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September, 1992

Volume 5, Issue 9





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# ELECTRONIC GAMING MONTHLY

The Last Word On Video Games

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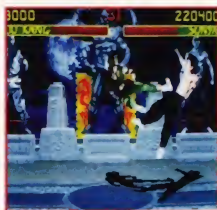
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#### Leading Edge

Check out the possible successor to SF2 CE - Mortal Kombat! Get stung with Sand Scorpion, a great new shooter with impressive graphics and game play. Also, be alert for Galactic Storm from Taito. It packs an interstellar power punch!



Can you conquer Mortal Kombat?

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#### Tricks of the Trade

Discover the secret of how to fight against the same colored characters in SF2!



We have the facts on the newest sports games! Check out Super Batter-Up, NHLPA Hockey, Team USA Basketball and Super High Impact.

#### COVER:

Ren and Stimpy, those cartoon cut-ups, have their own game! See page 92.

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#### Sonic 2 Part 2

This issue continues our look at Sonic 2! Check out the latest on this exciting and long-awaited sequel.



Sonic 2 for the Game Gear will definitely send you soaring! Check out our exclusive preview.

### 170 Super Play

Learn the tricks to help you blast through Axelay - one of the most intense S-NES shooters ever made!

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#### Fact Files:

**Super NES Times:** Street Fighter 2, Imperium, Universal Soldier, Super Buster Bros., Test Drive 2, Harley's Humongous Adventure, Warp Speed, Cyber Spin, Super Batter-Up, Mario Paint, Prince of Persia

**Nintendo:** Street Challenge, Tecmo Cup Soccer, Power Blade 2, Stunt Kids, Gargoyle 2

**Sega Genesis:** X-Mutants, Greendog, Aryton Senna's Monaco GP2, Batman Returns, Uncharted Waters, RBI 4, NHLPA Hockey '93, Team USA Basketball, Super High Impact

**Turbo Champ:** Soldier Blade

**Neo Geo:** World Heroes

**Game Gear:** Chuck Rock, RC Grand Prix, Sonic 2

**GameBoy:** Star Wars, Knight Quest

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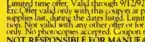
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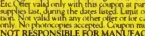
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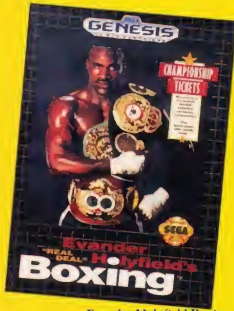
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# EGM

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insert coin

## **THE STREET FIGHTER 2 PHENOMENON...**

O.K., by now virtually everybody in the country has the mega-hot Street Fighter 2. Sales for the first week that this soft was out set new records, and, judging from the hundreds of letters that we have already received, player satisfaction with this prime cart is at an all time high. As we have been saying for quite some time now, this is not just another popular game. It is, like its arcade cousins, a phenomenon, and that is why, month after month, we continue to devote more and more pages to this special cart. Also, because this is still the most popular game here at EGM, our crew continues to dive deeper and deeper into the soft, and, in the course of game playing, we are finding that there are a lot of hidden tricks buried in the program! Just as we had the exclusive news on the character vs. character trick last issue, we are now hot on the trail of the 'same color' character vs. character quirks. We have figured out how to do two of the characters, in both the 'normal' game and also in the 'champion edition color' game, so make sure you check out how to do them in our tricks section this issue. As we figure out how to do the trick with the other characters, you can bet that you will see it here first.

Game play aside, now that the cart is out, the demand for other SF2 paraphernalia has also increased. Players can't get enough of SF2. Accessories like specialized 6 button controllers, T-shirts, hats, posters, trading cards and practically anything with the SF2 logo on it are the hot items. Much of this is already available from Capcom and listed in the back of the instruction book, and, according to Capcom, more is on the way as they are actively licensing the SF2 characters and names. In addition, joystick companies are racing with each other, and Capcom, to get the first real 6 button controller on the market.

However, the impact of this game goes beyond just the software sales. Based on the letters that we have received, literally thousands of players have expressed such a strong interest in this game that they tell us that they will sell their existing game system and go out and buy the Super Nintendo just to be able to play the game!

This street fighting phenomenon isn't just limited to Capcom's Super Nintendo game either. SNK has just brought out a huge 87 meg fighting game called World Heroes for their Neo-Geo system that has a strong resemblance to SF2. Sega is working on a 16 meg sequel to Streets of Rage, and there are at least a half dozen additional fighting-type games coming from various other Nintendo licensees.

How long will SF2 stay popular? Most likely through the holidays, but players have an insatiable appetite for new games, and those who have purchased the cart when it first came out are already inquiring about the possibility of the Champion Edition ever appearing on a home system (a rumor that Capcom states is completely untrue).

All in all, after the fact, a big tip of the hat has to go out to Capcom for all of the work they did in creating this phenomenon. It wasn't easy to pack an arcade game into a cartridge, and to be able to get enough of the product into the stores to meet the huge demand was quite a feat. But they did, and the end result is a game that has a good shot at being the game of the year! If you haven't tried the cart yet, give it a shot as it is highly addictive. Also, any game which gets a perfect 10 by not one, but two of our review crew has to be good!

**Ed Semrad  
EDITOR**





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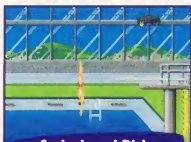
**Hammer Throw**

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



**Archery**

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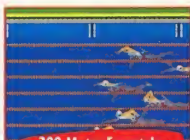
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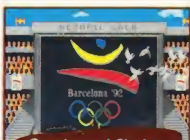
**110 Meter Hurdles**

Timing your jumps is everything in this event.



**100 Meter Sprint**

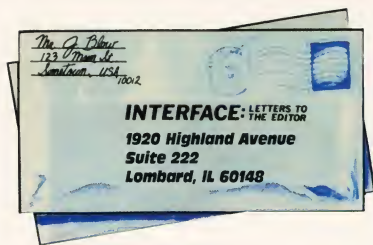
You'll need a fast start and warp speed to have a shot at the gold.



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# INTERFACE: LETTERS TO THE EDITOR

Alright, here's your chance to sound off! Send us your compliments, complaints, gripes and overall opinions! We love to get 'em! If the editor likes your letter enough he may even print it! Send all letters to: Interface:Letters to the Editor, Sendai Publications, 1920 Highland Avenue, Suite 222, Lombard, IL 60148. Due to the high volume of mail received, we regret that individual letters can not be answered.

## STREET FIGHTER 2 UPDATE...

I'm confused. I want to buy Street Fighter 2 but I don't want to pay \$80 now, and then 3 months later pay another \$80 when Capcom decides to do the Champion Edition. To make matters even more confusing, I just got your August issue and you said that there is a special trick to play character vs. character in the Super Nintendo version. You even showed tons of pictures to back it up. That made me very happy. I would have no problem in buying the game, but I wanted to check out the story more thoroughly.

First, I called the Capcom Street Fighter 2 hotline and the recorded message says you can't play character vs. character.

Second, I then called the Nintendo game counselor number and they said "There is no code, you must be reading EGM."

Third, I got the Big N's magazine, and in their lengthy multi-page article on Street Fighter 2, nowhere did they mention the trick.

Fourth, I got the new issue of another magazine and their player, in his review of Street Fighter 2 said "...nor can you play a character against himself..."

I want to believe you about this rumored character vs. character trick, but unfortunately everybody seems to be against you. You've gone up against the rest of the game world before, but what about this time? Does the trick really exist?

Dan Evenson  
Los Angeles



## The not-so-secret character vs. character trick in Street Fighter 2.

(Ed. Dude, dude, dude...trust us! You are right that we have gone up against the whole industry in the past and this is just another example of us printing something that companies (or other magazines) either don't know about or don't want you to know about. In this case we got the information straight from our contacts at Capcom of Japan.

As this column is being written, Capcom has finally acknowledged on their SF2 hotline (1-900-680-2583) that the trick really does exist. Also, by the time you read this, the other mags will most likely have printed the trick, and it's probable that the LQ-Juan is now on a steady diet of crow.)

## STREET FIGHTER 2 FOR SEGA CD...?

I have had my Genesis ever since it first came out. I am very pleased with the quantity and types of games that are available for my system, and when I read that some players are selling their Genesis just to be able to play Street Fighter 2, I just shake my head. No one game is worth trashing another system. What I am beginning to hear, though, are rumors that Capcom is starting to think twice about making games for the Sega system. Is that true? Does that mean that they could eventually do a Street Fighter 2 game for the Genesis? Say it is so!

Nick Yankunas  
Colorado Springs, CO

(Ed. Well Nick, there is some truth to that rumor. We have been following what Capcom of Japan has been doing and it is true that they have been talking to Sega of Japan. It is also true that somebody, either Capcom of Japan directly, or Sega of Japan (by obtaining the rights from Capcom), will be bringing out games for the Sega system in Japan! A complete Final Fight for the Japanese Mega CD is a definite, as is Strider.

Beyond that, any information is strictly a rumor. While sources inside Sega are hinting on something BIG for the Sega CD, the spokesperson for Capcom, however, states that nothing has been finalized nor is anything even in the works for any version of Street Fighter 2 on Sega CD. The plot is thickening, but we'll keep you informed if anything solid comes down the pipeline.)

## HIDDEN TRICKS IN SF 2...?

I would like to know if there are any hidden tricks in SF2. I have seen a picture of two of the same characters on the screen but they both were the same color! How do you do this?

Ian Steams  
New York, NY

(Ed. Our experts have been working hard on just this puzzle. Good news...they figured out how to do it!! See page 74 for this super secret trick!)



Character vs. character (same color!) trick in Street Fighter 2.

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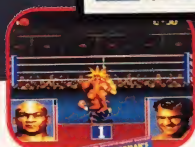
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CIRCLE #150 ON READER SERVICE CARD.

## WHERE ARE...?

While your magazine is way cool, and I choose to read it more than the competition's efforts, I've noticed something peculiar. I frequently read the ads for mail order game companies to get an idea of what may eventually make its way from Japan to the States. The ads list some titles that seem interesting. They include Tecmo World Cup Soccer and Ninja Gaiden for the Mega Drive and Strider 2 and Stormlord 2 for the Genesis.

My question to you is why you haven't even mentioned a word about these games? Doesn't the fact that these companies are willing to spend money to advertise these games prove that they exist somewhere? Don't give me anything like lead times or companies updating their ads! Does the industry have the edge on you, or do you have the edge on the industry? Explain!

**Jeff Anderson**  
Tempe, AZ

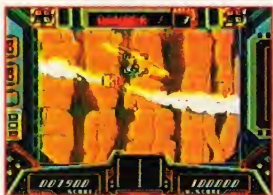
I like one-on-one fighting games. Capcom has finally made Street Fighter 2 and it is excellent. What I want to know is if they will make Ranma 1/2 for the S-NES? By the way, in your video game High Score column, what does S.A.S.E. mean?

**Joseph Jen**  
Hayward, CA

Congratulations on doing a spectacular job on covering SF2. I am one of your veteran readers and I would like one question answered.

Is it just me, or does the Mega CD game Thunder Storm bear an amazing resemblance to the old laser disc coin-op game Cobra Command?

**Marcus Harvey**  
Columbia, SC



**Renovation will be doing  
Cobra Command as a Sega CD!**

*(Ed. Lots of good questions here guys! Regarding the missing games, please note that we are doing our best to get the latest and most complete information and photos on the current and planned Japanese and U.S. carts to you each month. Some games may slip through the cracks, and some may be so far off in the future that all the companies have is a license or a game name, but we try to get you the scoop on all the great games that realistically will be coming out in the next 6 months. A lot of the games that you mentioned were first shown at the summer CES and summer Tokyo Toy Show and they were a long way from production! Over the past few months we have been talking about most of the games that you mentioned, and, for instance, we ran photos of the Mega Drive Tecmo World Cup Soccer way back in issue 32 (March 1992). As for those games we didn't talk about, we plan to resolve that in the very near future.*

*Joe, there is great news for you! We have just heard that Irem will be translating and bringing over the Super Nintendo version of Ramna 1/2! Stay tuned for more info in the coming months. S.A.S.E. stands for Self Addressed Stamped Envelope.*

*Very observant Marcus. You are right in saying that the Japanese game Thunder Storm FX looks like Cobra Command. It is! In fact, Renovation will be doing it as a Sega CD later this year (see page 78 for more pix) and they plan on changing the game name back to Cobra Command for the U.S. version.)*

## NES VAPORWARE...?

I just received my first issue of EGM and I love it. You have great info and good stories. When I saw the pictures of Batman Returns for the NES in your expanded July issue, I really got excited about it. I then called Nintendo to see when it will be coming out and to my surprise, they said there isn't such a game for the NES. Did you make a mistake?

**Jamie Tucker**  
Pikeville, KY



**Konami will be doing a NES version of Batman Returns in Dec.**  
*(Ed. No mix up on our part Jamie. Konami showed the NES version at the summer CES and their current production schedule has the cart coming out at the end of the year. As you can see, the game is very real. Remember, while the counselors will have good info on old games, you shouldn't always believe everything that they say when it comes to future games, as they won't have the latest scoop! You can also tell that by looking at the old news that they have in their magazine! Now that you have a subscription to EGM, you will be able to stay on top of what's new in the game industry every month!)*

## LAST WORD OR FIRST WORD?

I have been reading your magazine since issue 3 and I have been very impressed and pleased as to how you have steadily gotten better over time. There is one thing which has been bugging me for quite some time now and I hope you will give serious thought in changing it. On your table of contents page you say that you are "The Last Word On Video Games". Modesty is not one of your best traits and in this case I think you should change this to the first word on video games. Two mags are months behind you and Mr. cable stringer's mag doesn't even know what the word news is. Face it dudes, nobody can get the info to us readers faster than you, so why don't you take the credit of being the first?

**Steve Schroeder**  
Beverly Hills, CA

*(Ed. Thanks for the suggestion Steve. In our continuing process of updating the various sections of our magazine, that is one of the phrases that will be changed. Keep watching for our new look!)*



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On the action/adventure front, for NES and  
GameBoy, both Hook and Hudson Hawk will



# PACKED!

get your blood pumping.

In Hook, you not only do battle as Peter Pan with the pirates and creatures of Neverland, you also board Hook's ship and square off in a duel for the fight of your life. (It's a good thing you can fly!)

Hudson Hawk puts you in the shoes of the world's most famous cat-

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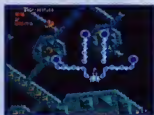
And in SmartBall you'll enter the wackiest worlds imaginable, as you change your shape and slip, slide, slither and ooze your way through steamy tropics and urban battlezones.

So check out these action-packed games from Sony Imagesoft.

If it's action you want, we've got it.



# REVIEW CREW



## GAME OF THE MONTH

### SPACE MEGAFORCE

With explosive space combat in a variety of settings, Space Mega-Force blew our minds and took top honors as Game of the Month! The crew was particularly pleased with the wide assortment of weapons and the multitude of enhancement levels that could be achieved. Sure, shooters are pretty straightforward, but when the action is this intense, it's hard not to have nice things to say!



**S** Steve made news by beating Martin Alessi at Street Fighter 2! The girls admire Martin's new Sharon Stone look, though.



**E** Ed's off to Japan again to check out the new carts at the Nintendo show. He'd slick his hair back too, but he can't seem to find it.



**M** While our artist works on Martin's new look, he's been busy playing Space MegaForce and looking for Turle bandages.



**S** As soon as Sushi heard that Mortal Kombat is on test here in Chicago - he flew in just to give it a try! Adios SF2 CE!

### Super NES - Toho SPACE MEGAFORCE Theme: Shooter Available: Oct. No. of Levels: 12 Megabits: 8



Space Megaforce is a fantastic new shooter from Toho! This game has an incredible 12 levels of super-fast play. Your ship has the capability to hold eight weapons with six stages of power for each weapon! Mode 7 plays a strong part in the action where you see bosses scale in to attack while an entire space station scales into view! If you can take the heat of space combat, then Space Megaforce is your ticket!

This game really goes over the top! I've never been too keen on any of the blast-ers on the Super NES, so it wasn't hard for this game to take first place. But I was really blown away by the depth in weapons and alien attacks. The game's earlier levels are way too easy, but the thrills are a must-have for any shooter fan.

Without a doubt this sleeper of a cart is the best shooter ever made for any home system to date! Where other companies are struggling to get 6 levels in a game, Toho does 12! No slowdown, great Mode 7 and decent music make this an almost perfect game. Not easy, and recommended for experts only!

Absolutely incredible! This without a doubt, my favorite SNES shooter! The graphics are phenomenal and the Mode 7 effects are so good they make you nauseous. Awesome power ups and near perfect game play make this a blast from beginning to end. Multiple difficulty settings and 12 hyper intense levels! Joy!

Awesome! These special Mode 7 effects will really blow you away. Forget about all others this year! This is THE shooter to look forward to in 1992. Kicking music compliments this high-powered shoot-em-up. Big huge bosses light up the screen, and incredible power-ups are to be found everywhere! Schwinggg!

### Super NES - NTVC STRIKE GUNNER Theme: Shooter Available: Now No. of Levels: 8 Megabits: 8



You have never seen two-player shooter action quite like Strike Gunner offers. Fifteen potent power-ups are at your disposal while you combat the hordes of invaders. You can choose to fly solo or have a friend along for the fight. Your ships can combine to form the ultimate fighter. Blaze through eight stages taking on enemy bosses that are over four screens big! The Earth needs your help (again) so hop to it!

This game has a cool intro, but the game doesn't hold up very well. Besides being incredibly easy, with never more than a handful of enemy invaders on screen at any one time, the backgrounds lack any real detail. The game play is further weakened by poor weapon progression and bad execution. Not for me.

While STG doesn't break any new ground in shooters, it does a reasonable job in giving the player a good solid game. Lots of enemies to blow away but let too many on the screen and the game slows down. This is great for the average player but the seasoned vet will not be pleased. Otherwise, a better than average cart.

A very basic overhead shooter. I like the availability of 15 weapons, but limiting them to 1 per round makes it less intense. The graphics are nothing special. The weapon animation is kind of choppy and there is mucho slowdown when enemies fill the screen. A solid shooter with nothing really new or exciting.

Cool! Shooters are definitely coming around since last year's absolute nose dive in shooter quality. STG has many qualities that would have made it a top-running game, but it lacks the difficulty necessary for lasting interest. If you are the type who must have every shooter ever made, don't miss it. Way!

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# BLAZER

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## ARMORED POLICE

# METAL JACK

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## Super NES - Enix SOUL BLAZER

Theme: Adv. Available: July  
No. of Levels:



You have been chosen to restore the six stones that control evil. You must utilize mystical swords and powerful armor to destroy the traps that are holding creatures. As you accomplish certain tasks, many creatures will offer you their souls that provide special powers. Eight levels of mystical beauty include visits to haunted houses, underwater paradises and forest lands. Take on hideous bosses at the end of levels!

I found the duality of the adventure contained within Soul Blazer to be amazingly addictive. The action never really overtakes the role-playing portion of the game and that segment of play isn't extremely challenging, but there is an addictive quality in the liberation of a village (and its mysteries) that grew on me.

The timing is great on this cart. By now all of the quest game players would have beaten Zelda 3 and are now looking for another challenge. Here it is! SB is equally as challenging, but actually more fun to play. Spectacular graphics and a lengthy quest make this cart a must have for all who like to think their way through a cart.

A great action/adventure cart that's loaded with great graphics and sounds and a long quest. The game is fast and the pace is just right if you need a little action with your role-playing. The quest is a little easier than I expected and can be solved in a few hours. Great music and visuals keep you coming back for more.

Soul Blazer is the answer for you Zelda fans who need more excitement. It may not be better, but at least you can entertain yourself for about four hours or so. Soul Blazer features excellent graphics and music, but lacks in quest depth. Look around for its sheer appearance and snatch it up while it's still hot! Worthy!

## NES - Data East JOE & MAC

Theme: Action Available: Now  
No. of Levels: 5 Megabits: 3



Those lovable Neanderthals are back on your NES! Choose to play as Joe or Mac and set off to rescue the gorgeous cave babes. Watch out for pesky pterodactyls, stone-tossing dudes and incredibly detailed bosses as they would love to finish you off! Collect power-ups that include hammers, arrowheads and stone wheels. Five levels of mayhem add to the excitement that only Joe & Mac can dish out.

It's tough to judge this new 8-Bit entry next to its bigger 16-Bit cousin because of the differences in graphics and play control. But the overall premise remains valid and the action somewhat enjoyable. Many of the sections were tedious to maneuver and the game way too short, but interesting enough to be playable.

Data East must be given credit for continuing to support the rapidly dying NES. Joe and Mac is a very good game considering the limitations of the system. Although the game is short and a bit on the easy side, the younger audience will thoroughly enjoy this version. Nice backgrounds!

Joe and Mac on 8-Bit, oh joy! Why bring out an inferior version of a 16-bit game? The graphics are OK for 8-bit and feature parallax scrolling backgrounds and large bosses. The game play is good but the buttons should be reversed, because powering up your weapon and jumping is very difficult. A short but tough cart.

Somehow the appeal just isn't here. Joe and Mac is a really cute game, but it isn't the same. The graphics need to be a little smoother for a grand rating, but it will suffice to say that Joe and Mac is a good game for kids. I cannot see a serious gamer getting a real charge out this version.

## NES - Camerica BEE-52

Theme: Shooter Available: Now  
No. of Levels: 24 Megabits: 2



Bee-52 is an original in the shooter realm. You control a humble little bee whose only purpose in life is to collect honey to please the Queen Bee. It might seem simple enough, but there are plenty of obstacles to stop you. Grasshoppers, ants and hornets are a constant threat to your precious honey supply. Occasionally you may collect a power-up or two to push back your attackers. Collect your honey and please the Queen.

Okay, I'll give this game the award for most interesting premise, but peel away the theme and you've basically got a game with some unique overtones but no real excitement. The graphics aren't anything to boast of and I just couldn't find enough action to satisfy my palette. Younger kids might go for it though.

While the game is definitely not for the hard core player, the younger crowd will have a blast with it. It is one of a vanishing breed of games that is just pure clean fun. The graphics leave a lot to be desired but the control and game play are right on the money. If the game offered more variety it could have been a real hit.

Bee 52 is rather simple in game play but fun to play nonetheless. The graphics, while not very detailed, are cute and should appeal to younger players. The game play is unique and getting back to the hive with honey is a challenge in the later levels. The game is very repetitive and gets old rather quickly.

Bee 52 is about the cutest game out this month. Where else can you become a bee searching for the next nectar nest, challenging the call of the wild bug world? Unlike boring shooters (as the title suggests), Bee 52 has more technique involved. Searching for honey, fending off ants and other pests. Chillin'!

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## Genesis - Virgin GLOBAL GLADIATORS

Theme: Action Available: Nov.  
No. of Levels: 15 Megabits: 8



Meet two of the greatest 'grime' fighters in the world, Mick and Mack! Armed with a glop gun and tons of courage, they are a force determined to rid the world of glop machines and other forms of pollution. Travel through the slime pits, forests and toxic town where pollution is at its worst. Earn bonus lives by collecting 'm' icons and destroying all the glop creatures. So Mc-hop to it and save the planet from filth!

There are two sides to this game: 1) It has the most awesome graphics and sounds to come along since Sonic. The look and feel of the game is truly impressive. 2) The controls and not as accurate and responsive as they need to be. The character moves too fast for his own good. Looks great - plays average.

Another hit from Virgin. This 16 bit version really shows off the system's potential. The graphics, tunes and challenge are all near perfect and the game is one which once you start it, you don't want to quit. With tons of hidden objects there is a lot of exploration to do but this just adds to the enjoyment. Exceptional!

An excellent action game with great graphics, excellent sounds, and solid game play. The animation is liquid smooth and the game play is as fast as Sonic in some areas. The graphics are highly detailed and the sounds feature voice and other digitized effects. Plenty of levels and hidden surprises!

Anyone smell french fries? Mick and Mack are back in full 16 bit style! Wow! One look at the crisp graphics and smooth animation, and I got hungry for more! This is the type of environmentally aware game that belongs in the family! What a great way to send a positive message in a fun format! Worthy!

## Genesis - Electronic Arts USA BASKETBALL

Theme: Sports Available: Now  
No. of Levels: N/A Megabits: 8



In commemoration of the ongoing Olympic games, EA is introducing this limited edition basketball game starring the actual players from Team USA! Choose to play against 15 international teams in a b-ball free-for-all! Feel the excitement as Jordan goes for the slam, Barkley powers his way through and the crowd cheers you on to the gold! Move fast and pick up Team USA Basketball from EA!

This game plays poorly compared to EA's other entries in their sports series. It sure is a great license, but passing and shooting action is complicated by slow movement and a general lack of realism in any of the characters. There are some cool functions at your disposal, but I found it to be a less than attractive package.

Nothing revolutionary here as we've seen it all in their previous basketball game but since it is a limited production game, players will want to buy this one just to hang on to. It does play well, but with their new basketball game just a few months away you might want to wait for the real thing to come out.

While there is really nothing totally different from Bulls vs. Lakers, this cart will definitely be a collector's item. There are a few new features like official Olympic teams and players and each country's national anthem. The game play is very good and basketball fans will want to get this limited edition before it's gone.

Not bad, EA, but you've done better. The feel of USA Basketball got lost somewhere. Previous titles have had very smooth transitions while USA Basketball feels a little choppy. Still, I love the idea of the game, and any avid basketball fan with a Genesis must be going nuts right about now with all the choices. Way!

## Genesis - Electronic Arts NHLPA '93

Theme: Sports Available: Now  
No. of Levels:



Hit the ice with NHLPA '93 from Electronic Arts. Many options make this one hot! One or two players can skate for bragging rights, or you can take part in the championships. All the top teams are prepared to give you a run for your money! The view is from an overhead perspective allowing an unparalleled view of the action! Score a goal and hear the crowd go wild! With NHLPA '93, who needs to sharpen skates?

This game does a much better job of blending the accuracies of the sport with a play mechanic that is easy to pick up and have fun with. It's a boosted-up version of their previous hockey effort, but new perspectives and more options make it a worthy investment that is addictive in its two-player mode.

EA knows sports! Although their previous game set new standards in excellence, this version rewrites what the best should be. Better sounds, faster and more controllable game play now correct what was lacking in the first game. The two player action is the best I have ever seen! Where does EA go from here?

EA does it again with the sequel to NHL! This game is more refined than NHL and offers more control and smoother game play. The graphics are louchy up and the sounds are awesome. The crowd cheers you on or boos when cheap plays occur. Great 2 player action and a smarter computer opponent. Bring it on.

It would appear that EA has managed to improve their smash hit of the ice rink! The sounds are unbelievable (the echo of the puck hitting a wall is perfect), the instant replay also captures funny moments like a photographer taking a picture of a hockey player being beamed with the puck. Classic! Worthy!



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## Genesis - Sega MONACO GP II

Theme: Driving Available: Now  
No. of Levels: 16 Megabits: 8



Here it is! The long awaited sequel to one of the most exciting racing games around! Super Monaco GP II has Ayrton Senna's endorsement for quality so you know it must be good! Race on a calm practice circuit, 16 of the world's fastest courses in a race of championships or the Senna GP! Three transmissions and adjustable track conditions are just a few of the adjustments. Can you take on Senna in the Senna GP?

I really wanted a brand new game when I plugged in Monaco 2. Instead, you get some new tracks and tunes as well as digitized pictures of Senna every other screen. While I liked the overall execution of the game, the play mechanics are definitely outdated. I just didn't seem to get the same thrill that I did before.

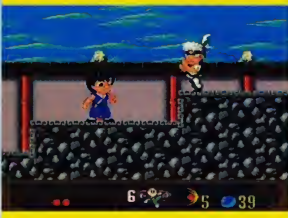
This is a game only a dyed-in-the-wool racer will love. The first SMGP set new standards in driving simulations and, while this version smooths out the rough edges, it does not break any new ground. The computer now gives you a run for your money and new players will come out on top but that is the fun in trying.

The long awaited sequel to SMGP is here offering nothing new and leaving me disappointed. The graphics haven't improved and the sounds are actually worse than the original. It sounds like there's 400 hamsters under the hood in stead of horses. You get Senna's face plastered on every other screen. What a bonus! Not!

This game should have been all new instead of just a redo of SMGP! Senna needs some major graphic enhancement before I'll give it a seat of approval. In this all you do is push left, push right, and back again. Not terribly exciting. For the 90's type of racing game I want action, digitized sounds, and options!

## TurboGrafx-16 - Turbo Tech. JACKIE CHAN

Theme: Action Available: Now  
No. of Levels: 7 Megabits: 4



Looking similar to those popular Japanese movies, Jackie Chan's Action Kung Fu provides all the kick and punch action you could ever want! Play through seven levels in search of your kidnapped girlfriend. Since you are a master of the martial arts, you should have no problem defeating the hordes of creatures, but they will test you nonetheless. Just try to take on the humongous bosses without getting hurt!

There's nothing inherently wrong with this title, but the look and feel of the action just isn't right. The pace and movements of the characters are just out of sync with reality in a way that annoying. If there were something wholly unique to Jackie Chan I would give it a thumb's up, instead I rate this game as passable at best.

Strange is the best way to describe the game. Once you get used to the unusual looks of the characters and get involved in the game, you will find a well designed cart with a lot of game play built in. Although the graphics are only average you should still give it a try... you won't be disappointed.

Here's an original action game that really offers alot in terms of game play and a unique theme. The enemies are weird and colorful and the bosses are huge in some levels. Bonus rounds and hidden items add to the game play as well as power-ups and new techniques. Solid kung-fu action with a weird theme.

This is the type of game I've learned to avoid ever since I was a little kid. Jackie Chan's one saving grace is that a young child may find it fun, but I sure don't. The 'head bigger than body' phase is long since gone, and I see no appeal for this. This type of game just doesn't make the Japan to U.S. transition very well.

## TurboGrafx-16 - Turbo Tech. NEUTOPIA II

Theme: RPG Available: Now  
No. of Levels: N/A Megabits: 4



Already a smash hit in Japan, Neutopia II is a blend of adventure and RPG. Travel through long stretches of treacherous terrain and leave no stone unturned! Use various items like bombs, rings, boomerangs and whips to fight of enemies that you run across. Visit caves to locate chests that may contain armor, weapons and maybe something nasty! Neutopia II fills the void that the Turbo was missing!

