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THE VIDEO GAME

NUMBER 6
DISPLAY UNTIL JANUARY 31, 1990

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THE ALL-SEGA MINI-MAG

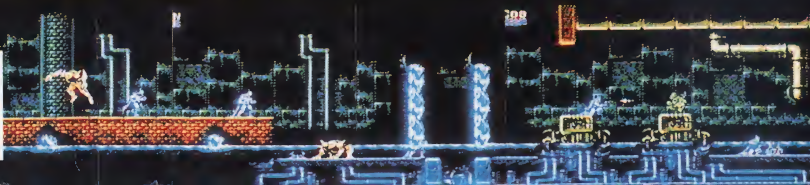
THE FUTURE OF VIDEO GAMES

FUTURE PLAY
FIRST LOOK AT NEW GAMES AND SYSTEMS

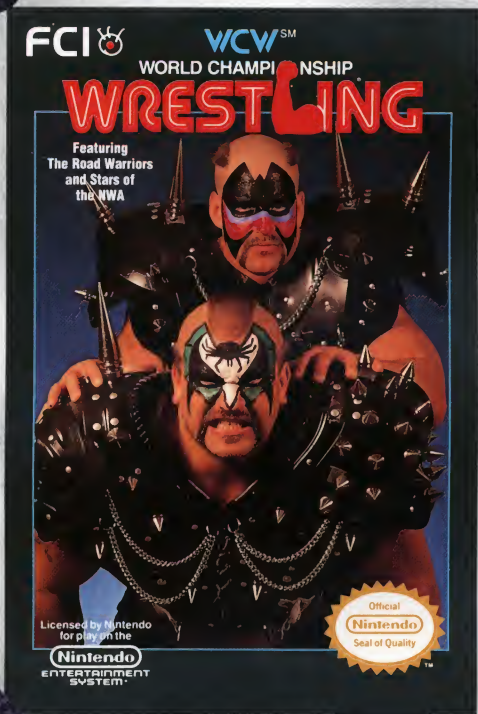
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More hot tricks for all the systems!

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The ultimate movie of 1989 becomes the ultimate game of 1990! Get all of the Bat-facts on this explosive new title coming soon from Sunsoft! You'll get a complete description of each game level, as well as super photos and maps from throughout the game. Check out this EGM first look at what could be the number one hit of next year!

THE SHAPE OF GAMES TO COME.....22

In this special expanded edition of International Outlook, Electronic Gaming Monthly takes a first look at the new NEC P.C. Engine 2 (now called the Super Grafx), and re-examines the potential of the 16-Bit Super Famicom, Konix Multi-System, and Atari Lynx. You'll also get first looks at new games for the Nintendo, Sega, Genesis, Turbo, and GameBoy. Don't miss this candid look at the future of video games both at home and in the arcades.

BONUS MAGAZINE IN THIS ISSUE!!!

MEGA PLAY - The All-SEGA Mini-Mag

A SPECIAL BONUS to readers of EGM! This issue contains the free EGM Mini-Mag supplement MEGA PLAY - The All-SEGA Magazine! This 16-page insert is filled with the latest info on both the Master System and Genesis, with super photos of all your Sega favorites to come! We've gone undercover to collect hot info on upcoming titles such as Golden Axe and Ultima 4 for the 8-Bit Master System, and we blow out the new Genesis games including Forgotten Worlds and Revenge of Shinobi! Pure dynamite!

TOP SECRET! - TRICKS OF THE TRADE.....51

Look for a special addition of Top Secret! that features tons of new tips, tricks, strategies, and codes for all your favorite systems. In this issue we blow out the TurboGrafx-16, with more secret power-ups and more special tricks will help you energize your Turbo to all new heights! Must-read material for all Turbo owners!

GAMEBOY CLUB - NEW TITLES AND MAPS.....76

Get sneak peeks at some of the best of the upcoming GameBoy softs. This issue features new portable titles from HAL as well as previews of Hyper Lode Runner and Kwirk. Don't miss the maps on Konami's Motocross Maniacs!

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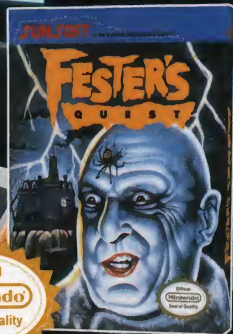
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insert coin

THE SHAPE OF GAMES TO COME...

On August 11, 1989 something wonderful happened in my life. No, I didn't finish a hot new game or blow away an old high score, this day was much more special than that. It was in the early hours of that Friday morning that I witnessed the birth of my first son, Steven Shea. Needless to say, little Steven wasn't exactly thrilled with being in his new world those first few minutes, but both his dad (who went through a couple of pairs of Reeboks during the 22 hour wait in the delivery room) and his mom (who went through a couple of nurses during those same 22 hours) were quite relieved.

Since that day Steven doesn't feel quite as bad about his new home. In fact, he's adjusted quite well and, except for that occasional all-nighter, is really a perfect kid. During one of those 3 A.M. feedings and walks (you can guess who does all the walking), however, I looked at the little guy and started wondering what kind of games he'll be playing when he gets a little older.

We've seen giant leaps and bounds in video game technology unfold before us within just a few years. When you think that only ten years ago the Atari 2600 was state-of-the-art, you begin to really appreciate just how far this hobby has come. The Turbo and Genesis are hot today, but what will tomorrow hold? Holographic games?

Even the Nintendo, which still has the ability to play great games, is starting to look a little rough around the edges when played next to the two aforementioned 16-Bitters. Will they be able to replace the Nintendo? Probably not, but both the Turbo and Genesis will ultimately carve out a slice of the video game pie that Nintendo has been able to control completely in the past. To top it off, the current crop of "next generation" game systems are just the beginning. If the corporate cards are played right these consoles will be joined by even more advanced or newer systems like the Konix Multi-System, NEC Super Grafx, or Nintendo Super Famicom. The evolution of these systems may prohibit one from getting a foothold and dethroning Nintendo, but along the way just think of the machines that will be produced! Tomorrow's games will be limited only by the imagination!

As I looked down and saw that Steven had drifted away to sleep, I thought out loud, "Don't worry Steven, no matter what games you play later in life, you're gonna have a blast!"



*Little Steven Shea Harris
ready for action!*

Steve Harris
Editor

Painfully Funny.

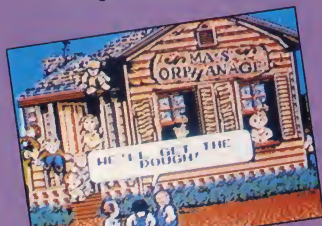


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Do you have a question or comment about world events? If you do then go write Newsweek. But if want to jam about video and computer games, just drop us a line and you may find your name in these pages. Write to Electronic Gaming, Interface, 1920 Highland, Suite 300, Lombard, IL 60148. You won't win anything, and it'll cost you a quarter, but what the heck, you only live once!

INTERFACE QUESTIONS

Will the Mega Drive (the Japanese version of the Sega Genesis) carts and the Genesis carts be interchangeable? The systems look exactly alike and are identical inside, or so I'm told. The same is wondered about the TurboGrafx-16 and P.C. Engine cards and Rom games. I know a lot of gamers are wondering about this, since most games appear first for the Japanese systems.

Lance Rice

(Good questions Lance! You're right, this is one of the most common letters we receive around these offices. For all of you interested in playing Japanese games on your American systems, I've got good news and bad news.

First the bad news (I was always an optimist): P.C. Engine games will NOT work on the Turbo and vice versa. The pin connections that allow the games to communicate with the hardware have been altered to prohibit card swapping.



The same American Ghouls and Ghosts cartridge (l) and then on a Japanese Mega Drive system (r). This is common in all Sega 16-Bit carts.

THE BADDEST OF THE BAD

I really love both TurboGrafx-16's Legendary Axe and the fantastic Ghouls and Ghosts for the Sega Genesis. Legendary Axe's ultimate Boss, Jagu, looks like a wimp compared to Ghouls and Ghosts' final bad guy, Loki. How about showing screen shots so other gamers can compare?

Mike Walz
Mary Esther, FL



Sega's mega cart for the Genesis, Phantasy Star 2, incorporates 6 meg of power and a battery back-up!

The Genesis, however, DOES play Mega Drive titles, although you must break the cartridge casing and plug the chip boards in directly. You can also stick Genesis carts in directly with one unusual side effect - the American cartridge turns into the Japanese version of the game! Besides changing the names of games (Revenge of Shinobi becomes Super Shinobi), some titles feature different characters, new intermissions, and Japanese text that's just slightly difficult to read (unless you know Japanese of course!)

WHEN YOU LIKE WHAT YOU DO...

You guys are the best! I loved your fourth issue and the columns for the Genesis and TurboGrafx. You put your magazine together so radically that I'm always

looking forward to the next issue. Please include more previews on Genesis games. You guys are great!

David Schinkel
Horton, MI

(Thanks to David and the legions of others who write in with nice compliments and helpful suggestions on how to improve the mag. It really helps!)

STILL MORE SEGA!?!

Your mag is the best by far, no one else even comes close!

I would like to suggest that you put more Genesis games into future issues of EGM. Also, please give some screen shots and info on Phantasy Star II for Genesis. Last but not least, how about a magazine that is specifically for Genesis?

Eric Ditmore
Westland, MI

(Not only will we give you some of the first shots of Phantasy Star 2, we'll put them in the first all-Sega gaming mini-mag and, to top it all off, we'll give it to you absolutely FREE in the very issue of EGM that you now hold! What a deal!)

WINNERS, WINNERS, WINNERS...

EGM congratulates 10 year old Sean Strangland of Wheeling, Illinois, the winner of our TurboGrafx-16 Give-Away!

GET SET FOR RADICAL ACTION



Stand by, gamers! Capcom introduces two new thrilling games to its Nintendo series. And as always, the graphics are hot and the action intense.

First, experience the ultimate character adventure game! As MegaMan, you must conquer and control the eight empires of the evil Dr. Wily. But beware of his sinister robots that rule each empire. Their special powers present a unique challenge at every level.

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So get set for radical action in these exciting additions to the Nintendo Entertainment System. From Capcom, U.S.A.



MegaMan 2 Screen Shot



Strider Screen Shot

CAPCOM®

ELECTRONIC GAMING REVIEW CREW



Rolling Thunder

Type: Action Release: Now
Levels of Play: 20 Difficulty: Hard



The arcade hit Rolling Thunder is finally here for the NES! All of the features from the coin-op are here, including dual levels of play, different weapons, and multiple levels of shoot-em-out adventure!

As in most action games, you're constantly moving toward the right, blasting anything that gets in your way. A wide variety of different guards will try to stop your progress, and they become increasingly difficult as you approach the final confrontation with the Big Boss who holds your girl captive.

Silkworm

Type: Shooter Release: 01/90
Levels of Play: 9 Difficulty: Avg.



American Sammy snapped up the rights to this two-player simultaneous Tecmo arcade shooter. The home version expands upon the arcade original by including some text screens and new methods of attack. Players can still choose between a helicopter gunship that maneuvers in the air or a mobile jeep that has a rotating cannon that can fire at ground level or at flying obstacles. Two-player cooperative play enhances the action even more, and power-up weapons increase the intensity with each round completed!

STEVE

Steve is beginning to see the light this month! Our big chief has gotten into the Genesis in a big way and has recently completed preview copies of Rambo 3, Forgotten Worlds, Super Shinobi, and is working on Truxton and Mystic Defender.

Rolling Thunder is a tough game, but it's not so difficult that it becomes frustrating. Since most of the enemy characters appear in the same location, it's essentially a pattern game, but the super graphics and strong game play make this one of my favorites in the genre.

Silkworm is one of the better side-scrolling shooters I've seen on the Nintendo. Its got super Bosses, challenging game play, and the heli/jeep option is original and welcome. Silkworm doesn't offer much more beyond its "destroy-the-enemy" theme, but for shooter fans, it's pretty good.

ED

Now that Ed has Phantasy Star 2 we're having a hard time getting him to do anything! So far he's about half way through this 6-meg masterpiece, but he's dividing his time to also play Rolling Thunder for NES as well as Pac-Land for Turbo.

Very addicting side-scrolling shoot-em-up that is also a very difficult game. Normally, difficult games mean frustration, but Rolling Thunder doesn't give that impression. A limited number of continues requires a lot of practice, but a passcode feature helps. Limited graphics and good game play.

A fair translation of the arcade game. Tons of screen flicker and only average graphics equals nothing spectacular - just another shoot-em-up. What saves the game is the two-player cooperative function. Otherwise not a very good shoot-em-up.

MARTIN

Martin is the new gun on the Review Crew, bringing close to ten years of hard gaming expertise to EGM. He currently is working hard on a number of NES titles, although Ghouls and Ghosts ranks as one of his favorites.

This is an O.K. scrolling action game that has nothing spectacular, except for plenty of challenge - even for the most seasoned players. Not a lot of detail either, but you don't have to be a fan of the arcade version to appreciate this translation.

This game has everything from the arcades brought home faithfully to the NES. All of the straightforward shoot-em-up action has been captured, although a bit of the detail has been washed out of the backgrounds. The game is slightly repetitive, but challenging throughout.

JIM

Jim has been in video game heaven ever since we got him the Sega 8-Bit version of Golden Axe through our secret sources. He's also been playing the 16-Bit version and likes them both. Jim also got a Turbo with CD and has been blasting aliens to Metallica!

This is a cool action game that some may find to be way too hard for their liking. The upper levels are very intense, but the action is coupled with some great graphics and play techniques. The passcode is a must for this cart, which should entertain gamers who blast through similar games in a day.

Silkworm is a good variation of the basic shooter, with dual player options and two different types of attack vehicles. Beyond this twist, however, Silkworm doesn't have a lot in the way of original game play. This is another highly challenging game that should keep shooter fans occupied.

IT'S THE END OF THE WORLD (AS WE KNOW IT)



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Last Duel Screen Shot.



L.E.D. Storm Screen Shot.



Side Arms Screen Shot.



Sharazade

Type: RPG Release: 01/15
Levels of Play: -- Difficulty: Avg.



In this new RPG, you set forth on a quest filled with puzzles to solve and places to visit. Along the way you must use your reasoning skills to interact with a wide cast of characters who will respond to you with text passages. This new level of communication is supported with an adventure that is straightforward and doesn't rely on dozens of sub-screens, yet remains lively and entertaining throughout.

An interesting variation of the normal RPG, that relies more on puzzles to support the quest than similar efforts. The graphics, unfortunately, are nothing revolutionary, but the quest has its high points and the interaction between the game is handled nicely. Nothing sensational.

It's been a while since there's been a decent quest game. Link was the last one, and Sharazade comes along at the right time. Great for the average player, this is a challenging game that makes you think about what you're doing. If you're done with Link get this game.

Not the best role-player, but not the worst either. While the quest is a bit unclear, this game, like most RPGs, gets more involving as you progress. It's easy to catch on to the game play but the graphics are only average. If you aren't ready for Ultima, then this may be for you.

Sharazade is no where near as classy looking as other RPGs currently populating store shelves, but it may provide some diversion for game players looking for another adventure to overcome. The game looks cheesy graphically, but the play isn't that bad. Fans may enjoy some parts of it.

Duck Tales

Type: Shooter Release: Now
Levels of Play: 7 Difficulty: Avg.



Capcom continues their line of Disney character games (following on the heels of Mickey Mousecapade) with Duck Tales, based on the animated cartoon series. In the game you star as Scrooge McDuck, exploring multiple levels of action and adventure on foot or on your special pogo stick! You can eliminate enemies and overcome obstacles with the stick. Each round (which can be selected at any time from a menu screen) is filled with its own set of dangers and obstacles to overcome.

Duck Tales appears as though it was created with younger players in mind with options such as selecting any level at the beginning of the game. This doesn't detract from the superior graphics and play mechanics, however, and despite some easy areas, Duck Tales is too good to ignore.

The best game ever made for the young player. After a dozen games in Mickey Mouse, Capcom comes back with a game that combines all the right features to catch the younger player's hold their interest, challenge their abilities, and keep them coming back. Only for the very young.

This game has good graphics and a nice feel with plenty of emphasis on the cartoon-like characters. Duck Tales is not overly challenging, but the game is different and the game is fun to play. Don't get scared by the kiddie-look, this is a prime example of very good game designing.

This is another Disney game that, like Mickey Mousecapade before, has some decent play mechanics that are toned down for the younger players. While I'm sure this is nice for kid brother or sister, you'll probably enjoy this game but find it beaten after the first day of play.

Godzilla

Type: Act/Adv. Release: Now
Levels of Play: Difficulty: Avg.



