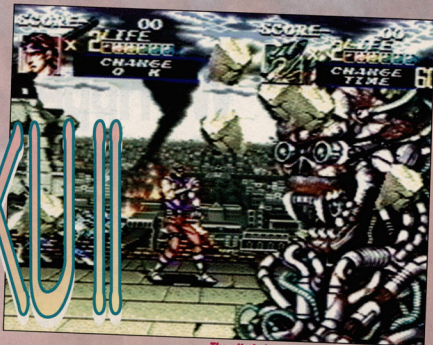
It takes a big stick, and more, to scare the dragon boss into submission.



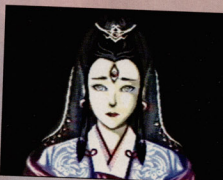
Fly through the air with the greatest of ease, and take out a few Ninjas while you're at it.



It's a bird! It's a plane! It's a Ninja Dog! It's a Warrior of Light! No...it's all of the above.



The city is burning, and this guy needs to see a dentist. Perhaps your Slice 'n' Sever move...



The Mystical Queen searches the future for you.

If It's a Fight You Want...

One or two players (simultaneous) battle through Sengoku II's five areas of side-scrolling, arcade-style action. As either of the two Warriors of Light, Claude Yamamoto (master of Asian martial arts) and Jack Stone (master of Western martial arts), you must fight the evil sovereign's flunkies through the Barbarian Age, the Great War, the Age of Upheavals, the Dark Ages, and finally, in the Demon Castle. The gnarly army of the undead includes Ninjas, a Karai Musha, and the Devil Korjro. The game culminates in a nasty battle of good vs. evil against the dark sovereign.

This sequel features more of the great hacking and slashing that made the first Sengoku popular. The Light Warriors have Slice and Sever attacks, defensive moves, the ability to jump, and a special attack. Even cooler, they can transform into three other fighters: a Ninja, a Ninja Dog, and Tengu, the God of Crow.

Beat Back the Clock

The GamePros will travel back in time to fight the dark sovereign in an upcoming issue. Until then, bone up on your spiritual Ninja Dog attack maneuvers.

Sengoku II by SNK
Available now



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reasons **NOT** to buy Tyrants™

- 10 Because I don't like lots of **action** and **violence**.
- 9 Because why should I waste my time arming my men with everything from bows and arrows to nuclear missiles and flying saucers when a **spitwad** is my weapon of choice!
- 8 Because I am a follower not a leader and I don't want to be the most **powerful** person in the world.
- 7 Because I don't like games that offer **months and months of game play**.
- 6 Because the idea of **traveling through time** and conquering nine worlds merely tires me out.
- 5 Because I do not have a **loin cloth fetish**. Really.
- 4 Because I prefer wimpy cartridges that don't have **4 megs of digitized speech**.
- 3 Because I don't like crossing swords with **devious, conniving opponents** all ready to step on my baby toes.
- 2 Because I prefer blowing \$59.99 on a cartridge that's all talk, hype and no **action**.
- 1 Because I am not worthy of an **adventurous resource management game** that makes other carts look like girlie toys.

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CYBER ALESTE

(Nobunaga and
his Ninja Force)

By Betamax Boy

Some say shoot-em-ups are a dime...make that 1.7 yen...a dozen in Japan these days. However, Cyber Aleste (Nobunaga and His Ninja Force) is a shooter that cries out to be noticed!

Cyber Aleste is the Mega-CD sequel to MUSHA. In 1990, the now-defunct Seismic Software released MUSHA in the U.S. as a 4-meg Genesis cart. Though it awed all who saw it, the game sadly went unnoticed by many.

MUSHA didn't go unnoticed in Japan, however. In addition to the Mega Drive, it has shown up on the P.C. Engine CD-ROM as Spriggan, on the Super Famicom as Super Aleste, and on various home computer formats.

Nobunaga, Again!

Cyber Aleste is twice as colorful, twice as fast, and three times more amazing than all other Aleste games combined. However, the story line is weird. You are the legendary Japanese folk hero, Oda Nobunaga. You lead a bunch of samurai in a feudal Japan that's being invaded by hostile, 200-foot tall killer robots from the future. Who would you bet on?

Luckily, it seems ol' Nobunaga's gotten his hands on some Mega Uniframe Super Hybrid Armor Robots to even the odds. You tear through the skies as traditional samurai facing futuristic warriors in a metal-versus-mettle confrontation.



Your enemies are futuristic and formidable.

Looking Good at Any Speed

The game play in this cart is simple – you can't be fumbling around as you soar above Japan at Mach 3! In Cyber Aleste, you fly fast, faster, or very fast. Your basic weapons are a blaster and auto Defense Droids. If you're lucky, weapon power-ups will reward you with Bombs, Laser Stars, Streak Shields, or Laser Beams.



Modern weaponry gives Nobunaga and his ninjas a fighting chance.

The graphics in Cyber Aleste are breathtaking. Your eyes will be assaulted with detailed villages, rainstorms, and awesome mechanized enemies that are drawn so real you can almost touch them. Scaling and rotation appear on nearly all the levels, either in the background or on the boss characters. The bosses themselves are big and detailed. Cyborgs scale up to attack you from the backgrounds, such as a 500-foot tall robot who swings a rapier at you while spewing fireballs from his belly. It's all too cool!



Some bosses are huge!

The music's a star in Cyber Aleste, too. The techno-funk soundtrack that compliments each level will keep your heart thumping as you play.



You have the firepower to save old Japan!

Cyber Aleste Dreamin'

Too bad most of you GamePros may never play this game. This outrageous shooter may be too Japanese in its look, feel, and background for a Stateside release. Hopefully, Sega will have the good sense to send this Eastern masterpiece to your humble shores.

(Ed. Note: Word is that you can start looking for this great game to play on your Sega CD soon!)



FLYING HERO

By Kamikaze

Flying Hero by SOFEL is a weird, wonderful aerial shoot-em-up that exposes you to terminal cuteness...in more ways than one! This Super Famicom cart transports you to Fantasy Land, where you play a rotund, little, flying dude, who looks like a snowball with wings and wears tennis shoes.



You're the Flying Hero!

Little Fiends

A demon king and his sidekick, a cute but sinister witch, have kidnapped your gal pal. To rescue your friend, you must a zoom into a fierce, overhead-view, aerial battle.

The action's nonstop, but the game does its best to keep you in the air. The screen scrolls automatically, but you can adjust the speed of your movements to three levels at any time during flight or fight. Grabbing icons arms you with unusual-looking weapons – snowballs, cloud puffs, and lightning bolts – which you can power up. Additionally, you can find feisty flying friends, who zap bad guys like homing missiles.

FLYING HERO BOSSES



The action's intense and crowded.



The spinning Rock Man has a heart of stone.

This game looks like a toy store gone mad! The graphics are extremely cute, but deadly. A colorful, nicely detailed army of animals, toys, and magi-

cal creatures attacks you with a vengeance. The cuddly opposition stars flying monkeys, ice bats, spooky spectres, pirate crows, and more. The unusual mid-level and end bosses look bizarre, such as the spinning Rock Man, the mean jack-in-box clown, and the crow pirate's leader, who's armed with the a hook-and-chain hand.



Move fast to avoid this three-pronged attack!

Catch Some Air

Flying Hero looks like a kid's game, but it's a nightmare to beat. It's fine-feathered Super Famicom fun.

Continued on page 108.

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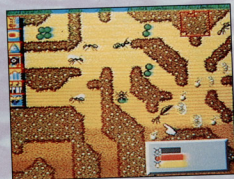
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By Kamikaze

If you have ants in your pants for an insect sim, put some ants in a Super Famicom. SimAnt by Imagineer follows in the tiny footsteps of the popular PC and Macintosh games by Maxis.

There's no fantasy story line here: You control plain, ordinary Black Ants. You guide an ant colony in its everyday quest for survival in a sometimes unfriendly neighborhood backyard. Your goal is the same as the goal of ants everywhere - get food from the 'fridge inside the dumb humans' house!

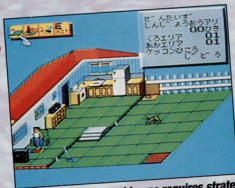


You'll dig your new anthill.

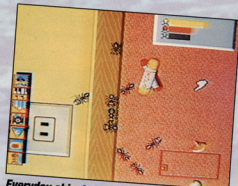


Follow the leader to find food.

Dangers include such natural ant-killers as spiders, wasps, ant lions, and human beings. Your primary struggle, though, is against the Red Ants, who compete with you for food and territory. Your weapons are strong mandibles and plenty of brothers and sisters. You make your ants dig a colony, gather food, and attack enemies. You can even make the queen ant lay eggs. When you need more ants, however, you have to nurture the larvae into full-fledge adults.



Infesting the humans' house requires strategy.



Everyday objects become major obstacles.



Happiness is swarming to start a new colony.

This complex cart isn't for everyone. You play the game via multiple views, (overhead and vertical), and an icon-based, point-and-click interface. Graphs and stats help you monitor the health of the colony.

SimAnt seeks to educate as well as entertain. This cart has bugs in it...and that's the point.

SUPER NINTENDO
ENTERTAINMENT SYSTEM

FATAL FURY



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Nintendo

FATAL FURY

The battle of fate has begun...

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

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

The battle is joined on a journey through the mean streets of Southtown. Fight hard as day turns to night on the beach, or as driving rain clouds your sight at the Chinese Temple. Superb animation and horizontal scrolling reveal new areas of the challenge, as attack after attack is met and mastered.

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

FATAL FURY™ 1991 SNK
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Video Game Division

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Football Invaded by Mutants!

Mutant
League
Football

Genesis

By Slo Mo

Every pigskin purist believes that somewhere there's a football heaven where quarterbacks are model citizens who throw perfect spirals, defenses play clean but never give an inch, and officials never miss a crucial call. Well, keep lookin', 'cuz IT SURE AIN'T HERE! Charles Haley? Mean Joe Greene? They're pussycats in this league. We're talking guys named Hairpuss, Blood Squirt, and Vomitz, and they all play for the Psycho Slashers. To top it off, they ain't even human!



Welcome to the Mutant League!

Mutant League Football by Electronic Arts is the meanest, nastiest sports cart to ever hit the video gridiron. Oh yeah, it's kinda fun, too.

Football, Mad and Rad

If you haven't guessed, Mutant League Football is footbrawl at its best. It's a great takeoff on EA's John Madden Football games. In fact, it uses the JMF engine, the interface, and the basic controls, which says a lot about the quality of the game play...but don't call it football!



PROTIP: Land Mines and Fire Pits are positioned in such a way that they present a ready-made, deadly lane down the sidelines. To aid your runners, use the Replay feature to

scan the field for helpful or hurtful geographical characteristics.

Whatever you decide to call it, here's what it is. The game is set in a weird, nutso, futuristic, sci-fi environment. There are 19 teams total—two eight-team conferences (the Toxic and the Maniac), two All-Conference teams, and an All-League team. Each team is composed of Trolls, Robots, Space Aliens, Skeletons, and other degenerate descendants of the

Human race. You can play on 19 bizarre, battle-scarred fields, such as the Cemetery, Winkystink Park, and Tripout Stadium.



