

# GAME INFORMER

## Magazine

(For Video Game Enthusiasts)

Spring Issue 1992  
\$4.95

**CD ROM Technology**  
**Past, Present & Future**

**Special Golf Review Section!**

**New For Spring...**

**Ys III, Kid Chameleon**  
**and INTNT III**

**Super Adventure Island:**  
**Master Higgins Is Back**  
**In His Biggest**  
**Adventure Yet!**



## Dear Game Informer:

First of all, I wanted to say that your magazine is great. I like the game review articles because they let me know which games are good and which games I should buy. Second, I would like to know how to buy games with the \$25.00 credit that I may receive for an unpublished tip. What if I use \$24.00 of the credit and have a dollar left over?

Wayne Tang  
Anchorage, AK

Wayne, we're glad that you enjoy the reviews, our game consultants sure enjoy writing them for you. As for your questions on the \$25.00 tip credit, once the issue is printed we send out letters of credit to the readers who's unpublished tips we have printed. Those credits are good toward a Funco or FuncoLand purchase of \$25.00 or more. You may redeem the credit at a local FuncoLand retail store or through Funco's mail order division at (612) 946-8883. -Ed

I love your magazine! I like it better than other magazines because they have too much stuff that's not useful. You have a lot of good facts. I think you could maybe make your magazine a little bigger. Is the magazine bigger when you subscribe? I love the \$25.00 credit towards a Funco purchase if you get a tip printed. Let's say you get two tips printed and wish to buy a game with both credits, is that possible?

Max Miller  
Celina, OH

Max, we are so glad you feel that way about the Game Informer! As you can see, the magazine is expanding. We are waiting to hear suggestions like yours, so that we can best serve you, our readers. To answer your question about the tip line credit, in the interest of fairness to all of the readers that send in tips, we will only print one tip per reader per issue. If you send in more than one good, unpublished tip at a time, we file them for use in future issues and you will be awarded the credit for that tip once it is printed. -Ed

I am saving my allowance to subscribe to your magazine. Will the future issues have more tips and even more fun-filled pages? If so, I would like to know if I can subscribe to Game Informer with the tip line credit? I would also like it if you could print a few tips for

Tecmo Bowl III in the next issue. I would like to purchase it and wish to know what it is like.

Jose Wright  
St. Stephen, SC

Yes! The upcoming issues of Game Informer are bigger and better. Please let us know what you would like to see in your magazine. You may use the tip line credit toward any Funco or FuncoLand purchase of \$25.00 or more, so you can use it for a subscription and a game! All the game consultants are buzzing about Tecmo II, so we'll let you know what they think. We would love to hear from any readers out there that have already played it. -Ed

I would like to thank you personally for such a great magazine. It's bright with hot tips and blow-out prices! And the \$25.00 credit for tips is a good idea. I also agree with another reader of Game Informer, Brandon McClain, (Nov/Dec issue) that there should be contests for different systems.

Brian Paivey  
Greenville, NC

Brian, we have good news for you. We will begin printing high scores in our magazine. So if you've become an expert at a game and wish to show off your score, just take a picture of your screen or video tape it for verification purposes. Then send it into Game Informer Magazine - High Scores. Your name may get printed along with the top players of other games. -Ed

I would like to compliment you on your magazine. Is it true that on every other issue you receive a \$6.00 coupon to spend in the magazine and, if so, can you gather several coupons and spend them all at the same time?

Matt Miner  
Oakdale, MN

Matt, it is true that during the 1992 subscription year Funco is offering three \$6.00 coupons, one every other issue, good towards a Funco or FuncoLand purchase of \$30.00 or more. This special offer is valid to Game Informer subscribers only and they ask that you use one coupon per purchase. You'll find the next coupon in the May/June issue of Game Informer. -Ed

## GAME INFORMER Magazine

Spring Issue 1992

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## LETTER FROM THE EDITOR

By Elizabeth A. Olson

Spring is just around the corner and there are signs of it cropping up everywhere. It just seems natural that the exciting things we previewed at the Winter CES are hitting the market and breathing new life into the video game industry. With so many new releases coming out at once, it's a tough choice deciding what to review first. Inside these pages you'll find sizzling new titles like Super Adventure Island and Earth Defense Force for Super NES, or Rolling Thunder 2 and Kid Chameleon for the Genesis.

Another sure sign of Spring is all those golf enthusiasts dusting off their clubs and seeking out the patches of grass that peek through the melting snow. We've put together a special review section of the hottest golf carts, so you won't have to wait to practice your swing.

With the release of the U.S. version of Sega's CD Mega Drive slated for sometime this summer, we bring you an in-depth look at the history of the CD and projections of where it's going. You'll also hear what our Game Consultants and readers think about a new type of game controller, and look at America's newest multi-game carts, Quattro Sports and Quattro Adventures.

As 1992's newest and funkiest fads begin to emerge with the coming of warmer days, we'll take a look at a phenomenon that's here to stay: "Bartmania" is back and Konami has the beat that's charmed his way into America's hearts.

It looks like Game Informer is in for a busy Spring, full of exciting new titles and developments for your home entertainment system. So hang on tight and here we go...

*Beth*



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# Wipe the smile off this face!

(And maybe a few of your friends, too!)

Here's your chance to wipe the smiles off those annoying happy faces once and for all! In FaceBall 2000, "Have a Nice Day!" takes on a whole new meaning—in first-person perspective, with 3D graphics and 360° maneuvering!



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# FACEBALL

**A whole new way to get into your Game Boy.**

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The Best Games in the World™

*Bulldog-Pool Software*



# Camerica's Quattro Carts: Four Times The Fun!

Camerica, the company that brought you Game Genie and Micro Machines for your Nintendo, has gained a reputation for the new and innovative. This busy bunch of Canadians has again joined forces with Code Masters of England to come up with another winning idea.

Now, I know what you're thinking. "What's so special about a multiple game cart? That's nothing new!" You're right; carts featuring more than one game have been around since Nintendo's Super Mario/Duck Hunt/Track Meer days. It's not uncommon to see carts with as many as fifty to one hundred titles on one cartridge coming out of the Japanese marketplace. What sets the Quattro carts apart is just how much Camerica has packed into them.

Most multiple carts face the limitations of a small memory size. That means the manufacturers have to squeeze a game into a very limited capacity. This is most evident in the graphics and game play. Multi-title carts don't usually give you full, multi-level games and the action is limited. You'll also find lower quality graphics and sound, reminiscent of the beginning of 8-bit systems.

This is not the case with Camerica's **Quattro Sports** and **Quattro Adventures**. Together with Code Masters, they have developed a way to fit the programming of a full game into one fourth the space. That means you get adventures with several worlds, each with numerous rooms; and challenging sports with a range of difficulty, for up to three players.

**Quattro Sports** is made up of *Baseball Pro's*, *BMX Simulator*, *Soccer Simulator* and *Pro Tennis*. *Baseball Pro's* is a three-quarter overhead perspective that gives you the view from behind the plate, and even shows the runners on base. Like any good baseball game, you're able to view the stats and select your favorites from sixteen teams from around the world. Each player has their own talents, so it's a different

game each time you play. Battle the computer through ten white knuckle innings complete with a tie-breaker, or go head-to-head in the two-player mode. If getting down and dirty is your idea of fun, there is *BMX Simulator*, another overhead thriller. Here you can ask two friends to join in the action. Start out with the dirt bikes and race your way through three different courses. Move on to the five desert riding courses for a bit more challenge. And if you think you're really hot, try the seven different courses in the quarry racing mode.

*Soccer Simulator* sports teams from France, Holland, USA, Russia, England, Brazil, Argentina and West Germany. It gives the standard overhead view, with close-ups as you near the goal. *Pro Tennis* is a racket attack from a lower, three quarter angle. Compete against eight increasingly difficult opponents or play with a friend in either short, half or full-length matches. There's even a help mode that offers playing tips and practice shots.

If cute characters and fun-filled adventure is more your style, you'll enjoy **Quattro Adventures**. It features *Linus Spacehead*, *Super Robin Hood*, *Boomerang Kid* and *Treasure Island Dizzy*.

*Linus Spacehead* was carelessly cruising through the galaxy in his new Stingray Convertible spacecar,



Camerica's Quattro Series includes four sports games on one cart and four slot games on the other cart!

when he ran out of gas and fell 30,000 miles to Earth. Now he's crashed on the ocean floor and it's your job to help him find the pieces of his radio and a safe place to phone his home planet, Linoleum. You'll meet up with Caesar the Seasnake, and Leroy the Alligator, not to mention other nasty pitfalls, in this multi-setting journey. Coming back from the future, you'll meet Super Robin Hood of ancient England. The Sheriff of Nottingham has kidnapped Maid Marian, and Robin must search his castle to save her, collecting treasures and fighting nasties along the way. The castle is very large, with twelve different sections and secret passageways throughout. You'll have your work cut out for you, so get busy.

Camerica's favorite roly-poly hero returns in *Dizzy's* into a wrecker the is! Zaken, won't in this solve reveal

## This Issue's Reviews... The Bottom Line

ED  
THE VIDEO WIZARD



RICK  
THE VIDEO RANGER



ANDY  
THE GAME DANDY



ROSS  
THE REBEL GAMER



### How Game Informer Reviews Work...

Our game consultants rate each game on a scale from one to ten, ten being the best. Games are rated in the following areas: Concept, Graphics/Animation, Sound, Playability and Overall Entertainment Value. Specific details can be found within each review (see the page numbers listed below).

VIDEO GAME TITLE	LICENSEE	SYSTEM	G.I. PAGE #	REVIEWERS' SCORES				BOTTOM LINE
				ED	RICK	ANDY	ROSS	
Rampart	Jaleco	NES	Pg. 6	7.25	-	7.5	7	7.25
Wacky Races	Atlan	NES	Pg. 8	7.25	-	7.5	5.75	6.75
Ultimate Stuntman	Camerica	NES	Pg. 10	8	8	-	7.5	7.75
TMNT III	Konami	NES	Pg. 12	-	8.5	9	7.25	8.25
Spr. Adv. Island	Hudson Soft	SNES	Pg. 22	9.25	7	8.5	-	8.25
Wanderers Ys III	Amer. Sammy	SNES	Pg. 24	8.5	7	8.25	-	8.0
Earth Def. Force	Jaleco	SNES	Pg. 26	7	7	9	-	7.5
Kid Chameleon	Sega	Genesis	Pg. 36	9	9.5	-	9	9.0
Rolling Thunder 2	Namco	Genesis	Pg. 38	-	6.5	9	7	7.5
Outrun	Sega	Genesis	Pg. 42	9	7	8.25	-	8.0
Q Bert	Jaleco	Game Boy	Pg. 46	8.5	-	8.25	6.25	7.5
PGA Tour	Electronic Arts	SG/SNES	Pg. 5	-	7/7.25	8.75/9	7/7.5	8.5/8
Super Golf	Sages Creation	G. Gear	Pg. 56	7.75	6.25	-	4.75	6.25
Waialae C.C.	T&E Software	SNES	Pg. 58	8.75	-	8	8	8.25
G-Grand Slam	Atlan	NES	Pg. 60	7	4	9	-	6.75

# Rampart: These Are No Knights Of The Round Table...

Your serfs have deserted you and you'll have to go it alone, but that's okay. Your armor is shined and the battlements lie in wait.

The mortar is setting and you have plenty of bricks prepared for any emergency repairs. Wait! Is that the mast of a gunship sailing into the bay? Just as you suspected: a sneak attack by water at the crack of dawn. But this time you'll be ready for them.

*Rampart*, the popular quarter gobbler, is now available for your NES system. As Sir William of Wyvil or Sir Stephen of Marthall, you are transported back to the Middle Ages, the hey-day of knights, castles and power hungry noblemen. But things here are not so neighborly as they were in King Arthur's court. This is family feud medieval-style.

*Rampart* is a one or two-player cart that blends the action of the battle sequences with the strategy necessary to rebuild your fortresses,

The battle  
heats up!



Expand your fortress  
during cease fire.

defend your castles and capture new territory. The object is to destroy your opponent's ships, castles or cannons before he destroys yours. Then you must rush to rebuild and arm yourself before the next battle begins. If you are successful, you will be rewarded with more cannons and new territory. If you fail to repair your fortress, leaving all your castles unprotected, you're history.

In the one-player mode, you start out with one castle and two cannons to protect your territory from an attack by sea. You face gunships that will attempt to destroy your castle walls, troopships filled with armies of grunts to attack your undefended castles, and flagships armed with powerful cannonballs that create craters in your land. These craters will deter any building in that area, making your repair job even tougher. You select the difficulty level from Easy, Medium, Hard and Very Hard. You must also choose your territory, your castle and the placement of your first two cannons.

There are three ways to score points in this mode: Earn destruction points each time you hit a ship, or grunt. Earn territory points for each filled-in territory at the end of the build and repair sequences, and you'll be awarded a castle bonus for



## Rampart Review

Reviewed by Andy, the Game Dandy

Concept:	9	This is an arcade translation that works quite well. It's a war simulation that is action based, but doesn't need all the blood and gore.
Graphics & Animation:	6	The graphics are just the basics with a slim color scheme, red and blue. They might have been able to do a bit more here.
Sound:	5	The soundtrack isn't anything spectacular, just some light bombing noises.
Playability:	8	You attack by bombarding your enemy as they try to destroy you. Then you get to step back and race against the clock as you rebuild your castle before you're thrown back into the heat of battle. All wars should be so organized, civil and fast-paced.
Entertainment Value:	8	If you loved the arcade version, you'll enjoy the Nintendo version for your home system. It offers up some great two-player strategy and action.

Overall Rating: 7.5

each castle you acquire. Once you've conquered a territory, you can select the next one. Conquer all six, and the kingdom is yours.

Things got a bit more complicated in the two-player mode. Once you and your opponent have fought over who gets to be who, you must pick the length of play from either three, five, seven or nine battles. You must also decide how many shots it takes to destroy each other's cannons. As in the one-player mode, you must select the difficulty level, castles and cannon placement. Now you're ready to kick some butt. This time you'll be neighbors, duking it out across the river that runs between your properties. The object here is to destroy your enemy's cannons and walls, leaving his castles defenseless and the territory open for your hostile take-over.

Points are awarded for each piece of wall you destroy, as well as each castle and killed-in territory. There's also a bonus, fill in the flashing square during the repair sequence and you'll earn mega points. If one

## Rampart Review

Reviewed by Ross, the Rebel Gamer

<b>Concept:</b>	8	I remember having played this game years ago on a PC, and I still haven't discovered a strategy game to rival it.
<b>Graphics &amp; Animation:</b>	5	There's not much here to look at as far as realism in graphics goes, but the movement of the ships and cannon blasts aren't bad.
<b>Sound:</b>	6	Rampart is a definite dud in the sound department. The only redeeming feature here is the elite voicing used to start and end each round of play.
<b>Playability:</b>	8	There are not a lot of complicated controller functions, but you do need to react quickly in order to sink enemy ships. And a architectural degree would be an asset when it comes to repairing and rebuilding your fortresses around new territories in the allotted amount of time.
<b>Entertainment Value:</b>	7	The first three or four games are great, but everything after that gets a little repetitive in the single-player mode. If you really want to get the most out of this game, go head-to-head against a friend. You're sure to have a 'Blast'!

Overall Rating: 7.2

## Rampart Review

Reviewed by Ed, the Video Wizard

<b>Concept:</b>	8	This is an excellent game of strategy for either one or two players. You have to protect your castle from being destroyed by the enemy by destroying them first. Then you have to rebuild your walls while you try to gain new territory in the process.
<b>Graphics &amp; Animation:</b>	7	This is a very simply put together game. The movements and graphics aren't spectacular, but this is not the kind of game where you need it to be. The true fun here is in the strategy.
<b>Sound:</b>	5	You can hear the cannons roar and the ships explode, and once you get involved with the game you tend to block out any other ill sounds.
<b>Playability:</b>	8	This game is easy to understand, but not easily mastered. You need to learn where to best place your cannons for maximum fire capability. You also have to think fast when it comes to rebuilding your walls, as the wall sections they supply come in many shapes and sizes and you have a limited amount of time to decide how to place them.
<b>Entertainment Value:</b>	8	This is a great game, and a source of endless strategy. It is definitely a challenging cart, made even more so when you go against a human opponent in the two-player mode.

Overall Rating: 7.25

player is defeated three times, the game goes to the conqueror. Otherwise, play continues through the number of battles selected and the knight with the most points wins.

Rampart is proof that simplicity can be fun. The brightly colored graphics are clean, but not cluttered. The game play is straightforward, with the challenge ranging from novice to adept. Make no mistake, this game can be tough. You had better practice your carpentry skills or you can kiss your nobility good-bye. There are no fair maidens to rescue in this jaleco title, so put your chivalry aside. *Cart of the Year Middle Ages: try Rampart!*

Friends are fun in the two-player mode.





# Wacky Races: A Cartoon Adventure You Can Really Sink Your Teeth Into

It's always good to see an old friend, and that's the case with Wacky Races for the NES. It stars Dick Dastardly and his faithful sidekick, Muttley, from cartoon fame. Once again, they have entered the Wacky Races, determined to win by hook or by crook. Breaking the rules has never been so much fun.

This time, Muttley has decided to take charge and keep Dastardly from bumbling it up as usual. We always knew the dog was the brains of this troublesome twosome. Muttley has his work cut out for him. He must journey through three different courses, made up of four or five levels each, saving his pal along the way. He's armed only with his big set of choppers, biting his way through the barriers.

But not to worry! Muttley has hidden items along the way, dis-

guised as bones, of course. Snatch these wherever you find them to add to the pooch's arsenal. Tucked away in this clever packaging, you'll find bombs that enable Muttley to fire cannonballs at their foes. You'll also find hearts for extra energy and wings that send him airborne, giving new meaning to the word "bird-dog". And to make his bark worse than his bite, there's a sonic bark weapon that levels anything that stands in his way. Collect the diamonds along the way to earn points and extra lives.

The level of difficulty increases with each course, beginning with Course A as the easiest. All the levels begin with a warm-up section that allows Muttley to practice his moves and prepare for the journey ahead. Course A then takes him to the desert,

where he faces the dangers of quicksand and Sargeant Blast's Army Surplus Special. From there he moves into the forest filled with gnomes and monkeys. These guys are not a barrel of laughs, and if he survives them, he must face Rufus Ruffcut. In order to save Dastardly, Muttley must do battle with Big Gruesome and the Creepy Coupe.

Muttley may be one courageous cur, but he still has to survive Course B, a true test of his speed and agility. He starts out on a native-inhabited island, and these hosts are not so friendly. If he avoids the pierce of their arrows, he'll journey to Cake Land. Let's just say, this is no cakewalk. But if he has learned his lessons well, he'll get his just desserts (we couldn't resist!). Finally, he takes a



## Wacky Races Review

Reviewed by Ed, The Video Wizard

- |                                  |      |  |
|----------------------------------|------|--|
| <b>Concept:</b>                  | 9    | Even though the concept is certainly not a new one, I am impressed by the characters used. At the risk of dating myself, I remember watching Dastardly and Muttley on TV. I often wondered what ever happened to these guys.   |
| <b>Graphics &amp; Animation:</b> | 6    | It's <i>deja vu</i> as Muttley tries to save Dastardly from many bad situations and help him win the race. This horizontal scrolling cart is patterned after the greats. Wacky Races moves smoothly with nice, big sprites.  |
| <b>Sound:</b>                    | 5    | Unfortunately, there's nothing new to be found in the sound department.  |
| <b>Playability:</b>              | 8    | You choose where to start the game. The animation is smooth, the game play gets a little more challenging from the beginning. Muttley has a tendency to be hard to control (like most dogs) in the arctic world. The obstacles in many of the worlds make life a bit difficult, too.                   |
| <b>Entertainment Value:</b>      | 8    | I think it would be safe to say if you enjoy carts like <i>Super Mario</i> and <i>Duck Tales</i> , you will like Wacky Races. If you are too young to remember stories about Dastardly and his faithful sidekick, ask your parents. Who knows? Maybe the next adventure will include Penelope Pitstop. |
| <b>Overall Rating:</b>           | 7.25 |  |



dive into the ocean, where he must dog-paddle to keep his head above water or he'll be doing the deadman's float.

The most difficult level is Course C. It begins with the bright lights of the big city, where he encounters an evil Muttley clone. Talk about hair of the dog! Then it's time to go West, young man, and face the perils of Lazy Luke. Then have your hiking shoes ready, 'cuz it's off to the mountain tops, where Muttley finds himself between a rock and a hard place. He will have to be fleet of foot to avoid the rolling stones and falling boulders. Finally, things really get slippery as he reaches the Ice Village. Our canine hero must proceed slowly to avoid sliding off a cliff, or he'll find himself in the deep freeze.

