

**EXCLUSIVE INFO ON 16-BIT NINTENDO AND SUPER MARIO 4!!**

**ELECTRONIC GAMING MONTHLY Presents**

# THE 1991 VIDEO GAME BUYER'S GUIDE

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THE HOTTEST GAMES!!**

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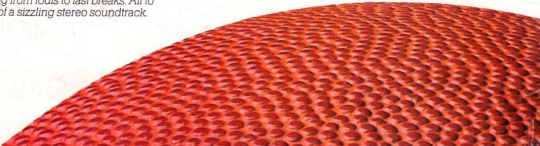
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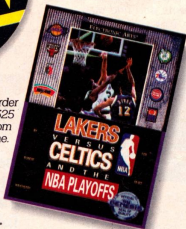
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EGM sets the record straight with our annual year-end blow-out of everything that was good and bad in gaming! From space battles to legal battles, EGM takes a honest look at the winners and losers of 1990 to award the prestigious U.S. National Video Game Team Player's Choice Awards. Check out our choices for Best System and Best Game of the Year, and much more! The most comprehensive awards anywhere, from the only mag that tells it like it is!

## EG EXPRESS.....26

This issue of the Express brings the first look and info on the hotly-rumored Genesis CD-ROM player. Check out the incredible capabilities of this latest entry into the CD-ROM sweepstakes, and get the low-down on price, games and availability!

## EG EXPRESS SPECIAL - HAND'S ON WITH THE SUPER FAMICOM.....28

First reported in Electronic Gaming Monthly over a year ago, the Nintendo 16-Bit super system, known in Japan as the Super Famicom, has finally arrived! Our crack team of super editors braved a sixteen hour flight to Tokyo to test out the Super Famicom and find out once and for all how powerful this machine really is.

Also, in addition to ripping the Super Famicom apart, EGM brings home tons of photos on the games it plays. Look for hot 16-Bit pix of original titles like Super Mario World, the latest sequel in the Super Mario saga, this time with 16-Bit graphics! Also check out arcade conversions from Konami (Gradius 3), Capcom (Final Fight, Ghouls and Ghosts 3) and Irem (R-Type 2) to name just a few. It's the most complete report on the 16-Bit dream machine of tomorrow you've ever seen!

## EGM RATES THE SYSTEMS.....34

Which game systems are the best! Should I buy a new 16-Bit system, or is the Nintendo powerful enough to handle my gaming needs? If I do, which next generation machine should I choose?

If you've caught yourself asking these questions, then look no further! The gaming champs at EGM are here to set the record straight on all the systems, both domestic and Japanese, and give you solid advice on which systems have the power and the games that you want to play.

You get full specs on all the hardware, as well as helpful info on what kind of machine will suit your needs best! Must reading for Christmas season!

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Find out what hot and not in 1990! EGM names the best and worst of the year, along with other topics that made 1990 the best year in gaming ever!



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The Express is first once again with first looks at the Genesis CD-ROM and an exclusive test drive of Nintendo's long-awaited 16-Bit Super Famicom in Japan!



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EGM rates the systems in this year-end blow-out! Get the specs on all the systems and find out which are the best and why! Must reading for all!

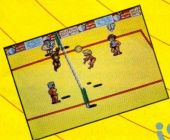


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The Dark Knight takes on the baddest bad guy of all, Joker, in the thrilling conclusion of Sunsoft's blockbuster NES cart, Batman! Catch it in Game Over!

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# insert coin

## **THE HOTTEST YEAR EVER FOR ELECTRONIC GAMING**

Video games have come a long way in just one year.

Besides witnessing Nintendo cement their role as the leader of the industry and watch the up-and-coming sixteen bit contenders slug it out for the silver and bronze, many other developments have occurred that will greatly impact our hobby in the months to come.

First and foremost is the rumor that Nintendo will soon give third-party licensees the right to manufacture their NES compatible game carts as well as determine the volume of allocation that any one particular game receives. This type of action would undoubtedly open up the doors to a countless number of high-quality games that have been passed over in the U.S. due to special custom chip sets designed by the respective manufacturer in Japan. Konami and Sunsoft are just a few of the many companies that have designed chips to boost the power of the Nintendo 8-Bit. While an announcement from reliable Japanese press sources indicated that Nintendo would soon make such a move, Nintendo personally issued a memo to all licensees telling them, in effect, not to hold their breath. Realistically, however, such an action will most likely take place as production continues to shift to the 16-Bit Super Famicom.

Speaking of the Super Famicom, this 16-Bit mega-monster was recently unveiled to the public at the Nintendo Expo in Japan (see page 28 for our complete coverage of the Super Fami and the games it plays). While the unit is being offered as a dedicated console in Japan, sources close to Nintendo have indicated that the American version of the Super Famicom, set for release in the fall of 1991, will actually be a peripheral that attaches to the underside of the normal NES! This will allow Nintendo to reduce the price of the hardware base, which keeping the aging 8-Bit machine viable in the face of more advanced systems from Sega and NEC.

You can count on both Sega and NEC to remain in the running, however, with special upgrades of their own. The long-awaited Sega Genesis CD-ROM system will finally be shown next spring, enhancing the audio and play capabilities of the Genesis ever further than they've been pushed before. Sega also has an advanced hand-held system with television capabilities due out in Japan this September and in the states next year. NEC, on the other hand, will attack with their upscale portable, the Turbo Express. A secret company has even developed a hand-held capable of playing the games of ALL systems with minor modifications! A truly remarkable machine.