TTI hasn't taken too much of a stretch with this entry for their Turbo system. The play mechanics are virtually identical, combining RPG overtones with simple, yet effective, battle action sequences. I enjoyed the original and found a lot to like in the sequel, but beyond the length of the game there's little revolutionary here.

I always like a good quest game and where the original Neutopia proved to be a reasonable challenge, this sequel equals it and goes beyond. The quest is still a lot like Zelda and doesn't branch out enough but its length has been increased and it will take a while to get through the game. A must have for adventure fans!

Neutopia II has that Zelda type game play that gives Turbo owners adventure and action in one. The game has role playing themes but the action gives it a fast pace that keeps it from slow down. Plenty of items to find and secrets to solve. The overworld is huge and full of mysteries. The quest is long but very straightforward.

All right, who decided to make yet another clone adventure? Neutopia has many redeeming qualities like cute music, good graphics (albeit poor animation), and a detailed quest. Still, it lacks the originality so many real adventures have come to expect from software publishers around the world. Chillin'!

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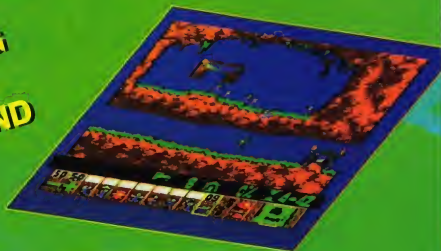
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**Neo-Geo - SNK**  
**KING OF THE MONSTERS 2**  
 Theme: Fighting Available: Now  
 No. of Levels: 7 Megabits: 47



Neo-Geo owners will flip over this one! If you totally blew through the original version, King of the Monsters 2 will be sure to please! Choose from the three powerful characters and destroy the hordes of enemy beasts that are attacking! You can destroy towns and monuments for big points. Special attacks are obtained by collecting power-ups from fallen comrades. Become the King of the Monsters in this sequel!

It may be an unfair comparison, but in a world populated with great fighting games like Street Fighter 2, SNK should have set higher sights for this sequel. Without the wide variety of moves and secret attacks, this game basically became little more than a gimmick that, while a well done improvement, failed to hold my interest.

There must have been a lot of players who liked the first version to prompt a sequel. SNK must know what they are doing but I found this game hard to hold my interest. It is a fun game to play but for only a few times. It does have some new moves and the monsters look better but it still falls short of what I was expecting.

King of the Monsters 2 is your basic mindless fighting game. There are no techniques just jump, punch, and throw your way through 7 levels of multi-meg backgrounds. There are a few new special moves that light up the screen and some interesting boss characters. Other than that it's repetitive and boring.

What's wrong with this picture? King of the Monsters 2 is light years better than the first, but the first I want more characters, more scenes, better soundtracks, and arcade quality if I'm going to shell out the big bucks! King of the Monsters 2 does not ring true as an arcade game with so few options.

**GameBoy - Capcom**  
**BIONIC COMMANDO**  
 Theme: Action Available: Now  
 No. of Levels:



The evil Doraize army is on the move again. In return, the Federal States sent in Super Joe. All communication with him was lost. Now you, Rad Spencer, must locate Super Joe and stop the Doraize army once and for all. Use your wrist blaster to shoot enemies while collecting much-needed power-ups. Fight through ruined cities and underground fortresses to finally locate Super Joe.

This game really does succeed in properly executing the Bionic Commando theme on the smaller GameBoy screen. Not much has been done to alter the original premise of the NES game, and the graphics and play are well detailed and challenging. This is indeed one of the better GB titles to come along in some time.

Good job Capcom! With the exception of the 2 Mario games, this is the best GameBoy cart I have seen in a long time. It plays very well for the small screen and offers more than enough challenge for the experienced player. Hey, when Sushi likes a GB cart you know it HAS to be good. I agree! Don't miss this one.

This is one of the best GameBoy carts I've played in a long time. The graphics and music are very good. The game play is absolutely phenomenal and captures all of the best aspects of the classic NES game. Plenty of tough action and technique throughout. If a GB cart can be this good, bring the SNES version.

Cooler! Aw, Pooh, I love this game! Everyone has forgotten the excellent NES title until now when you can take it on the road! No offense Capcom, but Nintendo had better get in gear soon and release a Color GameBoy, because colorful titles like Bionic Commando get hacked on the tiny B&W screen!

**Lynx - Atari**  
**KUNGFOD**  
 Theme: Action Available: Now  
 No. of Levels: 6 Megabits: 2



At the Odnet Video Games Center, you come up with a strange chemical known as Rynoleum that mutates anything it contacts, even you! Take to the kitchen and wipe out the mutated food that is taking over your home. You can punch and kick crazed carrots, mutated mushrooms and powerful peas! Collect icons for more power and stronger health. Better hurry, or that pot roast just might get nasty!

The idea behind this game is well executed and it's interesting to see what it would be like to be placed in the Kung Food environment, but essentially we've got a kick-and-punch quest that fails to ignite any real sparks. Better use of the Lynx's functions could have netted a higher rating, but as an action game it's alright.

If you are looking for a truly original game with a fresh new theme then this is the Lynx game to get. The game play is quite standard and the kung fu theme is one that has been used before. However, for the younger players who will probably buy the cart, this type of action will definitely appeal to them. Good but not great.

Although the theme is very original the game play is not. This cart is just a repetitive punch and kick game and just offers nothing in terms of game play. I like the idea behind the game, but the monotonous game play just doesn't cut it. The graphics are not the best I've seen on Lynx and the sounds are mediocre.

This is the game that takes food fights to new heights! As corny as the title is, Kungfod is really a hot game for the Atari Lynx! It may not be the fighting game of the year, but it will hold its own as being the most memorable, and definitely a laugh a second! Go on, play with your food! Way!

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## NINTENDO

*Danny Sullivan's Indy Heat*

Tradewest - Sports

*Gargoyle's Quest II*  
Capcom - Adventure

*Matchbox Racers*  
Matchbox - Sports

*Quatro Arcade*  
Camerica - Action

*Tecmo Cup Soccer*  
Tecmo - Sports

*WWF Steel Cage Challenge*  
Acclaim - Sports

## SUPER NES

*DinoCity*  
Irem - Action

*F-1 ROC*  
Seta - Sports

*Ka-Blooey*  
Kemco - Puzzle

*NCAA BASKETBALL*  
Nintendo - Sports

*Soul Blazer*  
Enix - Quest

*Strike Gunner*  
NTVIC - Action

*Super Buster Brothers*  
Capcom - Action

*Super Mario Kart*  
Nintendo - Sports

*Super Play Action Football*  
Nintendo - Sports

*Wheel of Fortune featuring Vanna White*  
GameTek - Family Fun

*Test Drive 2*  
Accolade - Sports



ELECTRONIC ARTS SPORTS NETWORK

HOT PICK OF THE MONTH

# GAMEBOY

*Barbie Game Girl*  
Hi Tech - Action

*Centipede*  
Accolade - Action

*Double Dragon 3*  
Acclaim - Action

*Kirby's Dreamland*  
Nintendo - Action

*Roger Clemens Baseball*  
Acclaim - Sports

*Spy vs Spy: Operation Booby Trap*  
Kemco - Action

*Tom & Jerry*  
Hi Tech - Action

*Wordtris*  
Spectrum Holobyte - Puzzle

*Word Zap*  
Jaleco - Puzzle

*WWF Superstars Challenge*  
Acclaim - Sports

*Xenon 2*  
Mindscape - Action

# LYNX

*Steel Talons*  
Atari - Action

# NEO-GEO

*Andro Dunos*  
SNK Home - Shooter

# TURBO

*New Adventure Island*  
Turbo Technologies - Action

*Order of the Griffin*  
Turbo Technologies - RPG

*Soldier Blade*  
Turbo Technologies - Shooter

# GENESIS

*Senna's Super Monaco GP II*  
Sega - Sports

*Death Duel*  
Razorsoft - Action

*Gadget Twins*  
Game Tek - Action

*Gemfire*  
Koei - RPG

*Greendog*  
Sega - Action

*Jennifer Capriati Tennis*  
Renovation - Sports

*King Salmon*  
Sages Creation - Sports

*NHLPA Hockey*  
Electronic Arts - Sports

*Rampart*  
Tengen - Action

*Romance of the Three Kingdoms 2*  
Koei - RPG

*RBI 4*  
Tengen - Sports

*Slime World*  
Renovation - Action

*Smash TV*  
Flying Edge - Action

*Super HI Impact*  
Arena - Sports

*Team USA Basketball*  
Electronic Arts - Sports

*Where In the World Is Carmen San Diego?*  
Electronic Arts - RPG

# GAME GEAR

*Chuck Rock*  
Sega - Action

*Senna's Monaco GP II*  
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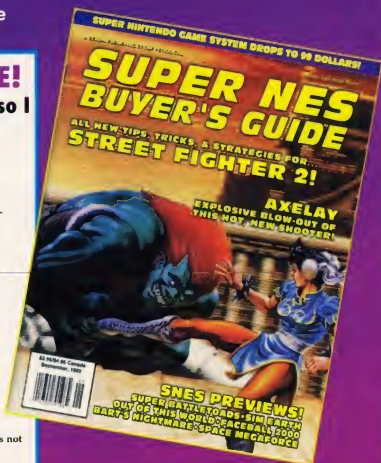
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**Nintendo**

# GAMING GOSSIP

...New Street Fighter 2 Competition Joystick...Quad coming to S-NES...Camerica rubs the magic 8 bit lamp and gets Aladdin...Acclaim to do S-NES Super High Impact...Sega to do Cool World for Mega CD...Dolphin is coming

...Howdy game fans, it's me - Quartermann, here to tantalize you with my burgeoning basket of gaming gossip goodies! Lots to talk about this week my Quarterfriends, so don't turn that page!...We'll begin with the megarumor of the month! Word on the street has it that Nintendo and Capcom are rumored to be inking a deal that will bring Street Fighter 2, the 16-Meg monstrosity, into Super NES system boxes as the pack-in! The Q-Mann could dig up few details on how this rumored plan would actually work, but those in the know tell yours truly that giving Super Mario the heave-ho in favor of the World Warriors was a compromise between the Big 'N' and Capcom to maintain the cart's \$80 suggested retail price! More on this news item later...In related Street Fighter 2 news, Capcom has flip-flopped on the idea of offering a special controller specifically made for the game. While they originally had intended to provide the special controller as part of the game, the folks at Capcom scrapped the idea but will instead be bringing out a Street Fighter 2 controller separately!...

...Looks like the wiz-heads at Nintendo have struck again! The gaming goliath is now rumored to be shipping a new development system called the "Quad" which will enable developers to display graphics and generate sounds light years ahead of anything we've ever seen before. No word on when Super NES-Quad games will start hitting, but don't look for anything before next year...Look for Camerica to breath new life into your existing 8-Bit Nintendo console sometime later this year. Through a new breakthrough in 8 bit cartridge ingenuity, called the Aladdin Project, we will soon be blessed with a concept that will revolutionize the way games will be sold and purchased. Look for Aladdin to work his magic sometime in the second half of the year...

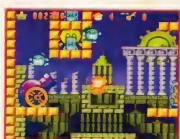
...Licensing update! Acclaim is now readying Super High Impact for the Super NES! The developers have managed to get the digitized displays into the home version and the Q-Mann has seen the statics on-screen! Kick!...Rumor has it that Acclaim is also the recipient of the Ren and Stimpy title, referring to the cartoon duo who appear weekly on Nick! The Quartermann has also heard rumors that the dirty duo will appear on the Sega 16-Bitter and Lynx handhelds! Happy, happy! Joy, joy!...Other game news includes word from Sega that the current 16-Bit leader has landed the rights to Star Trek: The Next Generation and Cool World, a tripped out Roger Rabbit featuring live actors within a wild animated universe. Both titles will be ported to the Genesis, Game Gear and Mega CD-ROM...Sega also has a super secret game called Dolphin ready for CES...and are you ready for Bonk on the NES and GameBoy?...Oh Boy!

...Speaking of the Mega CD-ROM, word from our main man in Japan, Terry Aki, indicates that several interesting titles will soon be on their way for this mega add-on! Chief among them is After Burner 3, a wild first-person shoot-out with graphics right out of the arcade! Look for some wild scaling out of this one! Also on the horizon is a new educational game that features full-motion video within a quiz setting! Whoooooo!...Still more rumors surround the Mega CD itself! One of the latest has it that Sega will slash the price to astronomically low ranges if Nintendo follows through on their promise to deliver their CD-ROM drive under 200 bucks. Seems Sega is bound and determined not to lose out to the big 'N' on the issue of price alone. More to follow...When the Mega CD does hit, not only will it have Star Trek: The Next Generation, but also movie adaptations of Batman Returns and Home Alone! Will the machine be able to beat out Nintendo's unit? If Sega is able to show up at the CES with the 20 discs sources are claiming they'll have, then Nintendo will definitely have their work cut out for them...

...That wraps it up for this installment of the Quartermann show, kiddies! Be sure to tune in next week for the first specs of the Super NES CD-ROM as well as a special sneak surprise - the kind that only Quartermann can deliver! 'Til next time, I remain...

**- QUARTERMANN**

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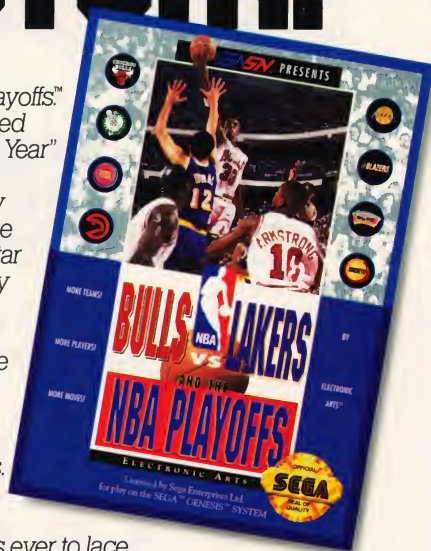
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When Bird takes to the sky, you know Larry Legends good for three.



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And play with the champions of the NBA.



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# LEADING EDGE

MIDWAY

## MORTAL KOMBAT

Ready to make the next leap in video combat technology? If so, step up to Mortal Kombat by Midway! This fighting extravaganza warps to the future, where humans possess supernatural strength and powers, and where monsters roam the Earth.

The ancient dragon man, Goro, is finally awake after centuries of sleep. Now, the strongest and bravest fighters around the world have arrived to challenge him to Mortal Kombat! Mortal Kombat features entirely digitized live actors with incredibly smooth animation and clarity. The action can move so fast on screen, you will think you are in a movie theater! High-fidelity sound effects and music surround the surreal backdrops of fighting arenas. Prepare to be shocked!

Perhaps the greatest attraction (and repulsion for the weak of heart) is the graphic violence depicted on-screen. Sure, we



*The last boss is waiting hungrily for your challenge!*



*Awesome! Sonya and Kang go at it head to toe (literally).*

# AMA

AMERICAN AMUSEMENT  
MACHINE ASSOCIATION

have seen it all displayed in common, everyday video games where characters get flattened, eaten, shot or even disintegrated, but not nearly with the detail shown here. Remember, we are dealing with live actors! Now imagine a character having his head erupt, having a hole blown

through his chest, burned to a charred skeleton or getting a spike lodged in his neck! Is there any blood? Stupid question! It's everywhere! Power hits produce at least a quart of blood (also highlighted with convincing sound effects of it hitting the floor), and death attacks drop enough of the gooey substance to fill a horse! All of this and more is controlled by an eight-way joystick, a block button and four attack buttons: upper and lower kick and punch.

Congratulations to the designers and programmers of this phenomenal triumph in gaming!



*Pick from seven talented warriors and take on a friend.*



*Goro looks hungry. Can Cage defeat this wicked monster?*



*Test your strength with this block breaking challenge.*

# PRINCE OF PERSIA®

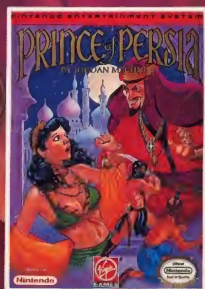
**A** The imprisoned young adventurer who has just managed to escape your cell in the palace dungeons, you have only 60 minutes to make your way in the top of the palace and rescue the beautiful princess from a forced marriage with Jaffar, the evil tyrant who has stolen her father's throne.

PRINCE OF PERSIA® will plunge you into an exotic world of challenging puzzles and non-stop action, featuring the most fluid and realistic animation you've ever seen on your NES™! You may be swift and cunning enough to slash your way past palace guards and dodge trap doors... but how will you withstand the wicked sorcery of Jaffar?



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TAITO  
**GALACTIC STORM**

If you are looking for a shooter with enough realism to turn your hair grey, check-out Galactic Storm from Taito! Galactic Storm combines dazzling sound, intense action, and some of the wildest scaling effects ever witnessed in a shooter. This game is so intense it will give you motion sickness!

The premise is simple enough: you pilot your ship through asteroid fields and other different locations while avoiding the obstacles that will impede your progress.

The thing that sets this game apart, though, is the use of incredible graphics which give you the sensation of actual flight! What a blast!

For a shooter with a different "twist," jump into the cockpit and blast away with Galactic Storm by Taito. Remember to fasten your seat belt!



*Get ready for the ride of your life! Incredible scaling effects make this coin-op a definite winner.*



*Use your blaster to vaporize your way through this huge and menacing asteroid field!*



*Try to keep your mind on the game (yeah, right!) as you are dazzled by some of the coolest pixels you have ever seen.*



*Wow! Get launched into action with this next-generation shooter. Your shield indicator is in the upper left-hand corner; watch it to make sure you can take a hit.*

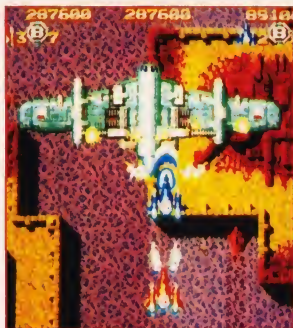
FACE CO.  
**SAND SCORPION**

Prepare to get stung by a new shooter! Sand Scorpion by Face Co. will soon be blasting its way into the arcade scene.

Rampage through level after level of intense bosses and graphics that will have your fingers fused to the machine!

Play alone or with another player and collect power-ups and weapons. The special attacks are intense, like the huge electrical field that you can generate around your ship at will!

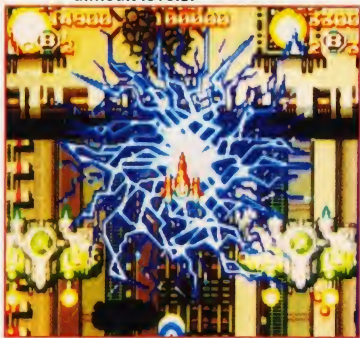
This shooter combines great graphics and realistic sound to provide an incredible arcade experience! Ready yourself for the scorpion's sting, coming to a arcade near you!



*Beautifully detailed animation and scrolling graphics get your adrenaline pumping as you seek and destroy enormous bosses.*

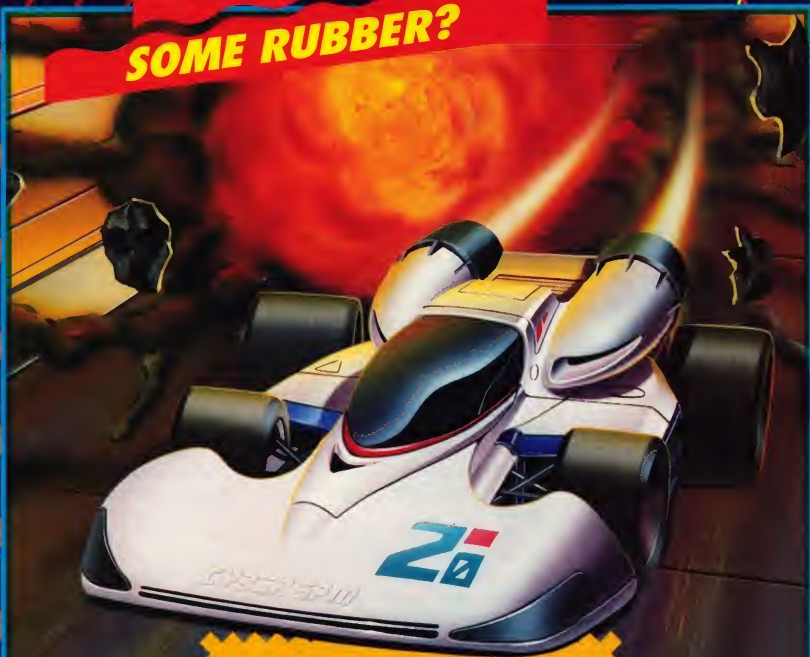


*Team up with a friend! The additional firepower comes in quite handy on some of the more difficult levels.*



*Nice weapon! Tons of power-ups and other extra weapons of destruction make Scorpion a shooter fan's paradise!*

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## CYBER SPIN

Then you're ready for Cyber Spin, the new fast-moving, one-player auto-racing game for the Super Nintendo Entertainment System®. Cyber Spin delivers all the fun of two games in one.

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- ◆ GPX Mode is for the swiftest of the swift, and gives advanced Cyber Spin masters ten new tracks to test their pedal mettle.

Whichever mode you select will provide you with hour after hour of hard-driving fun. Screeching real sound effects. Top-notch top-view graphics. Challenging courses. And hairpin-precise vehicular control. It's all here.

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ENTERTAINMENT SYSTEM



# THE GAME DOCTOR



## **Pow-Wow with the Microchip Medicine Man**

It's starting to feel like home already! My Q&A columns now appear in each issue of Computer Game Review, Electronic Games and, of course, Electronic Gaming Monthly and the synergy that has developed among the three columns has honed the Doc's mind to razor sharpness.

So let's turn all this dictation regarding the cross-pollination of information into recitation and get down to some serious speculation for your delectation. Word to your Dungeon Master.

**Q:** I keep hearing rumors about 32-Bit video game systems. Now I already own an NES, a Sega Master System, a Genesis, a SNES and a pretty good collection of software for each one. But if my parents hear about 32-Bit systems, I'm afraid my future as a video gamer looks pretty dark. They say that a new system comes along every six months now and they aren't buying any more until the whole scene settles down.

What's the story, Game Doctor? Will the video game companies keep releasing new systems every few months, then totally give up on the systems that are already out there? After all, Nintendo didn't even make an 8-bit adapter for the SNES! I really look forward to your answer, but I'm also pretty much afraid of what it will be.

Thanks - I hope.

**Danny Giglio  
Ridgewood, NY**

*A: That's an excellent question, Danny, and one that strikes fear into the hearts of folks a lot more int-*

*mately involved with the video game business than you, old son.*

*There are really several factors at work here. First: yes there are 32-bit video game systems in development. Five of them, to be exact, with perhaps more at the R&D (Research & Development) stage. Let's take a brief look at this (theoretical) next generation of monster video game systems:*

- *Hudsonsoft - The folks at Hudson created the guts of the PC-Engine/TurboGrafx-16 and have been rumored to be working on a new, 32-Bit super-system for quite some time now. The Hudson machine could be fairly close to release.*

- *Sega - Extremely reliable industry sources assure us that Sega, whose Genesis sales have plummeted in Japan in recent months and whose CD-ROM MegaDrive has also failed to excite Japanese buyers, is heavily into development of a 32-Bit system.*

- *Nintendo - You know Nintendo is in the game, if only to make sure that they can get in the race if 32-Bit begins to look as if it's going to take off.*

- *Atari - Any new hardware from Atari Corp. must be viewed with an extremely jaundiced eye. After all, following months of leaks regarding the Atari Panther, the entire project was scrubbed in the blink of an eye. Atari followed this fiasco with the announcement that it was well on its way to producing a 32-Bit Atari game machine to be called... the Jaguar!*

- *Can a 64-Bit Mountain Lion be far behind?*

- *Electronic Arts - Perhaps the most unexpected player in the 32-Bit sweepstakes is software giant EA, whose SMSG (named after San Mateo Software Group, where it is*

*being developed) has the entire industry buzzing with increasing excitement and anticipation.*

*Now the problems with introducing all these advanced systems, however, are considerable. For one thing, they totally destabilize the existing market structure. Would you rush to buy a 16-Bit system when there are five 32-Bit systems lurking just around the corner? Moreover, will you even want to buy a 32-Bitter when they come out? Surely, 64-Bit or better systems will be only six months or so down the development pipeline.*

*Unfortunately, scientists and other creators of technology don't deal with these questions. They never ask: "Should we build this?" No, if they can build it, they will build it. End of discussion.*

*But is it wise? After all, home video game developers have barely scratched the surface of what 16-Bit machines can do. Special compression routines and CD drives will open up whole new worlds for 16-Bit technology. And speaking of those poor, enfeebled 16-Bit systems, it should be pointed out that the vast majority of arcade coin-ops run on 16-Bit systems. What the arcade machines have, however, that home systems don't, are special monitors. Home video games run smack up against the limitations of what a television set can physically display.*

*I'm afraid the answer to your question, Adam, excellent though it is, is for greater minds than mine to fathom. The one silver lining in this cloud of confusion, however, is that none of these systems is likely to turn up in the USA before late next year.*

**Q:** I'm confused over the difference between digitized and bit-mapped graphics. Which one is



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look at video games the same way again. The TurboGrafx Compact Disc player attaches to the TurboGrafx-16 System to run game CD's as well as music discs. It's also compatible with the CDG's (CD + graphics) available in record stores. Once you've got it, test drive your new Compact Disc player on two equally incredible CD software titles.



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## Lords of the Rising Sun

12th Century Japan.

As one of three Samurai generals feuding for the Emperor's throne, you must be wary of the devious machinations of your ruthless rivals. Make and break alliances while you whip your troops into invincible archers and fencers.

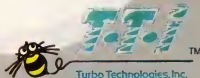
Storm castles or defend your own. Impale ninja assassins on your trusty sword. The CD action and graphics are so vivid in this ultimate role-playing game, that you can practically taste the victory.

But one final word of warning, Lord and master. This is a treacherous world of secret enemies and hidden blades. And it is easy to loose your head!



Holy Halibut! Who would've thought being a cartoon character could be this dangerous? You're Ozzie the Ostrich and if you don't peck the bridges out from under your cute but deadly little enemies, they'll cheerfully send you to the bottom of Splash Lake.

**SPLASH LAKE** But don't let its apparent simplicity fool you. CD technology makes the more advanced levels of this game of skill and strategy challenging enough for your friendly neighborhood rocket scientist. Happy pecking!



Available at Toys "R" Us, Babbage's, Electronics Boutique, The Good Guys, Software Etc., Walden software and through Sears Catalog.

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# You can stop 16-bit system

*the bit to get your hands on the*

*Because at \$69.99, the Turbo*

*now. What kind of fast -action*

*technology? Check out Falcon 3.0 and Jackie*



You're Jackie Chan, world famous Kung-Fu star. And your damsel, Josephine, is in some serious distress. After training under your master, fight your way past your enemies with spinning kicks and powerful energy pulses. But if you fail, your enemy will have Josephine, and you'll look like a real Fu.



You're an ace F-16 Falcon fighter pilot. At your briefing, you'll be given your secret mission.

Intercepting enemy aircraft or destroying strategic ground targets will become your everyday duties. Engage your targets from the realistic, first-person perspective of your cockpit. If you complete your missions, you'll be on cloud nine. If you fail, you'll be scattered all over cloud nine, eight, thirty-seven, twenty-six, seventeen...





*waiting. The TurboGrafx is only \$69.99. If you've been chomping at*

*TurboGrafx 16-bit gaming intensity, you can stop chomping.*

*Grafx-16 has never been more affordable than right*

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actually better than the other?  
Which one is more realistic?

Also, why doesn't Nintendo make an adapter so you could play SNES games and play them on the NES? Am I the only one not willing to fork out \$150 for a video game system? Don't the people who make these things realize there's a recession going on?

**Matthew Thompson  
Warren, NJ**

**A:** Digitized graphics are created by passing an optical scanner over a photograph. The scanner interprets the various photographic components into a digitized code which the computer then attempts to reproduce to the best of its ability. Some digitized graphics are good, some are ragged-looking and very blocky. Black and white photos digitize better than color since the grey tones are easier for the computer to duplicate.

Bit-mapped graphics means that an artist created the image. Bit-mapped graphics offer much greater flexibility than digitized graphics (digitized images are tough to animate smoothly without tons of memory), but for realism, especially on still images, digitized graphics are tough to beat.

As for Nintendo making a SNES adapter for the NES, it wouldn't be practical. You see, the two machines are completely different. Literally the only component of the NES that a SNES could conceivably use might be the power source. Other than that, a SNES adapter would essentially be - a SNES! Adapters, after all, are simply miniaturized versions of the original system that run off the base system's power supply.

Fortunately, the video game companies do seem to have tumbled to the fact that there's a recession going on - just look at the price drops we've seen for the Genesis and SNES in the past few months!

**Q:** The other day a friend and I were talking about arcade games we played when we were younger and although we remembered most of them in great detail, we couldn't

remember their names! Can you help us from going crazy? Here are the game descriptions:

1) You controlled a paint roller and had to paint roadways or something and there was an invisible man who'd walk across the fresh paint in his bare feet. I think there were also dogs and cats.

2) This fighting game came out before Street Fighter but was set mostly in a subway and up to four people could play it!

3) This game came out the same time as several other laserdisc flying games. You could sit down in it, and I believe Atari made it. I also think it was based on a movie.

4) A pinball machine that really shook!

5) You were a crook who robbed a bank and as you tried to outrun the police cars, you could hear the police radio the entire time!

6) A really cool shooter where everything was angled very strangely. It was sort of a top-down view, but everything was slanted and it was hard to tell how high your ship was so they had a meter on the side of the screen.

7) This is the last one, but we think it's the toughest: we remember Pepper II, but what kind of game was the original Pepper?

Thanks, Doc, we're counting on you!

**Victor & The Videons  
Scarsdale, NY**

**A:** Okay, Vic, I confess I had to do a little research on some of your questions, but I eventually worked it all out.

1) The game you're probably thinking of is *Make Trax*; my back issues of *RePlay* from that period disappeared during my trans-American move. In any case, it was created by Williams.