Straight from Tokyo comes the King of the Monsters, Godzilla, in his first video game adventure! Toho, the company responsible for bringing the fire-breathing creature to the screen, has teamed Godzilla up with pal Mothra to take on the strongest creations from the films (Mecha-Godzilla, the Planet X Monster, etc.). This game combines some strategy, moving your monster-heros on a hex map, as well as action encounters with opponents and Bosses on different planets.

Godzilla is an interesting game that throws in some strategy between the action sequences. It is the action scenes, however, that need improvement. Godzilla and Mothra move too slowly for any real exciting interaction and even though the large characters look good, the game is average.

Another action game. Godzilla tries to be interesting by including a playboard screen. Being able to select the monster you want to fight with is OK, but old Godzilla just can't fight like he did in the movies. Side-view fight scenes are too predictable with not enough surprise.

The graphics in Godzilla are detailed, but the animation of the main characters could have been more defined. The game play is similar to chess, with side action scenes in between the strategy moves. More could have been done with the theme, but monster fans should enjoy the all-star cast.

Godzilla started with a very unique idea but didn't fully realize its potential. The side-scrolling action scenes get repetitive, with a limited number of enemies attacking. The inability of Godzilla and Mothra to turn around is also annoying. Some of the graphics are cool, but not much else.

WHEN JOHNNY COMES MARCHING HOME

1943.

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Captain Comic

Type: Act/Adv. Release: Now
Levels of Play: -- Difficulty: Easy



The first effort from a non-licensed Nintendo company (Color Dreams), offers game play that is attempts to duplicate other side-scrolling action games.

Captain Comic must overcome obstacles and enemies, find weapons, and make it to the goal in each level of play. Multi-level landscapes scroll by, and provide additional dangers as you fight your way to the game's conclusion.

Captain Comic has most of the elements of a good action/adventure game, but the execution is poor. The scrolling zooms by too quickly to appreciate the detail in the backgrounds and the enemies are too few and far between. A good try that just falls a little bit too short.

Although I can appreciate what Color Dreams has tried to do, this game ends up looking like a prototype that is half-completed. The challenge is limited by a small number of attackers and the game itself plays like a better-than-average 2600 game.

Combine lousy game play and poorly drawn characters with average backgrounds and a theme that is sorely lacking power-ups and Bosses and you get a nice first try from Color Dreams. I expected more and hope they do better with their next game.

Captain Comic looks like it has all of the necessary parts to run, but none of them are in great condition. The characters, backgrounds, music and game play are all there, but CC just doesn't have the depth of similar efforts like Castlevania or Mega Man.

Dead Angle

Type: Shooter Release: Now
Levels of Play: 7 Difficulty: Avg.



In this target-shooting arcade translation, you command a one-man hit squad going after the most notorious gangsters around the world. You must locate the Big Boss and rescue the girl in the final scene before you'll have any peace.

Each level is packed with gangster agents filling the screen with gunfire. You must first track them down on the large scrolling playfield, line-up your sights and blow 'em away. Don't hit civilians and get those power-ups!

I liked Dead Angle in the arcades as a good follow-up to Empire City. Targeting the bad guys and loading them with lead is done well and the whole game is easy to grasp and play. The entire package in Dead Angle, including the graphics and sound, are complimentary to the Sega 8-Bit.

Sega's best shot (no pun intended) at a decent game this season. Don't look for anything spectacular though. It's Gangster Town without the light gun, and with an auto-fire stick anyone will finish this one in a day. Although the graphics are great, it's not enough to blow you away.

I liked Empire City a lot in the arcades, and this is a good extension of that game. The graphics are pretty good and the game play does get hectic in a few places, but it's not anything real spectacular. This is good, but no where near being great.

Dead Angle is an interesting twist on the normal shooting game, and I liked the first-person perspective that the game uses to make you feel like you are the target. It gets repetitive after a while with no real changes from round to round, but it's pretty enjoyable.

Scramble Spirits

Type: Shooter Release: Now
Levels of Play: 6 Difficulty: Easy



Scramble Spirits assigns you to a search and destroy mission against an enormous armada of enemy warplanes and weapons.

Loosely based on the Sega arcade game of the same name, Scramble Spirits features most of the sights and sounds from similar shooters, including big Bosses to blow apart, squadrons of smaller attackers, and methods of increasing your abilities.

Scramble Spirits is a mediocre translation of the arcade original that's too easy and doesn't throw enough stuff into the play. Although Sega shooters are rare, both Power Strike and Activision's Ember Raid provide more interesting shoot-'em-up scenarios. Scramble Spirits is a big disappointment.

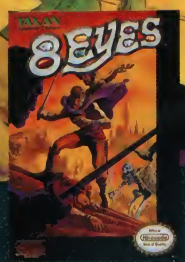
Another game from Sega which is too easy for the average player. The graphics are very good, with attention paid to the detail in the enemy planes and battleships. The verticle-scrolling is good, but the game is just too easy to appreciate what this game has to offer.

Here's another shooting game that dishes up nothing but targets. Real weapon power-ups and such aren't to be found in Scramble Spirits - it does have some variety, but not enough to sustain the game play. This reinforces the fact that shooters are one territory that Sega has never mastered.

Scramble Spirits is almost as a shooter, but as a game I've seen a lot better on the Master System. The graphics are O.K., but the game play gets slow and tedious in many spots and there's just not enough to shoot at. Way too easy.



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TAXAN
Consumer Division

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Dragon Spirit

Type: Shooter Release: Now
Levels of Play: 8 Difficulty: Hard



One of Namco's first licensed efforts for the Turbo, Dragon Spirit faithfully reproduces all but the last levels of the cult classic arcade game on which its based.

In Dragon Spirit you assume the role of a brave knight who has transformed into a giant dragon to combat a ruthless enemy who has stolen your princess. As you fight to reclaim her, you'll come up against monstrous dangers and huge Bosses determined to challenge you to the death.

Galaga '90

Type: Shooter Release: Now
Levels of Play: 32 Difficulty: Avg.



Galaga '90 originally made its way through the arcades as Galaga '88, but even though there's a change in titles, the game play of this Galaga update remains remarkably close to the coin-op.

You command a laser fighter up against a horde of alien invaders that attack from formations and in scrolling scenes with relentless intensity. You can capture power-up capsules, capture fighters for triple power, and warp to new dimensions in this new version.

Rambo 3

Type: Action Release: Now
Levels of Play: 7 Difficulty: Easy



Rambo 3 is essentially several games in one. The game contains several missions that each present a different objective like destroying stockpiles or finding P.O.W.s. Most of the action encompasses Rambo in the main playfields who must stab, shoot, and bomb his way past the opponents. Some of the weapons available to Rambo, like the exploding bow, can be built up a la R-Type for more destruction. First-person scenes divide the regular missions and add to the challenge.

This is a good game that's not quite identical to the arcades but is close enough. The dragon theme doesn't disguise that this game really is a solid shoot-em-up that uses its medieval motif to near perfection. The different weapon power-ups increase the playability of this fine shooter even more.

Everything about Galaga '90, from its spectacular graphics to its zizzling sounds to its perfect game play, has to be seen to be believed! This game is absolutely identical to the original and retains all of the addictive shoot-em-up challenges that were so entertaining in the arcades. A masterpiece!

Rambo 3 is essentially the Genesis' answer to Commando and other scrolling shooting games. What makes Rambo different are the self-contained environments that allow you to explore and the first person bonus scenes between missions. A bit short, but lots of options and color make this one fun.

Now this is closer to what a 1990's shooter should be. Plenty of different types of fire-power, power-ups, and a wide variety of enemies. Scrolls nicely and handles well. DS has a proper difficulty curve and offers constant non-stop action. The graphics aren't state-of-the-art, but it fits the Turbo.

A 1990 version of Space Invaders. While nicely done on the Turbo, it still boils down to just a basic shooter. Twelve years of progress does add fire-wrorks, but if there is a reason to get this game it has to be the sound. One of the best, with choreographed aliens that are comical. Just average.

While not their best shooter, Rambo 3 is definitely deserving of its name. It packs a nice combination of multi-screen mazes, with a shoot-anything-that-moves theme. In other words, just what Rambo would do in this situation. A large number of digitized screens demonstrate the Genesis' power.

An original twist on the standard shooter. Plenty of prehistoric monsters and Bosses make your dragon's life hard and present more than enough challenge. Both background and foreground graphics are done well and the action stays interesting throughout.

An old favorite that has improved graphics, power-ups, and occasional warps. Advanced enemies increase the challenge and scrolling scenes complete with end-of-level Bosses bring new life to an all-time classic.

A straightforward commando-style game with overhead views and awesome 16-Bit graphics! The cart includes cool digitized pictures from the movie and extremely detailed surroundings and Bosses. Not enough variety in the game play, but it fills a niche.

What do you get when you replace metallic space craft for fire breathing dragons? You get Dragon Spirit - an unusual shooter that brings blast-em-up action into the medieval ages. Super Bosses, lots of power-up options, and great game play highlight this superb arcade carbon-copy.

The Turbo version of Galaga '90 is much easier than the arcade game on which it's based, but despite the lower level of difficulty, all of the graphics, sounds, music, and challenge remain intact. This is a great looking, sounding, and playing title.

Rambo 3 isn't a large game, but what it does contain is done very well. Each of the rounds give you a different objective, and the multiple weapons help spice up the killing mayhem. The bonus rounds look very good, as do the digitized pix, but the smaller 2-Meg size of the game hurts it slightly.

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Fortunately, Alex and Ryan weren't in school the day Slick took it over. But now, their fellow students are prisoners – including Ryan's girlfriend! It's up to our two young heroes to battle their way past several dangerous city gangs, then defeat the gang lord, to free the students of River City High and restore peace to the panic-stricken populace!



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Forgotten Worlds

Type: Shooter Release: Now
Levels of Play: 6 Difficulty: Avg.



The second Capcom-licensed arcade title on the Genesis (the first was Ghouls 'n' Ghosts), Forgotten Worlds introduces you to different lands filled with alien bad guys and Bosses that are even badder!

As you progress over the dual-scrolling playfields, you must destroy the countless attackers. Some release Zenny coins that can be picked up and used in shops to buy better weapons and defenses. Detailed intermissions screens are also used to chart your progress and explain the story.

Motorcycle Maniacs

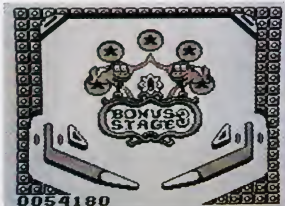
Type: Driver Release: Now
Levels of Play: 8 Difficulty: Avg.



Ultra's first GameBoy entry is very similar to the classic motorcycle action game from Nintendo called Excitebike. Motocross Maniacs is strictly two-dimensional, however, and by including a number of power-up options and Nitro Boosters for extra speed, the game is actually better as a "super" version of Excitebike. Three different skill levels are included, which have no real effect on the 8 courses, but do eliminate the available time you have to complete the 2-lap course.

Revenge of Gator

Type: Pinball Release: Now
Levels of Play: -- Difficulty: Easy



HAL's Revenge of the Gator Pinball combines alligators and pinball on the GameBoy screen much the same way the Turbo mixed aliens and silver balls in Alien Crush. The alligator pinball game features a poor-man's scrolling playfield that is four screens high. By performing certain feats, such as knocking down drop targets, hitting specific ball locks, you can enter three different bonus scenes where more gators are waiting! A two-player feature expands the play even more for direct competition.

Forgotten Worlds is another pixel-perfect arcade translation from Sega. Although the movements of your characters (A and C rotate you left and right) in this 2-player combo title is awkward at first, the superb graphics, detailed attackers, and hard-hitting game play make this one a winner.

Motocross Maniacs is a very good game that has plenty of authentic qualities. With dual scrolling that takes your racers flying off ramps and spiraling through loops high in the air, Motocross Maniacs is a very fun game to play. Lots of options and multiple skill levels help you tailor the game as well!

Revenge of the Gator is a very good pinball game for the GameBoy, with multiple levels and three bonus rounds, but it does get repetitive after several plays. Working your way up the playfield can become slow and tedious, but for a pinball game, this one's isn't too bad.

There have been many attempts at two player games. A true two-player game should be impossible to beat in a one-player mode, that type of game is finally here and it offers excellent detail, smooth scrolling, and an ending that is so intense that the Genesis can't keep up with the action.

The name says it all. Start with Excitebike and make it better. Add 360 degree loops, Nitro injection for speed, even Jet engines for flight, and this game and this game really takes off. It's hard to believe that a GameBoy game would be better than its NES counterpart. A definite must-have.

One wouldn't think that pinball would come off looking decent on the small GameBoy screen, but Gator does. With nicely animated action, plenty of targets, and bonus screens you get a game that offers good, light, and enjoyable game play to help you pass the time. Pure entertainment.

An excellent translation of the arcade game, with awesome graphics and sounds bringing the battles to life! The controls are awkward at first, but once you get used to them, blasting the enemy aliens becomes second-nature. Lots of weapons, lots of targets, lots of fun!

An excellent GameBoy game that's fun to play. Motocross has excellent scrolling that serves as a background for the stunt maneuvers you must perform. The hidden options, like the Jet, are a big improvement over Excitebike. Own this one out.

A good pinball game for GameBoy. Revenge of the Gator is filled with lots of hidden bonus rounds. The gators and other characters are animated well and provide an interesting diversion from the normal breed of drop targets. Gators is pinball on the go.

Forgotten Worlds is fantastic! This is one of the best games yet to be seen for the Genesis, and undoubtedly one of the best shooters ever made for any system. Tons of stuff to interact with, great graphics and sounds, and intense shoot, shoot, shoot, are this car's high points!

Motocross Maniacs isn't a complex game, but it is one of the best yet for the GameBoy. Although the only enemy in the game is yourself, the aerial acrobatics that your motorcycle can accomplish are fun to do. The hidden power-ups add to the game play of this GameBoy title.

Pinball is always a good standby for the small screen, and HAL's attempt is a worthy try that succeeds in a lot of areas. The multiple playfields are good, but the lower ones get repetitive and the higher you go the more difficult it is to keep the ball in play. A good alternative when you're tired of Tetris.

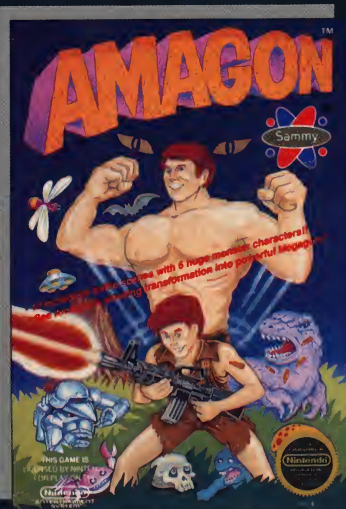
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gaming gossip

New Sunsoft titles...TurboGrafx-16 coin-op system fails...Mike Katz to Sega...16-Bit Nintendo update...Game prices drop...
Batman bidding war...New color handhelds...Frankenstein, Lethal Weapon 2, Bon Jovi games...

...Sunsoft is looking to bring some strong games to the NES and, according to a source close to the company, Sunsoft has big plans after Batman hits early next year. Some of the possible titles rumored to be in consideration include an adaptation of the computer game Wizball from Europe, a comical gadget game, Gremlins 2 (licensed from the movie and expected to hit in time for the film's summer release), as well as a side-scrolling Castlevania-ish version of Batman for GameBoy and possibly a title similar to Battleship. What a line-up! You have something for the game fan in all of us...

What leading Japanese game company is planning to enter the American Nintendo market without Nintendo's approval? Did I hear someone say Pac-Man?...File this one under "Almost doesn't count": the Sega Genesis was rumored to be a heartbeat away from being the Atari Genesis. After close negotiations between the number two and three video gaming powerhouses, Sega opted to give their San Francisco office the go to release the mega-machine themselves...With wide distribution of the Atari Lynx postponed until 1990, other game companies are reportedly looking into the feasibility of color handhelds. Nintendo is rumored to be working on one (let's get the Super Famicom out first guys), but the ideal portable system is rumored to be a new unit from Sega that will enable you to play Genesis carts on the go with a portable adapter!...Atari also was rumored to have had the rights to, believe it or not, the Nintendo Famicom, in the early eighties. As part of the agreement, Nintendo was to produce four games a year for the unit, which has gone on to become the NES. Atari opted for the 7800 instead...