Yes, 1990 was a great year for gaming. Plenty of games appeared, new systems came into their own, and public interest remains high for a hobby that has no limitations. Looking ahead there are more peaks and valleys waiting, but the brief description of what tomorrow is promising to bring leaves me with high expectations of where electronic gaming will be next year and ten years after that.

The Super Famicom SFX, Game Gear, Genesis CD-ROM, Turbo Express, Lynx 2, Neo-Geo, Konix Multi-System and the hundreds of games they promise to play have me looking to 1991 as the best year yet! I can't wait!

**STEVE HARRIS**  
Editor

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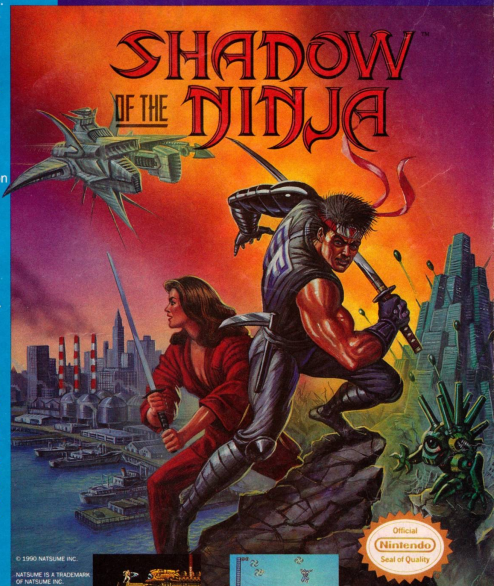
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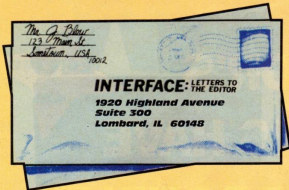
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## WE TRY HARDER...

I love your magazine! You have the most up-to-date and informative magazine around. For example, I just read an article on the FM-Towns in the July edition of one of your competitors. I read about this 32-Bit super system in your magazine around October of last year! Ironically, your article was more informative!

**Aaron Stillman**  
High Bridge, NJ

Your CES coverage for the Genesis in issue 13 was outstanding. Your competitors just mention the games you did, but they didn't show any screen shots! Who are they kidding?! They should be ashamed of themselves for showing up next to EGM in the newsstands. They never give info on new games or system from Japan either, only when a U.S. release draws near. Your mag is totally addictive! I can't put it down!

**Quang Hua**

I would like to congratulate you on an excellent magazine that blows me away! Your issue number 13 nearly took my head off! All the games you had with pictures really proved to me that you are number one! While other magazines had two or three pictures and two pages of info, you had about fifty pages and hundreds of photos! Great job!

**Randy Lockwood**  
Oneonta, NY

(ed. Thanks for the compliments, guys, we're glad you liked what you saw! You can always count on EGM to go the extra mile to bring the whole story to our readers, whether it's to the CES, Japan or Europe, EGM will always be on top of the breaking stories and getting all the photos we know you want to see! Look for another special from Japan in this issue's EG Express section!)

## WHERE'S THE TURBO?!

I've just received EGM Number 13 and I'm very disappointed. First of all, I noticed there was only one Turbo game reviewed and that the Turbo Champ section was missing. I counted about four different games in the whole mag for Turbo. Outpost: Genesis was 13 pages long and had over forty-five games. And you guys say that you're not anti-Turbo? What propoganda! Is this what you call being behind the Turbo?

**Brian Pulignano**

I just subscribed to your magazine and got my first issue - Number 13. I think you have a great magazine and one reason I like it is because it covers all the game systems. The content of this issue was superb (I've never seen any of the other mags cover so many new titles in one issue) but don't cut out the Turbo!

**Brett Lustig**  
Plymouth, MI

I would like to know if you are anti-Turbo, because now you've taken away the Turbo Champ section in issue 13. I think it isn't fair to the Turbo because on the cover of the mag you say you review Turbo games. Why do you hate the Turbo so much?

**Jimmy Quan**  
Brooklyn, NY

(ed. As Steve Harris stated in issue 12, EGM is not "against" the Turbo or

or biased towards any other game system. It was only because of the great number of games at the CES they we deleted the Turbo section (along with the hand-helds). If you look at the following issue, as well as the Buyer's Guide you now hold, you will see dozens of new Turbo games that NEC has provided to us. In fact, nearly 25% of the editorial content in issue 14 was directed at the Turbo-Graf! We say it again: EGM is 100% behind the TurboGraf and plan to continue coverage of their machine until they decide to stop selling it!)

## TIP BOOK PROBLEMS?

I can't believe what I'm hearing! In recent issues the subject of a 110 page hint book included with Phantasy Star 2 has for some reason caused complaints. What's the problem? If you don't want the book, for sake of a good challenge, put the book away or throw it out! Just because the game comes with a hint book doesn't mean you have to use it!

**Jon Bosquette**  
South Portland, ME

I strongly disagree with your opinion regarding Sega packing a tip book with Phantasy Star 2 and Vermilion. Firstly, the tip book is free and helps us games feel better about forking over 70 bucks. Secondly, most of us average gamers would have an extremely difficult, if not impossible, time getting through certain dungeons, mazes, etc. Lastly, no one is forcing people to read the tip book, so your game isn't ruined. Sega can decide to pack a hint book and disappoint a few highly experienced players, or decide not to pack a hint book and have their tip lines flooded!