2) This one might be *Crime Fighters* from Konami. Most of the combat took place on subway stations and on trains. Konami also offered operators a 2 or 4 player kit, which explains how four people were able to play it.

3) *Firefox* was the game, Atari indeed made it and it was based on

a film starring Clint Eastwood. The movie and the game were equally successful, which is to say both are basically answers to trivia questions.

4) I've shaken many pinball machines in my day, Videons, but the pinball machine that shook itself was Williams' *Earthshaker*. Cool game.

5) That was a tough one, but you must be thinking of *Thief*, from Pacific Novelty, which ran a tape loop of a police band radio transmission throughout the pursuit sequences. It was basically a maze-chase driving game and the speech was not in any way related to the on-screen action, but the novelty was impressive enough in its day (circa 1982).

6) This has got to be *Zaxxon*, a game which was a mega-hit in its day, but which hasn't been remembered much in recent years. Certainly, the weirdly angled top-down perspective gave gamers fits until they got the hang of it.

7) Hey, that's a trick question! There was no *Pepper* game, only *Pepper II*.

.....  
**Q&A QUICKIES:** Bad news for collectors of old video games and video game magazines. Pleasant Valley Video of Camden, Ohio - a company that serviced collectors for over a year - has not only disappeared from sight, they have also left a number of customers holding the bag. Michael Malicki sent copies of an order form, cancelled check, letter of complaint, etc., and has not gotten any satisfaction in months. Watch yourself, Jim Redd, the Doc is on your trail. In the meantime, you might want to write Frank M. Polonsky (PO Box 9542, Pittsburgh, PA 15223), whose honesty has never been questioned in almost half a decade of dealing with myself and other collectors.

That shakes it up for now. Any questions, comments, corrections or corroboration should be sent to:

**The Game Doctor (EGM)  
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065 km/h Lap 2/5  
Pos 20th 2:45.1



095 km/h Lap 4/5  
Pos 16th 3:23.6



# **WHAT THE EXPERTS SAY:**

***“The Turbo Touch 360 is the first significant technology break-through in video games in the last 4 years.”***

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***“This is the greatest controller I’ve ever used. It puts me in the game and makes me a participant in the action. I’m getting higher scores than I ever have.”***

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***“I’m tired of treating teenagers for thumb injuries caused by playing video games. Your new product should be considered a blessing to game players, parents and doctors, alike. I salute you.”***

**–Dr. Robert Grossman, Spring Lake, New Jersey**

***“83% of game players tested preferred the Turbo Touch 360 to the existing controller. This is a very impressive “win” for a product in video game marketing research.”***

**–Karl Weigl, Baker Restaino Schumann Research,  
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Extensively consumer-tested with game players, software developers and game reviewers, the Triax Turbo Touch 360 video game controller brings a new dimension of control and comfort to video game playing. It's a break-through product, offering the benefit of higher scores and longer play without "thumb fatigue". Just pass your thumb or index finger over the control sensor—you don't have to push down. And, thanks to better diagonal and circular (360°) control, the newest and most challenging games are easier to control and more fun to play. TRIAX is so confident that the Turbo Touch 360 will improve your performance that, if you're not getting higher scores after thirty days, we'll refund your purchase price (see box for details). The Turbo Touch 360 is the right product at the right time.



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CIRCLE #160 ON READER SERVICE CARD

# INTERNATIONAL OUTLOOK

News, Previews, and Info from around the Electronic Gaming World

## Delphine of Europe / Mega Drive OUT OF THIS WORLD 2



Lester Knight Chaykin is in a heap of trouble this time. It seemed that after his last adventure, he would safely return to the confines of his laboratory. He thought wrong...

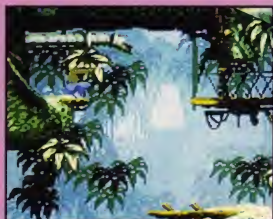
Out of This World 2 takes over where the first one stops. Set in a serene jungle backdrop, Out of This World 2 provides all the excitement of the original on the Amiga and Super NES!

After a lengthy introduction, you are thrust into a world unlike any other. You will witness strange and exotic creatures never seen by any man. Armed only with a laser pistol, Lester must avoid perilous traps, enemy troops and wild animals as he searches for a way home.

Lester will venture through jungles, hidden military outposts and the final staging grounds where survival is a top priority.

As before, you may just find a companion or two who will help you return home in exchange for his or her own freedom.

Lester's experiment has taken yet another turn for the worse. Danger and intrigue face him again. We still wonder if he will ever get back - back to his own world. Only you can help him!



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Prepare yourself for a pinball game that's beyond your wildest fantasies!

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Game Gear  
**PHANTASY STAR GAIDEN**

(Working Title)

Game Gear owners can now look forward to a real Phantasy Star quest, not the board-game entitled Phantasy Star Adventure. In this version, you play an actual Phantasy Star game complete with monsters, experience points and level increases. Talk to the somewhat helpful townspeople to gather up information on where to locate possible companions and weapons. This 2-meg title also features a battery back-up to save your precious progress. The estimated release date for Japan is sometime in mid-October.



Take your expansive research to the library where the wise, old librarian can you give you many clues.



Combat! Just like the other versions, Phantasy Star contains exciting on-screen combat!



Travel through the brightly colored landscapes in search of towns and enemies.



To save your current quest, just visit the Inn. You can save your game and regain hit points.

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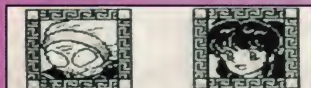
Batman, Superman, and all related elements are the property of DC Comics Inc. ©1992 ALL RIGHTS RESERVED.

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

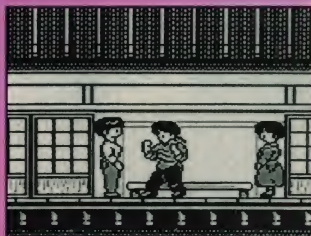
CIRCLE #216 ON READER SERVICE CARD.

## Banpresto of Japan / GameBoy RANMA 1/2

Just when you thought it was all over, along comes (you guessed it) Ranma 1/2 for the GameBoy! This portable version is a combination of action and adventure all blended into a great 2-meg cartridge. Play as the male or female alter-ego of Ranma as you travel through towns and engage in combat with various characters from the Ranma series. While the fighting may be restricted to just a few moves, this in no way distracts from the overall fun. Ranma 1/2 has nice graphics and catchy music to keep your attention.



わがったある 申うしつて  
しんきょいこと ひきがえに  
らんまと けっこんするある」



Talk to members of the household to start your adventure. They will tell you where to begin your voyage.



Here we see Kodachi fighting Ranma. She has powerful moves, so be on your guard.



Face the wrath of an unknown ninja in a bad part of town. Ranma should easily defeat him.



Ranma is seen having a conversation with Ukoyo. She may just have the clues you need!

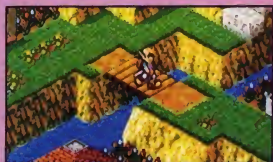
Sega of Japan / Mega Drive  
**LAND STALKER - THE EMPEROR'S TREASURE**



*Enter the tower on the west side of town to look over the sparkling, blue lake.*



*Once inside the tower, if you look hard enough, you may just spot a clue!*



*By taking this bridge, you will end up at the base of the mountain where a hut awaits. Enter the hut to learn many clues from the inhabitants.*

Land Stalker is a 16-meg masterpiece by the Climax creative team at Sega! This game features a perspective as if you were observing the action from a distant building.

Land Stalker is a blend of old-fashioned ingenuity and high-technology data. The 3-D scenes were first drawn up by artists that created a perfect setting and turned them over to computer graphic designers.

The result is an unparalleled combination of form and function. You can travel around the towns and visit key areas that may hold items you will need. Venture out of the town and into the underground caverns to kill off enemies that threaten the peace in your world.



*In another part of town, there are stairs leading to the third floor. Someone may be here!*



*This is the place to hang out and regain hit points when you spend the night.*



*All of the lands in Land Stalker are set in a unique 3-D perspective to add the feeling of depth to an already exciting RPG!*

Riverhill Soft. of Japan / Game Gear  
**FACEBALL 2000**

Faceball 2000 is making another appearance on the portable market. This time in color! All the fun of the previous Faceball 2000 versions is coming for the Game Gear. You and a friend can battle through the 3-D rat-like mazes and attempt to tag each other to win! Many levels have been packed into this 2-meg first-person shoot o' rama!



*Pick from a wide assortment of smiley faces and prepare to butt heads in combat. Line up your crosshairs and blast that smiley face!*

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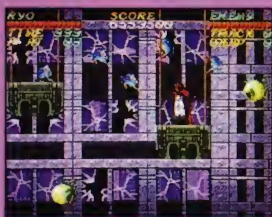
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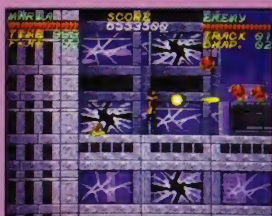
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CIRCLE #202 ON READER SERVICE CARD.

## Telenet of Japan / Super Famicom PSYCHO DREAM



Psycho Dream is a game about two young people, Ryo and Maria, battling the worst fears of their dreams. Ryo is the master swordsman capable of swinging one mean blade! Maria is the heavy weapon specialist and can wield the most powerful of guns. Together they roam through deserted towns and streets wiping out the baddies that once inhabited their minds!

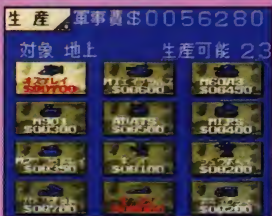


## Ascii Corp. of Japan / Super Famicom MILITARY BATTLEFIELD



This war simulation game was already out for the Famicom and GameBoy in Japan, but is now appearing 16-Bit style.

As you capture cities and airports, your military strength increases and you can make more powerful weapons; this is the fundamental strategy to the game. The ultimate goal is to wipe out the other units or destroy your opponent's capital!



# Spindizzy

**SUPER NINTENDO**  
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WORLDS™



## Just how far can you take it?

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

Another quick turn, and you're racing down a ramp so steep, you want to shut your eyes.

Fighting to slow down, you catch some major—and

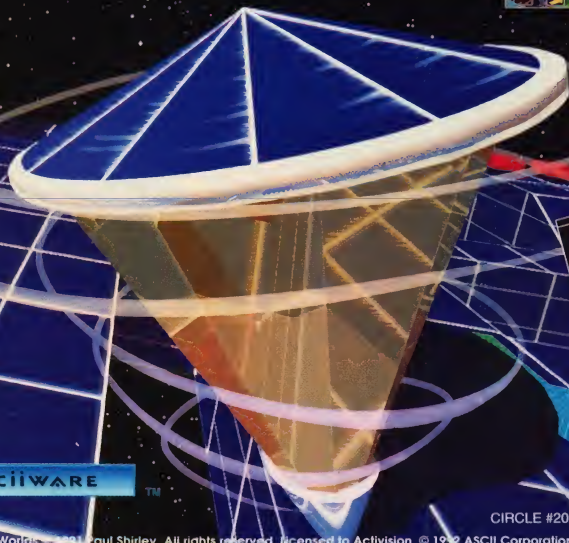
totally unintentional—air. Mid-flight, you spot the crystals, but it's too late; you're already over the edge. Before you know it, you're learning what



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

but you'll certainly get hooked along the way.

Spindizzy Worlds.  
Join the Revolution.



ASCIIWARE™

CIRCLE #202 ON READER SERVICE CARD.

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### STREET FIGHTER II

(Capcom/Super NES)

**Special Ending Screens** - This is the breakdown of the different endings you can get in this fighting game. Remember, you must win the game by your own power. If you try to cheat your way through by selecting a second player and beating him in his stage, you will not get the special endings!

**Level 0-2:** Try a harder ending.

**Level 3-5:** Graphic ending.

**Level 6-7:** Graphic ending with credits.

**Level 7 (using continues and without changing your character):** Graphic ending with credits, plus a special congratulations screen which shows eight characters.

**Level 7 (without using continues):** Graphic ending, credits, plus a special twelve character ending including the four boss characters.

**Level 7 (without losing a round):** Graphic ending, credits, all 12 character congratulations screen. If you press the start button, Chun Li will say ya tai to you!



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## DEVILISH

(Sage's Creation/Genesis)

99 Balls - 3 balls just isn't enough in this scrolling pinball game of skill. If you want a stock of 99 balls in your arsenal, just go to the title screen and hold but-

tons A, C and LEFT on the control pad. When you press START, you will have 99 balls in your possession!

Bo House  
Midlothian, VA



Hit START at the title screen.



Do the code when you see this screen.



Your stock has been increased to 99 balls!



Now you can win easily with an added arsenal!

## ARCH RIVALS

(Flying Edge/Genesis)

Gain Possession of Ball - Now you can automatically take possession of the ball at the beginning of a quarter when playing against the computer. Before the game starts, when you are shown in the locker room, hold button A and press START while still holding it to get into the game. When the tip off starts, you will automatically hit the ball to your other player. To do this trick in the other quarters, just hold the A button during the commentator's screens and the halftime show.

Josh Dickens  
Nashville, TN



When the game starts, you will gain possession!

# GAMEHANDLER CONTROL

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"Make Mario Run Backwards!"

GAMEHANDLER lets you revive the investment you have in games now later you can expand GAMEHANDLER to work on the 16-bit Super NES.

Here's a neat trick you can do only with GAMEHANDLER! If you've already beaten Super Mario Bros. 1 from Nintendo, now you can add a new challenge. Tip your GAMEHANDLER controller upside-down and see if you can beat the game running backwards. Now Mario has new dangers and new timing for his jumps, and even throws his fireballs backwards.



Where did the Turtles go?

"Make Turtles Disappear!"

## GET A GAMEHANDLER®!

Cowabunga, Dude! Here's an awesome trick for Teenage Mutant Ninja Turtles 2 from Ultra. Again only with the GAMEHANDLER controller you can Hyperwarp—actually disappear and reappear around the screen. When you push your jump button on GAMEHANDLER, quickly flick your wrist right or left. This is helpful when the bad guys surround you on the higher levels.

NO CODES

NO PROGRAMMING

WATCH THIS SPACE FOR MORE SECRETS AND TRICKS

CIRCLE #228 ON READER SERVICE CARD.

## WE HAVE A WINNER IN OUR SUPER ADVENTURE ISLAND TRICK CONTEST!!

Congratulations goes to Andrew Wain of Gendale Heights, IL, who found the correct method to do the round select trick on Super Adventure Island for the Super NES. He will be awarded the free game of his choice. For everybody else, here is the method to do the trick. First, the title screen will come up. Wait for the screen to show the cinematic story of Master Higgins' girlfriend being turned to stone. When it appears, press START. The title screen will show up for the second time. At this point, press and keep holding the top L button, press and keep holding RIGHT on the pad, press and keep holding the X button, and, with all of these held, press START. The round select screen will appear and you will be able to start at the beginning of the level of your choice!



Press START at this screen.



Do the trick at 2nd title screen.



Choose your round here!

## SUPER SMASH T.V.

(Acclaim/Super NES)

**Speed-Up Mode** - Now you don't have to beat the game to get the speed-up mode! You can access this mode right from the beginning of the game! Go to the player/skill selection screen and press these buttons in this order: LEFT, RIGHT, LEFT, UP, R button, R button. You will hear the announcer say, "Bingo" and then you will be able to choose your options before the fast action starts!

Bryan Hold  
Seattle, WA



## RIVAL TURF

(Jaleco/Super NES)

**Secret Warp Trick** - Incredible! There is a secret warp in Rival Turf that will bring you to the end of level 4 to face the boss! To do this, you MUST have 30 or more defeated enemies, represented by small heads that appear above your energy meter. Each time you have defeated an enemy, a head appears. The number 10 represents 10 enemies. Once you get to the part of the fourth level where there is a door, press UP at the first door to go into it. If you do not have 30 or more enemies shown at the top of the screen when you get to this

point, it will not work. Be careful! Once you continue your game after you lose your last life, the defeated enemies will be gone and you will have to gain enough of them to make the trick work at that part of the fourth stage.



You will see this screen.



Enter the first door to warp to the end of level 4!



Now you have warped. Continue your fight!

# Feel the Power. Experience the Magic!

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Welcome to the land of Varn!

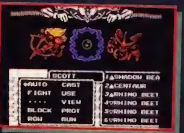
Lead your party of hand-picked adventurers into this enchanted world! From the beast-ridden caverns of the underworld, to the majestic castles of the land, you'll travel in search of clues to unlock the Secret of the Inner Sanctum!



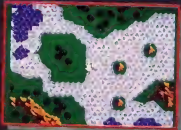
Beware, brave warriors, for the labyrinths of Varn are heavy with the smell of Doom.



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The Invading Desert

Disk

Hot

# NEW GAME GENIE CODES!!

## HOOK

(Sony Imagesoft/Nintendo)

**Game Genie Codes**- These passwords will increase your lives, give you infinite lives, unlimited energy and even make the game more difficult. You must have a Game Genie unit to make these codes work. Remember that you can pick and mix your codes. At

the Game Genie password screen, enter these codes for the Hook game:

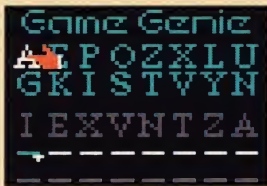
- AEXVNTZA** - Start with 1 life
- IEXVNTZA** - Start with 6 lives
- AEXVNTZE** - Start with 9 lives
- SZONIEVK** - Infinite lives-Player 1
- SZXNLEVK** - Infinite lives-Player 2

**GZVIKIST** - Infinite energy for Player 1

**GZNSNIST** - Infinite energy for Player 2

**AVVIXSGZ** - No energy from food.

**AZONPEYK+AXUTNVYK+AVVIXS-GZ** - Play with less energy for Player 1



Enter your code at this screen.



Start out with infinite lives!



Start your game with 9 lives.

## YOSHI

(Nintendo/NES)

**Super Game Genie Codes** - These codes adjust the time that it takes for the characters to come down from the top row. This gives you more (or less) time to think, depending on which code you choose. When using the freeze code, you cannot speed up the falling of the characters, because you press DOWN on the pad to freeze them.

**GOUYPEAZ** - Short wait for next characters

**ZEUYPEAZ** - Really short wait for next characters.

**NNUYPEAX** - Really long wait for next characters

**AVSULYZA** - Freeze characters for a short time (press DOWN)



## PLAY ACTION FOOTBALL

(Nintendo/NES)

**Game Genies Codes** - Change the times that you have for choosing your plays, your minutes in a quarter and how many time outs you are allowed with these cool codes. Enter these at the Game Genie password screen as follows:

**ZUSVIKTP** - 50 seconds to

choose a play

**ZESVIKTO** - 10 seconds to

choose a play

**TOKYLKYE** - 30 minutes a quarter

**ZEKYLKYE** - 10 minutes a quarter

**KEKLUNSE** - No time outs for Player 2 or computer



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 Phalanx  
 Power Athlete  
 Prince of Persia  
 Ranma 1/2 Pt. 2  
 Rushing Beat 2  
 SD Golden Fighter  
 Solstice 2  
 Turtles In Time  
*If you don't see it, Call!*



**Chase H.O. 2 (MD)**



**Power Athlete (SFC)**



**Snow Brothers (PC-SCD)**

## Neo-Geo

2020 Baseball  
 Andro Dunos  
 Art of Fighting (100Mega)  
 Baseball Stars 2 (68Mega)  
 Fatal Fury  
 Football Frenzy  
 King of Mstrs II (78Mega)  
 Last Resort  
 Mutation Nation  
 Ninja Commandos  
 Robo Army  
 Sengoku II  
 Soccer Brawl  
 Thrash Rally  
 Viewpoint  
 World Heros  
*If you don't see it, Call!*



**Turtles In Time (SNES)**

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*If you don't see it, Call!*



**Mickey Mouse (SFC)**



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 Little Mermaid  
 Sonic 2 (8Meg)  
 Splatterhouse 2  
 Streets of Rage 2 (16Meg)  
 Super Monaco GP II  
 Tails'n  
 Taz-Mania  
 Terminator  
 Wolfchild  
 X-Men  
*If you don't see it, Call!*

## Lynx

Baseball Heros  
 Cabal  
 Double Dragon  
 Eye of the Beholder  
 Steel Talons  
*If you don't see it, Call!*

## Mega Drive

Black Hole Assault (CD)  
 Chase H.O. 2  
 F1 Constructor  
 G-Loc (CD)  
 Gods  
 Golden Axe 3  
 Gray Lancer  
 Musashi  
 Ninja Gai Dan  
 Ninja Warriors  
 Power Athlete  
 Power Drift (CD)  
 Pro Baseball '92 (CD)  
 Super Shinobi 2  
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 Thunder Force IV  
 Thunderstorm FX (CD)  
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 Wing Commander (CD)  
 World Rally (CD)  
*If you don't see it, Call!*

## Game Gear

Batman  
 Defenders of Oasis (RPG)  
 Prince of Persia  
 Streets of Rage  
 Super Shinobi 2  
*If you don't see it, Call!*

## Super NES

Axelay  
 Bart's Nightmare  
 Batman: Return of Joker  
 F1 R.O.C.  
 Golden Fighter (12Meg)  
 Gun-Force  
 Heavy Weight Boxing  
 Magic Sword  
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 Robo Cop 3  
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 Baby Joe (SCD)  
 Chiki-Chiki Boys (SCD)  
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 Star Mobile (SCD)  
 Strider (SCD)  
 Super Darius 2 (SCD)  
 Y's IV (SCD)  
 Zero Wing (CD)  
*If you don't see it, Call!*

## SPLATTERHOUSE 2

(Namco/Genesis)

**Level Select** - At the title screen, go to the password option and put in these codes to continue on higher levels in the game.

Roy Knyrim  
Van Nuys, CA



L EDK  
E NAI  
V ZOL  
L LDL

L IDO  
E GEN  
V IAL  
L LDL

L ADE  
E XOE  
V ZOL  
L ONE

L EFH  
E VEI  
V RAG  
L ORD

L ADE  
E NAI  
V WRA  
L LKA

L EFH  
E XOE  
V IAL  
L LDL

L EDK  
E VEI  
V IAL  
L LDL

## SUPER BATTLETANK

(Absolute/Super NES)

**Super Bullets** - In Super Battle-tank, there is a way to destroy your enemies with only one of your machine gun shots! To do this, start a game and go to a place that you can confront an enemy. Once you have an enemy in your sights, switch your weapon to machine guns

and start shooting. Once your target is hit, pause the game. The target should still be taking hits and will blow up! Timing is critical!

Tim Worden  
Livonia, MI



Start firing and quickly pause the game.

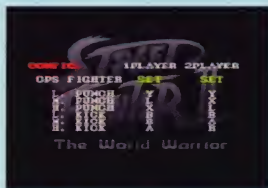


The bullets will keep hitting it until it is destroyed!

## STREET FIGHTER II

(Capcom/Super NES)

**Configure Screen** - To get the screen where you can configure your buttons without resetting the game and going to the option screen, lose a match in the 1 player mode or fight in the 2 player mode. After the match is over, hold the SELECT button in the player selection screen. After you have chosen your options, stages, etc, you will get the screen below when you press START to begin your new match.



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We want you to play like a winner, and we're ready to pay! Give us your tips and clues, your secret continues, level selects, power-ups, passwords and codes! If we print your tip, we'll give you credit in these pages as well as a free game of our choice (you can pick the system)! Get the best tips anywhere and get a great game as well from the magazine that's first with the best secrets on all the game systems - EGM! Mail tips to: Tricks of the Trade, Sendai Publications, 1920 Highland Ave. Suite 222, Lombard, IL, 60148.

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"Come in agent Rosetti . . . we need your talents for a dangerous mission: Beat the five most notorious mobsters of all time at their own game, High Stakes Gambling." You'll be trained, as agent Rosetti, in the practice mode with blackjack, slots, video poker, draw poker and, craps. Descend into the gambling houses of the 1920's and 30's to outplay the crimelords at blackjack, slots, video poker and, draw poker. Use Shady, the back alley bandit to obtain cheat items. "Take charge Rosetti, give ole' lady luck a chance."

# HIGH STAKES™ G A M B L I N G



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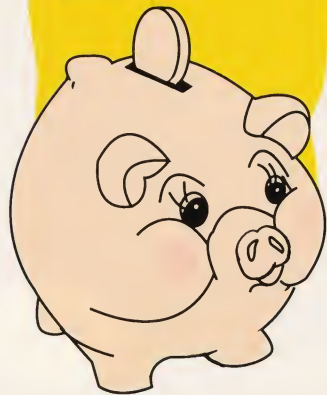
**Nintendo**

**ELECTRO BRAIN** CORP.™

CIRCLE #156 ON READER SERVICE CARD.



How to  
get  
more  
action  
and  
adventure  
without  
breaking  
your  
piggy  
bank



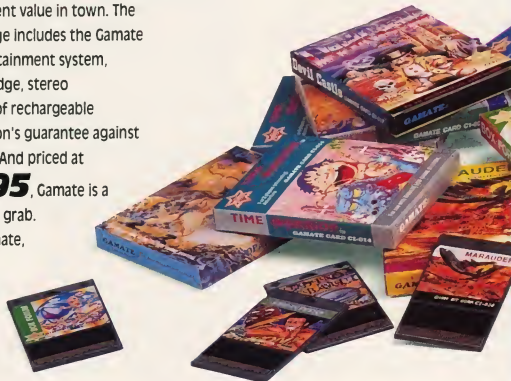
Presenting the  
"Super Jo-Jo"  
The one  
and only  
joystick  
you'll  
ever need

The Super Jo-Jo is a full featured joystick compatible with Super Nintendo and Sega 16-Bit entertainment systems by a special connecting cable. The Super Jo-Jo features standard game paddle controls, slow and turbo modes, and a palm rest for better playing comfort. Test drive a Super Jo-Jo. You'll never want to let go.



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## STREET FIGHTER II

(Capcom/Super NES)

### KEN VS. KEN

**Ken vs. Same Color Computer Ken** - Well, by now you all know about the Character vs. Character code printed in EGM #37. Now there is a way you can fight using Ken against the computer Ken in his stage! To do this, start a one player game. Your highlighted character should be Ryu. Don't press anything. Wait until the computer decides to pick Ryu as your character of choice. You will automatically be sent to Ken's stage. When you get there, press the START button on controller 2. When you do this, the screen will go back to the player selection screen. On controller 2, choose Ken as your character. Once you get into Ken's stage again, do not press anything on controller 1 or 2.

Just let Ryu and Ken stand there until the time runs out for 4 rounds in a row. After that, a screen should appear which shows that Ryu lost the match. Before the counter reaches 0, press START on controller 2. You will see that Ken will be in the 2 player position. Press START on controller 2 and you will see Ken vs. the same color Ken! When the round starts, you will be playing on the right side of the screen. Try not to get confused, because it can cost you the match!

.....  
**Ken vs. Same Color Computer Ken (Version 2)** - One way to alter this trick is to put in the Character vs. Character trick (DOWN, R button, UP, L button, Y, B). Do this code as the Cap-

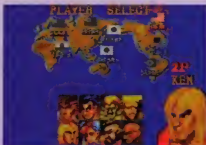
com logo fades in. After you have done this trick, do the Ken vs. Same Color Computer Ken trick that was just described. The two Kens will be their alter ego colors and you will still start on the right side of the screen. The other way to alter the trick is to put in the Character vs. Character code, do the Ken vs. Computer Ken trick, and when you choose Ken on controller 2, press a button other than START. You will have Ken and his alter ego fighting, and you will control the one on the right side. You can fight as Ken vs. Ken as many times as you want, as long as you end up losing all your matches. If you win a match (not a round), you will be taken to the next stage and the trick will be over.



Start a one player game and let the computer pick Ryu for you. You will automatically be flown to Ken's stage.



Once you get to Ken's stage, press Start on controller 2 and choose Ken. When you get back in Ken's stage, wait until the time runs out for all four rounds.



After four rounds, Ryu's defeated face will be shown. Continue by pressing START on controller 2. Now Ken's face should show up on the second player's side.



Once you press START on controller 2, you will be brought back to Ken's stage and you will be fighting Ken vs. Ken!

### RYU VS. RYU

**Ryu vs. Same Color Computer Ryu** - Wait, there's more! As an added bonus, we've included the method to fight as Ryu against the computer Ryu in his own stage! This method is different than the one mentioned above. First, choose Dhalsim with the first controller and make sure he flies to Ryu's stage in Japan. If he flies to any other stage than Ryu's, the trick will not work. Reset the game and try

again until you get to this stage. Once you get to Ryu's stage, press START on controller 2 and you will get back to the player selection screen. On controller 2, choose Blanka as your character. Once you get back into Ryu's stage, do not press anything on controller 1 or 2. Let Dhalsim and Blanka sit through 4 rounds until the time runs out, and when you see Dhalsim's defeated

face on the screen, press START on controller 1 before the counter reaches zero. Now, on controller 1, choose Ryu and press START. You will now be playing Ryu vs. Ryu!

.....  
**Ryu vs. Same Color Computer Ryu (Version 2)** - Combine this code with the Character vs. Character trick and you can play using the alternate colors.



Choose Dhalsim and go to Ryu's stage in Japan. Instead of fighting him, hit START on controller 2.



On controller 2, choose Blanka, and when you get back in Ryu's stage, sit for 4 rounds.



After you are asked to continue, press START on controller 1 and then pick Ryu as your character.



You will be starting on the left side of the screen and fighting your twin! Try not to get confused!

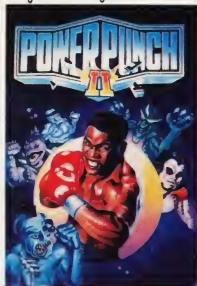


# Try hitting this guy below the belt.

## Introducing Power Punch II.



The Champ is back! With new super-charged graphics and a ring full of other-worldly opponents itching to re-arrange his face. The competition will be fierce as you shake claws and come out fighting the most vicious mutants, cyborgs and creatures to ever hit the galaxy. Or anything else. Each possess ferocious strength, inhuman stamina and warp drive speed. To walk away a winner, you'll have to use every trick in the book. Power Moves and Punching Tools like super nova jabs, stellar upper cuts, and hyper-awesome rights and lefts. Hit the right combination and...POW!...alien heads will roll! It won't be a pretty sight. But as any Heavyweight Champion of the Universe knows-when the going gets tough, the tough get Power Punch II.



