

NEC Turbo Express Hand-Held - In-Depth Coverage and Photos

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ELECTRONIC GAMING

MONTHLY

NUMBER 12

**Ryu Returns to Battle Evil in
NINJA GAIDEN 2:
The Dark Sword of Chaos**



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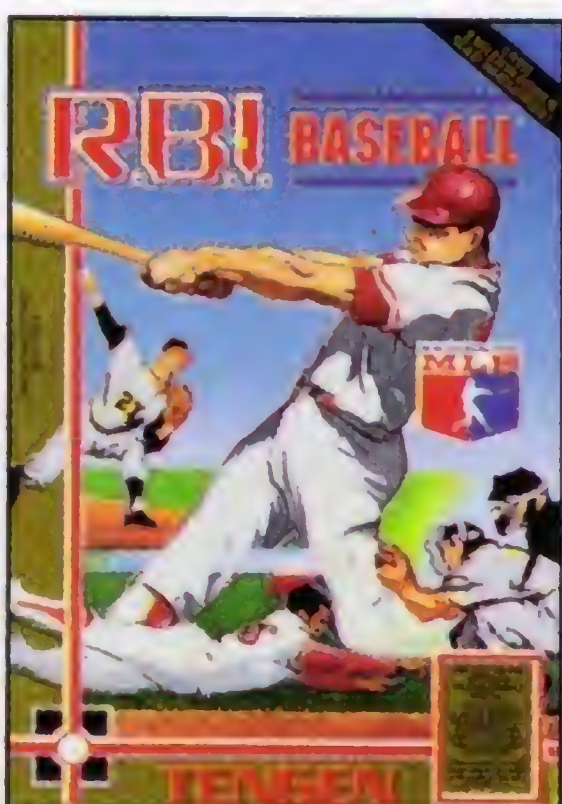


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We travel to Japan once again to bring you a peek at the latest softs available for play!



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ARCADE ALLEY.....26

Grab your quarters and get set for the best the arcade has to offer! This month check out Williams' new Robotron update, SMASH TV, one of the most intense games ever created!

EGM GAME-OF-THE-MONTH!!! Tecmo's NINJA GAIDEN 2.....51

Ryu returns to help Irene escape the clutches of an evil even more powerful than the dreaded Jaquio! With the help of some mysterious allies, the Ninja GaiDen must return to the worlds of danger to rescue his girl and rid the planet of the Dark Sword of Chaos, a weapon of supreme power and destruction. With it a new master of darkness, the ruthless Ashtar, plans to enslave the entire world, unless one Ninja can meet his challenges. The Ninja GaiDen experience returns with a new storyline, new cinema displays and even better graphics and game play than before! So strap yourself in for a tour of EGM's game-of-the-month!

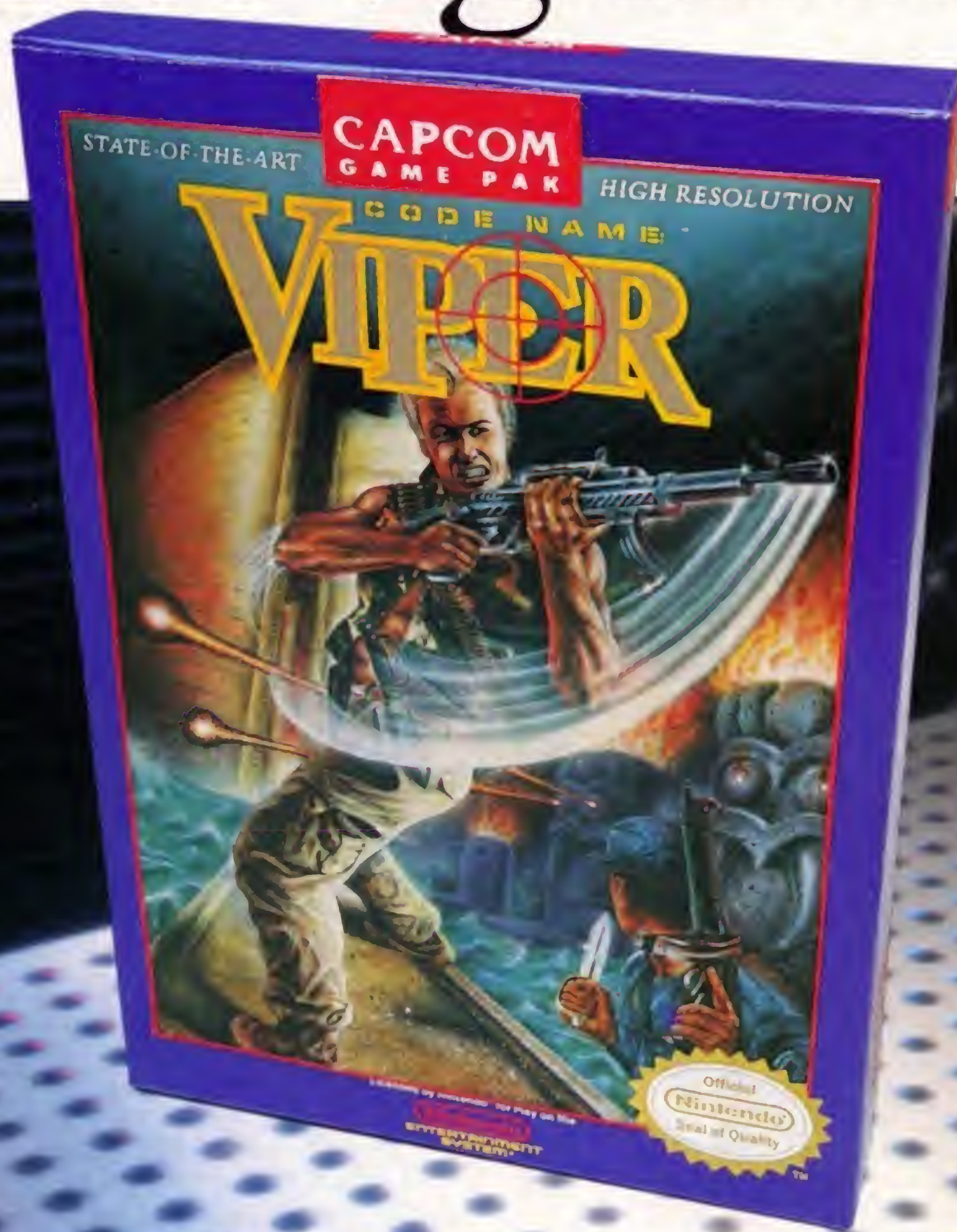
ELECTRONIC GAMING EXPRESS....28

Be prepared to view the exclusive first pictures of what may eventually prove to be the ultimate Nintendo peripheral from Canadian game masters, Camerica! Check out the Nintendo CD-ROM player that will allow you to play games on CDs that plug right into your Nintendo! You'll also find a test drive of SNK's new 16-Bit console, the NEO-GEO and the games it plays!

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The Genesis/Turbo Debate Concludes...

Which is better, the NEC TurboGrafx-16 or the Sega Genesis? That was a question we asked four issues ago, and after careful evaluation of both machines and the games they played, we picked our favorite. Picking favorites is always a difficult task for any editor, since one side is perceived as a victor and the other as a loser. This article was no different, and the consequences of our decision went far-beyond normal boundaries.

For supporters of the TurboGrafx, the system that ranked behind the Genesis in terms of play appeal and good game support when the article was written, the reaction was not warmly received. Despite the fact that we stated our position clearly, indicating that great softs can turn any system around, several manufacturers withdrew their advertising and branded EGM as anti-TurboGrafx.

We originally decided to run these articles because hundreds of readers had requested our opinions as game players. EGM, unlike other gaming mags, is written for the end-user, not the game companies. As game players ourselves, we pride ourselves on featuring info and softs that will be appealing to other gamers like you. Although it has been controversial in the past, we feel that it is more important to give games appropriate ratings instead of labeling every cart a hit! Being honest to you will not only enable you to get a better bang for your buck, but it will also let manufacturers get a better understanding of what game concepts are stronger than others.

Most game manufacturers have been able to appreciate the important role that EGM plays to today's game playing public. NEC in particular, a company which found itself trailing in the comparison, has continued to support EGM with both editorial and advertising support, recognizing that, despite the feelings of others, that EGM will remain behind the Turbo system and do everything possible to promote the games it plays. We showed this initially by allowing you to sound off your opinions, which has proven quite enlightening for all of us. Having an opinion and not comparing games and systems for fear of losing objectivity is a poor excuse for not telling the truth, and EGM readers know that this magazine is here to serve their interests and help them get more out of video gaming. Although it is much harder for us to remain objective in the face of less controversial publications, it is our goal not to waiver from this philosophy.

With dozens of new Turbo games coming from Japan, the NEC system is sure to pick up much more support. With several other hardware units set to debut soon we most certainly we'll re-address the system debate in the future. You can rest assured that no matter what the outcome of such a comparison is, we'll give you a fair game player's opinion and, most of all, tell the truth.

STEVE HARRIS
Editor

Bionic Commando. Experience the Power of a One-Man Army.



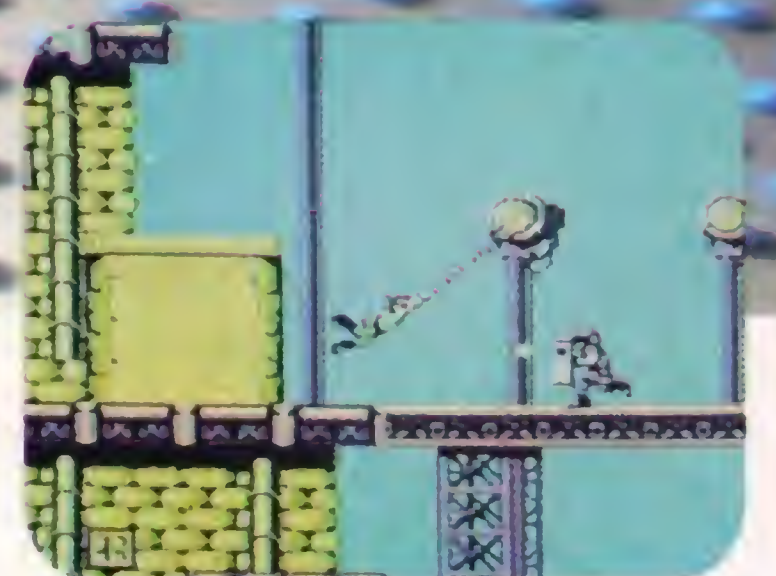
Get set for rapid fire action as you're transformed into the Bionic Commando. This best-seller from Capcom is a dynamic adaptation of the original arcade classic.

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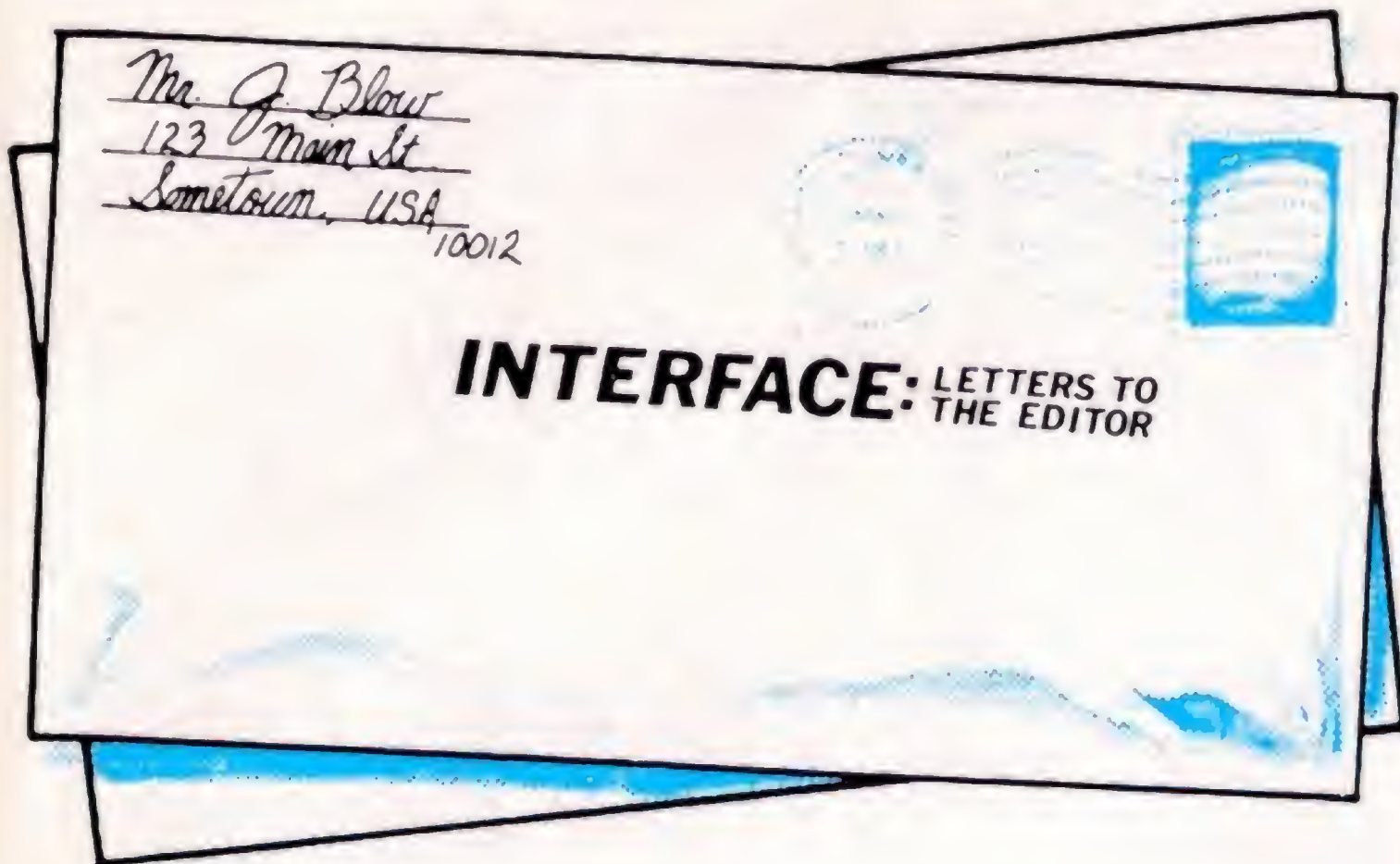
seem an impossible test, but they've never experienced the power of Bionic Commando!

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The Phantasy Continues

I'm writing to ask a couple of questions and to make a couple of comments. First, I recently complete Phantasy Star 2 and it had a real cliff hanger ending. So I'm curious about Phantasy Star 3 and whether or not it will be out within a year or what. I'm also curious about Vermillion. Is it better than Phantasy Star (unlikely) and when is it supposed to be released? Lastly, your article on the Neo-Geo system made me wonder if this little gem will come to America and if it does, what's the price.

John Lawrence

(ed. First of all, Sega will be unveiling the third installment in the Phantasy Star trilogy next January. This six-meg plus battery sequel features a larger storyline, more great graphics and even some nice extras like backgrounds in the battle sequences. For a complete description and tons of photos of this hot new game, pick up the premiere issue of Mega Play, our all-Sega magazine now at the newsstand! As far as Vermillion is concerned, this new adventure/RPG combines side-scrolling action with some first-person sequences that really pack a lot of power into the game's six meg memory. This game is going to be Sega's big focus this fall, so expect an October in-store date. As far as Neo-Geo is concerned, there have been rumors that the system will be released in the U.S. with a \$499 price tag, but the real question is not the price of the machine, it's the softs that run up to \$200 in Japan - we'll keep you posted!

TO MMC OR NOT TO MMC...

Your magazine is by far the most intelligently written video game publication. You really cover every aspect of video gaming thoroughly and it's always interesting. It beats Time and Newsweek any day!

Now that I've buttered you up, I'd like to know more about the new Memory Mapping

Chips for the NES games. The NES games are much better now thanks to this technology. Can you please keep us informed on upcoming NES games which will employ the MMC-3, MMC-5 and MMC-6. True arcade-like graphics will be great on the NES and I can't wait to hear more about these games.

S.A.E.

(ed. The advanced MMC technology that Nintendo is unveiling does appear to be adding to the games we play. For more rumors on what the MMC-5 capabilities are, check out Quattermann's column. Currently, however, many games appearing are going to a MMC-3 chip. Some of the titles that are supposedly using the MMC-5 include Hal America's Lolo 3, and Konami's Crime Fighters.)

THE NAME GAME

I have a question that many other people probably have. WHY can't Sunsoft's 16-Bit Batman be released in the U.S.? How did Sega get permission to release Double Dragon for the Master System? Why does TurboGrafx have Sega's Fantasy Zone and Space Harrier? Is Nintendo afraid that if the 16-Bit Batman shows up everybody will stop buying their Batman? Come to think of it, that's probably the reason

Mike Calaguas

(ed. It's not so much a question of whether or not Sunsoft or Nintendo want to release a 16-Bit version of Batman, as it is the contractual obli-

gations that are made in many deals to secure a hot license like Batman. Also, Nintendo's standard contracts prohibit the development of game software on competing formats until after a two year clause has passed. While this may seem unfair, it unfortunately is all part of business in Nintendoland.)

GENESIS CD-ROM?

I have purchased your magazine for a couple of months now and I think yours beats them all! I own a Genesis system and I was wondering if the rumors regarding a Genesis-compatible CD player are true. It is it, I'd like to know more about it. Also, I wanted to say that all your colorful articles about the newest games and info are great in helping me pick the best games. Keep up the good work and keep adding more Genesis info and new game releases.

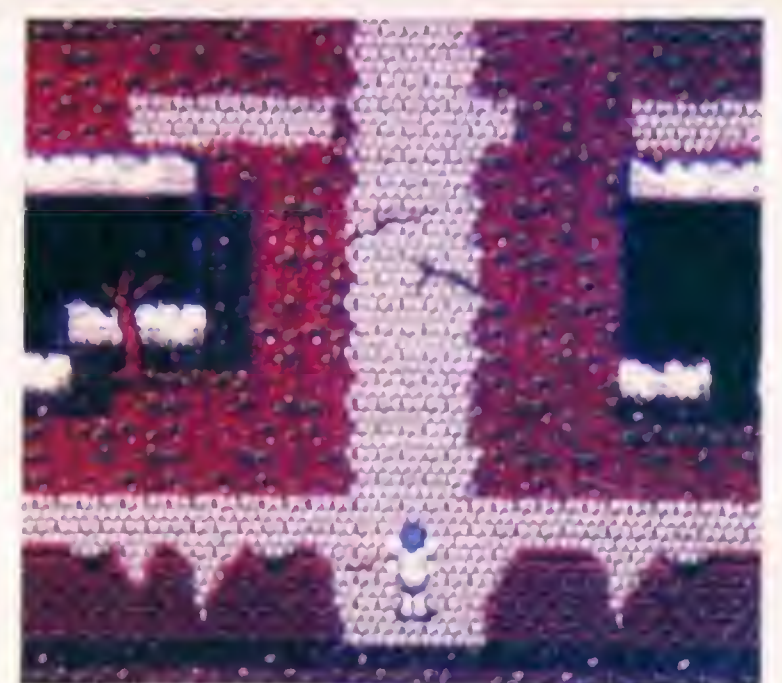
Randy Gould

(ed. While we've heard rumors of a Genesis CD-Rom player for some time (even that it can also play Turbo games), the only peripheral that has been unveiled in Japan is a Floppy Disk system that works with the Genesis keyboard/computer unit. Although a CD-Rom system is probably in the works, the wise leaders of Sega have privately told us that they don't intend to bring out a peripheral that costs more than the system itself. With current costs in mind, it will most likely be some time before we see anything like it.)

SCORING DOWN UNDER

Congratulations on a great magazine! I am writing to see if you could send me a list of the High Scores in the U.S. Since I live in Australia, I often wonder how I compare against your best.

Nam Ng



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depth and quality of play beyond the capability of any 8-bit system. But, then, when you remember that it comes from Sega®, the master of arcade entertainment, you might just say you knew that's the way it would be all along.

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STEVE

This month Steve has been concentrating on a load of new Mega Drive games from Japan. Also high on his list are Narc, After Burner 2 and Double Dragon for GameBoy!

ED

In anticipation of the CES show in Chicago, Ed is currently blasting his way through prototype copies of Super Monaco GP and Splatterhouse for Turbo!

MARTIN

While Martin says he had a lot of fun with Bloody Wolf on the Turbo, we've seen him sneaking into the Genesis bin to take on Michael Jackson more and more!

SUSHI-X

Our new addition to the Review Crew, the anonymous Sushi-X is a game playing veteran of nearly a dozen years! His wit and wisdom are welcome to the Crew!

Nintendo - Tecmo Ninja GaiDen 2

Type: Action Release: Now
Levels: 7 Difficulty: Avg.



The sequel to the smash hit of '89, finally hits the NES! Ninja GaiDen continues the adventures of Ryu Hayabusa as he works to destroy evil and rescue the pretty Irene.

A new master of darkness, Ashtar, has resurrected the dead armies of Jaquio and plans to take over the world with the new Sword of Chaos. New intermissions, characters and storylines compliment action familiar to Ninja GaiDen fans.

Ninja GaiDen 2 lives up to its predecessor in game play and surpasses it in graphics and intermissions. Part two has more levels, different environments and all new shadow Ninjas. Although some power-ups are missing, the game is great from beginning to end!

Probably the best sequel ever made with near-perfect graphics, challenging game play and intermissions which intice you to always go round further. Other than the difficult game play in higher levels, Ninja GaiDen 2 is as good as an action game can get!

Unbelievable! This has got to be the best looking Nintendo game ever made! The backgrounds are spectacular and the cinema displays are absolutely amazing! Excellent game play makes this super sequel one of the best new games of the year! A truly AWESOME challenge!

There's no denying the fact that Ninja GaiDen 2 is a superb game. It outdoes the original in nearly every department. It's addictive and the intermission and story are terrific. Using the same Bosses that were in the first game is a let-down, but it's still worth the price of admission.

Nintendo - Capcom Rescue Rangers

Type: Action Release: June
Levels: 8 Difficulty: Avg.



Rescue Rangers teams up Chip and Dale in a multi-event, multi-scrolling action/adventure. Either one or two players cooperate or compete simultaneously for bonus items as the heros look to survive while rescuing their main girl, Gadget.

Like previous Disney titles for the NES, this Capcom game offers the best graphics and game play for both young and old players alike.

Every part of this game, from the graphics to the sounds to the game play, is well done indeed. Rescue Rangers only falls flat in terms of challenge and difficulty. Like the other Disney games, Capcom has hurt a great cart by making it too easy. A great package that ends too quickly.

As a player's game, Rescue Rangers is outstanding because of its true-to-Disney animation and good control. The game play is challenging and proves to be more difficult than previous Disney entries from Capcom, and should prove appealing to those who can get past the kiddie-theme.

Capcom does it again with another Disney title that first looks like a kiddie game but ends up turning into one of the better Super Mario-style action games available. Great cartoon graphics and superb game play blend together giving you a cart packed with fun!

Rescue Rangers is another successful merger between Capcom and Disney. The game really provides us with a whole new technique to master, within the framework of a standard action/adventure game. You get dual scrolling, large Bosses and super 2-player interaction!

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NINJA 外伝 GAIDEN II

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Nintendo - Acclaim Bigfoot

Type: Sports Release: June
Levels: 9 Difficulty: Easy



New from Acclaim is a car racing cart unlike any other you've played before! Bigfoot is a multi-event title that features both side-scrolling and overhead scenes in a split-screen format. You can challenge a friend or the computer opponents in any of the different games which range from tractor pulls to car crushes. Advance from event to event around the country as you work your way to the final championships!

Bigfoot really disappointed me. I was a fan of Power Drive in the arcades, which this approximates, but even with a dozen rounds of play and multiple events, I finished the cart the first time I played it. There are some near races, but nothing spectacular.

A decent game that is hurt by a lack of challenge and difficulty. Most players will breeze through the game in a short time. The graphics are adequate, but not spectacular and the events, although varied, aren't challenging enough to hold interest.

Bigfoot is O.K. for what it is, but the different events aren't exciting enough to really make the game outstanding. The voice is the best on the NES, and Acclaim did a good job using the pad for speed. Only slightly above-average in the end though.

While the intentions of this game are good, the execution of the idea is at fault. Your vehical remains fully powered most of the time and you make too much money. The graphics are adequate but the play just isn't interesting even with all the event.

Nintendo - Irem Image Fight

Type: Shoot Release: June
Levels: 17+ Difficulty: Avg.



Adapted from a little-seen coin-op effort, Image Fight is a vertical shooter extravaganza. All of the typical shoot-em-up elements are here, including power-up capsules that allow you to tailor your fire-power to a particular area and side-car options that can be manipulated in a number of ways. Throw in four separate endings, huge Boss attacks and a built-in difficulty selector and the game rounds out.

While the graphics in Image Fight are not the best I've seen on the NES, they do provide a decent backdrop for the action. Plenty of power-ups, lots of targets and big and bad Bosses are a must for any good shooter, however, and this game has it.

An unbelievably intense game for the NES. The action is non stop, with a large number of levels! As you proceed, the game remains challenging and visually different. With the addition of power-ups, the game holds interest and becomes more playable.

What appears to be another "me-too" shooter is really a top of the line overhead blast-em-up. Half-a-dozen power-ups and a load of enemies to shoot at, topped off with difficult Bosses at the end of each level make this a nice change of pace!

Image Fight is a nice, straightforward shooter, with all the necessary elements intact. The game splits into sub-missions after the first missions are complete, and this adds some diversity to the shoot, shoot, shoot. Lots to see and lots to shoot at.

Nintendo - Acclaim Narc

Type: Action Release: June
Levels: 8 Difficulty: Avg.



Undoubtedly one of the most daring coin-op titles to ever appear, Narc brings the standard side-scrolling action into the world of crime .

You and an optional friend suit up as police enforcers of the future, taking on the big-time criminal Bosses in a fictional city. Confiscate drugs, avoid rabid dogs and lethal psychos as you reclaim the city from Mr. Big with your guns, missiles, weapon-filled Porsche and skill.

I miss the blood and guts of the arcade original, but even with them absent, Narc is a bold and daring title on the NES. Beyond the graphics, which are merely alright, you're still left with a good action/shooter...just don't expect great graphics.

A graphically unexciting game with stick-type figures and significant screen flicker. Those expecting game play similar to the arcade will not be disappointed, however the lack of attention to the graphics in the arcade is a major problem in design.

Acclaim has done a nice job duplicating the arcade version, despite the NES's obvious graphic handicaps. Other than the toned down violence and detail, Narc plays just like the coin-op in nearly every other way. Narc fans should love it.

You can look at this game in two ways. If you want the coin-op looks, you'll be disappointed. But if you want the game play, then NES Narc is on-target. You still get some dandy graphics, and there's always a lot to interact with.



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The Labyrinth of Doom

Earthdate: 2264. These are troubled times for the planet. After centuries of peace, the renegade Red Lord of Darkness has led his cyborg fanatics in a bloody revolution that has overthrown the United World government. Millions of political prisoners are being tortured in his infamous Labyrinth of Doom far beneath the surface of the planet. Very little is known about this subterranean maze of brick-walled catacombs. Just vague rumors about the hidden millions in stolen gold guarded by a ruthless army of mutant cyborg zombies commanded by the merciless General Zod, governor of the Red Lord's death camps. Only one thing is sure...none of your predecessors have ever come out of this dreaded place alive. But, you must find a way out with a lode of gold big enough to launch the counterrevolution. You are the last hope; the last of the great Lode Runners.



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TurboGrafx - NEC Bloody Wolf

Type: Shoot Release: June
Levels: 8 Difficulty: Avg.



Bloody Wolf is the Turbo's answer to similar shooting games like Ikari, Commando, etc. You assume the role of an Army operative who must rescue the President from the hands of a heavily armed terrorist group. Using the different weapons left by kidnapped soldiers, you can power-up your rifle and grenade. Intermissions and a twisting plot that leads into a second mission enhance this well thought-out shooter.

Bloody Wolf is a cool Commando-style shooter that combines a frantic shoot-em-up pace with dual goals. The graphics are of standard Turbo quality, and options increase in different bunkers where motorcycles and power-ups can be collected.

An excellent shooter for the Turbo. Player control is good, the action is constant and is guaranteed to push players to their limits. The graphics are on the gory side, although toned down from the original version. Not easy, but good variety in goals.

One of the best Turbo games I've played, combining Contra with 16-Bit graphics, but contains a much more expansive environment to explore. Tons of power-ups and challenging Bosses help make Bloody Wolf a delight to behold!

I like this Ikari-inspired shooter a lot. It takes a conventional play mechanic and expands upon it with different power-ups and vehicals that must be wrestled away from the enemy. A storyline is loosely player as you go, but the real joy is the shooting action!

TurboGrafx - NEC Double Dungeons

Type: Adv. Release: June
Levels: 22 Difficulty: Avg.