...Bandai has two licensed Nintendo efforts coming out that show a lot of potential. Frankenstein has been previewed by some sources close to Quarterman and it has all the makings of a blockbuster! Great graphics, sounds, and play fill this game inside and out! Also coming soon from the folks at Bandai is Gilligan's Island. I wonder if you can use the batteries from the radio as power-ups?...Is R-Type 2 going to the Genesis?...Put your quarters back into your pocket. The TurboGrafx-16 coin-op system failed to revolutionize the arcades as NEC had hoped. The project is now being abandoned even though Belam (a coin-op distributor) is launching a coin-op unit based on the Sega...Here's a hot news flash, Mike Katz, the video veteran who's been at the helm of companies like Epyx, Coleco, and Atari, has just signed on as Captain at Sega. In his new Presidential position, Mike will oversee Sega's American consumer market...

...Sequel madness, part one: Capcom is hitting the arcades with 1941 (more fly and shoot action), Super Commando (three player Commando), and Super Street Fighter...C'mon Super Famicom, you're time is running out! Now the P.C. Engine 2 will be hitting stores in Japan before the Nintendo 16-Bit. We've seen the demonstrations, now give us the games!...On a more positive note, more companies are developing for the Super Fami in anticipation of its summer 1990 release. Rumor has it that only one game per year will be allowed to avoid a 16-Bit glut. Also, Nintendo is saying that they will NOT be bringing their 16-Bit to these shores. We'll see Nintendo, we'll see...

...It's starting to happen - game companies are reducing prices to move slow selling games. Tengen will be introducing the "Classics" series (Gauntlet, RBI Baseball, and Pac Man) at just \$19.95! Several other companies are also saying that they will slash the prices on older games after the new year. Games not selling? Price cuts? Is that writing I see on the wall?...Star Trek the Next Generation (Bring in the Borgs!) and Fox's new Alien Nation are truly top notch science-fiction drama television. Both have a lot of area with which to explore their storylines and characters (let's keep it off the holodeck, however, Captain Picard), and the ratings show that Quarterman isn't the only one watching...

Sequel madness, part two: Konami is rumored to be hitting soon with Castlevania - The Adventure for GameBoy, Super Contra for Nintendo, and Gradius 3 in the arcades...Atari will be using elements from both this summer's Batman movie as well as its sequel for the Caped Crusader's coin-op adventures...And, while we're on the subject of Batman, we've heard that Konami is putting up big bucks for the rights to Batman 2 for the NES...Another hot movie property that's reportedly in play is Lethal Weapon 2...Last, but not least, a game based on rocker Bon Jovi? It may not be that far away...Get the lead out Taito, you're sitting on a gold mine with an abundance of games for other formats in Japan. Chase H.Q. is a great Nintendo title, but is that any reason to keep other games from other formats. Don't worry about the big 'N' and give the players what they want!...till we meet again...

• QUARTERMANN

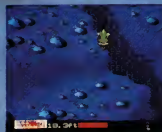
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FUTURE PLAY

By Steve Harris

Editor's Note: The past year has seen more developments in both the home and arcade video game scene than any year before. 1989 witnessed the final release of the TurboGrafx (P.C. Engine), Genesis (Mega Drive), and GameBoy systems on these shores, and the promise of future game consoles is hotter than ever, with the Nintendo Super Famicom, Konix Multi-System, Atari Lynx, and NEC Super Grafx consoles all poised to enter the crowded game machine market, sometime in 1990.

This is great news for video game fans who are looking beyond the Nintendo and Sega 8-Bitters for the ultimate video thrill. Despite the fact that the NES still is producing some outstanding game titles (like Double Dragon 2, Batman, and Ninja Gai Den 2), the die-hard consoles that rejuvenated the home video game industry are looking a bit weathered next to the Turbo and Genesis. Even the arcades are experiencing technological change like never before, with games that take advantage of the latest state-of-the-art are design and programming.

With this evolution of the video game in mind, EGM has traveled the world, sending representatives to Japan and Europe, and working with correspondants throughout the world to compile the following article. It offers the most comprehensive source of data on the current state of video game consoles, cartridges, and arcade machines

THE SYSTEMS

NEC SUPER GRAFX

Just announced last month, and ready for release before the end of the year, the NEC Super Grafx was first discussed in EGM issue #2 as the P.C. Engine 2. While it also shares the P.C. Engine name, the Super Grafx packs a mightier punch than any of the current systems we previewed - in fact many of its features even rival the long-awaited Nintendo 16-Bit Super Famicom!

On the surface, the Super Grafx may not look that impressive. It uses the same 6502 Processor and sound chip that are employed in the TurboGrafx. This has been done to insure that the new SG is compatible with the existing P.C. Engine cards. This is a very welcome feature.

The real difference between the P.C. Engine/TurboGrafx and the SG is the improved graphics chip that the SG uses. While the screen resolution remains identical to the original system's (256x216 with 512 displayable

colors), the video ram has been boosted, the number of sprites has been doubled to 128, and additional backgrounds have been added to increase the visual depth in the games. These new functions mean that the SG can display giant-sized characters on top of highly detailed backgrounds with independent movement. On top of that, the main RAM increase allows these characters to have unrestricted movement. With some software support, the SG may even be able to accomplish arcade-quality movements such as rotation and scaling.

The unit comes with a pad controller and is expected to launch with three games, including a version of Ghouls and Ghosts that even surpasses the Genesis! Will the SG be released in the U.S.? NEC denies it but by naming it Super GRAFX you can't help but think that they plan to release it over here sometime. They may wait to see how well the Turbo does before releasing the SG since it will cost nearly \$300.00 in Japan! For bigger thrills you must pay bigger bucks!



Recently unveiled in Japan, the new NEC P.C. Engine 2, to be called Super Grafx, is essentially an update of the original P.C. Engine. A more powerful graphics chip enables it to play better games, and a Power Booster peripheral provides any thrill you can imagine.



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NINTENDO SUPER FAMICOM

After repeated delays, Nintendo finally released the final design for Nintendo's shot at the 16-Bit sweepstakes at a press conference in late July. While some surface changes had been made to the console, the unit's powerful processor and dazzling graphics capabilities remained intact and were shown off to a great degree in a new flight simulator called



16-Bit Super Mario World

DragonFly. The flagship of the system, Super Mario World, however, was not as graphically impressive, but did exhibit some unique twists on the original Super Mario theme.

Nintendo has once again pushed back the release date of their super system to the summer of 1990. While their early announcement of the system last year may have generated new excitement in the Nintendo label, it also prompted competitors like Sega to push up the scheduled release of their 16-Bitter and NEC to quickly unveil and release the Super Grafx. Although the Super Fami is basically finished, Nintendo believes that any production of the unit prior to next summer would only cut into the sales of their existing system and software. How wise this strategy is in the long run remains to be seen, but even though the unit has yet to hit store shelves, Nintendo has already set out to seal their loyal legion of third-party developers within the same bubble that has kept support for other systems down in the past.

Nintendo has officially stated that they do not plan to bring Super Famicom out in the U.S., but with mounting pressure coming from NEC and Sega, that threat carries little weight.

KONIX MULTI-SYSTEM

Another game system that has been plagued by delays and changes, the Konix Multi-System is still making the same promises that it always has, but it has yet to see the light of day. The idea of the "Ultimate" system that can do, or has the capability to do, almost anything, is indeed attractive, but the Multi-System has had trouble just demonstrating that it can come close to what it has set out to accomplish.



Associate Editor Ed Semrad takes aim at the Multi-System aboard the hydraulic chair.



Attack of the Mutant Camels is just one of the interesting shooters coming for the Konix.

Associate Editor Ed Semrad recently got a behind-the-scenes look at the Konix and a chance to test the system. Although a number of games were finally shown on disk, most were ports from computer titles (further establishing the Multi-System as a computer without a keyboard) and were not very exciting. The chair was also slow and definitely built for younger players. While a U.S. release for Konix is discussed, it seems unlikely.

THE ATARI LYNX

Out of all the systems we've previewed in EGM, the Lynx showed the most promise for portable gaming. The quality of the color images displayed on the unit's three inch screen, combined with the sheer power of the hardware (the Lynx has internal scaling, scrolling, and other advanced functions) made us look at the Lynx as the GameBoy of tomorrow that is here today.

That was before a cooling of relations between Atari and Epyx (the Lynx developers), the collapse of Epyx as a major publisher, and a potential lawsuit that was ultimately avoided.

All of these developments have put the Lynx way behind schedule. Most of the game design is now being handled by Atari, and moderate progress was made by Atari during the period when the future of the Lynx seemed uncertain. New titles include Chip's Challenge (a puzzler), and licensed efforts Xenophobe and Tower Topple are in the pre-production stage.

A limited number of Lynx systems will appear before the end of the year, but the system won't be seen in widespread release until next summer. And since rumors of a Sega portable that uses Genesis carts and a color GameBoy are already flying, the Lynx may be too late to its own party.



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THE GAMES

With literally hundreds of games coming out soon, it's next to impossible to show them all. What we've done instead is picked some of the best that we've been fortunate enough to see, as well as list some of the exciting titles that are now in preproduction.

NINTENDO

NINJA GAIDEN 2 - Ryu is back to solve a new mystery with his throwing stars and knife blades. All-new power-ups, great scrolling backgrounds, and detailed intermissions are combined to take this Ninja Gaiden one step further than before. This one should appear late next year from Tecmo.



DRAGON SPIRIT - Several companies are attempting to secure the license to this souped-up version of the arcade original. The Nintendo version of Dragon Spirit has all-new power-ups not found in the arcade, and some great shoot-em-up action.

ADVANCED DUNGEONS AND DRAGONS - Based on the popular role-playing game, AD&D is set to continue FCI's trend toward interactive RPGs that they originally started with Ultima. Lots of options and an intricate quest highlight this 1990 title.

MAPPY-KIDS - Another import from Namco, Mappy-Kids continues the adventures of Mappy the Mouse and the tricky Meowky Cats that constantly give chase. Instead of collecting items within mazes, this new Mappy adventure features game play that closely resembles Super Mario.



CASTLEVANIA 3 - The third installment of the Castlevania adventure returns Simon to his roots, with a quest that plays more like the original than the RPG-ish sequel Simon's Quest. In this new action/adventure, Simon must face all new creatures and Bosses, but this time he has a secret ability - he can transform into different characters who each have different weapons and abilities!

SUPER C - In reality, this is Super Contra, and the sequel is every bit as good (if not better) than the original. Based on the arcade title, Super C throws in new features and tons of explosive combat action in both horizontal and vertical scrolling environments. Two-player options and Boss fights with alien organisms help round out this intense shooter.



Other notable releases that are currently in development or set for release in 1990 include Total Recall (based on the upcoming Schwarzenegger movie), as well as Narc and Arch-Rivals from the arcade. Other carts rumored to be in development or coming to the U.S. soon include Chase H.Q. and Flippie from Taito, Gremlins 2 (again based on the movie) and Blaster Master 2 from Sunsoft, and Alien Syndrome, After Burner, Fantasy Zone, and Shinobi due to appear from Tengen.

SEGA MASTER SYSTEM

With sales of the Genesis in full swing, the 8-Bit Master System appears to be on some shaky ground. While no official word has stated that the Master System is being discontinued, a recent shake-up at Tonka and a rumored discontinuing of development in Japan seem to indicate that things are gloomy beyond 1990.

There is some hope, however, with two new 1990 releases preparing for production.



GOLDEN AXE - Adapted from the arcades, the 8-Bit version of this hack-n-slash epic is actually pretty good, even when compared next to the 16-Bit version.

While the graphics are no where near as crisp as those on the Genesis, the game play is truly outstanding, with action that is much more difficult than what was found in the arcades or the Genesis. Boosted by four meg of power, Golden Axe looks very promising.



ULTIMA 4 - Following in the footsteps of the highly successful Nintendo version of Ultima 3, comes this graphically enhanced translation of number four. The expanded game play includes conversational text, new character creation, and other familiar sights of the Lord British tales.

TURBOGRAFX-16

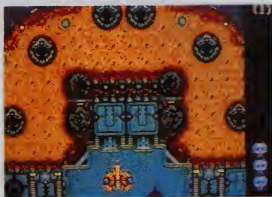
Even though it's off to a slow start, the NEC TurboGrafx-16 has quickly released close to a dozen games and is preparing to launch even more in 1990. Combined with third-party support from Capcom and some original designs, the Turbo is in a good position, albeit behind the Genesis, to extract a sizeable portion of the 16-Bit pie. While the reasoning behind original efforts is questionable when there are literally hundreds of exceptional titles to choose from (to try to license for the Turbo) in Japan, the addition of new cards is not going to hurt the machine's chances.



Currently there are over two dozen titles on NEC's software schedule, including a trio of exceptionally produced titles for the CD-ROM player (Fighting Street, Monster Lair, and Darius). Other licensed efforts range from Side Arms, the arcade shooter from Capcom, to Fantasy Zone and Space Harrier courtesy of rival Sega. Other titles worth mentioning are Moto-Roader, R-Type, J.J. and Jeff, Ordyne, Neutopia, Deep Blue, and Takin' it to the Hoop (Basketball) and T.V. Sports games from Cihemaware.

GENESIS

Clearly the early leader in the 16-Bit battles, the Sega Genesis has taken a commanding lead with a superb line-up of games and the promise of even greater thrills to come!



TRUXTON - A video shooter of extraordinary intensity. Truxton, based on a little-seen arcade name, has the hottest vertically-scrolling blasting battles ever seen in a home game! Blow the enemy away or reconfigure your ship for even greater power!



Future Genesis releases range from fighter simulators like Air Diver (above), to computer adaptations (Zoom and Sword of Sodan from Discovery, Tongue of the Fatman from Activision) to arcade ports such as Cyberball, Atomic Robo-Kid, Gain Ground, and all the Sega rars.

GAMEBOY

The Nintendo GameBoy has been released for several months now, generating only a moderate amount of excitement with its first four titles (really only one - Super Mario Land). GameBoy fans have plenty to look forward to, however, when third-party carts start appearing near Christmas-time. Some of the promising are:



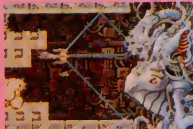
GRADIUS - The classic Konami side-shooter goes portable on the GameBoy! All the features of Gradius, from options that shadow your ship, selectable power-ups, and an alien armada of cannons, fighters, and Bosses that are super-tough, are intact!

Other third-party GameBoy titles include Motocross Maniacs, Hyper Lode Runner, NFL Football, Revenge of the Gator Pinball, Shanghai, Castlevania - The Adventure, Golf, Kwik, SAGA, Karateka, Fist of the North Star, Side Pocket, Lock 'n' Chase, Bases Loaded, Cosmotank, Batman, Popeye, F-1 Racer, Navy Blue, and a number of arcade translations such as Ghost and Goblins and Double Dragon. When more titles appear, the GameBoy will undoubtedly start attracting a larger following.

THE ARCADES

The melting pot for the home video game systems is definitely the arcades, where game ideas are tested with players' quarters.

Some of the best games that we saw at a recent arcade expo in Japan included Gradius 3 (right), a super-charged sequel with new battlefields and first-person fighting modes and R-Type 2 which has better graphics and play!



Pick A Fight



After School



After a hard day at school, have you ever just wanted to go home and break a few heads? Destroy a couple cities? Or just blow up the universe?


Of course you have. And now you can without getting grounded. Plug in one of these smash arcade hits on the incredible Atari® 7800™



system. Each of the games are specifically enhanced with graphics and depth of game play that'll blow you away. And sound that'll make you wanna scream.

So pick up one. Or all four. And get ready for the fight of your life.