Mutant League Conferences!

Murder 'da Bums

Mutant League dishes out rough-and-tumble on-field action. The basic pro football rules apply. However, you only field seven men...er...things on offense and defense. You can attempt two-point conversions, and you can kill the ref.



PROTIP: On passing plays, you can buy time to find an open receiver by pressing Start to pause the game after you open the passing windows.

You play via a sharp, $\frac{1}{4}$ -overhead view of the line. You look from behind your offense and facing your defense. You control any player who's touching the ball. If you're steering a ballcarrier, make him leap over or jump-kick would-be tacklers, pull a spin kick, or dive for extra yardage. Quarterbacks also can use the effective three-window/three-receiver passing interface that Madden Football made famous.



PROTIP: A good yard-gobbling running technique is to continually press C to hop down the field.



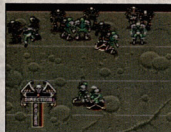
PROTIP: On defense, quickly reposition your players before the offense snaps the ball. Try to fill in gaps to gain a pass rush advantage.

PROTIP: Some teams have a mean defensive audible that reverses your controls at the line of scrimmage.

Your playbook offers good variety. There are five offensive sets with six plays each, and a kicking set with four plays. You can call five defenses, including Goal Line and Special Team defenses that have great names like "BumpNStun" and "Blitzkrieg."

This game's for making friends...or enemies. The CPU puts up a good fight, but with a little practice it's beatable. Playing with a bud is where this game excels. The hilarious action really brings out the animal in you. You can beat up guys after a play, and knock opposing players into Fire Pits and Land Mines. Against formidable foes, remember that skull sessions to plan strategy really pay off!

PROTIP: Cheat the CPU on offense by running your play as soon as you switch from the play-calling screen to the on-field action. The defense will usually be out of position.



PROTIP: Rather than using the Field Goal Defense to defend point-after-kicks, try using a standard defensive set that spreads out the offensive line, then position a player in the gap. Your team can bust through and block the opposing kick!



Your coach has a razor-sharp tongue - for real!

Treats for Eyeballs and Ear Holes

Mutant League's graphics are gruesome and mean! The sprites

sport sharp detail, especially considering the unusual genetic background of the players. They move as fast as those in any normal football game.

The sounds won't damage your ears. Effects have bone-crunching pizzazz. The manic jibber jabbering of the coaches is a hoot. The music rocks hard - loudly and repetitiously.

All-League Extras

If you want statistics, Mutant League has a nice selection. The cart keeps teams stats for 14 categories, three categories for passers, and three for each defensive player, including mutant numbers like Deaths and Weenie Hits.

Options include Play-offs within your conference and a Reserves feature that enables you to make substitutions from the bench. You also get Passcodes for play-off victories.

Continued on page 112.

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NBA ALL-STAR CHALLENGE

THE PLAY WITH THE PROS!

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The Halftime Show stars a laughingly ugly set of reptilian cheerleaders, whose synchronized on-field antics literally rock 'n' roll. At least you get to toss grenades at them. Now that's entertainment!

So Scary, It's Fun

EA's John Madden Football folks must be pullin' their hair out over this cart, but the Mad' Man has gotta like the humor here. This is a great game for players who want a break from real video football. If you're a warped, twisted, demented football fan, the Mutant League wants you!

Mutant League Football by Electronic Arts				
Graphics	Sound	Control	Feel/Factor	Challenge
5.0	4.0	4.0	4.0	Intermediate
\$59.95		Action		
8 megs		Two players		
Available May		Passwords		

(Don't miss the FREE Mutant League Football Tip Sheets this month and next month in GamePro Magazine. Collect all 24 and trade them with your friends. See pages 49 and 99.)

Kick Boxing for Serious Fighters

Best of the Best



By Scary Larry

Welcome to the jungle, where a full-contact, feet-and-fists-in-your-face kick boxing battle is taking place. To advance in this sport, you'll need all your training, skills, and luck to come together.

Fists of Fury

Best of the Best by Electro-Brain is a one- or two-player kickboxing extravaganza that pits you, mano-a-mano, against a friend or the

computer. After years of martial arts training, you have been chosen to fight against the world's top-ranked kickboxers. Starting the game ranked 16th, you must brave a gauntlet of fierce opponents to take the title.

The options in Best of the Best are outstanding. You can select from more than 50 different types of hits and kicks, which kicks butt on other fighting games. Your player can use up to 13 moves during a round, depending on which directional key you press and which button you hold

down. You can also alter a player's looks, nationality, name, number of rounds, and set up a password to save your fighter.

Ouch! Ouch! Ouch!

In training mode, you can build up your Strength, Resistance, and Reflexes. You need to have all these qualities at peak levels, because the control of your fighter is quirky and sometimes frustrating. It's not uncommon for an opposing fighter to score hits on you while you get in nothing more than a rib shot.



PRO TIP: Training helps pump up your stats to give you an edge over opponents. You may train as much as you like.



PRO TIP: Pick Tsong Po as your first opponent. He's a pushover.

Your opponents are also ranked according to Strength, Resistance, and Reflexes. There's a dollar amount attached to each fighter, which you add to your purse if you beat him. After you win your fifth fight, you receive an invitation to the "Kumate," where you take on one of six fighters. Each match in the Kumate has a higher dollar amount, and the skill of the fighters you face increases accordingly.

No Sight for (Very) Sore Eyes

The graphics in Best of the Best are just shy of pretty good. The jittery boxing styles and staggered movement of the sprites will leave you bobbing and weaving. Even the card girl looks a little tired.



The sound effects are dull grunts and weak "oofs!" There's no music to speak of, and the referee is as silent as a loser's locker room.



PROTIP: If your fighter wears down during a fight, try to avoid your opponent until the bell tolls. Every fighter regains some strength automatically between rounds.



PROTIP: If you end up facing AWAY from your opponent during a fight, press Down and then press B to turn around immediately.

Best of the Rest

The most fun you'll have with this game is in the two-player matches. The options also heighten the game and help it adhere closely to the spirit of kick boxing. Programming your fighter to be the best requires a cunning mind and solid video fighting experience.

This cart has fighting action that will satisfy almost all types of fighters. Most boxing fans may find that Best of the Best fills certain pugilistic needs. Martial arts fans will enjoy the variety of moves and carefully crafted fighting styles. Since this is really a thinking man's Street Fighter, beat-em-up gamers should look elsewhere for their kicks.

Best of the Best by Electro Brain				
Graphics	Sound	Control	Fun/Factor	Challenge
3.5	3.0	3.0	3.5	Intermediate
\$59.99	Sports			
8 megs	Two players			
Available now	Password character save			

Foreman Takes a Beating in the NES

George Foreman's KO Boxing

By Captain Controller

George Foreman's KO Boxing by Acclaim has punched its way through just about every Nintendo and Sega system there is (see ProReviews June '92, Oct. '92, and Feb. '93). Each version of this cart, though, offers a different game play experience. In the NES version of KO Boxing, put on your gloves and enter the ring as good ol' George.

Saved by the Bell

Former Heavyweight Champ Foreman is making a comeback,

and it's up to you to help him regain the title once again. From an over-Foreman's-shoulder perspective, you fight three three-minute rounds. This ain't no fifteen-second knockout! You're up against 12 hard-hitting fighters. Each boxer has his own unique moves, strengths, and weaknesses. A second player can also box as Foreman's opponent for simultaneous two-player action.

There are several ways to win a bout. The first is to knock down an opponent four times in a fight. If you smash your opponent with three knockdowns in one round, you earn a Technical Knockout (TKO) and you win. If both fighters remain in the ring for

three rounds, the judges determine a winner based on each boxer's stats and his performance during the fight.



PROTIP: If Foreman is knocked down, quickly press A, then repeatedly press B to help him regain his strength before the count reaches ten.

Arms of Clay

Foreman's moves won't knock you out. You can only dodge left

Continued on page 114.

Advertisement

NOW ON GENESIS!

FEEL THE HEAT!

ROGER CLEMENS' MVP BASEBALL

SEGA GENESIS **FLYING EDGE** **SEGA**

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THE PLAY WITH PROS!



or right, and you must always throw punches or block shots. However, your opponents can move back and forth in the ring. As for your footwork and speed, well, you're no Fred Astaire, but all that's secondary.

You have a secret weapon at your disposal – the Super Punch. It causes the most damage if you build up its potency by successfully completing combination punches. Your best strategy in any fight is to determine the best time to throw the Super Punch.

For an 8-bit game, KO Boxing offers better than average graphics, but some of the features of the 16-bit versions are missed. Instead of being able to see each boxer's face reflect the beating he takes, you only get a damage bar at the bottom of the screen.



PRO TIP: Try to save your Super Punches. Throw two or three in a row for maximum effect.

George also has a cauliflower ear. The matches lack noises from an animated crowd. All you hear is the swoosh of the glove.



PRO TIP: Punch accurately to keep your percentage of landed punches high. This can help you win a decision from the judges, and it earns you extra Super Punches.

Below the Belt

If you're into the boxing scene, KO Boxing's overall game play won't send you sweating to the corner. It will, however, keep you entertained. So, grab a Big Mac, and while you're out, stop by your local rental store for a date with George in the NES ring.

George Foreman's KO Boxing by Acclaim				
Graphics	Sound	Control	FunFactor	Challenge
4.3	2.5	2.8	3.1	Advanced
\$47.95 Available now		Two players Passwords		
Sports				

Jimmy Connors Wins Again!

Jimmy Connors Pro Tennis Game Boy Tour

By Weekend Warrior

After winning a grand slam on the SNES (see Sports Pages, Feb. '93), Jimmy Connors Pro Tennis Tour has made its way to the hand-held division, with its sights set on capturing the Game Boy Tennis Crown. This cart earns top seed with plenty of the same sharp features and game play found in its 16-bit predecessor!

Graphics Grand Slam

Pro Tennis Tour is a sharp-looking game. Jimmy's photorealistic start-up screen, the large player sprites, the detailed court, and the tiny working scoreboard in the far background make this game stand apart from other Game Boy tennis games, which have squashed, cartoony, midget players. Due to the tiny confines of the Game Boy's monochromatic LCD screen, however, it's often easy to lose track of the tiny white ball amidst the darker shade of the court. You'll need maximum lighting and contrast to get the full visual impact of this game.



Jimmy's looking good in black and white!

On-screen players are very responsive to the controls, and they move fluidly. All the action is viewed in the standard $\frac{1}{4}$ angle. You control Jimmy from a behind-the-foreground-player perspective,

and you face the far court, taking turns on either side of the net. As in most tennis games, you can't run and swing at the same time. Consequently, it's more important to position your player where the ball is set to land than it is to swing recklessly in the hopes of hitting it on the run.



PRO TIP: It's best to stay in the middle of the court along the baseline during volleys. You can easily sprint to either sideline from there.

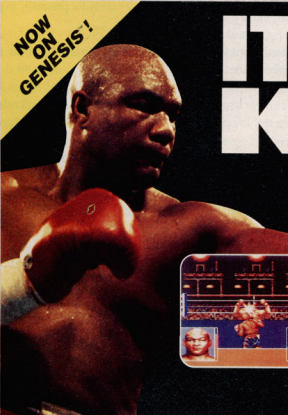
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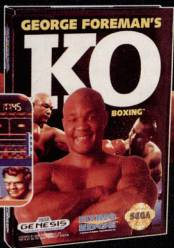



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NOW ON GENESIS!