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ENTERTAINMENT  
SYSTEM™



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CIRCLE #143 ON READER SERVICE CARD.

## CAPCOM STARTS MAKING SEGA GAMES...! MEGA DRIVE GAMES UNPLAYABLE ON GENESIS...! NEW STREET FIGHTER 2 STICK COMING...!

Capcom of Japan has just announced that they will begin producing games for the Sega Mega Drive and Mega CD game systems.

One of the first games that will be coming out is the complete **Final Fight** for the Mega CD. This version apparently will take Cody and Haggar from the original **Final Fight** and also include Guy from the Japanese-only **Final Fight Guy**. Rumor has it that besides containing all three characters, the CD version will also be a two player simultaneous game! In addition, expect the CD game to contain all of the rockin' tunes from the arcade quarter muncher. Japanese sources close to the development team indicate that the main goal of the CD copy was to finally duplicate the classic coin-op hit in every way! Watch this column for the first U.S. pix of this super hot CD soft next month!

Also in development is a Mega CD version of the super smash hit - **Strider!** Again, expect to finally see a complete version of this great game.

With Capcom now into CD games one would expect a killer version of **Street Fighter Champion Edition**, but Capcom of Japan flatly denies that this game is being converted to CD.



Capcom's first Mega CD game will be a complete version of **Final Fight!**

As we have reported in the past, Sega has slowly and quietly been making changes to their Genesis system motherboard. Under the guise of cost saving procedures, Sega has now perfected the game lock-out process. The past few games coming from Sega of Japan now 'lock-out' any type of Mega Drive cartridge gameplay on the U.S. Genesis game system.

We here at EGM have noticed this on the newest of the Sega of Japan cartridges - **Aryton Senna's Super Monaco GP 2**. Plug in the Mega Drive version of this game (which came out in Japan on July 14, 1992), and you get a black screen which says:

"Produced by or under license from Sega Enterprises Ltd."

A second black screen then comes up and says:

"This cartridge has been developed for use outside North and South America (except Argentina, Paraguay, Uruguay). It cannot be used with hardware units for sale within these areas."

While this currently only occurs in the carts coming from Sega of Japan (all of the Japanese licensees have not initiated this procedure yet) sources indicate that this lock-out will become more common in the future.



Sega's Mega Drive carts are now being encoded not to play on the U.S. Genesis.

Last month we reported on a new Street Fighter joystick coming from C & L Controls. This apparently was just the first of the new controllers!

Also in production is a new heavy-duty all-purpose controller from Universal Arcade Systems called the Super Professional Arcade Joystick. While this controller is suitable for all Super NES games, one look at it and you can see that it was made for playing **Street Fighter 2**.

Boasting features like arcade-quality buttons and a micro-switched 8 direction joystick that uses the same spacing and configuration as the arcade machine, hard-core SF2 players will instantly recognize the no-holds-barred, spare-no-expense quality built into the SPAJ. Weighing in at a solid 9 1/2 pounds (!) and measuring a huge 16 1/4" wide, 11 3/4" deep and 4 1/2" tall, the SPAJ will soon become the Ferrari of controllers. Unfortunately, like the car, don't look for a lot of bells and whistles like slo-mo or auto fire; but expect Ferrari prices - \$149.95. For those who can afford this super controller, buy it, as you won't be disappointed! For more info, contact:

Universal Arcade Systems  
3939 Western Street  
San Diego, CA 92110  
Phone: (619) 224-5577.



A new heavy-duty Street Fighter 2 controller is coming from Universal Arcade Systems!

# HE'S QUICK, HE'S QURIOUS, HE'S QUBE-ACIOUS.



Q\*BERT 3 for the 16-bit Super NES system takes the classic Q\*BERT arcade game theme to new heights, with an amazing variety of eye-popping, multi-screen worlds. Along with the old familiar cast of characters, Q\*BERT 3 introduces a whole universe of new enemies, obstacles and items.

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# Q\*bert 3™



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GAMES

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

CIRCLE #106 ON READER SERVICE CARD.

# NEXT WAVE

## NEW SOFT NEWS

BPS is developing Hermetica, Camerica is expanding with Linus Space Head for the NES, Micro Machines is also coming for the Genesis, EA is blasting the skies with LHX Attack Chopper for the Genesis. News Flash! The Super NES version of Ranma 1/2 will be released in the states by Irem. It will be renamed Street Combat. Kaneko's latest fighting game is Deadly Moves. Kemco has Ace Harding: Lost in Las Vegas and Sword of Hope II for the GameBoy. Mc O' River will be releasing a yet unnamed volleyball title for the SNES. Microprose is developing F-117A for the NES and F-15 II for the Genesis. NTVIC may be releasing a Super NES version of the coin-op classic, Joust. Ocean has Darkman and Mr. Do for the GameBoy. The board game people, Parker Bros, have Clue and Monopoly in their sights for the Genesis. Razorsoft is reportedly working on Keeper of the Gates (Stormlord II) and Vampire Killer. Renovation has completed Super Valis IV for the SNES. Seta has decided on doing Musya for the SNES and The Wizard of Oz for the NES and SNES. Sony has some new Sega CD titles: Sewer Shark, Hook and Make Your Own Video I & II. Square Soft is no longer making GameBoy games, just SNES including Final Fantasy: Romancing Saga. Sunsoft will do Death Valley Rally for the GameBoy and Tasmania for the SNES and Blaster Master 2 for Genesis. Takara will introduce Fatal Fury for SNES and Genesis, King of the Monsters for Genesis, King of the Monsters 2 for SNES. Virgin is doing Out of This World for the Genesis and Sega CD.

## COBRA COMMAND Renovation / Sega CD

Cobra Command was originally an arcade title that was on laser disc format. This is a helicopter-simulation fighting game. The perspective is from the cockpit so you get a great view of all the action!

The graphics are rendered in a format that makes them look hand drawn and then computer animated. The effect is truly awesome!

Missiles and guns are at your

disposal as you weave through city buildings, the Grand Canyon and seven other stages.

As you play, a voice will announce when you should maneuver through crevices or when to fire at enemy craft.

Here are the first three levels to Renovations latest title, Cobra Command for the Sega CD! Watch for it!



### LEVEL 1

"Okay captain. Let's knock them out of New York!"



*In level one, you must push the terrorists out of New York. The enemies are weak and should pose no problem to your advanced chopper. You must destroy a boss chopper to finish the level.*



### LEVEL 2

"They're in the canyon now. Drive 'em out!"



*Can you brave the canyon walls in level two? Enemy helicopters emerge from cracks in the walls and attack! Utilize the pillars to plan your strategy and defeat another enemy boss helicopter.*



### LEVEL 3

"Enemy fleet in the Pacific. Let's sink 'em!"



*Level 3 is a battle above the deep, blue sea. The fighting gets a bit more intense as you dodge the blasts from submarines and destroyers. Blow up the bridge on the carrier to complete this mission.*

# CHOOSE YOUR WEAPONS.

SHIELD UNIT 	HOMING MISSILE 	ATOMIC MISSILE 	LAZER CANNON 	MEGABEAM CANNON 
ANTI-AIR MINE 	SONIC WAVE 	SONIC SHOOTER 	SPRAY MISSILE 	PHOTON TORPEDO 
COMRADE FIGHTER 	ADHESIV BOMB 	HEAVY VULCAN 	HEAT ARROW 	AUTOAIM VULCAN 

## STRIKE GUNNER SIC



You've never seen 2-player shoot 'em up action like this before! A huge, hostile war force from beyond this planet is threatening the very survival of the human race. The greatest scientists of Earth have developed the weapon to end all weapons: Strike Gunner! With time running out, only two could be built—but those two can combine at will into one superfighter of astonishing power. With an awesome arsenal of offensive and defensive devices at your command, and your own unmatched courage and skill as a fighter pilot, the Earth may yet be saved!



CIRCLE #106 ON READER SERVICE CARD.

## FACEBALL 2000

Bullet-Proof Software / Super NES

Blow away those smiley faces with Faceball 2000 for the Super NES! Select from 15 odd-ball faces and head straight into the combat ring!

One or two players can compete in the Cyberzone or Arena areas. In Cyberzone, you will not only fight each other, but you must face a selectable number of other Smiloids.



## PHALANX

Kemco / Super NES

Attention pilot Wink Beaufield, you have been selected to pilot the A.A.F. Enforce Fighter! You must intercept and destroy an enemy assault on the Delia Planet. Assistant ships will be on call to deliver power-ups to you as needed. Watch yourself or you will be knocked out of the sky. Good luck! We are depending on you to save the Delia Planet!



## THE FLINTSTONES®

Taito / Genesis

If you think The Flintstones have taken a vacation from entertaining people, you are wrong! Taito has them starring in their own prehistoric adventure. You control Fred as he maneuvers his way through the bedlam in Bedrock, nearby caves and tar pits. Fred can collect 1-Ups, clubs and good advice from your old pals in Bedrock. Yabba Dabba Doo!

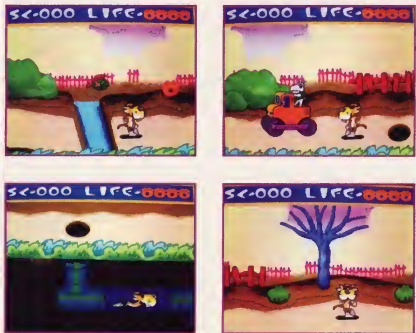


©1992 Hanna-Barbara Productions Inc.

## CHESTER CHEETAH®

Kaneko / Genesis

That ultra-cool kitty, Chester Cheetah, is tired of the confines of the Four Corners Zoo. One day he gets the brilliant idea of escaping the walls and heading toward Hip City, the most happenin' place. Everything would be super-cool, except that Mean Eugene is hot on his tail. Chester must assemble his motorcycle and find the parts in each of the levels!



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# A Full Moon Means Only One Thing



It means evil is on its way. King Gallagher and his followers of the red moon broke out of their crystal confines and now are plotting to increase the size of their Spirit World. A new Valis warrior has been summoned with the appearance of the red moon: Lena Brande has answered Goddess Yuko's call. She is the only one strong enough to protect the peaceful people of the Dream World from King Gallagher and his followers, especially the General Dahlgen and his fire-breathing tiger. Can Lena and her Valis Sword contain the destructive power facing her? Check out **SUPER VALIS IV** for the Super Nintendo from Renovation Products.

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LOS GATOS, CA 95030

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CIRCLE #113 ON READER SERVICE CARD.

## KING ARTHUR'S WORLD

Jaleco / Super NES

King Arthur's men need your help. They know that they must overtake and destroy the enemy castles, but they are not very bright and get lost easily! You must guide these soldiers through forests, over pits and above the trees so that they can do their duty! Give the soldiers different responsibilities that can save the entire troop from certain demise.



## THE MAGICAL QUEST STARRING MICKEY MOUSE®

Capcom / Super NES

While the name may have changed, the game is still as great as ever. While playing a game of catch with Mickey, Pluto mysteriously disappears into the clutches of the nasty Emperor Pete. Now Mickey must brave the hazards of the Dark Forest, Pete's Peak and Snowy Valley. Seven stages of non-violent fun for kids and adults!



Mickey Mouse® The Walt Disney Company. All rights reserved.

## SUPER BLACK BASS

Hot-B / Genesis

Enjoy the thrill of catching black bass all year 'round! Hot-B introduced The Black Bass for the NES and it became an instant hit! Now, Super Black Bass will challenge the veterans who have mastered the first. The obvious changes are the sharp graphics and real sound effects! Grab your lure and pole and get set to get wet!



## SUPERMAN™

Sunsoft / Genesis

The man of steel is back with a vengeance! This time he has a whole variety of missions to accomplish. Not only must Superman wipe out the crime bosses attempting to control Metropolis, but he must also save children from a kidnapper and stop a mad bomber from leveling Metropolis! Superman has some superb animation to compliment the graphics!



SUPERMAN™ & © 1992 DC Comics. All rights reserved.

# Jennifer Capriati Tennis A Great Match.

*Jennifer Capriati*

Jennifer Capriati is one of the brightest prospects in professional tennis today. Her combination of power, stamina and intelligence the past two years has taken her a long way in many top world tournaments. This year holds even more opportunities for Jennifer, and she's only 16!



Now she has teamed up with Renovation for the first tennis video game for the Sega Genesis system. All the realism of professional tennis is here, from the overhead smash to an ace serve. Play as Jennifer in exhibition singles and doubles matches or take her to the top in the circuit tournaments. You can even risk trying to beat Jennifer with a choice of up to 24 different players, or 8 you can create yourself.

What a great match: Jennifer Capriati, Sega Genesis and Renovation Products. See you at Courtside!



**RENOVATION**  
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CIRCLE #113 ON READER SERVICE CARD.

## FINAL FANTASY: MYSTIC QUEST

Square / Super NES

The Final Fantasy series continues again! This time the subhead is Mystic Quest. Benjamin must find the cause of another uprising of evil on his beloved planet. Of course, he can recruit other people to help him out when the going gets rough. The same overhead perspective is retained by the graphics and the music has been improved as well!



## SUPER MARIO KART™

Nintendo / Super NES

Looking similar to Nintendo's other hot racing game, F-Zero, Super Mario Kart stars that cast and crew from the Super Mario series of games. You can pick a driver of the go-kart and head out to the track and burn rubber! Everything scales and rotates while you get a view of the track and the fellow racers in a map screen below!

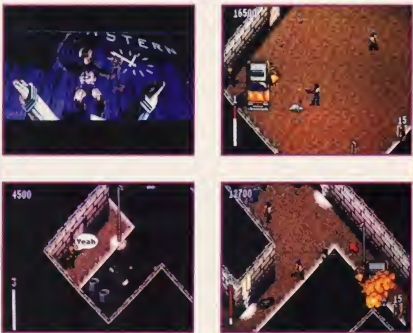


Super Mario Kart™ & © Nintendo Corporation.

## PREDATOR 2™

Acclaim / Genesis

Predator 2 is just as exciting as the box office smash! With crime on the rise, the Predators have returned to collect their trophies: human heads! You and your elite group of fighters have taken on the challenge of stopping the Predators before it is too late! Set in a 3-D overhead view, Predator 2 will thrill all fans of the movie!



Predator 2™ 20th Century Fox. Under license by 20th Century Fox.

## TWISTED FLIPPER

Electronic Arts / Genesis

Twisted Flipper? Yes, that's right 'pin' heads, Twisted Flipper is futuristic pinball action at its best! As you play Twisted Flipper, you will be overcome with the sights and sounds you will experience! Many hazards are waiting to swallow up your ball and even curse the ball so it will actually avoid the bumpers and steer toward the pit!



# "Nice Shot."

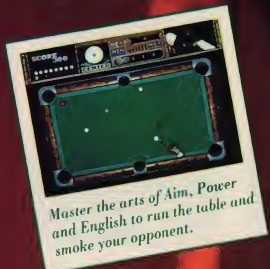
C'mon, sink one more.

Your title's at stake.

So stroke a mean cue.

And don't get caught

behind the eight-ball.



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CIRCLE #116 ON READER SERVICE CARD.

## THE LEGEND OF THE GHOST LION

Kemco / NES

This is the story of a young girl named Maria. She has set off to locate her missing parents and solve the legend of the ghost lion. Maria has been handed the legendary spear that finished off the lion. This spear contains a spirit that can help Maria. The quest to solve the mystery is lengthy and includes many twists and turns in this unique adventure!



## THE JETSONS®

Taito / NES

Cogswell Cogs has violated alien rights by setting up a mining colony and making loads o' cash! You, George, must gather the necessary gadgets and shut down Cogswell's mining colony. You can get advice from family members to help your adventure. The Jetsons features comical graphics with a futuristic feel to the action!



The Jetsons © 1982 Hanna-Barbara Productions, Inc.

# On the track or off the road, Tradewest



ARCADE  
HIT

Danny Sullivan,  
PPG Indy Car  
World Champ,  
1989



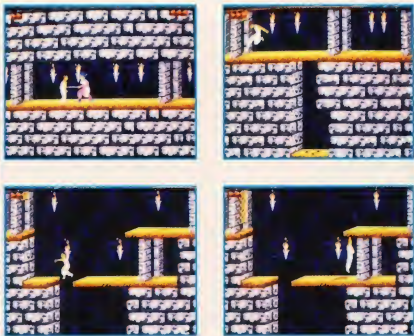
...also enjoy  
Tradewest's  
other fine  
Sports Games!



## PRINCE OF PERSIA

Domark / Game Gear

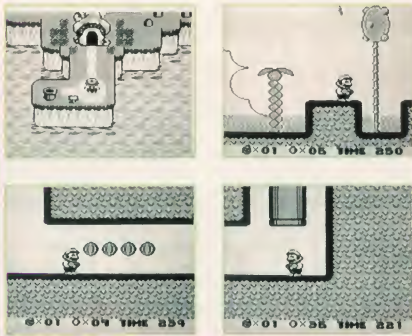
While Prince of Persia may be coming to every video game system, the game just never seems to grow tiresome. The Game Gear version contains the same fluid animation and crisp graphics that made every other version so great! Many traps await your every mistake. So hop to it and rescue your woman from a nasty wizard!



## SUPER MARIOLAND 2™

Nintendo / GameBoy

Mario is back for more adventurous fun in Super Marioland 2! Once again, Bowser has taken possession of the lovely Princess and only Mario can rescue her. The graphics have been noticeably improved from the first game. All the characters look like they are right from Mario 3! This second installment may just prove to be the best yet!



puts **YOU** in the driver's seat...



ARCADE  
HIT



Ivan Stewart, SCORE International  
Overall Off Road Champ, 1990

**TRADEWEST**  
**SPORTS**™

...with the best racing  
games in the business.

CIRCLE #185 ON READER SERVICE CARD.

FROM THE EDITORS OF ELECTRONIC GAMING MONTHLY...

# MEGA PLAY

THE #1 ALL-SEGA VIDEO GAME MAGAZINE



Finally, a magazine made exclusively for owners of the Sega Master System, Game Gear, Mega CD and Genesis! Introducing Mega Play, the first full-color publication with all the tips, tricks, reviews and previews a Sega fan could ever want! Each bi-monthly issue is packed with behind the scenes info and photo-spreads of the latest 8-Bit and 16-Bit sensations. And since it is from the editors of EGM, you know Mega Play is a magazine you can trust! To get the most out of your Sega system, you NEED Mega Play!

- \* LEARN TRICKS, AND SECRET STRATEGIES ON THE NEWEST GAMES!
- \* BE THE FIRST TO LEARN ABOUT THE NEW GAME SYSTEMS, PERIPHERALS AND ACCESSORIES.
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- \* GET THE FIRST INFO AND PHOTOS ON ALL THE NEW GENESIS, MASTER SYSTEM AND GAME GEAR CARTS.
- \* FIND OUT WHICH INTERNATIONAL GAMES ARE HOT!
- \* PLUS PAGES OF GAME MAPS, DETAILED STRATEGIES AND MORE!

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**Guess Who's Coming  
To Super NES™?**



## The Turtles Are In For The Times Of Their Lives.

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

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

**KONAMI®**



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



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

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



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



▼ Shredder's Matrix Translocation Beam sends you all over history's half acre, including the swashbuckling days of pirates. In this case, it's Bebop and Rocksteady wearing the tights and earrings.



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



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70¢ per minute charge. Minors must have parental permission before calling. Touchtone phone required.

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CIRCLE #146 ON READER SERVICE CARD.



# THE REN & STIMPY SHOW

## EGM EXCLUSIVE!

**HAPPY! HAPPY!  
JOY! JOY!**

Ren and Stimpy are invading the land of video games. The smash hit cartoon series is coming to three different formats: NES, Super NES and GameBoy. Follow the adventures of a deranged chihuahua and his alleycat sidekick. The game play will be based on the cartoon series and will feature levels resembling many of your favorite skits from the show.

The first level seems to have been taken from the "Space Madness" skit. You control Stimpy as he

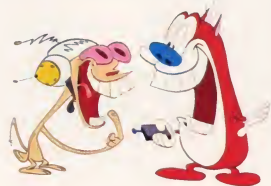
FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	T.H.Q.	GAMEBOY	MODERATE	DECEMBER
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	2 MEG	9	ACTION	20%

makes his way through five sections of outer space danger.

From there, you control Ren on the surface of an unknown planet where aliens await. Throughout the levels there are power-ups and bonus games that let you build up your supply of lives and stamina. Ren and Stimpy for the GameBoy also features hilarious cinema intermissions and digitized voices of many characters from the show.



Here's one of many hilarious scenes from the TV series.



### STIMPY



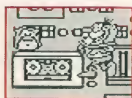
Stimpy jumps and spits hair balls at enemies.



### REN



Ren jumps and has a fierce karate chop.



Pick up 1-ups and other power-ups to survive.



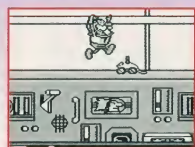
**LEVEL ONE**  
 In the first level, Stimpy must make his way through the space ship avoiding all kinds of dangers. Jump over space slime and watch for deadly x-rays that shoot from the ceiling. Avoid flying objects and weird creatures to get through and save Ren.



Avoid the space eye by jumping to the left.



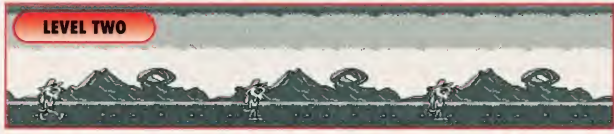
It's log, it's log, it's big, it's heavy, it's wood!



Make it to the top of level four.



If you get the battery in level four and go back to the monitor, you can play head or tails with Muddy Mudskipper, everyone's favorite fish game show host.



# REN AND STIMPY FOR NES AND SUPER NES!!!



NES VERSION

Ren and Stimpy are also coming to the NES and Super NES systems later this year. Both carts promise to feature colorful cartoon-like graphics and comical game play. The NES and Super NES versions are in the very early stages of production and there is not much to show yet. Check out these exclusive pics of the title screens for both systems.



SUPER NES VERSION

# AND NOW A MESSAGE FROM EVANDER HOLYFIELD.



Sweat's gonna fly. And blood's gonna flow. 'Cause this is no two-bit sports simulation. This is Evander Holyfield's "Real Deal" Boxing—16-bit Sega Genesis realism right in your face.

Speed. Stamina. Power. Defense. You design your own boxer.

Right down to his haircut. But you gotta be strategic. There are 28 hungry contenders itching to make you kiss canvas. Long before you get a shot at the champ.

You've got 360 degrees of freedom. So jab.

Cross. Block. Uppercut and punch. The more you win, the more formidable you become.

Evander Holyfield's "Real Deal" Boxing. It's tough. It's bloody. It's The Real Deal. Get the message?

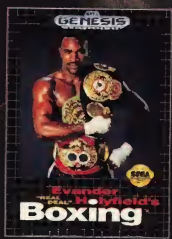


SEGA  
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Leading the 16-bit revolution.™

THE CHOICE IS SIMPLE. THE CHOICE IS SEGA. Genesis gives you more than 150 hit games, hot titles like Sonic The Hedgehog™, Kid Chameleon™, Sports Talk Baseball™ and Joe Montana II, Sports Talk Football™ and the lowest price in 16-bit systems. SEGA and Genesis are trademarks of SEGA. Game titles are trademarks of SEGA or its licensees. See individual box for details. © 1992 SEGA. All rights reserved.

**“DUCK”**



**EVANDER HOLYFIELD'S  
"REAL DEAL" BOXING**



# STREET FIGHTER II

<b>FACT FILE</b>	<b>MANUFACTURER</b>	<b>MACHINE</b>	<b>DIFFICULTY</b>	<b>AVAILABLE</b>
	<b>CAPCOM</b>	<b>SUPER NES</b>	<b>AVERAGE</b>	<b>NOW</b>
	<b>CART SIZE</b>	<b>NUMBER OF LEVELS</b>	<b>THEME</b>	<b>% COMPLETE</b>
	<b>16 MEG</b>	<b>11</b>	<b>FIGHTING</b>	<b>100%</b>

**"YOU MUST DEFEAT MY DRAGON PUNCH TO STAND A CHANCE!"**

Here's another look at Capcom's SNES hit Street Fighter 2! Can you be a World Warrior and survive?



This is the first bonus round. Use your powerful punches to win!

## BONUS ROUNDS!!

After defeating four world warriors in the one player mode, you will come to a brick bonus round. What you have to do is punch, kick and destroy everything on the screen in 40 seconds. This version replaces the arcade's barrel bonus round. The second one is the car bonus round and it comes after defeating the first boss, Balrog.



Destroy this luxury car and receive lots of bonus points!

## THE ULTIMATE WORLD WARRIORS!!!







**CAPCOM**

As shown in EGM's exclusive SF2 trick last issue, there is a code that allows for the same character to be played by each player! To do this, simply input: Down, R button, Up, L button, Y,B buttons at the Capcom logo screen. You will here a tone if it is done correctly.

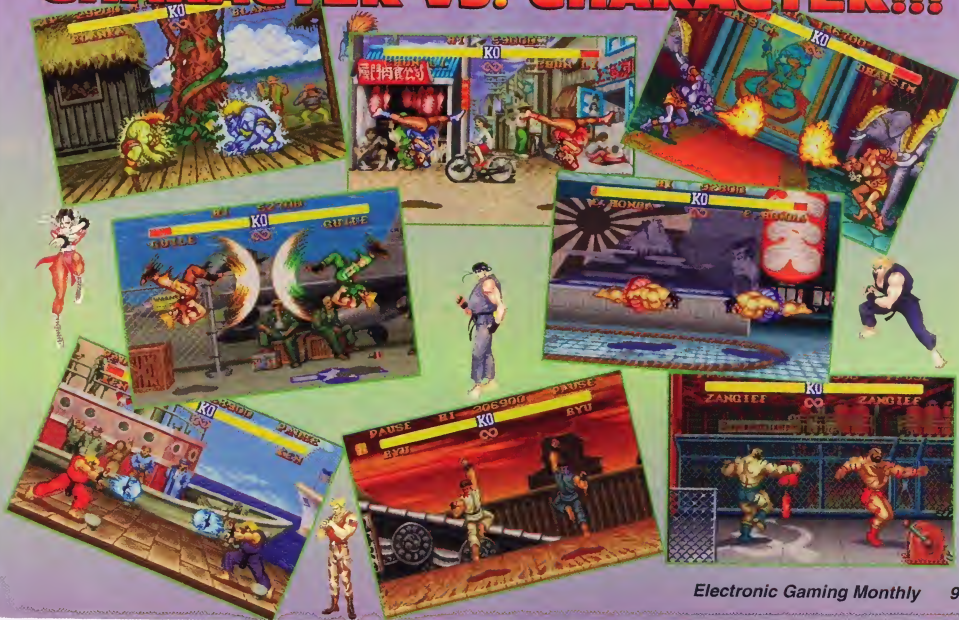


The title screen has now changed from black to blue like in the SF2 Champion Edition.



You can now battle character versus character in the two player competitive mode!

## CHARACTER VS. CHARACTER!!!





# UNIVERSAL SOLDIER



**CAN YOU DEFEAT  
THE UNIVERSAL  
SOLDIER?**

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	<b>BALLISTIC</b>	<b>SUPER NES</b>	<b>MODERATE</b>	<b>4TH QTR</b>
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
<b>4 MEG</b>	<b>11</b>	<b>ACTION</b>	<b>95%</b>	

An extremist government organization has created the "Ultimate Human Fighting Machine" using the bodies of Vietnam War casualties. You are Luc Devreux, one of these perfectly engineered Universal Soldiers also known as UNISOLS. All is going according to the plan, until a programming flaw occurs and another UNISOL, Andrew Scott, goes berserk and starts a destructive rampage. You intervene and try to stop Andrew Scott and his UNISOL confederates before there's nothing left. This game bares a striking resemblance to the hit Turrican and features fast, action-packed game play. Pick up power-ups along the way as you fight through eleven intense levels and confront Andrew Scott, the psychotic Universal Soldier. You are the only hope of stopping him!

## COLLECT POWER-UPS TO SURVIVE!



**MULTI**  
*Allows you to fire 1, 3 or 5 shots at once.*



**LASER**  
*High power laser of fire that kill off all small enemies.*



**BOUNCE**  
*Splits into many bouncing shots.*



**SHIELD**  
*Protects you from enemies and shots.*



**SMART BOMB**  
*If you get one of these, it will kill everything on the screen.*



**POWER LINE**  
*Powerful bars of fire that kill off all small enemies.*



**SHIRAKIN**  
*Transform into an indestructible blade and set off bombs.*



**LIGHTNING WHIP**  
*Hold the fire button to use this 360° high power beam.*



## PICK UP TOKENS AND DIAMONDS!



### POWER REFILL

When found, this token will recharge your life meter.



### LIGHTNING BOLT

It will increase the length of your lightning whip.



### 1-UP TOKEN

Collect these to gain extra lives. They can be hard to reach.



### DIAMOND

They can be found all over. Collect 50 to get a continue.



## THE SUPER WEAPON

If you find yourself in a tough spot, hit the Left and Right buttons at the top of the pad to fire all weapons at once. This will unleash a fury of shots and special weapons, but can only be used once per life.

## HIDDEN POWER BLOCKS

Throughout the level, you can find hidden power blocks by simply shooting into the air. Try finding stairs leading to 1-ups by using the Lightning to reveal these blocks. There are loads of power-ups in each block.



Remember, when you are in Shirakin mode, you cannot be harmed. Use this advantage to roll over spikes and other dangers.

## THE BATTLE FIELD

The battle takes place over eleven huge levels, each filled with numerous enemies. You must survive the jungles of Vietnam and get to the dam. From the dam you move on to the desert where many soldiers have died. Your final battles take place as you infiltrate the enemy fortress and destroy their stronghold from the inside out.



## THE BIG BOSSSES

As you progress through the levels you will meet up with powerful boss characters. You will face Andrew Scott in military fatigues as well as helicopters, UNISOL trucks and spaceships. Most of the boss characters have one weak point. Shoot them in the head or some other obvious spot. If you should lose a life, try using your Super Weapon to cause the most damage to the boss.