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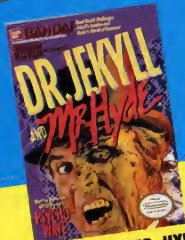
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DR. CHAOS
A HAUNTED HOUSE WITH BLOODTHIRSTY CREATURES AND MONSTERS... MYSTERIOUS ROOMS AND PASSAGEWAYS... HIDDEN WEAPONS... A VIAL OF SECRET STRENGTH. THESE DANGERS STAND IN THE WAY AS MICHAEL GOES TO RESCUE HIS BROTHER. DR. CHAOS, WHO IS TRAPPED BY THE WEIRD RESULTS OF A SCIENTIFIC EXPERIMENT GONE AWRY!
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PUT TOGETHER A SWIFT TEAM OF A ASSHOLE THEIR IDENTITIES, STRENGTH, WEAPONS AND MAGIC... CONQUER THE EVIL, DEVIOUS FORESTS, MOUNTAINS & DANGEROUS OCEANS. YOUR TEAM MUST DESTROY MONSTERS, ATAIN GOLD, AND EXPLORE DANGEROUS DISCOVER THE HIDDEN PLACE OF DEVIOUS. 3 INDIVIDUAL GAMES CAN BE PLAYED SIMULTANEOUSLY WITH EACH SCORED SEPARATELY.
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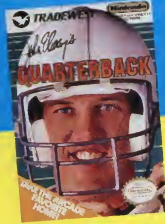
HYDRIDE
EVIL BORALIS HAS KILLED THE KING AND CAST A MAGIC SPELL TO TURN PRINCESS ANN INTO 3 FAIRIES & LET LOOSE A HORDE OF MONSTERS TO DESTROY THE KINGDOM AS THE YOUNG KNIGHT, JIM, YOU SEARCH THROUGH THE Labyrinth TO FIND THE MISSING JEWELS, THE KING'S SWORD & SHIELD & THE SPECIAL CHARMS TO DESTROY THE MONSTERS!
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A LONG TIME AGO, THERE LIVED A LOVELY PRINCESS, MARGARITA. A FRENCH LORD, TRADER OF THE GREEN CASTLE WANTED TO MAKE HER HIS QUEEN... HE SENT HIS CRUEL SLAVES TO CAPTURE HER & SHE WAS IMPRISONED IN ONE OF THE HUNDRED ROOMS. PRINCE BARBARIS WAS WANTED TO SAVE HER TRAVEL THROUGH 100 ROOMS. ONLY ONE PATH LEADS TO PRINCESS MARGARITA.
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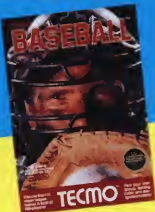
JOHN ELWAY'S QUARTERBACK
THE BLITZ IS COMING LINE OF SCRAMMAGE REALIZATION THAT PUTS YOU IN THE MIDDLE OF THE GAME SEE THE GAME LIKE A QUARTERBACK DOES FROM THE LINE OF SCRAMMAGE. CALL THE PLAYS, THROW THE PASSES, RUN THE BALL AND MAKE THE TACKLES. EXCITEMENT OF THE REAL GAME WITHOUT HAVING A 300 LB. EXHAUSTIVE TACKLES IN YOUR FACE.
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A STORY OF BILLY AND MIAMI LEE. BILLY'S GIRLFRIEND IS RENAPHER. THE SEARCH FOR MARIAM IS THE CHALLENGE. FIGHTING THE SAVAGE STREET GANGS, USING WHATEVER WEAPONS COME IN HAND, THROUGH THE SWANK, FACTORIES AND WOODEN OUTSKIRTS OF THE CITY TO REACH HER HERBERT FOR HIS FINAL CONFRONTATION WITH THE SHADOW BOSS!
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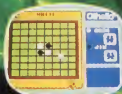


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but it can blow your mind...

Othello

A Minute to Learn...A Lifetime to Master

It's a never-ending challenge, whether you pit your wits against the computer or a friend. In a split second one move can win the game.



Your opponent traps your discs and flips them to his side. Unless you beat him to it. The advantage shifts from Black to White and back before you can say Othello. With four skill levels to boggle your mind, no matter which you play, you'll flip!



Look for Othello
for your Nintendo
Entertainment System.



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NEW HOPE FOR 8-BIT? NEW GENESIS PERIPHERALS!

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**SEGA 8-BIT
MEGA REVIEW:**

GOLDEN AXE



SHINOBI GOES 16-BIT IN:

REVENGE OF SHINOBI



SOLID TITLES GUARANTEE MASTER SYSTEM LIFE THROUGH FIRST HALF OF '90...ARE MORE ON THE WAY?

Despite some questions about future game support for the Master System, Sega and Tonka are poised to introduce some of the best games the 8-Bitter has ever seen early next year. Among these titles are the long anticipated arcade translation of Golden Axe (which will be appearing for the Genesis around the same time) and an all-new RPG adventure based on Ultima IV.

Both of these titles show off just how much the Master System has matured since its debut, with fantastic graphics and game play. Golden Axe (detailed in this issue of Mega Play) contains almost all of the features found in the coin-op and is incredibly challenging.

Ultima IV, on the other hand, is a RPG lover's dream, with a fantastic quest that is contained within an enormous scrolling environment. Four megs of power and a battery back-up round out this great new game.



GOLDEN AXE is the big name arcade effort set to appear in early 1990.



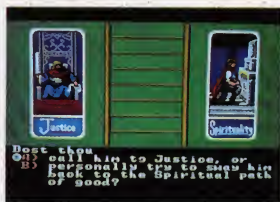
Graphically superb introductions set the tone and starts the quest in Ultima IV



You must constantly maintain your status as you set out to solve the quest



In Ultima IV it is possible to communicate with anyone you encounter



At the Gypsy you reveal you inner feelings to create the character most like you



A menu of different responses can be used to interact with the surroundings



As you travel through the lands of Ultima, you must fight all types of monsters

NEW HOPE FROM EUROPE?

Although things may not look as promising as they have in the past for the Sega Master System, there is another outlet for Sega 8-Bit titles that may one day become the only resource for Master System fans.

In Europe the Master System has eclipsed Nintendo in both sales and popularity, opening up avenues for

softs that were never released over here. Remember Out-Run 3-D? It may not have shown up on our shelves, but in Europe it's one of the hottest new releases! Other cards and carts that are being enjoyed by our friends across the Atlantic include Bank Panic, Pit Pot, and more! Look for more info on these games next issue - boy are we envious!



PSYCHO FOX is just one of several 8-Bit Sega titles that you won't see on these shores!

A BRIGHT FUTURE IN STORE FOR GENESIS GAMES AND PERIPHERALS IN 1990...

More than two dozen Sega Genesis game are now into development and third-party licensees are finally coming aboard to support this flagship 16-Bit console. On this page you'll find the first pix of many Genesis game titles like Truxton, Gain Ground, Phantasy Star 2, and Zoom.

Remember Genesis fans, this is only the beginning - more and more exciting games will be on their way in '90, like a special version of Tongue of the Fatman and Football from Activision, Atomic Robo-Kid, Curse, and Omega Fighter. Other titles rumored to be Genesis-bound include Cyberball, Sword of Sodan, Basketball, Hollo Fighter and several other RPGs.



TRUXTON



Is there a game network and portable unit in Genesis' future?

One of the biggest parts of Sega's PR blitz to tradesters has been the Tele-Genesis modem. This device will make it possible for players to compete head-to-head and maybe even bring a game network, where you can call up and access the Genesis library of games, into existence. Sega, as well as NEC and Nintendo, are doing just that in Japan, where video game communications are all the rage!

Will we see such a Game Net here in the States? Maybe, but it's not in Sega's plans for the near future. It's a great idea, though, and one that warrants further investigation from Sega.



Another hot rumor we've run into concerns a Sega color

hand-held that will work with the Genesis game carts. Just think how fun it would be to take top quality 16-Bit Genesis games with you wherever you go! As we gather more info, we'll be sure to pass it along.



A new Genesis controller?



FACT-FILE:
Manufacturer: Sega
Machine: Master System
Cart Size: 4 Meg
Number of Levels: 7
Theme: Action
Difficulty: Hard
Number of Players: 1
Available: March '90

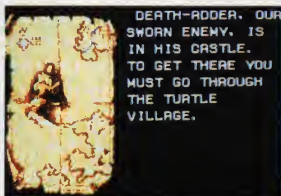


STORY

Hot on the heels of a fantastic run in the arcades, Sega delivers unto us the long-awaited 8-Bit version of Golden Axe!

In the 8-Bit translation of Golden Axe, you assume the role of a brave warrior who boasts extraordinary fighting skills, as well as a keen ability to perform any one of three kinds of magic! (In the arcades you could choose different characters who each had their own magic skills, but this version features only the warrior.)

You must set out to rescue the King and Princess before Death Adder and the forces of evil are allowed to take over! Stop them at all costs!



As you complete each of the game's seven levels, you will see your progress tracked on this ancient map!



Ed Semrad START YOUR ADVENTURE...

You begin play with limited magic, full health, and three lives in reserve. You're allowed to continue up to three times (unless you know the secret!) to return to battle at the same location that you previously occupied. As you move through each level, you'll face off against several opponents at once, and upon defeating them you must proceed to the right where further dangers

await. Each round takes place in a different location with surroundings and environments that change upon completion. Your hero will fight with Death Adder's henchmen through forests, castles, and even in towns riding atop turtles and birds!



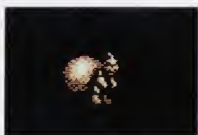
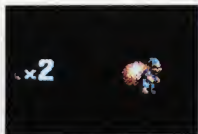
Before the game begins, you must select which form of magic you will be using



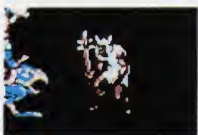
When the Fire Magic reaches its ultimate strength, you can call a dragon

POWER-UP

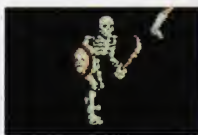
At the conclusion of every level, as well as during the course of your adventures, you will often run into small elves who carry magic and health enhancements. To retrieve these valuable items, you must strike the munchkins to get them to "cough up" the objects. Blue elves give pots that increase your magic meter, while green elves deposit meat for added health. Work fast, however, the elves don't stay long.



BATTLE THE ENEMY TO THE DEATH



Longnoan - Strikes with a spiked club, very common!



Skeleton - Dangerous! Uses sabre and is very tough!



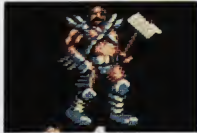
Armored Knight - Has long sword and thick armor!



Henninger - Uses mace, another common enemy!



Lemanaya - Woman with axe! Very aggressive!



Anvil Warrior - Heavy club is main weapon. A Boss!

As you thrust, chop, and wrestle your way past Death Adder's guardians, you will quickly learn that these nasties mean business!

When a crowd of bad guys appears, it is best to work quickly and take out one opponent at a time. Having two thugs on either side of your hero is the worst position to be in, so it may be necessary to quickly alternate attacks between several enemies. Also remember to never get too far away from the Golden Axe creature cast or you may just find a footprint on your face!

DRAGON RIDER

Another character you will encounter sometime during most of the levels are the Dragons. Riding a dragon gives you extra protection from attack and increases your firepower dramatically!



Chicken Tail - This strange creature has a whip tail!



Fireblast Dragon - This dragon sprays fire breath!



Fireball Dragon - This one shoots fireballs at enemies!



Surround your enemies with an atomic blast generated by the Earth magic



Use the Thunder magic to send bolts of lightning down from the heavens

MAGIC AND MIGHT

One of the most valuable weapons you have to aid you in your battles is the powerful magic. After selecting which of the three different types of magic you would like to use, you can then increase your magic abilities by collecting the pots that are dropped by blue elves. Depending on how powerful your magic is, you can inflict tremendous damage!

VERTICAL SCROLL TURNS TO HORIZONTAL HERE

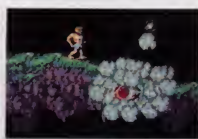


BEGIN LEVEL THREE



CEILING COLLAPSES - HURRY!

LEVEL FOUR BEGIN

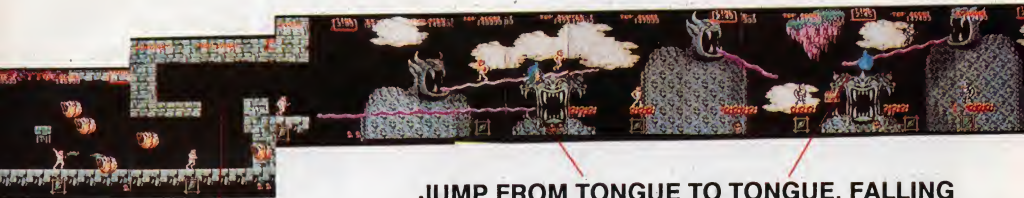


TAKE ON THE LEVEL THREE BOSS - THE DEADLY MISTRAL WIND

When you approach the end of Level Three, you must jump from the tongues of the stone idols. Don't get too close to the idols' mouth or you'll get gobbled up! Don't forget that you'll speed up as the monsters retract their tongues back into their mouths.

When you reach the last plateau, the Mistral Winds will appear. This Boss is comprised of a giant eye surrounded by clouds. Within the eye rages a violent electrical storm. You must repeatedly shoot the eye as it hovers around and below. While it is easy to hit the Winds when they are directly left and right, it is important to hit the Boss as it flies overhead (shooting up) and below (jump and fire down).

When the Mistral Winds become electrically-charged, however, you can't attack the Boss. It is also at this time that the Boss is at its most dangerous state of movement so back away! Resume the battle against the Level Three Boss once it has settled down into its regular patterns. The best weapon is again the dagger, since it fires with the most frequency.



JUMP TO SAFETY QUICKLY!

JUMP FROM TONGUE TO TONGUE, FALLING ON THE MOVING PLATFORMS WHEN NEEDED



THE ADVENTURE CONTINUES...

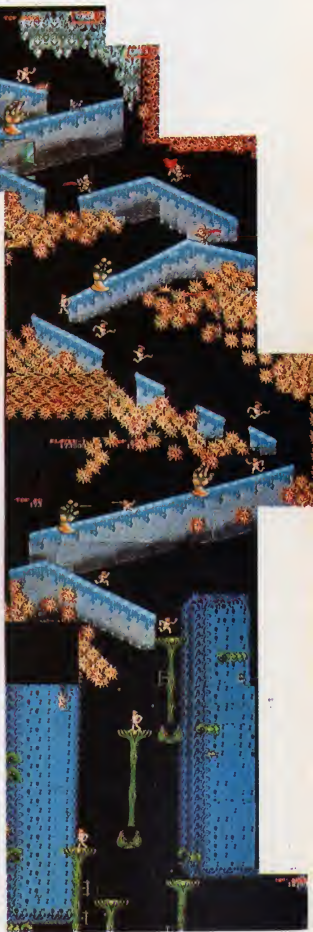
STRATEGIES AND MAPS FOR LEVELS 3,4,5

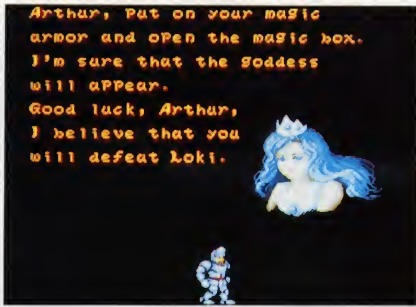


LEVEL FOUR BOSS - THE ROTTEN WORM

The fourth Boss is difficult mainly because of the slinking snake that winds its way around the screen. Besides this attacker, smaller worms appear from the five pulsating hearts in the large worm, work their way up and onto the top of the main Boss, and then head in your direction!

To waste this Boss and proceed to the final level, use the dagger weapon and move to the very edge of the worm's backside. Crouch down and fire into the two left-most hearts. These will be destroyed quickly and with very little effort. If smaller worms approach, simply arise and fire. Move to the right side of the worm (right above the creature's head) and repeat this process on the two hearts to the right. Along the way, pump a couple of shots into the center heart and finish the beast off!





UNCOVERING THE

Ghouls and Ghosts' world (the dagger is a much quicker and effective item). The Psycho Weapon has a very limited length of attack, even when fully powered-up, making it a less than desirable offense.



The Goddess of Battle and the Psycho Weapon that she leaves Arthur.



To defeat the Ghouls and Ghosts and their leader Loki, you must first progress through the game's five levels of action and adventure, gather the necessary information on locating the Psycho Weapon and the Goddess of Battle from Merlin and the Princess, and set out to defeat a more powerful five rounds of monsters.

To obtain the Psycho Weapon, your allies will tell you, you have to open one of the special treasure chests while wearing the Golden Magic Armor.

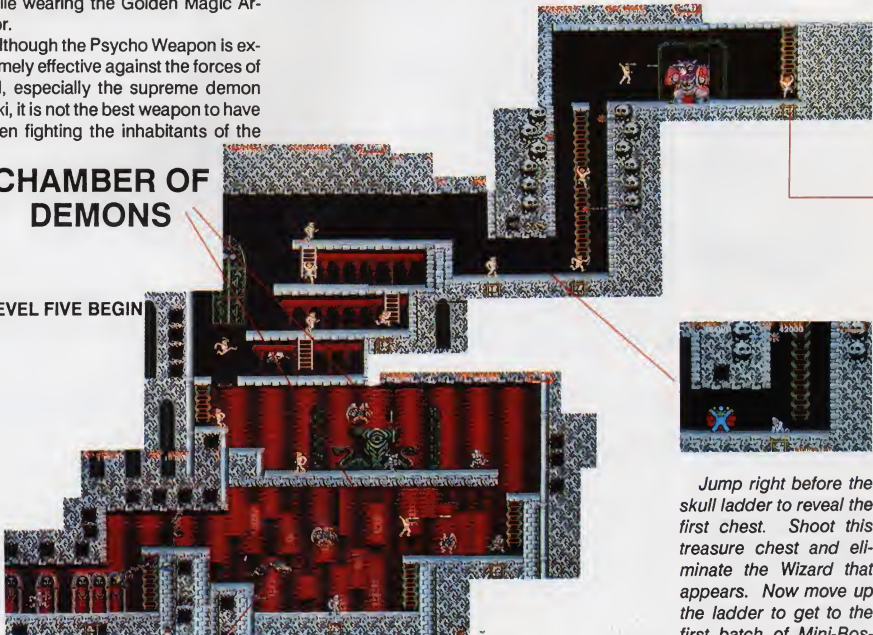
Although the Psycho Weapon is extremely effective against the forces of evil, especially the supreme demon Loki, it is not the best weapon to have when fighting the inhabitants of the

Instead of putting on your magic armor and meeting with the Goddess of Battle right away, wait until the end of your fight to uncover the Goddess and keep the dagger throughout the repeated five game levels.