## Wacky Races Review

Reviewed by Andy, The Game Dandy

<b>Concept:</b>	8	Dastardly is back in this youthful adventure. Muttley, his dog, bites his way the levels and into your heart. This kind of game for "kids" ages 6 to 40 is rare.
<b>Graphics &amp; Animation:</b>	8	The graphic intermissions are cool. This brings me back to the days of the old television program.
<b>Sound:</b>	5	The sound effects are standard, the music predictable. It'd be cooler if Muttley barked or growled on occasion. Stand still long enough and you'll hear the trademark "TEE HEE HEE".
<b>Playability:</b>	8	You are given different items to use on your journey through each level, which keeps it fun.
<b>Entertainment Value:</b>	8	Wacky Races is a good kids' game that's sure to be a hit with Mario fans. It also makes for a nice trip of nostalgia for the older crowd.
<b>Overall Rating:</b>	7.5	

You'll find all of your favorite wacky racers in this cart, from the Convert-A-Car, the Arkansas Chugga Bug, to Penelope Pitstop's Compact Pussy Cat. This title from Atlas will bring back a few memories for the older gamers, and create new ones for the younger crowd.



## Wacky Racer Review

Reviewed by Ross, The Rebel Gamer

<b>Concept:</b>	6	I'll make no "bones" about it, this game gets filed with the other Super Mario wannabe's!
<b>Graphics &amp; Animation:</b>	5	Wacky Races has very choppy and robotic features. This game could have been better if they had gone beyond two-dimensional graphics.
<b>Sound:</b>	6	The tunes here are not distracting. In fact, the music adds to the game's charm. But, the sound effects leave a little to be desired.
<b>Playability:</b>	7	The bosses aren't as easy as the rest of the game and enjoyed them in spite of myself. Otherwise, it was a bit on the easy side.
<b>Entertainment Value:</b>	5	Surprisingly, this game kept me interested and I found myself looking forward to the next boss. It's a great game for the very young or novice, but not much for the mature gamer.
<b>Overall Rating:</b>	5.75	



Muttley laughs as the face of danger.

# Ultimate Stuntman: Are You Ready To Test Your Limits?



In a rut? Tired of doing the same old thing? Well, Camerica has enlisted the help of the Code Masters once more to come up with the perfect solution. The answer is the *Ultimate Stuntman*, for use on the NES, one of the first carts using the new 'Superchip' that compacts more information and memory into a limited amount of space. Together they have created a hero who can race cars, do battle in a microlight, scale walls, maneuver speedboats through deadly crossfire and hold his own on the streets. This is a real renaissance man for the nineties.

The *Ultimate Stuntman* is called upon to rescue the young and beautiful scientist, Jenny Aykroyd, who has been kidnapped by Dr. Evil. Our hero comes on to the scene just as the villainous Doctor's black car is speeding off. *Ultimate Stuntman* follows in hot pursuit, but that was just what the Doctor ordered. He has the roads booby-trapped with henchmen, bombs and washed out bridges. Luckily, the Stuntman has a few tricks up his own sleeve and has hidden secret weapons along the route.

If he survives the ground pursuit, he must use his quick reflexes and wits searching the alleyways for the keys that disarm the force field surrounding the Doctor's hideout. The Doctor has hidden them so he can watch our hero's search on closed-circuit TV. He has assigned his robot warriors to guard the place, just to make things more interesting.

That's just the beginning of *Stuntman*'s tests. He will have to follow the vile kidnapper through several more ground pursuits, using speedboats, dune buggies and a variety of

## Ultimate Stuntman Review

Reviewed by Rick, The Video Ranger

Concept:	7	The typical "rescue the kidnapped girl" with a nice twist, involving the <i>Ultimate Stuntman</i> and a variety of game play modes.
Graphics & Animation:	9	Sharp, clear detail on everything! <i>Stuntman</i> offers multiple scrolling with an excellent variety of colors.
Sound:	8	There's a wide variation of sounds that fit the action.
Playability:	8.5	With <i>Ultimate Stuntman</i> , variety is the key word. Camerica and the Code Masters have done an outstanding job in giving this cart variety without sacrificing game play in any area. It's easy to start, hard to finish and smooth operating throughout.
Entertainment Value:	8.5	I thoroughly enjoyed <i>Ultimate Stuntman</i> . The only thing I would have changed would be the "on foot" scenes, which were a little reminiscent of <i>Ninja Gaiden</i> .
Overall Rating:	8	

vehicles. If that's not enough, the Doctor takes to the skies in his well-armed microlight planes. You must follow him in a microlight of your own. But be careful, you'll have to dodge the cliffs and craggy rocks, as well as the Doctor's bullets.

Just in case things might be getting a little easy for the Stuntman, the Doctor has moved his hideout to the cliffs, with no way up. *Ultimate Stuntman* must try out his "human fly" act and scale these steep cliffsides, providing the Doctor with a good opportunity to get some target practice in, (as at the buzzard-like birds and swarms of giant bees weren't enough!).

Once inside the Doctor's fortress, the Stuntman finds he has fled and rigged the place with bombs. It's your job to disarm them, without getting yourself and others blown to bits. All the while the clock is ticking and the Doctor's trail is getting cooler.

In each level you will be facing the time clock as well as a barrage of enemies. One false step, and Jenny will be forced to use her brains to aid the evil Doctor. Run out of time and it's curtains for you. Are you up to the challenge? Try *Ultimate Stuntman* and find out.



## Ultimate Stuntman Review

Reviewed by Ed, The Video Wizard

- Concept:** 9 Remember the TV series, "The Fall Guy"? Well now it's your turn to play "Coke"! Here is an action-shooter with a nice change of pace thrown into the storyline.
- Graphics & Animation:** 7 The scenes are drawn and colored nicely and our hero moves relatively smoothly. I think that they could have added more detail to the look of the vehicles that you get to use, 'cuz what is a hero without a great car?
- Sound:** 7 Each stage has a nice variety of sounds, and they match up with the action quite well.
- Playability:** 8 There are several levels of play and each level or stage is played more than once within the game. For instance, in one stage where you are on foot, you may have to return to that stage but with a car or by boat or microlight plane. So there is a nice variety of play in this cart.
- Entertainment Value:** 9 I enjoyed this game because it was easy to play with just the right amount of bad guys and the bosses had the right degree of difficulty. Even though there is a time limit on each stage, if you don't make it through the first time, you'll have no problem on your second time around.

**Overall Rating:** 8



*The Ultimate Stuntman gets a tongue sticking.*



*Search the alleys for keys to obtain the turbo field.*

## Ultimate Stuntman Review

Reviewed by Ross, The Rebel Gamer

- Concept:** 9 Originality takes a huge step forward in this new nine-in-one cart. This is a breakthrough in the use of full 8-bit power.
- Graphics & Animation:** 7 Ultimate Stuntman takes another step forward in the G&A area. The look is as good as anyone can ask for in a nine-in-one game, and even more. There is a small glitch or quirk in the animation when he punches, otherwise the character movement is very fluid.
- Sound:** 5 This cart definitely needs an improvement to satisfy this Rebel Gamer. At some points the music is actually annoying.
- Playability:** 8 For all you die-hard gamers, this cart could actually present a challenge. It's one of the first you might consider checking into if you're looking for a new cart for your NES, because it has racing, shooting, fighting, action and more.
- Entertainment Value:** 9 "White-knuckled, two-fisted action." This one held my attention and kept me coming back for more.

**Overall Rating:** 7.5

# TMNT III: The Manhattan Project

## The Third Time's A Charm

### For This Fab Foursome

"... Teenage Mutant Ninja Turtles, heroes on the half-shell, Turtle Power!"

Alright, don't deny it. I know you sing along when you hear that familiar theme music. When I first heard about the green guy craze, I thought, "You gotta be kidding! When my little cousin grows up and his history teacher asks him who Leonardo or Michelangelo were, he'll say they were turtles with an attitude!"

Well, it looks like the mutants of the martial arts are here to stay, and

they've come back stronger than ever for their third adventure for the 8-bit **Nintendo** system.

Once again, they're out to rescue their TV reporter friend, April (you would think she would have learned by now!). She has been carted off and is being held captive by Shredder, along with the entire island of Manhattan, which has been suspended mid-air above the Hudson and East Rivers. Shredder sends the Turtles a special message via the boob tube, "You want 'em, come and get 'em!"



The Turtles will have to give up their fun in the sun to save the day. That is if they make it back to New York in one piece.

You'll be up against familiar foes, like Be Bop, Rock Steady, Leatherhead, Krang and the foot soldiers, as well as a slew of new troops. That Shredder has been a busy guy! But our favorite amphibians have some new moves of their own. Mike shows off a forceful mule kick that puts out the enemies' lights before they know what's hit them. Donatello does an impressive little flip finished off with a thrust of his Bo staff. Leo makes like a helicopter and becomes a spinning blur of blades, while Raphael masters a head-first power drill aided by the sharp prongs of the Sai. Add their special 'turbo' moves to their usual repertoire and the new jab'n toss trick, and our heroes are ready for almost anything.

These tortoises will have to stay on their toes in this eight level game. There are only three continues and you have a long way to go. You will spend the first two levels just trying to make it back to the Big Apple. From there you'll find the much anticipated sewers, subways and streets of New York and on to Krang's spaceship. Throughout the trip the Turtles will be harassed by bad guys. Why is it that the wicked never seem to rest?

If you find that going it alone is just too much for you, there is a two-player option. Two turtles can tag team it in a cooperative effort. To make things really interesting, select the two-player mode that allows you to fight against your shell-mate as

#### TMNT III Review

Reviewed by Ross, The Robot Gamer

- |                                  |          |   |
|----------------------------------|----------|---|
| <b>Concept:</b>                  | <b>6</b> | Case, <i>TMNT &amp; TMNT II</i> sold well. Let's make another <i>TMNT</i> . Dudes! No wait, it's <i>TMNT II</i> revisited. I'm sorry, guys. Ever hear of overkill?                                  |
| <b>Graphics &amp; Animation:</b> | <b>8</b> | This cart hasn't lost anything for new and improved sprites. "Cowabunga!" <i>TMNT III</i> does sport some sweet graphics.   |
| <b>Sound:</b>                    | <b>7</b> | If you played any <i>TMNT</i> video, you've basically heard the music before, but there is an additional voice feature that bumps this one up above the other two versions in the sound department. |
| <b>Playability:</b>              | <b>9</b> | This edition is pure challenge straight from the start right through to the finish. They may give you ample continues, but this <i>TMNT</i> never lost its charm.                                   |
| <b>Entertainment Value:</b>      | <b>8</b> | This game is incredible amounts of fun for all ages. It has excellent graphics. It's easy to see that the Turtles have kept up with their training. Their new moves will keep you hopping.          |

**Overall Rating:** 7.25

## TMNT III Review

Reviewed by Andy, The Game Dandy

<b>Concept:</b>	9	The most recent installment of the Turtles trilogy didn't let me down. This game is a perfect example that the old 8-bit Nintendo is still a great entertainment system.
<b>Graphics &amp; Animation:</b>	9.5	The Turtles still suffer from slow down and flash, but as you play the game, you'll notice it less and less. The graphics are much improved, even over the second version. Our favorite sewer dwellers even sport some new moves where the animation is flawless.
<b>Sound:</b>	5	Sound isn't the focus of this game but, in its favor, it works as a background and it's not annoying.
<b>Playability:</b>	9	Here again, if you liked <i>Teenage Mutant Ninja Turtles II</i> , you'll love <i>TMNT III</i> . There's not much room for improvement here, and when you've got a good thing, go with it.
<b>Entertainment Value:</b>	9	This cart will give you hours of play with characters you'll enjoy. This game should be on everyone's shopping list.
<b>Overall Rating:</b>	9	



well as the Shredder's minions. Either way, you find this sequel is packed with tons of fast action and combat intensity. This is no shell game. All this work makes me hungry for a pizza!

Every so often a cart comes out that really pushes the NES system to its limits. One quick look at *TMNT III*, and you'll agree this easily falls into that category. All the charm of the Turtles is here. Check out their smug looks when they defeat the enemy. Equally as fun are the looks you'll get when they get burnt to a crisp, or stand around getting bored. Time and attention has really gone into the graphics and game play, but you will notice some flickering when the action really heats up.

If you are in the mood for a "bogus" adventure or feel this strange desire to go slumming in the sewers, pick up this newest title from Konami. It's the best Turtles yet. And real fans of the fab four will be happy to hear that a *TMNT IV* is in the works for your SNES. Until then, Cowsbunga, dudes!

## TMNT III Review

Reviewed by Rick, The Video Ranger

<b>Concept:</b>	8	If you are a Turtle (or like I am, this is a must-have). How can you resist the opportunity to become your favorite turtle, fighting the evil Shredder and his minions?!
<b>Graphics &amp; Animation:</b>	8.5	<i>TMNT III</i> captures very large, lifelike sprites with great color. The animation would have scored higher except that you will experience some flashing of the characters during intense fight sequences.
<b>Sound:</b>	7	The soundtrack has enough variety to ward off a case of the borings.
<b>Playability:</b>	8.5	The level bosses are tough and well-animated. Fans of the first two Turtles won't be disappointed. The moves of our green heroes are acrobatic and responsive to your control.
<b>Entertainment Value:</b>	8.5	<i>TMNT III</i> is an intense action game with more villains than you can shake a stick (or any other Ninja weapon) at.
<b>Overall Rating:</b>	8.5	

# FUN CLUB

## BUBBLE BOBBLE - NES

This tip will help players that have been unable to make it to Super Bubble Bobble. The code "BBBBI" will start you on level 01 of Super Bubble Bobble. In order to reach this area by actually finishing the whole game, there are two important screens that must be completed correctly. First, on Level 99, you must get the crystal from the center-right of the screen and get into the doorway center-left before they disappear (the doorway appears as bars after you have taken the crystal). Later in the game, when you meet the single monster, you must get lightening bolts from the top of the screen in order to kill it. As the lightening bolts strike him, the monster's hit points decrease. When those points reach zero, he is enclosed in a bubble which must be hit in order to kill him. You must have two players active at the time the bubble is burst in order to get the good ending and see the built-in graphics for winning the game. If only one player can match the monster's moves, make sure that player has an extra life left to give the other player when the bubble appears. As soon as the monster is enclosed, the first player controller needs to hit Start. Select, Start; this will bring the lifeless player back to life. Immediately burst the bubble and the story graphics will appear as congratulations.

Mary Schultz  
Clearwater, MN

## SNAKE'S REVENGE - NES

To get to the last building with everything you can possibly have and the highest ranking, punch in the following code: "SWN3 8#MV RMC9 BRP1 %!HT N672 3QZ8 26".

Ben Cade  
Hayward Lake, MN

## ASTYNAX - NES

There is an invincibility code that I discovered after hours of trying. Press "Up, Up, Up, Up, Down, Left, Right, Up and Start."

Desmond Witherspoon  
Bronx, NY

## BIGNOSE, THE CAVEMAN - NES

On Island 1-Level 4, you will go up into the clouds. When you fall down again, jump onto the large limb of the tree. Walk a few steps, just past center, and jump up. You will find yourself in Leroy's Shop, where you can buy some neat things, including a stun spell, which will stop the enemy from moving. Watch out though, because it doesn't work on the final enemy and it doesn't last very long.

Chad Anderson  
Long Lake, MN

## BATMAN II: RETURN OF THE JOKER - NES

Here are all of the codes for Batman II. Now you can start at any level:

Stage 1-1: LPRZ  
Stage 3-1: LGZQ  
Stage 5-1: QGVN  
Stage 7-1: GPZT  
Stage 2-1: MDRR  
Stage 3-2: GPTW  
Stage 5-2: WBZT  
Stage 2-1: NMLL  
Stage 4-1: GNXF  
Stage 6-1: FFHG  
Stage 2-2: NWKL  
Stage 4-2: KHCN  
Stage 6-2: CKQC

Henry Lau  
Los Angeles, CA

## TINY TOON ADVENTURES - NES

Finish any stage, one through four, with carrots of an odd multiple of 11, like 55 or 77. A spaceship will appear on the main map. Inside, battle Duck Vader by hitting him on the head three times, while avoiding his shots. He'll leave behind an 'Acme Heart' worth three one-ups.

Rene Amador  
Lyons, IL

## WILLOW - NES

Enter the code: "1QW5IT jxg Xev Vef xvn". You'll start on experience Level three, with all swords and all the shields. Two letters will appear near the center of the screen. Press Up or Down to change the first character, and Right or Left to change the second character. These are your positions on the game field. I recommend "EO", as you will end up at the gate of Nockmaar Castle.

**Paul Grafelman**  
Woodbury, MN

## METAL GEAR - NES

Here's a way to stop the pits in the floors of certain buildings to stop expanding. Hit the 'Select' button to stop the pit from opening. Then hit the 'A' button and go to the weapons screen, then hit 'Select' again and you will return to the building. The pit will appear, but it will disappear but, in fact, it will be frozen in the position that it was in when you first hit 'Select' and it will not keep getting bigger.

**John Barretto**  
Newark, NJ

## F-ZERO - SNES

To get a quick headstart use the following strategy. Wait at the starting line and when the flag is dropped, cut in front of the car behind you. When he hits you from behind you can go faster and will usually rank 1st or 2nd. You can get a higher rank at the end of the lap if you use your 'Turbo S', located in the lower right-hand corner, just before you complete the lap. (Note: you can't do this during your 1st lap because you are awarded the Turbo S upon completion of that

## SUPER GHOULS & GHOSTS - SNES

This is a level code that allows you to skip getting the Golden Bracelet and automatically reach Sardius, the final boss. Push 'Start' and go to the Option screen. Place the indicator arrow on Exit, but do not leave the mode yet. Press and hold in "Start, Select and the Left and Right" buttons at the top of Controller #2. While you are still holding all these buttons in, have someone else press 'Start' on Controller #1. A "Stage" screen should appear. Select Stage 8 and you will be in the room with Sardius. To defeat him, wait until he stops moving and stand near his cape on the right side of the screen. If he starts to zap quickly, you must move to his left side and be exact on his leg. Then quickly double jump straight onto the moving platforms. When you are level with his head, fire at will. Keep doing this unless he stops for a couple of seconds, wait until he starts to fire faster or he will shoot you.

**Doug V.**  
Baltimore, MD

## DARIUS TWIN - SNES

Blast off with 50 ships in this 2-player adventure! Move the cursor so that it points to the desired number of players. Then press and hold the "Left and Right" buttons on controller 2. Press "Select" on controller 1. You'll begin with 49 ships in reserve.

**Michael Foszoz**  
Hanover Park, IL

## EARTH DEFENSE FORCE - SNES

To become invincible, pause the game and enter the following code: "ABXY, Left, Right, and on directional pad, Up, Down, Left, Right". When you un-pause the game, you will be indestructible, but you must re-enter the code every time you move to a new level.

**Paul Acevedo**  
Lake Jackson, TX

## JOE & MAC - SNES

When you see a red egg in selected levels of the game, do not break it right away. Kill all the enemies around you first, then crack the egg. When the egg hatches, a pink Pterodactyl will emerge. Do not kill it! Just stand there; the Pterodactyl will pick you up and fly you to a bonus stage.

**Aron Standish**  
Toronto, Ontario





## NEMESIS - GAME BOY

To get instant weapons, (two options, laser & shield), Press 'Start' to pause the game. Then press 'Up, Up, Down, Down, Left, Right, Left, Right, B, A. Then unpause the game and blast away!

David Behoteguy  
Brea, CA

## SUPER MARIOLAND - GAME BOY

There are many places in the game where you will come across small crevices you must go through, but they are seemingly only big enough for small Mario. This is a problem when you are Super Mario. Well, you can go under even when you're big! Get right next to the crevice. Press "Down" to crouch and then go "Right" (or Left, depending on the direction you are headed). Hold down "Right" and repeatedly press "Down" until Mario's head is completely covering the first block. Then, while holding down the "Down and Right" buttons, repeatedly press the "A" or jump button until you reach the other side. This tip is especially helpful in world 1-2 when you want to get to the large stash of coins covered by the pyramid of blocks. I hope this trick helps some fellow Game Boy players.

Sean Pompea  
Colorado Springs, CO

## GHOULS & GHOST - GENESIS

I've discovered a way to warp to the end boss, Loki. Wait for the title screen and press "Up, Down, Left, Right" on the control pad. If you did it correctly the music will stop (you may have to try it more than once). Next, hold down 'Down' and 'Right'. Press Start twice and you're battling Loki. Good Luck!

Ahren Jasper  
New Hope, MN

## FINAL FANTASY LEGEND II - GAME BOY

Get repeated power-ups for robots after battles without having to pay extra money. Buy any type of armor except shields and keep it in item storage. Any time you would like a power-up for your robot, "equip" the robot's armor with the armor in the item storage, back and forth. You will see his power rising each time you switch. You can use this extra piece of armor in place of cures throughout the whole game.