IT'S A KO!







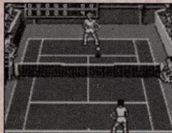




PLAY WITH THE PROS!

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During serves, a handy marker zips around the receiving court, enabling you to pinpoint your serve. As in real tennis, serving takes practice. Fortunately, there's a handy automatic serve without the targeting hassles. The auto serve isn't any cannon, but then it never faults, either!



PRO TIP: Use the lob to gain extra time to re-center your player.

Play Your Way

This game offers plenty of variety. Play solo against the computer or link up for head-to-head competition with a friend. You can customize the game by selecting one to three set matches; choosing Beginner, Intermediate, or Advanced computer competition; and inputting your name on the roster. The Practice feature also allows you to take from 100 to 300 balls in Volleys and Smashes.



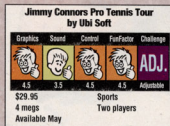
Have racket, will travel.

Once you think you're ready, enter the Pro Tennis Tour in a grueling, 16-country international tour, which takes you to such places as Austria, Moscow, New Zealand, and Japan. At the end of the tour, the player with the most victories wins the championship title. Unfortunately, there isn't a password feature, so be prepared to play all 16 matches in one sitting!

Go Pro!

Jimmy Connors Pro Tennis Tour is a solid, well-designed handheld tennis game. It's easy to play

and it's graphically appealing. If you're looking for a challenge, the computer opponent is merciless in the Advanced setting, but the customizing features ensure that this cart is accessible to players of all calibers. Like Jimmy, this cart is a winner!



Sports Insider

EA Sports: The Real Deal

By Otter Mattie

They say professional sports in America is bigger than life. Electronic Arts is trying to capture some of that inflated realism in their sports video games.

EA Sports makes some of the top-rated sports video games in the business (see GamePro's Championship Sports Guide packed with this issue). They are known for real-life players and their likenesses, strategies by well-known sports personalities (such as John Madden), and professional sports licenses (such as the NBA and the NHLPA). But EA's sports train doesn't stop after the game hits the store shelves. The company tries to go the extra mile to strengthen the ties between realistic sports games and real-life professional athletes.

EA's Sports Byline

You may recognize Ron Barr as the talking head for EA Sports' Bulls vs. Blazers and the NBA Play-offs, NHLPA Hockey, and Tony La Russa Baseball. However, you may not know that he also has his own syndicated radio talk show that focuses on sports.



Ron Barr interviews NFL legend, Jim Brown.

Ron's Sports Byline U.S.A. runs evenings Monday through Friday from 7:00 to 10:00 p.m. in over 150 cities. He interviews major sports personalities in an unusually candid fashion. A good part of the show involves questions from listeners for Ron and his guests.

At Super Bowl XXVII this year, EA broadcasted Barr's radio show from its own studio at the Super Bowl media center. The impressive studio looked more like a TV show set than a radio studio. It consisted of a large desktop area, a few inset screens of John Madden Football '93 behind Ron and his guest, and video game systems with Madden '93 ready for passersby to play.

Real Players Play Games

Barr's guests for the three nights that EA broadcasted his show before the Super Bowl included such big name football celebrities as Ronnie Lott, Howie Long, Warren Moon, Joe Theismann, Jim Brown, and Jimmy Jones (Dallas Cowboys' head coach). A couple of these stars actually play EA's John Madden Football '93. According to Lott, "They made me a lot faster in the video game than I am in real life. I usually play against my son, and most of the time he kicks my behind!"



From right: Joe Theismann, Ronnie Lott, and Ron Barr.

Ron believes that his involvement with EA and the real sports world is "a natural marriage." In fact, he too takes part in the gaming process. "All of the commentary that you see on the screen," he says, "was actually written by me after analyzing the teams' and players' stats." As for his likeness being preserved in video games, he said, "I had a lot of people call me and say that my digitized image gets a little better looking with each new game. I think they're right. Have you ever seen what they did to me in the first John Madden game?"

John Madden Does Super Bowl XXVII

Super Bowl XXVII viewers were also treated to a cameo appearance by John Madden Football '93 in this year's pregame show. The piece featured former Chicago Bears head coach Mike Ditka and former Buffalo Bills star O.J. Simpson, who battled it out on the Genesis gridiron. Ditka's coaching career overshadows his days as a player, but he actually caught a Super Bowl touchdown for the Dallas Cowboys back in the '70s.



Ron Barr and Howie Long put a hit on a caller.

During the pregame show, Ditka played the Cowboys and O.J. played the Bills in a video game Super Bowl matchup that echoed the real thing. Ditka's Cowboys started out with a promising 13-0 lead after two touchdowns and a missed extra point. Closing in on Ditka's Dallas lead, O.J.'s Bills powered back in the second half with two strong touchdowns. With less than ten seconds on the clock, Ditka estab-

lished decent field position for a Field Goal attempt. His kicker, however, shanked the ball to the right of the post, and O.J.'s Bills (unlike their real-world counterparts) proved victorious, 14-13.

EA Sports Events

Since Super Bowl XXVII, EA has taken Ron Barr and its Sports Byline set on the road to the NBA All-Star Game in Salt Lake City, Utah. Other EA events on the horizon include tournaments for the growing number of loyal, competitive EA Sports fans.

Before this year's East/West Shrine Game, EA held a John Madden Football Tournament among the college seniors who played in the Shrine. The winner of the tourney, Ron Stone, offensive tackle for the Boston College Eagles, won \$2500 to be donated to the general scholarship fund of his university.



The thrill of victory, and the agony of defeat.

The folks at EA Sports plan to make tournaments a bigger part of their product support. Eventually, they plan to take John Madden tournaments to major cities around the nation, followed by tourneys supporting other EA sports carts, such as NHLPA Hockey. The possibilities of expanding this idea are enormous. (Imagine being able to challenge your city's champion Genesis NHL Hockey player!) A recently held John Madden tournament at Georgia Tech featured over 300 college students from eight different Georgia colleges. Another tournament was held at Cal State



Hayward, sponsored by their chapter of the Kappa Alpha Psi fraternity and a local reggae band, Solow Project, who are avid John Madden players.

The Names on the Games

Electronic Arts is going the extra mile to secure licenses for their games, too, such as John Madden or Tony La Russa. Recently, they

signed Shaquille O'Neal (rising star of the NBA's Orlando Magic) for his own EA basketball title.

The goal isn't to merely have a sponsored sports figure's name on a package, but to add their inside knowledge to create realistic game play. Incorporating professional players into sports simulation keeps other sports celebrities and gamers alike flocking to EA carts.

They're Number One!

Innovation is what makes EA a sports leader. No other sports software company brings a roadshow to major sporting events or sets up tournaments for their sports video games. They're making a strong bid to become the video game company of champions.

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Jam it home with NBA® All-Star Challenge™. Feel the heat with Roger Clemens' MVP Baseball™. It's a KO with George Foreman's KO Boxing™. When you're tired of watching from the sidelines...it's time to Play With The Pros™!

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GAME OF

GLOBAL GLADIATORS REVIEWS

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

Sega Visions Magazine

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

Game Informer Magazine

"WOW!" *Mega Play Magazine*

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

Die Hard Magazine



1992 Global Gladiators Awards

The Sega Third Party
Seal of Quality Award - 1992
* Product of the Year - Genesis

The Sega Third Party
Seal of Quality Award - 1992
Best Action Product - Genesis

Video Games and Computer Entertainment
Best Sound in a Video Game of 1992

Mega Play's pick of the month.

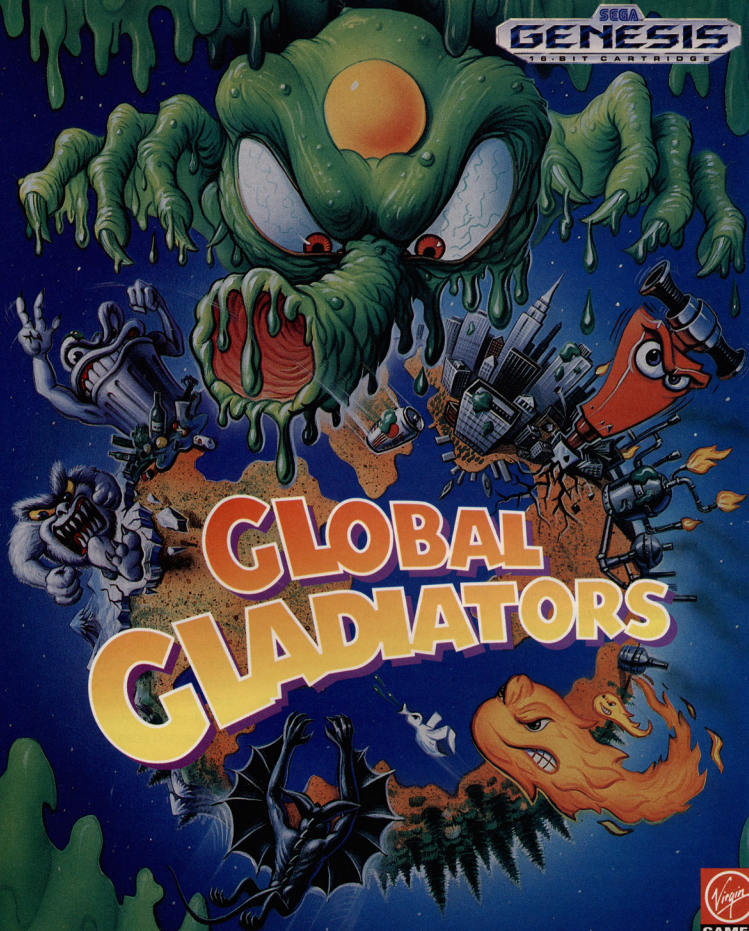
**Nominated for best game of the year,
best music and sound, and best
graphics and animation**

*Game Pro and Video Games &
Computer Entertainment*

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THE YEAR*

SEGA
GENESIS
16-BIT CARTRIDGE



Virgin
GAMES

GAME BOY PRO REVIEW



By The Unknown Gamer

Those cute little 7-up Spots have a bad habit of getting into mischief. Seems one of

the little buggers jumped into a Game Boy to avoid being seen by one of us. Now he's having such a blast that he won't come out until you help him beat the game.

The Hot Spot

Spot: The Cool Adventure features none other than the infamous Spot in a hop 'n' pop, multiple-player, action/adventure game with multiple stages of sometimes standard and sometimes intriguing game play.

Spot can walk, jump, super jump, and tote things around in his crafty little hands. He's simple to control with a standard button interface that's easy to learn. The Cool One uses all of his fifty moves to migrate through the Carbonated Forest, the Uncola Mountain, and more. The graphics are as clean and crisp as a frosty glass of 7-Up, and you'll certainly recognize the Spotmeister, down to his cute little shades.