Use the guide on these pages to uncover the magic armor, locate the Goddess of Battle, and retrieve the Psycho Weapon near the end of level five! Then move onto Loki and the final confrontation...

CHAMBER OF DEMONS

LEVEL FIVE BEGIN



Jump right before the skull ladder to reveal the first chest. Shoot this treasure chest and eliminate the Wizard that appears. Now move up the ladder to get to the first batch of Mini-Bosses.

WATCH OUT FOR DRAGONS!

PRINCESS AND DEFEATING LOKI...



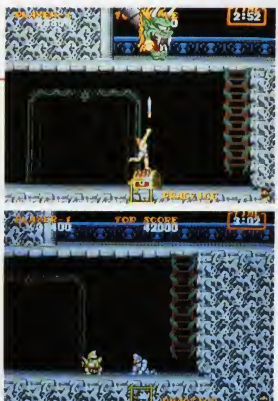
After destroying the two green cyclops heads, move to the right and into the chamber of the twin Lucifers. As you pass the first door in this red chamber, a treasure chest will appear. Do not get it or break the chest at this point. This is the treasure from which the Goddess will appear later in the round.



Move on and destroy the three Mini-Winds. If you are not wearing armor, jump to here and break the chest to reclaim a suit of normal armor.



The Bee Boss forms from smaller (but just as deadly) bees, then splits up again and follows you to reform again.



Attack the left cyclops head from BELOW the cyclops chamber to avoid double attacks. Stand on the chest and fire through the floor above you when the head appears. Once the first cyclops dies, shoot the chest but don't get the Armor left behind.

Once you have defeated the three Mini-Winds and are wearing a suit of armor, retrace your steps through the lair of the Lucifers (again ignoring the treasure chest), and work your way down the chamber of the Cyclops to where the Magic Armor lays resting. Get the Golden Armor and move back up to the red chamber of Lucifers to where the last treasure waits. Break it open and you will reveal the Goddess of Battle. Grab the Psycho Weapon and move towards Loki!



LOKI...THE ULTIMATE EVIL!

Undoubtedly one of the most impressive Bosses to ever show up at your home, Loki is a fiery demon intent on keeping the Ghouls and Ghosts on Earth forever!

As Arthur advances into Loki's chamber, the monster will immediately come to life with his hands outstretched and eyes raging.

Loki attacks by firing laser beams from his hands and spitting bombs

down from his mouth. The laser beams are definitely the more dangerous projectiles since they can be fired from almost any angle and also eliminate portions of the ground. Jump and fire at Loki's head, or jump on his foot or knee and wait for the monster to raise you up to his face. When you are in close proximity to Loki's vulnerable area, fire away and get set for a great ending!





2 PLAYERS COMICAL KUNG-FU ACTION GAME

KUNG-FU

32 stages packed with action and loaded with excitement! The king of comical fighting games is here!



He looks tough! Is there any way to beat this guy?



THE BRAIN



THE GREAT

The King of comical hand to

Jacky and Lee, it's up to you
Castle and rescue Princess
ARCADE HIT "Chinese Hero" is



HEROES



With family
or friends,
it's dual-
play fun!

Take the challenge
with two players,
and there's nothing
to fear!

NES GAME

hand combat games is here!

to break through the Demon's
Min-Min! The exciting
back, powered up for the NES!



The Demon's Castle is full of monsters!
Join forces to wipe them all out!

There's Bonus Stages, hidden treasures,
Warp Zones, and plenty of other exciting
secrets to discover!

Who knows what
wonders and enemies
await you?



The wicked Demon's Army is out to get you! The
evil Kung-Fu Commandos, the Gunmen with
their gigantic bazookas, the magical Medusa
Cats, and lots of other enemies inhabit the eight
Demon's Castles. Punch and kick your way to
the ultimate in two-player excitement!

Look for the legendary treasures that'll
help you defeat the Demon's Army! The
Dragon's scales are hard as steel, so you'll
need the **Legendary Sword!** Watch out
for the **Medusa Beams!** Better
have the **mirror handy!** Gather
all the treasures,
and you'll be an
awesome
Kung-Fu
Hero!

So this is the
legendary sword!



1 TAKE THEM ON WITH THE LEGENDARY SWORD!

You'll need it against the tough Dragon.

2 JUMP UNDERGROUND FOR THE BONUS STAGE!

Punch five E balls and get a 1UPI
If you're playing with two players,
go for a 2UPI

3 BLAST 'EM AWAY WITH BULLETS OF FIRE!

Punch the G ball to get the
Gunball Boom! Even distant
enemies are no problem now!



KUNG-FU HEROES 4

He's the toughest master of Kung-Fu.

Be sure to power-up before
taking on the Bison Commandos!

MIRACLE KICK! 5

It's that huge and horrible monster,
Unigon! Join forces, and you'll
soon have him defeated!

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REALISTIC KUNG-FU ACTION RETURNS!

FLYING DRAGON: The Secret Scroll.

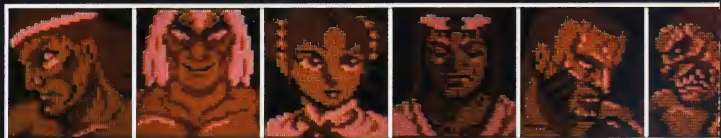
Based on the ARCADE HIT "Shang-Hai Kid", it's the latest in fighting action for the NES!

**AFTER A PROLONGED SILENCE
THE LEGEND RETURNS!
SUPER REAL KUNG-FU GAME**

FLYING DRAGON



You are Ryuhi, a dedicated student of the ancient art of Kung-Fu. But your master has been kidnapped, and with him, the Secret Scrolls, which hold the awesome fighting skills. Now, set out to defeat the evil Tusk Soldiers and regain the scrolls. Your goal: The World Tournament of Contact Sports, where you will seek out the toughest warriors of the world.



You'll meet some of the toughest

ANCE,
RNS!
AME.
TM



our wise
e key to
e Scrolls.
the evil
arkness.



t fighters.



 **CULTURE BRAIN**™

KUNG-FU SO REAL, YOU'LL BE OUT OF BREATH!

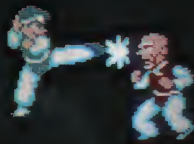
It's the first game to include realistic defensive techniques, letting you thrill to the most authentic kung-fu fighting ever created in a videogame. With an incredible assortment of moves at your command, you'll feel like an expert fighter, thanks to the support of Artificial Intelligence programming. Here are just some of the fantastic moves you'll master.



UPPER DEFENSE



LOWER DEFENSE



CYCLONE KICK



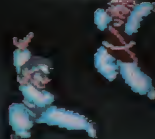
MIDDLE DEFENSE



MIDDLE PUNCH



UPPER KICK



LOWER KICK



UPPER PUNCH



1. MANY SECRETS AWAIT YOU!

Set forth on a journey to regain the Secret Scrolls and the hidden techniques they hold.

2. THE POWER OF JUSTICE

Only by completing the mandara seal can you gain its mystical powers and defeat Dargon, the lord of the Tusk Soldiers.

3. TRAINING SESSION

Start your training at Shorinji, the legendary birthplace of Kung-Fu.

4. DEFEAT THE SOLDIERS FROM DARKNESS

It's Dargon, and he's transformed into a deadly opponent! You'll need the ultimate move, the Hiryu-no-Ken kick, to knock him down!

5. YOU WILL BE A HERO!

Fight your way through the World Tournament of Contact Sports. Victory will be in your hands.

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FACT-FILE:

Manufacturer: Sega
Machine: Genesis
Cart Size: 4 Meg
Number of Levels: 24
Theme: Action
Difficulty: Avg. - Hard
Number of Players: 1
Available: January '90

Martin Alessi

SHINOBI GOES 16-BIT ON THE GENESIS

Out of the darkness there comes a sound of thunder and a flash of light. All you can see is a cloaked figure and eyes filled with the spirit of revenge. It's Shinobi and he's back with a 16-Bit vengeance!

This is the Genesis cart hardcore Sega fans have been waiting for. Revenge of Shinobi keeps most of the

play themes popularized in the original, while adding a few new enhancements that improve the game play dramatically.

Revenge of Shinobi has some of the most impressive graphics ever seen in a home video game. Highly realistic separate scrolling fields of background and foreground animation generate an



Powerful enemies constantly appear!



Look how much Shinobi has improved! This version is even better than the arcades!



POWER-UP

Located within the crates are any one of six different power-ups. Use these to your advantage,

1 UP



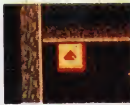
Extra Life

POW



Power-Up

HEART



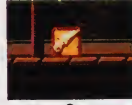
Stamina Restored

DOUBLE STARS



20 Stars

SINGLE STARS



10 Stars

BOMB



Danger! Explosive!



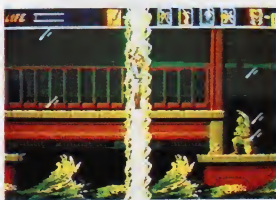
awesome 3-D effect. Accurately detailed enemies and huge animated Bosses add to the excitement (wait until you see the huge fire breathing dinosaur at the end of stage seven and you'll know exactly what we mean)!

The music and sound effects are equally impressive and set the mood for each stage.

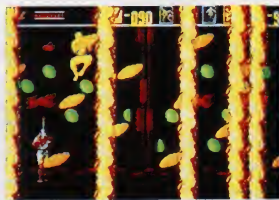
Revenge consists of eight stages each containing three areas, the last one holding the Boss guardian. The Bosses are challenging, but not overly difficult. The biggest challenge is the mind-boggling labyrinth of revolving doors in level 8-2. You must proceed through the correct doors (there are up to 20 in some of the rooms) and move from room to room to escape the maze of dangers.

Revenge of Shinobi is without a doubt one of the best Genesis games to appear so far (if not THE best). It combines the perfect blend of graphics detail, sound quality, and game play to create a video game experience unlike any you have ever seen before!

MASTER NINJA MAGIC...



IKAZUCHI Magic - Become invincible for a short period of time!



KARIJU Magic - Emits powerful columns of fire in all directions!



FUSHIN Magic - Introduces several shadows which increase your attacks!




HIJIN Magic - Shinobi explodes his spirit to damage everything that is hit!

SHINOBI SUPER BOSSES

Some of the most impressive graphics throughout Revenge of Shinobi come at the Boss encounters, where Shinobi must wage war against armored Samurai or thirty foot dinosaurs! It is in these battles that your true martial arts talents are put to the test!

Since the Genesis is capable of handling large characters, animated graphics like these are not as difficult to produce as they would be on a Nintendo. Without a doubt, these are some of the best graphics we've ever seen!



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FACT-FILE:

Manufacturer: Sega
Machine: Genesis
Cart Size: 4 Meg
Number of Levels: 6
Theme: Shooter
Difficulty: Average
Number of Players: 1 or 2
Available: December '89

Steve Harris

BATTLE IN THE FORGOTTEN WORLDS

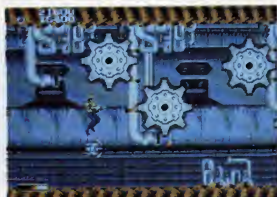
Blasting its way straight from the arcades and onto the Genesis comes the virtual carbon-copy translation of one of the most fierce video firefights ever to hit the screen.

In this one or two-player simultaneous shoot-em-up, you command two of

the meanest super soldiers who are both outfitted with hover suits that let you fly high over land, a primary weapon (laser rifle) and a special drone ship that follows your every move and helps supplement your laser blasts with even more powerful options that range

from a flamethrower, to a particle beam, to an eight-way multi-shot.

You must face a horde of alien opponents that include rival hover troops and other organisms, as well as laser-firing hardware and massive obstacles that must be blown away to pass.



LEVEL ONE - The first stage of battle is set against a destroyed city.



LEVEL TWO - Take on new aliens in the air and over the water.



LEVEL THREE - Blast your way toward the Warlord in dual scroll.



HIDDEN POWER-UP



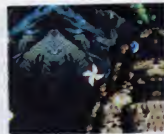
COW = 10,000 ZENNY



POW = MORE HEALTH



BARREL = MORE HEALTH



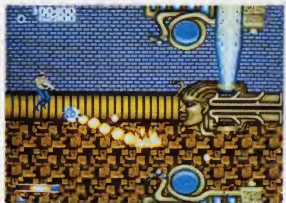
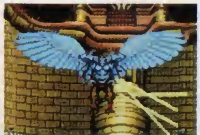
YASHI = ONE CONTINUE

SUPER STUDS!



BLOW AWAY THE BOSSES!

Use your powers against the six Bosses of the Forgotten Worlds! Be prepared, however, because some of these alien nasties will transform into even more powerful foes!



LEVEL FOUR - Enter the Egyptian Worlds and the Lair of Cleopatra.

LEVEL FIVE - The environment turns to snow and forests - can you survive?

LEVEL SIX - The final round changes to a vertical scroll and even more action.

STOP AND SHOP!

As you travel through the Forgotten Worlds, you can stop at the shops that will suddenly appear out of nowhere! In these establishments you can purchase new weapons, armor, continues and information. Later levels of play have even more attractive power-ups so remember to spend your Zenny wisely!



GRAB ZENNY FROM OPPONENTS...



...LOCATE THE SHOP...



...AND VISIT THE SHOPKEEPER!



FACT-FILE:

Manufacturer: Sega
 Machine: Genesis
 Cart Size: 2 Meg
 Number of Levels: 7
 Theme: Shooter
 Difficulty: Easy
 Number of Players: 1 or 2
 Available: December '89

Brian Belanger

BLOW THE SOVIET PINKOS AWAY!

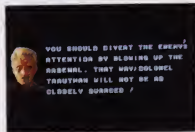
Based on the blast-em-up movie and not the Master System game, Rambo 3 takes you on a mission to rescue your mentor, Colonel Trautman. You must guide the all-powerful John Rambo through a series of missions in order to reach your final objective. The majority of the action is played out from an overhead perspective, although you are challenged with first-person perspective confrontations after certain missions are completed. In these special contests, it's Rambo against powerful tanks and helicopters, with an explosive bow as your weapon.

During the main rounds, Rambo can use any one of three different weapons which can be selected at any time. Of course Rambo also has a limitless supply of ammo for his machine gun which



you'll find yourself using the most. * While the graphics are top-notch, with digitized pictures from the movie setting the stage for your adventure, Rambo 3 is not very long and is not too difficult to complete. This is a good Commando-style shooter, and fans of these types of games should consider it.

THE MISSION...



THE WEAPONS

KNIFE



Kill enemies with the knife to generate arrows and bombs.

BOW

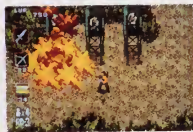


Hold down before you shoot arrows to increase destruction.

BOMB



Incredible power! Lay in front of towers, tanks, and more.



INFILTRATE THE ENEMY AND RESCUE TRAUTMAN!



FACT-FILE:
 Manufacturer: Sega
 Machine: Genesis
 Cart Size: 3 Meg
 Number of Levels: 6
 Theme: Action/Adventure
 Difficulty: Average
 Number of Players: 2
 Available: January '90

Brian Belanger

BECOME A MYSTIC DEFENDER!



Several layers of graphics and animation create exciting scenes like this one!



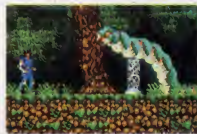
Use the super magic to summon a giant dragon and eliminate all the enemies!

Mystic Defender is just that - mystical! Taking advantage of the Genesis' 16-Bit graphics and sound, this Genesis game is more than just a conventional shoot-em-up or Castlevania spin-off.

Instead of being armed with a MAC-10 machine gun or rocket launchers, the hero of Mystic Defender has the unique ability of focusing energy and directing it towards oncoming opponents.