Jason Sorley  
Arden Hills, MN

## PIT FIGHTER - GENESIS

Pit Fighter is exciting, but quite the challenge. You can improve your chances by doing the following: First you need a controller with turbo speed buttons. With all the buttons at turbo speed, select TY as your fighter. While pressing "A and B" together at turbo speed, Ty becomes a whirlwind of a fighter that doesn't allow any one to come even close to him. However, when fighting Chainman or in the Grudge Match, it will be necessary to press "B and C" together to "kickbox" these opponents. In match #9, when fighting 2 Chainmen, go to the top of the screen and stay there. Kickbox the Chainmen with "B and C" and when they start closing in on you, flip to the other side using the 2-time hit directional button technique explained in the manual. The Chainmen will strike each other, thereby aiding you.

FUN  
CLUB

## TOMMY LASORDA BASEBALL - GENESIS

When you get a third strike and the umpire calls you out, quickly and repeatedly push the Start button. When the ball returns to the picture, the 'change member' box should appear. Now push 'C' and you'll receive a fourth strike! If you're quick enough you can repeat this many times and never strike out and if you do it just right, the computer won't be able to strike you out. This works when you're running bases, too. Try this trick on your friends and watch them frown with confusion. Just remember, the key is to push the Start button fast or the trick won't work.

Titus Hodge  
San Jose, CA

## JOE MONTANA SPORTS TALK FOOTBALL

When playing against the computer, you can block all the punts and field goals. When the computer's kicking team comes on, make sure you are the player opposite the Center. Move forward until the circle around your man touches the ball. When the computer hikes, they will fumble the ball and you will have possession close to their line of scrimmage.

Chris Heino, Jr.  
Stappoose, OR

## JOHN MADDEN '92 -GENESIS

There is a way to gain six extra points. In 'Playoff' mode during halftime, watch the playoff update and when it shows you a highlight from the game, get ready! If a team scores a touchdown, wait for the player to dance and press 'C'. This also works for a field goal. When you come back to your game, the computer will kick off at their own three yard line. Just catch the ball and get tackled. Voila! Six extra points.

Ryan Green  
Kings Park, NY

## SPIDERMAN - GENESIS

To get the most money by taking pictures, snap the following shots in these stages:

Stage 1 - Forklift, Dr. Octopus = \$200

Stage 2 - Alligator, Lizardman, go past Lizardman to snap Venom = \$380

Stage 3 - Lightening Creature, Electro = \$300

Stage 4 - Gorilla, Sandman, Venom = \$400

Stage 5 - J.J. Jameson, (then go directly above for the grey box on top of the building), Brutal Biker, Hodgegoblin, Venom = approx \$440

Stage 6 - Don't waste time.

Eric Mason  
Philadelphia, PA



## TURRICAN - GENESIS

Go to the "Option" screen from the main menu. Select the "Exit" option at the bottom of the screen. Hold the direction pad in the "Down" position. Press buttons "ABBABAABAABAA" and another "Option" screen will appear that will let you modify weapons, lives, power and stage select. If the option menu doesn't appear, press "Up" and repeat steps 2 thru 4 again. It may be necessary to repeat this process several times before the menu appears, but it is well worth the effort.

David Grundvig  
Salt Lake City, UT

## SONIC THE HEDGEHOG - GENESIS

When Sonic appears on the title screen, enter the following code: Press (and hold each combination for a few seconds) "Up and C, Down and C, Left and C, Right and C". When you hear the chime, press and 'A' and while still holding it down press 'Start'. Now when Sonic enters Level 1 he can do the following things: Press 'B' and he will become a new character. Press 'A' and he will change characters. Press 'C' and that character will multiply. Then press 'B' again to turn him back to Sonic.

Andre Taylor  
Los Angeles, CA

# Tech Talk: The Latest on Video Game Hardware & Software

## New CD ROM Machine Looms on the Horizon

What happens when a giant computer/video game hardware company and a leading developer of game software get together? That's just what NEC Corporation and Hudson Soft Company, Ltd. intend to find out. The result is the establishment of the new U.S. based corporation, **Turbo Technologies, Inc.**

They announced their joint venture at the '92 Winter CES Show in Las Vegas. Turbo Technologies, which began operations on April 1st, was developed for the sole purpose of creating and marketing home entertainment products. This will include the marketing support and software development of NEC's current video game systems, including **TurboGrafx-16**, **TurboGrafx CD** players and **TurboExpress** portables.

The most exciting news to come out of this venture is a new CD ROM system that combines the 16-bit TurboGrafx system with the TurboGrafx CD player in one machine. A Japanese version of this machine, called the **PC Engine DUO**, debuted overseas last year. This new machine promises to be compatible with current TurboGrafx-16 cartridges, while offering the advantages of full animation and stereo sound. It also is said to have four times the memory capacity of the current TurboGrafx-CD player.

"In the current video game market, with development of more sophisticated high-performance video game machines with larger memory capacity, there is a greater demand for high-quality software. Our new company will combine NEC's CD-ROM hardware expertise with Hudson's software leadership, making us a formidable competitor in the coming multi-media era," Yukio Usada, chief executive officer and managing director of Turbo Technologies, explained.



Naki Industries' introduces **Power Pak**, a rechargeable battery pack designed to fit right into your Game Boy unit! A Game Gear version is in the works!

## New Titles Being Developed For Turbo Technologies' New CD ROM Machine

Unless you've had your head in the sand, you've probably heard that Hudson Soft and the NEC Corporation have joined forces to promote their new CD ROM machine. This combination of a CD ROM Drive and the popular TurboGrafx-16 system, currently called the **PC Engine DUO** in Japan, is expected to hit the states sometime this summer. Sports fans will be happy to hear that one of the first titles planned for the U.S. version will be **TV Sports Challenge - CD**. This combines four of the favorite TurboGrafx titles: **TV Sports Football**, **TV Sports Basketball**, **TV Sports Baseball** and **TV Sports Hockey**, together in one disc.

## Throw Those Old Batteries Away!

There's one complaint most often voiced by avid **Game Boy** players; the stupid batteries wear out! Fret no more. There's a new product in the market that's taking the country by storm. Naki Industries, the developer of the popular **Eliminator** game cleaning systems, have introduced the **Power Pak**, a rechargeable battery pack that fits right into your Game Boy unit.

While striving to develop a battery that actually looked like part of the game, and not another accessory, Naki created the **Power Pak**, which matches the Game Boy unit's housing and can recharge while you are playing the game. There are no cords to tangle or wear around.

The **Power Pak** is available in either a 5-hour pack or the **Power Pak Plus** 10-hour version. And great news for Game Gear fans, a **Power Pak** is on the way for you, too!

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# Bartmania: Cowabunga, Dude! Catch the Simpsons Craze

You can't drive down the street without seeing that overbite and bulging eyes staring back from a bumper. You'll find that same set of peepers adorning tee-shirts, toy stores, card shops and your television set. They're everywhere: suction-cupped to the windows of cars and corporate America, on posters, boxers and Butterfinger commercials. The Simpsons and their smart aleck son, Bart, have taken the country by storm.

The Simpsons's are no strangers to the world of video games either. With three top-selling video games to their credit and two more on the way, we decided to take a closer look at why Bart and his family are so popular. We went right to the source himself, Bartholomew J. Simpson. We caught up with him on the set of his Fox Network, prime-time hit, "The Simpsons".

**GIM:** "Bart, with five video games, a hit TV show and more products than you can shake a stick at, you have definitely become a great American success story. To what do you attribute this success?"

**Bart:** "With this face how could I go wrong? I mean, it was destiny, man. That and a good agent."

**GIM:** "How did you get your start in this business?"

**Bart:** "It all started when my creator, Matt Groening, was contacted by the producers of "The Tracey Ullman Show". They were looking for a cartoonist to do segments in-between skits. He asked me if I'd be willing to take the job and I figured, "What the heck? It beats having to go to school. Anyway, the response was really radical and they decided to give us our own show. Next thing I knew, we were getting offers from everywhere. I bet I got over a zillion letters a day just asking if they can use my face on something. Aye, carumba!"

**GIM:** "They say that you have a real attitude and are always up to no good. Is that true?"

**Bart:** "Yeh, yeh, and Bart is an anagram for 'brat' and that Simpson stands for 'son of simp'. Hey, you can't believe everything you read in the tabloids! I've heard it all and they're out-and-out lies. Homer may do some pretty dumb things, but he's no simp. And anybody who says so around me better watch it, man!"

**GIM:** "What's it like working with your family everyday?"



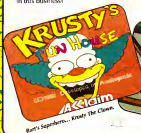
**Bart:** "Well, Maggie doesn't do much, just sorta sits there sucking on her pacifier, so she's okay. My sister Lisa's helped me out of a jam or two, especially when we took that trip around the world. I tease her and everything, but she's pretty cool. Marge, my mom, isn't so bad if she'd ditch that blue beehive. Get into the nineties, man. And Homer spazes out over everything, but I guess that's what dads are supposed to do. Hey, you're not gonna tell Lisa I said that mushy stuff about her, are you?"

**GIM:** "What's your favorite part of your job?"

**Bart:** "We've had some pretty cool people on the show, like Magic Johnson, Aerosmith, Michael Jackson and Sting. But I really like the video games because I get to save the day. I get to whiz around on my skateboard zapping aliens, or traveling all over the world. I wasn't too fond of Camp Deadly, though. That summer camp was a drag."

**GIM:** "Well, I know you have to get back to the set. Do you have anything you'd like to say to your fans?"

**Bart:** "Nah, I'd really rather run down to the corner for a Grape Squishee, your treat. And remember, stay cool and don't have a cow, man."



## Video games featuring Bart and his family:

### The Simpson's:

#### Bart vs. The Space Mutants

A buncha slimy aliens have come to Earth to take over the entire planet. The mutants need five things to build their secret weapons: purple-colored objects, hats, balloons, exit signs and nuclear power rods, and it's up to Bart to make sure they don't get it together. One problem, Bart is the only one who can see them, thanks to his special X-ray specs, so first he must convince his family that he's not lying, and enlist their help. Spray paint and skateboard your way through the first Simpson's adventure for your Nintendo system.

#### Bart Simpson's Escape From Camp Deadly

School's out and Bart and Lisa are headed for Summer camp. One problem, this is Camp Deadly and it's run by Monty Burns' nephew, Iron Fist Burns, who's vowed that he can whip any kid into shape or else. To insure that he does, Burns has set the whole camp against Bart. Traditions like "capture the flag" and dinner in the mess hall become all out war. Bart decides to make a break for it, taking his sister with him. He's forgetting one thing...no one has ever escaped Camp Deadly and lived to tell about it. Brains, boomerangs and a good grip on the food will help Bart out in this Game Boy cartridge. It's the perfect thing for that bus ride to camp!

#### The Simpsons: Bart vs. The World

Bart is the unlikely winner of Krusty's art contest and is awarded a trip around the world with his family. What he doesn't know is that the contest is a phony; it's all by the boss, Monty Burns, and his sidekick, Snidely, as a ploy to do away with the whole Simpson's family. He has

enlisted Burns family members throughout the world to do away with the Simpsons, who are innocently going about gathering Krusty collectibles. Journey to China, Egypt, Antarctica and Hollywood before returning home to Springfield in this second Nintendo cart.

#### The Simpsons: Bart's Nightmare

Bart dreams that his homework has blown out the window and he must set out to find it. Along the way he meets up with a strange bunch of adversaries and he must gather the help of family members like Krusty the Clown, Itchy & Scratchy, Jebediah Springfield and the Bartman. Use root beer burps, chewing gum and water-

melon pits as weapons in this first Simpson's adventure for the Super NES.

#### Krusty's Fun House

Bart makes a special guest appearance in this cart featuring his superhero, Krusty the Clown. Krusty's Fun House has been overrun by back-toothed rats in this puzzle/maze style game and Bart joins him in the extermination process. Move floorboards, panels and doors to trap them and then finish them off in this third Simpson cart for the NES.



# Master Higgins is Back For His Most Colorful Quest Yet in Super Adventure Island for SNES

It's a beautiful, moonlit night. The stars are twinkling, the crickets are chirping. Our resident hero, Master Higgins, has just snuggled up for a quiet evening with his girlfriend, Jeanie Jungle. But what's this? - the cold shoulder! The wicked Dark Cloak has turned her to stone. What some people won't do to spoil a date!

Now Master Higgins must rescue her, but he must journey to Dark Cloak's castle at the foot of Ice Mountain to do so, and that's clear across the island. Throughout his travels, our hero will encounter many strange and nasty creatures, as well as many natural obstacles. He will need his wit, his weapons and his trusty skateboard to survive. Lucky for him there are spare axes and boomerangs stored along the course. If you collect the fourth axe or boomerang in a row, you'll be rewarded with 'fire' weapons that are twice as powerful.

The mysterious Adventure Island is covered with beautiful waterfalls, volcanoes and vibrant foliage. But Higgins has no time to stop and smell the flowers. He must travel through five areas, each made up of four stages. The scenery ranges from a breeze along the beach, to a walk through witch doctor country. Work your way through the dark depths of the coal mines to the boiling area of lava flows and volcanic ash. If things get a little hot for you there, you'll cool off in a hurry once you reach the frozen tundra near Dark Cloak's hiding place.

Higgins must clear an area and find the SearBall in each stage to move on to the next. This will take all the energy he can muster, but there is an abundance of fruit and milk that bolsters his life bar. You begin with three lives and two continues, and you gain an extra Master Higgins for every 50,000 points that you earn.



However, Higgins will lose a life whenever he touches an enemy or obstacle, if he falls into a valley or into the water, or if his energy runs out.

Higgins will meet up with all kinds of crazy creatures like Bamboon, the spear thrower; Skizzer, the flying dog;



Higgins be nimble, Higgins be quick...

## Super Adv. Island Review Reviewed by Andy, The Game Dandy

Concept:	7	Super Adventure Island is basically the same game as Adventure Island for the 8-bit, but with much improved graphics and sound.
Graphics & Animation:	9	The graphics are amazing! The characters are large, colorful and well animated. The enemies are entertaining as they jump around, throwing spears and other weapons at you.
Sound:	9	The music is fun, without getting old too fast. It's kind of a marching band meets the Caribbean thing.
Playability:	8	The play is similar, with the skateboards, axes and boomerangs. If you have played the first two, you've played Super Adventure Island. Something a little new in the plot would have been nice.
Entertainment Value:	9	Super Adventure Island is a tough action game with enough to keep you playing for weeks. With its good graphics and sound, you can't go wrong.
Overall Rating:	8.5	



*The Reptile really heats things up!*

Lectron, the electric eel; Skullfloat, and those pesky little penguins. Beware the balloon toting blue dragons that float down from the sky, they'll give you a hot foot in a hurry! And if you think they can make you a little well-done, wait until you meet up with level bosses like Bamboozal, who can torch you in a heartbeat. You'll come to blows with bosses like Kraken, the tentacle monster, Lavasither the giant dragon and King Reptilian. Defeat them and you'll be warmed up for your duel with Dark Cloak.

Super Adventure Island has the look and feel of an arcade game. The colors are bright and the characters are fun to watch. You should see Master Higgins become a speed demon on his skateboard, or watch him dance when he finds on of the secret bonus screens. If you're looking for a challenge that's fun and exciting, journey to your nearest store and pick up Super Adventure Island.



## Super Adv. Island Review

Reviewed by Ed, The Video Wizard

<b>Concept:</b>	9	I know that this is a high score, but anytime a you can take a great game and improve the look as much as they have with this cart, it deserves a high score. Dark Cloak has turned your main squeeze to stone and you must brave a new island adventure to save her. Are you ready for a 'super adventure'?
<b>Graphics &amp; Animation:</b>	9	Hudson Soft takes full advantage of the fine SNES capabilities wherever possible. The main characters are well defined, detailed and move smoothly. The color is bright and clear. The use of multi-scrolling adds the feeling of true movement through each stage.
<b>Sound:</b>	9	From the title screen to actual gameplay, I loved the soundtracks. The music has a marching band beat and the fillers are great in stereo. The sound effects make this cart one worth listening to.
<b>Playability:</b>	9	As with Higgins' other adventures, you do not have any type of difficulty setting. Just try to get through stages that get harder and more complicated as you go. You not only have horizontally scrolling game play, but they threw in some vertical levels to add to the fun. There are plenty of power-ups and two continues, and you'll need them!
<b>Entertainment Value:</b>	10	You will love this game! As you take Master Higgins through new lands like the underground coal mine, the jungles and finally to the Witch Doctor himself, you will battle new, more powerful, strange looking foes. This cart will surely impress the most skeptic player.
<b>Overall Rating:</b>	9.25	

## Super Adv. Island Review

Reviewed by Rick, The Video Ranger

<b>Concept:</b>	6	It's the tried and true "rescue the girlfriend" approach, done very well.
<b>Graphics &amp; Animation:</b>	7	Vibrant colors and great detail. Your character can appear a little bit fuzzy at times. Excellent graphics when you fall in the lava or get torched.
<b>Sound:</b>	7.5	Some background music that's very easy on the ears, as well as fun sound effects.
<b>Playability:</b>	7	Super Adventure Island has a super easy Level 1-1, then proceeds to get more difficult. Good level progression.
<b>Entertainment Value:</b>	7	S.A.I. is definitely an enjoyable game that seems easy, but requires intense concentration. Don't let it fool you.
<b>Overall Rating:</b>	7	



*Slip & slide through the frozen tunnels!*



# Adol Saves The Day in Wanderers of Ys III

For those of you who have not been following the story of the land of Ys on your PC or TurboGrafx system, you have missed out on two great adventures. To catch you up to speed, let us introduce you to Adol, a brave young lad with a taste for adventure from the land of Ys. He makes his *Super Nintendo* debut in *Wanderers of Ys III* from American Sammy.

He and his traveling companion, Dogi, have just returned from a courageous episode in which they battled the evil forces to rescue the land of Ys from impending doom. While passing through a small town, they encounter a caravan of gypsies. The gypsies tell a tale of the land of Felgana, were a dark cloud of misfortune has mysteriously settled, damaging crops and discouraging trade throughout the region. Dogi's hometown of Redmont lies in Felgana, and

he fears for the family and friends he has left behind. When he consults a fortune teller, her crystal ball explodes; a sure sign that the pair of crusaders must journey to Felgana.

Once they reach the quarry town of Redmont, they meet up with Dogi's childhood friend, Eliena, who is troubled by her brother's behavior. Chester, a one time confidant of Dogi's, now works for the wicked Lord McCaya. Adol and Dogi must uncover McCaya's evil plot, saving the region of Felgana and it's people. As Adol, you must be a wise and skillful swordsman to survive what lies ahead.

Like any good role playing game, you travel through unknown lands,



asking the help of strangers and collecting the magic and weapons needed to emerge victorious. Throughout your quest you will uncover and purchase increasingly powerful swords, shields and armor. Treasure boxes reveal magical items such as protective and healing rings, as well as powerful amulets, secret medicine and the illusion mirror which will freeze your attackers. All of these objects will be necessary to discover and prevent McCaya's evil doings, but you must scour every nook and cranny to find them.

The great graphic and sound capabilities of the Super NES really shine through in *Ys III*. Venture through a variety of landscapes ranging from the "La Pearle" mines of Tigray Quarry, to the snow covered peaks of Eldam Mountains, to volcanic surroundings of the Ithern Ruins, to the grandeur of the Ballacantine Castle. Each scene is clear and bursting with color, and features theme music characteristic of the setting.

Next time you're feeling the need of a little adventure, take on the role of Adol and lead him through the twists and turns of *Wanderers of Ys III*. But be sure to bring him back alive, we'll need him for *Ys IV*.



## Ys III Review

Reviewed by Andy, The Game Dandy

- |                                  |      |   |
|----------------------------------|------|---|
| <b>Concept:</b>                  | 9    | Of all the games I've ever played, <i>Ys Book I &amp; II</i> was one of my all-time favorite. I think the concept is great. This version is slightly different than the original, but it works for me.          |
| <b>Graphics &amp; Animation:</b> | 9    | The SNES is the perfect place for the <i>Ys</i> story to unfold. The characters look great and you can see the effort American Sammy put into creating this game for the 16-bit.                                |
| <b>Sound:</b>                    | 8    | The music isn't as good as the CD version, but that's to be expected. It might have been nice if the game talked, though.   |
| <b>Playability:</b>              | 9    | This is an action-quest which plays alot like <i>Zelda</i> if during the true action sequences. It's challenging, but not too difficult to kick back and enjoy.   |
| <b>Entertainment Value:</b>      | 9    | The <i>Y's</i> series stands on its own, so if any effort at all was put into this game, it was sure to be a great cart. If you're looking for a quest that will hold your attention, <i>Ys III</i> will do it. |
| <b>Overall Rating:</b>           | 8.75 |   |

## Ys III Review

Reviewed by Rick, The Video Ranger

- Concept:** 8 Finally! A role play with the right combination of action and interesting story line. The fate of a town and the entire world hangs in the balance and it's up to you to save it.
- Graphics & Animation:** 9 Role play carts might possibly be the forte of the Super NES. Wanderers of Ys III is a prime example of what the SNES can do.
- Sound:** 7 Ys III has an array of great music and realistic sound effects due to the real life sound feature of the SNES.
- Playability:** 6 Ys III is instantly gratifying. It's easy to get into, but you aren't prepared when you get to level bosses. Your character becomes hard to control and defeating them is next to impossible.
- Entertainment Value:** 5 I thought I was going to give Ys III one of my highest ratings ever. But as the game progressed, it turned out to be way too easy. I was at the final battle by the end of the first day. Suddenly, it became way too hard, battling against the ultimate evil. At the end I found a repetitious battle that left zero room for error.