Double Dungeon is a RPG that uses maze/action within a scrolling first-person environment. As you wander the catacombs of the different monster-filled dungeons, bizarre creatures, evil monsters, and huge insects attack. Locating more powerful equipment and shops to purchase new materials is vital to moving up experience levels. A split-screen window also allows two people to explore indendently!

This is nothing more than a boring maze game that's played in first-perspective. You wander around, kill creatures when they appear, and try to locate different objects. The two-player split-screens is nice, but for the most part it's repetitive and boring.

A good, but not inspiring, adventure game. For those who like to wander around like a mouse in a maze this is good, but that's about all this title is without variety. It's not a RPG and you'll get tired of the repetition except in the two-player combo mode.

A unique maze game with a basic theme that reminds me of the dungeon scenes from the original Phantasy Star. The 3-D maze effect is done very well, but exploring 22 caves becomes a bit repetitive. A Good 2-Player game though.

Double Dungeon masquerades as a RPG, but in reality it's nothing more than a maze game. You explore the different dungeons, which aren't linked in any way, and uncover items while fighting monsters. Interesting, but not much of a breakthrough.

Genesis - INTV Curse

Type: Shoot Release: June
Levels: 5 Difficulty: Avg.



An alien armada invades Earth and it's up to you to push the invaders back! Work your way through multiple levels of combat action, retrieving a selection of weapon power-ups and options, as you face an overwhelming alien opponent. Large Bosses provide round definition and the game works to a final confrontation on the alien home world.

I enjoy Curse tremendously! Even though the graphics when the ship shoots leave a lot to be desired, the action is intense beyond description. There's always a lot of activity on the screen and the different Bosses and power-ups are new appealing!

An outstanding shooter that shows off the Genesis. Beautifully-detailed background graphics with little flicker. VERY intense at times with massive amounts of enemy fire that become almost overwhelming. A good shooter well designed for the Genesis.

An excellent shooter which almost didn't make it to these shores, Curse is an exceptional side-scrolling shooter with vivid graphics and a large variety of enemy characters. The game is too short, however, and most will complete with little difficulty.

Curse is a good entry in the side-shooters, but it does have several weak points. While the graphics are outstanding in detail, they're presented in a choppy manner. The action is fast-paced, however, and shooter fans should enjoy it.

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Genesis - Dreamworks
Target Earth

Type: Shoot Release: June
Levels: 8 Difficulty: Avg.



In this multi-scene shooter, you begin by defending bases on a Jupiter moon. As the graphic/text story unfolds, your attack armored armies are given more advanced offensive and defensive power-ups to challenge the alien invaders in outer space and eventually above the planet Earth itself.

Target Earth has some appealing qualities, but the movement of your character is slow in some respects. The attackers fill the screen and eventually become too much to fight off. The game is way too difficult, and only a few will see higher levels.

This game would have received a much higher rating, but the difficulty is too high for any normal human. This is unfortunate, as the best scenes start to appear in the middle of the game. The control and play is unique and adds to the challenge.

Target Earth is a good game with an original idea that could have been better if there was more to do. Graphics are cool, but backgrounds don't have the 3-D effects of most Genesis games. Target Earth is just slightly above average, nothing spectacular.

Although Target Earth has most of the parts found in solid shooters, including graphic/text screens, plenty of power-ups and a great ending, the level of difficulty is too high. It's a pity, because a great cart becomes frustrating and not much fun.

GameBoy - Tradewest
Double Dragon

Type: Action Release: July
Levels: 4 Difficulty: Easy



This black and white version of the NES original combines the familiar sights and sounds with all new techniques and some minor animations borrowed from Part Two.

Incorporated into the game play are all-new backgrounds, although the enemies remain the same. Along the way, you can retrieve whips, bats, boxes and other weapons that will help you dispatch the bad guys and get your babe back!

GameBoy Double Dragon is a nearly perfect version of the classic coin-op. The graphics are good, the play is identical to previous versions and the detail in the backgrounds is retained. A good action title that does complete justice to the title.

Virtually identical to the original NES version, except it's now in black and white. Movement and scrolling is smooth, control is good and all the familiar adversaries and weapons are back - only smaller. Double Dragon fans should enjoy it.

A perfect translation of the NES version of Double Dragon to the GameBoy. This game duplicates almost every aspect from the bone-busting game play, to the various special moves and weapons. The sound track is also very good.

Like Castlevania and Super Mario Land, Double Dragon is in the small league of games that are bound to do very well on the GameBoy. The game plays well, the music is right out of the NES and the graphics are brilliant by GameBoy standards.

Lynx - Atari
Slime World

Type: Action Release: July
Levels: 6 Difficulty: Avg.



You're an intergalactic explorer who has set down on a planet made of slime! You must complete the six prescribed missions to return to your lander. These range from simply exploring the catacombs of the dripping and gurgling world, to uncovering specific items or reaching particular goals.

The graphics are used to emphasize the slime which thickens on your hero as he's hit.

Slime World shows a lot of potential early on, especially in the graphic development and detail on the Lynx. While the game succeeds in looks, it lacks in game play and sounds. The music is grating and while there's a lot to explore, it's never much fun

This game is filled with expansive worlds to explore and highly detailed graphics. Although the game isn't exactly coming at an in-tense pace, and the control is less than responsive. There is shooting and jumping and a lot to interact with though.

Slime World is a completely original and quite expansive game for the Lynx. A variety of backgrounds, with animated rivers of slime add to the visual appeal of the game. The music is a sore spot, but the game play is interesting enough to please most.

The perfect blend of search and destroy! Slime World has great graphics with incredible detail (you can actually see the slime coating your soldier!). The game does suffer from poor round definition and the controls are sluggish, but all in all it's great!

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GAMING GOSSIP

...Super Famicom Gets Name...Konami to Unveil New Peripheral...Sega to Increase Game Library...MMC5 News...NEC Portable Turbo...New Consoles...New Sega System...Natsume to Appear Soon...New Licensees...

...A high level memo has finally been released by Nintendo detailing some of the company's plans for their 16-Bit Super System. The name of the mega-machine, however, has been tentatively decided upon behind closed doors. The Super Famicom is now being called the Super NES-SFX here in the states. Rumors surrounding the system's unveiling at CES this June in Chicago may be overblown, but with over two dozen licensees now developing titles, it appears that the hardware is finished and it is a 16-Bit 65C02 processor. Whatever its status may be at the CES, the system will be out this fall in Japan with several games available...

...Konami is set to make a major announcement at the CES show. The NES super-power will show not only their sequel to Teenage Mutant Ninja Turtles, they will also have a remarkable new peripheral that you wear on your head! This unnamed device includes stereo headphones that simulate true stereo on the NES, as well as a microphone that actually recognizes your voice! With special game carts, you'll be able to give voice commands like "Fire" to get an appropriate response on-screen! Can't wait to scream "Blow the Commie Pinkos Away!!!" in Contra...

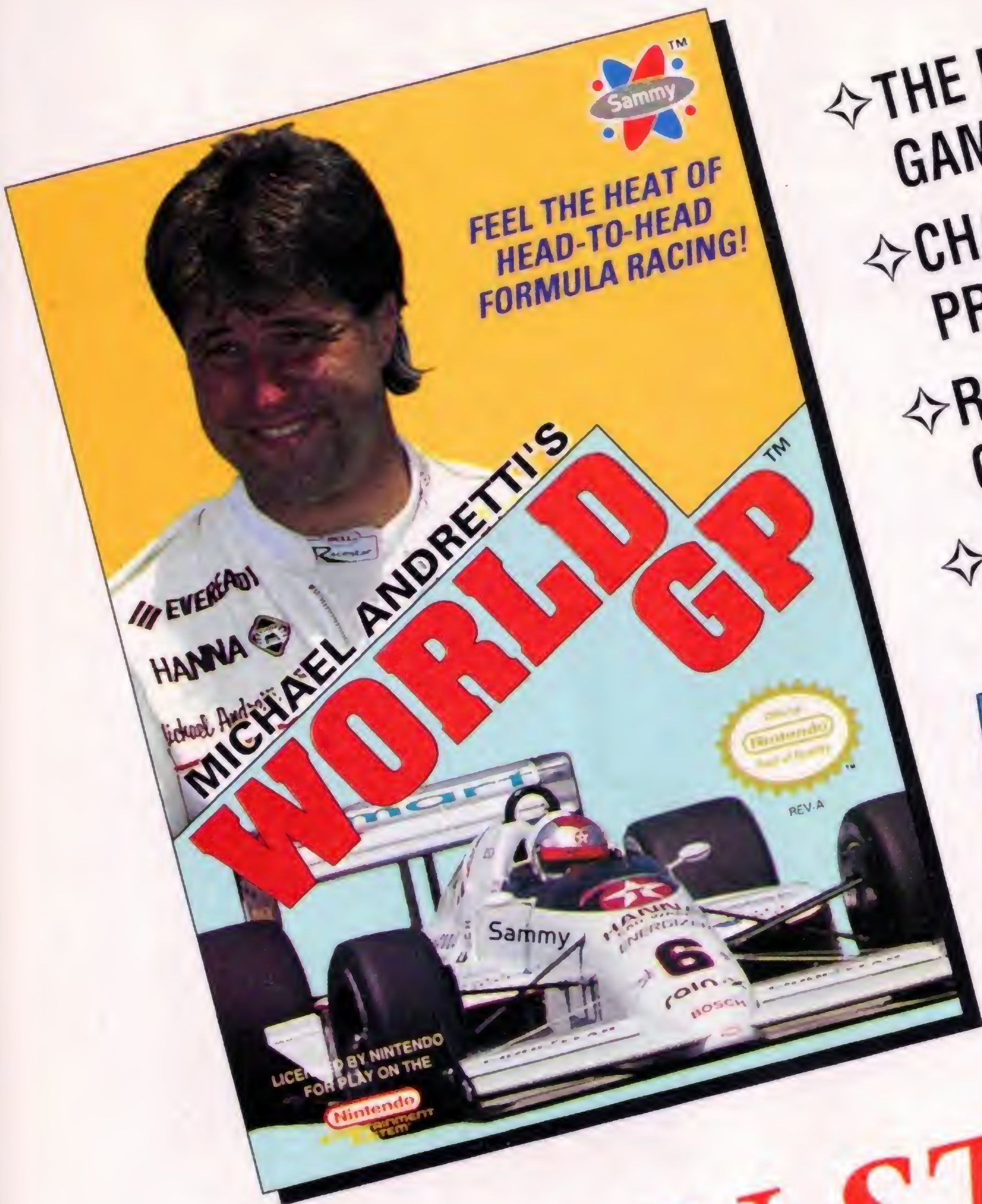
...There's action a plenty in San Francisco! Sega's American shop has put together a variety of new people and will be unveiling plans for dozens of new Genesis and Master System games. Most of the new Genesis softs were previewed in the last issue of EGM, and surprisingly, a lot of the 8-Bit stuff have the same names. Look for Ghouls and Ghosts, Strider, Super Monaco GP, Buster Douglas Boxing, Joe Montana Football and Golden Axe Warrior all to appear for the Master System...Other big news at the big 'S' include a hyper secret plan to re-tool the Master System, repackage it in a smaller shell, and reduce the price considerably! Several names are being kicked around, but nothing is final to these ears...

...Here's a hot one - the MMC5 technology that was discussed in last issue's EG Express could possibly rely on a special interface that will use the 64-pin port in the basement of the NES. The only way to juice up the NES games, with the extra graphics and sound effects that the MMC5 provides, is apparently to use this hidden port...Okay, okay, new hand-held news. The perfect portable from NEC was rumored to be labeled many things during development, including Handy-Grafx and Game Tank, but now it appears that the machine will go by the name of Turbo Express (c'mon guys, I think I've heard that one before). Retail price is a bit high at \$250, but with a tuner for only one more C-Note you've got a super TV in the palm of your hands for less than most comparative models. The name though, I just know I've heard it before...

...If we all thought the 1989 Summer CES was console madness, just wait until this year's show. Several companies are poised to launch new machines, including Commodore with their over-priced CD-based Amiga 500 clone that's sure to play some dandy computer games. Phillips is also rumored to have some type of entertainment system in the works, not to mention the NES-SFX and some type of new stand-alone device that plays NES games on a P.C. from the most unlikely of all candidates, Intracorp. Like those potato chips, who can stop with just one?...Mega Man 3 is on his way! The third installment of this super trilogy is expected to be on display at the CES so look for more photos and coverage next issue...Natsume, the video game masterminds responsible for Abadox, are set to appear on the NES scene with their own games. This company, comprised of veterans from both Konami and Capcom, are sure to be a force to watch in the months to come...

...Speaking of NES licensees, we've got it by good word that there will be dozens of new names signed on ranging from computer publishers like Access and Lucas (who will show their magnificent action/shooter Star Wars soon), to coin-op developers like Yankee Games. Whatever your pleasure might be, you can rest assured that there will be plenty to play come Christmas-time...In closing, I'd like to give a big thumbs up to my main man and editor of EGM, Steve Harris for allowing me to go to CES and give my personal insights of this gaming show of shows! I'll see you next issue with an expanded report from the floor of the CES...'Till then...

- QUARTERMANN



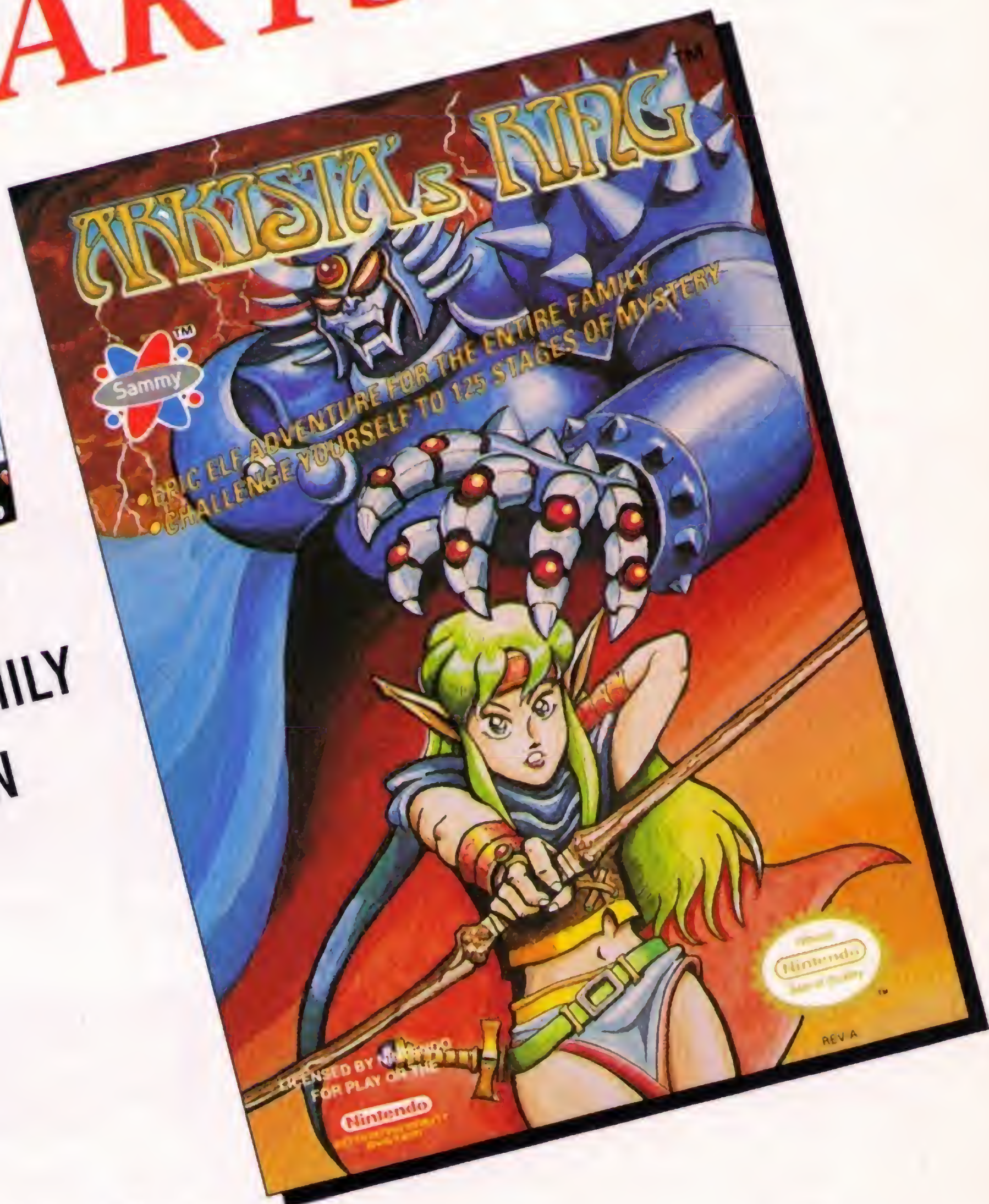
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INTERNATIONAL OUTLOOK

NEWS, Previews and Info From Around the Electronic Gaming World...

Whip Rush, Darwin 4081, Strider, DJ Boy, Ninja Spirit, Barumba, Formation Armed 'F' and Final Mission

NEW IN JAPAN...

Now that the Golden Week holiday (where most of the country takes a well-deserved week of R&R) is over, more game softs are being announced and released in Japan. There are many different types of releases, but RPGs remain a favorite course in the Japanese game player's diet. There are several interesting titles lined up for later in the year that you may find interesting.

A whole slew of new games have been announced for the Sega 16-Bit Mega Drive. Many of these titles are sure to appear for the Genesis sometime soon, but for now they're only for the Japanese market. Some of the biggest hits-to-come include Strider (on this page), the Ninja Warriors (adapted from the cinema-scope three-screen coin-op) and Sega's CrackDown (another arcade conversion). Other Mega Drive releases include Space Invaders '90, Rainbow Islands, Ringside Angel from Asmik and Wonder Boy in Monster Lair, a Mega Drive version of the Turbo CD title.

The P.C. Engine, as always, is enjoying great success in Japan with a lot of new cards available. Namco's Baraboo Man features a unique elastic hero and Irem's Ninja Spirit show great promise.

Rockman 3, to be called Mega Man 3 in the U.S., is finally getting some attention in Japan and is likely to be as big a hit there as it will be here, although no release date is given.

A major game show will take place in June and you can count on a full report after our CES special next issue!

Sega/Mega Drive **STRIDER**

One of the most remarkable coin-ops Capcom ever made is coming soon to the Genesis. In much the same way Ghouls and Ghosts was brought to home screens, Strider looks to be a great translation of the arcade original! Although it won't be officially announced in these parts until the CES takes place in June, Japanese game players are already getting an advance peek at this awesome action game. Judging by the near coin-op quality screens like the one to the right, Strider will be a blockbuster!



Sega/Mega Drive **Whip Rush**

Planned for release in the U.S. as Whip Lash by Renovation Products, this horizontal shooter is a recent release to Mega Drive owners in Japan. The combination of fast action with the super graphics and detailed characters make Whip Rush one of the more interesting shooters to appear in some time.

Although the individual components of the Whip Rush game are familiar to all shooter fans, the sterling mix of fast-paced blast-em-up action, coupled with Sega's own 16-Bit programming make Whip Rush a very solid cart.



Data East/Mega Drive Darwin 4081



Adapted from an arcade title that saw little action outside of a few test arcades, Darwin 4081 is a vertical shooter in much the same vein as Truxton.

The enemy offers up its attacks in front of a constantly scrolling background. Round definition is supplied with different waves of attackers and larger enemies. Most of the action, however, is comprised of straightforward blast-em-up, with little variety to the destruction. Set for U.S. release later in the year, Japanese players are already enjoying Darwin!



Kaneco/Mega Drive DJ Boy

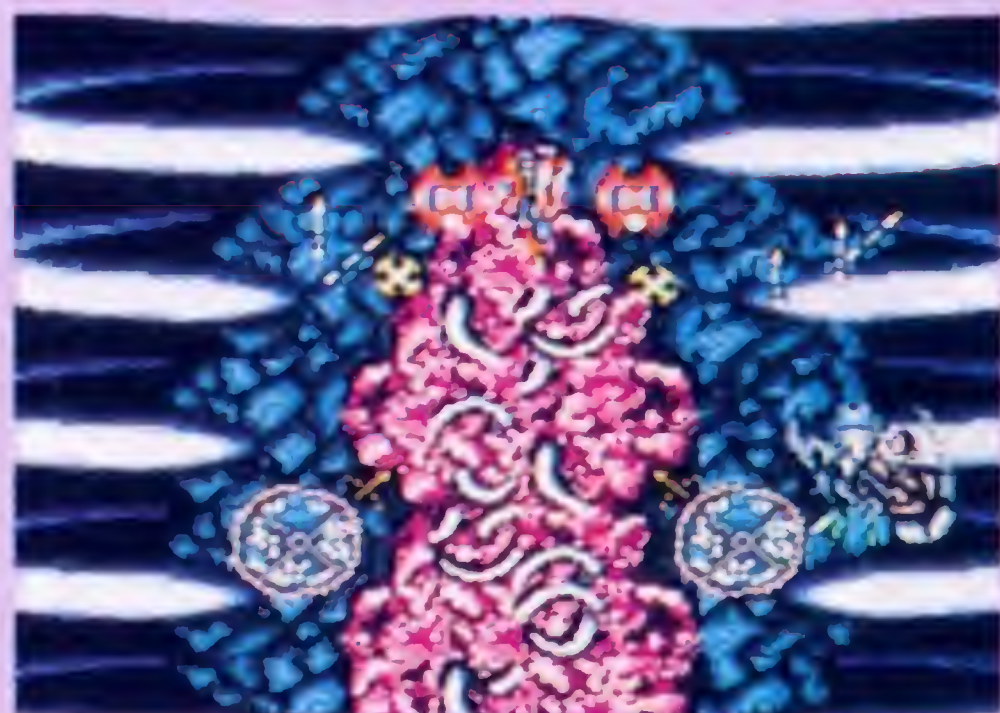
Recently unveiled as a new arcade game by American Sammy, this new Sega 16-Bitter combines elements from many different proven play themes that range from racing games to Double Dragon. The main portion of this fighting title incorporates techniques made popular in similar action contests, and blends it with a unique mode of transport right out of a roller derby.

DJ Boy stars a super hero clad in roller skate who must scroll his way through multiple levels avoiding and attacking a wide cast of nasty characters. A large variety of offensive and defensive maneuvers are always at your disposal as you work your way through the neighborhood.

Another title that is promised for stateside release this year, DJ Boy promises to fill a void that is currently plaguing the Genesis.



Nichibutsu/P.C. Engine Formation



Armed 'F'

This vertical shooter for the P.C. Engine has yet to be announced for the Turbo, but its high-speed scrolling and all-out shooting action are now entertaining Japanese players! Similar in a lot of ways to the Turbo hit, Blazing Lasers, Formation Armed 'F' utilizes familiar components in a conventional blast-em-away that succeeds on speed and intensity alone! Great looks and play!

Namco/P.C. Engine Barumba

This solid little shooter from Namco resembles previous efforts such as Ordyne in both execution and presentation. Although the graphics and animation are similar in some respects, Barumba is a much more effective shooter that utilizes a new play technique that involves a rotating cannon that allows you to fire and move independently.

Like most other Namco shooters, this one addresses almost any need a shooter fan might have, including large Bosses, super weapon power-ups, and highly detailed background graphics that have a pastel, cartoon-like appearance. Currently scheduled for Turbo release, this shooter should attract some good attention.