Each stage features various obstacles and challenges. Some are standard action/adventure fare, such as leaping over logs, tossing blocks, and riding little platforms to higher areas. Other obstacles show a good deal of originality, such as tracks with moving lifts and directional switches, portable platforms, falling leaves, jet packs, and even a spaceship.



PROTIP: In Stage 3 of the Uncola Mountain, you'll have to take a flying leap of faith onto a platform that floats through the air.



SPOT: THE COOL ADVENTURE

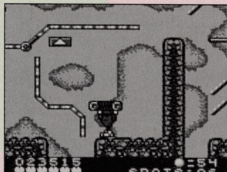
minute time limit to complete the level. There's no time limit on the Easy setting, and you get more life.

In each level, Spot can give himself the advantage by grabbing Spots. Grab 100 Spots, and you get an extra life. Finish the stage with the right score, and you enter a bonus round, where you try to trap hearts in the upper section of the screen to earn extra life. Other power-ups include extra life hearts and 1-ups.

PROTIP: To grab the 1-up in Stage 2 of the Carbonated Forest, leap across the platforms above the water. Drop down to the platform on the far right of the water, then jump onto the floating platform and move left across the water until you reach the 1-up.

PROTIP: Take the upper exit in Stage 3 of the Uncola Mountain. There's a 1-up waiting for you.

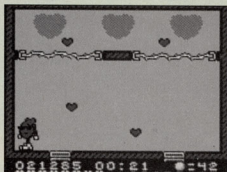
Jump as far right as you can. The platform drops when you land on it. Leap off of it to the right to land on a ledge.



PROTIP: When you reach Stage 3 of the Uncola Mountain, you need to grab the lift platforms that you find lying around. Take them with you, to use when you reach a track with no lift. For example, midway through Stage 3, leap across a gap to reach a lift platform. Carry it back across the gap. When it hooks onto the track, ride it up to move on through the stage.

PROTIP: Late in Stage 4 of the Uncola Mountain, you'll find the first Umbrella. Use it to float down to the ledge below the bat. You'll need to grab the small platform to escape over the ledge to your right.

In each level, Spot's mission is simple. Begin at the beginning and go to the end. The levels start off easy, but they grow more challenging as the game advances. Intermediate gamers will find the later levels moderately challenging, but all levels of gamers can vary the difficulty via Hard and Easy entrances at the beginning of each level. Choose the Hard setting to have less life and a four-



PROTIP: Grab as many hearts as you can in the bonus round. Grab more than your maximum number of hearts, and you earn a 1-up.

Fizzy Fun

The cool ones are, of course, very big stars, and their Game Boy debut gets a thumbs up. It may not have as much pop and sparkle as the Uncola, but it's got enough effervescence to enchant fans of the Spots and video gamers alike. Cool!

Spot: The Cool Adventure by Virgin

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.0	3.0	4.0	4.0	Adjustable
\$29.99		Action/Adventure		
2 megs		One player		
Available now				

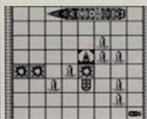
Battleship



By Linoleum Blown Apart

This famous board game has just sailed into the Game Boy, courtesy of Mindscape. Naval warfare was never as fun.

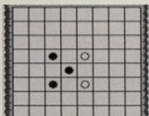
You have four ships (a Battleship, a Destroyer, a Frigate, and a Submarine). You position this armada on a grid, which you view



PROTIP: Versus the CPU, place your Submarine in one of the four corners of the grid. The computer never looks for it there.

from overhead. Your Game-Linked friend or the CPU also positions ships on a similar grid. Then, take turns seeking out and destroying each other's ships.

Finding your enemy can be tough, especially if he's zeroed in on your forces. Luckily, you can use more than intuition to find opposing ships. You have two Radars to ferret out enemy positions. Your Battleship carries one Harpoon missile, which sends out warheads to five different spots simultaneously.



PROTIP: Fire the Harpoon first, and you may find the enemy with your initial shot.

Your Destroyer carries both an MK-451 and a MK71-III for double and triple shots. Keep in mind, though, if you lose these ships before firing, you lose their weapons, too.

The graphics and sound in this nifty game will blow you out of the water. The grids are easy to decipher, and you get a vivid look and listen as your missiles blast your opponent's vessels.

If you're into solid strategy games, you'll love Battleship - it's a classic. It's an easy-to-learn, entertaining game that anyone can play, especially when they get that sinking feeling.

Battleship by Mindscape				
Graphics	Sound	Control	Fun/Factor	Challenge
4.0	4.0	4.5	4.0	Intermediate
\$29.95	Strategy	1 meg	Two players	INT.
Available now	Passwords			

Cool Ball



By Miss Demeanor

If you're hitting the road and need an enthralling cart, get Takara's latest puzzler, Cool Ball. In this one-player game, the Big Bang sent your beloved girl-ball, Suzette, flying through time. Now you're off through 99 levels to find her.

Having a Ball...

In truth, the cute plot has little bearing on the game play. Each "level" is actually a one-screen side-view puzzle, where obstacles and



PROTIP: Sometimes you have to collect items in a specific order. Here, grab the pot in the upper-left last and you'll fall right into the Exit.

traps keep your Cool Ball from getting to the Exit. Flippers bob your Cool Ball around the screen to grab Keys, Drops of Water, and other collec-

...Wish You Were Here

Responsive controls and a mind-boggling array of well-drawn puzzles give Cool Ball staying power. The background graphics and sound, on the other hand, contribute little to its appeal. After a few minutes, the repetitious soundtrack gets annoying.

So turn down the sound and position your tray in an upright and locked position, because this game will keep you busy for a good long time.



PROTIP: If you can't get through a level because you don't have enough goodies, simply press Start when you run out of lives. Your stash grows each time you continue.

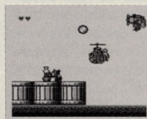
Cool Ball by Takara				
Graphics	Sound	Control	Fun/Factor	Challenge
3.0	2.5	4.0	4.0	Adjustable
\$29.99	Puzzle	1 meg	One player	ADJ.
Available August	Unlimited continues			

TaleSpin



By Kay Oss

Baloo the Bear and the Mini Sea-Duck are back in the air picking up cargo for Baloo's customers, but they'll have to wait if Don Karnage and his

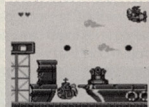


PROTIP: To beat the 'copters, which usually travel in pairs, turn upside down and blast the first one. Scoot back to the left of the screen to avoid the second one. Turn right side up and shoot it.

crew have anything to say about it. With Baloo at the controls, you fly through four rounds of multi-scrolling fun in this aerial action/adventure game by

Capcom. The smooth controls make this game, especially since you have to pull some quick moves to survive each round as you soar through the skies and dip down to collect Cargo Boxes and Money Bags.

The money comes in handy at the end of each round when you'll land in a hangar to have Wildcat fix you up with armor, rapid shots, and other goodies. You'll need all the power you can get to fight Karnage's heli-copters, ships, submarines, and other hurtful hardware. The stiff challenge in this game might send intermediate gamers down in flames, especially since Baloo only has three lives and two continues.



PROTIP: The ship's multi-shot missiles look mean, but they're harmless if you stay high in the clouds.

The graphics and sound aren't top guns, but they keep you flying. The music is just Game Boy average.

Heads up, high flyers, this game's challenging but fun. It will definitely make your tail spin.

TaleSpin by Capcom				
Graphics	Sound	Control	Fun/Factor	Challenge
3.0	4.0	4.0	4.0	Advanced
\$29.95	Action/Adventure	1 meg	One player	ADV.
Available now				

GAME GEAR PRO REVIEW



By Gideon

Supervillain alert! Doctor Octopus has assembled five of Spider-Man's fiercest foes to form the Sinister Six – an organization bent on world domination and the extermination of one particular arachnid superhero! Last year's NES hit returns as a one-player slug-fest for the Game Gear. Though not identical to its NES sibling, this fraternal twin has enough action to keep any superhero busy.

The Boys Are Back in Town

Doc Ock and the Sinister Six are back to challenge and torment everybody's favorite web-slinger in a six-level, side-scrolling extravaganza. As Spidey, you swing through each level toward a showdown with each of your foes. You find Electro at the Power Station, Sandman in the Toxic Waste Dump, Mysterio hiding in his House of Illusion, the Vulture hovering above the City's rooftops, Hobgoblin awaiting in his forest cave, and Doctor Octopus cloistered within his Castle.



Six against one isn't exactly fair!

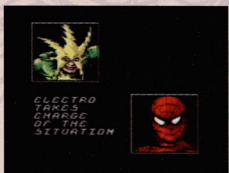
Each level is congested with endless waves of thugs, punks, robots, missiles, mines, rats, and razor bats. Your skills include punching, kicking, wall climbing, web slinging, and the ability to shoot attack webs. You start with four energy units and lose one each time you get hit. Keep your spider senses alert for valuable pickups, such as Attack Web Fluid, TNT Detonators, and Infrared Goggles.

PROTIP: You can't shoot Attack Webs while swinging or hanging onto your webbing.

Spider-Man



Return of the Sinister Six



PROTIP: Don't waste time fighting Electro. Turning off the Spark Generator is the only way to pull his plug!



PROTIP: There's no time limit, so thoroughly investigate each level for pickup items.



PROTIP: You can only swing in open spaces and fire a swinging web while jumping in midair.

PROTIP: Electro momentarily stops moving to shoot his sparks.

Arachnid Acrobatics



Each of the cart's lengthy levels challenges Spidey's abilities in a different way. Some demand aggressive wall climbing and web slinging, while others necessitate the more subtle approach of crawling through cramped tunnels.

PROTIP: You can't wall climb over some obstacles, such as ledges and open windows.

Web-Spinning Winner

Although it's reduced to fit the confines of the Game Gear, Spider-Man: Return of the Sinister Six doesn't lose any of its punch. Excellent, detailed graphics grace this game. Spidey and the supervillains look and fight exactly as they do in the comics. Game play is adequate, considering the Game Gear's cramped quarters. This game is extremely challenging, even for advanced players. Thank goodness for unlimited continues! If you're looking for hot hand-held action, then swing this way!

Spider-Man: Return of the Sinister Six by Flying Edge

Graphics	Sound	Control	FunFactor	Challenge
				ADV.
4.0	3.5	4.0	4.0	Advanced
Price not available 2 mgs Available now		Action/Adventure One player Continues		

LYNX PRO REVIEW



By N. Somniac

After an extended visit to the Genesis and the SNES, one of Atari's biggest arcade offspring has finally come home to the Lynx. The whole gang's here - Buzz, Ty, and Kato - for the fiercest, most brutal beat-em-up action ever to attack the Lynx's screen. If you love gut-wrenching action and merciless violence, then this game's for you!

Into the Pit!

Pit-Fighter puts you in the pit as one of three champion fighters in a no-holds-barred contest for supremacy. Choose between Ty (a Kick Boxing Champion), Buzz (a Wrestler Emeritus), or Kato (a Karate Master). In addition to punching,



PROTIP: Hit both the A and B buttons as fast as you can to revive your fallen player.

kicking, and jumping, each player also has a special move. For Ty, it's a flying kick. Buzz throws a mean body slam, and Kato's dragon punch really burns the bad guys. Each fighter is especially skilled in their chosen fighting disciplines. Fight according to your character's strengths, as you face-off against the surly, unconventional opponents awaiting you in the pit.