**Wilson Young**  
Westchester, PA

I would like to compliment you on a fantastic magazine, however I must comment on Gaming Gossip in issue 13. I don't agree with the way you blasted tip books, especially the PS 2 book. Without it I think PS 2 would have been a chore to complete. I am in favor of tip books, but I don't have an "urge to cheat" as you say; I have



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# THE REVENGE!

## TECMO® Games... HARD TO BEAT™

an urge to have fun! That is what Sega had in mind when they published the book. I say let Phantasy Star 3 and Vermilion players decide for themselves.

**Steve Tanous  
Greenwood, MS**

*(ed. We received many letters lately regarding the tip books, and most players seem to be in favor of them. Our only reservations about such books being included with the purchase of the game are that they do allow players to have valuable inside information that not only decreases the number of playing hours, but also enable novice players to finish a game before more experienced gamers, thus pressuring the player who doesn't use the book to do the same. While it is true that the decision to refer to books like these should remain up to the players themselves, Sega could temper some of these impulses by offering the book separately or providing a mail-in card that would require at least a few weeks time playing solo before the answers are given. What do you think?)*

## 16-BIT TURTLES?

I was looking at issue 12 and there were rumors about Teenage Mutant Ninja Turtles on the NES-SFX. Are they going to have it, because NES has just made Ninja Turtles 2.

**Donald Blakeslee  
Westerville, OH**

Your magazine is one of the best video game mags around. It is written in detail from beginning to end. Now I have a few questions about the Super Famicom SFX. Will there be a Ninja GaiDen 3 or the arcade Teenage Mutant Ninja Turtles?

**S.M.K.**

*(ed. Will the heroes in a half shell go 16-Bit? It appears that they will, but not on the Genesis as many people believe. Inside sources indicate that Konami will follow-up their release of TMNT - The Arcade Game on NES, with a new coin-op and an all-new adventure for the 16-Bit Nintendo!)*

## GIVE ME SUPER FAMICOM!!!

I read your article about the impending release of the Nintendo 16-Bit Famicom in the U.S. with great interest. In fact, I've already begun to save up for one.

I would bet that many of your readers would be interested in knowing the truth about the Super Famicom. Please tell me if the 16-Bit Nintendo going to be released here or not? If not, I'll buy a Turbo or a Genesis.

**Paul Geldston  
Brooklyn, NY**

Could you tell me when the 16-Bit Super Nintendo SFX is to be released in the U.S.? Will Super Mario 4 be packaged with the system? How much will it cost?

**Mike McReynold  
Aurora, IL**



I'm a very careful consumer, especially when it comes to buying video game systems, so I decided to buy the Sega Genesis. Then one day I read your article on the Super Famicom and it almost made me lose my head after you said that this was the most powerful system created! My question is what is Sega going to do about this? Will the Sega Genesis be another loser when the SFX comes out from the fiercely competitive world of Nintendoland?

**T.W.Y.**

I have an important question. Does Super Mario 4, Zelda 3 and Dragonfly come with the Super Famicom system? Secondly, I was wondering if you could have some screenshots of some of the games that have already been completed for the Super Famicom.

**Jose Ventura  
Washington, D.C.**

After reading your number 13 issue, I must say I was thoroughly impressed with your efforts. Your coverage of the Tokyo Toy Show was more than interesting and the CES coverage was excellent! No other mag can even come close! I do have something to ask of you, though. We, as gamers, would like to see some more info on the SFX (a.k.a. Super Famicom) games currently near or at completion. The plot of Zelda 3 would be nice, along with a screen shot of its title screen and parts of the game. Also another Super Mario World shot would be great. I appreciated your coverage of Super Famicom and look forward for the coverage to come.

**Ron Young  
Fremont, OH**

*(ed. After more than a year of waiting for the Super Famicom's release, the editors of EGM have finally had hand's on tests of this incredible new machine. Unveiled to the Japanese trade on August 28 in Tokyo, the EGM editorial team was in line to preview the machine and the dozen-plus games present for the introduction.*

*While there was unanimous praise for Nintendo's latest hardware coup, it was the software that really made this system shine! Super Mario World, Final Fight, R-Type 2, Gradius 3 and other titles had our eyes popping, our eyes open and our hands moving to overcome the arcade-quality adversaries! For our complete report with all the hard facts and no wimpy rumors directly from Japan, including the latest information, photos of all the games and our impressions of how the market will change when the 16-Bitter is introduced into the U.S. next year, turn to page 28.*

## GAMING MAGS IN JAPAN

I heard that you get information from many video game magazines in Japan and that your company gets these magazines from Japan. How could I get some?

**Alan Haberman  
North Lauderdale, FL**

*(ed. Stay tuned! We'll visit Japanese game mags next issue!)*

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If you're new to basketball, buy the other games. But if you're a real basketball junkie, leave that weak stuff on your home court, and let's get down to the pro game.



## Clash at Demonhead™

Professor Plum and his designs for the dreaded, death-dealing doomsday device, Dead End, are in the clutches of the diabolical Lawbreakers—a sinister society dedicated to the destruction of mankind. It's only a matter of time before the Dead End Device is assembled and the final countdown to global Armageddon begins.

As Sgt. Billy "Big Bang" Blitz—the youngest and gutsiest commando of the Special Assault Brigade for Real Emergencies (S.A.B.R.E)—your mission is to foil the Lawbreakers' insidious plot. To accomplish your mission, you must find the shortest route to the summit of Demonhead Mountain, where the poor professor is being held prisoner. Rescue the professor, and you save the world from total destruction. But if you should fail. . .