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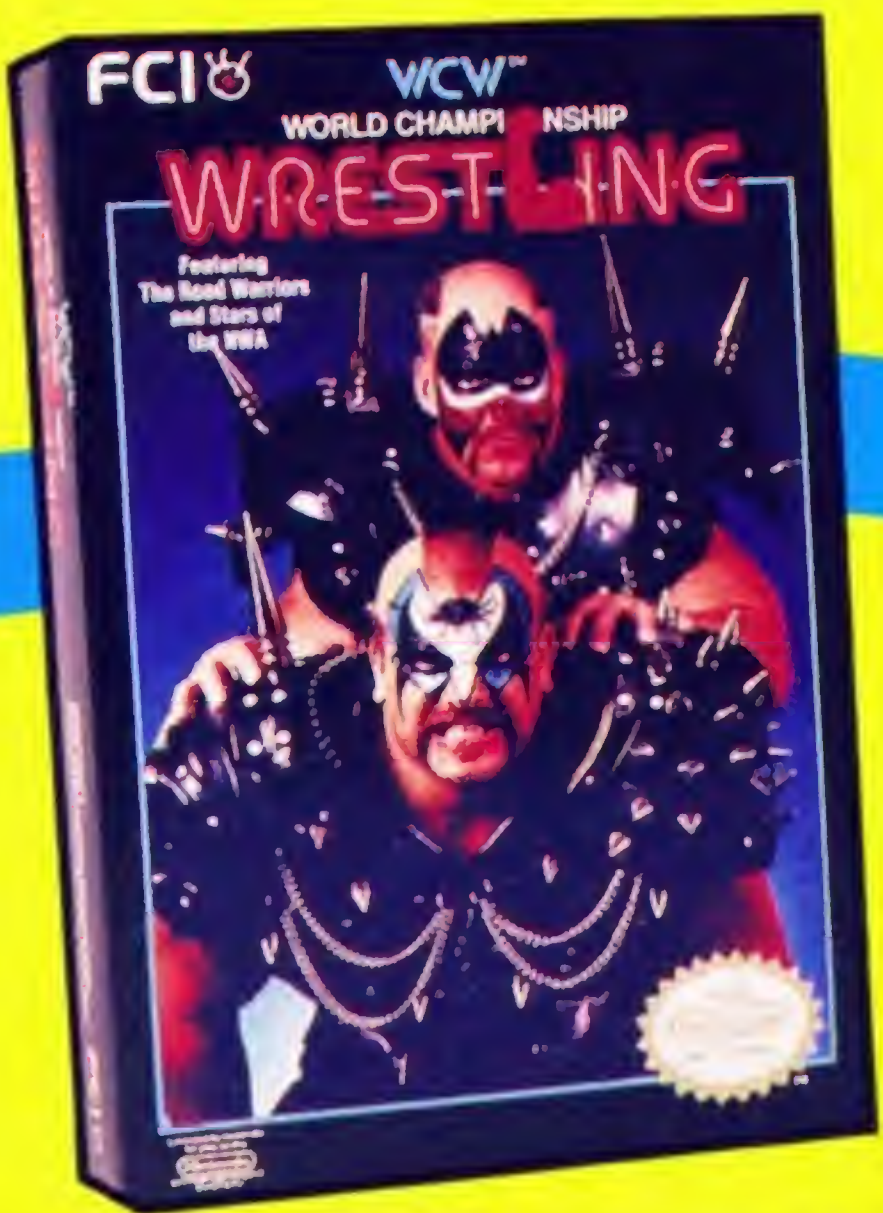
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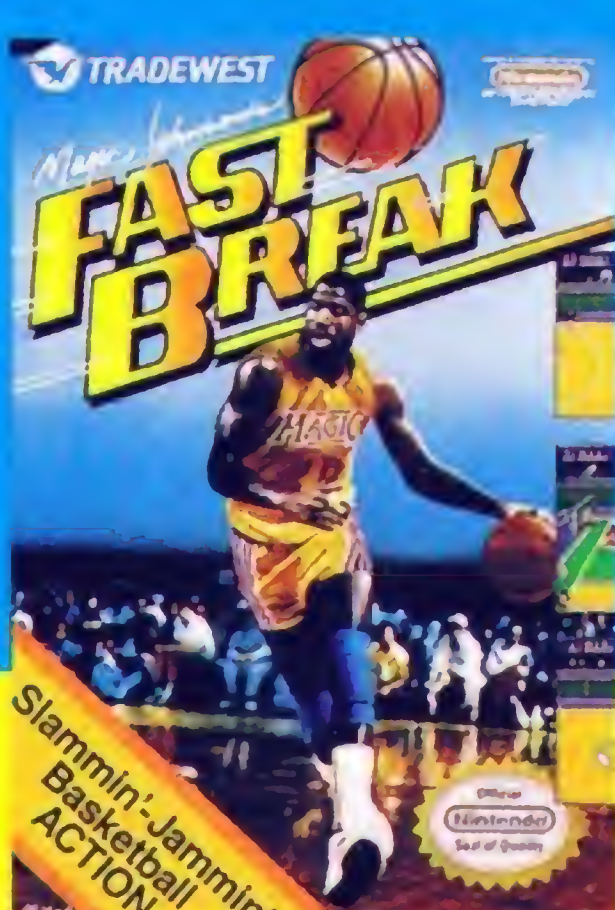
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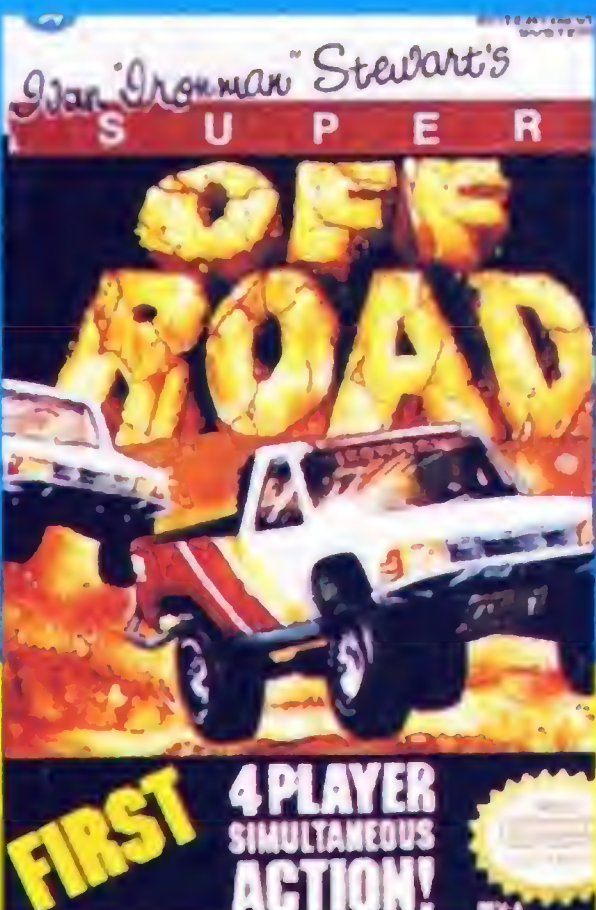
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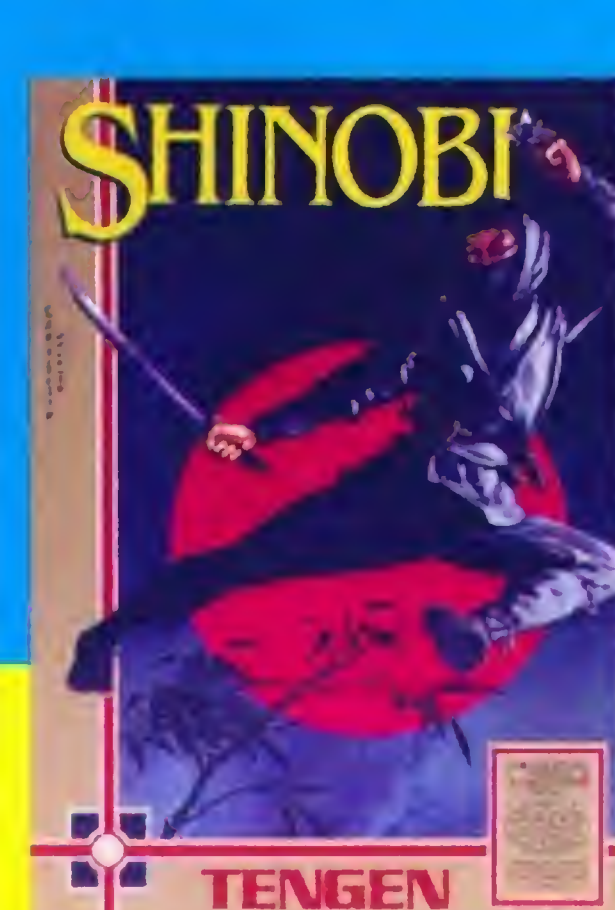
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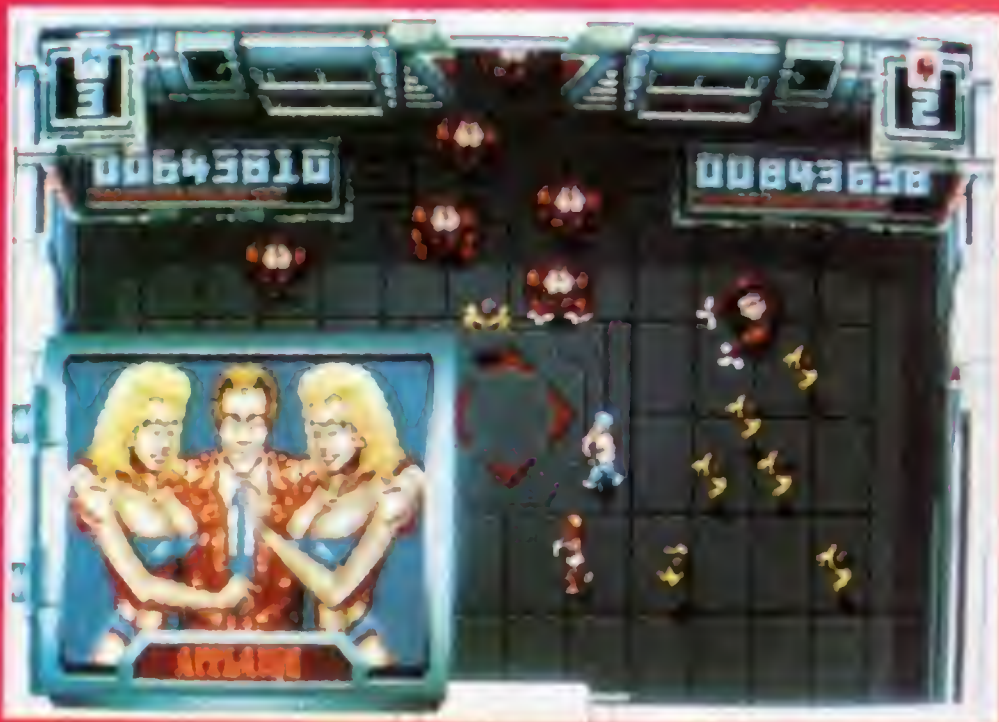
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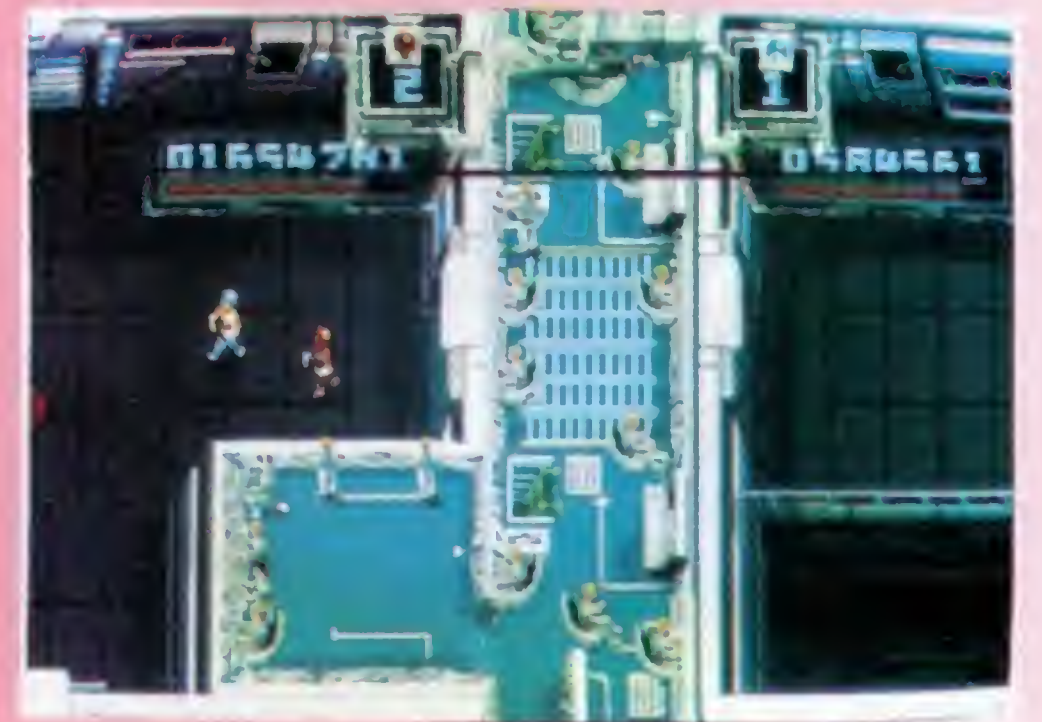
ARCADE ALLEY



A host interjects his comments vocally between rounds.



Robots attack from every direction...can you stop them?



Different types of power-ups and bonus prizes appear!

BLAST THE BAD GUYS FOR CASH AND PRIZES...

Hard-core arcade gamers from the first boom will most likely remember a Williams coin-op that proved to be both revolutionary and a lot of fun to play. The game was called Robotron, and not only did it introduce gamers to some of the most intense action you could buy for a quarter, it also used a unique control assembly that allowed you to move and shoot independently of each other!

While a little-seen first-person shooter titled Blaster claimed to be the sequel to Robotron, a new Williams' game, SMASH TV, promises to bring die-hard fans of the original the first true update of the robot-blasting classic.

Smash TV casts you or you and a friend simultaneously, in a futuristic television game show right out of "The Running Man". Armed with a rapid-fire assault cannon, you must wind your way through a labyrinth of rooms, each populated a bizarre cast of metal creations. Robots of all shapes and sizes will do everything they can to stop you from collecting the big prizes that are strewn across each playfield. If you do manage to make it to the goal of each level, you'll face an

even more powerful Boss guardian who stands nearly as high as the screen!

Coupled with a wide range of power-ups, the graphics in Smash TV literally explode off of the screen, with animation and detail that is unequalled in any similar game. Combined with incredibly intense game play, Smash TV stands out as a great (although unreferenced) sequel that is has been long overdue!



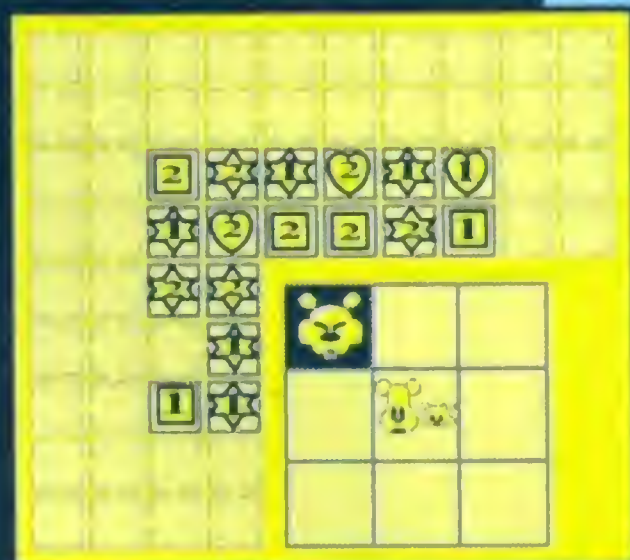
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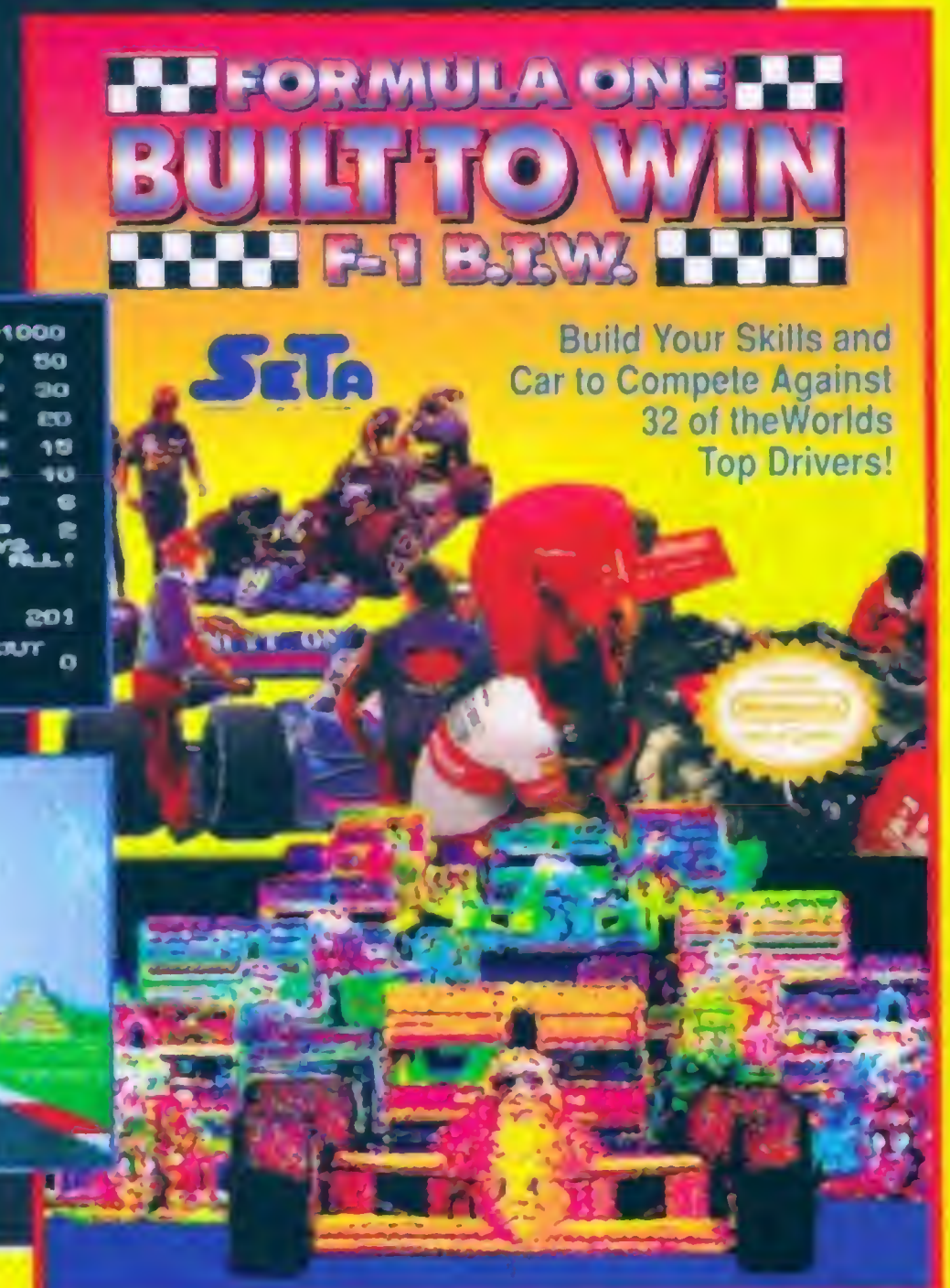
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SUPER FAMICOM UPDATE...16-BIT NINTENDO CLOSE TO PRODUCTION!!

After a year of speculation and intense interest from game players the world over, it finally appears as though the Nintendo 16-Bit Super Famicom, as it has been called, is now very close to production in Japan, with a possible American release expected as soon as next year!

EGM, the first magazine to break the story on the Super Nintendo, has been following the development of this system ever since. We now have new top secret information regarding the specifications and final design of what could truly be the most powerful home video game system ever created!

First announced to the Japanese press in the summer of 1989, the Super Famicom has yet to be seen even there. Repeatedly delays, reportedly stemming from production excesses and certain product introductions (such as the wildly success-

The SFX Specs and 16-Bit Stats...					
System	Price	Processor	Colors	Resoltuon	Sprites
NES	\$79-\$149	6502	52	256x240	64
Genesis	\$189	68000+Z80	512	320x224	80
TurboGrafx-16	\$159	Hu6502	512	256x216	64
Super Famicom	Unknown	65816	32,768	512x448	128

ful Dragon Quest 4) have kept the Super Famicom from the eyes of enthusiastic players up until now.

Now officially be called the Super Famicom SFX, and soon to be known on these shores as the NES SFX, the 16-Bit Nintendo has remained basically faithful to its original design specifications which we published one year ago. In that interim, Nintendo has successfully

courted over two-dozen third-party suppliers, who are now in the process of developing original softs for the SFX. Some of these manufacturers, ranging from big guns Konami and Capcom to smaller development houses like Imagineer and Seta, have already announced the titles that they intend to produce for the Super Famicom.

Before we announce these exciting new games, let's take another look at exactly what the Super Famicom is made of and what it can do!

The brains behind the brawn inside the SFX is a powerful 65816 processor (essentially the 16-Bit version of the NES's 6502). In conjunction with this advanced processor, the Super Famicom also employs 5 special LSI's which utilize the most advanced features of today's semi-conductor technology. The hardware also boasts many new internal advances that allow it to manipulate graphics in new and innovative ways. Most noticeable, is the Super Famicom's ability to scale and rotate images of incredible sizes with little effort. This now makes it possible to have true first-person titles, as well as games that possess incredible depth perception and realism!



The Super Famicom SFX - Nintendo's top secret weapon in the 16-Bit wars!

The real miracle of the Super Famicom is its fantastic graphics capabilities. Unlike other game machines that have remained content with simply a few hundred colors, the Super Famicom SFX can generate up to 16 colors from a possible 32,768 in the eight palette mode and a whopping 256 simultaneous hues from the same spectrum of 32,768 in the single palette mode. Such a vast number of color combinations now allow the SFX to produce shading and detail that before now could only be found in the most complex arcade machines!

In terms of animation, the SFX is also superior to anything that has ever before been created. The unit can rotate, scale and animate large graphic character with very few hardware limitations. As an example, the current NES can animate up to 64 sprites that are no larger than 8 by 8, with no more than eight on any one line. When this limitation becomes taxed, the annoying screen flicker problem that plagues many games can occur. This will be a thing of the past, however, when the SFX appears! The 16-Bitter will be able to handle up to 128 sprites of varying sizes that range from the NES's 8x8, all the way up to a mammoth 64x64 - nearly the size of the entire screen! This will also mean huge Boss characters that animate fluidly.

The special effects options in the Super Famicom are equally dazzling, supplying games with an unequalled lack of limitations. The Super Famicom can take a screen character, blow it up, zoom it in, rotate it a full 360 degrees or stretch the image in any direction and at any magnitude imaginable! Mosaic mapping abilities, fade-in and out options and scrolling functions that allow the shifting of movement within multiple background images that can also travel in four independent directions can all be achieved on the Super Famicom. Only the Lynx, with its scaling and zoom function, can approximate a fraction of what the Nintendo 16-Bitter can do.

When it comes to sound and music, the SFX is just as impressive! The system has a unique sound sampler which enables it to generate eight sounds at the same time! The sound sampler also allows programmers to use sounds that are created by musical instruments, real sounds or even human voices. This generator allows the system to create a dynamic sound field that is only limited by memory constraints. Digital sounds, digitized effects and an incredible selection of options are once again commonplace to the Super Famicom in another important area of gaming. Another first for the wizards at Nintendo!

The Super Famicom SFX also uses state-of-the-art hand controllers that are equipped with a standard pad, 'Select' and 'Start' buttons. In addition to this conventional layout, however, there are also four buttons layed out in a diamond configuration marked 'A', 'B', 'X', 'Y' as well as two additional buttons along the top of the pad. This amount of interface provides users with many more options in player/game interaction. The unit is graced with two controller ports so combo play is possible.

SUPER FAMICOM Release Dates in Japan and U.S.

While it now appears that the Super Famicom will be released into the Japanese market sometime in the fall, a stateside rollout for the Nintendo 16-Bit will likely take place in the early months of 1991. Nintendo has already indicated that they intend to bring the machine out in the U.S., and they're in the process of signing development contracts with several companies. Tentatively titled the NES SFX or Super NES SFX, Nintendo is apparently giving in to pressure from Sega. An exact date is still unclear but be assured, the Super Famicom is finally coming to America.

Super Famicom SFX Games...

While American companies have yet to receive the development systems that will allow them to program games on the SFX, several Japanese developers have already started projects of their own. Although not all of the games are done, many have been completed. The most important releases for the SFX come from Nintendo, who plan to debut Super Mario Bros. 4 - tentatively titled Super Mario World, Zelda 3 and a flight simulation/shooter called DragonFly with the system. Other third party titles include Ghouls and Ghosts 3 from Capcom; Populous, a translation of the popular computer game from EA by Imagineer; Godula, an action/adventure title from Seta, and a rumored 16-Bit version of Teenage Mutant Ninja Turtles from Konami. Third-party developers like Bandai, Natsume, Atlus and others are also hard at work finishing their first Super Famicom games.



***16-Bit Super Mario 4 -
Super Mario World!***

Other SFX Specs...

In addition to its advanced processor, the Super Famicom also uses an 8-Bit Data Bus and a 24-Bit Address Bus. These will able you to play existing NES games as well as Super games of up to 12 Megabytes (100 times larger than current NES carts). The system also boasts built-in math functions for high speed calculations and a separate processor just for game sounds and music.

NEC To Show Turbo Express at CES... First On-Hands Tests Reveal Superiority

The hand-held market has become quite heated in recent months. Ever since the introduction of Nintendo's GameBoy portable a year ago, other manufacturers have stepped into the spotlight with innovative and original designs of their own. The first company to follow Nintendo's lead was Atari, who purchased the rights to a super-powered hand-held system that had originally been developed by Epyx. Besides boasting scaling functions, the Lynx also brought full-color into the palm of your hands!

That's how the market currently stands, with GameBoy taking a commanding lead thanks to a lower price and more softs, and Lynx attracting higher end players as well as developers with the promise of two dozen titles by the end of the year!

But now more companies are getting into the hand-held arena. Sega has announced the 1991 release of the color portable, called the Game Gear or GG in Japan (see last issue of EG Express for the complete story). This is new hardware and while it may become compatible with the Master System (which uses the same Z-80 processor), it will play totally original games.

Nintendo is also getting into the fray with rumored plans on a new 'ColorBoy' system that will possibly play both new color games and older black and white GameBoy carts as well! Although a new company, BDL, has showed us a prototype for a portable that plays regular NES games, Nintendo does not want the competition and does not intend to license its production - although we may see it eventually.

The next hand-held we see, however, may not come from any of

manufacturers, but come instead from NEC. Their unit, tentatively titled Turbo Express, has been featured in EG Express before, but more information has been revealed by sources close to the company and those who are developing the unit.

The specifications remain identical in most respects to the prototype that was shown at the 1990 Winter CES. The Turbo Express will be able to play all existing TurboGrafx software as well as P.C. Engine games, although they may modify the system to prohibit Japanese game play. Systems are being produced for both markets simultaneously, so cross-over possibilities are apparent.

The graphics and resolution remain top quality. The unit's special color display, which is designed to double as a T.V. as well as a game machine, is remarkably crisp and clear. The resolution is 400x270 and the screen size is only 2.6 inches diagonally.

As a game system, however, the Turbo Express comes with a built-in pad and rapid-fire switches. The resemblance to the GameBoy is present, but it is much more of a machine. To power the system, the NEC hand-held uses six AA batteries.

In addition to the optional TV tuner, there are also provisions for a video-link cable that will enable players to compete up to eight at a time on specially-designed software. This counters the Lynx's same abilities.

The Summer CES will prove to be the official launch sight of the Turbo Express, and contacts who have played the system indicate that it is truly phenomenal! The price is expected to be \$249.95, with an optional TV tuner coming in at \$99.00. The price is steep, but for the ultimate in portable power, with expandability into a multi-person system and television, the NEC Turbo Express appears to be ahead of the pack.



The Turbo Express from NEC - now due out at the end of the year!

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NEXT WAVE

**KLAX, VERMILION, E-SWAT,
AERIAL ASSAULT, WIZARDRY**

NEW SOFT NEWS

Things are gearing up for the Summer CES, the twice-a-year chance for game companies to show off their new titles and flex their marketing muscle! While details on most of the games scheduled for release are being kept under tight wraps, we can tell you that there will be several big announcements at the show. Acclaim is poised to show some early

shots of their Simpson's game, while Capcom has an aggressive line of nearly a dozen new titles headlined by Mega Man 3, Yo Noid! (featuring the Domino's Pizza star) and the California Raisins - The Grape Escape! Konami will show Castlevania 3 to American audiences for the first time, along with their sequel to Teenage Mutant Ninja Turtles and a new peripheral that uses an eye-piece targeting system, light gun and voice recognition called the Hawkeye Helmet. Fans of familiar names won't be left out as Dick Tracy, Spiderman, Total Recall and (gasp!) New Kids on the Block all make their video game debut! NEC plans to push bull-headed Bonk as their new super hero, while Sega, in addition to pushing a new Master System console, will highlight the new RPG Vermilion! Look for a complete story on the CES in our special issue next month, with hundreds of photos from the show...it's as good as being there yourself!

MENU

Nintendo
Sega
TurboGrafx
Genesis
GameBoy
Lynx
Arcade

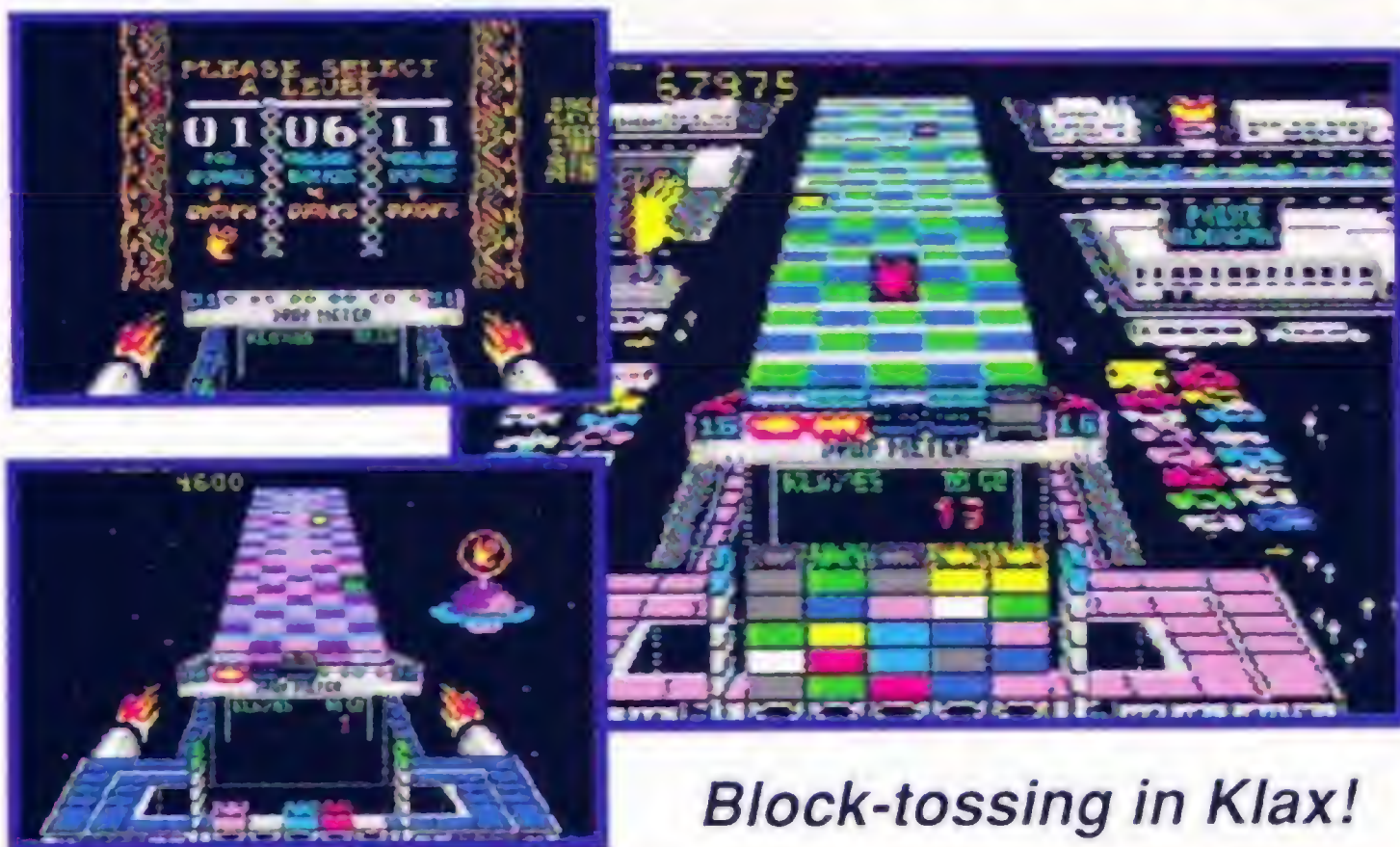


KLAX

Tengen

Straight from the arcade and into your home comes Klax from Tengen. Faithfully re-programmed from the coin-op, Tengen's NES version will be the first of the consumer Klax invasion that will continue with Turbo, Genesis and Lynx.

Klax is an interesting reflex/strategy game that challenges you to grab tiles and throw them into piles to make lines of three. Specific lines add bonus points!



Block-tossing in Klax!

WIZARDRY

Nexoft

The popular computer adventure comes to the Nintendo courtesy of Nexoft. Unlike other RPG/adventures that rely on a set beginning and end, Wizardry changes as different variables in the

game are addressed, making no games alike. Be prepared for a large quest!