## HONEY, I SHRUNK MYSELF!

Harley was your average mentally unstable basement scientist. Among his run-of-the-mill animal mutation and rocket pack inventions, he also invented the Acme Super Shrinker, capable of shrinking any object (including humans). The problem with this was that, during experimenting, he shrank himself! He must now find the pieces to the shrinker so he can return to normal size.

# HARLEY'S HUMONGOUS Adventure

**ORDINARY HOUSEHOLD ITEMS NOW BECOME WEAPONS OF WAR AGAINST THE MUTATED BUGS YOU CREATED!**



### MARBLES

Marbles will ricochet and roll around hitting bugs from every direction.



### TRACKS

Tracks will bounce around when thrown. They will hit bugs better than all weapons.



### FIRECRACKER

Firecrackers are weapons that require timing and can damage more than one bug.



### NAILS

Nails travel in straight paths and are effective, although they don't cause high damage.



### RUBBER BAND

Rubbers bands will bounce off the walls and hit bugs when you throw them.

## FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
<b>ELECTRONIC ARTS</b>	<b>SUPER NES</b>	<b>AVERAGE</b>	<b>NOVEMBER</b>
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
<b>4 MEG</b>	<b>19</b>	<b>ACTION</b>	<b>95%</b>

## POWER-UP AND DEFEAT THE MUTANTS!



### FUEL

Pick up fuel icons to power the jet pack which enables Harley to fly.



### FREE DUDE

These icons are hidden all over Harley's house. Find these and receive a free dude!



### NUTS

There are nuts strewn all over Harley's house. Collect these and get 50 points.



### BUG SPRAY

If Harley picks up the bug spray icon, he will become invincible for a limited time.



### HEALTH

Collect these heart icons and have one unit of health replenished.



### AIR

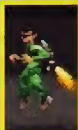
When in the bathroom level and underwater, collect these icons to have your air filled.



*This is a piece of the shrinker that made you small. You must collect all the shrinker pieces, put it back together and become big, all before the mutant bugs and animals you created make mince meat of you! No problem, right?*



*Find the parachute icon and use it to float down to the ground slower than normal.*



*By collecting many fuel icons and pressing the X button, you will be able to fly through the air with the greatest of ease!*



*Throughout each level there are silver bells which will let you continue from that point in the game.*

## SUPER DUPE CLAYMATION ANIMATION



**STANDING  
DUDE**



**CROUCHING  
DUDE**



**LEANING  
DUDE**



**FALLING  
DUDE**



**FALLEN  
DUDE**



**PUSHING  
DUDE**



**JUMPING  
DUDE**



**READY-FOR-  
ACTION DUDE?**



Level one is the first level Harley encounters after being shrunk. Collect different items in the lab.



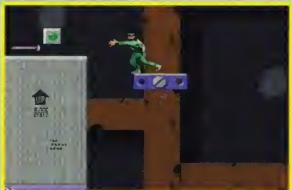
Battle your way through the kitchen cabinet as cans and bugs try to put an end to your day.



It's time to relive your childhood in level three as you maneuver a toy tank through the toy room.



After you are done with the tank, find your way through a maze of colored building blocks.



Don't forget to search in the closet for some of the missing shrinker parts!



Your bathtub never seemed this big! Swim your way across and float away on a soap bubble.

## THE PLUMBER IS MAKING PICTURES!

Welcome, all you soon-to-be artists. You are about to undertake a crash course of Art 101, the Super NES way!

Mario will be on hand to assist you junior Picasso's as you learn to paint, create music and animate your works of art.

The newest star to this family of artists is the Nintendo Mouse. This powerful peripheral allows you to draw anything from simple line art all the way to complex cartoons starring your favorite plumber!

Easy to use menus guide you through every aspect of your creation. Start your drawing in the paint canvas where you can choose a variety of paintbrushes, paint schemes and ready-to-use templates to get you started.

Then head into the music room and create beautiful tunes as only you can. The process is simple because you have the entire Mario crew on hand to help produce your music.

The animation room is probably the coolest feature here. You can make your own cartoons and watch them move around on your own cartoon backdrops.

If you need a break from the action, just click on the coffee break icon and swat some annoying pests

*When you first enter Mario Paint, you can pick different paint brush styles, assorted colors and patterns and stamp options. Once you get a basic idea of how you would like your final draft to look, you can spice it up with music and animation! The paint canvas gives you direct access to these other applications so can get started on your masterpiece right away!*



*Start by learning the basic techniques of each tool and eventually your scribbles...*

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	NINTENDO	SUPER NES	EASY	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	N/A	EDUTAINMENT	100%	

# Mario Paint™

with your fly swatter! If you can knock down 100 bugs, prepare to face the meanest insect you will ever see!

Mario Paint is just the tip of the iceberg for programs using the incredible Nintendo Mouse!



*The new mouse peripheral is what makes Mario Paint possible! This handy item gives the precision and speed that a joystick just cannot offer to aspiring artists!*



# Paint Canvas



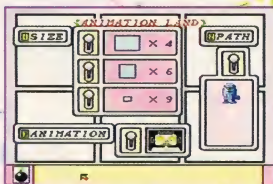
*...can end up like this space scene. Simple polygons and the airbrush were utilized.*



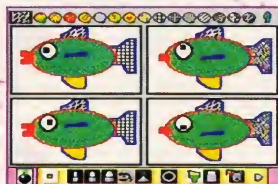
# Animation Studio



Are you the type of person that is tired of plain, still pictures? Jump into the animation studio and make your work come alive! Click on the animation icon, choose your sprite size depending on the number of animations you would like and start creating! After you are through, you select the path for your sprite to take on a background you have created earlier!



Here is where it begins. Select the sprite size, path and check the animation on this screen.



Here is a fish that rapidly changes four times to look like fluid animation!

Mario paint is not just a paint program. You can listen to, edit or create your own music for use in your paintings. You simply pick a sound from the row of icons at the top and place them on the music bar. You can then adjust the tempo, make it repeat and then place it with your paintings for a spectacular effect!

# Music Studio



You can listen to some preset music to get an idea of how to program your own.



Each of the icons have their own sound. Once you learn them, music becomes easy!



# Miscellaneous

If you need a break from being overly creative, you can choose to take a coffee break and play a game of smack-the-fly! Or you can choose to color in one of four pre-made coloring books with your own blend of colors.





## AN EVIL PROPOSAL...

In the Sultan's absence, the grand Vissor Jaffar ruled the kingdom with an iron fist. Bent on maintaining control when the Sultan returns, Jaffar demanded the hand of the Sultan's daughter in marriage. However, she fell in love with a travelling prince from another country! But what Jaffar wants, Jaffar gets! Jaffar quickly hunted down the traveler and imprisoned him in the dungeons so that he would not stop Jaffar's wedding to the princess. The princess, however, would have nothing to do with Jaffar, so he gave her two hours to live unless she would marry him! Is there any hope for the lovers?

After being beaten and



FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	KONAMI	SUPER NES	HARD	NOVEMBER
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	20	ADVENTURE	95%	

dragged to the dungeons, you, the traveler, overhear guards talking about Jaffar's mad demand. You only have two hours to get to the princess! Based on the popular computer version, this cart is filled with superb animation and sounds that give it a movie-like feel. Just to make things better, there are 20 levels that need to be explored before you can get to your beloved and the final showdown with Jaffar! There are plenty of traps, hidden pressure plates and guards to make an adventurer grit his or her teeth in excitement! You will hang from perilous ledges, leap through fields of spikes, dash through a hall of weak floor panels and face many more dangers. So, make sure that your skills are at their peak, because this is going to be one rough trip!



*Hurry, my prince! Jaffar's rage cannot be stayed much longer!*



# PRINCE of PERSIA

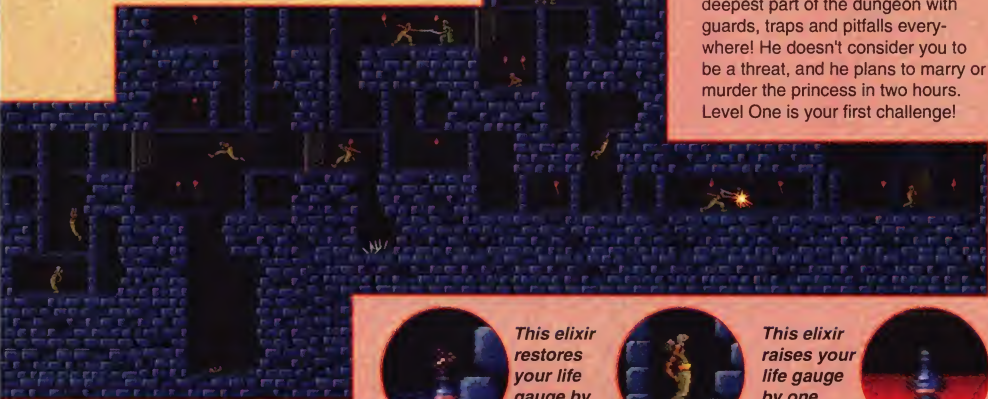


# Level one

PASSKEY: AU15EAA4

## THE RACE BEGINS...

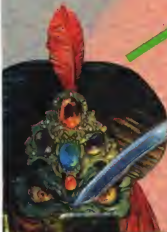
Jaffar has thrown you into the deepest part of the dungeon with guards, traps and pitfalls everywhere! He doesn't consider you to be a threat, and he plans to marry or murder the princess in two hours. Level One is your first challenge!



Without a sword, the good prince will be defenseless against the several guards on all 20 levels of the dungeon. An old sword is located in the deepest part of this level, but I'm only a mouse; how can I tell him where to go? I hope he finds it before he runs into the guard at the staircase entrance!



The prince will never reach the princess in time! She will be mine, or no man shall have her. No one can traverse all 20 huge levels of the castle dungeons!



This elixir restores your life gauge by one unit.



This elixir raises your life gauge by one unit.



## SEVERAL WAYS TO PERISH



To avoid being stabbed by a guard, you need to find the sword and push up to block.



If you fall onto or try to run through the spikes, you will feel quite drafty.



Timing is the key to avoiding the slicers. Hop past single slicers, and leap through double slicers.



Always keep a sharp eye out for the elusive crusher. If you don't, you'll need a spatula to clean up!

Super

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
CAPCOM	SUPER NES	MODERATE	NOW
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
4 MEG	139	ACTION	100%

# Buster Bros.

## DIDN'T MEAN TO BURST YOUR BUBBLE...

...but the world is being attacked by an invasion of giant bouncing bubbles! You are the Super Buster Brother and it's up to you to save the planet from the onslaught of killer bubbles. The object of the game is very simple, pop all of the bubbles on the screen without getting hit. The bubbles break into smaller bubbles and are hard to hit!

There are two ways to play this game. The Tour mode lets you go around the globe popping bubbles while overcoming different structures. Panic mode is a little different. As you pop the bubbles, a bar at the bottom of the screen fills and you advance to the next level. You can pick up various weapons along the way that improve your bubble popping capabilities!



## TWO MODES FOR TWICE THE FUN!



### TOUR MODE



Travel all over the world and get rid of the bubbles. Collect power-ups and bonus items

as you go through 40 levels, each with different scenery.



If you can hit the Capcom running horse, you will get 20,000 points and an extra life!



If you pass certain countries, you'll go to bonus stages. Pick

a bubble and shoot it to uncover bonus points or extra lives!



### PANIC MODE



Here's where you can test your skill. Pop the bubbles to fill the colored bar at the bottom

and advance a level. Can you make it through all 99 levels?

## POWER UP OR GET BUSTED!

### DOUBLE



This icon lets you shoot two harpoons at once.



**GRAPPLING**  
Hooks to the ceiling and blocks bubbles.



**MACHINE GUN**  
This is the best weapon for clearing the screen!



**SHIELD**  
It will protect you from one hit from a bubble.

**FACT  
FILE**

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
<b>VIC TOKAI</b>	<b>SUPER NES</b>	<b>MODERATE</b>	<b>NOVEMBER</b>
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
<b>8 MEG</b>	<b>6</b>	<b>SHOOTER</b>	<b>80%</b>

**THE ULTIMATE TRIAL  
FOR TECHNOLOGY!**

Human life on a distant plane disappeared a millennium ago, and the only inhabitants are a martial society of ultra hi-tech robots and slave robots. Eventually, the enslaved droids learned how to construct a special suit that could destroy their captors. The one flaw was that only a human could pilot the suit! The bosses have robot suits like your own. Can you get free and save the oppressed droids?

Imperium is a new shooter for the Super NES by Vic Tokai. Like most shooters, you will need to collect power-ups and increase the weapon's destructive abilities throughout the game. Be prepared for six of the most challenging levels of your gaming career!

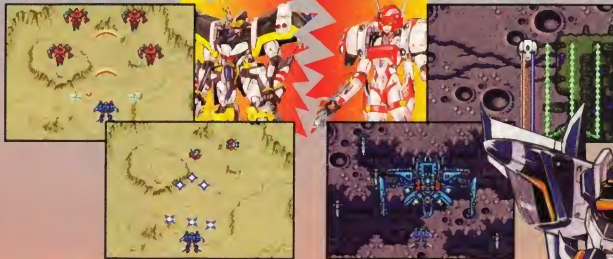
**STAGE ONE**

**STAGE TWO**



**STAGE THREE**

**STAGE FOUR**



**MEGA-WEAPONS!**



**IMPERIUM**



# IT'S LIKE 2 GAMES IN ONE CARTRIDGE! IS THIS REALLY ON THE GAME BOY?!

**Nintendo**  
**GAME BOY**



YOU CAN PLAY VARIOUS KINDS OF CONTACT SPORTS: IN FIGHTING SIMULATOR MODE, ONE OR TWO PEOPLE CAN PLAY. OR IN THE FIGHTING ACTION GAME MODE, MANY FEATURES LIKE SIDE SCROLLING ACTION, AND COSMIC SAUCERS ARE AVAILABLE.



## GAME 1

### THE HEROES IN STREET FIGHTING GOT TOGETHER IN THE GAME BOY™.

THERE ARE 7 DIFFERENT CONTACT SPORTS TO CHOOSE FROM IN THIS GAME PACK, INCLUDING KUNG-FU, WRESTLING, AND BOXING. CHOOSE YOUR FAVORITE SPORT AND PLAY FOR THE WORLD CHAMPIONSHIP! BY USING THE GAME LINK FEATURE, YOU CAN ENJOY A VS TOURNAMENT WITH YOUR FRIENDS. FIERCE FIGHTS FOR THE TITLE OF THE STRONGEST IN THE WORLD BEGIN NOW!



## GAME 2

### LOTS OF HEROIC ACTION!

BESIDES A FIGHTING SIMULATOR MODE, THERE IS A SCROLL ACTION GAME. TOO, OUR SUPERHERO PICK, FIGHTS AGAINST A MYSTERIOUS ENEMY, THE DARK DRAGON. FIGHT THROUGH THE NUMEROUS FORMIDABLE ENEMIES AND TRAPS AND GET THE LEGENDARY TREASURE BACK FROM EVIL'S HAND.



- MODE ----- ACTION MODE, ONE PLAYER MODE, TWO PLAYER MODE
- # OF GAME PLAYERS ----- UP TO TWO PEOPLE
- OPERATION LEVELS ----- STANDARD, MASTER
- COMPUTER LEVELS ----- BEGINNER, MEDIUM, EXPERT
- AVAILABLE SPORTS ----- KUNG-FU, KARATE, KICK BOXING, MARTIAL ARTS, BOXING, WRESTLING, DOUBLE SWORDSMANSHIP
- CHARACTERS ----- 7 DIFFERENT CHARACTERS TO CHOOSE FROM
- SKILLS ----- AS MANY AS 76 DIFFERENT SKILLS IN ALL
- CHOOSING THE SKILLS ----- YOU CAN CHOOSE THE SKILLS YOU WANT TO USE.

YOU CAN CHOOSE EITHER A SINGLE MATCH OR THREE MATCH GAMES.



CULTURE BRAIN™ AND FIGHTING SIMULATOR 2 IN 1 FLYING WARRIORS™ SUPER BASEBALL SIMULATOR 1000™ ARE TRADEMARKS OF CULTURE BRAIN U.S.A., INC. AND © 1991 CULTURE BRAIN U.S.A., INC. ALL RIGHTS RESERVED.



# WARP SPEED

<b>FACT FILE</b>	<b>MANUFACTURER</b>	<b>MACHINE</b>	<b>DIFFICULTY</b>	<b>AVAILABLE</b>
	<b>BALLISTIC</b>	<b>SNES</b>	<b>MODERATE</b>	<b>NOVEMBER</b>
	<b>CART SIZE</b>	<b>NUMBER OF LEVELS</b>	<b>THEME</b>	<b>% COMPLETE</b>
	<b>8 MEG</b>	<b>7</b>	<b>ACTION</b>	<b>100%</b>

## WAR RAGES ON!

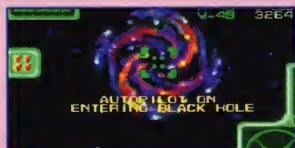
In the vacuum of space, the final battle between Earth's colonies and two alien races (the Breen and Tabor) endures. You are a rookie fighter pilot, given your first taste of combat. As you win more and more battles, you will be promoted.

With these promotions comes the opportunity to attain newer weapons. Your missions will vary from strafing runs in mine fields to transporting medical supplies. Ready your warp engines and fly into the very center of a black hole!

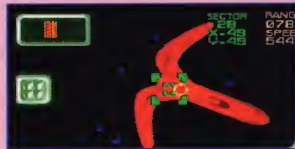
Space pirates have been reported around Sector Gamma and eventually you will have to defeat their menace. The vile insectoid Breen ships are heavily armored, and swarm with undaunted quickness. The cybernetic Tabor pilots strike fast and with accuracy beyond human comprehension.



Learn enemy tactics to survive. Each race has their own ships and flight patterns.



Black holes can be used to warp to the other sectors, but be careful. Danger is around!



**Admiral Sharpe:** He will give you your assignments.



**Doctor Hunter:** She will have you carry supplies and clear mines.



**Professor Quark:** He will help you attain powerful weapons.



**Breen Pilot:** He will challenge you to one-on-one combat!



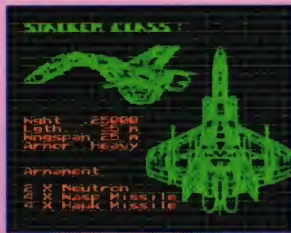
**Kelbo Pilot:** He wants to see your ship go down in flames.



**Tabor Pilot:** This cyber-warrior will fight with terrifying accuracy!



**Striker Class Starship**  
 Armor: Medium  
 Weapon: 2 Blaster Cannons  
 4 Wasp Missiles



**Stalker Class Starship**  
 Armor: Heavy  
 Weapon: 2 Neutron Cannons  
 4 Wasp Missiles  
 4 Hawk Missiles



**Slasher Class Starship**  
 Armor: Very Heavy  
 Weapon: 2 Shock Cannons  
 4 Wasp Missiles  
 4 Hawk Missiles  
 4 Nova Missiles

The top half of the advertisement features a dark, atmospheric illustration. At the top left, a large, glowing orange moon hangs in a dark blue sky. Below it, the title "Soul Blazer" is written in a large, stylized, orange-to-yellow gradient font. A long, silver sword with a gold hilt is positioned horizontally across the middle of the frame. In the background, a dark, multi-towered castle sits atop a rocky cliff, illuminated from within. The sky behind the castle is a mix of purple and pink hues. The foreground shows jagged, dark blue rock formations.

# Soul Blazer

Do RPG games emphasize boredom instead of excitement?  
OR do you feel action games work your FINGERS, not your MIND?

## Get the Best of Both Worlds

*Intense action and graphics combined with a mind-bending storyline sure to challenge all the above. ■ No wonder EGM declared, "If you combine Zelda and ActRaiser (two of the best), you will get SoulBlazer."*

From the people who brought you ActRaiser.



ENIX AMERICA  
CORPORATION

CIRCLE #172 ON READER SERVICE CARD.

Licensed for play on the  
**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM





Using your pit stop effectively is a vital key for getting the best times. Your pit crew will boost your energy!



## FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
<b>TAKARA</b>	<b>SUPER NES</b>	<b>MODERATE</b>	<b>NOVEMBER</b>
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
<b>4 MEG</b>	<b>10</b>	<b>DRIVING</b>	<b>95%</b>

## STEP ON IT!

Alright racing fans, get ready for some fast, futuristic racing with Cyber Spin by Takara.

Packed with great SNES graphics as well as really exciting game play, Cyber Spin is bound to set a new standard in racing games.

In Free Mode, you are allowed to hone your racing skills on the course of your choice. In GPX Mode, you can race on ten

tracks against some of the best racers ever to hit the asphalt!

The hi-tech cars are ultra-responsive and incredibly fast. It takes patience and practice to become a good racer. There are also a myriad of awesome courses which are sure to keep your wheels spinning.

In addition to all this, you get stellar top-view graphics, great sound, enough excitement to raise your blood pressure and just the right amount of difficulty to prove your driving abilities, no matter how fast you think you are.

Go after the checkered flag and don't get passed on the final lap! Put the pedal to the floor, and forget about the brakes. See you at the finish line!

# CYBER SPIN\*

## EASY TO READ DISPLAYS



- 1 - This is your speed indicator. The red area represents the amount of boost provided by the turbo.
- 2 - This number indicates your place in relation to the other cars.
- 3 - This is the time you must beat in order to progress to the next track.
- 4 - Your power indicator shows your remaining energy.
- 5 - Your stopwatch informs you of elapsed time.

## GENTLEMEN, START YOUR ENGINES!



Your opponents are some very good (and fast) drivers. Take your time and familiarize yourself with the controls.



The computerized starting grid indicates your position at the beginning of the race.



\*Screen shots are taken from preliminary copy of this game. Actual game screens may vary slightly from the above.



# DRAGON WARRIOR IV



Dragon Warrior II gave your party an immense land to explore...and let's not forget Malroth!



Dragon Warrior III gave you the ability to change your party, new forms of transportation, day and night cycle, and Zoma, of course!

**Experience One of the Most Intricate, Cutting-Edge RPGs of Our Time.**

- Battle through 4 separate quests.
- Explore an all new and immense land.
- Travel with a horse and wagon, ship or balloon.
- Bring all your companions together for a 5th and final quest.



**STRATEGY GUIDE AVAILABLE!!**

FROM TOKUMA PUBLISHING

CALL NOW 1-800-937-5557 CODE: EGM

PRICE: \$10.95 (INCLUDES SHIPPING/HANDLING)

SALES TAX: WA AND TN RESIDENTS ADD 8.2% SALES TAX.

CIRCLE #172 ON READER SERVICE CARD.

 ENIX AMERICA  
CORPORATION  
ENIX

 Nintendo  
ENTERTAINMENT  
SYSTEM





These are the killer cars you have to choose from! Look to the right and see the four insane courses!

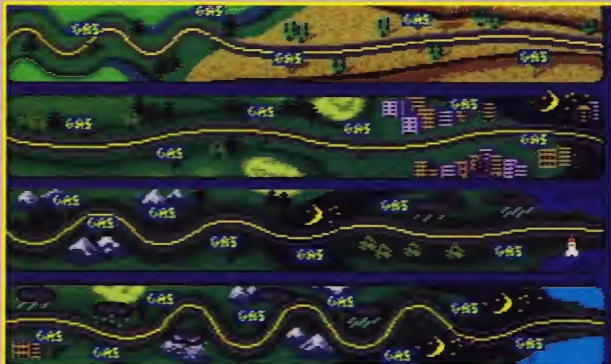
## Harder on the Highway

You thought racing was a bunch of professionals going the same direction in a big circle, right? Well, you have not seen anything yet, pal! The guys over at Ballistic have put you in the finest high performance machines available (price is no object) and sent you speeding across highways filled with many innocent people on motorbikes and in cars.

As if this was not dangerous enough, they also added a competitor who will chase you (or pass you, if you let him) through this high density traffic! Now, you're thinking, "Cool, all I have to do is drive like a maniac through traffic with a guy on my tail who wants to beat me." That is true, but just to add reality they have our friends, the highway patrol, trying desperately to enforce the law. The next time you get the urge to go 180 m.p.h. on the interstate, just relax, sit at home and pop in *The Duel: Test Drive II*. Fasten your seat belt for furious fun!



Driving across the center line on the highway is as dangerous as your dad tells you! Poor biker!



It looks like your insurance rates are going to skyrocket! To win, you must outrun the cops!



Even if you win, the cops can get you at the finish line. Better come up with a darn good excuse!

<b>FACT FILE</b>	<b>MANUFACTURER</b>	<b>MACHINE</b>	<b>DIFFICULTY</b>	<b>AVAILABLE</b>
	<b>BALLISTIC</b>	<b>SNES</b>	<b>MODERATE</b>	<b>SEPTEMBER</b>
	<b>CART SIZE</b>	<b>NUMBER OF LEVELS</b>	<b>THEME</b>	<b>% COMPLETE</b>
	<b>8 MEG</b>	<b>5</b>	<b>DRIVING</b>	<b>100%</b>

# ARCADE ACTION ON GAME BOY!



**SIMULTANEOUS 2-PLAYER ACTION WITH GAME LINK™**



ADD RAZOR-SHARP SWORDS AND NUNCHAKUS TO YOUR FIGHTING ARSENAL.



SAND BIKERS STALK THE DRAGONS IN THE EGYPTIAN DESERT.



DEFEAT THE DEADLY ROMAN GLADIATORS WITH ALL-NEW MARTIAL ARTS MOVES.



YOUR QUEST FOR THE ROSETTA STONES IS YOUR MOST DANGEROUS EVER.

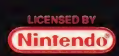


UNRAVEL THIS MUMMY WITH AN INCREDIBLE SPIN KICK.

Billy and Jimmy Lee are back in the greatest Double Dragon arcade challenge ever: the quest for the Rosetta Stones!

Armed with Nunchakus, Swords, and all-new martial arts maneuvers, like the Spinning Cyclone Kick and Flying Knee Drop, defeat treacherous foes in China! Crush ruthless Japanese Ninja Warriors! Ravage merciless Roman archers!

But beware! In Egypt, supernatural guardians challenge the bravest of souls...in the martial arts arcade adventure of a lifetime!



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CIRCLE #150 ON READER SERVICE CARD.



After the game, you get to watch the post-game show wrap up, just like on television!



# SUPER BATTER UP

## FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
NAMCO	SUPER NES	MODERATE	OCTOBER
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	N/A	SPORTS	99%

## BASES LOADED

Alright sports fans, get ready to step up to the plate with Super Batter Up from Namco.

Come out of the dugout and experience exciting baseball action with real major league team rosters, great baseball music, one or two player capabilities and game-play that just won't quit!

An extensive list of options lets you customize your game. Pick



The batting screen displays a wealth of useful information. Some of these displays include pitcher and hitter stats, video windows of players on base, the speed of the pitch and the score.



Be alert when playing the field. The key to a winning record is not only how well you hit, but also how well you field the ball. If you allow too many runs and make enough errors, you will lose!

## OPTIONS GALORE!



The many options allow you to select everything from stadiums to pitchers!

from a large roster of teams and players. You can also select a stadium in which to play.

The graphics are smooth and the sound effects are really well-done. You can even hear the "whiff" of the ball when it is thrown from one player to another! See you at the park!

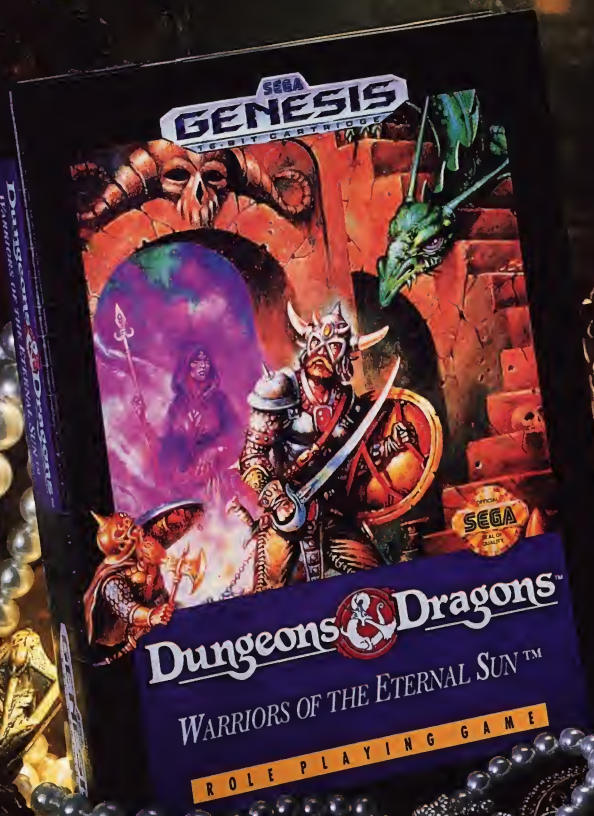


The extra scenes, like the singing of the National Anthem, add a sense of realism to the game.



To bring in a relief pitcher or make other substitutions, merely hit the "pause" button.





SEGA  
**GENESIS**  
32 BIT CARTRIDGE

**Dungeons & Dragons™**

**WARRIORS OF THE ETERNAL SUN™**

ROLE PLAYING GAME



**S**

harpen thy sword. Raise thy shield. Cast thy mightiest spell. For the DUNGEONS & DRAGONS™ game hath joined forces with Sega™ Genesis™.

**D**aybreak, the darkest hour of the final day. Furious goblins massing for a decisive attack surround your characters and their liege lord, the Duke. But before they can strike, an immortal force intervenes—transporting the Duke's castle and its occupants to a mystical valley. Where a red



sun flares eternally at high noon. And your characters are surrounded by mutant Beastmen. Locals who are anything but friendly.

**W**elcome to WARRIORS OF THE ETHERNAL SUN™, the first official DUNGEONS & DRAGONS™ role playing game



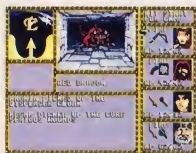
for Sega Genesis. It has all the classic spells, weapons, experience points and levels of the DUNGEONS & DRAGONS game. And characters each player can create themselves.

**D**escend into a world with dungeon levels so real your characters can scope them out, and fight it out in real time, first person 3-D. While automatically mapping their subterranean progress.