**Overall Rating:** 7



The snow covered peaks of Eldon Mountains.



## Ys III Review

Reviewed by Ed, The Video Wizard

- Concept:** 9 After having become a hit on the Sega Master, Turbo Grafx-16 and PC formats, it's nice to see it make the transfer to Super Nintendo, especially since it's about the hottest RPG epic in Japan. Now we can enjoy it here at home.
- Graphics & Animation:** 9 As you lead Adol on his quest through the land of Ys, you will enjoy the fresh look of this cart. It makes good use of the SNES capability for depth and color. The characters are vivid and smooth.
- Sound:** 7 This track/library is nice, but the music changes nicely from land to land, and it never becomes tedious or distracting.
- Playability:** 9 I think this game is easy to play. The worlds or lands allow you to move at a good pace, while the monsters and bosses are set at a moderate level of difficulty.
- Entertainment Value:** 9 From the look and feel of this game, it is one of the best combination Role Play/Action carts I have played. I would recommend Wanderers of Ys III to anyone who enjoys either type of game play.

**Overall Rating:** 8.5



Adol and his swift sword fight the enemy.



Adol faces Lord McGary.

# Only You Can Save the Universe in SNES's Earth Defense Force

The year is 4129. You've been summoned to the Earth Defense Force Headquarters to receive your orders. After 2000 years, the peaceful alliance of the Union of Federated Planets is being threatened by an evil organization known only as AGYMA. Their strategy is to gain control by igniting hatred and warfare between nations, destroying the alliance and plunging the Universe into chaos. Galactic Intelligence has interceded the plans for AGYMA's next attack. Their target: Planet Earth.

As a commander for the E.D.F., it is your mission to destroy their bases already placed within the Earth's boundaries. Other E.D.F. flyers have failed at this task. You are all that remains between order and total destruction.

Outfitted only with your XA-1, you must successfully battle your way through six stages and defeat the boss that protects each one. Luckily for you, the XA-1 comes equipped with eight powerful weapons and three shields. Select from an arsenal comprised of vulcan, atomic, homing, exploding, and photon shots, as well as lasers, search lasers and grenades. Each weapon varies in its speed and power, so you must select the defense

most



Be quick to avoid a watery grave.

## Earth Defense Review

Reviewed by Andy, The Game Dandy

<b>Concept:</b>	9	While shooters are nothing new, this one is done very well. Jaleco has added in an experience factor; for each enemy you destroy you get more experience, and your weapons get more powerful. What a great idea!
<b>Graphics &amp; Animation:</b>	9	The graphics on this Super NES are great! The animation is clean and smooth. These may be the best SNES shooter graphics yet.
<b>Sound:</b>	9	The music is excellent! The special effects are where the sound really shines. Every explosion (which are often) screams from your TV set.
<b>Playability:</b>	9	The play, like everything else in this cart, is great. While this game isn't easy, it's not impossible either. With practice you will get far.
<b>Entertainment Value:</b>	9	There are eight weapons to choose from, various formations of attack, and lots of action. This is a game you will pick up again and again.
<b>Overall Rating:</b>	9	

effective for your strategy. Your weapons become more powerful as you gain experience and progress to higher levels of difficulty. Your ship is also protected by shields that will deflect enemy bullets. However, the shields themselves can be destroyed and, once the last shield is eliminated, your craft becomes vulnerable to attack.

To aid you in your mission are two small satellite ships that can be arranged in various formations. They are invincible to enemy fire and work as deflectors and additional fire power. When they fly in the union formation they provide extra protection for the front portion of your craft. The rolling formation allows them to circle your ship, intercepting incoming shots. Upper levels of play qualify you for the shadow and homing formations.

The first stage is a daylight

encounter over Earth's atmosphere. Next is a midnight meeting over the city of Megalopolis. You will have to be quick and watch your backside to survive this stage. Third, you must take a dip in an underwater cavern, converted into an AGYMA base. Dodge the E.D.F. ship skeletons and destroy the middle boss before you're really put to the test.

Now you must head for the fortress on the far side of the Moon. But AGYMA is lying in wait for you. Survive this ambush in order to approach the lunar base. Landing there won't be easy. Maneuver through a meteor shower to do battle with the heat seeking lasers of the middle boss. Then chill out to the icy welcome of the big boss. Finally, you are inside the AGYMA stronghold. Knock out the computerized defense system and finish off the evil threat for good.



Earth Defense Force lets you choose the speed of the game play. You will also earn increasing levels of expertise, ranging from one to five. Of course, that means the challenge will become greater as well. You have four XA-1 fighter ships. Each time you lose a ship you are given the option of continuing or resetting. When the last one goes down in flames, the game is over.

If faced-paced shooters with impossible odds trip your trigger, enlist in the Earth Defense Force. The Universe will need all the help it can get.



Head for the far side of the moon.

## Earth Defense Review

Reviewed by Ed, The Video Wizard

<b>Concept:</b>	6.5	Once again, Earth is threatened by an evil force and it's up to you, a member of the Earth Defense Force, to wipe out this threat.
<b>Graphics &amp; Animation:</b>	8	Whether you are in Earth's atmosphere or in outer space, the background graphics are crisp, clear and fun to look at. Your ship doesn't look too bad, either. It is easy to control and your arsenal of weapons is devastating.
<b>Sound:</b>	6	There are small explosions when you hit a ship and you can hear enemy ships when they fire on you. I guess that fits the game well, it's just not real exciting.
<b>Playability:</b>	8	You start with four ships, and have the option of continuing. The more experience you gain, the more powerful your weapons become. You get a choice of eight weapons, but it is still a challenge for even an experienced gamer.
<b>Entertainment Value:</b>	7	I enjoyed this cart, and if you like games such as Gaians, you will get into EDF. Even though it's another shooter, the wild-looking spaceships keep it entertaining. The bosses at the end of each stage are challenging and your best bet is to shoot at anything that moves. Good luck and happy flying!
<b>Overall Rating:</b>	7	

## Earth Defense Review

Reviewed by Rick, The Video Ranger

<b>Concept:</b>	6.5	Another Sci-Fi shooter... what a novel idea. However, this one scores above average because of its weapon selection.
<b>Graphics &amp; Animation:</b>	8	The backgrounds of Earth Defense Force really stand out, with almost real-life quality.
<b>Sound:</b>	6	EDF is above average, with mostly background sounds.
<b>Playability:</b>	7	Use the homing weapon selection to begin with and you'll find it's not too hard to get started. The challenge is finding the right weapon to use at the right time.
<b>Entertainment Value:</b>	7	This is a definitely a step in the right direction for SNES shooters. It still suffers from some slow down problems, but the great graphics, responsiveness and large weapon arsenal make EDF the best SNES shooter so far.

**Overall Rating:** 7



Don't get trapped by this level boss.

# What's Hot! Rumors & News From the Video Game World

## It's Sega Vs. Accolade, Round 2

Here's an update in the Sega vs. Accolade vs. Sega suit/counter-suit. Judge Barbara A. Caulfield has ordered Sega to provide a more definite statement of its alleged copyright infringement claims against Accolade. The court has requested that Sega specify the works and acts which they feel infringe their copyrights, and the dates when this infringement occurred. This is in response to Accolade's request for relief on the grounds that Sega's complaint is so vague and ambiguous that they cannot possibly develop a reasonable response. In addition, the judge asked that two arguments of Accolade's counter-suit be stricken, as they are not essential to their specific claims.

Sega claims that Accolade, a non-licensed producer of games for the Genesis system, is guilty of copyright infringement, as Accolade software prompts an initial display screen with the message, "Produced By or Under License From Sega Enterprises, Ltd." Accolade has filed a counter-suit for restraint of trade, unfair business practices and trademark infringement. They also argue that this message, created by Sega, unfairly and incorrectly misleads consumers into believing that Accolade's Genesis compatible arts are produced by or licensed by Sega.



## Where is Carmen Sandiego? The Big Screen, of Course!

Carmen Sandiego, the globe-trotting, time traveling thief of computer and video game fame, is now going to attempt to steal the Hollywood spotlight in her own feature film. The film rights to "Where in the World is Carmen Sandiego?" have been sold to Benjamin Melniker and Michael Uslan, the executive producers of the 1989 smash hit "Batman". The live-action production is already in the works.

Carmen Sandiego, the creation of Broderbund Software, has become so popular she now treks her way through two video games, Konami's 8-bit Nintendo version, and Electronic Arts' cart for Genesis, which teach players Geography and History. She can also be seen on the PBS half hour program "Where in the World is Carmen Sandiego?" which teaches geography while its viewers play detective.

## Nintendo is, Once Again, Hauled into Court

This time the allegations of illegally monopolizing the video game market come from Atari Corporation, one of the founders of the industry. This Spring Atari is going in front of Judge Fern Smith with the claims that Nintendo illegally gained 80% of the market and violated U.S. Antitrust laws by their method of enlisting independent producers of video game software to create cartridges for Nintendo's 8-bit system. They prohibiting third party licensees from making games compatible with com-

peting systems. Such practices are not illegal, but Atari feels that Nintendo violated laws just by the percentage of the market they controlled, restricting companies like Atari from securing "hit" games and virtually obliterating the competition.

Atari also claims that, due to their stronghold on the market, Nintendo cost consumers hundreds of millions of dollars in overpriced video game hardware, software and accessories. This is not the first time Nintendo has faced such charges. Last year they settled Federal Trade Commission charges involving the pricing of their hardware units. Atari claims that from 1986 to present such trade practices have cost them in excess of \$160 million.

In their defense, Nintendo argues that Atari is responsible for their own downfall due to their miscalculations of the market's potential and by trying to compete by being cheap and cutting corners. They noted that Atari's predecessor company, Atari Inc., turned down the opportunity to introduce the Nintendo system in the U.S. back in 1983.

## The Gulf War, Coming Soon to a Video System Near You

There has been a general assumption that war is good for the economy. While it may never be proven to bring wealth to the nation, it has spurred a new bounty of video games. If you have ever wanted to feel the thrill of victory, strain your brain plotting the perfect strategies, and revel in the excitement of an all out battle from the safety of your armchair, these new Persian Gulf War titles are for you! First off the production line is Absolute's **Super BattleTank** for your Super Nintendo system. Pilot some of the biggest guns in the desert through full-fledged battle. The graphics are so realistic they'll have you cowering in your boots. And if you want the Gulf on the go, a **BattleTank 2** is planned for Game Boy. If you own a Sega Genesis system instead, Electronic Arts has created **Desert Strike** with you in mind. This is no average war simulation; this time you're fighting a real battle against a real enemy. And this time it's for keeps.

## Wtr 1992 20 BEST SELLERS LIST

### NINTENDO

Ranking	Title
1.	SUPER MARIO DUCK HUNT
2.	SUPER MARIO 3
3.	SUPER MARIO 2
4.	BLADES OF STEEL
5.	TECMO BOWL
6.	SUPER MARIO
7.	CONTRA
8.	TEENAGE MUTANT NINJA TURTLES
9.	TMNT II
10.	DRAGON WARRIOR
11.	ICE HOCKEY
12.	TETRIS
13.	METROID
14.	DOUBLE DRIBBLE
15.	CASTLEVANIA II
16.	SECTION Z
17.	RAD RACER
18.	NINJA GADEN
19.	GOLF
20.	DOUBLE DRAGON

### GAME BOY

Ranking	Title
1.	SUPER MARIO LAND
2.	SKATE OR DIE 2
3.	TMNT: FALL OF THE BOOT CLAN
4.	CASTLEVANIA ADVENTURE
5.	TETRIS
6.	GOLF
7.	MOTOCROSS MANIAC
8.	FINAL FANTASY LEGEND
9.	GARGOYLE'S QUEST
10.	NFL FOOTBALL
11.	BASEBALL
12.	OPERATION "C"
13.	SPIDERMAN
14.	TENNIS
15.	MERCENARY FORCE
16.	DR. MARIO
17.	NBA ALL-STARS
18.	ROKO COP
19.	ALLEYWAY
20.	QIX

### SEGA GENESIS

Ranking	Title
1.	ALTERED BEAST
2.	SONIC THE HEDGEHOG
3.	JOHN MADDEN FOOTBALL
4.	LAVERS VS. CELTICS
5.	GHOULS N' GHOSTS
6.	PHANTASY STAR 2
7.	GOLDEN AXE
8.	BUSTER DOUGLAS BOXING
9.	TOMMY LASORDA'S BASEBALL
10.	NHL HOCKEY
11.	STRIDER
12.	SUPER MONOCO GP
13.	PHANTASY STAR 3
14.	REVENGE OF SHINOBI
15.	SPIDERMAN
16.	MICHAEL JACKSON'S MOONWALKER
17.	RAMBO 3
18.	SOCCER
19.	CENTURIAN
20.	BATMAN

# How To Use Funco Advertisements

## 1. PHONE ORDERS

The fastest and simplest way to order is by telephone. We are sorry, but in order to keep our prices to you as low as possible, we do not offer a "hold-free" line. Just call (612) 946-8883, and one of our friendly Funco agents will be happy to receive your call. Our non-holiday hours are based on CENTRAL STANDARD TIME:

MON-FRI 7:00 AM - 10:30 PM  
SAT 8:00 AM - 6:00 PM  
SUN 10:00 AM - 7:00 PM

## Retail Stores

When visiting Minnesota, please feel free to test out any of your favorite games at one of our eleven retail outlets in the following cities:

New Hope • Brooklyn Center • Blaine • Roseville • Maplewood • West Saint Paul • Burnsville • Eden Prairie • Minnetonka • Richfield • Rochester

## 2. PAYMENT

All of our game prices listed in this magazine will be found on pages thirty-two and thirty-three for the Nintendo line, page thirty-one for Sega Genesis and thirty-four for Game Boy, Game Gear and Neo Geo. There are two sets of dollar amounts to the right of each title. The second set of numbers is the CASH price (the price when paid by personal check, money order or cashier's check) of our previously played games. This price will be honored until the May/June Game Insider Magazine is out. For CHARGE orders (VISA, MASTERCARD, DISCOVER, CARD), please add \$1.00 per game to our sell price. Be sure to include both card number and expiration date when ordering by credit card. For your protection against fraud, we only ship to the billing address of the card holder. Please allow 21 days for personal checks to clear. Sorry, no C.O.D.s. MN residents add 6.5% sales tax.

## 3. SHIPPING

We ship by UPS, Airborne Express and U.S. Mail. EVERY EFFORT is made to process your order the same day we receive it. Funco has the largest inventory of its type in the world, keeping out-of-stock items to a minimum. On items being shipped regular UPS ground, Funco gladly ships all items on back order at no additional charge, once the original shipping charge is paid.

### Standard Shipping Charges

\$4.95 plus 50¢ per game

Example: One Game = \$4.95 + .50 = \$5.45

Example: 4 Games = \$4.95 + (.75 x 4) = \$20.00

\$6.95

Slightly double these rates if you live in Canada, Alaska, Hawaii, Puerto Rico, APO/FPO, or international orders.

All orders include insurance to cover your goods.

## 4. RUSH ORDERS

Funco is pleased to offer Airborne Express service on most packages, from one to eight games, for only \$5.00 additional to the regular shipping charges (see Section 3 on this page). Most orders will be received in one or two business days from the time that you place your phone order. Rush orders must be placed

by 3:00 PM Central Standard Time. Rush service is only available in the 48 contiguous states.

## 5. RETURNS

At Funco, we value your business and would like every customer to be satisfied with each purchase. Of the thousands of orders we process, we receive very few returns. It's important to note that all orders are final and returns can only be exchanged for the same title. We encourage you to test try the game you wish to purchase from a friend, or rent it from a video store so you will be less likely to be disappointed with your purchase.

Up to 60% of the return we receive could have been avoided if the customer cleaned his/her control deck or game. This is the reason we offer a year warranty on all of our products purchased with a cleaner. When ordering, please ask your friendly Funco agent for details.

However, if you do have a problem, we want to solve it. Our customer service hours are 9:00 AM to 4:00 PM weekdays, and they will be more than happy to help. Please call them at (612) 946-8883.

## 6. SELLING US YOUR GAMES

Funco's success, in part, has been its ability to help you stretch your gaming dollar by purchasing games you no longer play. To this end, we try to be as fair as possible. Prices are merely a function of supply and demand, much like gasoline pricing. Unfortunately, video game pricing is almost as volatile as gas, so the prices listed in the first column to the right of each title on pages thirty-one through thirty-four are merely the Suggested Value of what we would pay you at the time the magazine went to press. Prices will change, some go up, but most will go down over time.

### Steps in Selling Games To Us

- Below you call, a phone order the games you wish to sell.
- Call us at (612) 946-8883.
- We take the date and the name of the Funco agent you spoke with, along with the list of games you wish to sell.
- Include your name and address on this form.

Most of our customers ship their games to us by UPS or U.S. Mail. Due to better tracking abilities, we recommend UPS.

Defective Items or those we do not buy will be returned at your cost.

### Deductions:

We deduct \$3.00 for any missing outside display box and \$1.00 for missing instructions on Nintendo games. For Sega Genesis games, we deduct \$7.00 for a missing box and \$3.00 for a missing manual.

We always pay at least \$1.00 for any game tested, even after deductions. For other game and accessory prices, please call your friendly Funco agent.

### Deduction Exceptions

We do not deduct for missing outside display boxes when:

- You are using the full amount to purchase other games.
- The game was originally purchased from Funco. In this case you must provide a copy of your original invoice.

# CALL FUNCO TODAY! 1-612-946-8883



ORDER FORM

NAME CHECKS PAYABLE TO:

FUMCO, INC.

19120 W. 76th Street

Eden Prairie, MN 55344

Name \_\_\_\_\_  
Address \_\_\_\_\_  
City, State, Zip \_\_\_\_\_  
Telephone ( ) \_\_\_\_\_  
AREA CODE

CREDIT CARD # \_\_\_\_\_  
Signature \_\_\_\_\_

EXP. DATE

QTY	DESCRIPTION	ITEM PRICE	EXTENDED AMOUNT
1			
2			
3			
4			
5			
6			
7			
8			

ALTERNATIVES:

1st			
2nd			
3rd			

PLEASE CHECK ☐ Ship with order a video game cleaner and an extended one year warranty on my game.

To Purchase: Send check or money order or credit card payment to FUMCO, INC., 19120 W. 76th Street, Eden Prairie, MN 55344. Add \$1.00 per item for shipping and handling. Add \$2.00 for credit card payment. Please allow 4-6 weeks for delivery. We reserve the right to refuse any purchase or sale.

Games Come With 90-Day Warranty

OR  
CALL  
TO ORDER  
**612-946-8883**



**MOST GAMES DELIVERED WITHIN 2 BUSINESS DAYS**  
(When ordering with a credit card)

CL 101-10



ORDER FORM

NAME CHECKS PAYABLE TO:

FUMCO, INC.