VERMILION

Sega

An enormous RPG that is very similar to the Phantasy Star series, Vermilion features side-action sequences, first-person exploration, and plenty of lands to conquer. The 16-Bit graphics are top-notch and the level of complexity is challenging but remains easy to understand. Due in October.



You begin in a peaceful village where you learn important facts about your mission. Can you defeat the mysteries of this land?

E-SWAT

Sega



While Sega showed a prototype of their 16-Bit E-Swat at the last CES show, the 8-Bit cart is nearly completed and should be re-

leased this fall. E-Swat casts you in the role of a Cyber-Cop loaded with armor, machine guns and other high-tech hardware! While the Master System version isn't as impressive visually, it still plays decently as a conventional side-scrolling action contest.



DEVIL'S CRUSH

NEC

Here at last! The sequel to one of the Turbo's most popular cards, Alien Crush, has now been unveiled! Devil's Crush, in addition to being much animated much better, features an all-new pinball playfield that lives and breathes! Encompassing several vertically-scrolling screens, Devil's Crush supplies pinball fans with bizarre targets, alien thumper-bumpers and a large reptilian face that is the centerpiece of the action.

Devil's Crush is also filled with new bonus levels that challenge you to destroy or defeat amazing alien armies, demons and the undead! Pinball enthusiasts and fans of the original rejoice!



The sights and sounds are spectacular!

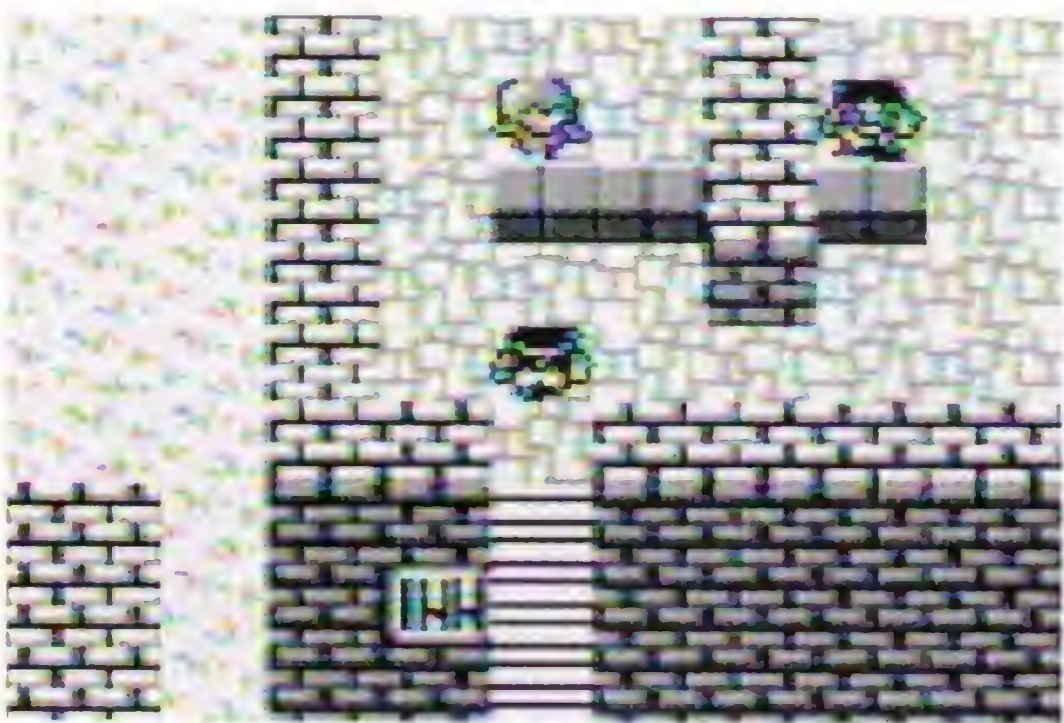
Final Fantasy Legend

(Square)

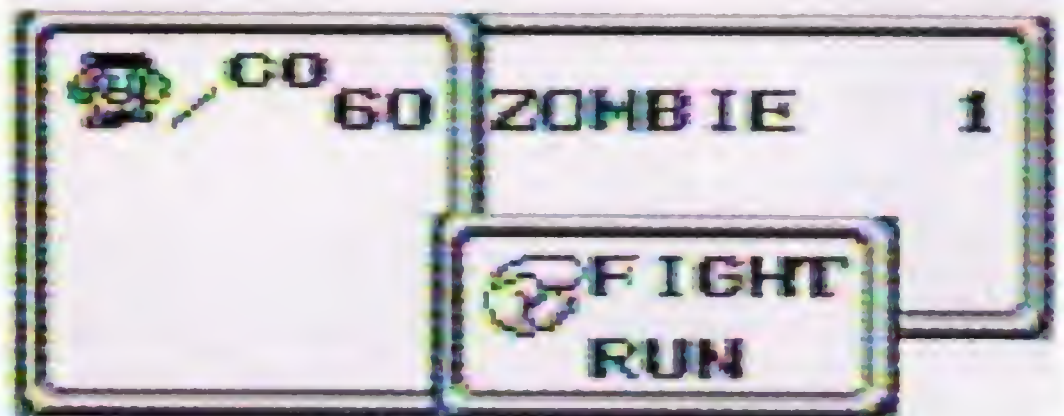
A run-away hit in Japan, Square's Final Fantasy Legend (previously titled Sa-Ga) is the first true RPG available for play on GameBoy. The Final Fantasy universe is expanded in this black & white continuation of the new NES game.

Final Fantasy Legend, while sharing role-playing roots with its NES cousin. You become a warrior out to explore the different regions of the land as well as to solve the puzzles and fight the battles that constantly occur.

Although the game does not fit the standard action/adventure mold, it is definitely much more than the typical puzzle game that has populated the GameBoy so far. The level of complexity, adventure and RPG-style fighting is as good as anything on the NES! The game comes equipped with a battery back-up to store your adventure, and promises to hold dozens of hours of play time.



Final Fantasy Legend is an all-new RPG adventure!



Final Fantasy Legend is an all-new RPG adventure!

Look for more on this fabulous adventure/RPG in a future issue of EGM!



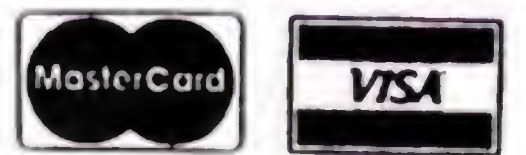
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Bad Str Brawl	20	39	Golf Pebble Bch	12	21	Natl Football Lg	18	28	Super Star Force	16	27
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Drky Kg Jr Math	12	24	Kung Fu Heroes	14	24	Sesame Str ABC	14	28	Zanac	10	19
Donkey Kong 3	12	24	Legacy/Wizard	14	28	Side Pocket	50	95	Zelda	15	29
Donkey Kg Clas.	12	24	Legend of Kage	10	19	Skate Or Die	14	27	Zelda II	20	32
Double Dragon	20	32	Legendary Wings	10	19	Sky Kid	12	23	Zeta Gundam	16	27
Double Dribble	12	24	Life Force	10	18	Sky Shark	16	32	Zombie Master	16	27
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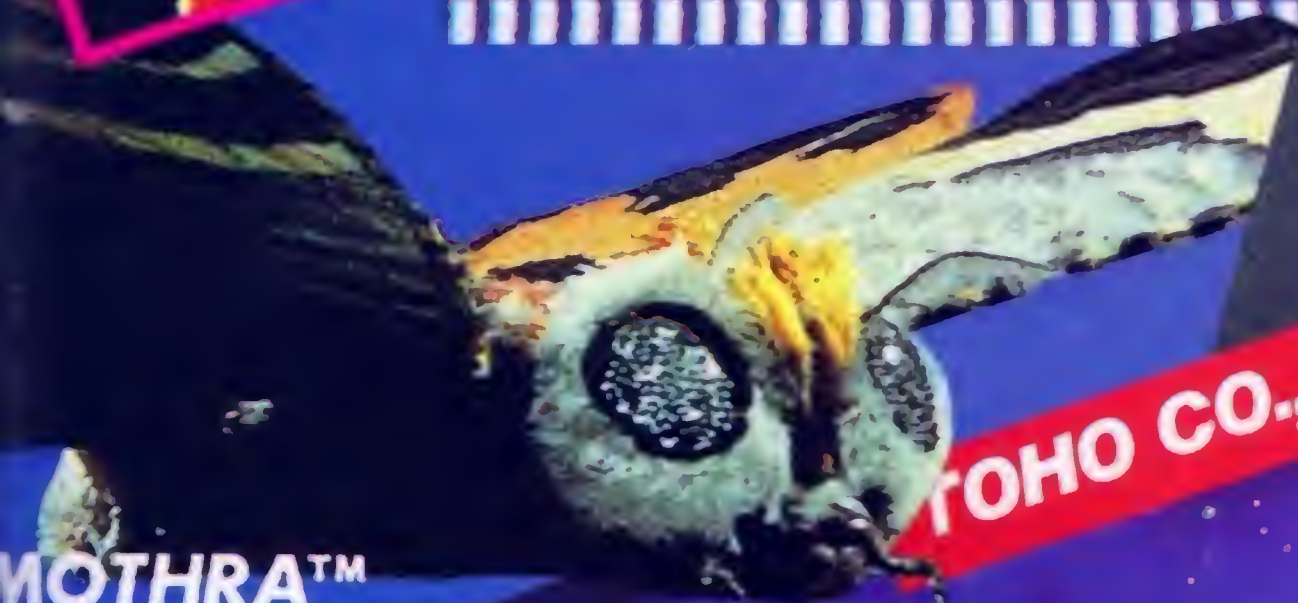
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AFTER BURNER 2

(Sega/Genesis)

Level Select - Now you can warp as high as level 20 in no time at all! When the start prompt appears on the title screen, press and hold button 'C', followed by 'A', followed by 'B' and press 'Start'. A level select screen will appear to transport you almost anywhere in the game!



BURAI FIGHTER

(Taxan/Nintendo)

Secret Passwords - Burai Fighter uses passwords to warp to higher levels, but there are other hidden codes that boost the Burai Fighter to greater levels. Try putting in LOBB for a quick power-up of all your weapons, or ICHI to get to the last level.

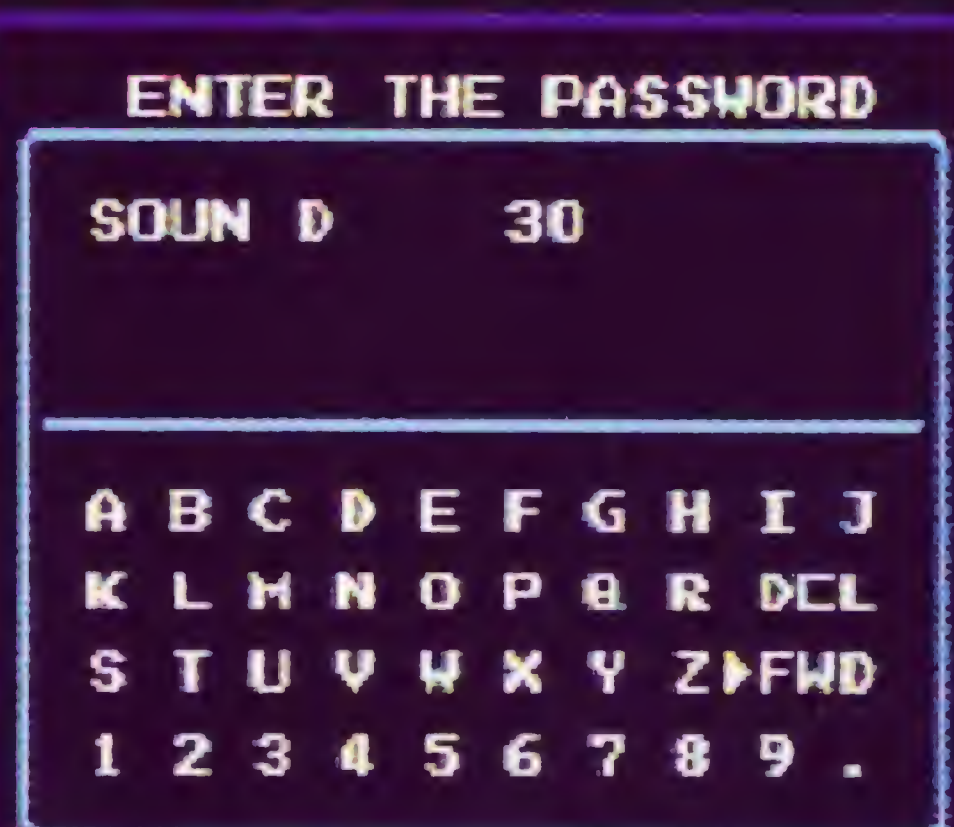


NINJA GAIDEN 2

(Tecmo/Nintendo)

Sound Test - There is another sound test! By using this command you can select effects and see a new graphic character!

During the title screen, hold the pad Up and to the Left, hold 'Select', as well as the 'A' and 'B' buttons. With all this depressed, press the 'Start' button and the screen will appear. Choose sounds with the buttons!



MAGIC OF SCHEHERAZADE

(Culture Brain/Nintendo)

Secret Sound Test - During the password entry screen, input the word SOUND. This will allow you to hear the great sounds in the game!

Jason Holliman
Hernando, MS

Heavy Barrel

(Data East/Nintendo)

Level Select and Unlimited Lives - Heavy Barrel is as good as combat action gets on the Nintendo, and with this secret weapon you can now see the entire game!

During the title screen, enter one of the special pad commands at the right on controller two. While holding the pad and buttons in this manner, press 'Start' on controller one and the game will begin on the level you designated. In addition to warping ahead, however, you will also have an army of unlimited men that will allow you to blast through the enemy fortifications and destroy the evil dictator that controls the country!



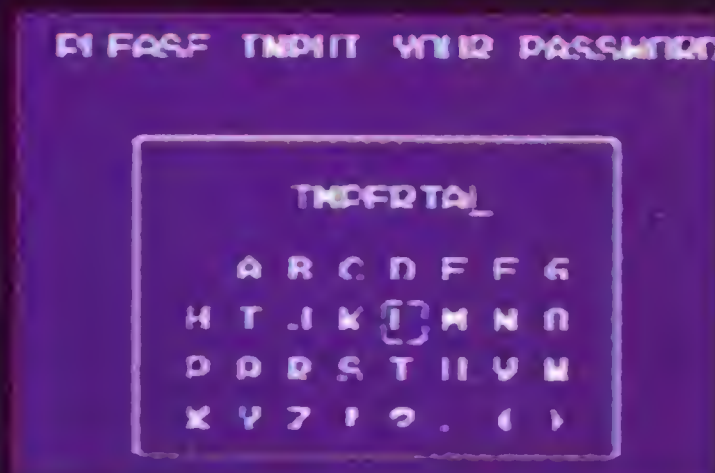
Become the Ultimate Battlefield Warrior!!



Shove-It!

(Dreamworks/Genesis)

Level Codes - Shove-It! is one of the most challenging puzzle games around, but it is simply too difficult for many! There is a solution, however, and we're here to bring it to you! During the Passcode screen, enter these very-California codes to jump to the level of your choice!



- | | |
|--------------|--------------|
| 2. MARINA!! | 14. FIGUEROA |
| 3. MALIBU | 15. SUNSET |
| 4. SANPEDRO | 16. ORANGE |
| 5. VENTURA? | 17. HARBOT |
| 6. SANDIEGO | 18. CENTRAL |
| 7. PASADENA | 19. WESTERN/ |
| 8. /BEVERLY | 20. ?VALLEY? |
| 9. MELROSE | 21. GLENDALE |
| 10. PODEO/?/ | 22. FOOTHILL |
| 11. WESTWOOD | 23. VANNUYS/ |
| 12. WILSHIRE | 24. CRENSHAW |
| 13. VENICE?? | 25. IMPERIAL |

After Burner 2

(Sega/Genesis)

Bonus Missiles - There is now a secret method to increase the number of missiles that the cargo plane carries to your jet fighter to 100! Enter these commands during reloading and hold down!



- | | |
|------------------------|------------------------|
| 3. Hold Left and 'B' | 13. Hold Left and 'B' |
| 5. Hold Right and 'B' | 16. Hold Right and 'B' |
| 9. Hold Only 'B' | 19. Hold Only 'B' |
| 11. Hold Right and 'B' | 21. Hold Right and 'B' |

Adventures of Lolo 2

(HAL America/Nintendo)

Secret Levels - We have uncovered several secret rounds of play in Lolo 2. These are not flawed screens, but rather all new mazes for you to challenge once you've mastered the regular game!





AREA DATA

AREA NAME

COURSE

TRANSPORTER

XI-SCORE 30000000
CREDIT 00000000

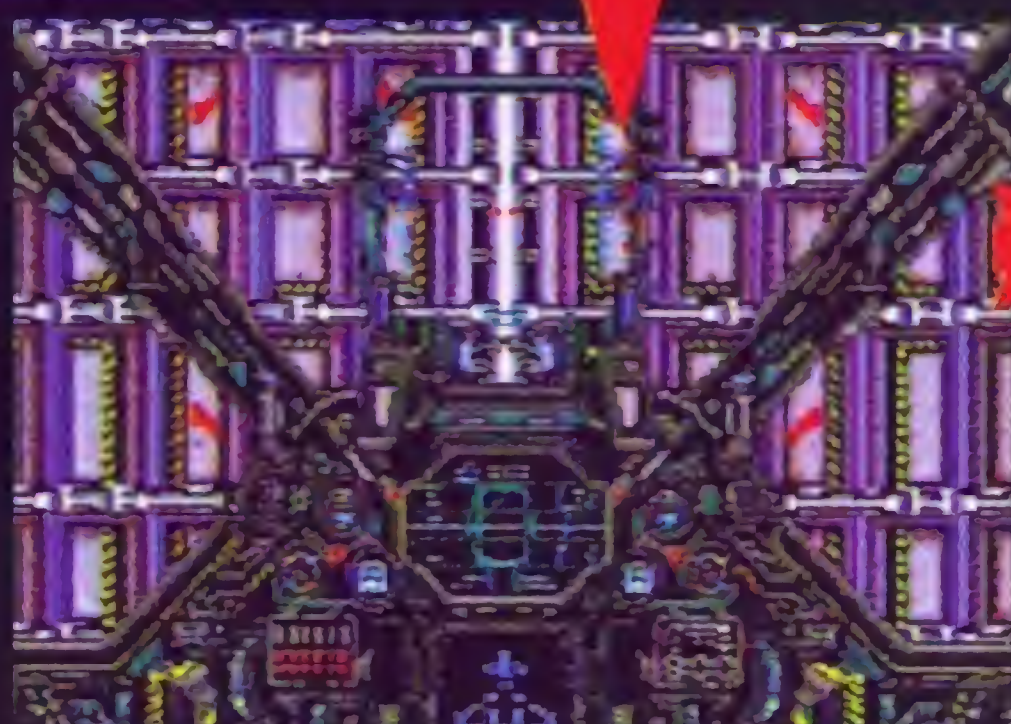
Go to an area with no enemies...

Air Diver

(Seismic/Genesis)

Secret Modes - There is now a way to access several useful, yet hidden, features in the game Air Diver. Start the game and go to an area on the map with no enemy.

Hold 'Start' and press A, B, C, B, A, A, B, C, B, A, B. Let go of 'Start', hold the pad for the desired trick (see right) and continue to hold as designated while you leave the hanger. Once the round begins, let go of the buttons.



Go to the desired area and input the codes at the right!

Hold the Start button and press A, B, C, B, A, A, B, C, B, A, B and release Start



Invincible

Hold Start



Fight Ace

Hold 'A'



Mothership

Hold 'B'



Last Boss

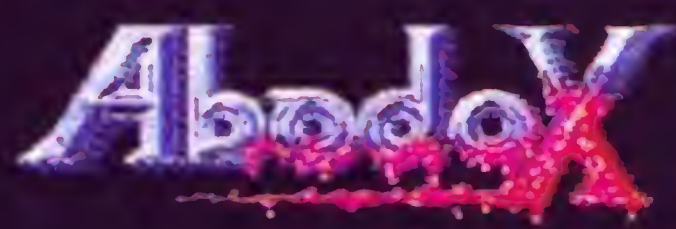
Hold 'C'

Repeat this Trick For Each of the Levels!!

Abadox

(Milton Bradley/Nintendo)

Level Select - Previously, we have shown how to become invincible and fully powered throughout Abadox! Now we have discovered a special level select mode that let's you warp to anywhere in the game instantly. This will prove to be most helpful if you are having problems with a particular area.



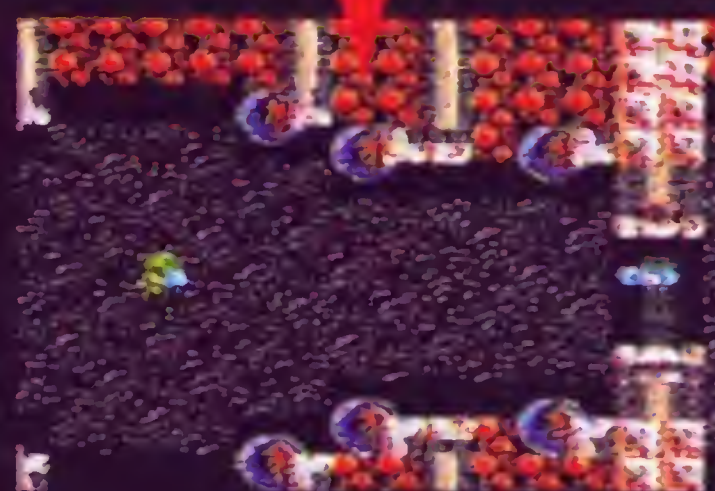
PUSH START KEY

© NATSUME 1985
0 9172-5250/336652L

At the title press:
Left, Up, Right,
Down, Up, Right,
Left, Down and then
the entry below!

Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
Up	Left	Down	Right	Select	'B'

During the title screen, press the pad Left, Up, Right, Down, Up, Right, Left and Down and then hold the pad in the directions outlined above to go ahead. Hold 'A' as well and you'll start half-way into the selected round!

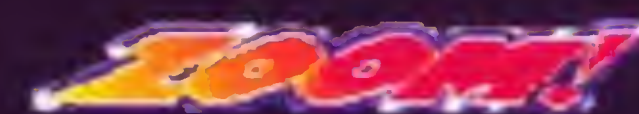


The final level!!

Zoom!

(Sega/Genesis)

New DeBug - How about this! We've uncovered extra menu screens in this Genesis cart! You can now listen to sound effects, and enter new areas of play through the demo mode!



1 PLAYER
2 PLAYERS 1P4D
2 PLAYERS 2P4DS
COMPETITION

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At the player select screen, press Up, Up, Down, Down, Left, Right, Left, Right, 'A', 'B'!



MUSIC/OP
SFX
MUSIC ON
SFX ON
SFX OFF
RESULT

Music and S.E. selection!



MUSIC OFF
SFX OFF
PLAY DEMO
SAVE DEMO
NEXT MODE

All-new menu!

Press 'Start' at the title screen. When you get to the player select screen, press Up, Up, Down, Down, Left, Right, Left, Right, 'A', 'B' on the pad! New screens appear for your enjoyment!

Kung-Fu Heroes

(Culture Brain/Nintendo)

Strategies - Here are more strategies on how to play Kung-Fu Heroes. Practice these techniques to enter their

big contest (see ad in this issue)! These tips will help you battle



the different opponents!

Kung-Fu Commandos - They are the first enemy you'll encounter. There are three kinds of commandos. One uses only kicks, one throws only punches, and the other uses a combination of the two. The latter is not as strong but they can kill you if you're not careful!

Floating Viper - Punches won't hurt them. You must throw kicks to conquer them. In the later half of the stage, the Floating Vipers will appear with beams which you must dodge.



Kick!

Spear Man - Spear Man is not that difficult to defeat. However, be cautious of the distance the spear is thrown. As you learn this you'll be able to avoid the spear. Jump over their spears and defeat them with your miracle kick.

Mr. Coffin - There are three different types of this enemy. One is normal, one shoots beams and the other is invisible. Mr. Coffin attacks by holding on tight and not



letting go! You can defeat him if you have three "punch-ups" and an "S". Get him quickly with your Moon Sault Kick!

Gun Man - He is dangerous. He blows bazookas everywhere. Dodge the bullets with kicks. Always pay attention to what goes on around you. Avoid bullets from other enemies.

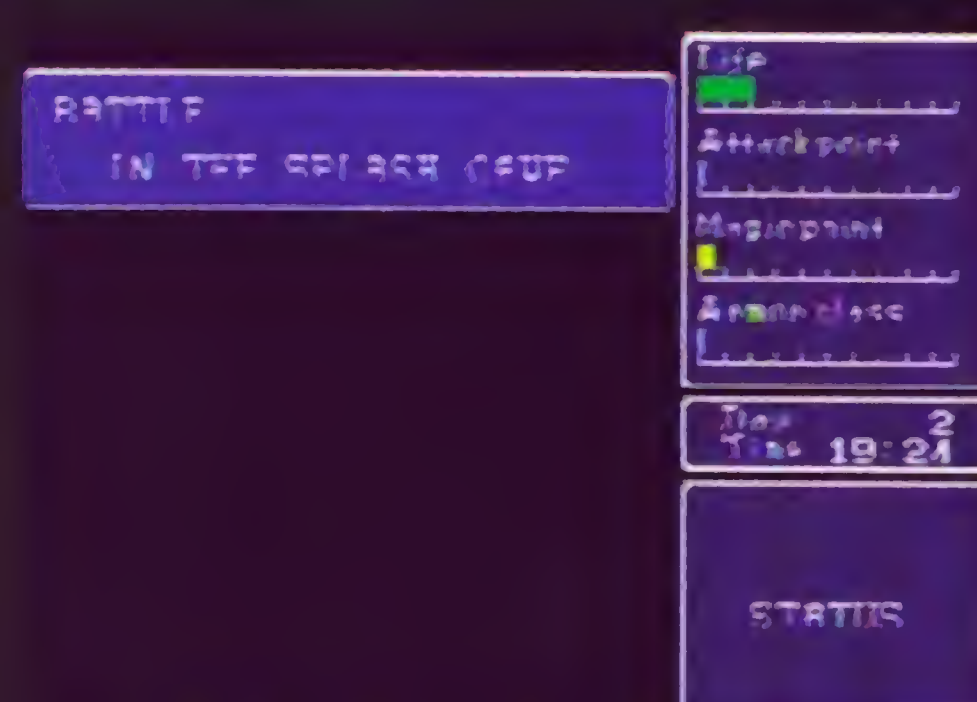
Cat Mage - If you are hit with the beam from Cat Mage, you'll turn into stone and won't be able to move. Defend the Medusa Beam with your Moon Sault Kick. Score big points by attacking with your Miracle Kick!



Begin in the town by talking to some people there...



...Head out to the left and into this clearing of trees...



...Enter here for the Super Hydlide sound test mode!

Super Hydlide

(Seismic/Genesis)

Hidden Cash and Secret Sound Test Mode - Super Hydlide is a very complex game which will take many hours to complete. Here are some tips on how to take a break from the intense action and how to start the game with some extra cash! When the game starts you will begin in the City of the Forest. After you get some information from the towns' people,

exit the town and go out into Fairie Land and go five screens to the left. There, you will see a cave. Enter the opening and you will appear in a deserted village. Walk around the first wooden fence and walk downward. Your character will now magically walk onto the brick wall! Walk left again onto the patch of trees and get in the middle clearing of the trees and hit the 'B' button. You will find a whopping 10,000 gold pieces hidden here!

If you want to listen to the superb sound effects in this fine game, go from the area where the hidden money is located and exit the trees the same way you entered them. Next, go to the top left building. In this building you can cycle through the different game sounds!

Jam to the Music and Begin with Mega-Bucks!!

Warning: The Foll Chills, Dizziness And



Atari Lynx™ comes with AC adaptor, Comlynx™ cable and four games on one Lynx game cartridge.

Lots of games are available on compact cartridges, with more being developed as we speak.



Gauntlet®: Smash arcade hit. The enchanted Star Gem has crashed to earth. Capture it from evil creatures before they use its magical strength to destroy man. 1 to 4 players.



Blue Lightning™: Fly a top secret combat jet while avoiding missiles, ice fields, canyon walls and the dark of night.



Plug any standard headset into the Lynx for more realistic 4 channel sound

owing May Cause Shortness Of Breath.



Electrocop™: Rescue the kidnapped daughter of the president. Invade the Steel Complex where dangerous robot traps protect the Criminal Brain.



California Games®: Surf your brains out. Skateboard the Half Pipe. Juggle the Foot Bag. Slam off the desert berms on your BMX bike.

Chip's Challenge™: Help Chip through 144 levels without getting nailed by cherry bombs, water-traps, and hundreds of other hazards.



KLAX™: The latest arcade mega-hit from Atari Games. You must form "Klax" from colored tiles tumbling down the conveyor belt. 100 levels.