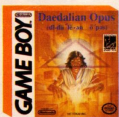
## Terra Cresta™

Bored with action on earth? Sick of hohumming it around the neighborhood? Need some excitement in your life?

Take off into space with **Terra Cresta™**. You'll be hurled in to space and thrown into a fight with the evil forces of darkness. Only you can break through the enemy's treachery and beat Mandora, the Supreme Commander of the evil that awaits.



GAME BOY GAME BOY GAME BOY GAME BOY GAME BOY GAME BOY GAME BOY



## Daedalian Opus™

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 be beaten is ordinary, to achieve victory is an art.



**THE BEST**  
(AND WORST)  
**OF 1990**

**VIDEO GAME OF THE YEAR**  
Sega's  
**STRIDER**

**BAN  
DAI**

# DRAGON SPIRIT

THE NEW LEGEND



Bring arcade magic home to your Nintendo® with the classic nonstop shooting adventure of *Dragon Spirit™*. The world is in chaos, the princess has been captured, and the fate of the kingdom of Midguld lies in your hands. Transform into the blue dragon and hang on for shooting action wild enough to put a blister on your finger. Blast your way through ten levels of super graphics as you acquire an arsenal of weapons big enough to challenge the darkest forces of evil. Eleven huge boss enemies will put your magic to the test and push your Nintendo® skills to the limit as you battle for the life of the princess. The Spirit of the Dragon must triumph!

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**ENTERTAINMENT SYSTEM™**





## **BEST GAME OF THE YEAR...**

### **Sega's STRIDER**

With its explosive graphics and crisp detail, Sega has supported the Genesis translation of this arcade mega-hit beautifully, retaining all of the features that made the game such a sensation in the arcades. The level of technique in this game is outstanding, with multiple worlds each filled with their own unique challenges and dangers.

It must be noted that while this soft has been evaluated while in EPROM form, we believe Strider presently is of such high quality that it deserves this unique honor of being the best of the year. As soon as a final ROM is available, we will report any changes which may alter this opinion.

## **BEST GAME OF THE YEAR (NINTENDO)**

### **Konami's CASTLEVANIA 3**

Konami has consistently topped themselves with this series, and in part three the game takes on a whole new appeal. Not only do we get the whip-totin', monster-smashin' action of the first game, but we get an involving storyline and quest that takes a shape-shifting Trevor Belmont (an ancestor of Simon) across Castlevania for the final (?) encounter with Dracula

## **BEST GAME OF THE YEAR (TURBOGRAFX-16)**

### **NEC's NINJA SPIRIT**

This action title is set to become the standard by which all ninja games are based in the future. The level of intensity is unmatched, with multiple weapons, options and shadows all coming into play. The Bosses animate and fill the screen and truly provide a testament to what this system can do when motivated properly. Ninja Spirit stands out from a pack of lackluster slash-em-up yarns, and, in the process, earns our Turbo Game of the Year award.

## **BEST HAND-HELD GAME OF THE YEAR**

### **Atari's BLUE LIGHTNING**

While it proved to be nothing revolutionary in concept, Blue Lightning blew us all away not only with the colorful graphics afforded by the Lynx, but also with the first really effective use of scaling in a home system. This function comes off great in Blue Lightning, providing a real glimpse at just how powerful this little unit is.

## **BEST GRAPHICS IN A VIDEO GAME**

### **Sega's STRIDER**

This game wins once again with superbly drawn graphics with independent background scrolling and huge full-screen characters that blow everything else away!



## **BEST BGM AND SOUND IN A VIDEO GAME**

### **NEC's Y'S BOOK ONE AND TWO**

NEC wins this category again with a CD masterpiece that puts all other game systems to shame. The outstanding use of voice and real music from the CD and integrating it into the game program itself is amazing, and Y's is the first U.S. effort to take advantage of all the capabilities of CD-ROM. True, CD-ROM is priced higher, but with incredible games like Y's, the pinch in the pocketbook is a little easier to live with. Over 24 minutes of voice and music tracks highlight this outstanding effort.

## **BEST VIDEO GAME SYSTEM**

### **Sega's GENESIS**

For the second year in a row the Genesis gets EGM's top honors as the best system on the market. While a lack of software mid-year threatened to hurt the machine's chances of a second system-of-the-year honor, Sega has diligently, albeit belated, fulfilled their promises for new softs. As more developers and third-party licensees embrace this system, the Genesis' prospects for the future appear solid despite the fact that Nintendo will launch a slightly superior system next year. For now, however, the Genesis is it!





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and advance to  
the next scene!

Somewhere among 64 scenes  
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## **BEST NEW SYSTEM OF THE YEAR...**

### **NEC's TURBO EXPRESS**

This powerful pocket system is the most remarkable hand-held to yet appear, with several amazing features that elevate it above the rest of the pack. First and foremost is the quality of the screen display that retains its sharp edge despite its small size. The second, and more important, feature is the Express' ability to play all existing TurboGrafx-16 game software. This instantly gives the Express the largest library on the portable scene. The price is steep, but for the upscale gamer who wants the best, the Turbo Express is the ticket to take.

## **MOST CHALLENGING VIDEO GAME OF THE YEAR**

### **Sega's PHANTASY STAR 2**

This epic RPG successfully follow-up the first game, with new lands to conquer and new mysteries to solve. The game does get a bit drawn out in the middle, but for the most part, Star 2 is an awesome challenge from beginning to end and one of the most complex games of the year to finish. Well worth it (but ditch the tip book)!