19120 W. 76th Street

Eden Prairie, MN 55344

Name \_\_\_\_\_  
Address \_\_\_\_\_  
City, State, Zip \_\_\_\_\_  
Telephone ( ) \_\_\_\_\_  
AREA CODE

CREDIT CARD # \_\_\_\_\_  
Signature \_\_\_\_\_

EXP. DATE

QTY	DESCRIPTION	ITEM PRICE	EXTENDED AMOUNT
1			
2			
3			
4			
5			
6			
7			
8			

ALTERNATIVES:

1st			
2nd			
3rd			

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Games Come With 90-Day Warranty

OR  
CALL  
TO ORDER  
**612-946-8883**



**MOST GAMES DELIVERED WITHIN 2 BUSINESS DAYS**  
(When ordering with a credit card)

CL 101-10

# SEGA GENESIS

WE PAY YOU/WE SELL USD

WE PAY YOU/WE SELL USD

Advent Bittak	\$28/50	Everest Rider*	\$34/544	Mobile Madness	\$24/544	Sonic Highway	\$30/550	Tronix	\$14/525
Adv. Syst. Vids*	24/44	El Viento*	28/49	Mono Lumaas	30/34	Space Harrier 2	12/22	Turmoil	24/44
Adler Buster 2	22/39	En Mission*	Full	Murveland	28/49	Space Invaders	30/34	Twins Cobra	24/44
Air Driver	10/19	Euro*	24/44	Musar-Musar	24/44	Speedball 2	32/54	Two Crad. Dudes	24/44
Archbar	18/34	F-22	28/48	Musnick*	24/44	Splatoon	24/44	Ultim. Qn	32/54
Arise Gold	16/29	Flery Tales	12/36	Muse Hunter*	24/44	Splinterbe 2*	24/44	Vale 3	22/39
Asian Storm	22/39	Fontana	24/44	McKib*	24/44	Sport Talk Bld*	24/44	Vale*	24/44
Adena 3*	24/44	Fall Beyond	28/44	Mercs	28/49	Star Control	22/49	Vampire Killer*	24/44
Asia Dragons*	24/44	Fall Labyrinth	14/35	Michi Kion Maki	16/29	Star Odyssey*	26/48	Vapor Trail	28/49
Altared Beat	8/36	Fernet GP*	24/44	Michi Mx Cat	28/49	Starlight	28/49	Vice*	24/44
American Glb*	Full	Fighting Master*	24/44	Might Rest	22/39	Steel Talon*	Full	Wadner	22/39
Arch Rivals	24/44	Frost Zone	14/28	Might & Magic	16/34	Stone Lord	30/39	Warner of Rse	22/39
Arcus Oryxoy	32/54	Fix Shark	22/39	Might Magic 2*	24/44	Stone Lord 2*	24/44	Warner of Rse 2*	24/44
Arrow Flash	20/39	Flaky	24/42	Mike Dika Pbl	8/32	Street Smart	24/44	Wassung*	24/44
Art Aliza	24/44	Flonstones*	Full	Mr. Pucan	30/54	Stress of Rage	34/39	Wheel Fortune*	24/44
Aster Babo Kid	18/19	Forgotten Worlds	14/28	Mu	18/34	Strider	20/35	Whip Rush	10/22
Aster Runner*	24/44	Gadget Tatus*	24/44	Mythic Defender	8/16	Strike Egl 2*	24/44	Wings of War	24/44
Attack Sub	30/64	Gauss*	15/34	Mythic Fght*	24/44	Superman*	24/44	Winter Games*	24/44
Back to Future 3	24/44	Gen. General	15/34	NHL Hockey	4/64	Sage Sheng On	14/29	Wonder Boy*	24/44
Battain	20/24	Galaxy Force 2*	24/44	Olympic Gold*	24/44	Sage Shyde	5/36	World Ch. Ldr*	24/44
Battain Rts Rr*	24/44	George Foreman*	24/44	Ordnights	8/19	Sage Monies	22/39	Xenos 2*	24/44
Battle Squaders	12/22	Ghost Racers	14/26	Oxena	24/44	Sage Monies 2*	24/44	Y's 3*	24/44
Battlestar	22/34	Grands Ghosts	16/29	Pan-Max	24/44	Sage Off Road*	24/44	Zany Golf	10/19
Barbarage*	24/44	Golden Axe 2	36/64	Papichop*	42/69	Sage Thrd Bld	14/26	Zoos	12/24
Beast Warriors	30/59	Golden Axe	24/42	Pat Riley Bld*	16/32	Sage Vlybi	16/29	<b>*NEW RELEASES</b> These may or may not be out by the manufacturer	
Beast Wrester*	24/44	Gold	22/39	PGA Tour Golf	40/69	Swampthug*	30/34		
Bemur Run	14/32	Granade	14/26	Planet Str 2	18/36	Sword Soda	12/24	<b>ACCESSORIES</b> Call On Used 5125/9149	
Black Cyp*	24/44	Grand	24/44	Planet Str 3	29/48	Sword Venn. Bn	20/36		
Black Dn	24/44	Grande Angl*	24/44	Phelon	6/16	Syd of Vale*	24/44	AC Adapter	6/6
Blomax Bros	28/49	Hard Ball	18/36	Pig Star*	Full	Target Earth	8/16	Carry Case	6/34
Brack*	24/44	Hard Dimes	20/26	Pirghaw	36/64	Teigher*	48/44	Cleaner	14/25
Brack Rogers	24/44	Heavy News	24/44	Populas	14/26	Tank Force	24/44	Coop Pro Cool	14/25
Badkabs	4/14	Hell Paw	12/22	Powebul	22/39	Techno Cop	18/34	Controller	14/25
Balls n' Lazers*	24/44	Herzog Zone	16/29	Prodator 2*	Full	Terminator	24/44	Miss Japped	8/36
Banning Force	14/26	Ht the Jet*	24/44	Prokator	32/54	Terminator 2*	24/44	Miss Japped	8/34
Beast Dog Day	20/26	Hollow World*	24/44	Quad Challenge	26/48	Test Drive 2*	24/44	Phant Str 3 Bk	4/14
Cadash*	24/44	Imortal	26/49	Raiden Trail	26/48	Thunder Fox	24/44	Power Jyik	28/49
Cal 50	24/44	Inkano Jones*	24/44	Raiden Tyren*	24/44	Thunder Free 2	10/19	Power Rse Conv	18/34
California Gns	26/46	Instructor X	12/22	Rainbo 3	16/26	Thunder Free 3	14/29	RF	6/6
Carmen Reddgo	24/44	Isido	10/22	Rampart	24/44	Thunder Free 3	14/29		
Carnston	20/26	James Pond 2	24/44	Rates Sags 2	18/34	Tok - Age Spd*	24/44		
Cham RQ*	24/44	James Pond	16/32	RBI Bld 4*	34/39	Ton Loda Bld	30/36		
Chamvans*	24/44	Joparty*	Full	RBI Bld 4*	24/44	Tramper Terror	16/29		
Chamr Chastak*	24/44	Juice the Body*	32/39	Revenge Shmbs	16/29	Troyer*	24/44		
Chack Back*	24/44	Jewel Master	22/39	Rings of Power	24/44	Truch Shoon	28/49		
Columas	18/34	Joe Matus Pbl	16/36	Road Blasters	36/39				
Corporation*	24/44	Joe Monies 2	24/42	Road Rush	36/64				
Crack Dews	22/42	John Madden Pbl	16/29	Road Run*	Full				
Cross Fire	28/48	John Madden 92	36/39	Rook*	28/49				
Cyberball	12/24	Jordan vs Bird*	24/44	Rolling Thrd 2	24/44				
CyberDog Jance*	24/44	Junction	16/29	Sagax	16/32				
Dark Castle	22/39	Ka Ge Ki	36/64	Sant Swool	20/36				
Das of Robustan*	24/44	Kabala*	24/44	Shadow Boun	24/44				
Death Deal*	30/34	Karac Blasters*	24/44	Shadow Blaster	8/16				
Desp Attack	30/34	Karpet 2*	24/44	Shadow Dancer	18/34				
Desp Striker*	24/44	Kid Chameleon	24/44	Shining Disko	36/49				
Devil Shock*	24/44	King Solomon*	24/44	Shove It	14/26				
Devilsh*	24/44	Kings Sonny	20/34	Side Pocket*	24/44				
Dick Tracy	22/39	KLAX	24/42	Singapore*	Full				
Diamond	24/44	Krany's Fushar*	24/44	Slaughter Sport	34/64				
Di Bey	12/24	Lakers Celtic*	28/48	Seash TV*	Full				
Double Dragon*	24/44	Late Battle	12/22	Socet	14/26				
Dyn Duke	18/34	Loonangs	24/44	Sol Dence*	24/44				
E-Swat	12/24	Lord of Rings*	20/44	Solo Flight*	Full				

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90-Day Warranty!

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Nintendo GAMES  
FOR CASH OR NEW TITLES**

**Send Us  
Your Used  
Games and  
RECEIVE Up to**

**\$44.00**  
to Per  
Game

[illegible]



**RECEIVE \$115.00**  
**UP TO**  
 (When selling us your games)

# GAME BOY™

We Buy You Sell Used

We Buy You Sell Used

We Buy You Sell Used

Adrenaline Fantasy	12/22	Chen Master	\$20/\$30	Gold	\$12/\$22
Adh Island*	12/22	Chopfinger 2	12/22	Gradual	12/22
Adh Star Wars*	12/22	Cosmo Tank	8/16	Gravitas 2	12/22
Aerostar	12/22	Cosmosphere	12/22	H.M. Wrestling	12/22
Alkemy	8/16	Crystal Quest	12/22	Himmemo Harry*	12/22
Altered Space	12/22	Cyber Grand Prix*	12/22	Himmemo	12/22
Amazing Tales*	20/36	Cyber Drizzle*	14/26	Himn	16/29
Amazing Penguins	16/29	Daidalos Oper	6/16	Himnko Alas	4/12
Amnesia's Lair*	18/34	Daidalos*	14/26	High Sides*	12/22
Amnesia*	12/22	Days of Thunder	22/39	Himn Alas	14/26
Amnesia Punk*	12/22	Dead Hk Scram!	12/22	Hook*	12/22
Amk Kid Trns*	12/22	Demonio	8/16	Hudson Hawk*	12/22
Bellone Kid	12/24	Dick Tracy*	12/22	Himn Red Dot	16/29
Barbar*	12/22	Donkey Kong	12/22	Hoy Wt Chn Bn	12/22
Bashall	6/14	Doodle Dragon	10/19	Hoy Lode Run	6/14
Bears Landed	14/26	Doodle Dragon 2	12/22	In Your Face	12/24
Batman	14/26	Doodle Drizzle*	12/22	Isabro	10/19
Batman Returns*	12/22	Dr Mario	12/22	Jack N'ks*	12/22
Battle Ball	14/26	Dragon Lar	14/26	Jedgody	22/39
Battle Zone	12/24	Decorates	18/34	Joc & Mac*	12/22
Battle Zone 2*	12/22	Dewberry*	14/26	Jordan vs Bird*	12/22
Battlezone	14/26	Eleo Action*	12/22	Kid Kinas	12/22
Battlezone	24/32	Extra Base	16/29	KLAK	12/22
Bd & Trick Ash	14/26	F-1 Hero*	12/22	Knigh Quest*	12/22
Black Box*	12/22	F-1 Racer	18/34	King Pin Master	14/26
Blade Of Steel	16/29	Football 2000*	12/22	Kwik	10/19
Blaster Master Boy*	14/26	Footsie	12/22	Legend*	12/22
Bo Jackson	14/26	Futur GP*	12/22	Let Vemad*	12/22
Bong*	12/22	Highway Star*	12/22	Luc & Chase	12/22
Bonney's Ash	6/14	Print Fun July	14/26	Luca	10/19
Booster Dash*	12/22	Print Fun Lag	14/26	Marble Madness	14/26
Bowle	10/19	Print Fun Lag 2	14/26	Mari's Mission	14/26
Bowle 2*	12/22	Print Fun Lag 3	12/22	Mega Man	22/39
Bowle 2*	12/22	Print Fun Lag 4	10/19	Mega Man 2*	14/26
Bowle 2*	24/32	Print Fun Lag 5	12/22	Mega Man 3*	12/22
Bowle 2*	16/29	Print Fun Lag 6	6/14	Mega Man 4*	10/19
Bowle 2*	10/19	Print Fun Lag 7	18/34	Mega Man 5*	12/22
Bowle 2*	12/22	Print Fun Lag 8	12/22	Mega Man 6*	14/26
Bowle 2*	14/26	Print Fun Lag 9	12/22	Mega Man 7*	12/22
Bowle 2*	16/29	Print Fun Lag 10	12/22	Mega Man 8*	14/26
Bowle 2*	18/34	Print Fun Lag 11	12/22	Mega Man 9*	12/22
Bowle 2*	14/26	Print Fun Lag 12	12/22	Mega Man 10*	14/26
Bowle 2*	16/29	Print Fun Lag 13	12/22	Mega Man 11*	12/22
Bowle 2*	18/34	Print Fun Lag 14	12/22	Mega Man 12*	14/26
Bowle 2*	14/26	Print Fun Lag 15	12/22	Mega Man 13*	12/22
Bowle 2*	16/29	Print Fun Lag 16	12/22	Mega Man 14*	14/26
Bowle 2*	18/34	Print Fun Lag 17	12/22	Mega Man 15*	12/22
Bowle 2*	14/26	Print Fun Lag 18	12/22	Mega Man 16*	14/26
Bowle 2*	16/29	Print Fun Lag 19	12/22	Mega Man 17*	12/22
Bowle 2*	18/34	Print Fun Lag 20	12/22	Mega Man 18*	14/26
Bowle 2*	14/26	Print Fun Lag 21	12/22	Mega Man 19*	12/22
Bowle 2*	16/29	Print Fun Lag 22	12/22	Mega Man 20*	14/26
Bowle 2*	18/34	Print Fun Lag 23	12/22	Mega Man 21*	12/22
Bowle 2*	14/26	Print Fun Lag 24	12/22	Mega Man 22*	14/26
Bowle 2*	16/29	Print Fun Lag 25	12/22	Mega Man 23*	12/22
Bowle 2*	18/34	Print Fun Lag 26	12/22	Mega Man 24*	14/26
Bowle 2*	14/26	Print Fun Lag 27	12/22	Mega Man 25*	12/22
Bowle 2*	16/29	Print Fun Lag 28	12/22	Mega Man 26*	14/26
Bowle 2*	18/34	Print Fun Lag 29	12/22	Mega Man 27*	12/22
Bowle 2*	14/26	Print Fun Lag 30	12/22	Mega Man 28*	14/26
Bowle 2*	16/29	Print Fun Lag 31	12/22	Mega Man 29*	12/22
Bowle 2*	18/34	Print Fun Lag 32	12/22	Mega Man 30*	14/26
Bowle 2*	14/26	Print Fun Lag 33	12/22	Mega Man 31*	12/22
Bowle 2*	16/29	Print Fun Lag 34	12/22	Mega Man 32*	14/26
Bowle 2*	18/34	Print Fun Lag 35	12/22	Mega Man 33*	12/22
Bowle 2*	14/26	Print Fun Lag 36	12/22	Mega Man 34*	14/26
Bowle 2*	16/29	Print Fun Lag 37	12/22	Mega Man 35*	12/22
Bowle 2*	18/34	Print Fun Lag 38	12/22	Mega Man 36*	14/26
Bowle 2*	14/26	Print Fun Lag 39	12/22	Mega Man 37*	12/22
Bowle 2*	16/29	Print Fun Lag 40	12/22	Mega Man 38*	14/26
Bowle 2*	18/34	Print Fun Lag 41	12/22	Mega Man 39*	12/22
Bowle 2*	14/26	Print Fun Lag 42	12/22	Mega Man 40*	14/26
Bowle 2*	16/29	Print Fun Lag 43	12/22	Mega Man 41*	12/22
Bowle 2*	18/34	Print Fun Lag 44	12/22	Mega Man 42*	14/26
Bowle 2*	14/26	Print Fun Lag 45	12/22	Mega Man 43*	12/22
Bowle 2*	16/29	Print Fun Lag 46	12/22	Mega Man 44*	14/26
Bowle 2*	18/34	Print Fun Lag 47	12/22	Mega Man 45*	12/22
Bowle 2*	14/26	Print Fun Lag 48	12/22	Mega Man 46*	14/26
Bowle 2*	16/29	Print Fun Lag 49	12/22	Mega Man 47*	12/22
Bowle 2*	18/34	Print Fun Lag 50	12/22	Mega Man 48*	14/26
Bowle 2*	14/26	Print Fun Lag 51	12/22	Mega Man 49*	12/22
Bowle 2*	16/29	Print Fun Lag 52	12/22	Mega Man 50*	14/26
Bowle 2*	18/34	Print Fun Lag 53	12/22	Mega Man 51*	12/22
Bowle 2*	14/26	Print Fun Lag 54	12/22	Mega Man 52*	14/26
Bowle 2*	16/29	Print Fun Lag 55	12/22	Mega Man 53*	12/22
Bowle 2*	18/34	Print Fun Lag 56	12/22	Mega Man 54*	14/26
Bowle 2*	14/26	Print Fun Lag 57	12/22	Mega Man 55*	12/22
Bowle 2*	16/29	Print Fun Lag 58	12/22	Mega Man 56*	14/26
Bowle 2*	18/34	Print Fun Lag 59	12/22	Mega Man 57*	12/22
Bowle 2*	14/26	Print Fun Lag 60	12/22	Mega Man 58*	14/26
Bowle 2*	16/29	Print Fun Lag 61	12/22	Mega Man 59*	12/22
Bowle 2*	18/34	Print Fun Lag 62	12/22	Mega Man 60*	14/26
Bowle 2*	14/26	Print Fun Lag 63	12/22	Mega Man 61*	12/22
Bowle 2*	16/29	Print Fun Lag 64	12/22	Mega Man 62*	14/26
Bowle 2*	18/34	Print Fun Lag 65	12/22	Mega Man 63*	12/22
Bowle 2*	14/26	Print Fun Lag 66	12/22	Mega Man 64*	14/26
Bowle 2*	16/29	Print Fun Lag 67	12/22	Mega Man 65*	12/22
Bowle 2*	18/34	Print Fun Lag 68	12/22	Mega Man 66*	14/26
Bowle 2*	14/26	Print Fun Lag 69	12/22	Mega Man 67*	12/22
Bowle 2*	16/29	Print Fun Lag 70	12/22	Mega Man 68*	14/26
Bowle 2*	18/34	Print Fun Lag 71	12/22	Mega Man 69*	12/22
Bowle 2*	14/26	Print Fun Lag 72	12/22	Mega Man 70*	14/26
Bowle 2*	16/29	Print Fun Lag 73	12/22	Mega Man 71*	12/22
Bowle 2*	18/34	Print Fun Lag 74	12/22	Mega Man 72*	14/26
Bowle 2*	14/26	Print Fun Lag 75	12/22	Mega Man 73*	12/22
Bowle 2*	16/29	Print Fun Lag 76	12/22	Mega Man 74*	14/26
Bowle 2*	18/34	Print Fun Lag 77	12/22	Mega Man 75*	12/22
Bowle 2*	14/26	Print Fun Lag 78	12/22	Mega Man 76*	14/26
Bowle 2*	16/29	Print Fun Lag 79	12/22	Mega Man 77*	12/22
Bowle 2*	18/34	Print Fun Lag 80	12/22	Mega Man 78*	14/26
Bowle 2*	14/26	Print Fun Lag 81	12/22	Mega Man 79*	12/22
Bowle 2*	16/29	Print Fun Lag 82	12/22	Mega Man 80*	14/26
Bowle 2*	18/34	Print Fun Lag 83	12/22	Mega Man 81*	12/22
Bowle 2*	14/26	Print Fun Lag 84	12/22	Mega Man 82*	14/26
Bowle 2*	16/29	Print Fun Lag 85	12/22	Mega Man 83*	12/22
Bowle 2*	18/34	Print Fun Lag 86	12/22	Mega Man 84*	14/26
Bowle 2*	14/26	Print Fun Lag 87	12/22	Mega Man 85*	12/22
Bowle 2*	16/29	Print Fun Lag 88	12/22	Mega Man 86*	14/26
Bowle 2*	18/34	Print Fun Lag 89	12/22	Mega Man 87*	12/22
Bowle 2*	14/26	Print Fun Lag 90	12/22	Mega Man 88*	14/26
Bowle 2*	16/29	Print Fun Lag 91	12/22	Mega Man 89*	12/22
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Bowle 2*	14/26	Print Fun Lag 93	12/22	Mega Man 91*	12/22
Bowle 2*	16/29	Print Fun Lag 94	12/22	Mega Man 92*	14/26
Bowle 2*	18/34	Print Fun Lag 95	12/22	Mega Man 93*	12/22
Bowle 2*	14/26	Print Fun Lag 96	12/22	Mega Man 94*	14/26
Bowle 2*	16/29	Print Fun Lag 97	12/22	Mega Man 95*	12/22
Bowle 2*	18/34	Print Fun Lag 98	12/22	Mega Man 96*	14/26
Bowle 2*	14/26	Print Fun Lag 99	12/22	Mega Man 97*	12/22
Bowle 2*	16/29	Print Fun Lag 100	12/22	Mega Man 98*	14/26
Bowle 2*	18/34	Print Fun Lag 101	12/22	Mega Man 99*	12/22
Bowle 2*	14/26	Print Fun Lag 102	12/22	Mega Man 100*	14/26

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Game Title	Box	Manual	Price Quoted	Game Title	Box	Manual	Price Quoted
1.				26.			
2.				27.			
3.				28.			
4.				29.			
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# Kid Chameleon: The Genesis Game With Many Faces

*It's not the first time the things in Sci-Fi novels have become reality. We now have computers, CD players and cellular phones. Gamers have long wondered how to break that fourth dimension and get into the game for more realistic action. Or is it the game getting into the mind of the player? The technological advances of Virtual Reality make the possibilities seem endless, and it may take years before we really know all it can do, it is the unknown that raises a few questions ...and fears.*

It was a game called Wild Side that came to their quiet little town. The kids all lined up for the opportunity to actually climb inside this newest hologram-generated video

craze. Once inside, the doors locked behind them. No one ever knew what went on inside; no one ever came back out. Heady Metal, the boss of the game, had escaped it's boundaries. He was capturing kids by defeating them at their own game. That is until he met up with the coolest kid in town.