Connect up to 8 Lynxes. On some games, all 8 players can be on screen at once.

The Lynx portable game system is every bit as good as home systems.

It has great color and sharpness like a big screen TV. It has deep levels of play on popular and new games. And on some games, you will be able to link up to eight Lynxes so everybody can play together.

It's enough to give you chills.

And make our competitors sick.

It's available at all major toy and electronic retailers.

Call 1-800-443-8020 for the dealer nearest you.



Dash Galaxy

(Data East/Nintendo)

Level Select - In this game you can take a step past the earlier levels by using this special cheat. On the title screen, press and hold the 'A' and 'B' buttons, as well as 'Select' and Up and to the Left on the pad all at the same time. This will allow you to choose which level you would like to start on. When the appropriate level appears, press 'Start' to begin play on that level.

Dan Morwood
Virden, Manitoba

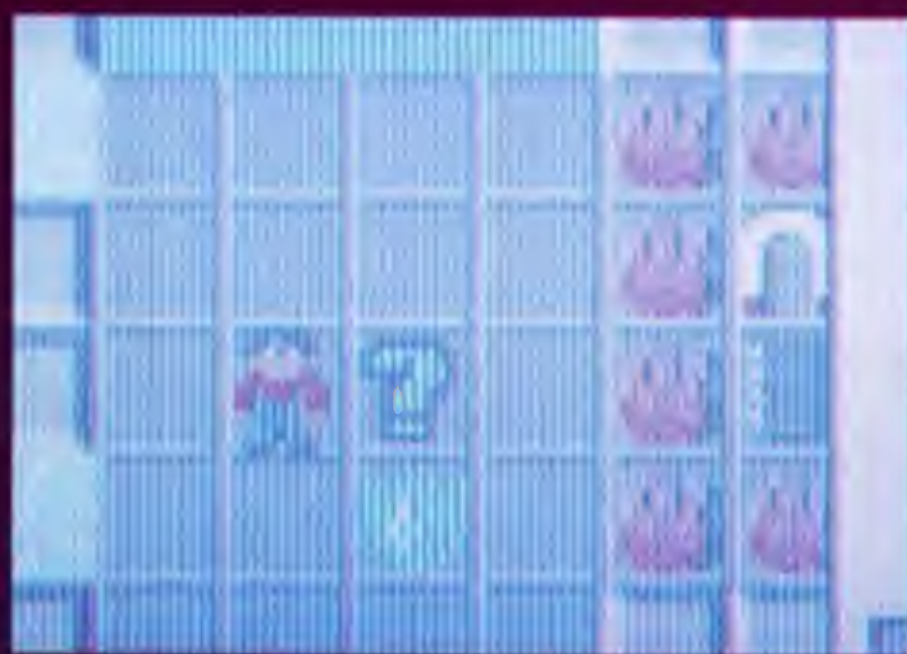


Chip's Challenge

(Atari Corp./Lynx)

Level Codes - Chip's Challenge is a very tough game, but here's some codes that will help:

5.	TQKB	65.	UPUN
10.	VUWS	70.	GCCG
15.	COZQ	75.	MJDV
20.	KGFP	80.	EVUG
25.	PQGV	85.	LEBX
30.	BQZP	90.	OLLM
35.	VDTM	95.	BIFQ
40.	YWFH	100.	QJXR
45.	OVPZ	110.	XBAI
50.	QBDH	120.	FLXP
55.	SJES	130.	XHIZ
60.	ZYVI	144.	GVXQ



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THE WORLD'S FIRST 220 MPH VIDEO GAME.

Take on the hottest tracks in the world as the racing season cruises from Brazil to Spain, then on to Hungary and 12 other countries before you come back to the USA for the season's final challenge.

But getting there won't be easy — you'll have to tap the raw power of your turbo-monster to haul your way past the world's top drivers. And in this game you need a lot more than just hyper driving skills. You've got to control your mechanics and pit crew — together you design and build the perfect race machine for each new track.

On top of it all, Al Unser Jr. is at your side. He'll let you drive his car while he schools you on what it takes to win. And when you think you're ready, you can go start your own race team, build your own car and take on Al Jr. in wide-open wheel-to-wheel action.

Al Unser Jr.'s Turbo Racing.™ If you think you can handle it!



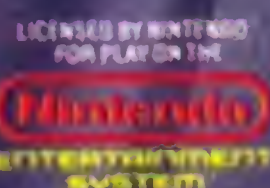
FREE POSTER of Al Unser Jr. in action in specially marked packages!



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YOU COULD BE THE CHAMP

THE CULTURE BRAIN WORLD

A BIG CHANCE FOR THE WHOLE FAMILY!

Enter Culture Brains Kung-Fu Heroes nationwide tournament and win the grand prize.

Even those who aren't as skilled will have a chance to win. This tournament is not only for the game maniacs but for any family members. The champions will be selected from two categories: family and general groups.



CHAMPIONS TOURNAMENT

You are the torchbearers of the video game culture which is to be transmitted to the next generation.

Send Culture Brain a screen shot of the highest scores your team can get.

1. Please enter one of two categories.

A. Family Category

If your team includes at least one person who is 12 years or under, enter this category. It is not necessary that you are family members.

B. General Category

If both of you are 13 years or over, you must enter this category.

2. Play Kung-Fu Heroes with the 2 player mode.

Send a screen shot picture of your team's highest scores to Culture Brain.

In the screen shot, both scores must be visible.

3. There will be four teams from each category, for a total of eight teams. Sixteen people in all will be selected for the finals in the order of their scores.

4. The top eight teams will be invited to the finals in Los Angeles.

The finals will be performed by the blocks. Prizes for both categories will be awarded as follows: the first-prize winners will be awarded \$10,000.00, the second-prize winners will receive \$3,000.00, the third and fourth-prize winners will receive \$1,000.00.

In the event of a tie, there will be a playoff to determine who will proceed to the finals.

5. All the finalists will stay overnight in Los Angeles and will be taken to Disney Land as an extra prize.

6. The selected teams for the finals will be directly notified by Culture Brain.

To enter either category, one adult or guardian must accompany the minor to the finals. The date for the finals will be announced by Culture Brain.

If a team can not make it to the finals, it will be disqualified.

Air fare and hotel expenses for the finals will be provided by Culture Brain.

7. Don't reach the 100 million mark.

The highest score you can get with this game is 99,999,900.

If you go over it, the score will reset and start at 0, and the points you have gotten will be invalid.

When you get near 90,000,000 points, play carefully so that you don't reset the score by exceeding 99,999,900.

To enter:

Please write down the following information on a piece of paper and send it along with a screen shot to Culture Brain.

- entry category
- your names
- addresses
- ages
- birth dates
- telephone numbers

Please print your names, addresses, phone numbers on the back of the screen shot, also.

Send to:
Culture Brain
Champions Tournament Dept.
15315 N.E. 90th Redmond WA 98052
Tournament period:
Mail received before August 31, 1990
will be valid.



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- * During the contest period, you can enter the tournament as many times as you want.
- * We are not liable for unreceived mail.
- * Teams who enter for the family category must include a person who is under 12 years old as of March 31, 1990

- * Any screen shots under the following conditions will be disqualified:
 - Screen shots that have been tampered with.
 - Screen shots that are not readable.
 - Screen shots that do not have the scores visible.

CHAMPION OF THE U.S.!

The tournament is planned for the entire family to enjoy. So come and join the challenge!

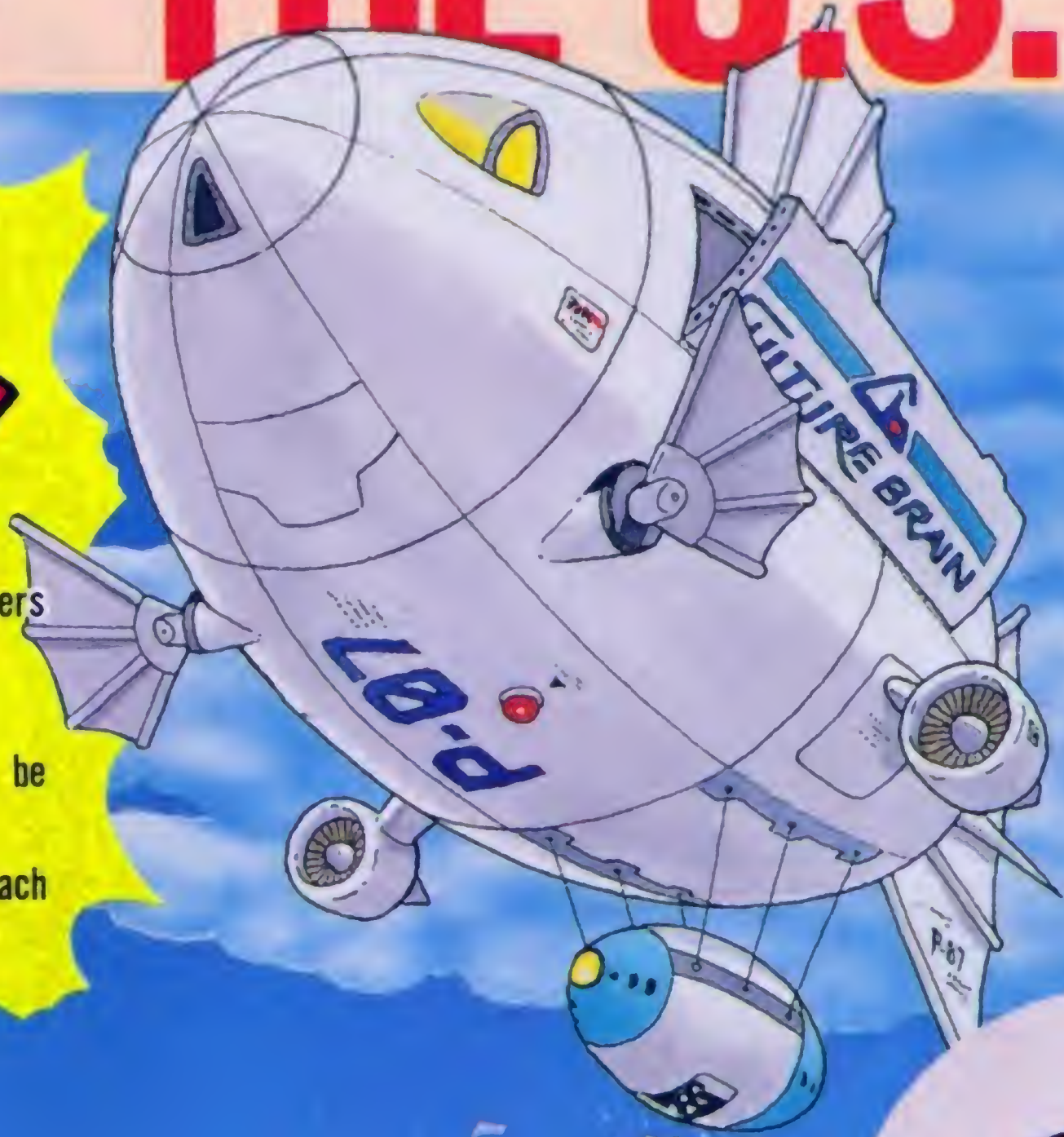
WAAOooooo...
\$10,000!

The first-prize winners from each category

will be awarded \$10,000.00.

The second-prize winners from each class will be awarded \$3,000.00.

The third and fourth-prize winners from each category will be awarded \$1,000.00.



IN ADDITION TO THE TOURNAMENT, THERE IS MORE!

Receive a board game and win more prizes!

Everyone has another chance to win even if you don't enter the tournament.

STEP 1 GIVE AWAYS.

The limited edition of the Kung-Fu Heroes board games and buttons will be given away at the participating retail stores. Look for display posters.



1. If one or both of you are 12 years or under, enter the family category.
2. If both of you are 13 years or over, enter the general category.

Entry details are available on the board game, which will be given away at participating retail stores.

STEP 2 WIN PRIZES.

Answer the quiz on the board game and send it to Culture Brain, you could win the deluxe prize by a random drawing!



Anything and everything about this campaign is great!

Prizes are subject to change without any notice.

For further information, please look for details on give away board games.

Give aways are limited in quantity at each store. Ask for more details at the participating retail stores.

Mm, I will enter the tournament, too!

The campaign is sponsored by Culture Brain. For more details, please inquire only through our ads in most game magazines or display posters and give away board games at participating retail stores. Please no inquiries by phones.





THE PERFECT SIMULATOR

Only Baseball Simulator 1.000 lets you play ball any way you want it. It's fully programmable baseball unlike any other game.

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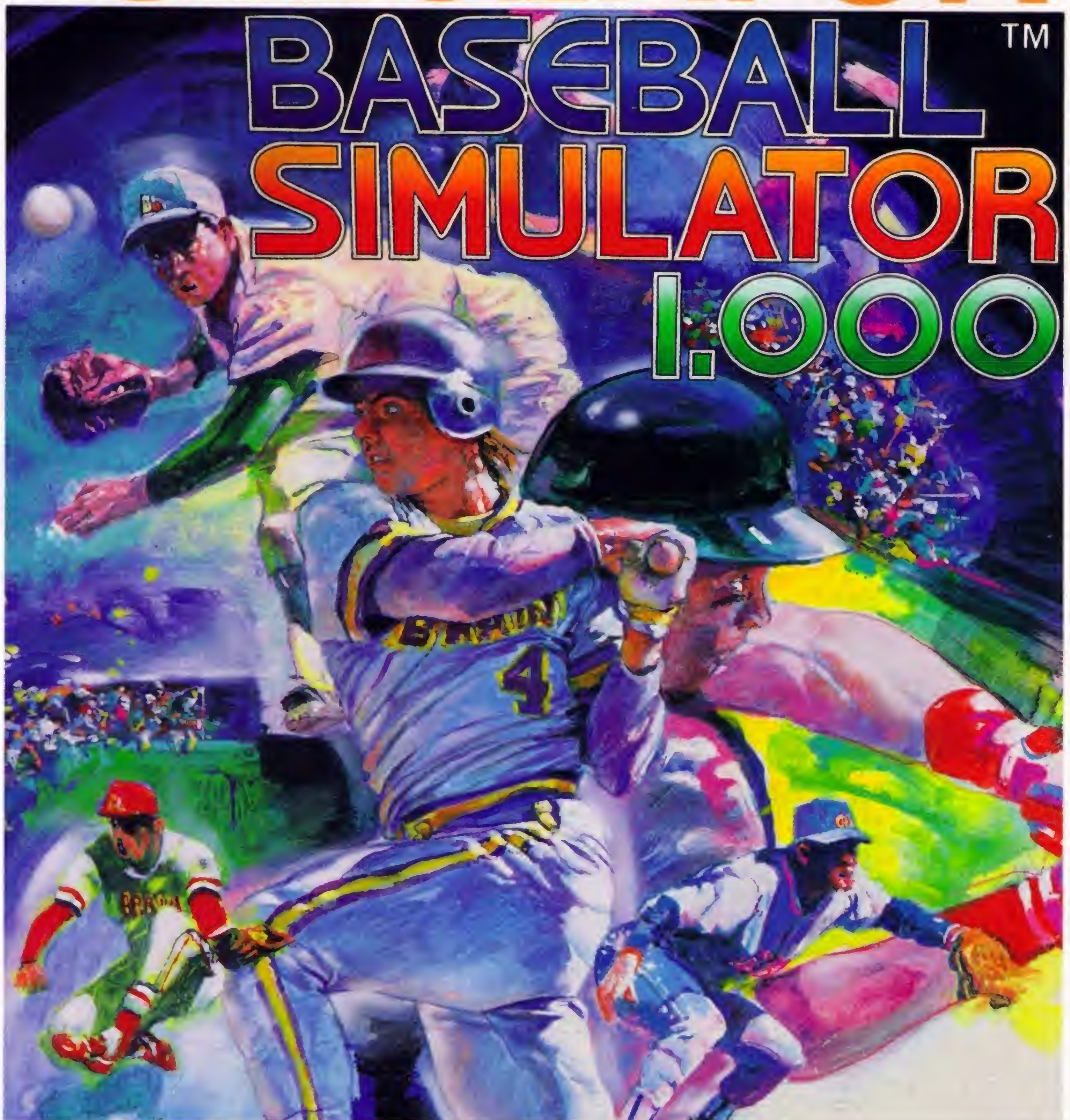
Start with a full team of 12 batters and six pitchers. Then, you decide what kind of team to make. Enter the exact stats you want for a winning team. Use the latest major league stats, make an all-star team, even enter yourself as the star. With six programmable teams, you'll have a whole league of your own.

Intense and Realistic Action

Make a team of quick runners for a fast-paced game. Create players with awesome power for an all-out Home Run Derby. Or give your team the hottest hurlers for an intense pitching game. No matter what kind of game you want to play, it's all possible.

Televised Season Simulation

With the Full-Auto Season, you can play out a continuous season and watch your team from game to game. Even individual players can be tracked with full stats and top-10 rankings. Go for the triple crown!



1 SHEEPERS

BA	NAME	BATP	AV	HR	RBI
1	INDIANAH	1	1	1	1
2	INDIANAH	1	1	1	1
3	INDIANAH	1	1	1	1
4	INDIANAH	1	1	1	1
5	INDIANAH	1	1	1	1
6	INDIANAH	1	1	1	1
7	INDIANAH	1	1	1	1
8	INDIANAH	1	1	1	1
9	INDIANAH	1	1	1	1
10	INDIANAH	1	1	1	1
11	INDIANAH	1	1	1	1
12	INDIANAH	1	1	1	1

2 OVERALL

	G	M	L	PCT	GB
1	5	4	1	0.800	0.0
2	5	4	1	0.800	0.0
3	5	3	2	0.600	1.0
4	5	3	2	0.600	1.0
5	5	1	4	0.200	3.0



1 FULL EDITING FOR UP TO SIX TEAMS.

Play ball with your favorite major league stars, heroes from the past, fantasy leagues - even enter yourself as the star! Enter team and player names, and all the important stats for your very own team.

2 A COMPLETE, SIX-TEAM, 165-GAME PENNANT RACE.

Play a full length season with six teams, for 5, 30, 60, or even 165 games. Follow the teams and players through the season - monitor their stats, even get top-10 rankings in batting and pitching.

4 FULLY AUTOMATIC SIMULATION.

Simulate a full season based on statistics. The season can be played automatically, while you can enjoy following a team through its games. And by editing team and player abilities, it's a full-auto simulation game.

3 THE HILARIOUS FEATURES OF ULTRA PLAY.

Add a whole new dimension of fun to baseball with the wacky Ultra Plays. Throw pitches that disappear or speed up in mid-air. Fight back with hits that explode or knock out the fielders. And catch them by leaping hundreds of feet in the air. With the six teams of the Ultra League, you'll play baseball like it's never been played before!



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CULTURE BRAIN™



An action adventure from the Arabian Nights.

**THE MAGIC OF
SCHEHERAZADE**



*Sophisticated
Action
Adventure*

The ancient land of Arabia has fallen into despair. The evil magician Sabaron has released his demons from the underground, and now they are about to take over a once-beautiful land.

You have lost your memory, but you are the descendant of the legendary magician, Isfa. Now it is time to return to Arabia. You must fight to defend peace and unravel puzzling mysteries to save the kidnapped princess Scheherazade.

You and your allies will travel throughout the beautiful and mysterious land of Arabia, through the future and the past, and to worlds of water, deserts, forests and flowers. It's a grand adventure waiting to be fulfilled.



Raise your strength with an assortment of swords, magical rods, and special items.



Magical spells come to life on the screen in winds of fire and storms of electricity.



Giant enemies fill the screen and challenge you to battle.



An encounter with the enemy! Create a battle formation with your allies, then fight it out with powerful magic!



1 FIVE CHAPTERS OF MAGIC AND MYSTERY, OVER 750 DAZZLING SCREENS.

Unprecedented scale, challenging puzzles, and intense combat, unlike anything else. And a finale full of awe and wonder. The world of Scheherazade is an adventure full of glory.

2 ARTIFICIAL INTELLIGENCE ENHANCES THE GAME EVEN MORE!

With the support of the Artificial Intelligence programming, even beginning players can enter the magical world of Scheherazade and behold its wonders.

3 MAGICAL BATTLES WITH ELEVEN ALLIES!

Seek out your trusty companions and invoke an astonishing variety of magical spells. Through the past and the future, you are the hero, battling the sinister forces of evil.

4 GRAPHICS AND SOUND FROM A WORLD OF FANTASY!

With stunningly beautiful visuals and a musical soundtrack that will captivate your imagination. The Magic of Scheherazade is a gaming experience that'll leave you spellbound!

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CIRCLE #116 ON READER SERVICE CARD.

REALISTIC KUNG-FU ACTION RETURNS! You are Ryuhi, a dedicated student of the ancient art of Kung-Fu. But your wise master has been kidnapped, and with him, the Secret Scrolls, which hold the key to 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 evil warriors of darkness.

SUPER REAL KUNG-FU GAME.

FLYING

DRAGON™

You'll face the toughest challengers from six different styles of fighting, at the World Tournament of Contact Sports. The gong has sounded. Now it's up to you to become the World Champion.



The refined game play and sophisticated action will leave you breathless with excitement. When it comes to realistic kung-fu games, there's only one champion—FLYING DRAGON.



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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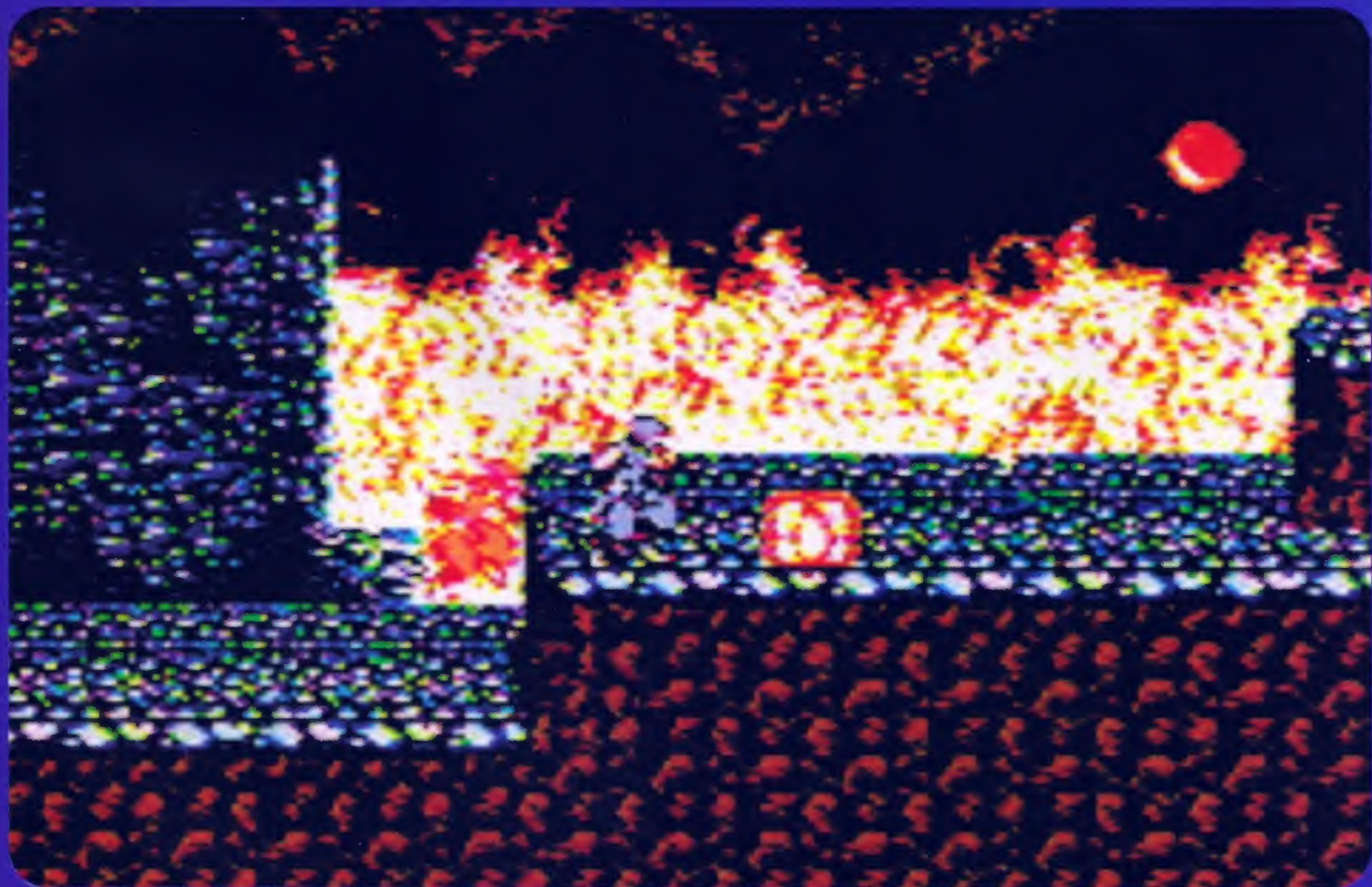
NINJA GAIDEN TAKES ON THE METAL MASTERS...ANTHRAX!!

NINJA 外伝™ GAIDEN

EPISODE II

THE DARK SWORD
OF
CHAOS

EGM GAME-OF-THE-MONTH!



The Gaiden Saga Continues with the Dark Sword of Chaos!!