## **BEST SPORTS-THEMED GAME**

### **Sega's SUPER MONACO GP**

Drivers take on a whole new look and feel in this excellent translation of the arcade game. Sega's packed in all new selections and added a world championship mode to increase the appeal of the game even more! It may not be the most conventional of sports, but the quality of this game made our decision unanimous.

## **BEST SEQUEL TO AN EXISTING GAME**

### **Capcom's MEGA MAN 3**

Just as part two one last year's award in this category, the third installment lives up to its predecessors completely. Eight new crazy opponents, in a wide variety of worlds, take Mega on and the result is great graphics and super play. Twist endings and more than enough technique with new characters like Mega's mechanical dog Rush make part three a winner!

## **MOST EXCITING NEW THEME**

### **NEC's BONK'S ADVENTURE**

NEC scored a hit with this card, and rightfully so. Bonk's Adventure took a conventional side-scrolling action theme and improved upon it by concentrating on technique as well as good looks. Bonk's attack mechanism was unique and went with the game perfectly, producing an all new type of video game adventure!



## **BEST RPG VIDEO GAME**

### **NEC's Y'S BOOK ONE AND TWO**

With the help of CD technology, NEC has packed two full quests into one game, and created a storyline right out of a best-selling fantasy novel. We get to see (and hear) the tale of an entire land disappearing and then get equipped with dozens of different implements to aid us in the journey to unlock the secrets surrounding the event. This game is magnificent from beginning to end, blowing away all competing RPGs hands-down.

## **BEST PERIPHERAL OF THE YEAR**

### **Galooob's GAME GENIE**

The Game Genie is the ultimate Nintendo peripheral, allowing YOU to alter the game to your own specifications. The Game Genie may never go on the market thanks to Nintendo's legal twists and turns, but despite that fact, we stand behind the Genie as a device that should be seen by a game playing public that wants the freedom of choice. When you buy a car does the dealer have the right to tell you what kind of tires to buy or what color to repaint the vehical down the road? Wise up Nintendo, you're not protect us, you're protecting yourselves.



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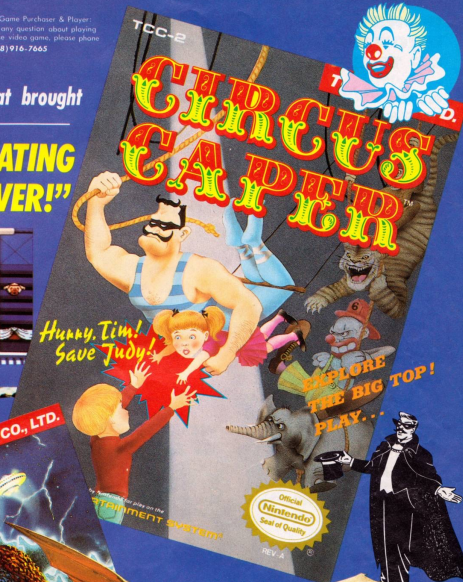
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## **WORST PROPAGANDA OF THE YEAR**

### **NEC's TURBO VS. GENESIS CARD**

When you ask NEC to compare the speed of their system next to Nintendo's, they give it to you in MHz. When you ask that they compare it to the Genesis, they give it to you MIPS (Millions of Instructions Per Second). That kind of thinking led to a little plastic card that NEC sends out to potential customers with such comparisons as sprites - Genesis with 80 and TurboGrafx with 64 (but larger).

## **BEST LICENSE OF THE YEAR**

### **Acclaim's THE SIMPSON'S**

While the mechanics of this game have yet to be programmed, Acclaim scored big with the title of the year. Bringing Bart and the rest of the misfits from the Simpson's is a coup for the company and whatever the game is like you can count on this cart to be a million copy seller!

## **WORST LICENSE**

### **Sega's BUSTER DOUGLAS BOXING**

Don't get us wrong, we loved it when Buster busted Tyson and left him on the mat (and without his video game endorsement from the big N), but for Sega to extend themselves so far as to put this guy in the center stage of their 16-Bit boxing title when he's going up against Evander Holyfield is crazy. (We may have to eat our words on this one).

## **BEST MOVIE TO GAME**

### **Sunsoft's GREMLINS 2**

Winning last year with Batman, Sunsoft is the only company around that can take a decent license and make a decent game.

## **BEST ENDING IN A GAME**

### **Tecmo's NINJA GAIDEN 2**

The further adventures of Ryu Hayabusa came together magnificently in this story/game. Part three is due next summer, so you can count on more excitement from this series.

## **WORST ENDING IN A GAME**

### **Sega's REVENGE OF SHINOBI**

Sega spoiled an excellent game packed full of great play and graphics by giving us two endings that were both wimpy. It was a great ride, but we found out we didn't go anywhere.

## **THE MOST PROMISING GAME COMPANIES**

### **NATSUME, SEGA, CAPCOM, KONAMI, NINTENDO**

Natsume makes great game, Sega has a great system, Capcom and Konami both have major line-ups with few garbage games and Nintendo has the Super Famicom.

## **MOST LAWSUITS**

### **Nintendo**

There were a lot of specific choices here, but we went with only one. Nintendo, because they sue everyone.

## **WORST MOVIE TO GAME**

### **Acclaim TOTAL RECALL**

You win some and you lose some. With Total Recall we all lost.