Play solo or Comlynx with someone for head-to-head action. The purpose of Pit-Fighter is simple: beat or be beaten. The action takes place on a two-screen wide, side-scrolling playing field that's marked off by a horde of bizarre-looking spectators. The player's ability to move into and out of the background effectively adds a 3-D effect to the field. No rules or time limits will hold you back. You can use any and all means to knock out your opponent before he knocks you out. In some levels, you can throw things at your opponents - barrels, chairs, even motorcycles. Winners advance to the next level. Losers get carted off in a body bag.



PROTIP: Avoid hanging out at the perimeter, because the spectators can also attack you.

PROTIP: Look for super-strength power pills that are hidden in items you pick up.

PROTIP: You'll need extra time to pull off a special move, so move far to the side opposite your opponent and let him come to you.

PROTIP: You can hit back at the annoying spectators, but don't waste time or your opponent will deck you from behind!

A five-unit Hit Meter monitors your health status. Lose all your Hit units and you're dust. You begin with six



PROTIP: The bigger the object, the shorter the distance you can throw it.

credits/continues. Lose a player, and you continue from the same point in the contest as any of the three fighters. Play goes on until all your credits are used up. Beat your opponent in record time for bonus points and a brutality bonus. High scores are recorded in the Pit-Fighter Hall of Pain!

Them's the Pits

Pit-Fighter is tough in more ways than one. It maxes the Lynx's graphic muscles with digitized characters, moves, and scenarios that are identical to the arcade game's. The characters move smoothly as they thrash around the screen and into the background. Sound effects and music are above average by Lynx standards. The only drawbacks come from the controls. You have to press the A and B buttons simultaneously, in addition to the Option 1 and 2 buttons. During the hot-and-heavy fight moves, the frenetic button presses jam the controls.

Despite this flaw, Pit-Fighter is a nonstop fighting challenge that's sure to keep your interest piqued. Do you have what it takes to pit yourself against Pit-Fighter?



PIT-FIGHTER

Pit-Fighter by Atari

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.5	4.0	4.5	INT. Intermediate
\$49.99	4 megs	Available now	Fighting game	Two player
			Comlynx	

HARDWARE HELPERS

The Super Stick and Remote: It Must Be Magic



The magical Super Stick

Innovation's Super Stick is a cool multi-system joystick that supports the Genesis, the TurboGrafx-16, the Duo, and the PC Engine. This top-notch, cross-platform stick is as good as remote control gaming gets.

The Super Stick's casing looks almost identical to a Neo-Geo controller, but it has three buttons, each with a Rapid Fire switch. The buttons are large and comfortably positioned for even the most intense gaming action. The unit also features a variable Rapid Speed Control sliding switch that enables you to control the turbo rate. The stick's palm-sized knob and long stem provide good leverage for quick directional changes. You also hear an audible click each time you move the stick in a particular direction, which helps you cut down on unintentional movements.

The stick's smart design extends to its single-cord, multi-system connector. One end of the cord has a plug that fits into the Genesis, and the other end has a plug that fits the TurboGrafx-16, the Duo, or

the PC Engine. Pick your plug and insert one end into the joystick and the other into the system.

For an additional \$30 you can also purchase a remote control unit that works by radio frequency. The cord hooks into the remote unit that sits near your system, and you're then free to move around the room as you play, with no detectable lag in the unit's response time. We even took the stick down the elevator of a seven-story building, leaving the game system on the top floor. The Stick stopped responding at about the second floor, but for regular usage, that's gonna be enough remote for anybody! If you're going to get a Super Stick, save enough dough to buy the remote unit, too.

The Super Stick
By Innovation, \$39.99
The Super Stick Remote, \$29.99
Both available April '93
For product info
call: 800-INN-OVAT



Keep Your CD Game System Happy

When it comes to peripheral products for your CD game systems, a good rule of thumb is to use just about any product made for audio CDs with game CDs. Just the same, here are some handy items made specifically for CD games.

Voice Voomer



If you own a Sega CD, a TurboGrafx-CD, a Duo, or any other system that plays CD+Gs, then you can convert your den into a Karaoke parlor with Interactive Creations' Karaoke Startup Kit. The kit includes the Voice Voomer that takes the audio output from your deck and mixes in your own vocals, a microphone, and one sing-along disc of the Beatles' music. Beginners can order from a library of 20 sing-along discs, which come with prerecorded vocal tracks that can be turned on or off. Once you build up your confidence, you can tap into Interactive Creations' library of hundreds of karaoke CDs, which you can occasionally find at local videodisc and music stores. All of the CDs display the words to the songs on your screen, and some still-frame graphics in the background.

The Karaoke Startup Kit
by Interactive Creations, Inc.
\$119.95, Available now
Product Info: (800-758-DISC)

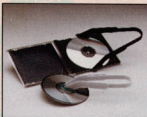
Tuff Box



This replacement jewel box is made out of a special grade of high-impact polystyrene (bendable plastic), so the case bends but doesn't break. We threw one into the air and it landed on an asphalt road without shattering into pieces!

Tuff Box by Advantage Plus
Available now in packs of
3, 25, or 100, \$3-5
Product Info: (813-885-1478)

Disc Lift



The Pro-Wipes Disc Lift offers a "hands free" approach to handling your CDs. The Disc Lift is a set of plastic tweezers with rubber feet that enable you to safely handle your CDs by either the inside or outside of its edges. The Disc Lift greatly reduces the number of fingerprints and smudges on your discs.

The Disc Lift by Pro-Wipes
\$5-\$7
Product Info: (602-272-2809)

Pro-Wipes

Pro-Wipes are chemically treated wiping cloths made to remove dust, dirt, and fingerprints from your CDs. These are a pretty decent value at about three bucks for 15.

Pro-Wipes by Pro-Wipes
\$3-\$4
Product Info: (602-272-2809)

The Modulator

The Modulator is a cool storage system that enables you to stack CDs in almost any arrangement using an interlocking track system that uses a principle similar to Leggo toys. Each section

One Hot Stick



holds three CDs each. The Modulator also holds cassettes and double CD jewel boxes.

The Modulator By Pro-Wipes
\$19.99

Product Info: (602-272-2809)

Trial by Fire Stick

The Fire Stick Single and Double by G&C are the most arcade-like joysticks on the market today. Although they were designed specifically for the Super Nintendo version of Street Fighter II, the Fire Sticks can be used with any SNES cart.

It seems like just about every joystick manufacturer is coming out with an SF II stick (see Hardware Helpers Jan. and Feb. '93), but there are a few things about this one that make it stand apart from the crowd. First off, the casing is made of industrial-grade wood and the buttons and sticks are the same high-quality parts that you'd find in a real arcade Street Fighter II machine.

The Fire Stick double is a monster unit that houses two sticks and two sets of buttons. At 33" long, the double offers more room between two players than the dimensions of an actual Street Fighter arcade machine, so you don't bump elbows nearly as often.

Unlike the other SNES Street Fighter sticks, the button configuration of the Fire Sticks matches up with the default values of your SNES Street Fighter II cart. Since you don't need to reassign the function of each button for Street Fighter II, you can just plug the stick in and play.

You'll definitely want to use these sticks on a table instead of resting them in your lap. The single stick weighs six pounds, while the double weighs in at a hefty 16 pounds. The Fire Sticks also come in Regular or Turbo, which uses a one-switch turbo function to juice all the buttons. You may

want to do without the Turbo feature and save the extra money.

When compared to the other SFII sticks, the Fire Sticks suffer only one fault. The sticks are set a bit low in the casing, exposing less stem of the stick than the KBM joystick (see Hardware Helpers, Jan. '93). The shorter stem means that you have less leverage and may have to try harder to move

the stick before it reaches its contact point. Once you get used to this action, the sticks are virtually flawless.

The Fire Stick Single and Double
By G&C, Available now
Single \$89.95 (\$99.95 with turbo)
Double \$179.95
(\$199.95 with turbo)
For Product info contact:
G&C Joystick Manufacturing
1729 East Gemini St.
West Covina, CA 91729

HARDWARE HELPERS

DECLARE WAR.



Super Conflict is war enough for anybody whether you're a video gamer, a board game fan, or a soldier. You call the shots for your ground, naval, and air forces in a Middle East theater of operations that can get very intense. Whether you deploy your infantry against the enemy's best commandos, scramble an F-15C fighter against a Mig-29 Fulcrum, or guide your sub's torpedoes against an approaching cruiser, **Super Conflict** delivers not only realistic military challenge, but also explosive action sequences.

Super Conflict is all the war you'll ever want.



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SHORT SHOTS

Genesis

Summer Challenge (Accolade)



Get set for international competition under the summer sun, because

Accolade is about to release the sequel to its Winter Challenge Olympic sports simulation. The new Summer Challenge includes the hot events that make the Summer Games so cool, like Pole Vaulting, Kayaking, the 400 Meter Hurdles, and five others. You get to enter your own name and country of origin as you go for the Gold against as many as nine computer opponents, who come in three skill levels. You can warm up in Training mode and watch your victories with an Instant Replay feature.

Available May

SNES

Arcus Odyssey (Renovation)

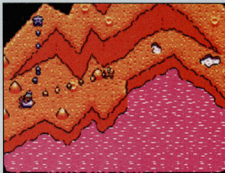


You're poised on the edge of a massive adventure involving an evil sorceress named Castomire and your homeland of Arcus. This port-over from the Genesis offers four heroes, each with unique skills to help you devastate Castomire's dark legions. Before you're through, you'll have finished eight separate quests, each culminating in a mysterious labyrinth. Your magic and fighting power will increase as you survive the levels and rescue your compatriots. A two-player option, passwords, and unlimited continues provide extra staying power for the Arcus Odyssey.

Available May

Genesis

James Pond III (Electronic Arts)



Ace secret agent James Pond stars in a new action game from EA. With more than 100 levels in and on the moon, Pond must thwart the dastardly plans of the evil Dr. Maybe, who's trying to monopolize the world's dairy products. Pond has a gaggle of gadgets to help him. Some, like the suction boots, are



standard-issue spy stuff, but a few of his wardrobe items are pretty wacky, like the suit that disguises him as fruit. (James, you're a peach!)

Available April

Toxic Crusaders (Bandai)

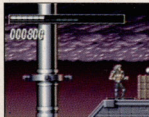


Tromaville is in trashy trouble and a trio of mop-slinging heroes must clean up the city. All

you wanted to do was visit your blonde babe, Yvonne, but the slimy slugs that parachuted into town are big trouble. You can be one of the three Toxic Crusaders in this one-player, side-scrolling adventure. Glide through Tromaville on your skateboard, and hoof it over trains and other grimy grounds. This cart bears a striking resemblance to its Genesis predecessor.

Available May

Wolfchild (Virgin)



In hopes of finding the blueprints for a secret transmutation booth (code name: Project Wolfchild), Draxx and his band of terrorists, CHIMERA, have kidnapped Dr. Morrow, the foremost authority on genetics. Morrow's courageous son Saul enters the booth and emerges a werewolf. He sets off through 11

levels of action and adventure through dense jungles and insect-infested tombs searching for Draxx in the core of the CHIMERA base, and trying to save his father. As with the Wolfchild action/adventure games for the Genesis and the Sega CD, Wolfchild for the SNES will feature a pulsating soundtrack, multi-layered graphics, and an adjustable difficulty setting.