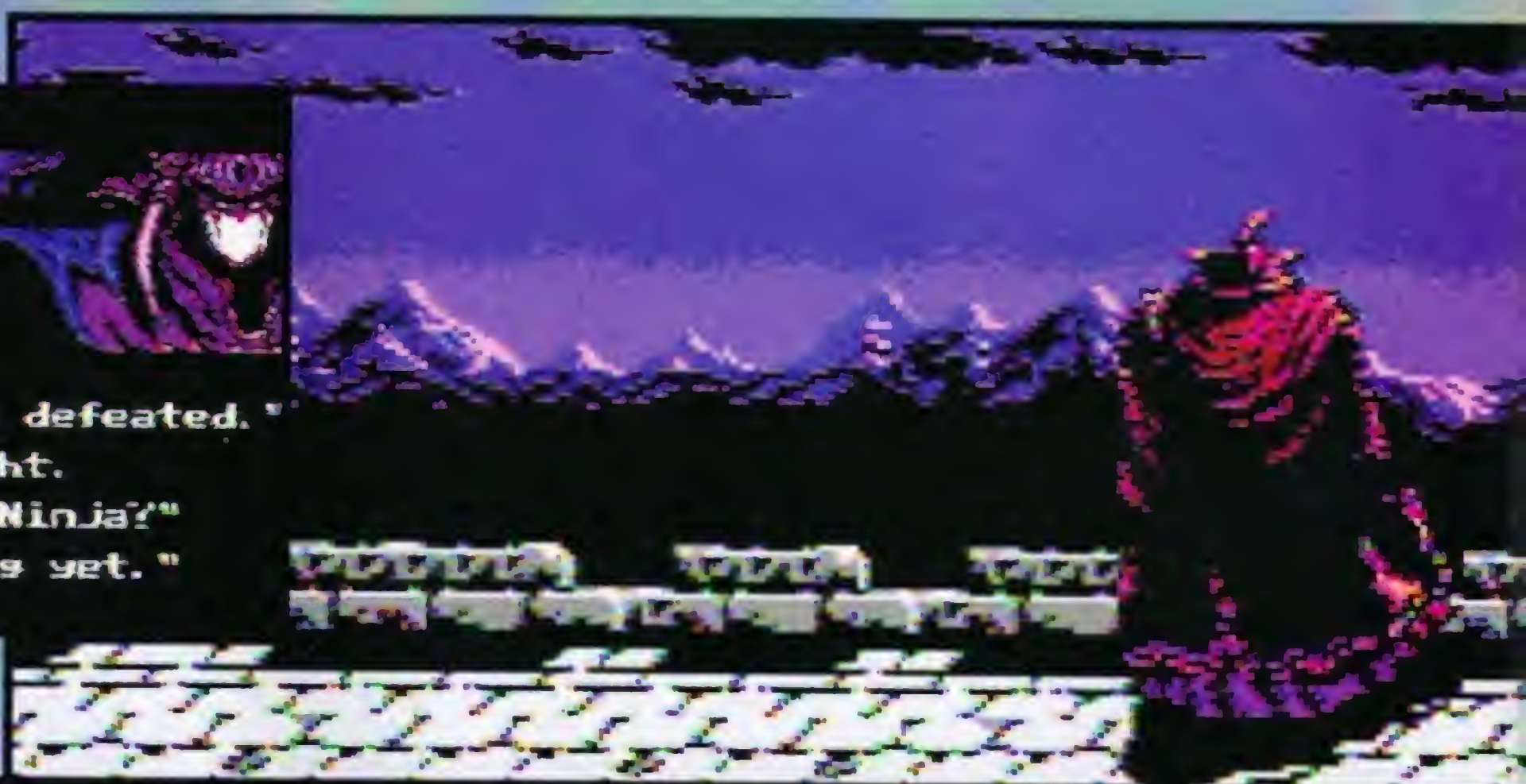
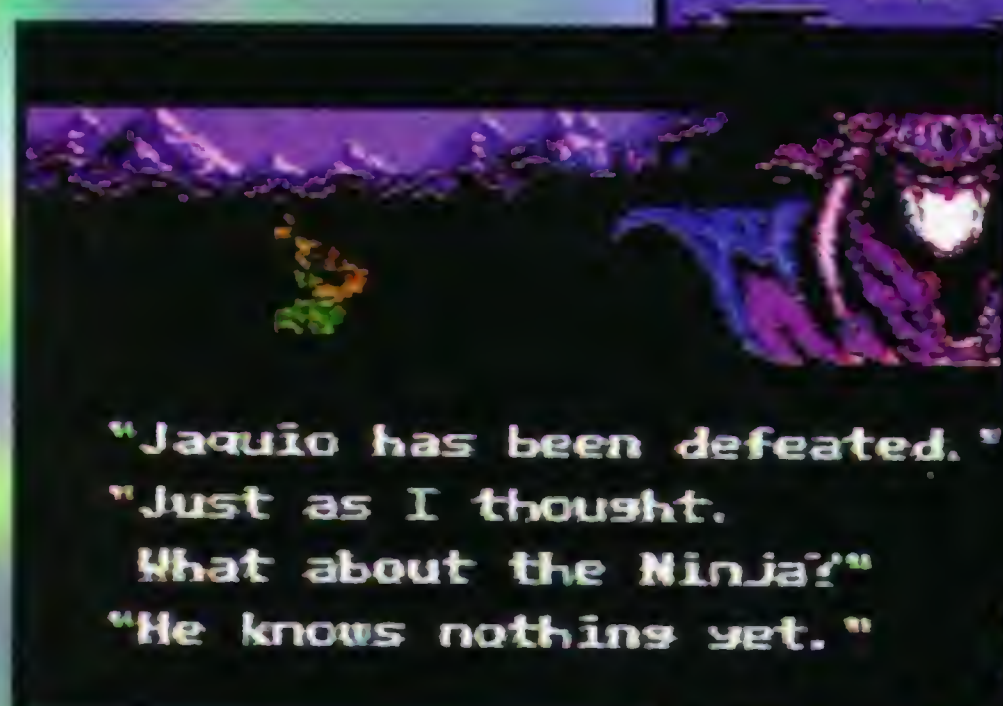
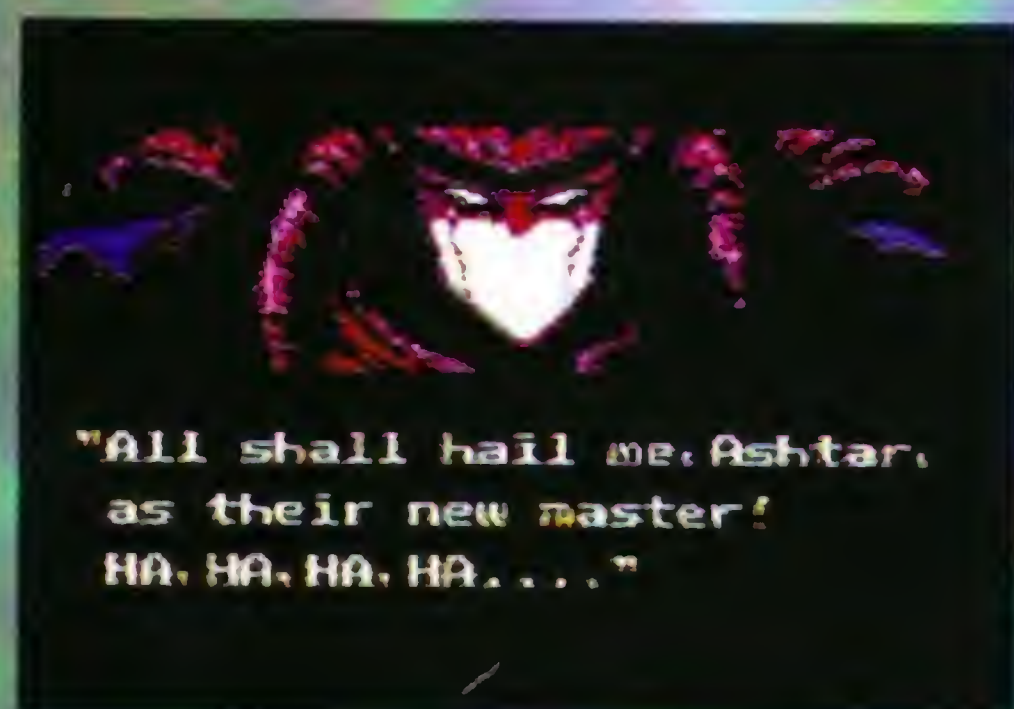
NINJA 外伝™ GAIDEN

EPISODE II

THE DARK SWORD OF CHAOS

FACT-FILE

Manufacturer: Tecmo
Machine: Nintendo
Cart Size: 2 Meg
Number of Levels: 7
Theme: Action
Difficulty: Average
Number of Players: 1
Available: June '90



Ninja Gaiden Returns in The Dark Sword of Chaos!!

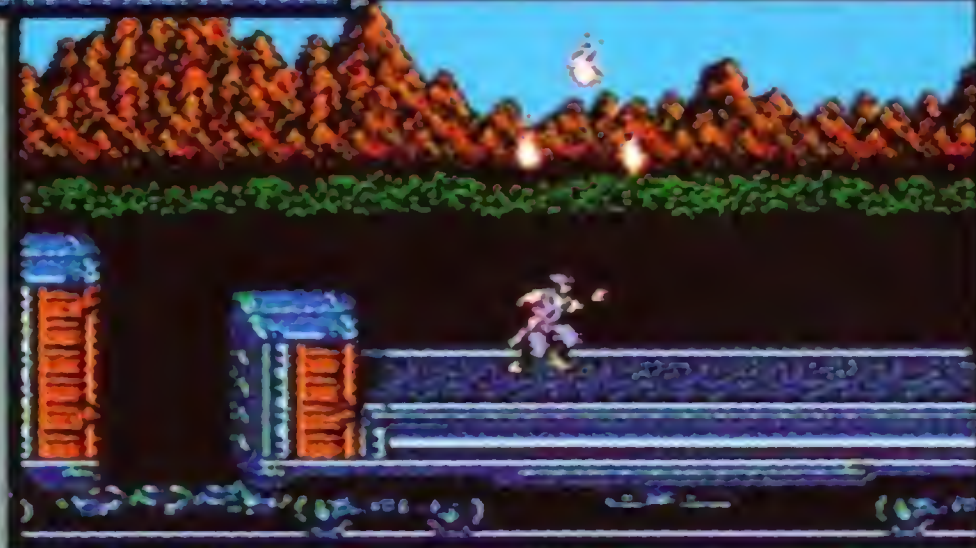
Undoubtedly one of the most ground-breaking NES games on 1989 was Tecmo's Ninja Gaiden. The combination of excellent graphics and action, coupled with unique "cinema" displays that told a story as each level was completed, proved to be a powerful combination.

Now the master Ninja Ryu Hayabusa has returned in an incredible new sequel that takes the Ninja Gaiden experience to all new heights!

While many elements of Ninja Gaiden 2: The Dark Sword of Chaos will be familiar to Gaiden fans, there are some new techniques that have been added. Special option Ninjas that follow your every move and mock your attacks can be collected and a whole new cast of monstrous characters, pledging loyalty to the evil Ashtar, stand between you and the lovely Irene Lew. Expect help from a mysterious stranger and other surprises!



All-New Power-Ups, Options & Intermission Movies!



COLLECT SHADOW NINJAS TO INCREASE RYU'S ATTACKS!!
 One of the most noticeable differences between Dark Sword and the original Ninja Gaiden is the new shadow Ninjas that can be collected! Up to two additional fighters will be added, increasing Ryu's attacking abilities and following your every move!



A NEW STORY!!
 Ryu is up against an all new adversary with evil motives even more dangerous than those of Jaquio! As the action unfolds, the Tecmo cinema displays unleash the plot with great graphics and music!



NINJA BOSSES



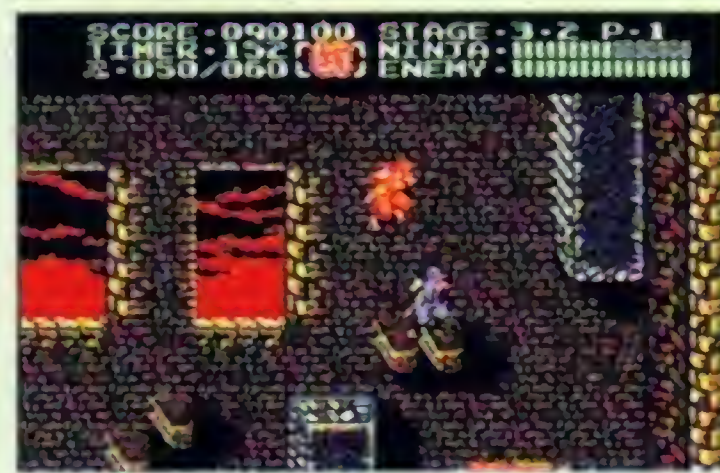
The first guardian of Ashtar's evil secret attacks from the left to the right. Jump on the walls to avoid his rushes!



The second Boss throws spiders when he's on the higher platform. Attack when he's on the ground!



This leader uses a rocket pack to avoid Ryu's attacks. Use your shadows to jump and knock him down the slash!



Will Ryu Ever Defeat This Evil!?!?

While the second installment of the Ninja GaiDen saga is outstanding in nearly every respect, rumors are already flying about a follow-up to part two! According to knowledgeable sources, however, it does appear that Ryu Hayabusa will return for one

final confrontation! Where will the story go from here? Well, at the explosive conclusion of Ninja GaiDen 2, there are still several puzzling questions. The new master of evil, Ashtar, mysteriously disappeared during his encounter with Ryu! Will

he bring darkness upon the land and stand between Irene and Ryu again? Or will there be a new monster for Ryu to battle? No matter what the wizards of Tecmo finally create, we can all rest assured that Ninja GaiDen is a verifiable classic!



Ninja GaiDen takes on Anthrax!

Ryu Hayabusa may be the nastiest Ninja in Nintendoland, slaying the evil forces of Jaquio and Ashtar, but Tecmo's master Ninja was no match for the masters of metal, Anthrax! Several members of rock's hottest new band were invited to take Ninja GaiDen on in a private showing by Tecmo's Graphic Artist, Jason Magness. The band rated the new Ninja highly, giving the sword-slashing super hero thumbs-up!



The New Ninja Gets a Hard Rock Welcome at Tecmo!!

Anthrax samples Ryu's latest exploits in Ninja GaiDen 2! Pictured here for EGM's cameras are Charlie Benate (drums), Frank Bello (Bass) and Jason

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DASH GALAXY

IN THE
ALIEN ASYLUM



THE MADDEST RACE IN OUTER SPACE!

You're Dash Galaxy, fearless Space Explorer. You've just landed on a strange planet filled with intergalactic lunatics, deadly force fields and dangerous pitfalls. Welcome to the Alien Asylum — it's a real pain in the asteroid! But hey, they don't call you Dash for nothing. You can jump and run faster than anyone in the universe. And that should help as you blast your way to the Control Complex in search of the alien spaceship — your only hope for escape. But can you find it — before you run out of air? Time to make some tracks and blow this looney bin — because the chase is on and it's out of this world!



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DC DATA EAST



DATA EAST USA, INC., 1850 LITTLE ORCHARD STREET, SAN JOSE, CA 95125 (408) 286-7074.

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NARC



FACT -FILE

Manufacturer: Acclaim
 Machine: Nintendo
 Cartridge Size: 1 meg
 Number of Levels: 8
 Theme: Action
 Difficulty: Average
 Number of Players: 1
 Available: July 1990

In Narc you are one of the elite members of the drug enforcement squad. Your equipment is the best available, 50 cal., fully-automatic assault rifle, .357 pistol, plus a specially designed, portable missile launcher. For protection, you have full body armor, capable of taking up to a dozen hits from any weapon known to man. Overkill? Hardly! You're going up against the scum of the Earth who will do anything to keep their illegal business going.

Your job is to clean up the streets one gang at a time and to destroy all the illegal narcotic factories. If you need help, take a friend in this super two-player conversion of the arcade classic.

Get Your Assignment



The master computer sends you on your mission

Drive to the Drug Bust



Start off in your Porsche

Hit the Streets!



Clean up the Junkyard in Level 1 and get rid of the gang!



Destroy Hypoman's crack lab!

Get Bonus Items



Grab a dealer for a 'Bust'



Money



Dope



Extra Bullets



Missiles for Rocket Launcher

Blow up Pushers



Use missiles to pulverize the druggies!

Take on Dos Loc Gang Above and Below Ground!!



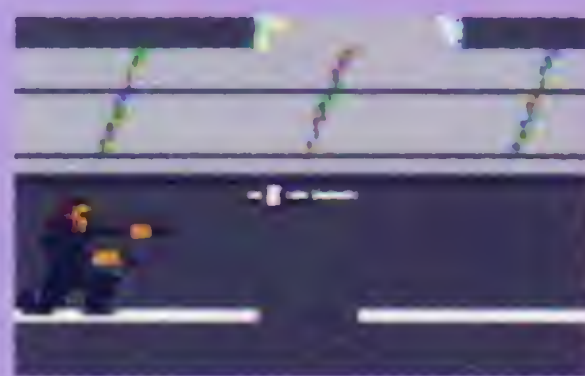
Battle the enemy:



Pursuit
Helicopters



Flashers



Hypoman



Attack Dogs



Mines

LEVEL 1

In the introductory level your job is to clean up the streets and make as many 'busts' as you can. To get to the end you must go down into the subways to get the special red safe key and then come back up and arrest the dos lof gang.



Make your way to 'The Pipeline' underground



Find the red 'Safe Card'



Go back up and put the card in the door



Collect your bonuses

LEVEL 3

In level three you must cross a suspension bridge. You have to hoof the first part but then you find a Porsche and can drive part of the way until you come to a brick wall. Finish the rest of the way on foot and go after Joe Rockhead.



Walk carefully across the bridge



Watch out for mines and brick walls!



Finish the level on foot

Subsequent levels of play contain even more body-blasting action on the drug-filled streets of Narc! Find the Big Boss and stop this wave of crime forever!



Low G Man™

THE LOW GRAVITY MAN

FACT-FILE

Manufacturer: Taxan
 Machine: Nintendo
 Cartridge Size: 2 meg
 Number of Levels: 7
 Theme: Action
 Difficulty: Average/Hard
 Number of Players: 1
 Available: August '90

Battle the enemy:



In the Cities.



In the Wastelands



Under the Sea

In Low G Man you are a mercenary star soldier who was called in to restore peace to a once peaceful robot producing exploration planet. At one time it was like many others with large cities, calm oceans and beautiful sunsets. But then, without warning, THEY came. Swiftly and unmercifully they took over the planet. That's where you come in. It's your job to defeat the aliens and restore peace.

It's no easy task as the aliens are everywhere but as you progress through each vertical and horizontal landscape you can use the aliens own power-ups against them. You'll need them all too as the alien bosses are nearly indestructable!

NEW TECHNIQUE! Battle the Aliens!

Shoot the enemy to stop them in their tracks!



Now jump above the opponent!



And finish them off with your spear!

Get New Transportation and Attack!!



Multi-Purpose Walker



Rocket Hovercraft

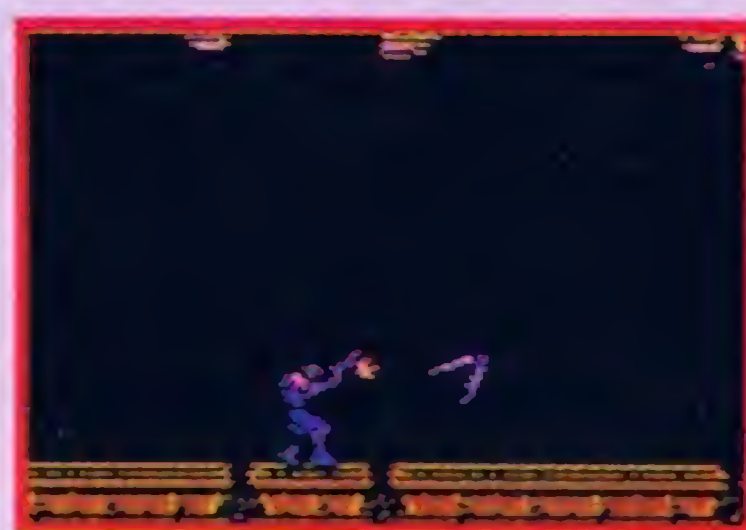


Spidercraft

Power-Up Your Standard Weapons



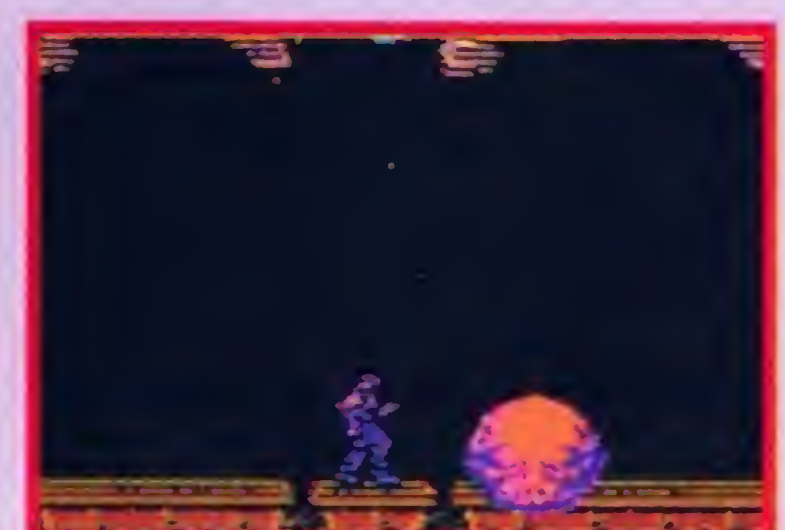
Fire Star



Boomerang



Laser Wave



Grenade Bomb

Rescue Prisoners for Extra Power



Power Jump - Increase height



Restore Energy - Increase stamina



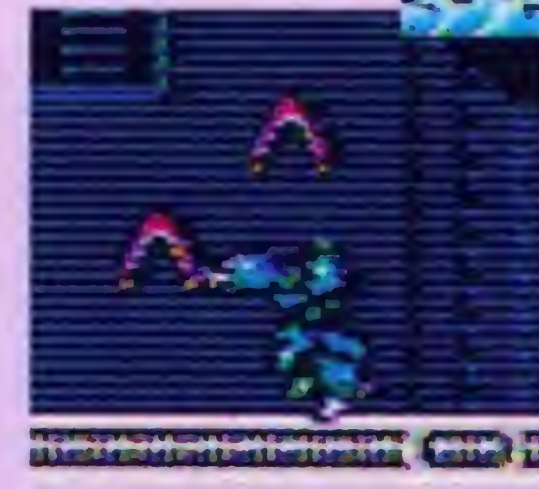
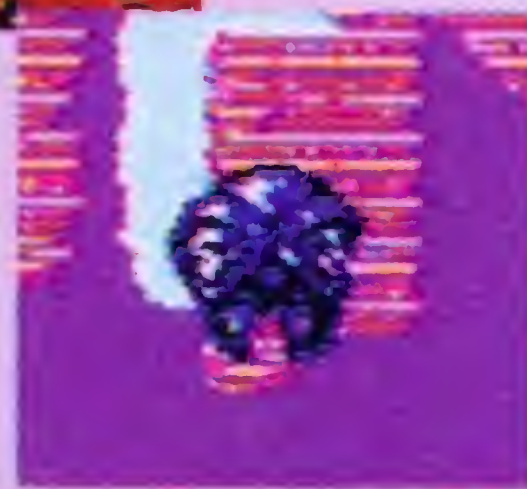
Double Fire - Increases shot



Powerful Enemy Soldiers

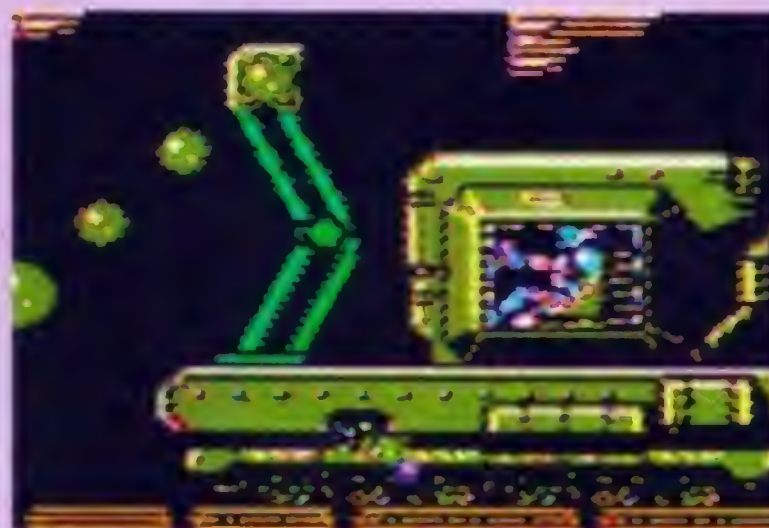


Each level is filled with a variety...

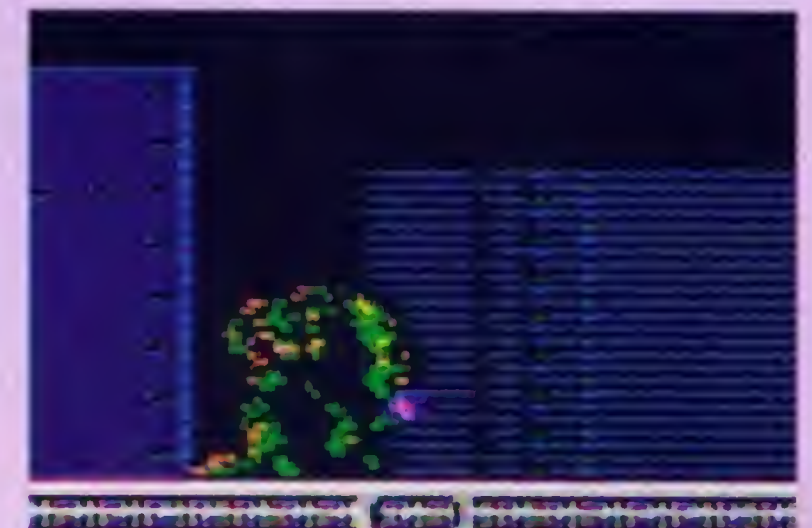


...of opponents and powerful weapons!

Improve Your Skills on the Mini-Bosses at the End of each Level



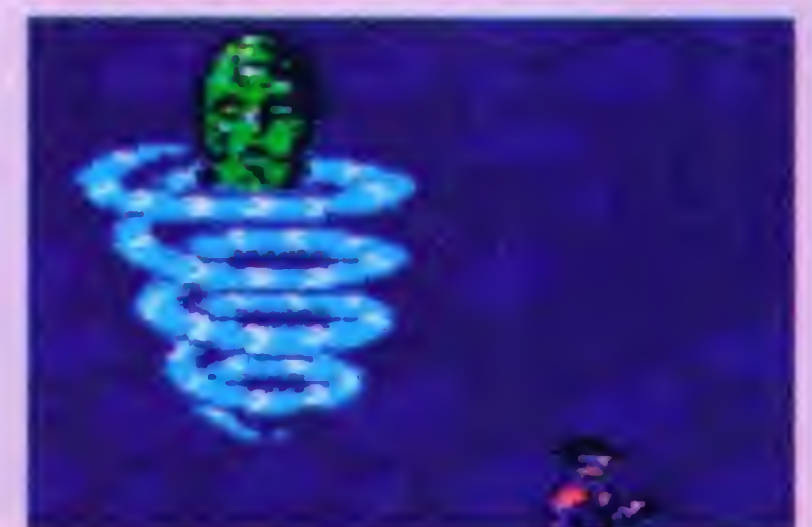
Mini-Boss 1-1



Mini-Boss 1-2

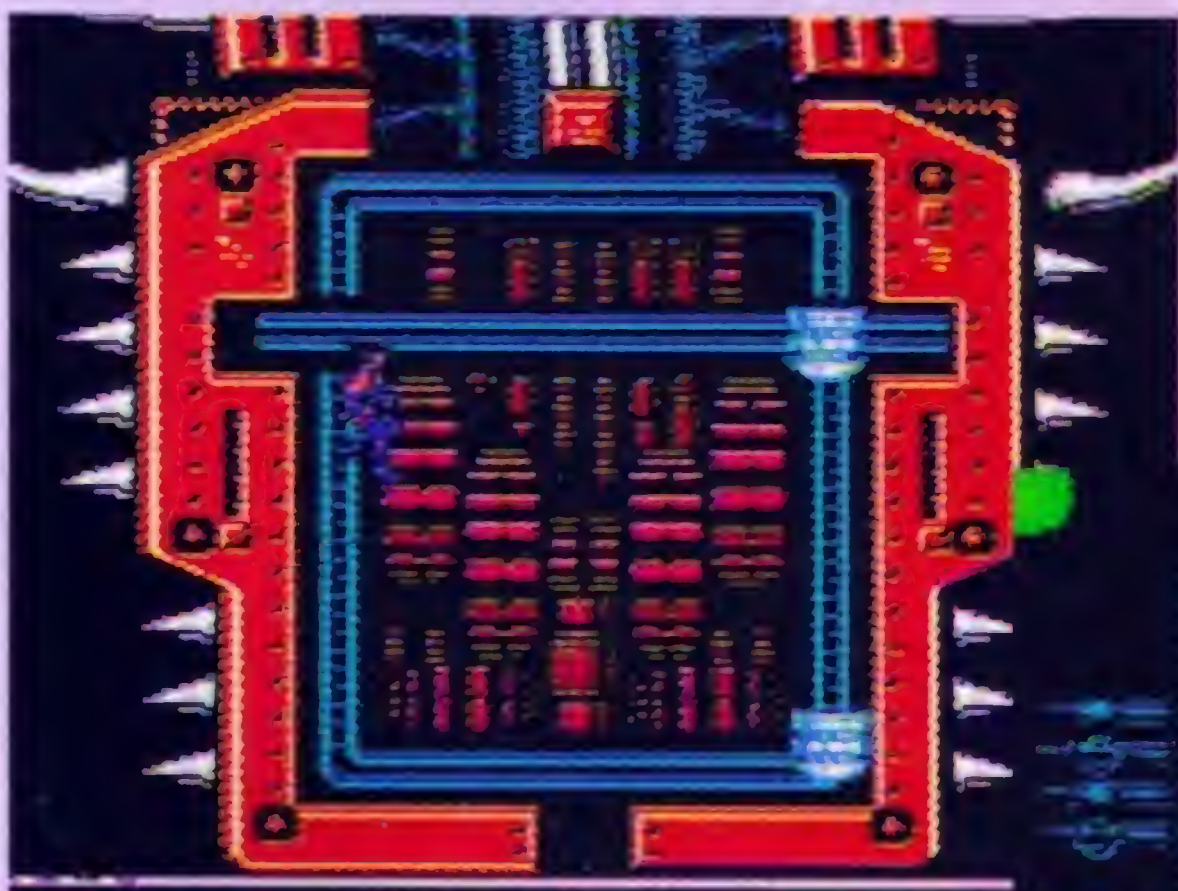


Mini-Boss 2-1



Mini-Boss 2-2

The World Bosses are the Most Powerful!!



IRONHEAD

The first Boss is two screens high and is protected by roaming electrodes. Shoot them to freeze and then go up and fire at his head!



SUBMARINE

Blast your way through the enemy submarine below the ocean! You must find the goal before you can attack!

The third portion of each level in Low 'G' Man provides the battleground for some of the most ultimate super-Bosses ever to appear in a video game! These mechanized monsters tower the Taxan super-hero, rising sometimes as high as four screens tall! Different target areas must be eliminated in each of the Bosses, making Low 'G' Man's mega-enemy encounters play much more like a search-and-destroy mission as opposed to a standard one-on-one.