## **WORST NAME FOR A GAME**

### **tie Meldac's HEIANKYO ALIEN Vic Tokai's DAEDALIAN OPUS**

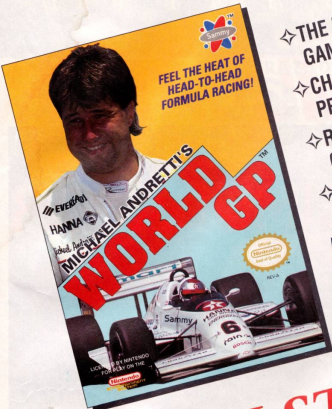
Come on companies. Can you honestly see a kid proclaiming to his friends with any degree of excitement that he beat Heiankyo Alien? I can't even pronounce it!

## **WORST NAME FOR A GOOD GAME**

### **Hudson's ADVENTURES OF JACKIE CHAN**

Jackie Chan really is a great action game, but unfortunately Hudson won't enjoy the type of success they may have had had they named it Ninja Lords or something more conventional.

*All nominations and awards are based off of games that the EGM Review Crew was exposed to before September 1st and will be released this year. The decision of the judges is final.*



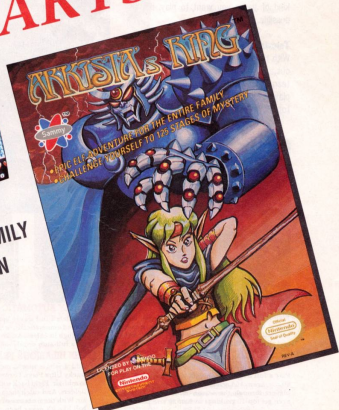
- ✦ THE MOST ADVANCED DRIVING GAME EVER DEVELOPED FOR THE NES!
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Start with a full team of 12 batters and six pitchers. Then, you decide what kind of team to make. Enter the exact stats you want for a winning team. Use the latest major league stats, 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

NAME	HT	WT	POS	BA	AVG	RBI	SLG
ALLEN	5-11	175	INF	R	.285	102	.450
BROWN	6-2	210	1B	L	.310	120	.520
CLARK	5-10	165	SS	R	.260	85	.380
DAVIS	6-0	180	2B	R	.290	95	.420
EVANS	5-9	160	3B	R	.270	80	.390
FRANK	6-1	185	CF	L	.300	110	.480
GREEN	5-11	170	OF	R	.280	90	.400
HARRIS	6-3	220	1B	R	.320	130	.550
JACKSON	5-10	165	SS	R	.270	85	.380
KELLY	6-2	210	1B	L	.310	120	.520
LEWIS	5-11	175	INF	R	.285	102	.450
MILLER	6-0	180	2B	R	.290	95	.420
ROBERTS	5-9	160	3B	R	.270	80	.390
SMITH	6-1	185	CF	L	.300	110	.480
WALKER	5-11	170	OF	R	.280	90	.400
YOUNG	6-3	220	1B	R	.320	130	.550

2

TEAM	G	M	L	P	CI	CS	WHIP
ALLEN	15	10	5	2	0	0	1.000
BROWN	12	8	4	1	0	0	0.833
CLARK	10	7	3	1	0	0	0.700
DAVIS	8	5	3	0	0	0	0.625
EVANS	6	4	2	0	0	0	0.500
FRANK	4	3	1	0	0	0	0.375
GREEN	2	1	1	0	0	0	0.250
HARRIS	1	0	0	0	0	0	0.000
JACKSON	0	0	0	0	0	0	0.000
KELLY	0	0	0	0	0	0	0.000
LEWIS	0	0	0	0	0	0	0.000
MILLER	0	0	0	0	0	0	0.000
ROBERTS	0	0	0	0	0	0	0.000
SMITH	0	0	0	0	0	0	0.000
WALKER	0	0	0	0	0	0	0.000
YOUNG	0	0	0	0	0	0	0.000



### 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.

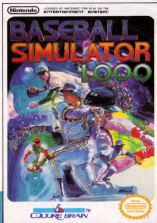
Play a full-length season with six teams, for 5, 30, 60, or even 165 games. Follow the teams and players through the season—monitor their stats, even get top-10 rankings in batting and pitching.

### 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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*The ancient land of Arabia has fallen into despair. The evil magician Subaron 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.



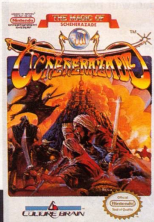
Magical spells come to life on the screen in winds of fire and storms of electricity.



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.

# GAMING GOSSIP

...Genesis Giga-Drive in Japan...Multi-System Hand-Held...Super Famicom in U.S....Lynx on T.V....  
Double Dragon 3 Coming Soon...Konami 16-Bit Games...Genesis CD-ROM Info...

...First we get the Mega Drive, then the Game Gear, and now the Giga-Drive? The latest rumors from Japan tell of an even more advanced Sega system with scaling functions as well as the ability to manipulate a larger number of more colorful characters! Could it be true? From the one game company that seems to be taking an aggressive stab at just about anything, a Giga-Drive could be a possibility, but I have to see it with my own eyes first. Sure sounds rippin' though...Other Genesis updates include new info on the CD-ROM upgrade, which most definitely WILL be showcased at the Winter Consumer Electronics Show in Chicago! Quartermann also hears rumblings that Sega will introduce the Game Gear in the coming months as well, to compete with the Nintendo Game Boy as the low-end portable of choice. Expect a price somewhere around \$120 (as previously reported) and a selection of a dozen softs ranging from Super Monaco GP to Shinobi to G-LOC.