**A**nd on the surface, make sure your characters are extra vigilant. For at every turn, their battle tactics will determine success. The question is, can your characters

live long enough in this mysterious new world to forge strong, new alliances before the castle is attacked? And can they unravel the dark, buried secret of the entire valley before it drives the Duke hopelessly insane?

**T**hrow in your favorite D&D™ spells, weapons, tunnels, powers, good guys and bad guys, and one thing is certain. On your own, your characters might make it through WARRIORS OF THE ETHERNAL SUN.



Or perhaps you'll have to consult the hint book\* for survival tips. But either way, it's going to be a very long day.



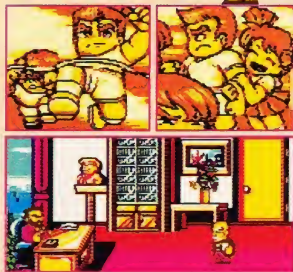
**SEGA**  
**GENESIS™**

Leading the 16-bit revolution.™

THE CHOICE IS SIMPLE. THE CHOICE IS SEGA. Genesis gives you more than 150 hit games, hot titles like Sonic The Hedgehog, Kid Chameleon, Sports Talk Baseball and Joe Montana II Sports Talk Football, and the lowest price in 16-bit systems. \*Hint book sold separately. Cover illustration © 1992 Clyde Caldwell. Used with permission. DUNGEONS & DRAGONS, D&D and WARRIORS OF THE ETHERNAL SUN are trademarks owned by TSR, Inc. and manufactured under a sublicense from Strategic Simulations, Inc. © 1992 TSR, Inc. All rights reserved. SEGA and Genesis are trademarks of SEGA. Game titles are trademarks of SEGA or its licensees. See individual box for details. © 1992 SEGA. All rights reserved.

CIRCLE #107 ON READER SERVICE CARD.

# CRASH 'N' THE BOYS STREET CHALLENGE



## THRASH SOME MAJOR TRASH!

Welcome to the city of Spring Hill. At a first glance, everything seems peaceful. Stay awhile, and you'll see that the so-called undesirable people live on the south side. These brave, hard-working people live each day under constant humiliation. Their only sense of pride comes from the Southside High School.

This school's team has won every single sporting event for years. The champion athlete "Crash" Cooney always leads them to victory, much to the dismay of the wealthier Northside High. The Hillers (as the Northsiders are called) seek to stop Southside from winning at all costs! The leader of the Hiller gang is Theodore Thornley IV, a rich snob. He is sick and tired of losing, so he has his father build the ultimate team. Then, he challenged Crash Cooney and his gang to a no-holds-barred contest. Will Crash be able to retain the Southside's pride through five hard-hitting events?

### EVENT ONE: 400 meter Hurt-les



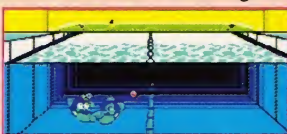
Run against the Hillers, and do whatever you can to win. Cheating is allowed. Throws tactics or even hurdles at him!

### EVENT TWO: Hammer Throw Golf



Toss the hammer until you get it in the hole. Get extra coins as a helpful bonus!

### EVENT THREE: Water Slaughter



Try to drown the other guy. Dunk him repeatedly, and keep him under! No life vests here!

### EVENT FOUR: Roof Jumping



Hop from roof to roof, risking life and limb to gain a little respect.

### EVENT FIVE: Street Fighting



There are many tactics to use on your opponents. Lower their power level and go in for the kill!



You have become the champion! Southside High triumphs again!



Go to the shops to purchase items that can really put the hurt on your rivals. Brass knuckles really pack a punch and armor always saves the day.

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	TECHNOS	NES	MODERATE	OCTOBER
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	2 MEG	5	SPORTS	90%



# NEW

# INTRODUCING BEE 52

## THE GAME WITH A STING IN ITS TAIL!



You'll get a buzz out of this truly brilliant and different game. Say hello to Bee 52 - the maddest bee on earth - and he wants his honey! Fly a crazy route through 24 different stages. Start from the hive, looking for honey in monster flowers. Then fight your way back to the hive to deliver the stash and fill the honey pot. Complete that raid and it's on to the next. But watch out for dropping spiders, climbing insects and leaping grasshoppers.

3D parallax scrolling makes for super graphics and brilliant animation.

**CAMERICA GAMES™**  
EASY TO PICK UP. HARD TO PUT DOWN.

Helpline for Tips and Hints  
1-900-RESTART - (1-900-737-8278)

This call costs \$1.75 for the first minute and 90 cents for every minute after that. Callers who are 18 or under must get permission from their parents first! U.S.A. only!

For Order Information  
**1-800-827-7085**  
U.S. Residents only

Publishers of:  
**Micro Machines**

Best Action Video Game 1991  
— Video Games & Computer Entertainment

**Dizzy**  
Best NES Graphic Adventure Game 1991  
— Game Players

Bee 52 is a Trademark of Codemasters Software Ltd. used under license by America Corp.  
America, America Games are Trademarks of America Corp.  
CIRCLE #203 ON READER SERVICE CARD

## FACT FILE

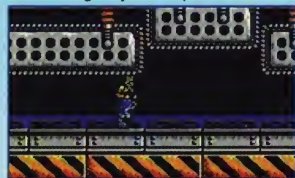
MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
<b>TAITO</b>	<b>NES</b>	<b>MODERATE</b>	<b>OCTOBER</b>
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
<b>2 MEG</b>	<b>6</b>	<b>ACTION</b>	<b>100%</b>



## NATIONAL SECURITY IS AT STAKE!

The Delta Foundation has threatened the president with an army of cyborgs. Knowing that you are the only person able to free our country from the stranglehold, you are sent out to destroy all the opposing enemies.

Armed only with your quick wits and a razor sharp boomerang, you raid the factories, outposts and control centers. Horrible traps have been set and defense droids await! America's fate is resting on your shoulders. You wanted a chance to save your country and this is your big opportunity! Immense action and thrills will give you the power!



*Be careful! Crushing blades will slice and dice you if you are not paying attention!*



*You will cruise past cyborg body parts as you jump on the moving platforms.*



*Pulse lasers will try to fry you in the warehouse! Can you defeat them and continue your mission?*



## DEADLY BOSSES!



## IMPORTANT ICONS



*The double boomerang will fire multiple shots!*



*This icon provides emergency energy!*



*Extra energy is available here.*



*Flip this burger for more life!*



*Emergency life unit. This is important!*

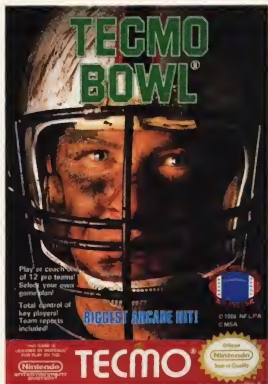


*The star increases your throwing distance!*

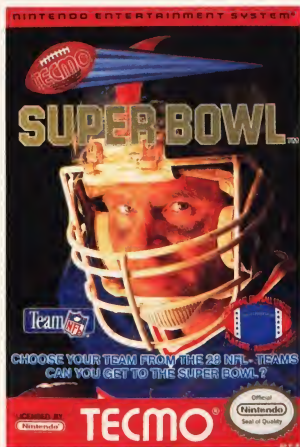


*This improves the strength of your boomerang!*





- 1 or 2 players.
- Superior graphics.
- Coaching mode.
- Password for continue action.
- 12 teams.
- Super action cinema screens.

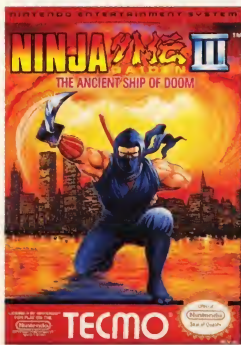


- 1 or 2 players.
- 28 official NFL teams.
- 4 run plays / 4 pass plays.
- Team stats and data.
- Create your own pro bowl.
- Coach mode.
- Save game results.

# TECMO GAMES, HARD TO BEAT!



- 1 or 2 players.
- 12 pro teams.
- Run plays / pass plays.
- Coach mode.
- Password continuation.
- Real team players.
- 11 week season.



- Game continue mode.
- 6 special weapons.
- 5 "Power-up" items.
- New cinema screens.
- 8 new Bosses.
- New action techniques.



- Single player action.
- Superior graphics and music.
- Continue option.
- 5 "Power-up" items.
- 10 cinema displays.
- 20 different stages.

CIRCLE #123 ON READER SERVICE CARD.

**TECMO**

18005 S. Adria Maru Lane, Carson, CA 90746  
TEL: (310)329-5880 • FAX: (310)329-6134

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<b>FACT FILE</b>	<b>MANUFACTURER</b>	<b>MACHINE</b>	<b>DIFFICULTY</b>	<b>AVAILABLE</b>
	<b>CAMERICA</b>	<b>NES</b>	<b>HARD</b>	<b>NOW</b>
	<b>CART SIZE</b>	<b>NUMBER OF LEVELS</b>	<b>THEME</b>	<b>% COMPLETE</b>
	<b>1 MEG</b>	<b>7</b>	<b>SPORTS</b>	<b>100%</b>

# STUNT KIDS



*This map is only level one, believe it or not! All of the levels are huge!*



*Use any straight-away that you can find, because you will gain speed!*



*You must try to navigate over many obstacles and jumps. If you race against a friend, you can see all the action on a split screen!*



*If you find a small stationary circle, chances are it will give you tons of bonus points. There are many in the bonus stage.*



*The holes can be avoided easily by lifting your front tire off the ground.*



*Short, precisely calculated jumps work best here. Hit your jumps well, or you will crash and lose valuable time. It sounds pretty easy, but once you get going, your jumping skills are always challenged!*



*The green ramp provides an extra high jump. Use it or you will crash! This cart provides a lot of intense jumping and biking action!*



## CYCLE PSYCHOS BEWARE...

For a trip on the wild side, try Stunt Kids. Take on a friend or the computer in some of the craziest racing tracks imaginable. Rev up your motorcycle, and tear straight ahead! Unlike other races, there are many obstacles in your path, from egg-tossing birds to cranes. Grit your teeth as you race against your opponent and the clock. You have to be fast and careful! Cartoon-like graphics complement this fast-paced game. It's a game you will never forget! That first big jump will send you flying, so prepare for a hard landing!

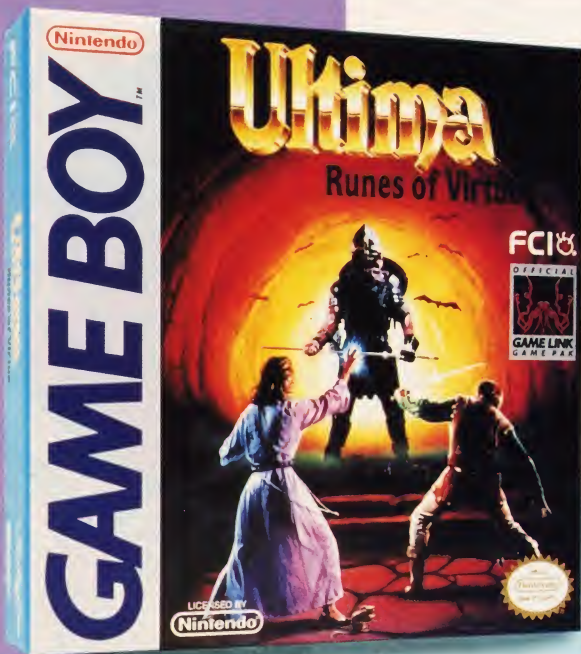


*Don't run over the green duck! You will be smeared across the pavement!*

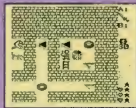
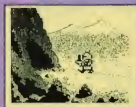


# Ultima® Runes of Virtue™

An FCI original from the creators of Ultima



*"Finally there's an adventure for Game Boy to rival the scope and excitement of such NES™ hits as The Legend of Zelda®."*  
(Nintendo Power, Vol. 23, April 1991)



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

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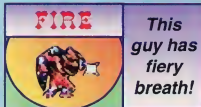
Ultima Runes of Virtue is a completely new game designed exclusively for Game Boy by the original Ultima designers. You'll enjoy the same hours of challenge and adventure that you've come to expect from an Ultima game.

*A Lord British Game*  
**ORIGIN™**

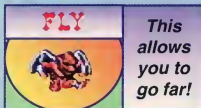
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**Not Just Kid Stuff**

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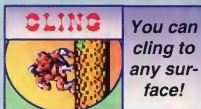
## FANCY ABILITIES!



**FIRE**  
This guy has fiery breath!



**FLY**  
This allows you to go far!



**CLING**  
You can cling to any surface!



## The Gargoyle shows his colors!

Do you remember that annoying gargoyle that has shown up throughout the Ghouls 'n Ghosts series? Well, he was on the GameBoy but is soon to upgrade to the NES!

You are Firebrand the gargoyle, on a quest to become a true warrior of the ghoulish realm! There are two types of action scenes. One has you venturing the lands in an RPG format, the other has combat which is shown in an all-

**AVAILABLE NOW**  
**95% COMPLETE**  
**MODERATE**  
**DIFFICULTY**  
**THEME**  
**ACT/RPG**

action

format. There is a long quest, lots of items and a whole roster of familiar Ghouls 'n Ghosts characters to fight! Get ready for ghoulishly good game!

## INTENSE ACTION!



In the action sequence you can gain vials (currency) by looking in the right places. Also look out for the Icon (1) above; they signify an upcoming action scene!

## GET READY TO FIGHT THROUGH THE VILLAGE OF ETURIA!



This is the mode where you do most of your venturing. You can talk to the local inhabitants and use items accordingly. You can use vials to buy power-ups and other useful items!



**FACT FILE**  
**MANUFACTURER** CAPCOM  
**CART SIZE** 4 MEG  
**NUMBER OF LEVELS** 8  
**GENRE** NES  
**ACT/RPG**

# BASEBALL SO REAL...

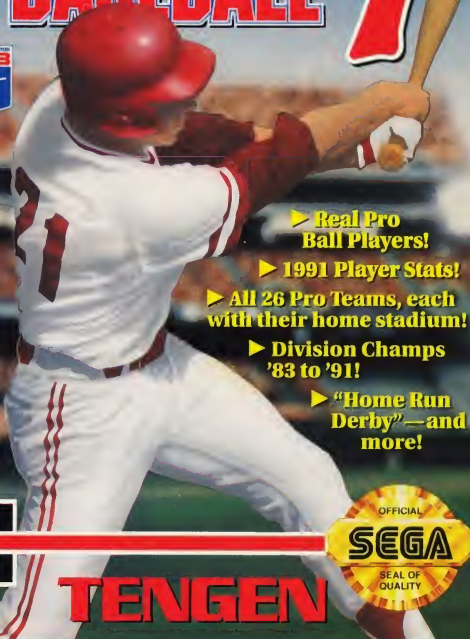


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<b>FACT FILE</b>	<b>MANUFACTURER</b>	<b>MACHINE</b>	<b>DIFFICULTY</b>	<b>AVAILABLE</b>
	<b>TECMO</b>	<b>NES</b>	<b>MODERATE</b>	<b>NOW</b>
	<b>CART SIZE</b>	<b>NUMBER OF LEVELS</b>	<b>THEME</b>	<b>% COMPLETE</b>
	<b>2 MEG</b>	<b>N/A</b>	<b>SPORTS</b>	<b>100%</b>

# TECMO CUP SOCCER

This is Tecmo News. Today's game pits the Razors, with superstar Robin Field, against the powerful Gems!

## BORN TO WIN!

You are Robin Field, possibly the greatest soccer player since Pelé. You have the best team and you have the guts and skill to take the championship! It will require careful planning on your part; unlike most soccer games, this one relies on strategy rather than fast reflexes.

Instead of an above or side-screen view, everything is shown in a head-on perspective. You keep dribbling until you get surrounded or threatened. Then, you will get an option to dribble around your opponents, pass to a teammate or shoot for the goal.

On defense, slide tackling, blocking and other actions can be performed. Playing like a movie with a story rather than a sports cart sets this game ahead of the rest. If you want a change from the arcade-style soccer game, check out Tecmo Cup Soccer!



Robin's dribbling down the field! He'd better go as fast as he can to beat the might Gems!



Oh, no! Robin is surrounded by the Gems. What can he do? Only his great skill can save him now!



Wow! He flew right through the opposition. This game has many awesome cinema displays.



Breaking the sound barrier, Robin's kick sends the ball right past the hapless goalie.



Check out this awesome slide tackle. This is in-your-face action!



Head the ball to get a goal! There are many different ways to score.



That wraps up this exciting game. Until next time, this is Tecmo News signing off!







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CIRCLE #176 ON READER SERVICE CARD

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**CIRCLE # 135 ON READER SERVICE CARD**

Here are the winners of our "Name the Bonk Contest." The winning name was "ZONK". Many of you who entered chose this name, so a random drawing was held. The first place winner is:

Katherine LeBlanc of New York, NY

The 5 second prize winners are:

Ryan Jones, Baytown, TX  
Real Carbonneau, St. Bruno de Montarville, Que, Can  
Stafford McQueen, Georgetown, SC  
Altan McGuire, Easley, SC  
Dean Huber, Hinton, Alb, Can

The 20 third place winners are:

Terry Moore, Arcadia, CA  
Saad Ahmed, San Jose, CA  
Jeremy Kistler, Perry, OK  
George Mehilo III, Lakewood, CA  
Gabe Delahaye, Ann Arbor, MI  
Gregory Wellington, Spring Valley, OH  
Al Gallechio, Yonkers, NY  
Kenneth Graves, Burlington, NC  
Brian Yang, Laguna Niguel, CA  
Kuo Chang, Stevens Point, WI  
Richard Mart, Miami, FL  
Timothy Bennett, Fullerton, CA  
Andy Prugh, Waterloo, IA  
Chris Magana, Glenwood, IL  
Alan Hutchings, Palo Alto, Ca  
David Chan, Brooklyn, NY  
Damian Meldgaard, Reno, NV  
Kenny Ko, Lexington, MA  
David Muniak, Brunswick, OH  
Ryan Ponce, Hialeah, FL

Congratulations to the winners and thanks to all who entered.

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Circle the appropriate Reader Service Numbers to receive FREE information on the games and products in this issue! Then complete the Survey Questions and you'll be automatically entered into this months drawing of EGM's FACT-FILE Game Give-Away!



# WIN BIG WITH EGM!

Get ready for the ultimate video game contest - only from EGM! Each month, we will be giving away one copy of each of the games profiled in our Fact File columns! To enter, simply detach the reader survey card, answer the questions and mark which system(s) you own. We will then award one lucky winner a copy of all of the games contained in our Fact File section for the system indicated in question three! It is that easy, so act fast! The deadline for entering for our September games is October 1!

The following companies are contributing to this contest: Konami, Electronic Arts, Turbo Technologies, SNK, Sega, Vic Tokai, Accolade, Capcom, Takara, American Technos, Taito, Camerica, Tecmo, Koei, Tengen, Arena, Absolute, Atari and Nintendo.



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- 2) Answer the Survey Questions and Pick the Systems that You Own.
- 3) Mail your Readers Service Card to:  
Electronic Gaming Monthly  
P.O. Box 8965  
Boulder, CO 80328-8965

Winners will be listed in the Nov. EGM!

Contest Rules: All entries must be received before October 1, 1992. EGM or the judges are not liable for lost or misdirected mail. One entry per person, multiple entries will be disqualified. Prizes are not transferable. Illegible or incomplete entries are ineligible. Void where prohibited. The decision of the judges is final. No purchase necessary to enter. Contest is not open to employees of Sendai Publishing Group, inc. or to members of an immediate family. Taxes are the responsibility of the winner. Approximate value of prizes is \$800. Prizes provided by participating companies and Sendai Publishing Group. Prizes will be forwarded to winner when final production copies are available courtesy of Sendai Publications. One prize per household. Determination of winners will be made through a random drawing. The decision of the judges is final.





**PART 2**

# SONIC 2

## THE HEDGEHOG



### SONIC RETURNS TO PORTABLE GAMING!

The video world's favorite character, Sonic the Hedgehog, is back for his second adventure on the Game Gear. This all-new episode features more speed, more dangers, more zones and more of the fast action gameplay that made the first Sonic so good. Sonic must outrun and outsmart a whole new cast of Dr. Robotnik's crazy creatures. Robotnik's new team of contraptions known as the Roboswat



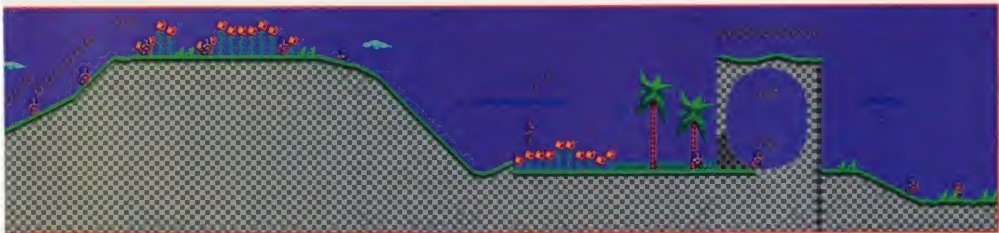
FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SEGA	GAME GEAR	MODERATE	DECEMBER
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	4 MEG	N/A	ACTION	40%

team (along with the mad doc himself), are trying to take over the world. His new creation, the "Death Egg," is the size of a small moon and can wipe out an entire planet (this sounds familiar, doesn't it?). You are the only hope of saving the world. Fortunately, you have learned a few new tricks and you can hang glide through the air in order to reach Dr. Robotnik. Look forward to high-speed runs through underground tunnels on a railcar and other surprises. All this and more in the first 4 Meg cartridge ever released for the Game Gear!



**SEGA**  
**GAME GEAR™**  
COLOR PORTABLE VIDEO GAME SYSTEM

**FIRST 4 MEG GG CART!**



# RUNNING HANG GLIDING RAILCART



*Like the original Sonic adventure, there is lots of mega-fast running and jumping.*



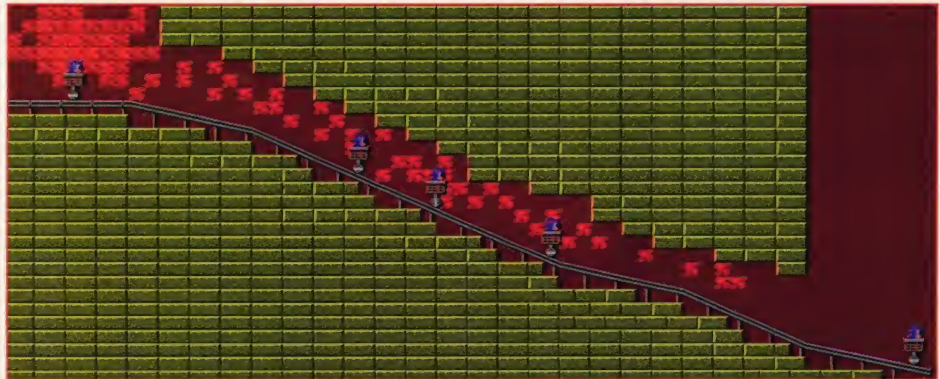
*Sonic takes to the air in his super hang glider. Beware of enemies and nasty lightning storms.*



*Travel through the underground worlds in a high-speed railcart. Be sure to jump the chasms.*



There is so much action in this hot cart that other portable games just pale in comparison. My new adventure is super-fast and full of many things to accomplish. I took up hang gliding as a hobby, but now it will help me get to Dr. Robotnik and rescue my animal friends. Can you keep up with me?



# AYRTON SENNA'S SUPER Monaco II

**FACT  
FILE**

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
<b>SEGA</b>	<b>GENESIS</b>	<b>AVERAGE</b>	<b>NOW</b>
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
<b>8 MEG</b>	<b>N/A</b>	<b>DRIVING</b>	<b>100%</b>

## GENTLEMEN, START YOUR ENGINES...

The sequel to Sega's classic driving hit is here. Super Monaco GP II was developed with the help of one of the most renowned Grand Prix drivers, Ayrton Senna. This combination recreates the entire World Championship Circuit as accurately as possible. Also included is the Senna GP. This is Ayrton

Senna's personal circuit of select racecourses. In the World Championship Circuit, there are a total of sixteen different race courses staged in sixteen countries. The game is also equipped with a practice option that lets you test yourself on all the tracks with and lets you choose the number of cars on the track. So hit the gas and turn your wheel all the way to the World Championship title!

## SENNAMA DISPLAYS!!!



Game play is the same as the first cart. Controls can also be manipulated to suit the driver.



Drivers must qualify before each race to determine their relative starting position.

## FREE PRACTICE



U.S.A.  
(ROUND 1)

BEST LAP 0'49"06  
LENGTH 2.22 MILES

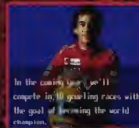
To hone your skills, practice on the World Circuit tracks with or without other cars.



For the ultimate driving challenge, try Senna's special tracks in Senna's GP.



Race your way to the top of the points standings and become World Champion!



The World Championship Circuit consists of 16 tracks from all over the world.

THE WORLD CIRCUIT!



U.S.A



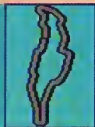
BRAZIL



SAN MARINO



MONACO



CANADA



MEXICO



FRANCE



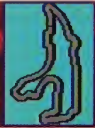
G. BRITAIN



GERMANY



HUNGARY



BELGIUM



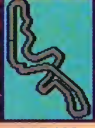
ITALY



PORTUGAL



SPAIN



JAPAN



AUSTRALIA

WINNING THE WORLD CHAMPIONSHIP DOES NOT COME EASY. HERE ARE SOME OF THE DRIVERS THAT WILL BE COMPETING AGAINST YOU FOR THE TITLE OF WORLD CHAMPION.

MADONNA

CHASSIS: MADONNA 47  
ENGINE: MADONNA V12  
MAX. POWER: 770 hp

MADONNA



DRIVER  
NAME: A. SENNA  
NATIONALITY: BRAZIL  
DRIVER'S POINTS: 6

MILLIONS

CHASSIS: MILLIONS 15  
ENGINE: MILLIONS V10  
MAX. POWER: 760 hp

MILLIONS



DRIVER  
NAME: N. JONES  
NATIONALITY: ENGLAND  
DRIVER'S POINTS: 6

FIRENZE

CHASSIS: FIRENZE 06  
ENGINE: FIRENZE V12  
MAX. POWER: 760 hp

FIRENZE



DRIVER  
NAME: T. GERINI  
NATIONALITY: ITALY  
DRIVER'S POINTS: 4

BESTWALL

CHASSIS: BESTWALL 1192  
ENGINE: POND V8  
MAX. POWER: 750 hp

BESTWALL



DRIVER  
NAME: M. BLUME  
NATIONALITY: GERMANY  
DRIVER'S POINTS: 10

TYRANT

CHASSIS: TYRANT 002  
ENGINE: MADONNA V10  
MAX. POWER: 750 hp

TYRANT



DRIVER  
NAME: G. GOULD  
NATIONALITY: CANADA  
DRIVER'S POINTS: 3

JOKE

CHASSIS: JOKE 777  
ENGINE: POND V8  
MAX. POWER: 750 hp

JOKE



DRIVER  
NAME: L. DUFAY  
NATIONALITY: ITALY  
DRIVER'S POINTS: 0

DARDAN

CHASSIS: DARDAN 192  
ENGINE: JUST V10  
MAX. POWER: 740 hp

DARDAN



DRIVER  
NAME: K. ALFVEN  
NATIONALITY: FINLAND  
DRIVER'S POINTS: 0

MINARAE

CHASSIS: MINARAE 192  
ENGINE: FIRENZE V12  
MAX. POWER: 740 hp

MINARAE



DRIVER  
NAME: J. NONO  
NATIONALITY: ITALY  
DRIVER'S POINTS: 0

LADES

CHASSIS: LADES 92  
ENGINE: RAM V12  
MAX. POWER: 730 hp

LADES



DRIVER  
NAME: P. ARAT  
NATIONALITY: JAPAN  
DRIVER'S POINTS: 0

FEET

CHASSIS: FEET 13  
ENGINE: YOUEN V10  
MAX. POWER: 730 hp

FEET



DRIVER  
NAME: J. RAMPALL  
NATIONALITY: FRANCE  
DRIVER'S POINTS: 2

RIGEL

CHASSIS: RIGEL 36  
ENGINE: RAM V12  
MAX. POWER: 730 hp

RIGEL



DRIVER  
NAME: T. CHARDIN  
NATIONALITY: FRANCE  
DRIVER'S POINTS: 0

BLANCHE

CHASSIS: BLANCHE 61  
ENGINE: YAM V12  
MAX. POWER: 730 hp

BLANCHE



DRIVER  
NAME: P. WHITE  
NATIONALITY: AUSTRALIA  
DRIVER'S POINTS: 6

SERGA

CHASSIS: SERGA 1000  
ENGINE: SC3000 F12  
MAX. POWER: 730 hp

SERGA



DRIVER  
NAME: O. SOGA  
NATIONALITY: JAPAN  
DRIVER'S POINTS: 0



## GETTING BUSY IN GOTHAM CITY!

Ok, so you are a tad skeptical about games that come from movies (and with good reason) but rest assured, this game totally rules! There is plenty of attention to detail. Just look at the big map of Gotham City's rooftops and you'll understand. This is only one of many levels of great graphics. You go from the rooftops to the broken down clown building, then on to the castle where you first meet the Penguin. The battle ensues, and before you can catch your breath it is down into the streets where a bunch of killer motorcycle freaks are totally out of control and a strong man tries to make you permanently short! As if this were not enough (and it almost is!) you also get to walk through a fancy office building where a band of

### FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
SEGA	GENESIS	MODERATE	OCTOBER
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	7	ACTION	40%



*Here we meet the Penguin for the first time. He is on top of the castle swinging on the bell!*



*This strong man wants to flatten the Caped Crusader into a bat pancake! Keep moving, or else!*



*These two hard working guys will not think twice about launching deadly cogs at you!*



# BATMAN™ RETURNS





*Up in the penthouse office, a crazy juggler is waiting for you to join in the act! He will burn you up!*



*In the basement of the office building, you find the Penguin, just dying to cut you up!*



*Look out! The Penguin is waiting for Batman in the sewers beneath Gotham City with a water gun!*

circus rejects try their hardest to stab, bludgeon and fry you to a crisp. You should see how they have destroyed the place! If you are good enough, you might even get a shot at the Penguin in the basement. Then it is off to the zoo that is inhabited with crazy organ grinders and demented fellows who look a lot like elves!