Available May

Claymates (Interplay)



Would you believe that yet another video game parent has been kidnapped? Pro-

fessor Putty is missing, and his son Clayton's got to rescue him. As he ventures through five worlds and 25 levels, Clayton can change himself into five claymate friends, including Muckster the Cat, Goopy the Guppy, and Oozy the mouse. Fortunately, although the premise of this action game is as worn as an old sock, the Claymation graphics are all new to the SNES. The sprites are actually digitized pictures of real clay sculptures, just like the oh-so-cool California Raisins.

Available July



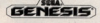
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Look for soon...

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TurboDuo

Magical Chase (TM)



Which witch is which? Ripple's a witch-in-training who has accidentally let six devilish

demons out of the proverbial bag. Unless she can hunt them down through six witchin' levels and catch them, her witchy teacher will be mighty upset. Ripple flies through this side-scrolling adventure, practicing stary magic with her twin elf-star friends, Topsy and Turvy. Three difficulty levels, unlimited continues, and cartoon-cute graphics make Ripple's magical mishap more fun.

Available May

Game Boy

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



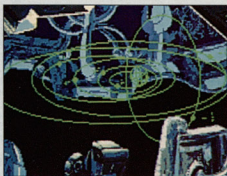
Ready for a big addition to the big, big Zelda series? Link's back, along with a host of char-

acters (both new and old), and he's ready for a fresh adventure. You'll have to surmount obstacles as you make your way through the dungeons of the largest Game Boy map ever made. At four megs, this cart is as large as its Super Nintendo counterpart.

Available June

Sega CD

Stellar 7 (Dynamix)



Stellar 7 will take you through seven fierce levels of legendary arcade action and strategy. You're at the controls of the Earth's most sophisticated fighting machine, "The Raven," and you're fighting to save the planet from the Arcturan Empire's evil Supreme Overlord, Gir Draxon. This game was huge when it was first released in 1983 for the Apple II, and again when it was completely revamped for the PC. Dynamix



plans another major revision for the Sega CD, including 3D modeled graphics, digitized hand-painted story sequences, more sound effects, and an all-new musical score.

Available September

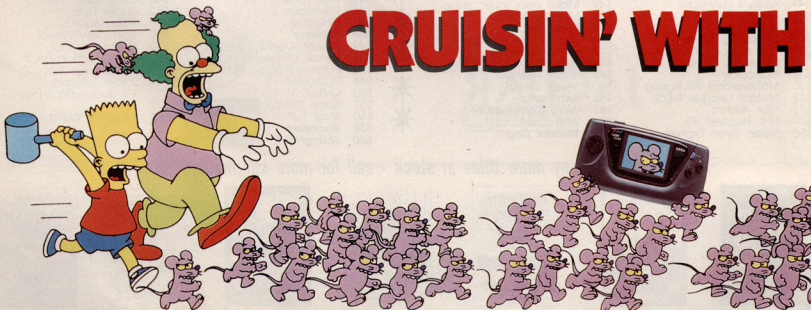
Star Trek: The Next Generation (Absolute)



Make Jean Luc proud, Number One! Take the console of the Starship Enterprise in

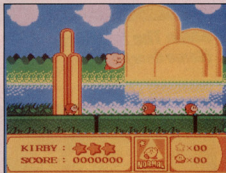
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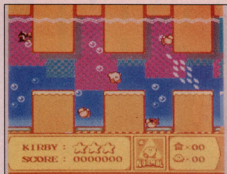


Nintendo

Kirby's Adventure (Nintendo)



Puff out your cheeks and suck in some enemies, because Kirby (the puffy hero of Game Boy fame) is coming to the NES, and he's joining forces with his former enemy, King Dedede. The adventurous little guy teams up with the King to revive the Dream Spring. The Star Rod, the spring's source of power, has been broken into seven pieces. Kirby and King



Dedede must travel through seven levels, find all the pieces, save the spring, and restore the lost dreams to Pupupu Land's citizenry.

Available May

Game Gear

The Land of Illusion Starring Mickey Mouse (Sega)



Mickey's back to battle bad guys in this adventure based on the popular Castle of Illusion cart for the Genesis. It seems that King Horace's Blacksmith Castle, Goofy's Toy Palace, and Donald Duck's Harbor Fortress are each overrun by mischievous creatures. As Mickey, you've got to battle the bad guys, win the heart of the fair damsel Minnie, and defeat the treacherous Phantom-in-the-Clouds to recover a stolen gem and restore prosperity to the tiny village. With four megs of magic, this game's a monster.

Available May

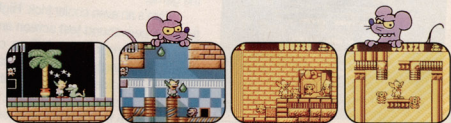
Absolute's latest project. In this game, you're a "guest" commanding officer with sole responsibility for the safety of your crew. You get to assign tasks to the characters from the #1 rated syndicated TV show, including Worf, Data, Geordi, and Riker. (What, no Beta-Zed Babes? Wil's not gonna be happy!)

Your decisions as commander will determine how the ship deals with all sorts of emergencies. The enterprise and her crew will have to face everything from Romulan War Birds to meteor showers. If you command wisely, the crew will perform well. If not, well, you didn't really want another Star Trek movie anyway, did you?

Available May

Advertisement

KRUSTY!



RAT BASHING'S GONE PORTABLE!

Gangway, man! Rats have invaded Krusty's Fun House! But now you can Krusterize the filthy vermin anywhere, anytime with the craziest in Simpsons™ portable gaming! 60 levels, guest appearances by Bart, and rat bashing action as cool as Krusty!

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SWATPRO



The Adventures of Rocky & Bullwinkle (NES)

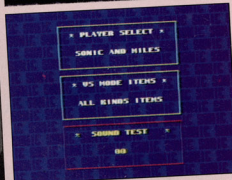
Be There Next Time for....

Here's some way out warp action for the NES title, Rocky & Bullwinkle. After starting the game, press B, A, A, Start, A, B, B, and A on Controller Two. Now, whenever you press B on Controller Two, you warp to another stage.

Nana Kawaiiani, Fairfield CA

Sonic The Hedgehog 2 (Genesis)

Stage Select and More



Here's a rad way to access hidden features in Sonic The Hedgehog 2! Go to the Options screen and highlight the sound test box. Use your control pad and Button B to change the numbers of the songs, then play them in this order: 19, 65, 9, 17. If you've done the trick correctly, you'll hear a ring at the beginning of song 17. If you do press, Start. When the title screen appears, press and hold down Button A, then press Start again. A level select screen appears to let you choose any level in the game.

Here's an even cooler trick. Highlight the new sound test screen and play these songs: 4, 1, 2, 6. Then, collect 50 Rings and jump up. You instantly become the Golden Sonic. To exit the level, press Start and Button A.

To reach the Debug mode, select Sound Test again and enter this song code: 1, 9, 9, 2, 1, 1, 2, 4 (Sonic 2's release date). Now, choose any level and press Button B to change into an object, or Button C to duplicate an object.

Anthony Rosario, Vallejo CA

Sonic The Hedgehog 2 (Game Gear)

Unlimited Lives

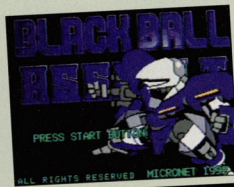


In Act 1 of the Sky High Zone, you can get unlimited lives. Here's how to do it. There are two 1-ups in this act. To get the first one, pass the bridge, jump over the two sets of spikes, ignore the Ring Monitor and the spring. Finally, jump over one more set of spikes to grab the 1-up. Next, go back and jump on the spring, then walk into the horizontal spring, which will roll you through the bricks. You'll reach two more springs. Jump on the vertical spring, and you see another spring. Jump on this one, and hold left on the directional pad until you see a patch of ground with Christmas trees in the background. You'll then see another 1-up. Take it, let yourself die, and then repeat this process until you max out on lives.

Allen Avedian, Glendale CA

Black Hole Assault (Sega CD)

**BHA Death and BHA Pong:
What's the Connection?**



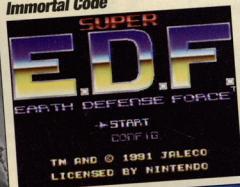
These are a couple cool tricks for Black Hole Assault for the Sega CD. Choose "Name Entry" as an option, and enter **BIGNET** (BHA's manufacturers) as your name. Choose **BIGNET** as your fighter. Then, when you're playing and it looks like an opponent is getting the best of you, press **Start** on **Controller Two**. Your enemy will be heavy metal history in no time.

Then, enter **AZY** as your name and choose **Operation BHA** on the title screen. Choose **AZY** as your character, and you enter **Black Ball Assault**, a two-player version of Pong.

Joey Quinones, South San Francisco, CA

Super Earth Defense Force (SNES)

Immortal Code



Use this awesome pad magic to become immortal in Super EDF for the SNES. Pause just after you begin the game, then hit **A, B, X, Y, Right, Left, Up, Down, Left, and Right**.

Joaquin Palomares Moreno, Madrid

Super Battletank (SNES)

Tanks for the Memories



To make quick work of your enemies in Super Battletank, choose the 62mm Machine Guns and fire them at your foes. When you score a hit, quickly pause the game. If the enemy is flashing red, your shots will continue to pummel him. When you take the game off of pause, the enemy will be destroyed and you'll be on your way.

Quentin Jones, Sylvester GA

SWAT PRO



Rival Turf (SNES)

A Rogue by Any Other Name



To change the names of all the characters in this game (enemies included), simply play through the game until you get the high score. When the screen prompts you to enter your

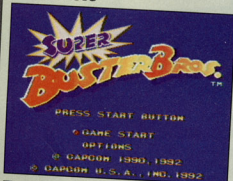


name, enter "CHRCONF" to bring up a character configure screen that you can use to change the characters' names.

Anthony Johnson, Los Angeles CA

Super Buster Bros. (SNES)

Bust a Move



There's a way to select any stage when playing the Tour Mode of Super Buster Brothers. Go to the Select screen and press L, R, R, L, Up, and Down. The



stage number will then appear on-screen. Use Up or Down to select the stage number of your choice.

Rogelio Bahena, Chicago IL

Yo Bro (TG-16)

Hidden Prizes



Here are some hidden levels in Yo Bro for the TurboGrafx-16. In the first stage, throw grenades at the door of the building with the red and white brick walls, then enter to get hidden prizes. Also in the first stage is a building with two red doors and a blue awning. Walk left along the sidewalk until you reach the end of the street, then hang a right and throw grenades at the manhole. Enter and collect your reward. In the second level, find the brown door with purple bricks. Throw a grenade at the manhole and you'll find weapons, food, and extra lives.

Maria Trujillo, Chicago IL

Super Star Wars (SNES)

Super Secrets!