...I don't have all the facts and figures yet, but Quartermann has learned of a super hand-held that will have the ability to play games compatible not only with the NES, but the Genesis and Turbo as well! What kind of adapters this thing will need to run haven't been detailed yet, but more information should be available in the coming months...Speaking of portables, the editors upstairs have just clued me in on a new device they carried back from Japan that lets you play Atari Lynx games on the big screen! The black box as they call it does pixelize the picture and give that good ol' 2600 feel, but the quality of the image is retained! The ultimate portable hardware WOULD make a super system, too bad the box costs what it does (close to a grand)!...

...It looks more and more like the 16-Bit revolution is set to grow by leaps and bounds! Several new systems are in the works, but the machine I can't wait to get my hands on is the Nintendo 16-Bitter! It looks like the white shirts at Nintendo are going to bring this most super of systems to the U.S. in a new box, however, that hooks directly up to the old NES (and you traded yours for a Genesis - HA!). It's a decent idea that's sure to save money on extra power supplies, video cables, etc., just as long as the big N passes those savings along...Now that the Super Famicom has been officially released, turn to EGM for all the hard facts and none of those wimpy rumors you read about in other magazines...

...On the other hand, to set some records straight, Nintendo's flight simulator for the 16-Bitter is called Pilot Wings, not Flight Club...As far as third-party support is concerned, count on Konami to dish up plenty of softs for the Super Fami starting with Gradius 3 (an eye-popper), and continuing with a 16-Bit version of Castlevania and Contra! As for the Turtles, which are dying to go up in class (not to mention graphics), look for another TMNT arcade game, with another NES follow-up based on that game. Then plan on a totally new Turtles adventure for the 16-Bit Nintendo! What could be next, Teenage Mutant Ninja Turtles Basketball?...Other hot new games to watch out for in the months to come include Double Dragon 3 on the NES from Tradewest, an awesome two-player simultaneous action adventure with a whole new cast of creeps to maim and fight techniques to learn...Bandai also has a hot new action game called Ultimate Journey that's loaded with power-packed graphics and a cool quest...

...IT'S A GIRL for the always-loveable Karen Janus of Sunsoft! Mum and babe are doing super...Attention Neo-Geo owners (all two-dozen of you), you can count on an awesome football game to appear sometime later in the year...And arcade gamers should be on the look out for two new hits from Atari Games, including Pit Fighter, a revolutionary new one-on-one fighting game that uses digitized graphics throughout, and Race Drivin', the sequel to Atari's mega-hit racing game, Hard Drivin', complete with new courses that include corkscrews...

...All of you out there with VCR's might be wise to tape The Flash on CBS's death spot opposite the Cosby and Simpson clans. I've seen the pilot and while it's definitely inspired by Batman, it has a cool premise and unique look. Could a game be far behind?...One last footnote: Alien Storm, shown on page 26 of this issue, will be available as a card, not a CD...

**- QUARTERMANN**



Face The  
New Challenge  
of Ultima!  
No Previous  
Experience  
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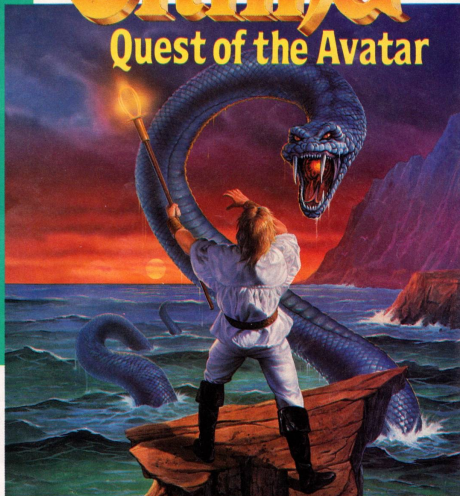
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\*Game Players Magazine 1989

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**ORIGIN** A *Lord British* Game

# Ultima<sup>®</sup>

## Quest of the Avatar



*Ultima*<sup>®</sup> *Exodus* made history as one of the first role playing games for NES and won the coveted Role Playing Game of the Year<sup>®</sup> award. Now face a new challenge with the next game in the series, *Ultima*<sup>®</sup> *Quest of the Avatar*. At last, the ruthless Triad of Evil has been vanquished and peace reigns in the land. But darkness dwells in hidden places and in the hearts and minds of the peoples of the realm. The countryside is plagued by orcs, dragons, and long-dead wizards. Only an *Avatar*, a shining example of heroism, can destroy the monsters and conquer wickedness with his mastery of magic and weapons. Discover your personality traits in sophisticated tests of ethics and heroic virtue. Become the *Avatar*! Save Britannia! And master the challenges of the ultimate quest—the search for good within yourself. Get *Ultima*, *Quest of the Avatar*, the latest *real* role playing game from FCI.

**FREE World Championship Wrestling T-Shirt**  
with the purchase of two FCI games.



**FCI**   
Not Just Kid Stuff

## **SEGA ANNOUNCES INTRODUCTION OF CD-ROM INTERFACE FOR SPRING, 1991!**

One of the most-asked questions surrounding the Sega 16-Bit Genesis since its introduction last year concerned the possibilities of a CD-ROM interface similar to that found for use with the NEC TurboGrafx. While it is true that Sega was jointly developing a new 2.5" floppy disk system with Sony for the game system, no information had been released on the unit or its capabilities.