Kid Chameleon gets his name from the incredible number of transformations he's able to make. With each character comes a set of special moves and powers. The Kid will need them all to get him through this multi-level, one or two player game. Find various helmets hidden through each level stage to unleash one of the secret attributes. You collect dia-



monds sprinkled along the route to gain the special diamond powers needed to get out of sticky situations. Hidden clocks extend the time limit of each area.

Before you go racing headlong into this game, you should know what effect each of the helmets has on our hero. The knight's helmet turns the Kid into Iron Knight, capable of breaking blocks and crawling up obstacles. He can also take more hits than any other identity. Red Stealth is represented by the Samurai helmet, and he can wield his sword against enemies attacking from the back, front or above. He breaks blocks with a downward stoke and has the Samurai Haze to slow down foe. The Kid turns into a real animal with Berzerker's horned helmet; a raging rhino who charges through walls, ramming baddies as he goes.

Manix is released by the Jason-like hockey mask. He slices through attacks by throwing axes. Finding a skull leads to Juggernaut, who shoots them from his heavily armored tank. But this is not a good choice when you find yourself in a tight spot. That would be Micromax, the human fly's territory. He can stick to walls, squeeze into tiny areas, and is armed with mini-snakes.

Gain super sight as EyeClops, who can see invisible blocks and do in enemies with his Fatal Beam, flambe'-style. Armed with his trusty hoverboard, the Kid becomes Skyutter, who can jet over any rough spot. He can even flip upside down and skate on the ceiling! The winged helmet represents Cyclone, a whirling tornado of disaster. His diamond powers of Slashing Rain or Tracking Rain will send attackers looking for their umbrellas.

To find Heady Metal, travel through four levels, each made up

## Kid Chameleon Review

Reviewed by Ed, The Video Wizard

Concept:	9	There was a new machine in the arcade, "Wild Side", a machine that allowed players to walk into the game when playing. It used holograms to create a reality other than our own. Everyone played it. But it was a little too real, the Boss escaped and started capturing kids by defeating them at the game. This is the story of one kid that was tough to beat; someone known as Kid Chameleon.
Graphics & Animation:	9	The backgrounds are extremely bright and colorful. Not only do the Kid and his enemies move smoothly, but some of the scenery seems to move as you progress through stages.
Sound:	9	The sound fits well and there is a nice use of digitized voicing, especially when the Kid dons the Samurai costume.
Playability:	9	Make sure as you start and progress from level to level you remember your move, because this is one game that gets harder as you journey to higher levels. Collect as much as you can in the early stages, because you will need all the help you can get.
Entertainment Value:	9	I think that you will agree with me that once you start playing this game it will be hard to put down. Each level is fun and different. The variety of changes the Kid goes through makes for interesting and enjoyable game play for gamers of all ages.
Overall Rating:	9	

several regions with names like the Whispering Woods, Stairway to Oblivion, and the Bloody Swamp. The sheer number of settings will blow you away. You'll meet up with every kind of spitting, leaping, bumping and buzzing monster you can think of before you ever get to challenge the boss himself.

So if you think you're a hot shot gamer, grab *Kid Chameleon* and match wits with Heady Metal and Wild Side, if you dare.



As the Steward, spear your way through headbutter territory.

## Kid Chameleon Review

Reviewed by Rick, The Video Ranger

- Concept:** 9.5 Genesis had the brilliant idea of taking a player into the arcade, placing them inside an ultimate, virtual reality world, and then turning the plot into a real battle of life and death.
- Graphics & Animation:** 8 The transformations that the player (aka: Kid) undergoes are great. The surrounding scenery is beautiful. I particularly liked the mirror appearance of the lake.
- Sound:** 7 *Kid Chameleon* hosts solid, realistic sound effects and music that won't bore you to tears.
- Playability:** 9 The transition of steadily increasing difficulty as you progress through the levels of the game is perfect.
- Entertainment Value:** 9.5 *Kid Chameleon* is a sensational game. The concept makes the player feel more involved than most other games. The numerous power-ups give the game a nice variety of styles that will appeal to gamers of almost any taste. This is a must have!

**Overall Rating:** 9.5

## Kid Chameleon Review

Reviewed by Ross, The Game Rebel

- Concept:** 9 "Is it live, or is it hologram?" The birth of the hologram or holodeck machine is not new, as all good Trekkies know, but it works well integrated in this video cart.
- Graphics & Animation:** 10 Sega-WOW! What an eye popper! With realistic character movement, big colorful spaces and dual speed scrolling on the backgrounds of *K.C.*, realism takes on a whole new meaning.
- Sound:** 8 The soundtrack is another positive aspect to this cart. All other carts waiting in the wings try to reach *K.C.*'s level of sound. Bummer for you, it won't be that easy 'cuz the Kid's a hard act to follow.
- Playability:** 9 Be ready for nonstop challenge and excitement. There are many levels to test your hand-eye coordination. *K.C.* is not for the weak of mind or faint of heart. Be sure to try out all the different *K.C.* characters.
- Entertainment Value:** 9 I can't wait to see a *Kid Chameleon* II or *K.C.* on the CD ROM. Bring 'em on, Sega. Let's not "hide" any other carts like this one.
- Overall Rating:** 9



Use the battle tank to cruise out of trouble.



Nothing stands in your way when you have the arc.

## Rolling Thunder 2: The Second Mission For This Arcade Smash



You are cooling out in your den, drifting off to the sounds of Bach playing gently in the background. Suddenly a communicate comes over your computer. It's from the headquarters of the World Criminal Police Organization, for which you are an intelligence agent. The communications satellites have been destroyed and the disruption of global information flow is seriously damaging the world economy. Geldra, a terrorist organization, is claiming responsibility, but they have not yet stated their motives. It is suspected that Gimdo is the arms merchant supplying Geldra. It is your mission to stop the flow of arms and finally put a stop to Geldra.

If you are familiar with *Rolling Thunder* for the arcades, or the 8-bit Nintendo version, you'll be happy to hear there is now a sequel out for the **Sega Genesis** system. And the long awaited second mission is well worth the wait. You are able to match wits with Geldra as the agent, Albatross, his partner Leila, or as both in the two player mode. It may take all the strength and brains you and your partner can muster to survive the eleven levels of this sequel.

The first thing you'll notice about *Rolling Thunder 2* is its realism, thanks to eight megabits of memory. In addition to the life-like graphics, each player begins with only two hit points. They lose one point whenever they are hit and both when they are shot. In the two player mode a downed player does not immediately re-appear on the screen. Their partner must first reach a continue point and return to aid the fallen agent.

The stunning moves also help to place you right into the game. Your agents can lurk in shadowy doorways and crouch behind objects to launch

### Thunder 2 Review

Reviewed by Andy, The Game Dandy

<b>Concept:</b>	9	This is best described as a spy game that allows you and a friend to work as a team in a mission to destroy an evil boss. It's a cool game.
<b>Graphics &amp; Animation:</b>	9	The intermissions are incredible, the scenes are brilliant. This game has some of the best graphics on the Genesis system.
<b>Sound:</b>	9	The music in this adventure is kind of catchy, you may find yourself humming along.
<b>Playability:</b>	9	The game play is very realistic. You can hide inside tires or duck behind statues and other obstacles. I didn't much care for this title in its 8-bit Nintendo version, but I love it for the Genesis machine.
<b>Entertainment Value:</b>	9	<i>Rolling Thunder 2</i> features passwords, powerful game play and lots of action, which makes it one of the best carts out there for the Genesis.
<b>Overall Rating:</b>	9	

a surprise attack. But be forewarned, your enemies know this trick too. Agents can leap over balconies and enter doors throughout each stage, and often they will uncover hidden stashes of ammo or weapons in these places. Take advantage of recovered weapons like the flame gun that will burn right through attackers, and the shot cluster that gives you six pulse lasers on one rifle stock. If you recover any special devices that Gimdo has stashed away, it may be worth extra time or an extra life.

Your contact JC-KAL has notified you that Gimdo has developed a few new tactics since your last encounter. He now guards his arsenal with the help of hungry black panthers. Watch out for the contact explosives that will be bowled your way. He also

has developed creatures called Roach Rollers, that burrow below the Earth and attack when they sense an agent. Add to that the gray enemies that shoot from a crouching position. Sounds like you have your work cut out for you. Lucky for you this game has a password feature and unlimited continues.

The fate of the world's economy and well-being rests in your hands. Gimdo must be stopped once and for all. Geldra must not seize control. The WCPO is counting on you. Are you up to the challenge? Take on *Rolling Thunder 2* and find out.



## Thunder 2 Review

Reviewed by Rick, The Video Ranger

- Concept:** 7 Rolling Thunder 2 has a well conceived spy theme, with your choice of characters, male, female or both.
- Graphics & Animation:** 6.5 This cart has well defined characters and back grounds, but it could have used a little more depth.
- Sound:** 5.5 The sound, for the most part, is decent. The music is upbeat. It could have used more sound effects to go with the action.
- Playability:** 6.5 Rolling Thunder 2 is more realistic than most games. Your character can't take many shots before dying. It's very challenging, so thank goodness for passwords. The weakness is the gameplay is a bit one dimensional and the characters are a little stiff.
- Entertainment Value:** 6.5 Two-player simultaneous games are always a welcome addition to the Genesis library. Add scrolling and improved character mobility and Namco would have a major hit. As it is, it's a pretty good game.
- Overall Rating:** 6.5



Leap to protect your fellow agent



Kickback ammo from hidden stashes.

## Thunder 2 Review

Reviewed by Ross, The Rebel Gamer

- Concept:** 7 This game may not possess a lot of originality, but if you liked it on Nintendo, you'll love it on Genesis.
- Graphics & Animation:** 7 This game gets a plus for the character movement and the way they blend with the back-grounds. For example, they can hide in the shadows. What a rush!
- Sound:** 5 "Bang Bang Rat-a-tat." Oh yeah, and the occasional blood-curdling scream. Sorry, guys!
- Playability:** 8 Rolling Thunder 2 not only has fast action, but I found myself using strategies. (Can you believe it?) Strategies... for killing man and beast alike. However, one good hit and you're dead, so try not to bite the bullet.
- Entertainment Value:** 8 This cart is a must for anyone looking for a game that takes more than an hour to beat, as well as any amateur gamer that wants a taste of 'hard core' action. Oh yeah, watch out for the level bosses...Woosh!!!
- Overall Rating:** 7



Crouch to avoid enemy fire.





## Spring Issue Guest Review: Pilot Wings for the SNES

This month we'd like to introduce a new feature, our Guest Review, where we ask our readers, celebrities, and people from different walks of life to rate their favorite games.

This month we focused in on *Pilot Wings*, the Super Nintendo game that lets you try your hand at landing a plane, maneuvering a jet pack and parachuting to Earth. Who better to rate a flight simulator than a pilot? We asked Mark Gallagher, Funco's corporate pilot, to take it out for a test flight. Mark has more than ten years of experience flying everything from a Piper Cub to a DC-6 to the West Wind jet pictured here, but is he up to the challenge of *Pilot Wings*?



Mark Gallagher, Corporate Pilot for Funco

### Pilot Wings Review

by Funco Pilot Mark Gallagher

<b>Concept:</b>	6	This is an increasingly difficult four-level game that requires flying skills acquired in previous levels in order to move on to the next.
<b>Graphics &amp; Animation:</b>	8	I have flown more than one hundred hours in Full Motion FAA Simulators. I was amazed at the realism I encountered while playing this game. Incredibly, one's ability to "scan" the screen for information is no different than scanning the instruments while flying a real aircraft.
<b>Sound:</b>	6	The creators of this game really hit close to home with the sound. The music is very similar to the standard fare used in most air show demonstrations films. The sound effects are excellent.
<b>Playability:</b>	7	This game is geared toward the older user, as it's based on an actual learning progression.
<b>Entertainment Value:</b>	7	<i>Pilot Wings</i> is a very relaxing and enjoyable progression through different levels featuring various types of flight. This title's a must for any aviation enthusiast.
<b>Overall:</b>	7	

*Quattro continued from page 4...*

home, but be mindful of the traps. Last, but not least, you'll meet Boomerang Kid. Lost on a camping trip and separated from his parents, he was adopted by Aborigines who taught him how to survive the outback. To repay them, he sets out to recover all the boomerangs lost when the store was raided. This is no easy task, as you must travel through three different worlds made up of ten rooms each. You must find every boomerang in order to continue your journey, fighting off deadly creatures and scenery that comes to life.

**Quattro Sports and Quattro Adventures** are part of Camerica's Gold Series, which also includes the new 'Superschip' carts, *Bignose the Caveman* and *The Ultimate Stuntman* (see review this issue). Any one of these games works well on its own, but put together in one cart they're even better. **Quattro** carts are great picks for the new player just starting out. And they are a perfect way to expand any collection without a big investment. Whether you're battling it out on the mound or robbing from the rich and giving to the poor, you're sure to get your money's worth. We can hardly wait to see what Camerica comes up with next!

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## OutRun: It's a Dream Drive Along the Beach

It's another perfect California day. The sun is shining, the breeze is gentle, the waves are quietly rolling to shore. You have a full tank of gas, the top down and an incredible blonde at your side. What a day to go for a drive!

Sounds like a scene from Hollywood, right? But this is much better because you're in control. This is *OutRun*, new from **Sega** for the **Genesis** system. After much success as a coin-op and on several computer formats, this popular racing cart pulls into your driveway.

Your goal is to speed through a series of highways, making it to the next checkpoint before the clock runs out in a race to the finish. Piece of cake, right? Not so fast. You'll be faced with turns so sharp they'll make your head spin. Along the way you'll encounter numerous obstacles on the roadside; everything from bushes to billboards to houses. Plus you'll have to dodge other motorists. Do so unsuccessfully and you'll be end over end or find yourself in a spin-out, losing valuable time.

The course is comprised of a series of highways that take you along the coast, through the mountains and deserts, and into the city. The graphics are so clean, you'll be able to feel the salt air on your face. Choose between the right and left fork and you'll see a whole different scene, each with their own trials. This cart may be only for a single player, but there is enough variety to keep it fresh. There are so many routes to the finish that it will take quite some time to master them all.

If you are wet behind the ears when it comes to climbing behind the wheel, not to worry. *OutRun* lets you set the level of difficulty. *OutRun* gives you total power over the controls. Steer by way of the directional button, but you can arrange your shift, brake and acceleration to your

liking. They even let you select a speedometer that reads in either miles or kilometers per hour.

And what good would clipping along in a Ferrari be without tunes? There is a nice medley of five background songs to pick from. These are joined by the sound effects of your speeding machine. You'll even find the voices of the race announcers. If you would rather substitute your own noise, just turn the backgrounds and sound off.



So there's no need to keep fantasizing about that smokin', red convertible and a gorgeous blonde. Get *OutRun* and you'll have it all!



### OutRun Review

Reviewed by Rick, The Video Ranger

- |                                  |   |  |
|----------------------------------|---|--|
| <b>Concept:</b>                  | 8 | How could anyone not enjoy cruising along some of the country's most beautiful highways in a hot, new, red Ferrari Testarossa convertible; all the while your significant other sits by your side, listening to your favorite tunes on your 100 watts per channel stereo system? |
| <b>Graphics &amp; Animation:</b> | 8 | Your wheels look sharp as it motors past some great scenery. There is a lot attention paid to detail and enough variation.   |
| <b>Sound:</b>                    | 7 | The option of picking your own sound/music selections is a pleasant change. The music is generally relaxing, but I would have liked a little rock 'n roll for more intensity.  |
| <b>Playability:</b>              | 7 | The car handles well, but this reviewer would like to test drive the real thing just for a comparison! It's a straightforward race game with the noticeable absence of the two-player option.  |
| <b>Entertainment Value:</b>      | 7 | Despite some very strong features, in the case of <i>OutRun</i> , the whole package is less than the parts. It lacks the intensity of game play that you find in <i>Super Monaco GP</i> , but on the whole it's a relaxing diversion.  |
| <b>Overall Rating:</b>           | 7 |  |

## OutRun Review

Reviewed by Ed, The Video Wizard

- Concept:** 8 What better idea than to take a popular arcade hit and bring it into your home on the Genesis system?
- Graphics & Animation:** 9 If you thought the graphics were great on the arcade version, you will be happy to see the same quality in the home version. Everything is there from the sharp curves to the reality of the crashes. You almost expect to feel your chair shake.
- Sound:** 9 Once again the dedication to the original makes this cart worth owning. You get the same choices in music that you'll find with the coin-op. Thrill to hear yourself slide through a curve or smash into a tree.
- Playability:** 9 The only thing that would have made this a perfect 10 would be a two player simultaneous action, allowing you to play against a friend.
- Entertainment Value:** 9 You say your dad won't let you have the keys to the car tonight? Put *OutRun* in and take off for the coast. It's a great game for young and old alike. *OutRun* ranks as one of the Wizard's top ten favorite games.
- Overall Rating:** 9



## OutRun Review

Reviewed by Andy, The Game Dandy

- Concept:** 8 Driving isn't a new idea, but Genesis needs to beef up their selection of race games. And if you have to go driving, why not in a Ferrari?
- Graphics & Animation:** 9 The graphics on Sega's *OutRun* look just the arcade version. They even scratch their heads when they crash, just like the coin-op. The only thing that's missing in this home system transfer is the steering wheel.
- Sound:** 8 Here you'll find a super selection of tunes that sound like they're straight from the arcade. And there is a select option that allows you to pick different music every time you play, so you'll keep groovin'.
- Playability:** 8 This cart would be a lot easier with a steering wheel but, unfortunately, you don't have that option. Luckily, they made *OutRun* very responsive to the controller, unlike *Hard Drive*.
- Entertainment Value:** 8 If you loved it in the arcade, or you are simply a driving buff, you'll have to add this one to your collection.
- Overall Rating:** 8.25



## The Game Handler: Get A Grip!

Avid video game enthusiasts are always looking for that one perfect controller, the one that gives them unbeatable maneuverability, features functions that will give them more fire power, and really make them feel like part of the game. We may have found just the thing you've been looking for.

**IMN Control**, a firm specializing in product development, has recently introduced the new **Game Handler**, a one-handed controller that actually operates in three dimensional space. Move your characters just by aiming the Game Handler in the direction you wish to travel. You'll find none of the joystick limitations to slow you down. This really gets you into the game, giving you the freedom of subtle or quick movement and opening up the door to new, more challenging game play.

The **Game Handler** has been designed with a comfortable hand grip and easy accessibility to all the controls. You can change the position of your A and B functions, depending on the format that works best with each game. Change the speed of play with a flick of your thumb. You'll find normal, slow motion and rapid fire modes to choose from. Imagine slowing down the action to get through a tight spot and then letting loose with an onslaught of fire power! There is also a select button located near the base of the controller, which allows you to switch weapons during game play on many cars without even skipping a beat. With all those controls right at your fingertips, you'll be able to push up to three buttons and change directions all at the same time.

The people at IMN have more up their sleeve. They have "hidden" secret tricks or maneuvers inside the controller for a wide variety of games and it's up to you to unleash them. For example, ever find yourself in the sticky situation of being surrounded while playing *Teenage Mutant Ninja Turtles II*? Now you'll be able to warp right off the screen and reap-

pear in another area, hopefully out of reach. Cowabunga! If you have long since beaten *Super Mario*, but loved the game, try it with Mario running backwards. You'll find these tricks and many others on the free video tape that comes with the controller. And if you send in the sign-up form enclosed with the controller, the people at IMN will put you on the list for their free newsletter that will keep you updated of new tricks and secrets as they are discovered. The **Expander Series** of future add-ons like a microphone and ear phones will keep this controller from getting old too quickly. There's even a **Super 16-bit Adapter** that lets you use your **Nintendo Game Handler** on your **SNES**.

Currently there are five versions of the **Game Handler**; one for each different type of home entertainment system. The **Original Game Handler** works on the **Nintendo 8-bit system**. The **Game Handler GS** is made for the **Sega Genesis** system and the **Game Handler FX** is for the **TurboGrafx-16**. If you own a **Super**

**Nintendo**, try the **Game Handler NSX** or the **16-bit adapter** for the original **Game Handler**. Finally, for the **IBM PC** and **Apple II** series, there is the **Game Handler A12**. No matter which system you have, there's a **Game Handler** for you!



## Here's what some game enthusiasts are saying about the Game Handler...

### Andy: The Game Dandy

"The Game Handler by IMN Control takes a different approach to the traditional controller. This joystick has no base and can be maneuvered with just one hand. It uses the direction that you point it as its mode of operation, adding a new dimension to my game.

While I found it a little difficult to get used to at first, it does get easier with time. I love the option of setting the trigger as either the A or B button. This versatility comes in handy with different types

of games. The Game Handler also sports a rapid fire button, which any true video game player knows is a necessity with certain high fire-power cars.