SELECT HERO



LUKE SKYWALKER

Height: 5'9"
Age: 19
BlasTech: 22
Origin: Tatooine

STAR WARS

GAME DEBUG MENU

AREA
DUNE SEA

STAGE : 00
LIVES : 03
HEALTH : 32
ACTOR : HAN
WEAPON : FLAME

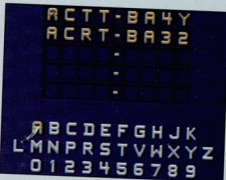
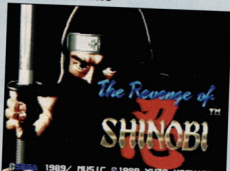
Here's the only code you'll ever need for Super Star Wars on the SNES. Plug in both controllers. Go to the title screen and press A, A, A, A, X, B, B, B, Y, X, X, X, X, A, Y, Y, Y, Y, and B. When the Jawa shrieks, you've got it made! Press Start, and you can play as Luke, Han, or Chewie! Press L and R on top of the second joystick to bring up the Debug screen, where you can change your number of lives, health meter, weapon, and more. Press Start on Controller One to return to the game.

What's that? Can't beat a certain boss? Press Start on Controller Two and you'll go on to the next level. For invincibility, press A, B, X, Y, and Select on Controller Two, and you're there! May the Force be with you!

Nicky Poose, San Francisco CA

Revenge of Shinobi (Genesis)

Shinobi Shuffle



Here are some fast and furious Game Genie codes for Revenge of Shinobi: Infinite Lives (except when using Jitsu of Mijin):

ACTT-BA4Y & ACRT-BA32

Infinite Life Bar:

BXVA-GA9E & BXTA-GA7E

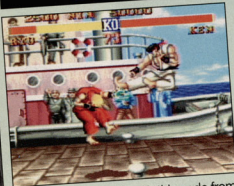
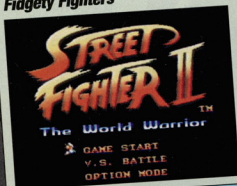
No life lost when using Jitsu of Mijin:

AC5A-BA46 & AC3A-BA44

Thanks to the GamePro's at Galoob!

Street Fighter II (SNES)

Fidgety Fighters



Use the Game Genie with this code from our own Dr. Dave to speed up SFI!
Speed Up: 1C65-DFOO
Game on, dudes!

SWATPRO



Game Genie Codes

Looney Tunes (Game Boy)

These cool codes will make Looney Tunes less crazy to beat:

Infinite Lives: 00B-02E-E6E

Speed Up Timer:

028-9CF-E6E

Wacky Races (NES)

Stay ahead of the pack with these Wacky Racer codes:

Infinite Lives:

SASSZEVK + SEKIYEVK

Won't absorb most damage:

GXSGSVVK

Start at Race 3, end of Stage 4:

ENKTEIXT

Bignose the Caveman (NES)

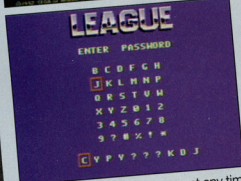
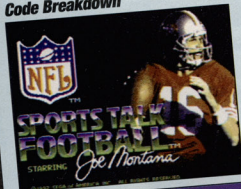
Ugh! Here's a code that gives you infinite lives:

SXOTPAVG

All Looney Tunes and Wacky Races Codes are courtesy of our good buddy Dave Tilbor at Galoob. The Bignose code came from Jorge Salcedo, Los Angeles, CA

Joe Montana's SportsTalk Football '93 (Genesis)

Code Breakdown



Here's a way to play any team at any time in the regular season in the cool football cart Joe Montana SportsTalk Football '93. Fill in the first blank with a letter or number that corresponds with your team. Fill in the second blank with a letter that corresponds with the week you want to play:

YP???KDJ

Team

- B = FALCONS
- C = BILLS
- D = BEARS
- F = BENGALS
- G = BROWNS
- H = COWBOYS
- J = BRONCOS
- K = LIONS
- L = PACKERS
- M = COLTS
- N = CHIEFS
- P = OILERS
- Q = RAIDERS
- R = RAMS
- S = DOLPHINS
- T = VIKINGS
- V = SAINTS
- W = PATRIOTS
- X = GIANTS
- Y = JETS
- Z = EAGLES
- 0 = CARDINALS
- 1 = STEELERS
- 2 = CHARGERS
- 3 = SEAHAWKS
- 4 = 49ers
- 5 = BUCCANEERS
- 6 = REDSKINS

Week

- D = WEEK 2
- F = WEEK 3
- G = WEEK 4
- H = WEEK 5
- J = WEEK 6
- K = WEEK 7
- L = WEEK 8
- M = WEEK 9
- N = WEEK 10
- P = WEEK 11
- Q = WEEK 12
- R = WEEK 13
- S = WEEK 14
- T = WEEK 15
- V = WEEK 16
- W = 1ST ROUND PLAY-OFFS
- X = 2ND ROUND PLAY-OFFS
- Y = SUPER BOWL

David Cilley, Chenango Forks NY

Do You Have a Secret Weapon?

If you do, submit it to GamePro. Our Pros will review it. If we publish it, we'll send you a free GAMEPRO Super Shirt! Send your best tips and secrets to:

GamePro Magazine

Secret Weapons

P.O. Box 5828

San Mateo, CA 94402

SUPER NES
GAME BUSTERS

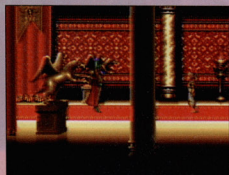


By the Unknown Gamer

Creep, crawl, run, leap, and slither your way through the barbaric and dangerous confines of the Grand Vizier Jaffar's palace in Prince of Persia for the SNES. All that stands between you and a reunion with the lovely princess is a fight to the death with Jaffar!



1. Before the final battle begins, head right at the beginning of Level 20 and you get a quick moment of inspiration on the balcony.



2. It's that magic moment. You're face-to-face with Jaffar at last. If you're not stocked up with tons of energy vials, you're in big trouble.



3. PROTIP: To slash Jaffar, you must move within his sword's reach. The problem is that the Vizier is armed with some black magic as well. To block the magic puffs, slash just after Jaffar releases them.



4. If Jaffar manages to levitate you with his magic, he may follow it up with a devastating blast that blows you to bits. There's nothing you can do to stop it!



5. PROTIP: Once Jaffar is down to one energy vial, the action changes to a scimitar-to-scimitar clash. Jaffar's tougher than any of your previous sword battles, but some of the same tactics work. For example, try to stand your ground and wait for Jaffar to attack. As he slashes, you should block, then quickly follow up with an attack of your own. If you're lucky, you'll outlast this madman.



6. After you defeat Jaffar, join the princess for a happy reunion!

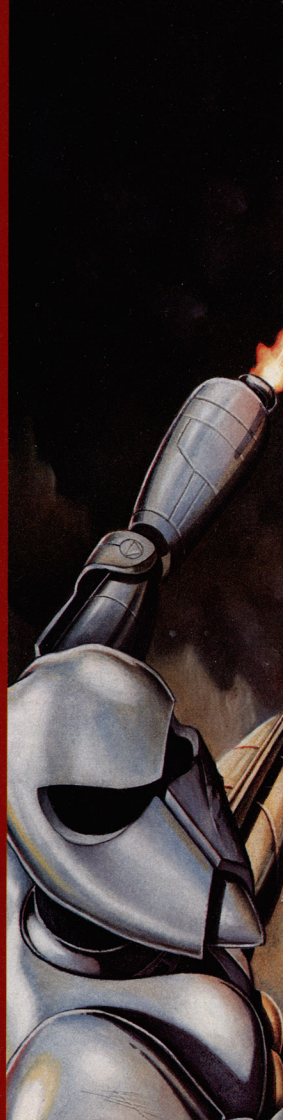


7. They live happily ever after! (P.S. The ending sequence also treats you to a series of high-lights from the game!)

PRINCE OF PERSIA

He doesn't care if you
use the plasma
flame or the
chainsaw arm
to carve his
**LOBSTER
CYBORG
BUTT,**

just please be gentle.





W
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CYBORG JUSTICE



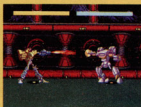
Enough legs, torsos, and weapons that you can make 216 different Cyborg dispensers of correctional rehabilitation. (That means pain.)



Arcade mode. Where two players team up to teach an army of Cyborgs a little respect. This is best done by ripping off their arms.



If they still don't get it, leech their energy, then plant a spiked foot or two in a place that spiked feet shouldn't ever be.



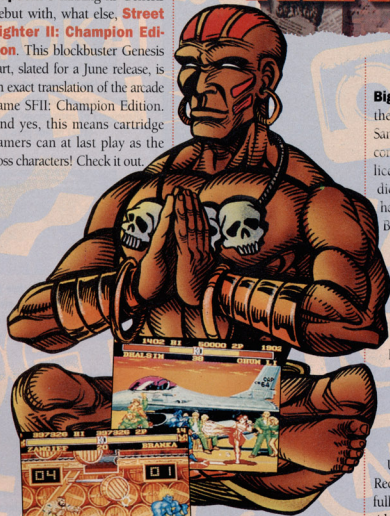
Two players, head to head, can fry, saw, and beat each other to death over and over again. You shouldn't try this without the game.



SEGA GENESIS

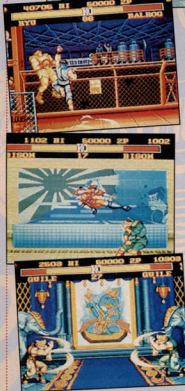
I Want My SFII

At last, the day Genesis owners nationwide have waited for: **Capcom's** making its Genesis debut with, what else, **Street Fighter II: Champion Edition**. This blockbuster Genesis cart, slated for a June release, is an exact translation of the arcade game SFII: Champion Edition. And yes, this means cartridge gamers can at last play as the boss characters! Check it out.



I Want To Play

Well, you thought you'd seen everything in the way of **Street Fighter II**, but you're in for a big surprise if you haven't seen the SFII action figures from **Habro**. Yup, it's the World Warriors, alright, but they've got some new outfits and they're toting more in the way of weaponry than just their fists. You haven't lived until you've seen Chun Li bungee jump or watched Ryu use his sparring target. Even better, Guile can man a missile launcher, and Blanka and the rest of the gang can climb aboard the Street Buffalo (the jet-powered, 4-wheel drive street machine), or they can load up on the Sonic Boom Tank! Huh?? Well, someone's gonna love it.



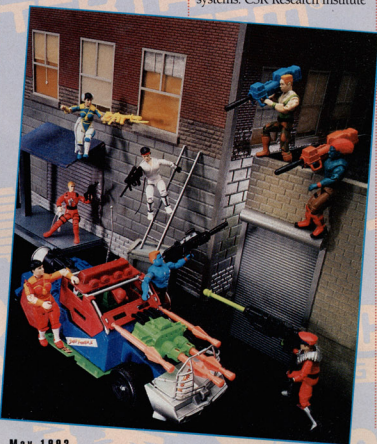
ber in a battle with the then-champion, Evander Holyfield. Bignet's concern? A rumored rematch with Holyfield before the end of the year.