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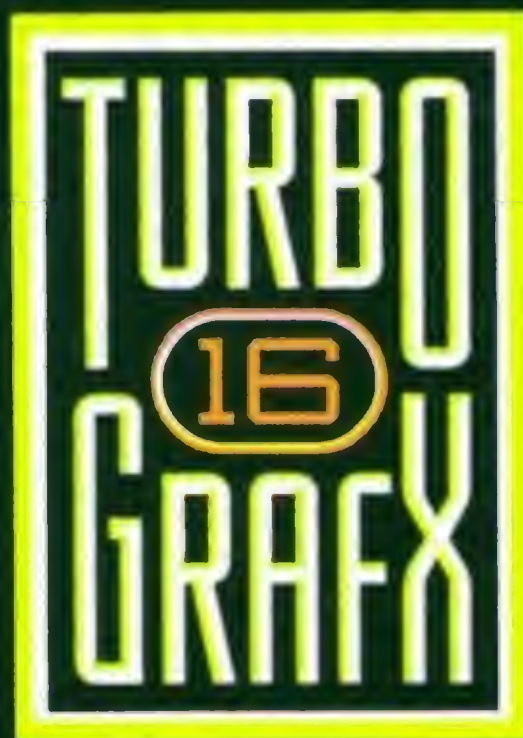
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TA5

NB

The system that brought you **Legendary Axe™ / Video Game of the Year...**

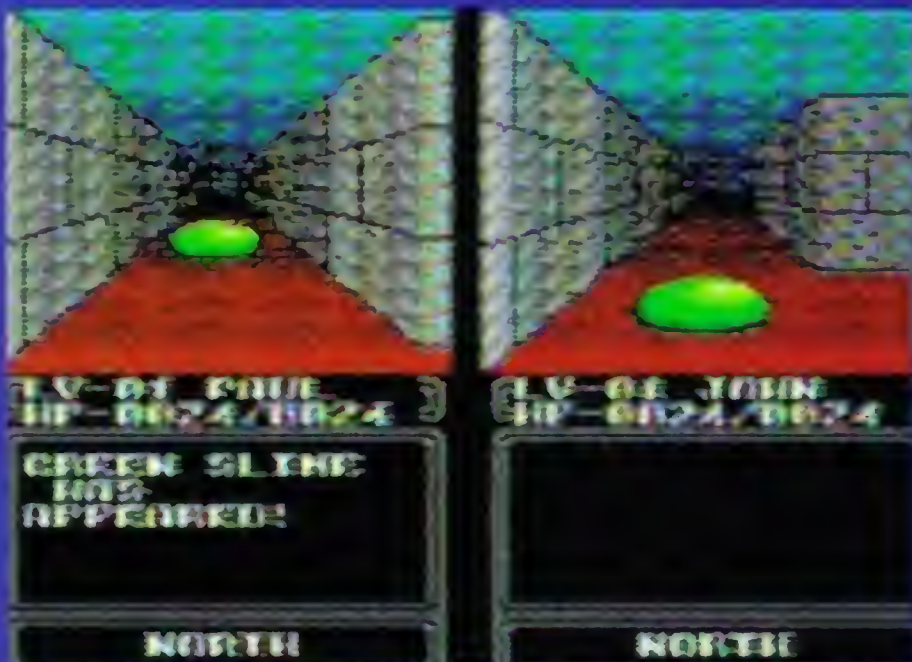


DOUBLE DUNGEONS

FACT -FILE

Manufacturer: NEC
 Machine: TurboGrafx 16
 Cartridge Size: 2 Meg
 Number of Levels: 26
 Theme: Maze
 Difficulty: Average
 Number of Players: 1 or 2
 Available: July 1990

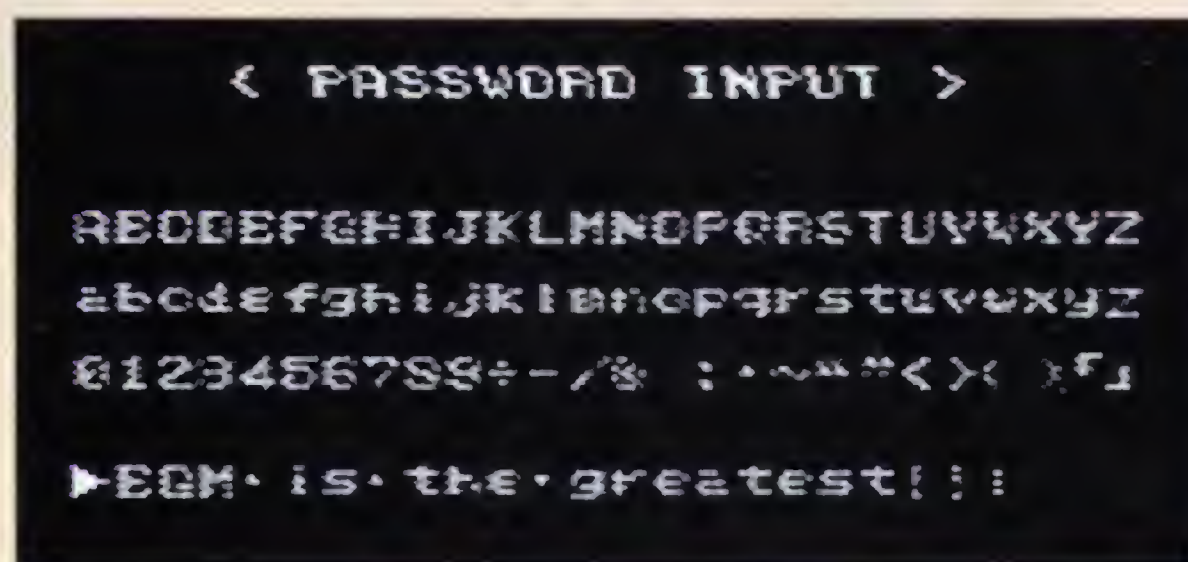
Play Solo or with a Friend



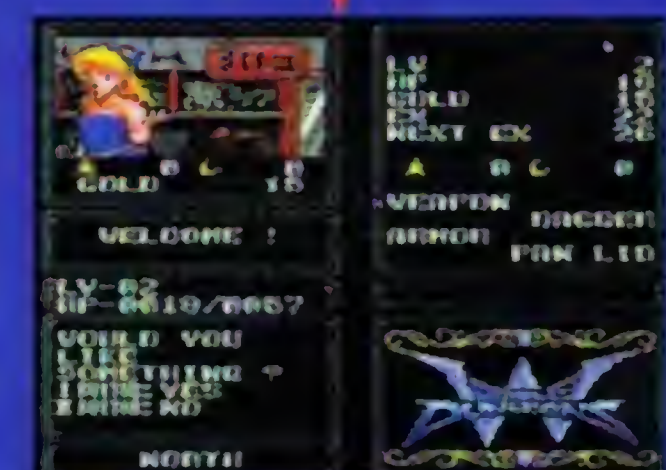
Have you ever thought what it would feel like if you were a rat inside of a maze? You know, that helpless feeling of running around in circles with no idea where you are going or where you've been. Well, NEC's new game - Double Dungeons will soon have you in such a predicament. It's such a great feeling that you may also want to share it simultaneously with a friend.

Enter into the first person perspective and try to find your way out. Battle with monsters in your quest and stop in the shop (if you can find it) to pick up needed weapons.

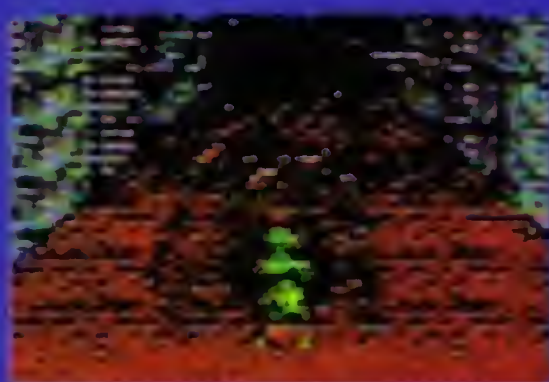
Passwords Send You Deeper Into



Find the Buy & Sell Shops!



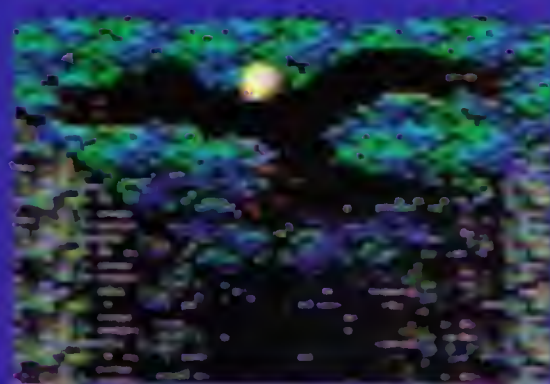
Snake



Spider



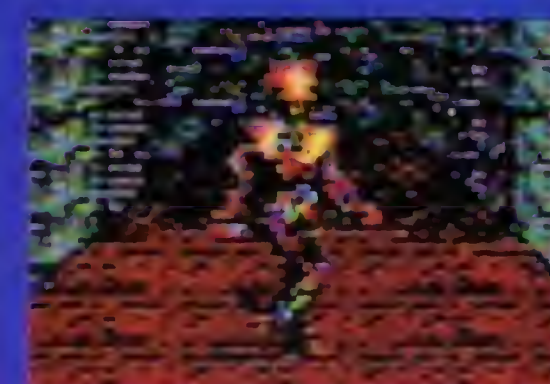
Green Slime



Hawk



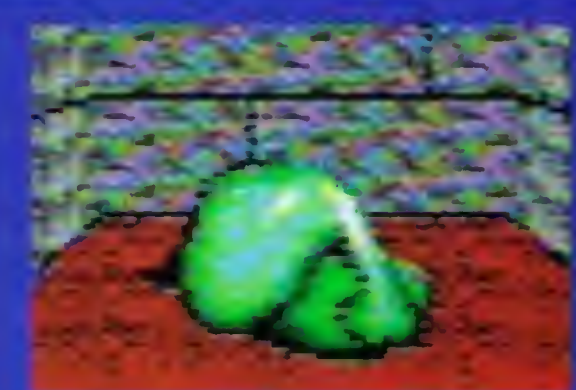
Giant Bee



Skeleton

Take on the Creatures and Demons in the Corridors!

As you explore the depths of the Double Dungeons, a wide cast of creatures will appear and try to end your journey! Use your sword, shield and



Giant Leech



Magician

Brings you Bonk's Adventure,TM Final Lap Twin,TM Cybercore,TM...



Final Lap TwinTM Drive like never before through 20 courses!
arcade smash, split-screen viewpoint



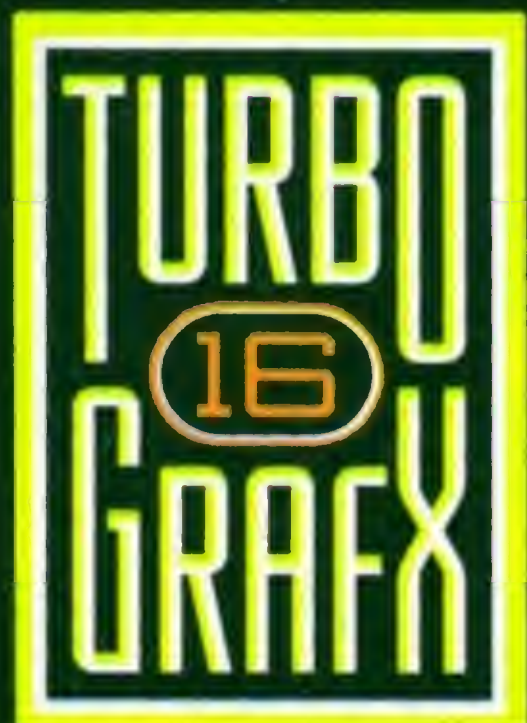
Bonk's AdventureTM Bonk through 5 prehistoric worlds!
thrilling adventure, zany power-ups



Military MadnessTM Maneuver your troops in strategic battle!
32 stages advance in difficulty, on-screen manual



CybercoreTM Shoot swarms of giant killer insects! 8 stages of
attacks, huge mutant bosses



NEC

SPLATTERHOUSE

FACT-FILE

Manufacturer: NEC
Machine: TurboGrafx-16
Cartridge Size: 4 Meg
Number of Levels: 7
Theme: Action
Difficulty: Average
Number of Players: 1
Available: August '90



Until now you never had to be afraid when you picked up your Turbo controller! Welcome to the creepy and cold world of Splatterhouse! This game has been adapted from a little-seen arcade effort that drew a lot of attention due to its R-rated graphics of a butcher knife-wielding Jason clone. In the Turbo translation, as in the arcade, this unlikely hero fights his way through seven levels of monsters and zombies, in front of

pulsating backgrounds. While the Turbo version of Splatterhouse has been toned down (you're no longer carrying a knife, and a lot of the gore has been removed), it is still a unique derivative from the run-of-the-mill action/adventure mold.

The storyline uses the familiar "girlfriend got away" theme that has our hero punching, kicking and smacking his way through ghouls and ghosts who turn into pools of muck when killed.

Although the story may sound

familiar, the bizarre cast of creatures is not. Your opponents do everything from detaching their heads from their bodies to spitting acid like vomit from their decaying bodies! Creatures attack while hanging from their neck and other monsters appear from the bodies of enemies you've already killed! Can you rescue the girl and escape the Splatterhouse?



At the end of the first level you must battle the giant leeches that appear from dead corpses!



Enter the room of chaos at the conclusion of level two! The furniture comes alive and attacks!



The third Boss comes after you with dual chainsaws! Stop him before he cuts you to ribbons!



Double Dungeons™, Bloody Wolf™, ...



Double Dungeons™ Journey through miles of dungeons! role-playing intensity, split-screen lets 2 play



Takin' It To The Hoop™ Dribble, shoot, slam!—real-sports action! spectator point of view, huge graphic dunks



Neutopia™ Delve into dungeons, secret passageways and more! 4 complex stages, 150 different screens



Bloody Wolf™ Infiltrate enemy lines to rescue hostages! arcade hit, 8 dangerous stages and bonus games



NEC

SPLATTERHOUSE



GAME LEVELS



Level Two, like all future rounds, breaks up into different paths.



Grab your shotgun and blow some zombie heads off!



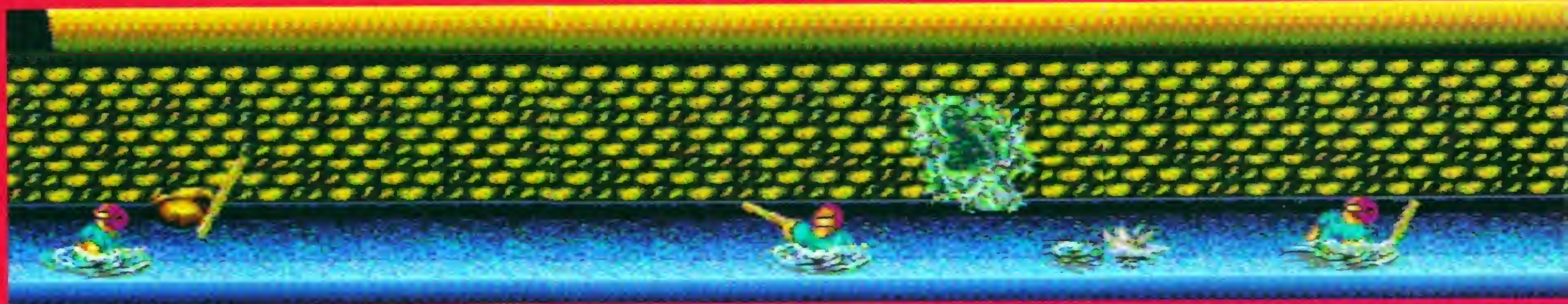
Mirror, mirror, on the wall...look out for what's behind there!



Spitits fill the hallways and the paintings come alive!



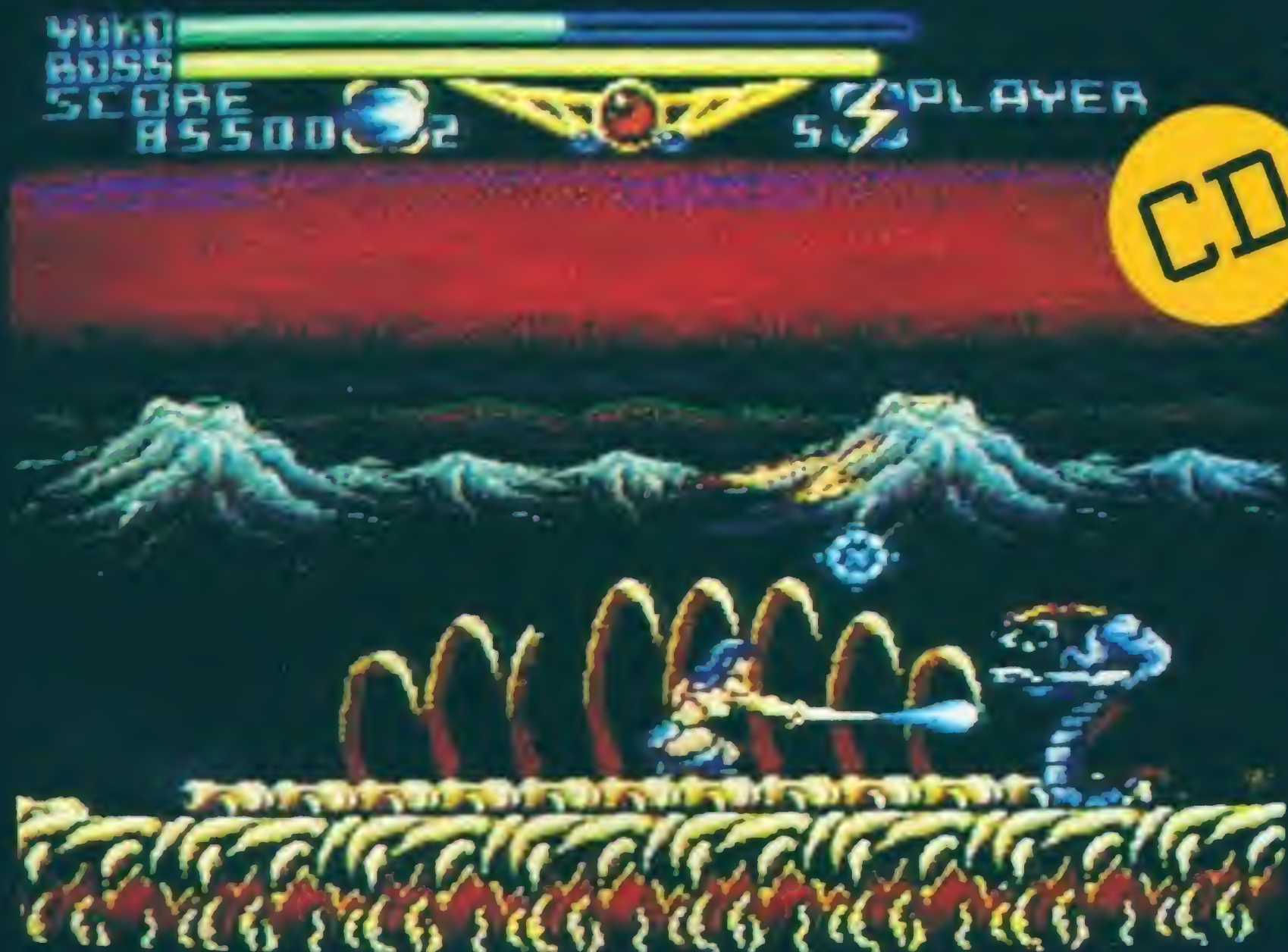
It's the Princess! Or is it? Things aren't always what they seem!



KNOCK OUT THE EVIL MONSTERS!!



And more. The hottest video games. Only on the TurboGrafx™-16 system.



Valis™ II Wield the magical sword against demonic forces!
6-level action/adventure, spectacular CD quality

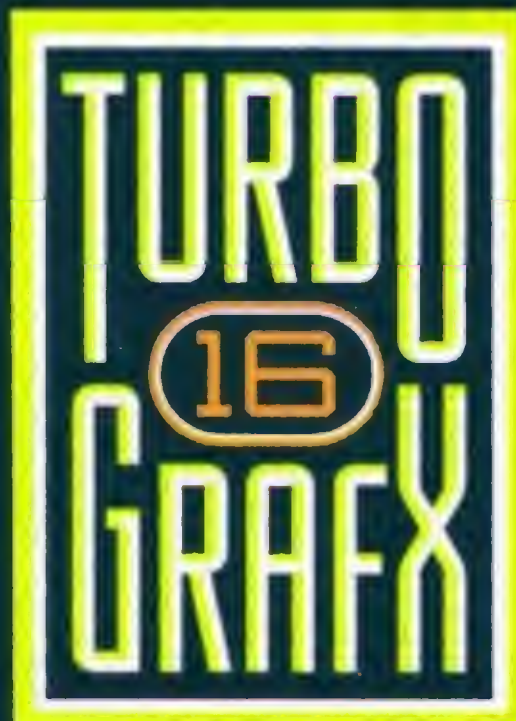


Ys Book™ I & II Destroy Evil in this role-playing epic! Incredible CD sound, depth and intensity



CD Innovation Supplement the system with CD intensity!
superior CD graphics, incredible CD stereo sound
(TurboGrafx™-CD sold separately)

The TurboGrafx-16 game system from NEC. Video Game of the Year. First video games on CD-ROM. And the largest 16-bit library with more to come.



NEC

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Vigilante
Dragon Spirit
R-Type
Galaga '90
Space Harrier
Final Lap Twin
Bloody Wolf

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Power Golf
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Takin' It to the Hoop

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Ordyné
Deep Blue
Cybercore

Driving

Moto Roder
Victory Run

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The Library

COMING SOON!

Splatterhouse
TV Sports Football
Super Volleyball
King of Casino
Legendary Axe II

CD Games
Red Alert
Lords of the Rising Sun
Final Zone II
Magical Dinosaur Tour



FACT-FILE

Manufacturer: INTV
Machine: Genesis
Cart Size: 4 Meg
Number of Levels: 5
Theme: Shooter
Difficulty: Average
Number of Players: 1
Available: Now

THE GALAXY EXPLODES INTO WAR!!

The Genesis is fast shaping up to be one of the hottest game systems around, partially due to the incredible games it plays. Shooters, in particular, have been rendered especially well, with Thunder Force 2 testifying to the fact.

The first true side-scrolling shooter to appear since Thunder Force 2, INTV Corporation's CURSE invites you to enter an all new world filled with scrolling alien backgrounds and powerful enemy ships.

The action in Curse is broken up into five different levels. Although the layout of each level is determined by the background obstacles, the wide cast of attacking vehicles definitely adds to the challenge. Power-ups increase the available types of weaponry, and large Boss characters, capable of withstanding an incredible number of hits, divide each level of play.



FIRST BOSS

The alien war bird is the first super enemy you'll encounter. As he flies up and down, the bird shoots multi-colored feathers in every direction! Dodge or shoot these to get a shot at the bird!



SECOND BOSS

Pairs of snakes appear at the conclusion of the second level. These monsters must be hit repeatedly to eliminate them. Four sets of snakes appear before the round ends.



THIRD BOSS

This strange creature lumbers out at the end of the third round. A long arm fires a spread of shots while the vulnerable underside remains exposed. Strike at this point and avoid the bullets.

W - Wave Shot



A barrage of power is released in a wave-like fashion!

V - Barrier Shot



Releases destructive shields in a spread across the screen!

C - Cluster Shot



Fires a single shot that explodes into multiple shots!

M - Missile



Adds a homing missile to the fighter's range of weapons!

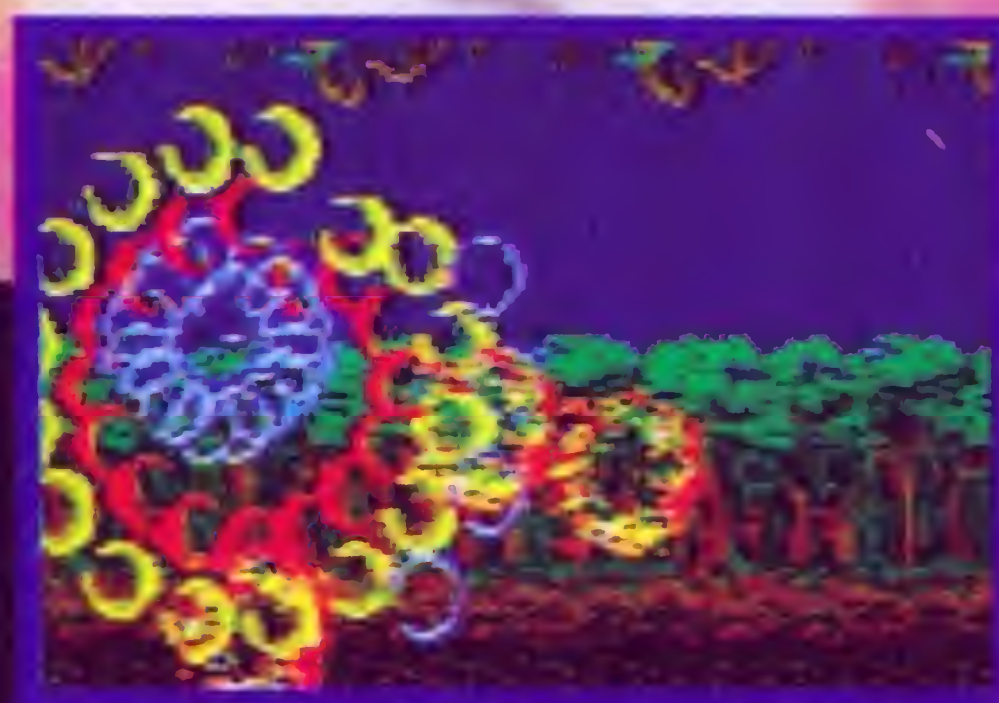
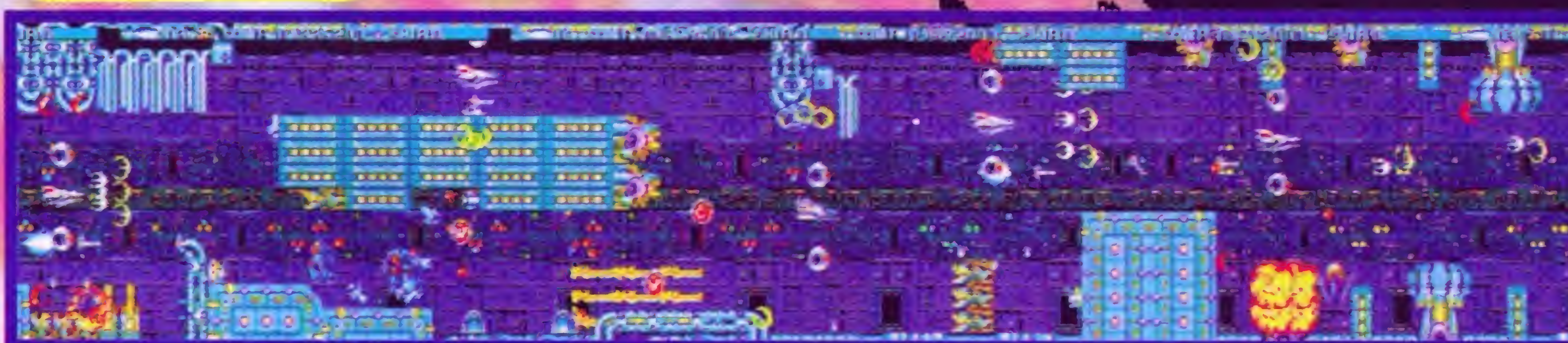
ROUND 1



ROUND 2



ROUND 3



In addition to the Curse fighter's normal weapons, there is a special super shot that destroys all enemy ships on the screen at once! Only one smart bomb blast can be used per ship per round, however, so use them wisely!

S- Speed Up



Collecting these power-ups will upgrade your speed!

E - Restore



Returns lost shield energy for extra protection and hits!

Option Module



Can be added to ship and rotated for directed firepower!

There are seven special power-up options that appear in containers that float onto the screen. By retrieving these power-ups in succession (changing your weapon lowers its effectiveness), the fighter becomes more powerful!

Super Monaco GP

FACT-FILE
 Manufacturer: Sega
 Machine: Genesis
 Number of Levels: N/A
 Theme: Driver
 Difficulty: Average
 Number of Players: 1
 Available: August '90



Super Monaco GP represents the first high speed driving game available for the Sega Genesis. Adapted to the coin-op sequel of the same name, the 16-Bit home version of Super Monaco not only features the familiar sights and sounds of the arcade, but also throws in a slew of new screens, options and features for exhilarating driving action.

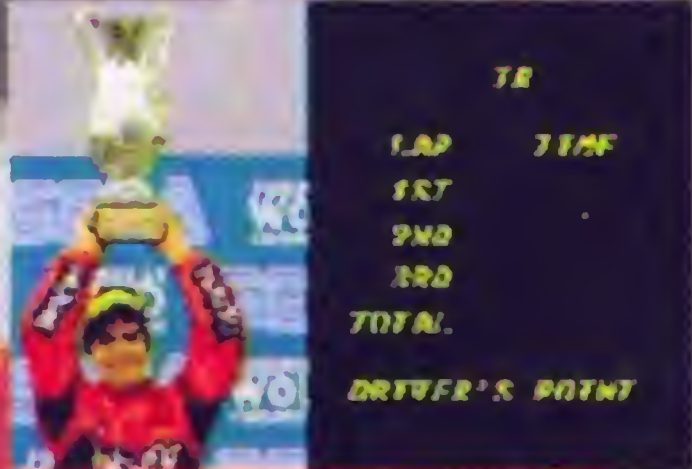
The goal, as in most racing games, is to beat out a field of opponents and cross the finish line first. Besides porting over most of the good looks of the arcade version, however, this Super Monaco GP also features pit stops, a winner's circle, and digitized graphics not found in the arcade original!