I don't normally consider myself to be a real fan of joysticks. However, with a little

time and practice, the Game Handler can prove to be a valuable asset to any gamer's collection. On a scale of one to ten, I give it a seven."



### Tony: Age 11, student, avid game player

"The Game Handler is neat, but it's a little hard for people with small hands to reach some of the buttons. I wish the Game Handler wasn't a joystick because, with the full range motion, sometimes your guy doesn't move right away. At first it is tough to move your guys, but once you get used to it, it is easier and more fun. I also liked the regular, rapid and slow motion features."



### Ed: The Video Wizard

"Just as there are different types of games for different types of people, so should there be different types of controllers. I particularly enjoyed using the Game Handler on racing and adventure

cars. All the buttons are easily accessible and you can switch their functions if you choose. I also liked the rapid fire, slow motion feature and the long cord. I think anyone who tries it will like it, but it is only a big asset to certain games. I liked it on Spy Hunter, Elevator Action and Adventure Island. You need to see which games work best for you and uncover their hidden secrets. This is definitely worth checking into. I give it a nine."



### Cindy: Homemaker, mother of three

"The long cord is helpful because you can sit back and relax while playing, and the kids don't have to sit so close to the TV. The idea of a one-handed controller is great, but I kept wanting to use two

Game Handlers on Super Mario and weren't able to get him to run backwards, but my kids were having fun making him jump higher and fly more easily. They liked it as well as

our regular controller. My favorite feature was the rapid fire, I was able to go in and zap all those little creatures in my way. I think that once you get used to it,

the Game Handler has definite advantages because of the slow motion, rapid fire and accessibility to all the buttons."



# Q\*bert: The Arcade Hit Leaps to Your Game Boy



Once again, let's travel back in time to the early days of the video arcades. Back when game play was no-frills, fast-action fun. There it sat, right next to *Dankey Kong*, *Space Invaders*, and *Centipede*. Q\*bert was a popular quarter gobbler that appealed to ages.

Now that cute, little furball has made his way to Nintendo's handheld, **Game Boy**, and he couldn't have found a better home. The premise is basic, Q\*bert must leap from block to block, converting them all to the same color, without falling off the board or getting bonked on the head by a bad guy. Jaleco has done a great job of converting the colored blocks with shading and patterns, so none of the game play is lost.

There are 16 rounds in the latest version, with 64 levels of play. Once a player has beaten the first 16, they may start at the beginning at a higher degree of difficulty. Levels start out with boards in fairly simple shapes, like pyramids and hexagons, and progress to intricate puzzles. With 20 different boards, this game will keep you hopping.

You will need a keen eye as well as quick reflexes to keep Q\*bert alive. He will run into bad guys like Colley the Snake, who will drop out of nowhere. Sam and Slick make a game out of changing the colors of you blocks, while Lefty, Righty, Ugg and Wrong Way jump in to complicate and confuse things. And then there's those dam Whammy Balls that come at you fast and furious. Your only salvation is the occasional discs that show up to carry you to safety, if you can reach them in time.

Q\*bert is a great game for improving your dexterity and reaction time, as well as your wits. Your ene-

gies are capable of warping from one section of the board to another, and you will have to be quicker than they are in order to dodge out of their path. You will be mentally challenged trying to figure out how to reach certain areas of the playfield in order to change them before they all change again, or you fall to your death.

If you remember Q\*bert from his days in the arcades, you will enjoy this crossover. Or, if you missed him the first time around, the Game Boy is a good place to catch up with him. He may not be orange in this version, but he's still a hoppin' good time.



## Q\*bert Review

Reviewed by Ed, The Video Wizard

- |                                  |   |  |
|----------------------------------|---|--|
| <b>Concept:</b>                  | 9 | For those of you not familiar with the arcade version or the Nintendo cart of the same name, this is a great puzzle/action game. As the hero, Q*bert, you must jump from platform to platform, changing them all to the same color (or in this case, shade or pattern). Sounds easy? You also have to avoid being hit by falling balls, jumping snakes, and other obstacles. |
| <b>Graphics &amp; Animation:</b> | 8 | Because this is a puzzle, there isn't a lot of background graphics. However, each of the platforms are well-drawn. Q*bert is easy to control and moves smoothly. The shading is efficient in making up for the lack of color. Other than a little missing color, this cart is pretty close to the classic we are used to.  |
| <b>Sound:</b>                    | 8 | I am impressed! The sound quality is good. You get the same sounds as in the original, the bouncy sound as you jump from stage to stage, to the infamous Q*bert scream when you jump off the edge.   |
| <b>Playability:</b>              | 8 | You have 16 levels of play, made up of four sections each, giving you 64 rounds of play. You also get an option screen that allows you to set your controller for direction, music on/off, and high score.   |
| <b>Entertainment Value:</b>      | 9 | Q*bert is a puzzle that will test you both physically and mentally. You need to move and think fast in order to change each block and avoid getting hit. This a great game to take with you wherever you go.   |

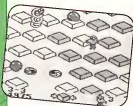
**Overall Rating:** 8.5

## Q\*bert Review

Reviewed by Andy, The Game Dandy

- Concept:** 8 On its own, Q\*bert is a good game, but not one that you would want for a 16-bit machine. The game play is so uncomplicated, that it fits perfectly on the Game Boy without losing anything from the arcade classic.
- Graphics & Animation:** 8 The graphics are exactly like the coin-op, minus the color. The clarity and movement of the characters seem to carry over just fine.
- Sound:** 7.5 Q\*bert has the same sounds as the original and 8-bit versions, so there's not much to say about it. They did remember Q\*bert's scream as he falls to his demise.
- Playability:** 9 The general idea of Q\*bert is pretty easy to pick up on, and the first set of boards is easy to defeat. But you still have 15 more rounds, each tougher than the one before, to go. Things get pretty "hairy" when the pace picks up and will keep any gamer busy.
- Entertainment Value:** 8.5 I really enjoy seeing the old arcade hits being transferred to the systems they are best suited for. This game loses nothing in the translation and will still have wide appeal among all fans of the hand-helds. It kept me busy for hours and this time I got to hang on to my quarters.

**Overall Rating:** 8.25



Playing fields get tougher as you go.

## Q\*bert Review

Reviewed by Ross, The Rebel Gamer

- Concept:** 6 Well, this is probably a new idea to some younger players, but I'm sure it has seen a lot of action from the veteran players like myself. Some carts grow old after years of play, although, I enjoyed it the first umpteenth times I played it.
- Graphics & Animation:** 7 I've got to say that it has impressive graphics, given the limitations of the Game Boy. There was nothing lacking in the way Q\*bert jumps and hops about the blocks. It could have been a bit more responsive, though.
- Sound:** 5 This cart could have used more in the sound department, but it never became a distraction. If my memory serves me correctly, it was on the arcade version.
- Playability:** 7 The first levels were fairly easy and didn't offer much of a challenge, but that will come in handy for players not as familiar with the game. As the levels get higher, so does the level of difficulty. I found myself having to pause more than once.
- Entertainment Value:** 6 Q\*bert is another arcade hit introduced to the expanding world of hand-held video games. I have spent many-a-dollar on this title in the arcades when I was younger, so it's nice to see it make a comeback.

**Overall Rating:** 6.25



The first rounds start out easy, but watch out for Calley!





## The History of The CD-ROM

by Russ Ceccola

Remember when the electronics industry promised that CD-ROM technology would change the future of computers and home entertainment? For once, they were right on the money! We are at the edge of a new frontier that will not only allow storage of massive amounts of information, pictures and program code for computers, but also house enough music, animation, live video and stunning graphics for the best games imaginable. Already on the market there are established standards for PC CD-ROM drives, two stand-alone CD-based systems and one 16-bit video game system, all of which play standard audio CDs in addition to their regular titles. Let's take a look at what's available and what's coming in the next year to the CD arena.

### MPC Standard for IBM Computers and Compatibles

CD-ROM technology got its start in the home computer market. For the longest time, software and hardware companies argued back and forth over a standard format for CD data and drives. Now there's a standard that enables software and hardware companies to work towards a common goal: establishment of CD-ROM as the future of data storage in order to cut back on the usage of floppy disks. This standard is called the 'MPC Standard', or Multimedia Personal Computer Standard. All products that support this standard bear the distinctive MPC logo, which implies a new level of computer programs that involve a mixture of text, graphics, animation, music and sound effects: "multimedia" programs.

The benefits of CD drives for PC gamers are already noticeable. Some 'hard drive space hogs' are currently available in CD versions that make the originals look clumsy by comparison. Software Toolworks put Origin System's *Wing Commander* and *Ultima VI* together on one CD, saving about 15 megs of hard drive space. They put *Wing Commander* and its two secret mission disks together, saving almost the same amount. Players familiar with these games can immediately see the bonus of a CD version. Sierra On-Line released *King's Quest V*, *Mixed-Up Mother Goose*, *Jones in the Fast Lane* and *Dynamix's Stellar 7* on CD, then added recorded voices to replace game text. These products demonstrate how CD drives are going to revolutionize games in the PC environment. And the best is still on the way!

There are many drives and systems out on the market, like Creative Labs' *Multimedia Upgrade Kit*, which retails for around \$600 to \$700. Creative Labs assembled their *Sound Blaster Pro* sound board, a fast-access CD-ROM drive, MIDI kit and useful CD programs into a 'must-have' kit for all serious PC users. This kit will prepare people for all the developments in CD software over the next few years.

### Stand-Alone CD-Based Systems

Two companies saw the potential of CDs and took a different route, producing stand-alone CD-based hardware that would offer entertainment, learning and creativity titles to the consumer. Philips' *The Imagination Machine* and Commodore

*Business Machines' CDTV* are going head-to-head for the consumer who wants CD technology, but doesn't need the functions of a computer or the expense of another video game system. Both are prepared to display photographs taken with CD-based cameras, available in the next year or so. Both offer a wide variety of programs to satisfy demanding purchasers. Both retail for less than \$1000.

CDTV was first to make it to the market. Commodore unleashed the system regionally, but perhaps too slowly to generate the interest needed for continued success. CDTV may be the stronger piece of hardware, as it contains a Commodore Amiga, their popular 16-bit computer, as its base system. CDTV takes advantage of the Amiga's custom graphic and sound chips, as well as the extra hardware needed for CD capability. The controller contains standard CD function buttons, but also has a numbered keypad and NES-style controls. Software ranges from storybooks and action games to reference books and creativity programs, but support is not as strong for this system due to its limited availability. Just as the Amiga is a huge hit overseas and a minor success in the States, CDTV needs a big push from Commodore to stay afloat.

Philips introduced audio CD technology and the videodisk to the world and plans to do the same with *The Imagination Machine*; billed as the first CD-I or Compact Disc Interactive player. Philips may win

## Commodore's CDTV



## The Philips' Imagination Machine or CDI



the war against Commodore with this system. The controller is simpler and the hardware not nearly as sophisticated, but there is a wider array of titles available and it is more visible than CDTV. Besides the interactive storybooks and adventure games, Philips also has CDs featuring fine art, jukeboxes, collections of music and Smithsonian artifacts and displays; a lot more specific and eclectic than CDTV's releases. The software will sell The Imagination Machine.

Only time will reveal the winner between CDTV and The Imagination Machine. Both systems are worthwhile investments and can handle most user's needs. Already waiting in the wings to challenge both is Sony's Play Action Station CD-based system. There isn't much information available yet, but the rumors sound extremely positive.

### TurboGrafx-CD Player and New Combination System

The first company to successfully bring CD video games to U.S. players was NEC. An add-on for the TurboGrafx-16 video game system, the TurboGrafx-CD Player captured the hearts of TG-16 owners who bought it. The titles available for the CD drive, like *Y's Books I & II*, *The Addams Family*, *Y's III*, *J.B. Harold Murder Club*, *Sherlock Holmes* and various feature Japanese manga animated interlude screens. The *Addams Family* plays the TV show's entire theme during the introduction. Unfortunately, NEC was ahead of its

time and the TG-CD Player's \$300 price tag was a bit too much for all but the most serious players. Still, the system is respectable and the games reflect the future of gaming.

To fix past mistakes and make a more serious dent in the 16-bit video game market, NEC recently joined with Hudson Soft to form Turbo Technologies, Inc., whose primary purpose is to introduce a new 16-bit system to America. This system houses a TG-16 game card reader and a TG-CD Player - compatible CD drive all in one. Called The PC Engine DUO in Japan, this machine will beat Sega's Mega CD drive and Nintendo's Super NES CD drive to the shelves in the early Summer of 1992 and should stand a chance against them. Compatible with all existing TG-16 software and CDs, this system will be a hard one to beat, considering that it contains both halves in a system that will retail for less than the CD drive alone for the other two systems.

### Sega's Mega Drive CD System & Nintendo's Super NES CD-ROM Drive

Both Sega and Nintendo plan to introduce CD drives for their 16-bit systems sometime in the next year. The Mega CD drive should be out late summer and the Nintendo CD drive is scheduled for release in early 1993. Both systems will take advantage of the power of their base systems and allow room for games similar to those which have been

available for the TG-CD Player. Both drives will retail for around \$200.

At press time, only Sega's Mega CD drive was available for review. It will fit underneath the Genesis system and accept both 3" and 5" audio CDs. It has a large RAM buffer and a fast-access drive for maximum gaming speed.

Less is known about the Super NES CD drive. It has the same specifications as most of the other CD drives on the market. What is unique about the Nintendo drive is that it will support Philips' CD-ROM XA "bridge format", so Super NES games may be played on both the Nintendo CD drive and Philips' CD-I. This compatibility will ensure that more people will purchase the CD-I over the CDTV. Nintendo is also in discussions with Sony to make their CDs compatible on the Play Station. With more machines capable of playing the Nintendo CD games than other systems, Nintendo may sell more games despite their late entry into the market.

CD drive technology used to be a dream, but is now commercially available. By the beginning of 1993, CD games will be available for virtually any 16-bit system players can buy. Prepare for the most exciting advances in video games ever!

## Sega Mega-CD: The Wave of The Future?

by Robert Lee

The big surprise at this last January's CES was the absence of Sega's newest entity, the Mega CD-ROM drive. However, if you were one of the lucky few who viewed a private screening of this interactive media device, you would have been rather impressed.

Sega packed a wallop, boasting their new licenses such as Young Indiana Jones, *Cold World* and *Star Trek: The Next Generation*. And, of course, there was talk of a *Sonic the Hedgehog* CD-ROM game. Unfortunately, Sega had no game specifications to show, other than a couple of flashy rotating *Sonic* screens to show off its scaling and rotation features.

This new Sega addition, which made its debut in Japan on December 12, 1991, adds an entirely new game-playing environment to the Genesis. In order to compete with the incredible features of the Super Nintendo, Sega threw in a few bells and whistles to spice up the old Genesis.

Like the Genesis, the Mega-CD uses the same MC68000 processor chip. However, the CD unit will run at a lightning fast 12.5 MHz compared to the 7.5 MHz of the Genesis. Improved graphics chips will allow the Genesis to produce more colors, more on-screen sprites, and enable rotation and scaling features much like those of the Super Nintendo!

As for sound, the Mega-CD is fully equipped within additional 8-channel sound generator to accompany the 12 channels already housed in the Genesis. This means that you can play any three or five inch music CD's, as well as any CD+G discs.

You can take a break from gaming, throw in some music and from the option menu, you can randomize, search or program your selections!

The features of the Mega-CD, when put on paper, sound fantastic! Of course, the hardware is only as good as the software you play on it, and at the time of this writing, the software department needs a little help. Here's a quick review of the games currently available:

### *Earnest Evans (Wolf Team)*

In this side-scrolling action/adventure, you are Earnest Evans, a pseudo Indiana Jones-type character. Your might and your bullwhip are your only safeguard from death. During your travels in the jungles of Peru, you will encounter and explore many monster filled caves while you search for Anette, your lost archaeologist colleague. The graphics in this game aren't bad. However, there is nothing that shows off the talents of the Mega CD. The only interesting thing is its unique use of sprites. Each section of Earnest's body is a different looking sprite, giving him more possible movements. Actually, he looks quite robotic when he moves and this slows down your progression in the game. Renovation is releasing a cartridge of *Earnest Evans* in the U.S. this summer, without the great cinematic opening screens and voice overs, of course.

*(Journey through Peru  
with Earnest Evans!)*

The screen effects of Wolf Team's *Sol-Feace*.

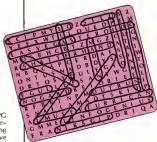


### *Sol-Feace (Wolf Team)*

Here's a nice, little generic horizontal scrolling shooter! If you've played *Gradius*, *Thunder Force III*, and *Gladius*, then this game will seem like a strange flashback to you. Besides the incredible music and opening screen effects, this game sheds no light on any new technology. The game play is slow, the boss monsters are very typical, and I actually saw flicker in some places!!! It's software like this that may kill the sales of this incredible new peripheral. As of now, there are no plans to bring this game to the states.



## Solution to the Jan/Feb Issue's Word Find Puzzle...



### Funky Horror Band (Sega)

Did you ever want to play a RPG that wasn't set in some far off dungeon? How about a role-play dealing with funky, crazed aliens who have just crash landed on your planet? *Funky Horror Band*, or *F.H.B.* as its cover title, could be the most outlandish RPG ever! It's kind of like *Might & Magic* meets *Toe Jam & Earl*. Given the humor of the Japanese, this game may never see the light of day in the U.S.!

So far the products we've seen haven't really taken true advantage of the CD-ROM technology. Most games are souped up carts with flashy graphics and sound effects. Since the system is so new, it's hard to judge what the outcome of the CD-ROM will be by this time next year. And with Sega's price tag over \$300.00 as of this writing, a lot of programming will be necessary to make the games worth the price of the hardware. Sega is expected to show the Mega-CD to the public at the upcoming Summer CES in Chicago.

### Corrections:

As those of you who tried the Word Find puzzle in the Jan/Feb issue of *Game Informer* have discovered, we had a few technical difficulties. The word 'Ferran' is misspelled in the puzzle board and the word 'shuttle' was completely omitted. We were just testing to see if you were paying attention - Not! By the number of letters I received, I can see that you were. Next time I'll stick to the writing and leave the puzzles to staff members who are good at them.

I would also like to clear up some confusion regarding the *Asteroids* review in the same issue. In Rick's review it mentions a joystick as the control on the arcade version. The original version was controlled by buttons and not a joystick. This was not a mistake on the part of the *Video Ranger*, but of the editorial staff. We apologize for the confusion.

*Beck*

Sega's *Funky Horror Band*, a different type of RPG.



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The experience:  
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# PGA Tour Golf: EASN Proves Once Again They're On The Ball

Well, Spring is finally here, and that means all you golf enthusiasts can dust off your clubs. We thought you might want to polish up your form a bit while you're waiting for those greens to dry out, so we've put together a special selection of games that you just might want to try out, no matter what system you have.

We'll start out with Electronic Arts' **PGA Tour Golf**, both for the Genesis and SNES systems. Next we have **Super Golf** from Sage's Creation for the portable Game Gear system, T&E's lovely-to-look-at **Wastale Country Club** for SNES, and **Golf Grand Slam** by Atlus for the 8-bit Nintendo.

The exact history of the sport is slightly unclear, but by the late 1800's, news accounts of golf tournaments played for monetary purses began to appear in the papers. The 1920's brought the birth of the "PGA Tour", or a series of winter tournaments played in Texas, Florida and the West Coast. The purses of these tournaments were then donated to charity, the cornerstone of most modern golf tours. The addition of television as a spectator of these events through the 50's and 60's made many of the top professional golfers household names, such as Ben Hogan and Jimmy Demaret. TV advertising sent purse size soaring and the Tour continued to grow. In the 1980's, the needs of the spectators were addressed by the creation of Tournament Players Club courses, or courses designed to give the audience an unrestricted view of the hole. It is these courses that host the PGA and Senior PGA Tours.

Now it's your chance to make history on the best TPC courses in the country, playing against sixty of the Tour's best players in this one to four player game. Compete in the Player's

Championship at the TPC at Sawgrass, Ponte Verde, Florida, known for it's difficult 17th



hole. Next try the Kemper Open at the TPC in Avenel, Potomac, Maryland, with it's notorious tiered 13th hole. Then move to the mountainous bunkers and swales of PGA West Stadium Course in La Quinta, California.



The golf here is as real as the courses, from the handicaps to the wind velocities. Warm up in the practice mode on either the driving range or the putting green. Select from 17 clubs and choose which courses or holes you wish to try. You can even opt to take

a "Mulligan", or reshoot a stroke. Pick your club, professional or amateur tee positions, the hitting position on the ball, direction and power of your stroke.