Beam Me Up

Interplay's joined the ranks of companies attempting to take us where no video gamers have gone before. In a recent announcement, Interplay confirmed that they've signed an eight-year, multi-product licensing agreement with Paramount Pictures to develop Star Trek products for CD-ROM and cartridge formats. Development plans include possible Star Trek games for the Super Nintendo and Game Boy platforms.

It's All in the Eye of the Beholder

SSI has licensed their **Eye of the Beholder** series of role-play/Dungeons and Dragons games to several companies for development on various formats. Capcom will develop Eye of the Beholder I and II for the SNES and The Super Famicom systems. CSK Research Institute



inked an agreement to work on Eye of the Beholder II for the Sega CD and Mega CD systems. Atari's grabbed Eye of the Beholder I for the Lynx. Looks like we'll be seeing a lot of Eye of the Beholder.

Hull and Pelé Join the Accolade Team

The latest celebrity sports stars to join the **Accolade** team are ice hockey great Bret Hull and soccer celeb Pelé. Bret Hull, right winger for the St. Louis Blues, will star in a hockey simulation, while Pelé will be kicking it around the video soccer field.

Pelé, the world famous soccer player, has been a star since he first led Brazil to the World Cup title in 1958. Accolade promises to capture his unique style and personality in a soccer simulation with all of the charisma that made Pelé a star.

You can expect to see SNES and Genesis versions of Accolade's soccer and ice hockey games available in the fourth quarter of this year.

Hudson Soft's Absolutely Beastly

Hudson Soft is the latest company to climb aboard the **Beauty and the Beast** bandwagon. Look for both NES and SNES games based on the award-winning Disney movie to hit the stores just in time for Christmas.

Hazardous to Your Health?

Lot of folks have argued about the pros and cons of video games ever since they first appeared. The latest controversy focuses on a potential link between video games and epileptic seizures. While video games can not cause epilepsy, The Epilepsy Foundation of America indicates that the flash-

ing and flickering lights in the games can trigger seizures in photosensitive individuals, just as other flashing lights (including automobile headlights, televisions, computer screens) can.

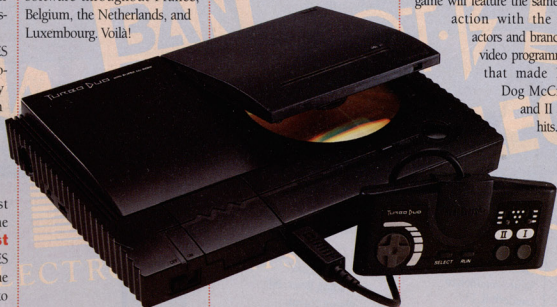
The upshot? If you don't have epilepsy, you're not going to get it from playing video games! Even if you have epilepsy, it doesn't mean you can't play video games, but you should check with your doctor!

Mais Oui, Acclaim et Sony

In the latest move in an ongoing overseas expansion, **Acclaim Entertainment** has announced an agreement with **Sony Electronic Publishing Company** and **Columbia TriStar Home Video** to distribute Acclaim's software throughout France, Belgium, the Netherlands, and Luxembourg. Voila!

What's Nintendo up to Now?

Rumors continue to circulate that **Nintendo's** considering entering the satellite data-broadcasting business. If Nintendo opts to take over a struggling broadcasting company in Japan, industry watchers speculate that the software giant may be investigating the potential for broadcasting video games into the homes of satellite subscribers. To date, satellite subscription companies in Japan have not done well with viewers, because of high cost and lackluster programming. By teaming up with Nintendo, the fledgling industry could receive a real boost in viewer interest, especially from video gamers.



Piracy Overseas

In the latest skirmish over the continuing flow of pirated video games from Taiwan, **Nintendo of America** and over 70 companies from the U.S. video game industry are seeking justice from the U.S. Trade Representative. The group asked the USTR to take action against the government of Taiwan for refusing to help combat piracy of copyrighted video games. Nintendo and the other software com-

panies also filed complaints against Korea, Venezuela, Mexico, Brazil, Argentina, Ecuador, Uruguay, Paraguay, Singapore, and China for failing to protect against video game piracy. Nintendo and other game developers lose an estimated \$2 billion annually to software piracy.

Roll 'Em

American Laser Games went behind the cameras in late January to film the latest segment in its popular interactive video games. Fans of **Mad Dog McCree** will find that **Crime Strike** (working title) is quite a different game. This time around, when gamers grab their guns they'll be working with law enforcement officials to nail thieves, drug dealers, terrorists, and other modern outlaws. The game will feature the same live action with the real actors and branching video programming that made **Mad Dog McCree I and II** such hits.

Duo for You

It's official: The Duo has landed across the U.S. Until recently, only gamers in Los Angeles and New York could find the new systems. Now gamers nationwide can pick up this integrated system, which can play TurboChip games (including those for the TurboGrafx-16), Turbo CDs, and Turbo Super CDs.

Just Say No

In the ongoing saga of **Sega vs. Accolade**, the Ninth Circuit Court of Appeals denied Sega's request for another hearing on the case. This leaves Accolade free to design and publish games for Sega's Genesis system. Accolade continues to be the only independent video game manufacturer not licensed by Sega.

Contest Winners

Second Prize Winner

Greg Durrata
Little Rock, AR

Third Prize Winners

Katie L. Beck
Homosassa, FL
Jeremy Jacquet
Clinton, OH
Ky Luong
Virginia Beach, VA

Fourth Prize Winners

Paul Kisee
Ozark, MO
Troy Guzman
Pensacola, FL
Joel Morrow
Lambertville, MI
Brain Richards
E. Meadow, NY
Michael Torres
Union City, NJ

Fifth Prize Winners

Chad Aylor
California, KY
Brian Banker
Pico Rivera, CA
Shawn Bartels
Ft. Collins, CO
Ione Branun
Upper Marlboro, MD
Michael Harden
Port Angeles, WA
Michael Harrison
Martinsville, IN
Joe Klem
Clinton, MD
Jonathan Kopp
Burke, VA
Justin Prewitt
Orangeville, CA
Jerry Saul
Muskogee, OK
James Rodney Stark
Gillham, AR
Glenn Lee Shaffer
Jacksonville, FL

Alien 3
Grand Prize Winner
Lee Slone, Palo Alto, CA

Sixth Prize Winners

Khalid Abdulmalik
Brooklyn, NY
Eric Alog
Skokie, IL
Bradley Bartholomew
Sacramento, CA
Gavin Blumenthal
Cincinnati, OH
Tommy Butner
Wewoka, OK
Adonis Cheng
Rego Park, NY
Tim Cronenberg
British Columbia, Canada
Phi Fee
Moosejaw, Canada
Ted Gudino
Gardena, CA
Will Hughes
Greenview, TX
Ian A. Jones
Fairfax, VA
Lamont Jones
Detroit, MI
Kun-Uk Lee
Downey, CA
Ben Loetscher
Lewiston, ID
Leslie Lynch
Bonner Springs, KS
Joahna Mangiardi
Grover City, CA
Stanley Ng
Sarborough, Canada
Richard Patterson
Alameda, CA
Michael Picot Jr.
San Francisco, CA
Mazdak Rezaie
Indianapolis, IN
Robin Sigal
Yardley, PA
James Smith
Dodge City, KS
Gonzalo Trueba
Del Rio, TX
Clifford Whalen
Tiverton, RI
Mike Wong
S. Pasadena, CA



Teenage Mutant Ninja Turtles: Turtles in Time

Grand Prize Winner

Mark Thienvanich, Brooklyn, NY

First Prize Winners

Scott Amendolano
Lauderhill, FL
Mark Fikaris
New York, NY
Brian Gatti
Manhassat, NY
Vinson Ridenour
Bellflower, CA
Eric Troutman
Elizabethville, PA

Second Prize Winners

Steve Chung
La Canada, CA
Dave Evans
Burbank, IL
Alex Pettis
Moreno Valley, CA
Greg Whalen
Rosamond, CA

Third Prize Winners

David Alcorn
Wading River, NJ
Phong Huynh
San Jose, CA
Jeremy Kliever
Dallas, TX
Pepper Miller
Litchfield, MI
Matthew Penna
Rochester, NY
Valdaz Russel
Jersey City, NJ
Peter Stec
Bayview, NJ
Sam Withrow
Virgin Islands
David Wright
Sterling, VA
Michael Yuen
Adrian, MI

BLOCKBUSTER VIDEO

Top 10 Video Game Rentals

Nintendo NES

1. Tecmo NBA Basketball
2. Mega Man 5
3. Batman Returns
4. Simpsons: Bart Meets Radioactive Man
5. The Jetsons
6. Spider-Man: Return of the Sinister Six
7. Home Alone 2: Lost in New York
8. Joe & Mac
9. Caesar's Palace
10. WWF Steel Cage Challenge

Super Nintendo

1. Tecmo Super NBA Basketball
2. Spider-Man & X-Men: Arcade's Revenge
3. Super Star Wars
4. Balls vs. Blazers & The NBA Playoffs
5. Road Runner's Death Valley Rally
6. Monopoly
7. California Games II
8. Street Fighter II
9. Sonic Blast Man
10. Sim Earth

Sega Genesis

1. X-Men
2. Fatal Fury
3. Dolphin
4. T2: The Arcade Game
5. Monopoly
6. Streets of Rage 2
7. Captain America & the Avengers
8. Road Rash II
9. Sonic The Hedgehog 2
10. Deadly Moves

This information was provided exclusively to GamePro Magazine courtesy of Blockbuster Video.

WIN! The Ultimate Gaming Rig!

PANDEMONIUM
INCORPORATED

OVER \$18,000⁰⁰ IN PRIZES!



You have the POWER. In this contest you don't rely on the luck-of-the-draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles gets a little harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

Video Game Contest. Play any 16-bit game in the world with this line-up. Neo Geo Gold, Super NES with Super Scope, Sega Genesis with CD-ROM and Menacer and TurboDuo. Get all four or trade the ones you don't want for CASH! Bonus options include: 33" monitor, \$1,000 in games, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 40 inch monitor,

130 watt receiver w/ Dolby Pro Logic Surround Sound, Infinity speakers, subwoofer, CD player, graphic EQ, dual cassette and Hi-Fi VCR. This rig will blow you away (literally!!!) You'll not only see but feel it too!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at \$2.00 each and one tie-breaker at \$1.50 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 47% will have the highest score possible score to Phase I, 30% to Phase II, 25% to Phase III, and 20% to Phase IV. The tie-breaker determines the winner. If players are still tied they will each receive the grand prize they are playing for.

Mystery Word Grid

		T			M Y S T E R Y W O R D
H	E	A	V	Y	
	R				
S					
			L		

WORD LIST and LETTER CODE chart

HEAVY.....I LEAVE.....C METER.....P MAJOR.....T
 ABOVE.....R VOCAL....O MODAL.....A CORAL....B
 TRILL.....D ENTRY.....V SPOIL.....E MUSIC.....H

CLUE: _____ games!

Yes!

ENTER ME TODAY, HERE'S MY ENTREE FEE:

- (\$3.00) Video Game Contest
- (\$3.00) Media Rig Contest
- (\$5.00) SPECIAL! Enter Both (SAVE \$1.00)

Name _____

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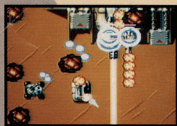
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