Using an assortment of spells which can be collected after each Boss is defeated, you must try to clear each area in hopes of finding more spells. On your way you'll encounter giant bouncing heads and spiders that transform into multi-armed attackers! Bosses and sub-Bosses also anticipate your arrival. A variety of terrains also work against you. Fast hands and quick logic are a must to be a Mystic Defender!

BOSS ONE



BOSS TWO



BOSS THREE



PULSE



The beginning weapon, shoots fast or can be stored for a multiple wide shot.

FLAMETHROWER



A very powerful and useful weapon. Must be stored up to use, and extends further.

MULTI-SHOT



Must be stored for effective shot and can't use quickly. Use only on certain enemies.

MEGA PLAY



Tricks of the Trade

**SPECIAL TIPS, PLAYING TECHNIQUES,
STRATEGIES, HIDDEN POWER-UPS,
LEVEL SELECTS, AND CONTINUES...**



BAD DUDES 63 Men Trick

Defeat the bad guys with this super power-up! On controller two, press 'B', 'A', Down, Up, Down, Up. Next, press 'Start' on controller one and you will begin play with a whopping 63 free men! Now anyone can beat the game!



ROBOCOP Special Continue

Normally you have limited continues, but with this trick you can keep on playing after your last restart. When Robocop dies press the 'A', 'B', and 'Select' buttons and then press 'Start' to return to the title screen where the 'Continue' option can be used again.



LEGENDARY AXE Secret Continues

There is a way to get more than three continues on Legendary Axe! After you lose your last man, hold the number one, two, and 'Select' buttons and rapidly press the pad to the left. Each time you press left, another continue will be added to your reserves!

GHOULS AND GHOSTS Level Select

Ghouls and Ghosts is a tough game that requires plenty of video game talent to beat! This is especially true when you consider that you have to play through the entire game twice and locate a special weapon to reach the lair of Loki. But now there is a way to defeat Loki and select any level of play instantly!

During the title screen, wait for the words Ghouls and Ghosts to float down the screen. Press Up, Down, Left, Right and you should hear a short musical melody that sounds like a harp. Now, depending on which of the inputs you enter below, you will start on one of the game levels:

'A'	Level One (Half)
Up and Start	Level Two
Down and Start	Level Three
Left and Start	Level Four
Right and Start	Level Five
Down, Right, Start	Loki

Add 'A' to any of the selections to start in the middle of the level.



SUPER HANG-ON

Ending Code

To max out your money with the raddest mechanic and sponsors prior to the last race, enter this code and let the good times roll:

**6FF3F546F35564
FFOSLPIMFJEDGH**

Now you're up against the vicious road warrior, King Arthur, for a final showdown and the ride of your life!

GYRUSS

Big Bonus for Challenge Round

In GyruSS, when you reach the challenge rounds in between planets, you're shooting skills are tested against 40 alien ships that fly in various patterns. Normally you try to shoot them all for a whopping 20,000 point bonus, but with this trick you can get 30,000 points with little effort!

During the challenge round, shoot the exact number of aliens as your current round number and let the rest fly away. You'll receive 30,000 bonus points - 10,000 more than for all!

BLAZING LAZERS

Special Weapon

We thought that five-way fire was the ultimate limit of the Number One weapon, but with this trick we've discovered an all-new weapon of incredible power!

To receive this super gun, you must collect 50 purple gels without getting any other enhancements or any hits. Once you collect the final gel a special weapon will appear that fires in eight directions simultaneously! Grab it and now your Gunhed fighter is powerful and ready for any battles!



THE LEGENDARY AXE

Defeat the Terrible Jagu

Jagu is one of the toughest Bosses to ever come along. To defeat him easily, however, get two Wings (for a fast axe) and instead of trying to build up power and hit Jagu with large bursts, go rapid-fire and hack away as fast as you can. He'll be gone in no time!



BOMBERMAN

Secret Level

Bomberman has only 50 levels, but now we've found a way to get even higher! Use this code to transport to the 59th level:

BACDIHCLOAFHBDNMOLG

Arnaldo Lay
Darwin, N.T., Australia

BLAZING LAZERS

Secret Continues

Here's any easy way to get a whopping 30 continues on Blazing Lazers! During the title screen, instead of hitting 'Run' to begin play, hold the 'Select' button and then press 'Run'. At the conclusion of regular play, you'll find that you now have 30 continues!

ROLLING THUNDER

Secret Codes

Rolling Thunder is a very challenging game, but it is also a very good game that keeps you coming back again and again. Some of you, however, may get a bit frustrated on certain levels so we've come up with all of the special codes that you need to overcome any level and win!

Story	Level	Code
1	1	7567651
1	2	4023399
1	3	6426099
1	4	3009912
1	5	1450064
2	6	8511502
2	7	6609809
2	8	6127306
2	9	3495242
2	10	6765136
3	1	6692956
3	2	4516110
3	3	6396857
3	4	4249741
3	5	6916079
4	6	7236972
4	7	8774494
4	8	2205789
4	9	6252184
4	10	6983701

Once you get through the first four stories in Rolling Thunder you get an exciting ending! But what's this, another game?? Let's play again...

HIGH SCORE-10020340
YOUR SCORE-10020340

CONTINUE 30
GAME OVER

BANDAI

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Nintendo ENTERTAINMENT SYSTEM

"EXCELLENT!"

BANDAI GOLF

Challenge Pebble Beach



MONSTER PARTY



SHOOTING RANGE



DR. JEKYLL

AND MR. HYDE



STREET COP



WILD BOYS



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GALAGA '90

Secret Power-Up Options

Unknown to most, there are special power-up capsules that award extra firepower, triple fire ships, extra speed and more! Normally, you'll never see these weapon boosters, but if you hold the 'A' button while you press 'Start', a red capsule will appear during the ship select screen that's normally blue. That let's you know that the trick is activated. (Tip: Select single fire, the first pod gives you the triple ship!)

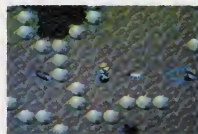


CHINA WARRIOR

To start your quest on the second act (one game finished), hold the Pad Up while pressing the 'Select'. One, and two buttons. You can continue by doing the same maneuver but press Down on the pad instead of Up.



You can change your character, starting round, and the enemy by resetting the game (hold 'Run' and 'Select'), let go of 'Run' during the title screen and press Up once. Next, release 'Select' and push Up, Up, Up, Right, Right, Right, Right, Right, Right, Down Down, and then Left twice.



DUNGEON EXPLORER

Trick Code

Enter the password "DEB-DEDEBDA" during the entry sequence. The game will tell you that it is an incorrect code. After picking the members you want to play, hold down the Run button while you press the One



button. You will then have a very strong character with full status.

With this code you can also walk right over water, enemies, and other obstacles. Other strange things happen so keep your eyes open and explore the surroundings!

WONDERBOY IN MONSTERLAND

Level Select

Press button One twice, then button Two twice, and then hold them both down during the screen showing the round and area numbers. Pick a level by moving your controller Up, Down, Left, or Right.

Jean-Pierre Hachey
New Brunswick, Canada

TENGEN TETRIS

Level Select/Piece Removal

To initiate the level select in Tengen's excellent version of Tetris, you must first press 'Start' to pause the game, and then press Up, Down, Up, Down, Left, Right, 'B', 'B', and then press the 'A' button to choose any level of play up to seventeen!

We've all played Tetris and made a mistake that proved to be costly, and this second Tetris trick lets you correct your errors before they cost you the game.

First press 'Start' to pause play, and then press the pad Left, Down, Right, Up, Left, Down, Right, followed by 'B' and then 'A'. The piece will appear again at the top of the screen where it was before you goofed! There's only one catch - you can use this super trick only once per game!

LAST BATTLE

Game Continue

At the end of play, press and hold the 'A', 'B', and 'C' buttons simultaneously while pressing 'Start' four times. If you reached a higher level, you will be able to select up to that chapter.



Enjoy
Hudson

BE THERE! With the Magic of Sound.



BE THERE! Feel like part of the action with Hudson's New **Personal Stereo Controller** and the magic of sound effects.

Just put on the stereo earphones. And get ready. Sound shifts rapidly from ear to ear, while video images race across the screen. It's fun and intense - almost real - as the excitement swirls around you.

The joycard also comes equipped with volume control. Plus, a rapid-fire setting of up to 15 shots per second - for when you need maximum power.

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DRAGON SPIRIT

Screen Size Change

Have you ever noticed that many of your favorite home games look different than they did in the arcades. This is because the screens in the arcade are vertical, and your home television screen is horizontal, giving it a



wider look. Now you can change Dragon Spirit into original arcade mode by resetting the game 57 times. Continually press the 'Run' and 'Select' buttons and the screen will become narrow like the coin-op!



GAMEBOY SHANGHAI

Special Codes

During the code entry screen, you can input passwords which will display the staff, turn the tiles upside down, and more!



PRODUCER

SATORU IWATA



Try entering codes like 'STF', 'REV', and 'MAN' to change the game even more

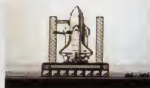
GAMEBOY TETRIS

Secret Rockets

If you are a very talented Tetris player, you can make very special things happen in both the 'A' and 'B' type games.

In game type 'A', if you score 100,000 points, you are

CONGRATULATIONS!



treated to a small rocket launching off into the stars. If you rack up 200,000 or more points, you get a large one.

In the type 'B' game, if you complete level 9, you get Russian dancers filling the screen. If you complete level 9 with the High at 5, you get to see the space shuttle take off!



BLAZING LAZERS

Difficulty Adjustment

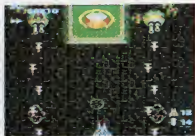
You can now play even more difficult versions of Blazing Lasers once you have defeated the first! All you have to do is hold down the 'Select' button and repeatedly press the 'A' and 'B' buttons alternately. A mode select screen will appear that will allow you to choose between the difficulty settings shown below. You must repeat this maneuver for each new difficulty option to be activated. Try beating God of Game-it's almost impossible!

NORMAL DOG

HARD HUMAN

SUPER MANIA

GOD OF GAME



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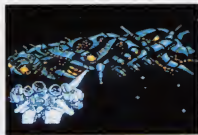
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BLAZING LAZERS

Super Debug Mode and Options



During the title screen, hold the 'Select' button and quickly toggle the pad right and left until the Sound Test is activated.



Press Button One, then Button Two, and then push the 'Select' button 21 times. The Gunhed ship should appear. Make sure your Turbo-Switches are down.



Move the sound test to any effect between 0 and 9 and hit the 'Run' button. You will begin on that level! Area 0 is a special secret round not found in the game.

EXTRA MEN, BOMBS, AND INSTANT CONTINUE...

Before hitting the 'Run' button to begin play, hold down the Number One button. You'll start play with ten fighters and ten bombs. For the first ten fighters, the game will restart at the same point you died and will not return you to an earlier point in the round. This trick can be used in conjunction with the others on this page and on any beginning level.



You can also choose to fight only the Bosses by picking a number between 00 and 0C (except 07) and then hitting 'Run' while holding 'Select'



You can activate invincibility by inputting 'AD' into the sound test and hitting 'Run'. If the command fails, try it again. Things will move slow, reset to return them to normal speed with no-kill on.

Try combining several of these commands to get super high scores and plenty of bonus men. Use the ten men/bomb trick and use the Boss select '0A' to start on the last Boss. Defeat this Boss for a 10,000,000 point bonus (and 50 free ships). Play then begins on round one!

DRAGON SPIRIT

Secret Continue

Now you can continue up to three times on Dragon Spirit. This is sure to help you through the game!

During the title screen, press the Number One and Number Two buttons at the same time. You will hear a short 'ping' to let you know that the continue is activated. After your last dragon, you can press 'Run' to resume play.

SUPER MARIO LAND

Continue/Level Select

The continue in Super Mario Land is identical to the one in Super Mario Bros.: simply hold down the 'A' button before pressing 'Start'.

To select any level of play in Super Mario Land you must first beat the game and rescue the Princess twice. A screen selector will appear next to the start prompt to let you know it worked.



GAMEBOY TETRIS

Mess-Up Screen

When playing the type 'B' game on level 9, there is a way to end the game with one line left and mess with the screen.

Wait until you only have one line left to fill. At the very moment that you drop a game to fill that last line and win the game, hit 'Start' to bring up the pause screen. The ending will appear over it and look very weird!



CHILD'S PLAY.





POWER

The Power Glove™. You plug it in like any joystick. But the similarity stops there. Because now you don't just guide the action. You're in the action.

As soon as you put on the Power Glove, its 3-D sensors track the position of your hand in space. You enter the program code. Calibrate the glove. Center it. And

feel the mechanical moves of a joystick give way to free-flowing, instant response. You actually knock out Mike Tyson. Grab the steering wheel of Rad Racer: Bank and fire your P-38 in 1943™ The Battle of Midway. All simply by moving your hand.

The Power Glove has a unique programmable keypad that gives the best



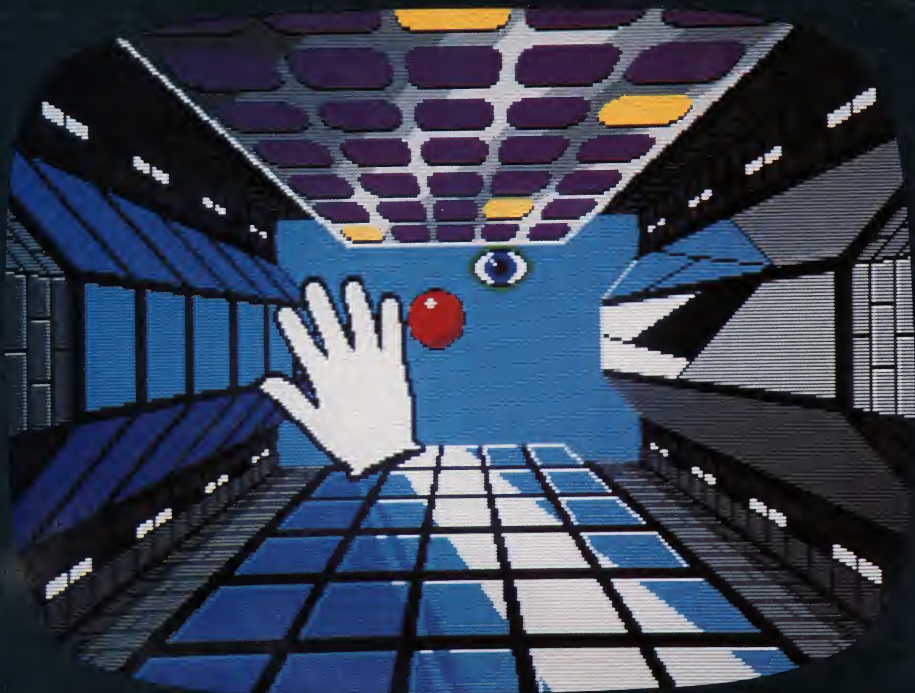
PLAY.

NES™ players moves they've never had before—and never will have with a joystick. Twist your wrist for an immediate head butt in Double Dragon. Bend a finger for “Thrash Mode” —your character turns and shoots in all possible directions. Bend another for “One-Shot

Turnaround”: you automatically change direction and fire faster than you ever could with a joystick.

With new moves at your disposal, it makes your joystick games especially vertical scroll games, new. Different. More exciting. And that's only the beginning.





FUTURE PLAY.

With games specifically designed for the Power Glove, you'll be blown into another dimension: the third dimension.

In the '80's, all video game play occurred in two dimensions: up, down; left, right. Starting in the summer of 1990, software designed for the Power Glove adds the third dimension—depth—so that you're playing in a "virtual reality." It's the future of video games. Years

ahead of schedule. Look at Super Glove Ball. The hand on the screen is your hand. Its thumb and fingers move instantly, exactly as you command. You strike the ball. Catch it. Throw it. And experience NES™ like never before.

So put on the Power Glove and put on the power of the future.

The Power Glove. Everything else is a child's play.



POWER GLOVE™

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Look for the
 Power Glove in the
 Universal film
THE WIZARD.

Turbo DRAGON SPIRIT

Special Sound Test

Dragon Spirit has great music, and with this trick you can listen to it just like a CD!

When the title screen is displayed, hit the pad in the following order: Left, Right, Down, Up, Select, and Left. A music selection screen will appear across the screen!

Why not plug your AV Booster onto your Turbo, listen to the music in stereo, and create your own album?

Turbo FANTASY ZONE

Invincibility

Some of you may be disappointed that the Sega Fantasy Zone tricks don't work, but this makes up for it!