Once you enter tournament play, the pressure is on. Select either an old or new player; the computer can store up to 22. You must rank in the

## PGA Tour Golf Review

Reviewed by Ross, The Rebel Gamer

<b>Concept:</b>	<b>SG/SNES</b> 7/7	I'm glad that EASN has decided to convert their best sports games to SNES. Although golf may not be a new concept, it still ends up at the top of my list.
<b>Graphics &amp; Animation:</b>	7/8.5	A big thumbs up to the new, SNES ball-camera angle. The ball flight is much smoother and the fairways don't seem to be as fuzzy or choppy.
<b>Sound:</b>	6/6	"THWACK!", "POOF!", "BLOOP!" - just a few sound effects to tempt the ear, not to mention the ever-popular golf courtesy clap.
<b>Playability:</b>	8/8	On the Sega version, putting was much easier than the newer SNES. However, driving was far less painstakingly difficult in the SNES version because the backswing is much quicker and more responsive.
<b>Entertainment Value:</b>	7/7	Well, you've done it again, EASN! <i>PGA Golf</i> is another great sports game to add to my collection of favorites. There will be many hours of driving and putting ahead for me and <i>PGA</i> .
<b>Overall Rating:</b>	7/7.25	

## PGA Tour Golf Review

Reviewed by Andy, The Game Dandy

**Concept:** SG/SNES  
9/9

Golf, the great American pastime (next to Baseball), is now available whether you own a Genesis or a Super NES. Both versions are by Electronic Arts and have the same concept, so both get the same score.

**Graphics & Animation:** 8.5/9

Both versions are spectacular. The SNES does have a slight advantage, coming out a year later. The SNES version has a few additions that only SNES can do. For instance, Ball-Cam, which follows the ball once it's been shot from the ball's point of view. This option is a little annoying at first, but it gets better. The colors on the SNES are more vivid and the golfer is animated to a greater extent.

**Sound:** 9/9

The birds chirp, the crowd roars, this game has it all.

**Playability:** 8.5/9

When I played the Sega version for the first time, I thought, "Here is a golf cart that can never be beat." I was wrong. While the Sega is still great, the SNES version is even better. The play is more realistic, with a more precise placing of the ball.

**Entertainment Value:** 9/9

If you love golf, you will love PGA. I believe it's the best golf cart on the market, no matter which system you have. Get it, it's good!

**Overall Rating:** 8.75/9



Sink this putt for a birdie!

top 48 players after round one to advance to the second round, and in the top 32 to move to rounds three and four. Strict PGA rules apply to the tournament, so no "Multiguns" or additional clubs over the 14 club rule are allowed.

This cart even looks like the real thing, no matter whether you're playing the Genesis or SNES version. It gives you an instant replay, a great overhead view of the hole, a putting grid that shows the dynamics of each green, and an illustration of each ball lie. The scrolling capabilities of the SNES even allow for a ball-cam shot that follows the path of the ball.

Here's your chance to play for the big money against your favorite names in golf. Join the Tour; grab a copy of PGA today.



## PGA Tour Golf Review

Reviewed by Rick, The Video Ranger

**Concept:** SG/SNES  
8.5/8.5

Make a video game as realistic as possible with modern technology, throw in instant replays and TV commentary, and you have PGA.

**Graphics & Animation:** 6/7.5

The graphics on the Genesis were a bit dull and lacked color. The SNES version was much better. It scores above average due to the flyover on each hole and variety of angles on the greens.

**Sound:** 6/7

There is a nice variety of sound effects, from contact with the ball to the crowds.

**Playability:** 6.5/6

PGA is a tough game to learn. It's extremely challenging. You almost have to be a real golfer to understand it. PGA gives you an incredible amount of options and variables, which make it very realistic.

**Entertainment Value:** 7/7.5

PGA Golf is particularly good for experienced video golfers or those serious about the game outside of the screen. Beginners can learn to play if they are willing to invest the time and effort. It could have scored much higher if they had lived up to the graphics.

**Overall Rating:** 7/7.5



# Game Gear's Super Golf: Greens On The Go!

Golf for one is no fun. Not to worry, Sage's Creation has come up with a one to four player game that travels right along with you. Now you can shoot a few holes on the run, with a friend, and even on the rainiest days.

Super Golf for Sega's Game Gear system has four players to choose from and four caddies to assist them. It's a different game each time you play depending upon the player/caddie combination you select. Each has their own special talents and weaknesses. While all of these characters do have areas in which they excel or lack, there is a character edit feature

that allows you to adjust certain areas of skill to even out the competition.

There's the robot, Iron Lewis. His accuracy leaves something to be desired, but he's unbeatable on a long shot. A newcomer to the game, Cindy Thompson, does her best work putting or on shorter holes. Olympus Alexander has the precision and accuracy of a machine. Finally, Patty Austin can be unpredictable; her super shots will surprise you. Choose your caddie



between Nancy, a real good luck charm; Dr. Rock, who has an eye for super shots; Linda, who can always read the wind conditions; and Silvia, who's great on the green.

With Super Golf, you can play with

human or computer players. Compete in stroke play, where the player with the fewest strokes over 18 holes wins or match play, where the player to win the most holes comes out on top. If you need a little warm up or to bush up on your form, there is a training mode that allows you to choose any hole and play it over and over again.

At any time during a hole you can access the map and status screens. The map will show an overhead of the entire 18 hole course, as well as the current ball and cup positions. Use the directional control on the normal screen for a lower scan of the hole being played. The status screen will give you the par and the distance of the current hole, as well as the number of shots taken, club in use, and the wind velocity and direction. When a hole is over, the score screen will come up so you may check your standing.

Now down to some serious gameplay. There are fourteen clubs to choose from, ranging from a driver to a putter. You select your tee position, your club, the hitting position on the ball, and the direction in which you wish to hit. The computer will automatically suggest the direction they feel is best. You gauge the power of your stroke and let 'er rip.

Super Golf is a great game to pick up the basics. It's also the perfect thing to pick up for those long trips or dreary afternoons when the course might be a little bit soggy. So grab up your Game Gear and let's go golfing!

## Super Golf Review

Reviewed by Ed, The Video Wizard

<b>Concept:</b>	8	As with any and all golf games, the whole idea is to put the little white ball into the little hole in the ground. The trick is to do this with as few strokes as possible. Golf may not be my bag, but with as many golfers as there are, and as popular as these games seem to be, it must be a fairly decent concept.
<b>Graphics &amp; Animation:</b>	9	Your swings are smooth and accurate (at least while you're playing the game). This title has great color and detail all the way around. From the tee's to the trees, the water hazards, the bunkers and the greens, Super Golf is fun to watch.
<b>Sound:</b>	6	The tunes do not distract from the game. You get a slight "ping" sound as the club connects with the ball. Expect sound changes at each hole and at the end of each round.
<b>Playability:</b>	8	This area is totally up to you. Customize your game based on your forte, as you select luck, putting, super shot and strength. You can pick your own club or have the computer suggest one. You place your tee and make your shot. The more you play, the better you get.
<b>Entertainment Value:</b>	8	When you put everything together in this cart, you have a game that will keep you entertained for hours. I like the four-player feature. Choose your player and your caddie, then hit the greens.
<b>Overall Rating:</b>	7.7	



*The palm trees are lovely, but they sometimes get in the way.*



## Super Golf Review

Reviewed by Ross, The Rebel Gamer

- Concept:** 4 A new golf game to add to the long list for Game Gear. I found *Super Golf* had very few new ideas along with some not so good ideas. All this adds up to confuse players by jamming too many holes next to, and even over the top of other holes.
- Graphics & Animation:** 6 Judging from the capability of the Game Gear chips, the fairways, water holes and trees were not bad. The characters were very hard to see and the ball flight didn't follow the wind or roll enough.
- Sound:** 5 Once again, taking into account that the sound variation on hand helds is limited, the music was tinny and repetitious and redundant (like that). As for the lack of sound effects, need I say more?
- Playability:** 5 It was very difficult to figure out how far away the hole was from the approach, therefore making it really impossible to determine how strong or weak to gauge your stroke. As for putting, it was not as hard as it should be.
- Entertainment Value:** 4 From beginning to end, there were many delays and I found myself pushing buttons too many times for my thumb to stay satisfied. For instance, the long overview of every hole from one to eighteen gets old, if you can bear it that long.
- Overall Rating:** 4.75



*Use your six iron to get out of the rough.*

## Super Golf Review

Reviewed by Rick, The Video Ranger

- Concept:** 7 I liked the edit feature and the option of selecting your player and your caddy for a team with strengths and weaknesses.
- Graphics & Animation:** 7 *Super Golf* graphics are well detailed, and the palm trees are great. It could use a little more variety.
- Sound:** 5 Nothing stands out in this department.
- Playability:** 6 *Super Golf* is easy to play and provides a pleasant diversion. Serious video golfers might want to skip this one, as it doesn't offer a lot of challenge. It's a great game for beginning to past point and shoot!
- Entertainment Value:** 6.5 Whether you want to add this game to your library will depend on how seriously you take your golf. It's fun and easy, but it doesn't have the challenge or complications some people have come to expect.

**Overall Rating:** 6.2



*Too bad there's no swimming in this beach!*

# Waialae Country Club: A True Golf Classic

Imagine, playing that perfect game of golf on the shores of Oahu, Hawaii. The sky competes with the ocean to see which can be a more beautiful, crystal clear blue. The immaculate greens are vibrant against the fawn colored sand. A slight breeze is blowing from across the water, causing the palms to gently sway in rhythm. And today you can feel your best game of golf at your fingertips. At the risk of sounding like a beer commercial, life doesn't get any better than this.

It can all be found in T&E's *Waialae Country Club* for the Super NES. T&E Software was the first to develop Polysys technology, which enables a true three-dimensional simulation. The first example of that was their title *Hanukamau Augusta Golf*, released in Japan for the Super Famicom system. T&E brings this amazing effect to the Super Nintendo with *Waialae Country Club* and is currently working on its next installment, *Pebble Beach Golf Links*.

One of the things that makes this

cart so realistic is that actual blueprints of the Waialae course were used to create the game. That means all the contours, all the greens and roughs, all the water hazards and sand traps are there, just as they are on the actual course. You'll even find the same palm trees! The clean and detailed graphics are so good, you can almost feel the sun on your face. Blend this with elements like varying winds and a complete breakout of play technique, and you've got a cart that is almost like being there.

*Waialae* gives you a roster to store data and scores for up to ten players. There is also a built-in roster of 48 pros, or add your favorite experts. Choose



from four different types of play: Tournament, Stroke, Match and the Practice Mode. Tournament allows you to play a single round tournament against the 48 pros, with no handicaps and the assumption that every player is at a pro level. Stroke Play lets up to four players compete for the lowest stroke total on 18 holes. Use the handicap feature to give weaker players an even chance. Match Play places you head-to-head in hole-by-hole competition. The player that wins the most holes by holing out in the fewest number of strokes will be victorious here. And finally, the Practice Mode allows you to play any hole on the course, as many times as you like. Test out various clubs and stances to discover the best strategy for each hole.

You may select the number of players in your group, player names, the caddie you wish to accompany you, and your handicaps (or the option of no handicaps). All new players will automatically be assigned a handicap of 36 that will be updated in the records as the

## Country Club Review

Reviewed by Andy, The Game Dandy

<b>Concept:</b>	8	Golf? What a concept!
<b>Graphics &amp; Animation:</b>	9.5	The graphics, of course, are amazing. The digitized graphics and superb animation make this an incredible game to watch.
<b>Sound:</b>	8	The Sony sound still hasn't stopped. It helped make you feel as if you were actually on the course.
<b>Playability:</b>	6.5	Driving and the approach were fairly simple. Putting, however, was a different story. Shooting for a Birdie and ending up with a triple Bogie! Frustratingly realistic, because that's exactly how I play real golf!
<b>Entertainment Value:</b>	7.5	While it's the best golf cart at the moment, SNES has a lot more on the way. But if graphics are what you like about golf, or you just can't wait to hit the greens, or maybe you just have a thing for Hawaiians, give this one a whirl!
<b>Overall Rating:</b>	8	

## Country Club Review

Reviewed by Ed, The Video Wizard

- Concept:** 10 When it comes to golf carts, Wauaie impressed me the most. I like the idea of playing on a real golf course. It gave me the feeling of what the pros experience.
- Graphics & Animation:** 9 From the green of the fairways to the taupe of the bunkers, the colors are right on. From the three-dimensional grid that reads the greens to the 360 degree view, this cart is awesome.
- Sound:** 7 The only flaw this game has is in the sound department. The sound is there, but could have used a little more spice. But, if you're like me, you won't hear much of it above your own hoots and hollers.
- Playability:** 8 Game play is pretty much up to you. Wauaie shows you how much you have improved from round to round. That's not enough, you can improve your swing with tips from Wauaie's own golf pros.
- Entertainment Value:** 10 I am not the biggest golf fan, but I really enjoyed this cart. If you don't have the time to complete a full round, the battery back-up saves your place, so you can finish another time. If you are old enough to play golf, you're old enough to enjoy Wauaie Golf.

**Overall Rating:** 8.75



Enjoy the view from the 15th hole.



## Country Club Review

Reviewed by Ross, The Rebel Gamer

- Concept:** 8 I was blown away at the idea of making blueprints of the Wauaie Country Club and transforming them into sprites.
- Graphics & Animation:** 10 "Bada-boom, Bada-bing!" I could nearly count the blades of grass and leaves on the trees. I swear I could feel the dust in my nostrils on one bunker shot!
- Sound:** 7 The soundtrack is very soothing which helped me relax and concentrate. On the other hand, the sound effects need a little more.
- Playability:** 7 I found it very difficult to stop the backswing at 100%. If you go the slightest bit too far, the club just kisses the ball. It was also hard to decipher the grid layover on the greens.
- Entertainment Value:** 8 I'm sure all you golfers out there would love to have this cart for those rainy days or to practice a bit of winter golf. This is the closest I've ever felt to golfing on TV.

**Overall Rating:** 8

player builds up individual records. The computer will keep track of all personal scores and records, as well as course records that you can shoot for.

Once you commence play, you will be given a choice of fourteen clubs. Select the direction you wish to shoot in on a control that will show the wind direction in relation to the hole. At any time you can switch to an overhead view that shows your location on the map, and there's even an icon that tells you whether you've landed on the fairway or green, or in a bunker or rough. Select your club, stance, the power of your stroke and the contact point on the ball for full control.

Throughout the course you will be given advice from your caddie. If you prefer, shut off the advice option and go it on your own. However, the advice screen will give an elevation grid, illustrating the contours of the course and your ball's approximate elevation in relation to the pin.

Another impressive feature is the selection of view options. Any time you are looking at the course from a bird's-eye view, you may select the height of your perspective. Select the

shot path option which will leave a trail behind the ball to show the trajectory of your shot. The fly-by option will automatically give you an overhead view of each hole before you play it. You may also engage the hide ball option that will show the

ball even when it is hidden in a tree or bunker.

The game play and graphics in Wauaie are as realistic as anyone could ask for, so what are you waiting for? Pack your bags and head for Hawaii. Or try this True Golf Classic.



## Golf Grand Slam: The Big "Fore" of the Greens

Usually when you hear the term "Grand Slam", baseball or the card game, Bridge, come to mind. But true golf enthusiasts know that when it comes to their favorite sport, the Grand Slam is to golf what the "Triple Crown" is to horse racing.

The year was 1930, and pro-golfer Bobby Jones became the first player ever to win all four major golf tournaments: The Masters, The U.S. Open, the PGA Championship and the British Open, in a single year. This became known as a Grand Slam, and from that time on, any player to win all four tournaments in one year or consecutive years became Grand Slammers. The roster of such players reads like a Who's Who, including greats like Jack Nicklaus, Ben Hogan, Gary Player and Gene Sarazan. Now Atlas gives you the chance to compete against the Top 30 Pros for this most prestigious title.

If you are a true golf aficionado, you will appreciate the technical aspects of this game for the **Nintendo System**. A lot of attention has been given to the set up such as club selection, stance, grip, and tee height to the carry of the ball. You have total control over all these areas and more. But the developers of this cart were going for realism, so you will also have to take into account the angle or degree of the slope of a green and wind factor. It's up to you to discover which combination works best for a particular hole. If you run into a snag, just consult your caddie for some professional advice.

You will be given a choice of four combinations of fourteen clubs

each. Whether you are a distance **hitter** or seeking the most accuracy, there is a selection right for you. You will be asked to select the distance or carry of the One Wood. Then consult your course map or the advice for a given hole and plan your strategy. Move the cursor to the point you would like the ball to travel. The computer will automatically select shot controls for you or you may select your own.

If you think you're good enough to compete with the pros, jump into

the Tournament mode. This allows you to test your skill against 30 of the world's best players and up to three of your friends. Everyone begins at even-par, so you'll be given a fair chance to become the best of the best. You will be given the current ranking after each hole, as well as your score card which lists your previous scores, pars and totals. In the tournament mode, all holes must be played in consecutive order, but you are given a password feature, allowing you to stop after any hole and

### Grand Slam Review

Reviewed by Ed, The Video Wizard

<b>Concept:</b>	6	I know that this is merely my opinion, but how many ways can you change a golf cart? Other than playing on a different course, I can't think of many.
<b>Graphics &amp; Animation:</b>	8	If you are into golf games, I think you will find the action and movement of this title as good as any other. From the first stroke to the final putt, this game moves along smoothly and steadily.
<b>Sound:</b>	6	The sound fits well with the game. It's not distracting and, after awhile, I didn't even notice it was there, which is probably the way you want it in a golf cart.
<b>Playability:</b>	8	I think that this game is a little harder to get the hang of right off the bat, due to the way the power meters and wind gauges are set up. Once I had practiced even the putting green was fairly easy.
<b>Entertainment Value:</b>	7	If you enjoy golf, I'm sure you will enjoy <i>Golf Grand Slam</i> . But if you're like me and play any game just because it's there, find another game. Due to the popularity of golf, as with any other sport, you can expect to see new versions cropping up with slight twists or a little different plot. In this case it's the same stuff, different course.
<b>Overall Rating:</b>	7	



pick up where you left off at a later date.

If you haven't ever picked up a golf club in your life, don't worry. *Golf Grand Slam* features two separate practice modes that allow you to work repeatedly on a given shot until it is flawless. Training Mode One allows you to start your game at any hole. It also lets you replay missed shots so you can correct your strategy. Training Mode Two is even better for beginners, as it lets you practice your playing technique without contending with the wind. It also will automatically place the strike position in the center of the ball for a straight shot. The game comes with a 36-page manual, complete with color illustrations to explain all the terms and fine details of the game. There is even an advice section that walks you through each hole.

There is something for every kind of golfer in this cart, from the realistic courses to detailed play options, professional competition, practice modes and advice, to four-player fun. *Golf Grand Slam* from Atlus gives you a great opportunity to practice your technique on your Nintendo so you'll be ready to wow 'em once the snow melts. And you won't have to worry about those early morning tee-offs.



## Grand Slam Review

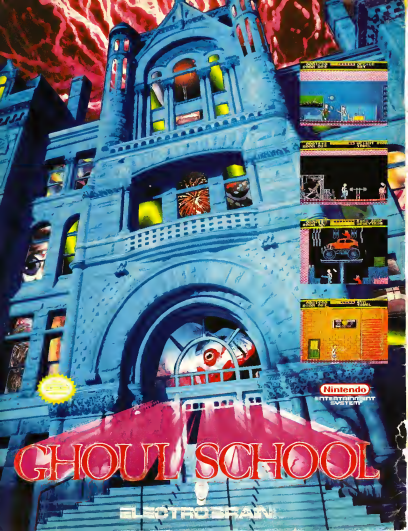
Reviewed by Rick, The Video Ranger

Concept:	6	Golf Grand Slam gets originality points for trying a new perspective when cutting or topping the ball. This was something I hadn't seen before and it adds a nice touch.
Graphics & Animation:	4.5	There are so many golf carts out there to compare this with and alongside those, this one came up only average in the G&A department.
Sound:	5	Due to the nature of any golf game, sound isn't much of a factor.
Playability:	3.5	I found that controlling your shots was unnecessarily difficult and unpredictable, which made game play a drag. I think once they get control on the ball, they <i>might</i> have something here.
Entertainment Value:	3.5	In my opinion, game play is 90% of the game when it comes to any golf cart, and this is the area where <i>Grand Slam</i> fell short.
Overall Rating:	4	

## Grand Slam Review

Reviewed by Andy, The Game Dandy

Concept:	8	This is a golf game where the emphasis is placed on the set-up and reading play. A couple of nice features that are included are the single round play and the tournament mode.
Graphics & Animation:	8.5	<i>Golf Grand Slam</i> is a scenic cart with clean graphics. The animation is cool, even though they don't ever show you actually making the shot.
Sound:	5	There isn't much to it here, but since when has sound ever been much of a consideration on a golf cart? Who doesn't listen to something else?
Playability:	9	This game is fun and challenging, a real solid golf game. I had a little trouble judging distance on the green, but that could have been an operator problem.
Entertainment Value:	9	If you don't have a golf cart, or your title is outdated, give <i>Golf Grand Slam</i> a try. It's fast-paced and lots of fun to play.
Overall Rating:	9	



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