Next comes the carnival of carnage. It is a mad house with clowns who jump out of mirrors and ferris wheels full of bomb chucking bad guys (not to mention devils who breath fire). Then comes the circus train where Penguin appears again. This brings you to the Gotham City bridge, which is in bad need of repair, filled with gargoyles that are tough!

These are just a few of the many challenges that await the caped crusader. Batman Returns looks and plays like its movie namesake, with action that won't disappoint!



*It is not all fun and games for the Dark Knight at the carnival. This ride will literally kill you!*



*This clown is not fooling around! He is a bad reflection on the circus industry!*



*This bridge has got some serious problems! Will you just look at those "pigeons!"*



*The Penguin has a crazy train full of circus freaks and booby traps. You are on the right track now!*

# Greendog



FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SEGA	GENESIS	AVERAGE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	4 MEG	12	ADVENTURE	100%

## SURF'S UP?

Greendog was your ordinary blonde-haired, cream-of-the-crop surfer dude. Well, one day he caught a gnarly wave that turned out to be a little too much for him. Waking up headfirst in the sand, he realized that he was wearing a necklace with a pendant on it. He tried to remove it, but it would not come off. After a few hours, his girlfriend showed up and, to his surprise, knew what this pendant was all about.

It seems that this was an ancient Aztec pendant that was cursed when their sacred idol was broke into six pieces, and whoever wears it cannot take it off unless the idol pieces are put back together. One other downfall is that when that person comes near any animal, it will

attack him. After hearing this, Greendog realizes that he also cannot surf (no way!) until this is removed. Luckily for him, the locations of the six pieces are shown on the back of the pendant. Greendog must now thoroughly search each of these locations to find the idol pieces, put it back together and surf happily ever after. Now, the time has come to pilot, maneuver, steer or do whatever is needed to put Greendog back on his board again!



**DON'T FORGET TO BRING ALONG SPARKY THE WONDER POOCH!**



*Sparky's summer line of fine fashions for the dog on the go.*



*And for the adventuresome dog, Sparky's S.C.U.B.A. apparel.*

## GRENADA



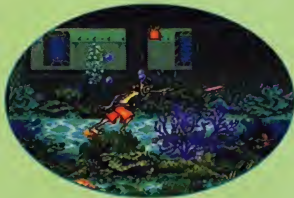
In level one, maneuver Greendog through the jungles of Grenada (lovely this time of year), while dodging hordes of vicious animals and piranhas.



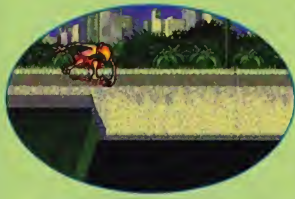
## MUSTIQUE

After finding the first Aztec piece, it's on the road again to the beaches of Mustique. Flying foes are fighting furiously! Use your trusty frisbee to knock 'em out!

## CURACAO



Jacques Cousteau never had it this good (or bad). Level three is an underwater adventure pitting Greendog against evil clams, blowfish and much more!



## JAMAICA, PT.1

I can hear the steel drums playing from here. Yep, you guessed it, it's Jamaica time! Ya Mon! Time to thrash up the streets of Jamaica on your skateboard.

## JAMAICA, PT.2



Take to the subways for some high flying, non-stop, intense action. Don't touch that third rail! Beware of tourists with cameras - they can be annoying.



## SABA

What's that you say sonny? Saba? Never heard of it. Level five is set on this remote island paradise. Conquer this and you only have one more level to go!

### PARROTS, POWER-UPS AND MORE! OH MY!



CRAB



TOUCAN



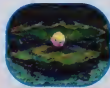
PARROT



BLOWFISH



PIRANHA



CLAM



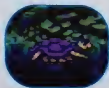
FROG



PELICAN



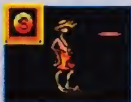
STARFISH



TURTLE



FRISBEE



AUTO FRISBEE



TIMESTOPPER



INVINCIBLE

### HIDDEN THROUGHOUT THE LAND ARE VARIOUS ITEMS TO KEEP GREENDOG IN TIP-TOP CONDITION.



FRIES



HAMBURGER



DONUT



HOT DOG



BROWN PIE



PINK PIE



SODA POP



CANDY



**ACKROYD**

Ackroyd is a powerful character in the game. His battle axe is potent and can wipe out the strongest foes.



**SHANNON**

Shannon is a sleek and mobile character. Her morningstar can hit distant enemies with a mighty blow!

## MASTER WILL NOT BE PLEASED!

You see, those pesky Ex-Mutants are interfering with Master Sluggo's slave operation. My name is Zygote. Sluggo has placed me in charge of the slave capturing operation and I am not going to let him down!

Recently, I managed to capture four of the Ex-Mutants: Dillon, the leader; the pesky boy, Bud; Piper, the staff-wielding blonde and the gorgeous Tanya!

Unfortunately, Master Sluggo was not too pleased to hear that Ackroyd and Shannon managed to escape. Now, I have learned that they are attempting to rescue their captured friends. They will have a tough time fighting through the eight levels where we may have hid them! I just hope Sluggo does not catch wind of this!

Do not worry, humans, for you will not be alone. My mutants are the toughest around and they will certainly try to stop you.

As you attempt to escape my labyrinths, take a good look at the graphics and hear the eerie sound effects. Nice, eh?

Too bad you won't be around long enough to really enjoy them. My forces will destroy you! (I hope!)

# EX-MUTANTS™



Are you prepared to meet the foes that battle the X-Mutants?



PIPER

SHANNON

ACKROYD

DILLON

TANYA

BUD



FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SAGE'S CREATION	GENESIS	HARD	2ND HALF
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	8	ACTION	30%

## LEVEL 01



In level one, you will receive just a small portion of what Master Sluggo has planned. My killer hamsters will make short work of you!

## LEVEL 02



Hey, hot foot! Why not give level two a try? There is plenty of lava and my fun-loving moles will entertain you. They love to play catch!

Look for these and other items on a dead mutant near you!



1

Grenades

2



Charges

3



Money

4



Chicken

5



Bouncers

6



Coins





## SAIL THE SEVEN SEAS!

Ever since the vikings and others began venturing out to discover new lands, many historical events have taken place that changed the face of the world. One such event was the emergence of the country of Spain and her countless sea battles with fierce pirates and other ocean-going warriors. Now Koei brings these explorations and battles to the video realm!

You take the role of a young Spaniard who is out to restore his name to nobility. You must build up your vast fleet, gather allies and set sail for towns and ports around the globe. You must gain wealth and power for the honor of your name!

Have you the strength, morals and sea legs to do it?

# UNCHARTED WATERS



Do you dare face the troops of the opposing side?



Your troops are depending on your support! Can you lead them to victory?

<b>FACT FILE</b>	<b>MANUFACTURER</b>	<b>MACHINE</b>	<b>DIFFICULTY</b>	<b>AVAILABLE</b>
	<b>KOEI</b>	<b>GENESIS</b>	<b>HARD</b>	<b>OCTOBER</b>
	<b>CART SIZE</b>	<b>NUMBER OF LEVELS</b>	<b>THEME</b>	<b>% COMPLETE</b>
	<b>8 MEG</b>	<b>N/A</b>	<b>STR/RPG</b>	<b>95%</b>



All you have on this venture is your wits and your long time companion. He knew your father before he was killed in the tragic accident that wiped out his fleet!





As you enter towns, you will be able to go to several places to find information and help. Sometimes you will find palaces in the towns!



At the inns, you can gossip with the town folk, find mates to join your crew or play a round of poker!



Here is just a small portion of the vast world! Go to the ports marked by an anchor.



Visit the port shop to observe your stats and decide if the mates that you have are really worth keeping!



Go to the boatman to get your ship repaired or purchase other



types of ships to sail the seas!

Fear not, gallant Spaniard! There is more to this quest than meets the eye! You will be told of special places to go, engage enemy ships (and capture them) and also engage in hand-to-hand combat with swashbucklers! The past has returned!

*Ahoy there, matey! Be sure you know what you're buying! Here's a list of some of the nearby ports where you can buy and sell goods!*



	LISBON		SEVILLE		NAPLES		GENOA		ALGIERS		BORDEUX	
	BUY	SELL	BUY	SELL	BUY	SELL	BUY	SELL	BUY	SELL	BUY	SELL
PEPPER	80	-	80	-	79	-	78	-	77	-	113	-
CINNAMON	70	-	70	-	69	-	68	-	67	-	82	-
NUTMEG	101	-	100	-	99	-	98	-	97	-	108	-
PIMENTO	111	-	110	-	108	-	107	-	106	-	123	-
CLOVES	106	-	105	-	103	-	102	-	101	-	111	-
OLIVE OIL	20	42	20	42	19	41	19	41	19	40	56	-
GRAPES	28	38	28	38	27	37	27	37	27	36	20	39
SUGAR	13	25	45	-	44	-	44	-	43	-	50	-
CHEESE	40	-	40	-	39	-	39	-	38	-	17	36
GRAIN	20	-	20	-	19	-	19	-	19	-	8	12
GOLD	1010	-	1000	-	990	-	980	-	970	-	1030	-
SILVER	121	-	120	-	118	-	117	-	116	-	123	-
QUARTZ	323	-	320	-	316	-	313	-	310	-	334	-
CORAL	282	-	280	-	277	-	274	-	271	-	283	-
IVORY	303	-	300	-	297	-	294	-	291	-	360	-
PEARL	222	-	220	-	227	-	215	-	213	-	226	-
COTTON	80	-	80	-	79	-	78	-	77	-	113	-
RAW SILK	121	-	120	-	118	-	117	-	116	-	133	-
WOOL	65	-	65	-	23	45	63	-	63	-	56	-
CLOTH	40	60	40	60	39	59	39	58	58	38	41	63
SILK	141	-	140	-	138	-	137	-	135	-	151	-

## BASH IT OUT IN THE BIG LEAGUES!

Do baseball games usually leave you lost and looking for your center fielder? Well you will not have to worry about that in this game! The team at Tengen has given you a map in the corner of your screen that not only shows your player's positions, but also the ball's path. The added control is just incredible!

All of the big league names are here with their stats and great gloves. You can choose any team, including the All-Star squads and past division champions! You pick the lineup at the start of the game and can make substitutions off the bench as well.

Wondering about the graphics? This game has the some of the best ever seen in a baseball game! The stadium is absolutely humongous! The detail is incredible; you will not believe the time and effort Tengen put into this pixel masterpiece!

This summer, get ready for the hot dogs and peanuts because Tengen is bringing you a baseball extravaganza not to be missed! Strrikke!!

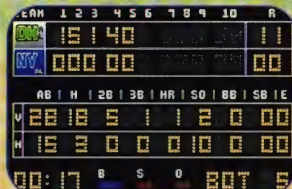
# R.B.I.4

## BASEBALL

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	TENGEN	GENESIS	MODERATE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	N/A	SPORTS	95%



The ball will fall to the spot marked "X," so get under it and use both hands!



Keep running tabs on all your stats with this incredibly modern scoreboard!



Okay, so you admit your swing needs some fine tuning. Why not practice with the machine?



Your team is front page stuff in the sports section. Let's hope it is good news!



Fireworks and your name in lights mark the celebration of your home run!



Take your base; you earned every inch of it! A fastball to the temple will do wonders for your morale!





# Just when you thought it was safe to play video games again.

## SPLATTERHOUSE 2™



Bone crushing action!



Zealous zombie zonking!



Swinging good time!



Horrific hurls!



Eye popping boss encounters!

**T**error comes to the Sega Genesis in Namco's stomach turning sequel to the smash hit Splatterhouse. That's right, lock your doors. Splatterhouse 2 is raging. Rick's buffed, bad, and back. Ready to trash anything to save his girlfriend Jennifer. Love is never pretty.

- Eight levels of horror.
- Eight megabits worth of gross graphics and chilling sounds.
- Gnarly new weapons and bosses

Warning: This game may not be appropriate for younger players.

**namco**

The Game Creator™

NAMCO HOMTEK, INC.  
3255-1 Scott Blvd., Suite 102  
Santa Clara, CA 95054-3013

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*Break-away! Good stick handling is the key.*



*Brutal! Checking while viewing the score!*



*You will ride the pine if you get caught fouling.*



*Here is a look at the play-off schedule. Good luck!*

## IT IS NOT NICE ON THE ICE!

This is what every true hockey fan sees in his dreams. The folks down at Electronic Arts show once again why they are the leaders in sports games. This hockey game has everything. It has plenty of speedy skating and brutal fighting for everyone to enjoy. NHLPA is also equipped with the highest technology available. The crowd meter showing fan reaction and the instant replay showing all the spills and chills add to the intense realism!

Talk about stats! This game will have even the most avid bean counters going crazy. You get game heroes (actual names of real players), game stats and season stats. This is the hockey we all know and love, so suit up, sharpen those skates and hit the ice for an unbeatable good time with NHLPA® Hockey and the EASN sports crew!



*Take a look at the hockey rink in its full glory! The graphics in this game are intense!*

# NHLPA HOCKEY



*Goal! It takes skill and good timing to win.*

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	<b>ELECTRONIC ARTS</b>	<b>GENESIS</b>	<b>MODERATE</b>	<b>SEPTEMBER</b>
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	<b>4 MEG</b>	<b>N/A</b>	<b>SPORTS</b>	<b>95%</b>

NHLPA® is a registered trademark of the National Hockey League Players Association.



## THE WINNER AND STILL CHAMPION

Why fool around with pretenders when you can have the champ? Since 1990, *Light Boy* has punched the lights out of any would-be contender. No wonder. *Light Boy* is the only product licensed



by Nintendo that brings light and magnification to the Game Boy, and comes with batteries and replaceable lights. Don't pull your punches when it comes to doing what's best for your Game Boy; there's only one champion, *Light Boy*.



- Replaceable Lights
- 1.5 Magnification
- Batteries Included

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CIRCLE #125 ON READER SERVICE CARD.

## GO FOR THE GOLD!

Be a part of the action in Barcelona with Electronic Arts' newest sports cart, Team USA Basketball. Electronic Arts has taken their highly successful Bulls vs. Lakers game and modified it, enabling you to play against some of the world's best teams!

Play under international rules as you use your playing finesse to do some outrageous dunks! Make substitutions and use the instant replay feature to review a play. You must progress through the entire tournament to bring home the gold!

Join the "Dream Team" today and take on the challenge of the Olympics! This around-the-world slam-dunk session will entertain you for hours. See you in Barcelona!

<b>FACT FILE</b>	<b>MANUFACTURER</b>	<b>MACHINE</b>	<b>DIFFICULTY</b>	<b>AVAILABLE</b>
	<b>ELECTRONIC ARTS</b>	<b>GENESIS</b>	<b>MODERATE</b>	<b>NOW</b>
	<b>CART SIZE</b>	<b>NUMBER OF LEVELS</b>	<b>THEME</b>	<b>% COMPLETE</b>
	<b>8 MEG</b>	<b>N/A</b>	<b>SPORTS</b>	<b>100%</b>

# TEAM USA BASKETBALL



Fouls are called by the computerized referee who scrutinizes your every move!

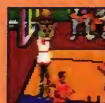
UNITED STATES OF AMERICA					
PLAYER STATISTICS					
PLAYER	PDS	REB	FT	FOULS	FTG
MALONE	7	11	6	0	4
BERKLEY	7	11	6	0	4
EMING	7	11	6	0	4
JORDAN	7	11	6	0	4
JORDAN	7	11	6	0	4
STED	7	11	6	0	4
WELLS	7	11	6	0	4
GETTNER	7	11	6	0	4
MILLER	7	11	6	0	4
PIPPER	7	11	6	0	4
WILLIAMS	7	11	6	0	4
STOCKTON	7	11	6	0	4

You can easily make substitutions when your players get fatigued in the simulation mode!

## WORLD-CLASS SHOTS AND SLAMS!



THE BACKBOARD SHOT!



THE STANDARD SLAM!



THE TOMAHAWK SLAM!



THE DREAM SHOT!

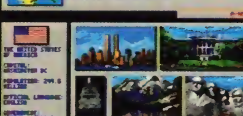


You get to make free throws after being fouled. Just use the "T" bar in the corner to line-up your shot.



Easy-to-use instant replay allows you review cool plays as well as uncool mistakes.

The United States occupies over 3 million square miles of North America and contains some of the most spectacular natural phenomena on Earth.



After choosing a country, you get a little geography lesson compliments of the computer!



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# SUPER HIGH IMPACT

## A PUNISHING, POMPOUS PIGSKIN PANIC!

Ah, football! Can you ever get enough? Well, if you're like most sports fans, the answer is "no way!" The guys at Arena have really put together a great football game. It has all the suspense, action and (lets face it) violence you need to sustain a good football game.

There are lots of plays to choose from, so you will never feel trapped into the same old pattern. As for control, you really have it all - that is, if you understand the play you



There are many cool plays to choose from, including Yo Mama, Cube and Colder!



Nice catch! He still makes the play, even in double coverage. These guys play for keeps!

just called! The graphics are incredible with really fine detailing, which is what you need to see the pain and anguish your players are feeling on the field.

Speaking of punishment, you will not believe the damage you can inflict on your opponent! You can explode the pads right off your foe with a really solid hit. If you are not sure about the strength of your hit, do not worry. The guy in the booth will let you know on the Hit-O-Meter. If things get really out of hand (as if they are not already) then you may have no other choice than to fight your opponent, team against team. That usually softens them up for the second half!

Super Hi Impact Football is a great translation from the arcade and has all the intensity of the Super Bowl! If you are tired of the same old "sportsmanship," check this one out!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	ARENA	GENESIS	MODERATE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	N/A	SPORTS	95%



Wow! What a hit! If you get your bell rung this loud, you'll fall right out of your pads!



Use the power meter on the left to determine how far you want the kickoff to fly! You must press any combination of buttons in rapid succession to achieve the most powerful kick.



Check out the Hit-O-Meter! Your punning hits will be judged by a commentator. Don't get stuck with a "Dweeb" rating!



When tempers flare out on the field, bash the stuffing out of the other team!



# THE HARD

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Mario Kart (SF/SNES)



Mokkyu's Mystic Quest (SF/SNES)



Renzai Part 2 (SF)



Sonic Blast Man (SF)



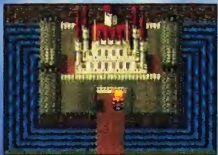
Super Battletoads (SF/SNES)



Super Buster Bros. (SF/SNES)



Cyber Bonk (PC/TG)



Cosmic Fantasy 3 (SCD)



Exile 2 (SCD)



Dragon Knight 2 (SCD)



Gakkohe Boy (PC)



Jackie Chen (TG-16)





## SUPER NES

Magic Sword  
NCAA Basketball  
Out of This World  
Robo Cop 3  
Axtley  
Turtles in Time  
Bart's Nightmare  
Space Megaforce  
Super Bowling  
Super Star Wars  
X-Men

Super Battletoads  
Batman: Return of Joker  
Play Action Football  
Buster Brothers  
Magical Quest  
Whirlo  
Mario Kart  
Aliens vs. Predator  
Family Dog  
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## LYNX

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Call For More Dates

## SUPER NINTENDO

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Hit the Ice  
Aliens 3  
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Bio Hazard Battle  
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Chestar Cheetah  
And Many More...

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Thunderforce IV  
Xenon 2  
Junkers High  
Metal Fangs  
Land Stalker  
Fire Dodge II



## MEGA CD

Thunder Storm FX  
Prince of Persia  
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Afterburner 3  
Rise of the Dragon  
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Wonderdog  
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## SEGA CD SEGA CD

Call for updated release information

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F-1 Hero  
Sonic Blast Man  
Naxat Super Pinball  
Turtles in Time  
Gunforce  
Axelay  
Mario Kart  
Golden Fighter



SEGA FAMILICOM

## TG-16

Neutopia II  
Jackie Chan  
Falcom 3.0  
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New Adventure Island  
Order of the Griffon  
Dead Moon  
New CD Titles Due in Oct.

## PG ENGINE

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Truxton  
Gekisha Boy  
Terra Cresta  
Sumo Fighter  
SUPER CD...  
Dungeon Master  
Dungeon Explorer 2  
Cocoron  
Baby Joe  
Dragon Knight 2  
Slime World  
Bonanza Brothers  
Cosmic Fantasy 3  
Exile 2  
Shape Shifter  
Monster Maker  
Sororian



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80M World Wars (MD)



Wandering (MD-CD)



Snow Brothers (SCD)



ThunderStorm FX (MD-CD)



Afterburner 3 (MD-CD)



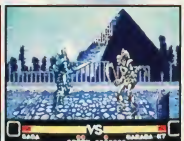
Etra Knight 2 (16 Meg) (MD-CD)



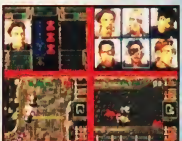
Black Hole Assault (MD-CD)



Magene Saga (MD)



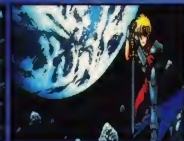
Metal Fangs (MD)



Naga Force (MD-CD)



Fantasy Star IV (MD-GEN)



World of War (MD-GEN)



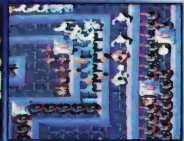
Gauntlet (MD)



Sonic 2 (MD/GEN)



World of War (MD-GEN)



Gauntlet (MD)



Number 3 in The Shining Series... Land Stalker, 16 Meg Plus Battery, Action RPG! Available September



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**FACT  
FILE**

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
<b>TURBO TECHNOLOGIES</b>	<b>TURBOGRAFX</b>	<b>MODERATE</b>	<b>NOW</b>
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
<b>4 MEG</b>	<b>7</b>	<b>SHOOTER</b>	<b>100%</b>



# SOLDIER BLADE

SOLDIER BLADE IS A SHIP THAT IS READY FOR ANY FORM OF ALIEN INVASION!

## OLD SOLDIERS NEVER DIE. .

The Super Star Soldier series just received a new member! Soldier Blade offers some of the hottest new shooting experiences to hit the TurboGrafx machine, and they're great!

Get ready to take on a display of great graphics and special effects, not to mention breathtaking gameplay! You have a choice of three weapons that have three settings each. You can also get a droid orb that will assist you in this great challenge.



*The cockpit is state of the art, allowing you more versatile control of your craft. It also enables you to pilot your droid!*



*Weapons systems are able to accept three kinds of alternative weapons (see next page). They can be upgraded during play.*



*The turbo thrusters allow for three speeds. As with the previous versions, you can change the speed at any time!*





### REGULAR SHOT

Can shoot up to 5 different directions. The orb can also ram the enemy!

SPECIAL WEAPON



### DISRUPT WAVE

A vital weapon that spreads far! The special weapon is a snake-like energy attack!

SPECIAL WEAPON



### MEGA LASER

This is the weapon of choice! You can have a 3-way beam or a huge blast!

SPECIAL WEAPON

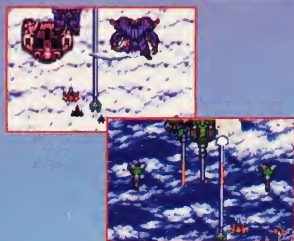
## OPERATION ONE



Operation One takes you to the alien force's war machine where several turrets and a midboss with an attitude await. The boss is a 4-piece technical monstrosity!



## OPERATION TWO



Soar through the heavens in Operation Two! Watch out for enemies lurking under the clouds. Besides that, a battleship and a superboss lie in wait!



## OPERATION THREE



Enter the city to blow away some of the ground forces of the evil empire! There are hordes of tanks and small aircraft that patrol this suburban area. Keep your eyes peeled for the two monster tank-killers!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SNK	NEO-GEO	MODERATE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	87 MEG	8	FIGHTING	100%

# WORLD HEROES



## HEROES-R-US!

A mysterious scientist has gathered together a group of warriors spanning across the globe. These eight brave fighters must compete to see who will become the next World Hero, Earth's defender! A conqueror called Geegus is approaching Earth at light-speed, so time is of the essence!

World Heroes is a monster 87-

meg cart for the NEO-GEO that brings home the best in one-on-one fighting action. Choose from eight World Heroes, each with their own brand of attacks, throws, defense and special moves. Two players can compete against each other, or one player can take on the rest of the World Heroes in an attempt to save Earth.

Your first choice will be to choose your warrior. Next, you must decide whether to play a standard game, or

take your chances in the awesome Death Matches! In the Death Match, you and your foe will be fighting in a ring filled with booby traps like oil, mines, fire, energy barriers and spikes. Don't fail, because you could lose your hair! (You didn't think anyone would kick the bucket did you?) It should be called a Barbershop Battle, but who cares?! For some of the most intense graphics, music and action in video games, check out World Heroes. This is like play-



### HANZOU

*Hanzou is the last Iga Ninja in the world. He is looking for a worthy opponent to humble.*



### FUUMA

*As the last of the Fuuma Ninja, Fuuma intends to show that no one can beat his Enryu Wave.*



### DRAGON

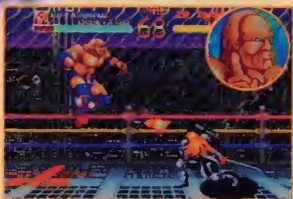
*This arrogant China man has the speed of his namesake. He enjoys pounding his foes to their knees.*





## JANNE

*This female warrior from France is looking for a man strong enough to become her husband. Ouch!*



## MUSCLE POWER

*The big American has the most power holds and throws, including the deadly Tornado Breaker.*



## BONUS STAGES!



## DEATH MATCH MODE!



## BROCKEN

*Brocken is an android soldier from Germany. His stretchable limbs can hit enemies hard!*



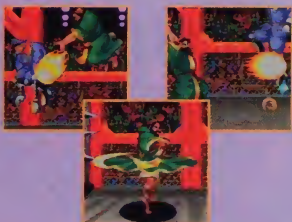
## J•CARN

*The Mongolian marauder can pack a wallop! His ego, however, is bigger than his huge body.*



## RASPUTIN

*This old magician has the most formidable feet and hands in the competition. Stay off your feet!*



## GEEGUS!

*Now, the moment you've been fighting for: a chance to defend Earth against Geegus, a traveling conqueror with the power to shape-shift into any World Hero!*



<b>FACT FILE</b>	<b>MANUFACTURER</b>	<b>MACHINE</b>	<b>DIFFICULTY</b>	<b>AVAILABLE</b>
	<b>SEGA</b>	<b>GAME GEAR</b>	<b>MODERATE</b>	<b>NOW</b>
	<b>CART SIZE</b>	<b>NUMBER OF LEVELS</b>	<b>THEME</b>	<b>% COMPLETE</b>
	<b>2 MEG</b>	<b>5</b>	<b>ACTION</b>	<b>100%</b>

# CHUCK ROCK

## ROCK THROUGH THE STONE AGE!

Journey into a prehistoric wonderland in search of your stolen wife! Gary Gritter, a pebble-chewing cave creep, snatched Chuck's wife while Chuck was watching the tube.

Dinosaurs and other creatures will hinder you, while a few may actually help. Armed with your big belly (must be those bronto-burgers) and giant boulders, you must jump, run and fight your way through the zaniest world in history. Jungles, caves and underwater pools provide an unusual backdrop for all the action.

Colorful graphics and hilarious animations complement the exciting storyline. This game will provide hours of fun, and with the password feature, you can continue your progress at any time! Rock the prehistoric bad guys with Chuck Rock!



### HELPFUL PREHISTORIC CREATURES!



*This pterodactyl will carry you safely over the thorns!*



*The slime spout will keep you above the oozing green river.*



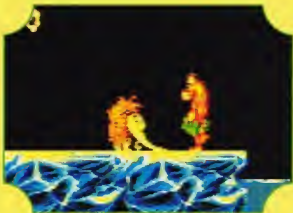
*If you perform a friendly jump on this green frog...*



*...he will catapult you to a much higher level!*



*This gator will toss you in the air if you throw a rock on him.*



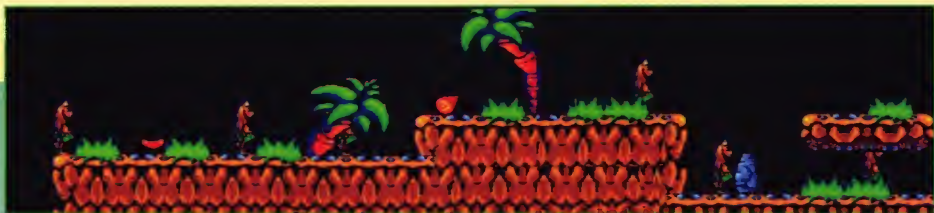
*This mammoth will launch you further into the caverns!*

## LEVEL ONE



This is the place where you should practice your belly-bustin' and rock tossin'.

An annoying goon will toss coconuts at your head, so carry a rock as a shield! You must guide Chuck through many challenging levels using his basic cave-dude skills!

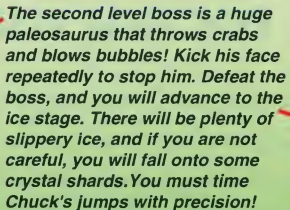
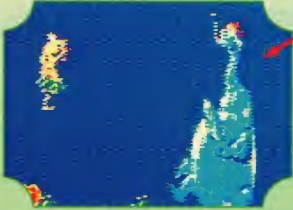
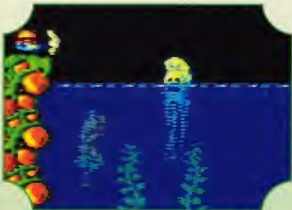
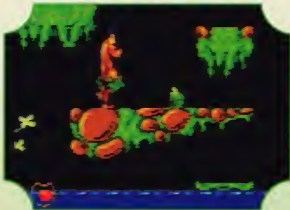


Pick up food icons along the way for important bonus points. Find hearts for extra life; although Chuck is tough, he is not invincible! Utilize Chuck's jump kick to brutalize those baddies.

This giant boulder will be needed shortly. Perhaps you can use it as a stepping stone.