Now you can run through the enemies and can't be killed! Press 'Run' to pause, and then press button one once, button two twice, Up three times, Down four times, Right five times, and Left six times. If you hear a short 'ping', you know you're invincible and you can un-pause to play. You must perform this technique on each new round.

ROLLING THUNDER

Secret Trick for Five Continues

Normally, Rolling Thunder gives you three continues built-in, but even the most proficient players will probably still find the game to be quite challenging. With this tip, you can now restart from the same level up to five times!

During the title screen, hold Up and 'B' on controller one and Up and 'A' on controller two. Then press 'Start' on controller one! Now when you lose your last life you can continue up to five times! Very useful!



ROLLING THUNDER

Shoot Behind

Rolling Thunder is made difficult in because our hero can't turn around while he's kneeling. Or can he? Remain crouched down and press the pad in the opposite direction that you are facing. Hit the fire button twice and you will magically turn around!



BLAZING LAZERS

Avoid Boss Number One

Now you can get more than 16 bombs as well as plenty of free ships. When you confront the last Boss, avoid his shots and movements until he reforms and exits the screen. You'll receive a big bonus! This is difficult so you may want to use the Debug Mode to start with 10 men and 10 bombs.



SUPER MARIO LAND

Hidden Platforms

There are several areas in Super Mario Land filled with items that are impossible to reach. Now you can get to them! On level 2-2, for example, it appears that the lower level is unattainable, but you can actually jump on an invisible platform! Run on to greater riches!

TOMMY LASORDA BASEBALL

Secret Codes

One of Tommy LaSorda Baseball's most enchanting features is the league play that is constantly progressing as you play the game. Now a top secret agent has uncovered some of the most powerful codes that will even take you clear up to the World Series! Can you become the world champions? You play Oakland:

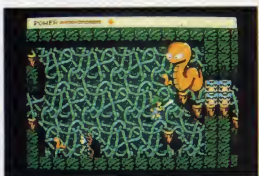
Game

Code

Seattle (2-0)	URI0PQLHNM0GPMIOGEMAU
California (5-0)	RYMSSSQPKPRPHQIR0E9K
Texas (8-0)	URWQWVYSTOSUSIQUIGEkA
Chicago (11-0)	VSVUaZVSVSWVKRSKYHEMA
Kansas City (14-0)	QNNRZXYUTRSQUHOPHWCEUA
Minnesota (17-0)	URQYfagohZXYb0TUND6kEA
Seattle (19-0)	OLNUeaeYXURQXINQIZAEUA
California (21-0)	OLPXdabwWSQZJOSkBAEYA
Texas (23-0)	QNSbhghoeaYTLRYMfCErM
Chicago (25-0)	RORekjkggYUgNSXNIDEWA
Kansas City (27-0)	ROOFmlhIFVYPSYNDkEA
Minnesota (29-0)	QNMfmnjigXJUPRZNICEYA
Playoffs	
(VS. Detroit)	OLDoklmhFVSYNQYLkAEMA
World Series	
(VS. San Fran)	TQcipqrnmkXnSVdQuFEAE

After entering the code you'll be warped to any of the levels you select! Get the show on the road, step into the batter's box, and let the game begin!

Michael Graben
Foster City, California



GOLVELLIUS

Ending Code

This code takes you straight to the top! You start out with all the Bosses dead except for Golvellius himself. You also start out with seven crystals, legendary sword, Arusazu's Shield, 18 Life Potions, Maximum Bibles, Ring of Invincibility, Mirror, Ascent Boots, 1 Purple Mea, and Ramurasu's Pendant. This super password is:

**W4KQ AH85 LDSX KNGF
Q5N7 2K3L 7TSE QKQL**

Glen Elliott
Williamstown, NJ

AIR FORTRESS

Code to Eighth Fortress

To battle past the earlier attacking waves of alien gunships and marauding invaders, simply input this code to warp directly to the eighth fortress in the game:

SUGA

Ron Eisele
Clutier, IA

LEGACY OF THE WIZARD

Special Trick

When the title screen appears, hold right, up and the 'A' and 'B' buttons on controller two. On controller one, at the same time, hold left, down, and 'Select'. Then push 'Start' on controller one. If you hear a tone, that means the trick works.

Music Lesson - When the family is seated at the table, move the cursor to the painting to change music.

Free Armor - Choose Roas and go to the shop in the tree near home. Buy the crystal - it says you don't have the money but you'll get it anyway.

Bonus Players - After getting the armor, go to the house and select Roas (the son) and armor. Stand outside with the armor on and run out of magic. Go back into the house. This is where you can enter a password if you have it (see EGM #2, page 54). When your character's life goes down to nothing, it will refill three times.

Will Austin
Spanaway, WA



BUGS BUNNY

Ending Code

To zip through the game Bugs Bunny without stopping for carrot breaks, use these sure-fire codes:

Stage 20 ZTPZ
Stage 40 TX9W
Stage 60 YTKX
(Final Stage)

Cindy and Tim Taylor
Spokane, WA

FAXANADU

Secret Code

To advance to the last board before the ending of the game with plenty of power-up enhancements and other items, try using this special code:

q8f?cn?,SwSYzGYLhqSthCEA

Cindy and Tim Taylor
Spokane, WA

MONSTER PARTY

Last Level Code

Forget about fighting your way through monsters and mayhem, try inputting this super code instead! This will take you past all of the creature in the previous levels and set you up for the fight of your life!

DTVgs. INT

Cindy and Tim Taylor
Spokane, WA

ROGER RABBIT

Special Code

To start out Roger's adventures with everything but the gun and hole, punch in the following code:

LLHHHHHH-ODHHOH-HHHHHHGZ

Keith Justice
Welcher, WV

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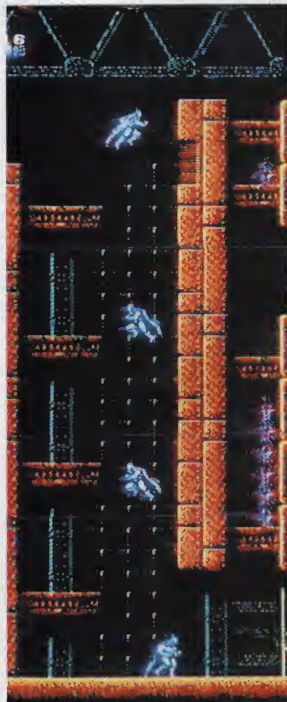


FACT-FILE:

Manufacturer: Sunsoft
Machine: NES
Cart Size: 2 Meg
Number of Levels: 5
Theme: Action/Adventure
Difficulty: Hard
Number of Players: 1
Available: March '90

The Annihilator

THE DARK KNIGHT™ WAGES WAR ON THE JOKER™ IN BATMAN™..THE VIDEO GAME!



All through the summer, one film constantly packed theatres with movie fans of all ages who thrilled to heroes and villains, ugly thugs and pretty girls, and a title character who guaranteed plenty of action and adventure!

We're not talking about Indiana Jones or Ghostbusters either. The summer movie that brought new meaning to the words action and hysteria was none other than **BATMAN**. This blockbuster movie, which undoubtedly will go down in history as one of the most successful films of all time, brought together the perfect blend of all-star names (Nicholson, Keaton, Bassinger), top notch visual effects, perfect cinematography, a fab soundtrack, and most important of all, a dynamite story that brought the comic book **Caped Crusader** to life!



TM & © 1989 DC Comics Inc.



Now Sunsoft, always a leader in Nintendo softs, has unveiled the video game version of this soon-to-be classic motion picture. And, unlike some movies that become games, Sunsoft has successfully captured the spirit of the film while creating a gaming experience that is truly outstanding.

THE GAME

The video game version of Batman encompasses five different levels of play, including some familiar sights like the Axis chemical plant and the giant Bell Tower. Each level is broken up into separate parts that include one to three rounds of action against the Joker's compatriots and a final round against a more powerful Boss attacker.



The game play itself might remind you of Castlevania or other similar types of action/adventure contests where your hero occupies a central position on the screen at all times.

Besides fighting your way through the game's graphically detailed rounds, you can also perform a very helpful maneuver that seems a lot like the wall climb out of Ninja GaiDen. Skillfully jumping and pressing the button at the right time, makes Batman climb up walls and through passages, jumping from one wall to another as he progresses up or around screen objects.

Colorful intermissions are also played between levels and capture some of the exciting scenes from the movie, like the explosive entry of THE BATMOBILE™ into Axis Chemical, and the high-speed flight of THE BATWING™ over GOTHAM CITY™. Some of the still pictures (which are displayed with text) look like they popped right out of the movie and into the cart!



STOP THE JOKER!



When you reach the end of the fifth level, you'll come face to face with the Joker himself. The Joker isn't kidding around either! When you confront the master criminal of Gotham in the Bell Tower he'll brandish a looooooonng pistol with incredible destructive power! Help Batman exact revenge on the murderer of his parents and clean up Gotham City!



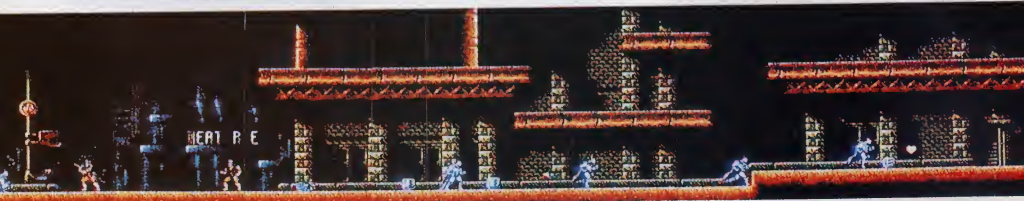
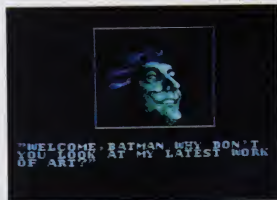
THE WEAPONS

Besides boasting some fantastic punching and kicking skills, Batman can also acquire different power-up weapons as he progresses to his final battle against the Joker. These weapons play an important role in later levels of play, and can be collected to insure proper stockpiles when more difficult situations arise.

Among the devices that Batman can pick up during his journey are a missile that fires straight ahead and explodes

with great force at any target it hits. Batman will also discover a Batarang™ that flies out and slowly arcs back into his possession, inflicting damage on anything it hits along the way. Other special power-ups are also sure to turn up during Batman's battles.

Batman is one of the most exciting games we've previewed in recent months. With the possible exception of some stiff competition set to come from Acclaim's Double Dragon 2, Batman...the Video Game looks to be the best NES cart planned for release soon.





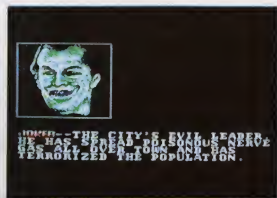
BATMAN

The ultimate crusader of justice in Gotham City, Batman has incredible fighting skills and a score to settle with his arch-nemesis, the Joker.



VICKI VALE™

This beautiful reporter is Batman's love interest and the object of the Joker's affection. Can Batman save her and Gotham City?



THE JOKER

The most vile villain Gotham City has known and the killer of Bruce Wayne's parents. Can he and his henchmen stop Batman?

LEVEL ONE

Batman begins his adventure on the streets of Gotham. This is your chance to master the different techniques in the game.



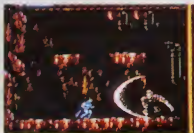
LEVEL TWO

Batman uses the Batmobile to blow his way into Axis Chemical! Watch out for the toxic pools and drains as well as the electrical conduits.



LEVEL THREE

Continue your journey through the sewers of Axis, avoiding the Joker's helpers. You must battle your way through a rock-like structure to reach the Boss.



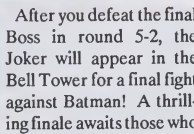
LEVEL FOUR

Leap over flaming pits and defeat the monstrous thugs out to stop Batman in Level Four. Batman is almost there!



LEVEL FIVE

Take the Batwing to the Bell Tower! You must now move Batman to the top of the Tower to take on a final Boss and then the Joker himself!



After you defeat the final Boss in round 5-2, the Joker will appear in the Bell Tower for a final fight against Batman! A thrilling finale awaits those who are skillful enough to overcome the Joker's fiendish plans and restore order to Gotham City.

CAN BATMAN STOP THE JOKER?!!

TURBO CHAMP

David White

NEC LOOKS TO CD-ROM AND MORE IN '90

The Turbo is out, and games are slowly starting to appear for the American version of the P.C. Engine. While 1989 may have witnessed the introduction of NEC's new game machine, 1990 promises to hold some special surprises of its own!

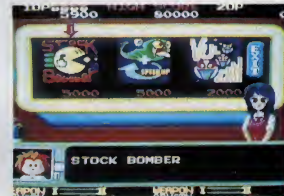
First of all, NEC is doing a fair job of making good on the pledge to bring more games out for their new pseudo-16-Bitter. Nearly a dozen games have shipped so far, and a steady stream of two to six additional titles should be hitting the streets every month from now on. NEC has initially concentrated on licensing some of the best P.C. Engine titles for play on the American machines, and the net result of these efforts is a solid library of games that will soon include several pieces from Namco (Galaga '90, Dragon Spirit, Ordnyne), and other top arcade hits like R-Type and Side Arms (from NEC's first third-party publisher, Radiant Software).



Ordnyne, a masterful 4-meg game with a definite cartoon-like quality provides a new twist on the standard shoot-em-up theme. This game comes with power-up shops, gambling houses, and enough on-screen activity to keep even the pros busy!

NEC is also going to introduce several original softs that have all of the charm, good looks, and playability of favorites like Super Mario Bros. Bonk's Adventure (a caveman bashes heads with stone age types) and J.J. and Jeff (Ken and Kato Chan with spray cans instead of farting), are two ex-

NEC will also be pushing their CD-ROM technology more



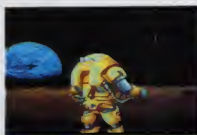
decade passes. They currently have quite a few products under development here in the U.S. that take advantage of the abilities of the CD-ROM. These newer CD-ROMs, we're promised, will hold more unique thrills than the common Turbo cards just can't deliver (music, digitization, etc.).



Space Harrier and other Sega titles like Fantasy Zone are coming soon!



CD-ROM games are likely to be a focus for the Turbo into the '90s. Monster Lair is one of the most recent releases.



One of the most unusual of all the upcoming Turbo releases is Military Madness, a graphic strategy game.



Where
the system
gets its
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TurboBooster™ Audio-Video Enhancer
Working with your stereo TV or mono TV and stereo audio equipment, TurboBooster's special pre-amp function gives your game full stereo sound and sharper, clearer graphics through direct video input.

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Brings CD sound and an even higher level of gameplay to the TurboGrafx-16 system—with more characters, more levels, and more challenge. Also plays regular audio and the new CD graphics (CD + G) discs.

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Now up to five friends can play specially selected games at once. Compete in head-to-head action or work together towards victory.

tons of Arcade-Quality Games.
Packed with high-energy action, our TurboChip™ game cards bring you some of the best arcade-quality titles around. Adventure games like *The Legendary Axe™*.

Action games like *Vigilante™* and *China Warrior™*. Racing games like hard-driving *Victory Run™*. And, when you're ready, you can even expand your system to play

TurboGrafx-16 games, for even more excitement—with more characters and levels, real voices, CD music, animation, and more.

The TurboGrafx-16 system has many high-energy components and accessories that not only let you enjoy an amazing level of excitement now, but also let you expand your system in the future.

TurboTap™ Controller
Specially designed to help you control the amazing energy of the TurboGrafx-16 system, it's precise and fast, with three levels of "turbo" fire.

TurboStick™ High-Performance Controller
Lets you aim better and move quicker than you thought possible! Variable speed "turbo" fire gives you high-energy action—up to 16 shots per second. Or you can go into slow motion!

TurboGrafx™-16 Entertainment SuperSystem

The heart of the incredible TurboGrafx-16 system. With a custom 16-bit graphics processor that delivers an amazing 512 colors, a CPU that's four times faster and six stereo sound generators.



The higher energy video game system.

CHINA WARRIOR

FACT-FILE:

Manufacturer: NEC
Machine: TurboGrafx-16
Cart Size: 2 Meg
Number of Levels: 12
Theme: Action
Difficulty: Easy
Number of Players: 1
Available: Now

Steve Harris

BECOME THE CHINA WARRIOR

China Warrior, known as Drunken Master in Japan, was one of the first games available for the P.C. Engine when it was released in 1987. It is now one of the first games available for the American TurboGrafx-16, and despite its age it remains a graphically detailed game.

You become the China Warrior, out to rid your land of the evil martial arts masters who have seized control of your towns, temples, and villages. Using your karate skills, you must guide

the China Warrior past 11 Bosses to reach the ultimate adversary, the Drunken Master, at the end of the fourth level of play. Along the way you'll come up against killer monks, flying arrows, stones, and axes, not to mention hazards, such as bouncing boulders and attacking birds.