BLAST PAST THE COMPETITION IN THE ULTIMATE 16-BIT RACE OF YOUR LIFE!!!

PICK YOUR CAR!!!



DIGITIZED GRAPHICS!!!



Choose from many different courses prior to the race!



Only the power of the mind can
solve the puzzles of time



The ancient land of Daedalus is governed by symmetry and time. It is a land, where your progress will be severely tested by the challenge of myriad shapes and blocks. It will take the art of Daedalus and the power of your mind to solve the confounding riddles of the blocks. To master Daedalian Opus™ is to achieve the art of victory.

Daedalian Opus™ (dī-dā'īlē·ən ō'pəs)



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AFTER BURNER

PART TWO

FACT -FILE

Manufacturer: Sega
 Machine: Genesis
 Cartridge Size: 4 Meg
 Number of Levels: 23
 Theme: Shooter
 Difficulty: Average
 Number of Players: 1
 Available: July 1990

The Ultimate in Aerial Combat!!

TAKE OFF!

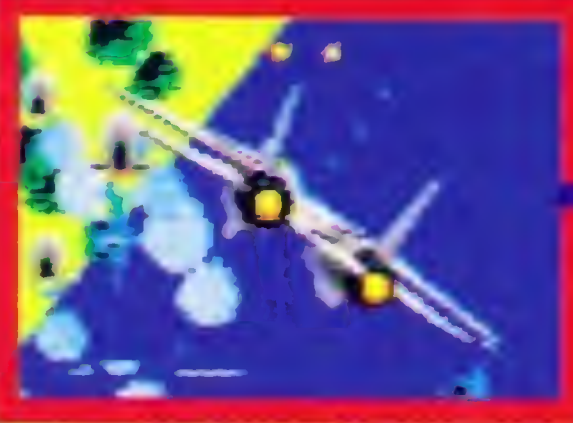


Take off in the fastest fighter ever created. It's you against hundreds of enemy jets and overwhelming odds. You have all the latest weaponry, but do you have the skill to survive and win the war?



REFUEL

Use your missiles sparingly to conserve your supplies.

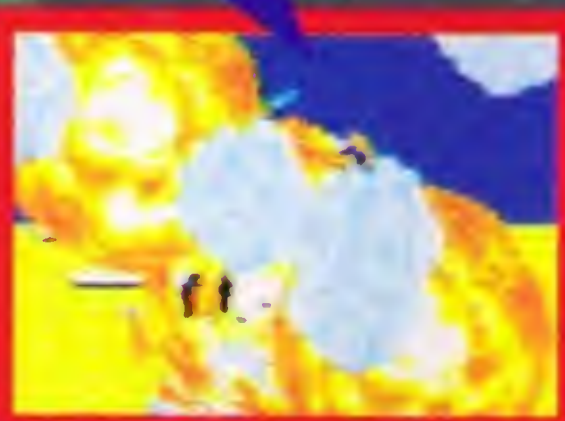


In rounds 8 and 17 earn bonus points by strafing enemy bases.

BONUS!



BARREL ROLL TO SAFETY!



DIGITIZED INTRO AND ENDING SCREENS!

LOCK ON!



Fly high or low, bank left or right, or do a full barrel roll to avoid enemy detection!



WATCH OUT!



Check your radar often as the enemy many times comes from behind. Kick in your afterburners to escape!



MISSION COMPLETE



An encore performance!



**Golgo 13 is back in
The Mafat Conspiracy!
Top Secret Episode
knocked the wind out of
you; this one will blow
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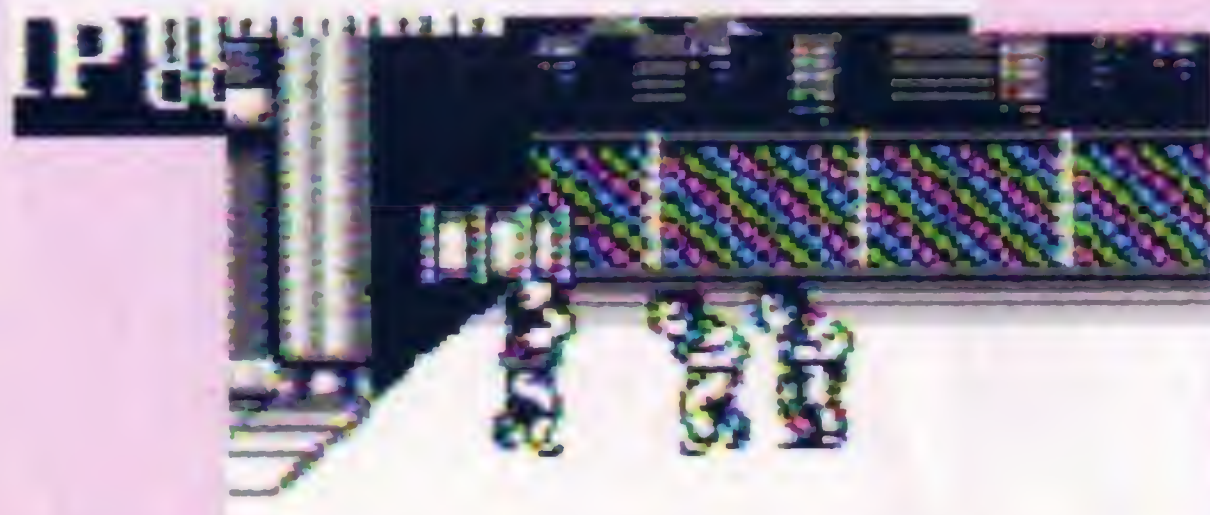
DOUBLE DRAGON

双截龍

FACT -FILE

Manufacturer: Tradewest
 Machine: Gameboy
 Cartridge Size: 512 k
 Number of Levels: 4
 Theme: Action
 Difficulty: Average
 Number of Players: 1
 Available: July 1990

WEAPONS!!



Tradewest had a mega-hit a while back with their NES version of Double Dragon. Now they have shrunk this cart down to Game Boy size and even though it is only black and white it still captures all of the excitement and thrills of its NES big brother.

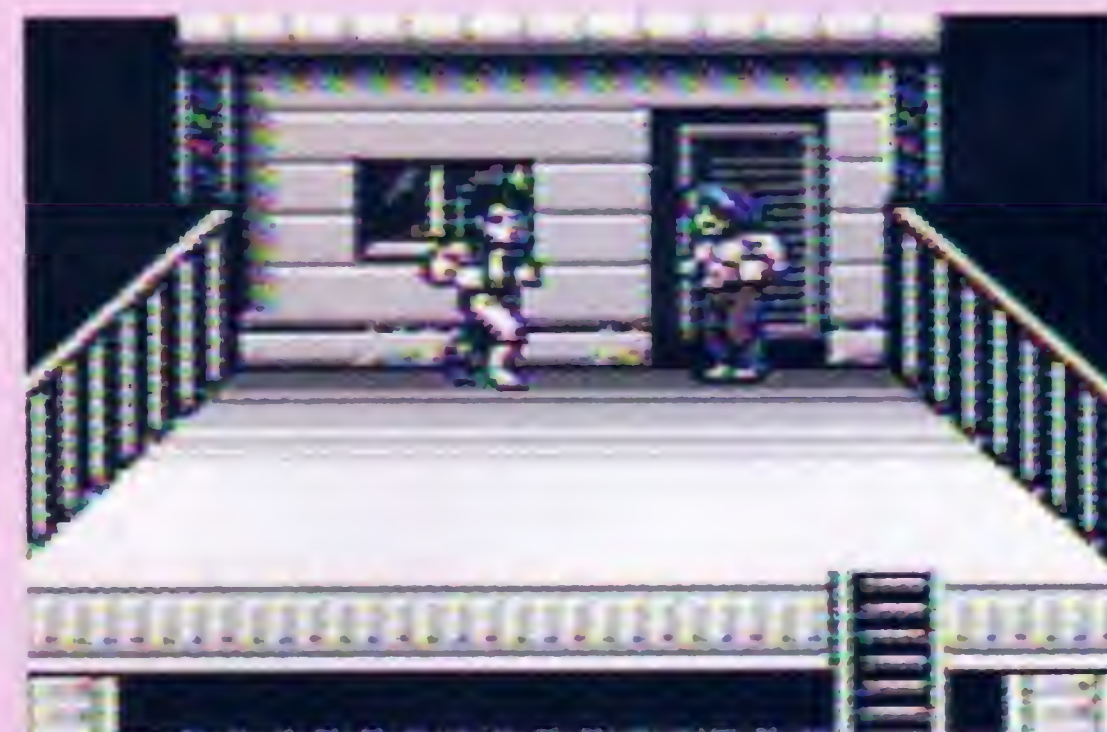
Once again you assume the role of vigilante Billy Lee and you must rescue your girl from the clutches of the gang leader and also make the streets safe for the people.

Unlike other Game Boy titles which offer either great graphics or decent gameplay, Tradewest's Double Dragon does both! Can you make it through the four intense levels of fast and furious punch and kick action before the Shadow Boss takes over?

BOSSSES!!



Square off against Abobo in Level 1!



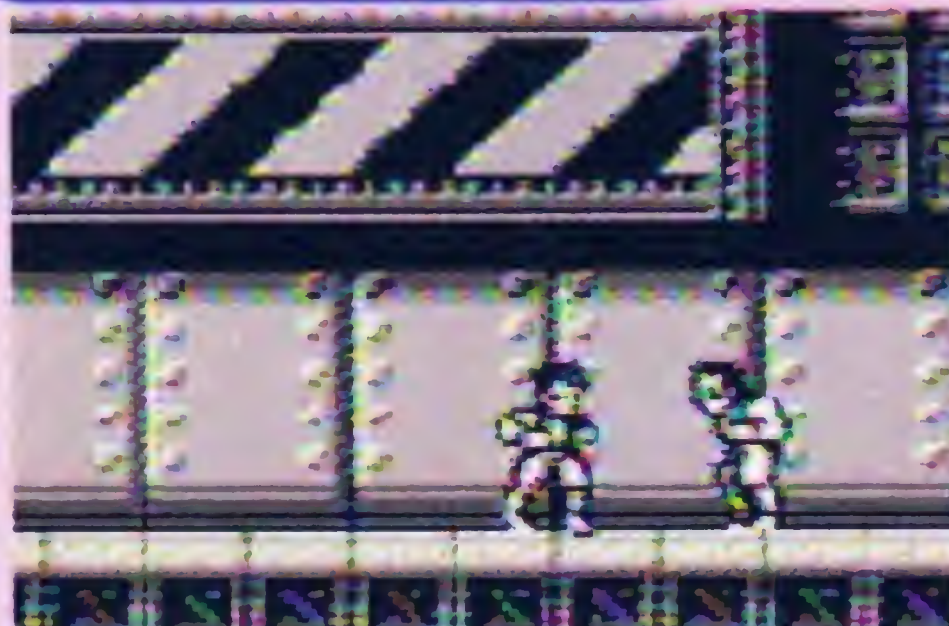
Take on Chintai in Level 2!

LEVEL ONE



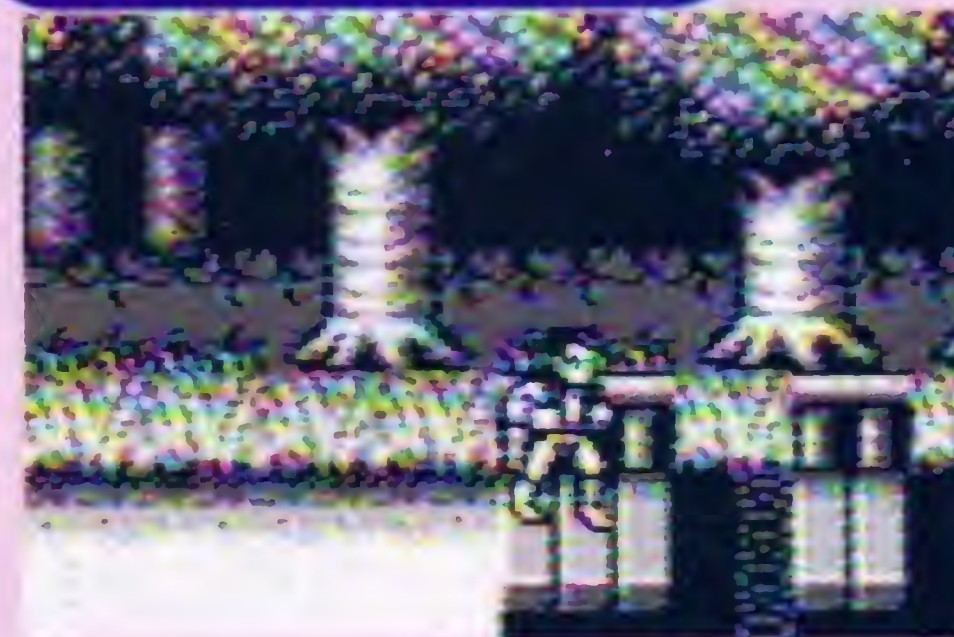
The battle begins in the streets of the city. Use the weapons you find along the way.

LEVEL TWO



Climb up the ladders to the top of the building. Throw the enemy off the narrow ledges.

LEVEL THREE



Level three takes you from the asphalt jungle to the real thing. Be careful on the broken bridge.

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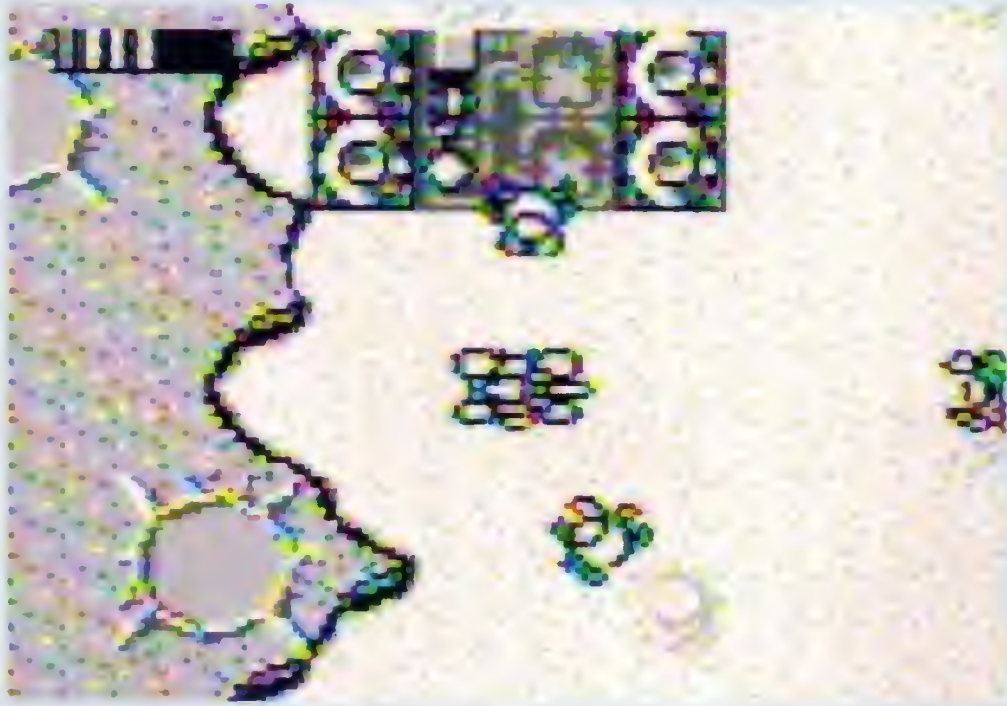
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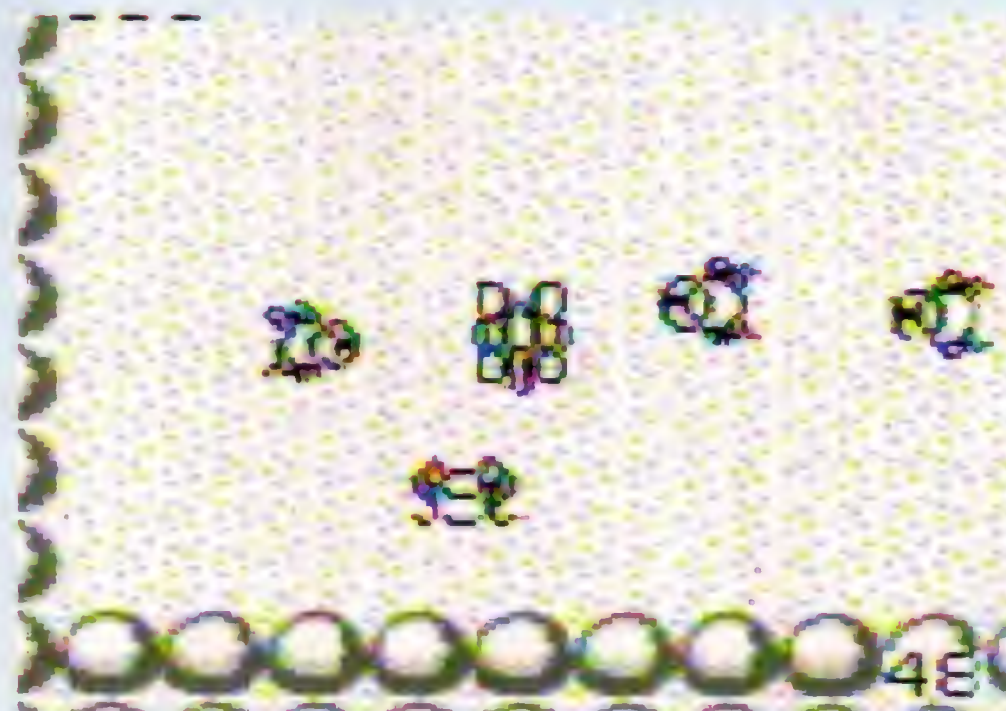
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FACT-FILE
 Manufacturer: Asuka Tech.
 Machine: GameBoy
 Cart Size:
 Number of Levels: N/A
 Theme: Shooter/Adventure
 Difficulty: Average
 Number of Players: 1 or 2
 Available: August '90



BLOW UP THE CORE OF A PLANET IN COSMO TANK!!



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The Quest Mode, which is where the real game is played, has a perfect blend of action and adventure, with cool GameBoy graphics and nice game play!



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Lynx Xenophobe is an expanded version of the classic coin-op that featured ravenous reptillians out for blood. In this version you can Com-Lynx the systems together to give independent vantage points for each participant (unlike the arcade which had a screen split horizontally three times). Explore each station, collect weapons and blast the monsters out of orbit!



Before play begins, you must select your namesake from any one of the galactic volunteers (left), and then you are vaulted into space!



XENOPHOBE™

Retrieve Bonus Items!

Scattered throughout the ships and stations you will visit in Xenophobe, there are all kinds of bonus point awards. Accumulate higher scores by collecting as many of these items as possible as the bonus points will be carried over from level to level!



Upgrade Your Weapon!

In addition to bonus point items, there are also several types of weapons that can be retrieved. Most of these power-ups will be an improvement over the standard pulse rifle, but most have some types of weaknesses that offset some valuable features!

Get Out Alive!

As the action heats up, you'll encounter even more alien nasties! Also, many of the locations you occupy will be ready to blow and only a limited amount of time will remain before the alien takeover becomes complete!



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SUPER MARIO BROS. 3

1. Larry Moreno 780,910

- | | | |
|------------------|---------|--------------------|
| 2. Steve O'Brien | 762,380 | Los Angeles, CA |
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| 4. Norman Scipek | 699,940 | Sunnyvale, CA |
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Ninja GaiDen 2
All entries by August 31**

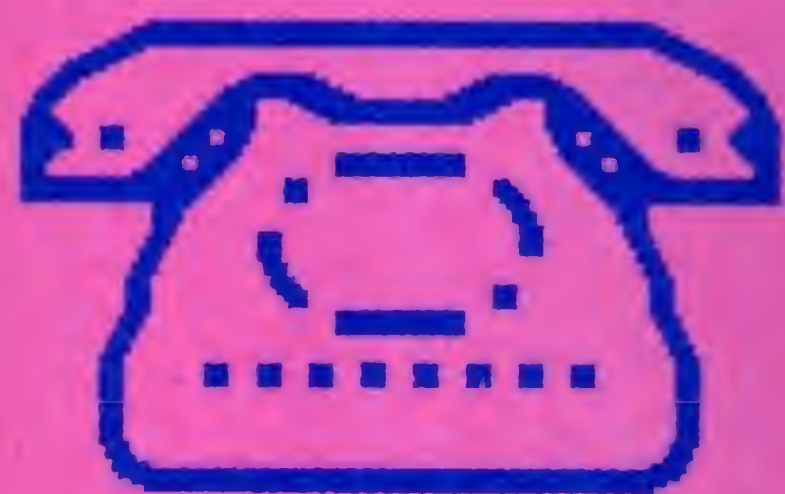
Game	System	Score	Player
Abadox	Nintendo	88,000	Mike Miller
After Burer	Nintendo	14,335,970	Jeff Yonan
Air Diver	Genesis	21,946,300	Corey Miller
Alien Crush	TurboGrafx	75,629,000	Steve Ryno
Bad Dudes	Nintendo	347,000	Mark Winters
Blazing Lazars	TurboGrafx	23,457,020	Brandon Fish
Bonk's Adventure	TurboGrafx	22,130	Lynn Finley
Burai Fighter	Nintendo	100,000	Target Score
Cyber Core	TurboGrafx	239,100	Mason Samson
Double Dragon 2	Nintendo	116,080	David Wright
Golden Axe	Genesis	Finished	Justin Cornette
Ghouls & Ghosts	Genesis	728,800	Jason Prince
Legendary Axe	TurboGrafx	4,246,450	Brandon Fish
Ninja Gai Den 2	Nintendo	100,000	Target Score
P.O.W.	Nintendo	311,500	David Wright
Rambo 3	Genesis	1,280,100	Tony DeSilvey
Rampage	Master System	744,865	Max Rockafellow
Revenge of Shinobi	Genesis	2,408,100	Tony DeSilvey
Sky Shark	Nintendo	1,043,570	Jeff Yonan
Space Harrier 2	Genesis	30,721,000	Lee Venteicher
Super C	Nintendo	100,000	Target Score
Super Mario Land	GameBoy	999,990	Brent Gustafson
Thunder Force 2	Genesis	1,873,100	Rob Siegmann
Truxton	Genesis	100,000	Target Score

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Rules - All scores on Ninja GaiDen 2 must be received by August 31, 1990. If maximum scores are reached, the first five entries will be awarded prizes. All scores must be submitted on official Team entry forms an accompany a legible photo of said score. Void where prohibited. Send SASE to High Scores, 1920 Highland Ave., Suite 300, Lombard, Il 60148 for an official entry form.

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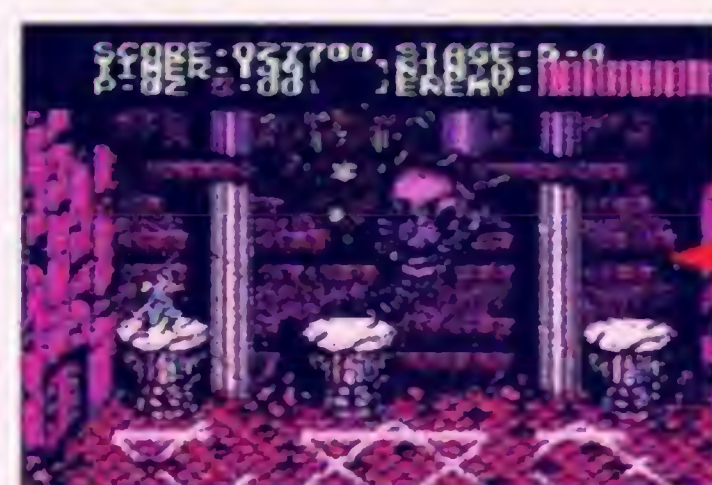
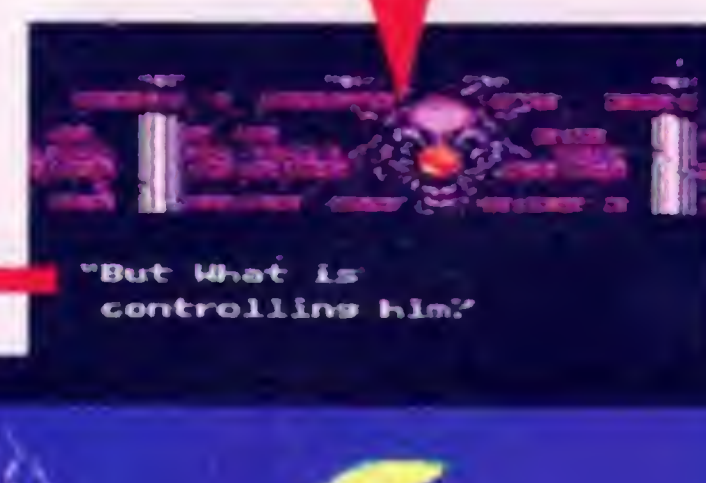
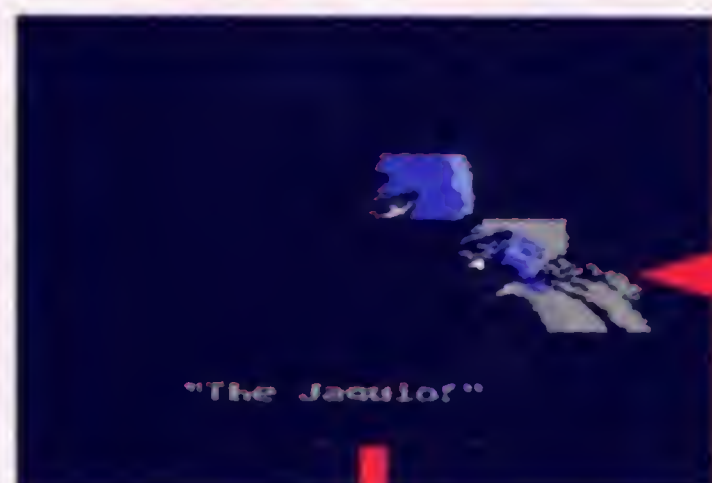
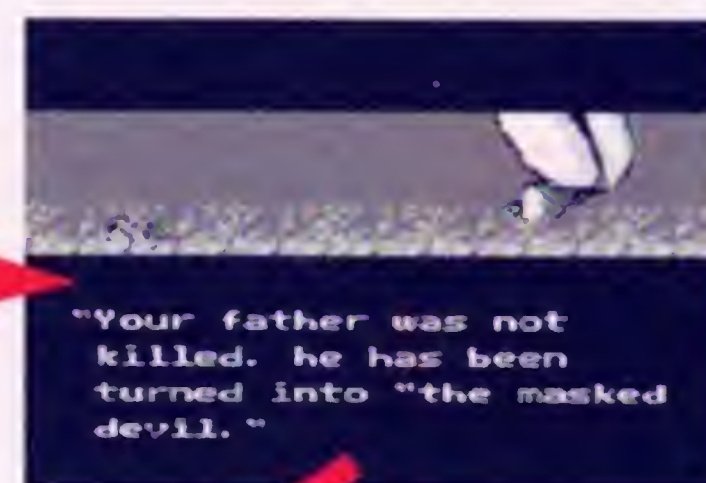
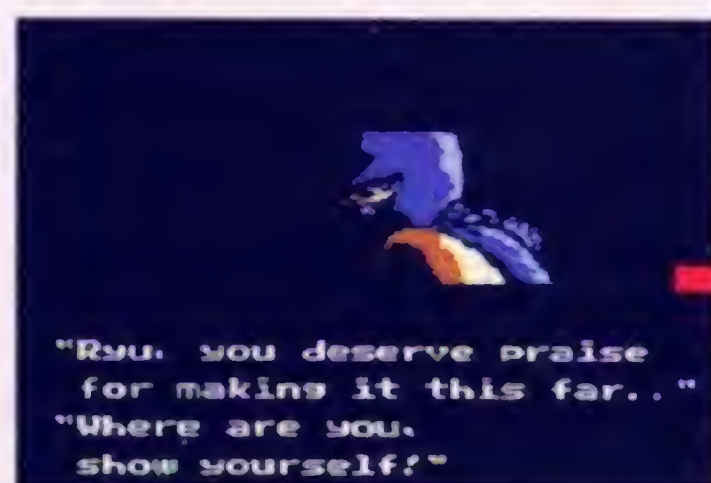
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