The first boss is a raging triceratops who loves to steamroll unsuspecting cavemen. The best way to defeat this reptilian menace is to smack him in the head with a boulder while taking cover under the cliff on the left side. After about three hits, he will definitely be come extinct!



The second level boss is a huge paleosaurus that throws crabs and blows bubbles! Kick his face repeatedly to stop him. Defeat the boss, and you will advance to the ice stage. There will be plenty of slippery ice, and if you are not careful, you will fall onto some crystal shards. You must time Chuck's jumps with precision!





# SONIC.™ NOW INSIDE GAME GEAR

When you buy Sega's Game Gear, you'll get the world's #1 color portable video game system. With a full color 3.2" screen, 32 blazing colors, and the hottest graphics you'll find anywhere.

And, now, you'll also get the speed-demon-super-spin-attacking Sonic The Hedgehog. Packed right inside the Game Gear box. (And, you can bet, Sonic is just itching to bust the box wide open.)

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## GEAR.™ HOLD ON TIGHT.

As if Sonic isn't challenge enough, soon we're introducing even more hot new titles—like *Batman™ Returns*, *Streets of Rage™*, *Taz-Mania™* and *Shinobi II!*™ By Christmas, we'll offer more than 75 games in all.

So grasp your Game Gear firmly. And hold on tight.



CIRCLE #224 ON READER SERVICE CARD.



Race your R.C. car past the crowd of onlookers and speed up past the other cars. Jump into the lead and stay there!



Stay in the middle of the road to keep up your speed!



If you are good enough, you can become a true champion!



This shop is where to buy your new parts. Bring lots o' cash!



# R.C. GRAND PRIX



<b>FACT FILE</b>	<b>MANUFACTURER</b>	<b>MACHINE</b>	<b>DIFFICULTY</b>	<b>AVAILABLE</b>
	<b>ABSOLUTE ENTERTAINMENT</b>	<b>GAME GEAR</b>	<b>HARD</b>	<b>OCTOBER</b>
	<b>CART SIZE</b>	<b>NUMBER OF LEVELS</b>	<b>THEME</b>	<b>% COMPLETE</b>
	<b>2 MEG</b>	<b>10</b>	<b>RACING</b>	<b>90%</b>

## IMPROVE YOUR CAR WITH NEW PARTS!



High current batteries will power up your car.



The high torque motor will speed up your car to lightning speeds!



Ultra gears will maximize your cars potential.



Improved Suspension will help your car through rough terrain.



High speed motor increases overall speed.



Improved tires will keep up your traction no matter what!



High torque gears improve your speed.



Ultra suspension can keep your car from harms way

## FEEL YOUR PULSE RACE...

You long for the title of Championship Racer. You know you have the skill to become one of the elite R.C. Racers. It takes practice and lightning-quick reflexes to win!

Compete against three of your friends, or pace yourself against the computer! After each race, buy high-performance parts for your car to ensure certain victory. Hair-pin turns prove to be dangerous, and can put you in last place. Your competition is out to win at all costs, so keep your eyes open for cars trying to give you an early exit from these exciting races!

# These Armchair Quarterbacks Go 400 Miles Per Hour!



## SPACE FOOTBALL™

ONE ON ONE™

LICENSED BY  
**Nintendo**



Players travel to exotic locations throughout the galaxy and suit up for super-speed football action in stadiums where gravity is suspended! Jump into the cockpit of a RetroGrav and get ready for the fastest, most dangerous sport this side of the Milky Way! In **Space Football™**, the object is to grab the roving hoverball and blast through your endzone! But there are plenty of hazards to stop you from scoring...

Magnetic flux fields that drain your energy, spincycles that twist you out of control and, of course, an assortment of well-armed opponents that are waiting to crush your ship into dust! Play against a variety of robot warriors (vs. the computer), or in one-on-one action against your friends! See if you have what it takes to become the ultimate high-speed hero in this fantastic fantasy game!

- Choose from 3 levels of competition difficulty and play in 32 bizarre and deadly arenas!
- Race across the fields of play at hypersonic speed - and still turn on a dime with instant reflex-action!
- Master the gravity wave radar to lock-on and capture the floating hoverball.
- Earn Pass Codes that allow you to return to the last level of intense action!
- Out of this world graphics - Only from Triffix!



**Triffix**  
ENTERTAINMENT INC.

5756 Royalmount Ave.  
Montreal, Quebec  
Canada H4P 1K5

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# STAR WARS

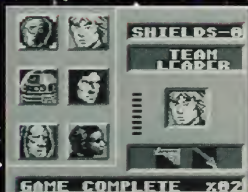


While in the desert, you can go into different entrances such as caves and the Sandcrawler. Watch for turrets!



STAR R2D2 HERE SAYS THAT HE IS THE PROPERTY OF A GENERAL KENOBI.

R2-D2 is rescued!



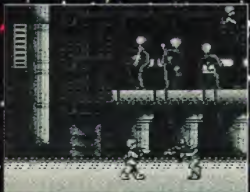
By pressing the **SELECT** button, you can change your team leader, get information from your droids and switch your weapon all from the same screen.

## FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
<b>CAPCOM</b>	<b>GAMEBOY</b>	<b>HARD</b>	<b>OCTOBER</b>
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
<b>2 MEG</b>	<b>N/A</b>	<b>ACTION</b>	<b>95%</b>

## A NEW HOPE FOR FREEDOM

While the war goes on against the Galactic Empire, young Luke Skywalker does not even know how involved he really is. Luke starts out in his Landspeeder, searching all over the Tatooine desert for his lost droid, R2-D2. Guide your Landspeeder to different entrances with-in the desert to find weapons and energy while facing dangerous Jawas and gun turrets. Within the spaceport, you must match guns with Stormtroopers and bounty hunters. Find the Cantina and search for Han Solo, as he can pilot the Millennium Falcon and search for the Death Star's tractor beam. Access the help of C-3PO, R2D2, Obi-Wan Kenobi and others with the Select screen. These characters will help as you talk to them to get information, weaponry and their skills. If you can survive all of this mayhem, maybe you can destroy the Death Star and become a Jedi Knight in the future!



In the Cantina, the band plays a funky tune, but the natives are not friendly!



Stormtroopers try to stop you from using the Millennium Falcon.

## A KNIGHT IN THE NIGHT!

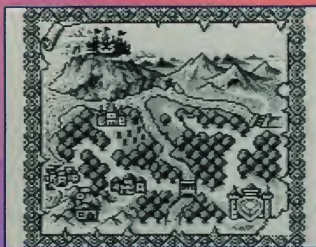
As Will grew up and began to think about what he was actually going to do with the rest of his life, he remembered how the gallant knights of his town were the heroes of legend and wanted to follow their example!

Knight Quest is a new RPG that has you controlling Will, guiding him to his destiny. You must earn the respect of his townsfolk and save his country from the evil forces! Attention all portable fans, you have a quest that shall challenge and entertain you for hours!

### FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
<b>TAITO</b>	<b>GAMEBOY</b>	<b>MODERATE</b>	<b>NOW</b>
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
<b>1 MEG</b>	<b>N/A</b>	<b>RPG</b>	<b>100%</b>

### SAVE YOUR LAND FROM CERTAIN PERIL!



Enter your homeland. A beautiful country filled with life, or at least it was a long time ago. Now the demons and creatures have taken control of the land, making it a battlefield! The civilians are scared and the lords of the town have no idea of what to do about this growing menace. It is up to you to save them!

### THE WARRIOR MUST HAVE HIS SKILLS OF COMBAT!

#### FALCON



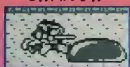
A powerful slash of force!

#### EAGLE



Strike with a power dive!

#### SWALLOW



Simply a mad charge!

#### SEA GULL



A slash to the side helps!

### ENTER THE SHOPS!



Here you can get weapons!

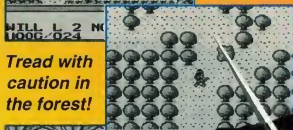


Get magic in the next one!

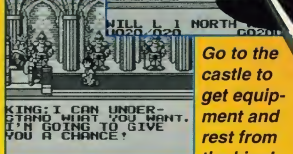
### THERE ARE TWO MODES TO THE GAME, WITH ADVENTURE AND ACTION SCENES!



The caves contain many powerful creatures!



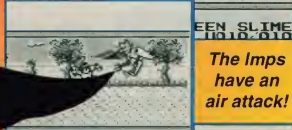
Tread with caution in the forest!



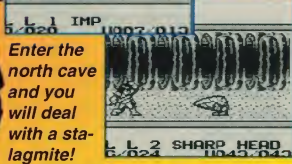
Go to the castle to get equipment and rest from the king!



The slime creatures are weak. Just use a Sea Gull attack.



The Imps have an air attack!



Enter the north cave and you will deal with a stalagmite!

# Knight Quest

# The Atari LYNX will m

## Power Light

Lets you know brain stimulation is in progress.

## Power On/Off

Think of it as a "power-up" switch for your brain.

## Full Color Hi-Res Screen

16 colors on-screen from an available palette of 4,096. The largest color portable screen to feed the largest brains. Recessed for better viewing and protection.

## Control Pad

The advanced Lynx joystick controller provides accurate, 8-way game interaction. Thumb-tested for comfort and style.

## Backlight On/Off

To conserve batteries when the game is paused. This turns the screen off and keeps the game alive.

## Headphone Jack

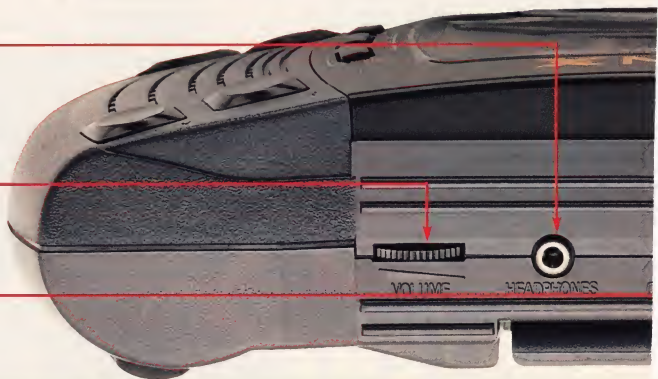
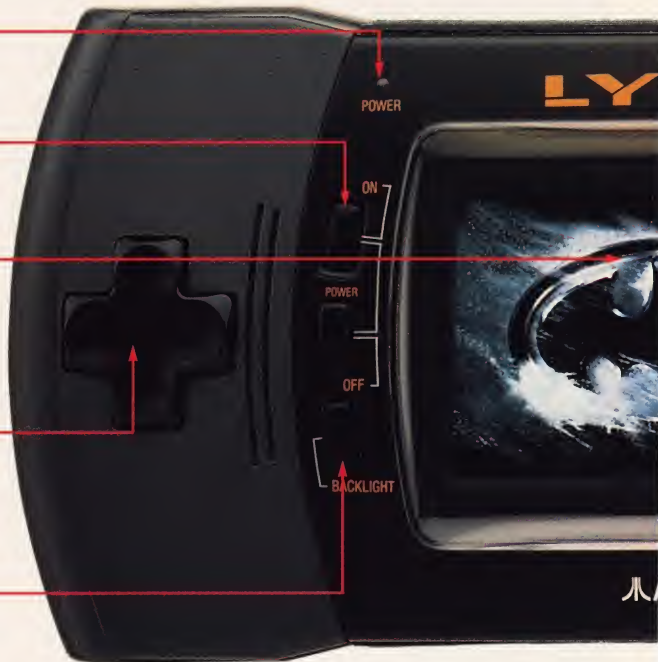
Lets you crank the stereo sound of the Lynx without anyone else hearing. (No headphones? Steal your brother's.)

## Volume Control

Allows you to vibrate your brain with stereo sound.

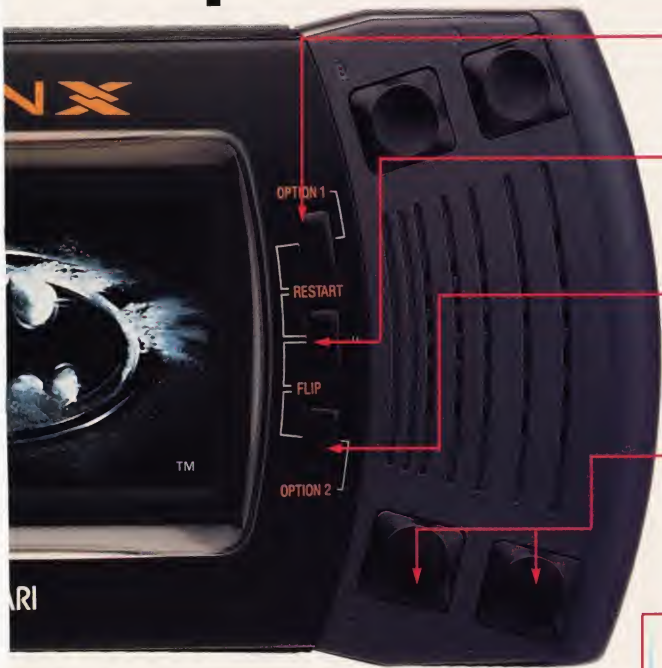
## ComLynx Jack

Bang brains with up to seven other Lynx players through the ComLynx Cable.



\* GET BATMAN™ RETURNS FREE BY MAIL WITH ANY

# ake your brain sweat.



#### Option 1

Activates special brain game simulation features.

#### Pause

Stops the action while you take a break. (You've got to eat and sleep, don't you?)

#### Option 2

An action button. When used with the pause button, flips the screen from right- to left-handed play and vice versa.

#### A & B Buttons

These buttons control the on-screen action. For all the firing, jumping, throwing, kicking and punching you need to do.

#### Power Jack

Hook into any wall outlet with the AC adapter. Save money on batteries so you can buy more games.

#### Brightness Control

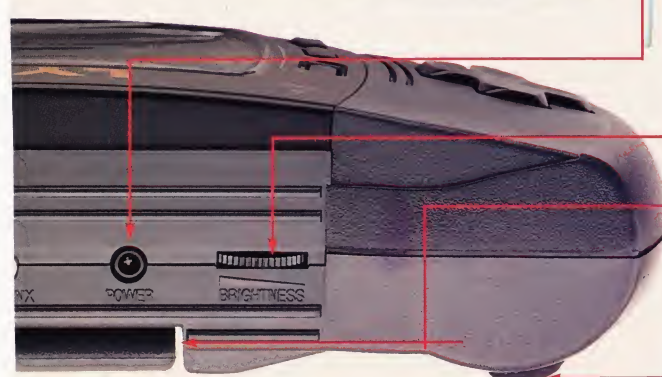
Push your eyes to the back of your skull. Change the brightness for day or night play.

#### Game Cartridge

Choose from more than 45 brain games. (Insert fun here.)

#### Rubber Hand Grips

Your brain may be sweating but you'll never lose your grip.



ACQUIRE THE ATARI LYNX GAME SYSTEM!

\*SEE STORE DISPLAY  
FOR DETAILS

CIRCLE #172 ON READER SERVICE CARD.

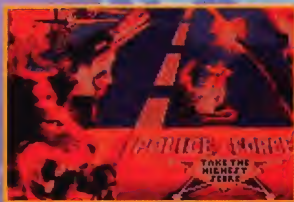
FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	<b>ATARI</b>	<b>LYNX</b>	<b>EASY</b>	<b>NOW</b>
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
<b>2 MEG</b>	<b>2</b>	<b>PINBALL</b>	<b>95%</b>	

## FULL TILT ACTION!

Wow! Elvira and the Party Monsters break into the Atari Lynx along with Police Force, another popular arcade pinball title. These two blockbusters have come full circle and are both featured in one 2 Meg card for the Lynx!

Elvira is, as always, stunning in every detail. The number of interac-

tive objects and goals for Elvira and the Party Monsters is unbelievable, as well as the digitized voice of Elvira herself! With a translation this good, I hope to see an entire Pinball Jam series with some old favorites like Pinbot, High Speed, and Black Knight. Even the 'jammin' multi-ball sequences are great! This will make you toss your tokens for sure! Limber up your flipper fingers!



- MONSTER SLIDE**  
200,000, 400,000, 600,000, 800,000, etc.
- TRAFFIC LIGHT**  
10,000, 20,000, 50,000, 75,000, 100,000.
- SKULL CAVE**  
*This is the target for a multi-ball round.*
- CITY JAIL**  
progressive points + multi-ball-lock zone.
- PARTY PUNCH**  
25,000, 50,000, 75,000, 100,000, 150,000.
- HANDCUFF BONUS**  
Accumulates as you play Pinball Jam.

## CALLING ALL UNITS!

In Police Force, the object is to get some backup (multi-ball) and go after the bank robbers. At the same time, you can clean up the neighborhood by bringing to justice the Machine Gun Croc, the Drug Rat, and several other unmentionables.

You can really rack up some big points in the firing range! Pull

the plunger back one notch from full power, and you can watch the spinner tally up 100,000 points if you land on the last light meter! The Traffic Light is a simple ramp to hit, so shoot there often. Police Force, with Elvira in the wings, makes Pinball Jam hot!



# PINBALL JAM





# TurboExpress Yourself for \$199.99



TM

© 1992 RED



**TurboExpress**, our 16-bit handheld game player, gives you the same killer graphics, brilliant color, six-channel sound, and intense game play as the **Turbo Grafx-16** home system. Best of all, you can use the same **TurboChip** on both the **TurboGrafx-16** and **TurboExpress**.

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U.S. NATIONAL VIDEO GAME TEAM'S  
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**SUPER STRATEGIES FOR WINNING BIG!**

# AXELAY

**FACT FILE**

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
<b>KONAMI</b>	<b>SUPER NES</b>	<b>MODERATE</b>	<b>NOVEMBER</b>
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
<b>8 MEG</b>	<b>6</b>	<b>SHOOTER</b>	<b>95%</b>

**PREPARE TO STOP THE INVASION!**

The Illis system has been invaded by a horrible race of bio-mechanoids and is in grave danger of being totally wiped out. After months of intense warfare, the system defense forces are completely gone. The only hope is an experimental star ship known as Axelay. This ship is lightning fast and the most maneuverable ship in the galaxy. A lone starfighter must pilot

this ship through the harsh environments of the Illis system and destroy the oncoming armada. That starfighter is you, and with the help of the strategy guide we've put together on the next few pages, you should be able to blow through this menace and save your people from destruction. Use the maps and tips we've provided to help you get through the tough spots in the game. We'll also tell you the best ways to beat the bosses and which weapons to use in certain situations.



**CHOOSE YOUR ARSENAL OF WEAPONS CAREFULLY!**

<p><b>STRAIGHT LASER</b></p>	<p><b>ROUND VULCAN</b></p>	<p><b>MACRO MISSILE</b></p>	<p><b>EXPLOSION BOMB</b></p>
<p><b>NEEDLE CRACKER</b></p>	<p><b>CLUSTER BOMB</b></p>	<p><b>MORNING STAR</b></p>	<p><b>WIND LASER</b></p>



## LEVEL ONE

1. You'll start out your mission in the cloudy skies of the planet Illis. Small formations of enemy ships will encircle you. Use the Round Vulcan to destroy them all.

2. Some of the floating islands have laser cannons built into them. When you destroy them, they will break



into many pieces of rock. Shoot the debris before it hits you.

3. This mid-level boss will shoot lasers, homing missiles and spray shots at you. Stay to the left or right; if you are directly in front you will be hit. Use Straight Laser for maximum damage.

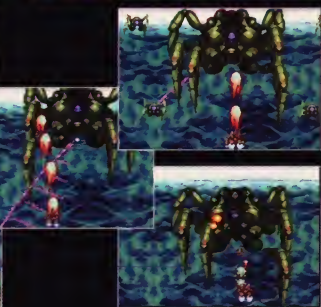
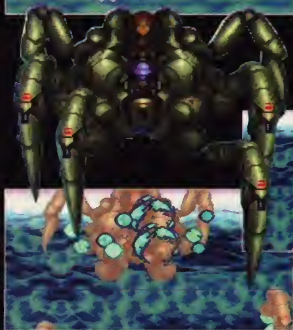
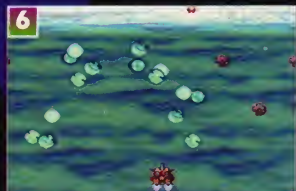
4. These laser-firing ships appear



and move very fast. Stay to the sides and use the Round Vulcan.

5. You will fly through these narrow sections at high speeds. Stay at the bottom of the screen and make sharp lefts and rights to survive. Watch for exploding bombs.

6. Before you face the boss, destroy the floating mines.



## BOSS ONE

The first boss you encounter is a giant spider. At first, it will launch four baby spiders that will fire at you in a pattern. The shots are easy to avoid; stay to the back before they fire and then just move forward and they should miss you. Concentrate your fire into the boss's eye. Be careful! It will shoot out a laser web to slow you down and then shoot at you. Don't get caught under its legs or you will be crushed. Stay to bottom and aim for the eye to win!



## LEVEL TWO

1. Many large enemy ships will attack with heavy missile fire.
2. Use your Round Vulcan to get rid of the small cannons on the ceiling and ground.
3. As you fly through this next section, enemies will surprise attack when there is nowhere for you to go. Use the Round Vulcan to get rid of them.
4. Make sure that you fly under this ledge quickly, or else! Watch for

5. Small enemies will use wires to position themselves for attack; destroy them and their wires vanish.
6. These enemies try to crush you with their arms. You can shoot their middles you'll destroy them.
7. Relax, these gates don't close.
8. If you shoot the blocks, the ceiling with come crashing down. Shoot them and fly through quickly.



## LEVEL TWO



## LEVEL THREE

1. As you engage the enemy on the planet's surface, move from side to side while using the Needle Cracker. This helpful weapon will seek out and destroy the smaller enemies.
2. These ships will fire heat seeking photons at you. Move to the left quickly and then go up to dodge the the shots. Try to blast the enemies.
3. In this section, you must shoot through the barricade structure to make a path to safety. Stay to the left and shoot the cross sections to destroy the structure in front of you. Watch for moving pieces of the barricade!
4. Rotating ships will try to crush you with metal arms. If you aim for the

## BOSS TWO

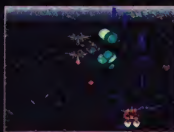
This robotic walker is equipped with heavy artillery. He can rotate his cannons to almost any angle except backwards. You can destroy its cannon first to give you a better chance of surviving. Position your ship at the diagonal line to shoot through its shell and hit its weak spot. Watch out for the super laser it will fire. When you see the laser forming, get above it if the boss aims down and below it if it aims up.



center, you can blow them away.  
5. This mid-boss is very aggressive. Stay at the bottom of the screen in the center. As it approaches, move to the side and go behind it. Damage it and it will lose its guns. Only a few more shots until it is finally gone.  
6. These ships fire beams of intense electricity. Be sure to stay between the ships before they fire and you'll be safe.  
7. Enemy ships will attack you from under the city streets.  
8. You will have to fly through another barricade structure. This time you must blast through the cannons in the structure to make a safe path.  
9. Fire shoots from the surface more intensely, so be careful.

## BOSS THREE

This boss is much more intense than the previous ones. The first form it attacks you in is a flying eye with four drones around it. Destroy it and the second form will emerge. The boss then turns into a cone-shaped flying saucer and fires tons of shots at you. These shots can be destroyed if you can hit them. Try the Needle Cracker for best results. After you destroy all of the cannons on the saucer, it will change into a giant warship. The boss will now fire huge beams of electricity at you. Watch the cannons to see which ones light up, so that you can avoid the beams. You must shoot the boss in the eye that opens up in the center of the ship. Use the Straight Laser or Round Vulcan here.



**This Super Play is continued in next month's issue!**



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# GAME OVER!



Use the same character throughout level 7 to get this special 8-man ending screen!

## The World Warrior



Without continuing, you can reach this screen! Try not to lose a round for a surprise!



### KEN

### CHUN LI

### RYU

Marry your longtime girlfriend!

Avenge your father!

Search for the next challenge!

### GUILE

Eight proud warriors from around the world have gathered to see who shall go on to battle the fearsome four for the title of Champion Street Fighter. Each World Warrior has something to prove, but that may not be enough when facing the sheer speed and raw power of the renegade M. Bison! Practice defense and counterattacks!

### BLANKA

Return to the family you left!

Find your long-lost mother!

### ZANGIEF

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3 YEARS LATER...

Honor your homeland!

Make your new son proud!

Gain respect for the Sumo!

# U.S. NATIONAL VIDEO GAME TEAM INTERNATIONAL SCOREBOARD

## VIDEO GAME HIGH SCORES Effective September, 1992

### Game of the Month High Scores!!

This Month's Game...

### Super Adventure Island

#### 1. Christopher Bucci

- Stan Mullins 438,600
- Jeff Arden 410,700
- Matt Bullinger 388,400
- Kevin Whitman 350,200



Send Scores For...

### Contra 3

All entries by Oct. 15.

### WIN BIG WITH EGM!!

Now, you can show off your game playing skills with your very own U.S. National Video Game Team Jacket and T-Shirts. Each month, the top score on our Game of the Month will be awarded a Team Jacket and a cart of your choice. Four runners-up will receive official Team T-Shirts! Get your high scores in today!

## ARCADE SNES NINTENDO

Game	Score
Adam's Family	1,034,200
Adventure Island 2	272,040
Batman	6,802,500
Battletoads	999,999
Castlevania	999,990
Double Dragon 2	9,999,990
Dr. Mario	1,026,600
Godzilla	11,111,310
8 Eyes	10,172,458
Iron Sword	1,314,416
Marble Madness	147,110
Paperboy	191,300
Rampage	42,999,963
Road Blasters	999,999
Robocop	112,081
Sqoon	12,012,210
Super Mario Bros. 3	9,999,990
Tetris	855,781
T.M.N.T. 3	934,600

Game	Score
Act Raiser	99,990
Final Flight	784,840
Pit Fighter	1,777,510
Super Adventure Island	116,800
Super Mario World	9,999,990
Super R-Type	9,999,900
Super Smash T.V.	47,778,925

Game	Score
1943	2,947,360
After Burner	68,588,000
APB	1,002,324
Diner(PIN)	89,220,000
Double Dragon	146,860
Hard Drivin'	529,900
Klax	3,205,000
Out Run	49,050,270
Street Fighter II	Finished
Super Contra	10,640,310

### Player

Stephen Krogman  
Edouard Charbonneau  
Jeff Arensmeyer  
Jason Killger  
Jeff Adkins  
Edouard Charbonneau  
Richard Sauther  
David Wright  
Kelly McKenzie  
Jeff Adkins  
Jason Turka  
Glenn Stockwell  
Stephen Krogman  
Ralph Barbagallo  
Jason Turka  
Glen Stockwell  
Sergio Stugar  
Gary Gold  
Rick Lico

### Player

Michael Klott  
Mark Sarnecki  
Carlton Barnes  
Colleen Bastien  
Kenneth LI  
David Rumsey  
Stephen Krogman

### Player

Brian Chapel  
November Kelly  
Greg Gibson  
Steve Ryno  
Andy Baran  
Jerry Landers  
Leong Su Chin  
Dan Lee  
Stephan Krogman  
Martin Alessi

## TURBO GENESIS SEGA

Game	Score
After Burner	13,572,900
Altered Beast	234,400
Black Belt	999,900
Double Dragon	627,000
Moonwalker	21,020
The Ninja	1,824,650
Pro Wrestling	996,400
Rampage	998,155
Rastan	31,139,300
R-Type	1,128,500
Shinobi	1,165,750
Space Harrier 3-D	35,257,970

Game	Score
Altered Beast	4,682,500
Batman	1,342,200
Buster Douglas	23,554,640
Castle of Illusion	29,218,800
Curse	10,560,300
Ghouls & Ghosts	6,195,100
Galares	1,791,041
Muhsu	155,997,600
Phelios	2,740,580
Rolling Thunder 2	2,682,810
Sonic the Hedgehog	9,999,990
Streets of Rage	999,990

Game	Score
Allen Crush	999,999,900
Bloody Wolf	35,764,000
Cyber Core	9,999,900
Dragon Spirit	639,670
Fighting Streets	1,690,900
Galage 90	1,504,140
Klax	3,460,750
Monster Lair	561,090
Ninja Spirit	99,999,900
Parasol Stars	83,962,560
R-Type	999,800
Spatterhouse	99,999,900
Super Star Soldier	13,442,900

### Player

Christopher Sims  
Alex Stamos  
Rob Slegmann  
Todd Feller  
Vince Tennant  
Vince Tennant  
Vince Tennant  
Christopher Sims  
Christopher Sims  
Brian Gaudreault  
Todd Bustillo  
Dan Lee

### Player

Lee Ventelcher  
Christopher Sims  
Richard Sauther  
John Stukey  
Jeff Yonan  
Richard Sauther  
Jim Hakola  
Teddy Meadows  
Richard Sauther  
Curtis Clare  
Brian Herrmann  
Jamison Scott

### Player

Barry Bowman  
Rikky Graham  
Josh Winter  
Randy Lewis  
Dennis Crowley  
Jeff Yonan  
Jonathan Paleologos  
Paul Cinker  
Mike Curran  
Justin Hawthorth  
Chris Nygard  
Chris Nygard  
Jeff Martin

Rules - All scores on Contra 3 must be received by October 15, 1992. If maximum scores are reached, a drawing of all maximum scorers will be conducted to determine prize winners. All scores must be submitted on official Team entry forms an accompany a legible photo. Void where prohibited. Send SASE to High Scores, 1920 Highland Ave., Suite 222, Lombard, IL 60148 for an official entry form. One winner per household per year. Score rollovers will be treated the same as maximum scores. Decisions of the judges will be final. For up to the minute high scores call 1-708-916-6474.



# ROBOCOP 3



OCP is sending in Rehab Officers to clear the streets of Old Detroit, making way for the construction of Delta City. When ROBOCOP sees helpless families forced out of their homes as the bulldozers move in, he joins the resistance movement to battle the Rehabs!

Armed with a new multi-weapon arm attachment containing a large-bore cannon and a smart bomb, plus a gyropack for airborne assault capability, ROBOCOP faces a battalion of ED-209's, tanks, heavy artillery and a new adversary, OTOMO. The odds seem impossible, but remember—you're ROBOCOP!

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**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

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ENTERTAINMENT  
SYSTEM

CIRCLE #192 ON  
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*The names of the game*