While the graphics clarity of China Warrior is good, with some stunning backgrounds and very large characters, the game stumbles in the very important area of game play.

In some respects, the very large graphics that are the highlight of this card create the problems in game play. When game characters are this large, the field of interaction between the hero and his adversaries is severely limited. There's not as much room to maneuver or plan a method of defending yourself in some areas. The only way to truly defend yourself is to kick the guts out of whatever comes along. The net result is a game that's long on looks but repetitive and short on play value.



This is a common enemy you'll face



Use punches to deflect flying hazards



Time your attack for bonus points



POWER - UP...

During the course of your battles, you'll encounter floating pots which can be kicked open, and specific opponents that can be eliminated, to expose health power-ups. Some are high so jump to retrieve them!



SUPER - PUNCH

When you are fighting the Boss characters you will sometimes find your hero attacking with a special punch technique of incredible speed or power. Stand in the center of the board and press the pad while you punch.



BOSS WARRIORS

CAN YOU FACE THESE 12 SUPER - ENEMIES?



LEVEL ONE - BOSS ONE:
Kick continuously to the head to push the military skinhead to the right. If he blocks one of your blows, repeat the process



LEVEL ONE - BOSS TWO:
Quickly run in close to the second Boss, deliver a punch to the head, and retreat. Repeat this process. Don't hesitate.



LEVEL ONE - BOSS THREE:
The last skinhead can be eliminated much like the first, only use punches instead of kicks.



LEVEL TWO - BOSS ONE:
Aggressively move to the right to push the vicious ballerina back while punching her head. Finish her off with this method.



LEVEL TWO - BOSS TWO:
Quickly walk up to the Dark Master and punch him in the head. Retreat to the left and return. Watch out for his kicks.



LEVEL TWO - BOSS THREE:
Repeat the techniques used on the first Level Two Boss to get rid of the Red Lady. Don't hesitate or she'll spin quickly.



LEVEL THREE - BOSS ONE:
Use the same punch and retreat technique to take out the Evil Master. If the Master kicks, jump and punch.



LEVEL THREE - BOSS TWO:
The same punch and retreat attack is used here, but look out once he connects with a kick. He'll rain a flurry of attacks!



LEVEL THREE - BOSS THREE:
The Purple Master can be defeated with the familiar punch and retreat attack method.



LEVEL FOUR - BOSS ONE:
Let the Grey Master deliver his kick before moving in, punching, retreating, and repeating the process.



LEVEL FOUR - BOSS TWO:
Take out the Blonde Master by advancing, punching, stepping forward a bit, and punching again. Be precise.



LEVEL FOUR - BOSS THREE:
The Drunken Master is quick with attacks and drinks to revive his strength. Move and attack to wear him down.

GALAGA '90

FACT-FILE:

Manufacturer: NEC
Machine: TurboGrafx-16
Cart Size: 2 Meg
Number of Levels: 32
Theme: Shooter
Difficulty: Easy-Average
Number of Players: 1
Available: Now

Steve Harris

BATTLE GALAGA INVADERS INTO 1990

Those crafty Galaga aliens are back once again, but now they're better and badder than ever before. In this updated version of the all-time arcade classic (originally titled Galaga '88 in coin-op form) you must face an even more powerful alien armada with a new cast of creatures who's only mission is to blow you away!

Besides boasting a flashy new look and plenty of reved-up 16-Bit music and sounds, Galaga '90 features a multi-dimensional environment that leads to an exciting conclusion against the Galaga's Mega-Boss.

All of the standard Galaga play mechanics are present, ranging from the ability to "capture" your fighter and liberate it for double and triple firepower, to swarms of alien insects that join to form huge convoys at the top of the screen. Your destructive capabilities are unrivaled in this version, with plenty of insectoid nasties present.

Galaga '90 introduces original elements as well, with warp capsules that can be retrieved to send you into new and higher dimensions of

play. By destroying certain aliens (especially those that join to form larger and more aggressive attack craft) and the capsule containers that line the bottom-half of the screen after level four, you will release blue warp capsules. If you successfully collect two of the devices during any one zone, you'll break through the dimensions of space, receive a hefty bonus and move up to a higher level of attack. Conquering the Galaga can only be accomplished by traversing space and time and reaching the highest dimension at the end of the last battle zone.



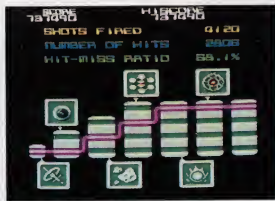
Get in Boss Galaga's beam and rescue your fighter for enhanced firing abilities - but now you're a bigger target!



Grab the warp capsules...



Look at the incredible backgrounds!



Plot your journey on the map screen.



...to blast through dimensions

HERE COME THE GALAGA MEGA-BOSSSES...



Once you have conquered the third zone, you will come up against one of Mother Galaga's three Mega-Bosses. A different Boss will appear for each of the three dimensional plateaus that are present after the third zone is finished.

The Mega-Bosses are different from the normal Galaga invaders in many ways. First of all, they can't be destroyed, but they can be repelled. Secondly, they not only fire laser bullets at your position, they also spawn hordes of smaller Galaga ships. The mother Galaga, who is encountered after the final round, is the most aggressive of all the Mega-Bosses and is the only super ship that can be destroyed.

POWER-UP CAPSULES...

Use the secret power-up technique mentioned in this issue's Tricks of the Trade to access these special power-up capsules...



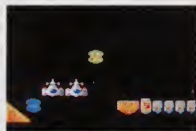
Red - Automatic Triple Fire



White - Extra Firepower



Lt. Blue - Rapid Fire



Green - Free Ship



FORMATION ATTACK!

When the number of alien opponents remaining in formation is low, certain enemies (especially those in the middle and lower rows - like the balloon bugs) will release a squadron of smaller attackers when destroyed. If you can blow all of these mini-Galaga away before they exit the bottom of the screen, you'll be awarded big points for your efforts.

To raise large scores throughout the game, save these exploding bugs for last and then wipe out their offspring for even greater bonus awards!

When you reach the highest levels of play, you'll face armored Galaga that can only be destroyed when charging. Move quick or they'll reverse and be indestructible!



Other Galaga aliens will meld together during battle to form even more powerful invaders that require multiple hits to eliminate. Warp capsules may also be released by these ships.

LYNX TAKES BIG APPLE AND JAPAN BY STORM!

After several months of sneak peeks and hype, the Atari Lynx has finally hit store shelves! To become the proud owner of the most advanced hand-held system ever made you must: a) Live in New York or b) Have a passport ready for a trip to the land of the rising sun!

Yes the Lynx has arrived, but only in limited quantities as we had originally reported and at a much higher price tag - \$179.95. This does not seem to be deterring most of the game players who are expected to snap up the first 50,000 units due before Christmas, and some of the speciality stores that carry the machine have juiced the price over \$200.00 without getting anything but requests for more units.

The initial distribution has exclusively targeted New York City with approximately 30,000 of the advanced color hand-helds. The remaining 20,000 have been sent to Japan where

initial word indicates that our game playing brothers across the sea have turned on to the Atari Lynx with much anticipation and excitement.

The one area that Atari must now focus all of their resources is game development. Although the unit is shipping with three of the six titles originally shown (California Games comes packed and Blue Lightning and Electrocop are sold separately), Atari must quickly get the other titles into distribution, court more third-party developers, and pump additional in-house softs into the stream immediately. Atari has acquired the rights to produce Lynx versions of several Atari Games coin-op blockbusters like Hard Drivin', Stun Runner, and Cyberball, but we've got to see more titles before the machine can beat Nintendo's title strength. We'll keep you posted with more info and game screens next issue.

NEW ATARI LYNX MODEL ON THE WAY?

While the current Lynx hardware comes in a marvelous package that lets you flip the screen and do other unusual things, Atari is rumored to be working on a modified version of their color portable that will be much more self-contained, have a smaller monitor, and, most important of all, a lower price (closer to \$100). This down-sized model will not contain some of the deluxe version's special features like the screen flip, but the smaller color LCD will enable Atari to pass along a savings to those gamers who want color thrills at black and white prices. We could see the smaller Lynx on sale nationwide at the same time as the current version hits stores in March or April! We'll keep our eyes peeled at give you more facts next issue!

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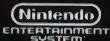
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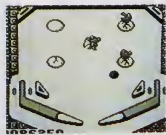
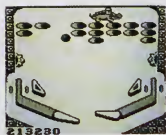
GAMEBOY™ CLUB

David White

HAL INTROS PINBALL AND PUZZLER AS FIRST PORTABLE TITLES

With GameBoy third-party development now in full swing, we're starting to see some of the exciting and challenging titles that have been promised since the GameBoy's initial launch (I sure am sick of playing Tennis and Alleyway). One of the first NES developers to get into the GameBoy in a big way is HAL America, who have unveiled two new titles that hold a lot of promise.

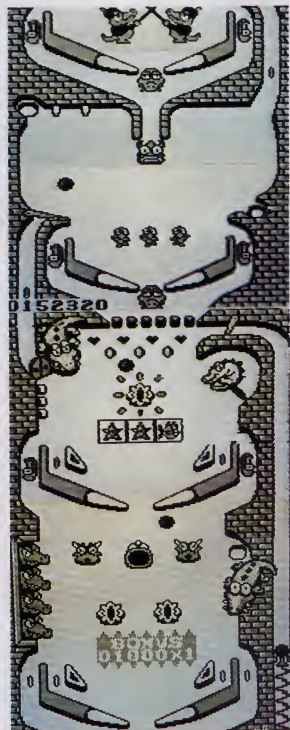
Their first game, *Revenge of the Gator*, is an interesting pinball title that uses alligators for targets! The playfield is comprised of four separate boards that change as the ball is launched higher up the screen (the layout doesn't scroll, instead it quickly changes as the ball enters a new area). There are secondary targets in each playfield that can help boost your scores or send you into any of the game's three different bonus rounds. You must first knock down drop targets and get the ball up certain rails or into specific kickers to enter these.



The three bonus rounds in Revenge of the Gator may be different, but they all have one goal in common: knock the 'gators off the board with your ball!



HAL's second title, the ancient puzzle game *Shanghai*, is a decent GameBoy cart that's next to impossible to play in standard mode (the Japanese characters are virtually indistinguishable) but HAL has inserted an American version that uses letters and numbers. It's a good move that makes the game much more enjoyable and saves on aspirin. It's not real exciting, but if puzzle lovers need another portable game, this one may fit the bill perfectly!



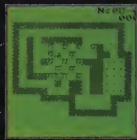
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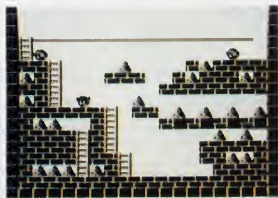
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- Password memory
- Animation and synthesized sound

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GAME BOY

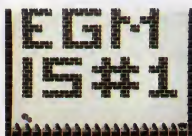


FCI 
Not Just Kid Stuff



Coming soon from Bandai is Hyper Lode Runner, an advanced GameBoy version of the original puzzle game.

There are 50 different levels in Hyper Lode Runner, including an edit mode that let's you create puzzles like the one below! Very cool!



GAMEBOY NEWS!!!

The GameBoy is becoming a very hot item in Japan and plenty of carts are on their way! Even though the portable unit has sold only marginally on these shores, can these games be far away for American game players? Some of the most exciting titles include Gradius, Ghosts and Goblins, Side Pocket and Lock 'n' Chase from Data East and original titles like Cosmotank and Popeye.



Motocross Maniacs represents one of the first releases from Konami/Ultra, who have gotten into GameBoy development in a very big way with NFL

Football, Castlevania, and Gradius game carts coming soon.

Motocross Maniacs isn't overwhelming in its design, but it is a very good derivative of your standard Excitebike-type of racing with plenty of trick man-cuevers, loops, and power-ups tossed in to help heat things up. Blazing through multiple loops and jumping off high ramps is especially fun.

You can select between solo, head-to-head (with the video link) or versus computer play. Secondary racers do not affect the course layouts (there are eight in all), but you may find yourself battling for valuable enhancements. Skill levels are also included, with each difficulty adjustment affecting the time you have to complete the course.

Rev up your engines and grab the nitro boosters because Motocross Maniacs is a blast!



SPEED - Increases the maximum speed of your bike.



NITRO - Adds four nitro boosters to your reserves. These valuable items can be stored up.



TIRE - Improves the traction of your bike. This is extremely helpful on muddy portions of raceway.

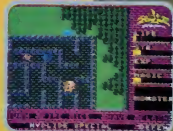


TIME - Adds time to the qualifying time bar. This power-up is vital in higher skill levels.



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After Burner	Nintendo	14,335,970	Jeff Yanan
Alien Crush	TurboGrafx	75,629,000	Steve Ryno
Altered Beast	Genesis	1,109,700	Geoffrey Erickson
Bad Dudes	Nintendo	347,000	Mark Winters
Blazing Lazers	TurboGrafx	14,073,630	Jeff Yanan
Bubble Bobble	Nintendo	1,530,350	Rose Luchs
China Warrior	TurboGrafx	228,300	Scott Williams
Contra	Nintendo	6,553,500	Jim Hernandez
Double Dragon	Nintendo	128,350	Jim Hernandez
Double Dragon	Sega	357,580	Joshua McClintock
Double Dragon 2	Nintendo	95,800	Jeff Yanan
Ghouls and Ghosts	Genesis	519,800	Chuck Miller
Gyruss	Nintendo	2,008,650	Jeff Yanan
Ironsword	Nintendo	229,850	Jim Ailee
Kamov	Nintendo	534,500	Ralph Mendes
Missile Defense 3-D	Sega	659,000	Joe Tadder
Ninja GaiDen	Nintendo	980,500	Deverell Baty
Out Run	Sega	55,626,340	Dan Lee
Paperboy	Nintendo	69,000	Mark McCormick
P.O.W.	Nintendo	111,000	George DeVries
Q*Bert	Nintendo	219,820	Mike Nichols
Rampage	Sega	502,215	Brian Hermann
Rastan	Sega	322,790	George Sun
R-Type	Sega	1,016,300	Brent Gustafson
Shinobi	Sega	940,100	Brian Hermann
Sky Shark	Nintendo	1,043,570	Jeff Yanan
Solomon's Key	Nintendo	17,085,550	Jeff Adkins
Space Harrier 2	Genesis	24,994,900	Jeff Yanan
Spy Hunter	Nintendo	147,500	Mike Dean
Thunder Blade	Sega	3,054,000	Bob McGuire
Thunder Force 2	Genesis	1,144,560	Jeff Yanan
Wizards and Warriors	Nintendo	639,500	Jim Kily
Zanac	Nintendo	15,197,360	Jeff Yanan

For information on how to submit a high score to the U.S. National Video Game Team, send a stamped, self-addressed envelope to:
U.S. National Video Game Team's High Score Club,
c/o Sendai Publications, 1920 Highland, Suite 300,
Lombard, Illinois 60148

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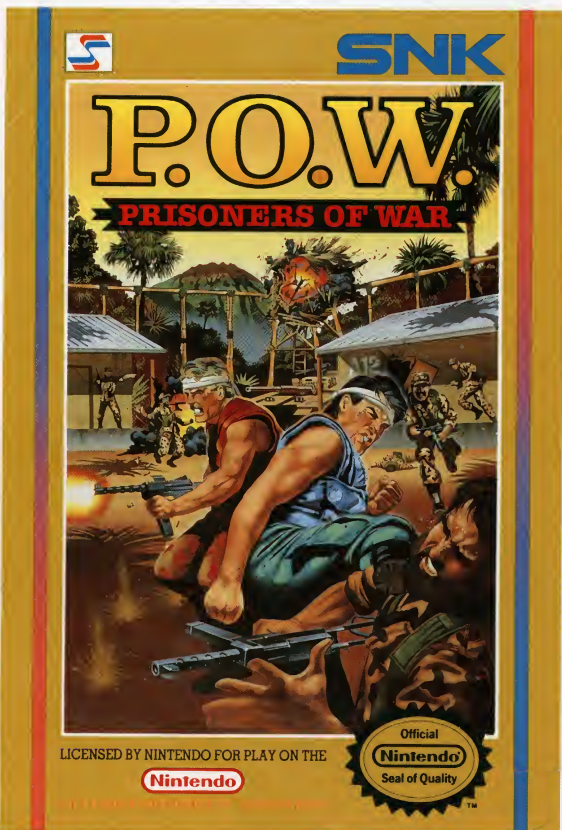


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