Recently, however, the EGM staff has learned of a CD-ROM system in the works for the Sega Genesis system. Sega has dropped the floppy disk drive idea in favor of a more attractive, and definitely more powerful, CD-ROM unit that will be compatible with the Genesis.

The CD-ROM system that Sega is employing is very similar to the TurboGrafx CD player in most respects. Through the use of a CD interface that connects to the Genesis via the expansion port on the right side of the system, the 16-Bitter will be able to play games on specially encoded compact discs. The discs fit into the CD and then are converted into games.

Although little information on the Genesis CD-ROM system is available at this time, there are many ru-



mors circulating about the unit's expected release date and potential.

We've managed to dig up several things on the CD-ROM, including estimated release dates and prices. Although this information comes from reliable sources, it could change prior to final release.

First of all, the Genesis CD-ROM is expected to be shown to American audiences as early as the Win-

ter Consumer Electronics Show in Las Vegas this January. The upgrade is also expected to go on sale sometime in the spring or early summer (the system will appear on Japanese store shelves next spring). The price of the unit now stands at a very appealing \$199.00, although other sources have said that a more likely figure will be \$250.00, still quite reasonable for technology like this.

Sega is rumored to be very committed to the system and is expected to have several software titles available for play on CD. Besides rehashing older efforts onto lower-priced CDs (the price per soft is expected to be between 25 and 30 dollars), count on original titles that will use the CDs special abilities.

For more information on the Genesis CD-ROM, check out the November issue of Mega Play, our All-Sega magazine!



**Sega's newest arcade entry, Alien Storm is heading for the 16-Bitter on CD-ROM!**

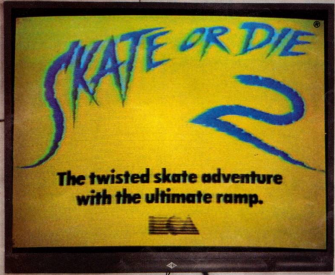


**Sega may also package older titles for play at a lower price! Shown here is Phantasy Star 3!**



GET A JUMP—MASTER THE SKATE RAMP! SCORE HIGHER DECKS! I AM ON THE RAMP ANYTIME! PHOTO: GEORGE FRY III.

SLAM HOMEBOY PUMPER! TORRID BABE! RESCUE!



SESSIONS  
SKATEBOARD SHOP



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**EGM EXCLUSIVE!!**

# SUPER FAMICOM<sup>®</sup> SPECIAL

**AFTER YEARS OF  
WAITING, THE  
ULTIMATE IN 16-BIT  
GAMING IS FINALLY  
A REALITY...**



...the only catch is that the new Nintendo super system will only be available in Japan when it goes on sale November 21, 1990. The Super Famicom was unveiled to the Japanese video game trade in August, however, and the staff of Electronic Gaming Monthly was there for the first hands-on test by an American gaming magazine!

While its outward appearance has changed only slightly from the original designs we first published last year, with the addition of color-coded buttons and a new Super Famicom logo gracing all related components, the system itself has undergone several notable changes. Although the internal scaling and rotation hardware functions remains, Nintendo has upgraded the amount of screen RAM to a full 1 Meg, more than any competing game system. Nintendo has also decided to include two advanced game controllers instead of the single unit that was originally reported.

The six button control pads that come packed with the Super Famicom now have an altered seven pin interface, as well as color-coded A-B-X-Y buttons gracing the surface. As reported



*The unveiling of the Nintendo 16-Bit Super Famicom drew large crowds from Japan!*

# SUPER FAMICOM®

in earlier issues of EGM., the Super Famicom controllers also have two more additional buttons that reside on the top of the pad and serve as option buttons and menu operators in several games.

## INSIDE THE SUPER FAMICOM...

In addition to boosting the on-board RAM to a full megabyte, Nintendo has put together a machine that can indeed do almost anything. Among the features built into the Super Famicom hardware are scaling and rotation. These functions allow the Nintendo 16-Bit games to exhibit the advanced moves that were previously found only in the arcades.

Scaling allows the Super Famicom to take an image and zoom it in or out, with appropriate adjustments made in the sizing of the character, at will. Features such as this are particularly useful in driving and flying games that require graphics to start out small on the horizon and quickly grow in size as you progress. Two of the first driving games for the 16-Bitter, *F-Zero* from Nintendo and *Big Run* from Jaleco both used this technique effectively.

The Super Famicom's ability to rotate screen objects and backgrounds is equally amazing. The Super Famicom can take a graphic character or screen and animate movements from the center of the character with no problem at all. This incredible ability was used in Nintendo's *Pilotwing's* game, where you not only fly different types of aircraft inside real environments, but you can practice parachute jumps as well, with the ground spinning below you as you quickly approach the ground.

Nintendo's new 16-Bitter also has remarkable new graphic capabilities that extend from the resolution (512 x 448) to the color palette (graphics can be created from a total of 32, 768 colors) to the size of the graphics themselves (a whopping 64 x 64 pixels)! When all of these advanced functions are put together, and accompanied by dozens of games and third-party developers, the Super Famicom not only stands apart as one of the most impressive 16-Bit systems, it also becomes a highly viable system as well.



Mario goes 16-Bit in Super Mario World



In addition to the graphic abilities listed, the Super Famicom also has several other important features. Besides having a standard RF output, the Super Famicom has a multi-purpose video output that will allow the system to operate in a number of different modes with optional adapters, including RGB and even Super VHS! Among the other Super Famicom surface details are dual joystick ports and a special 28 pin expansion port on the underside of the unit (see illustration on next page).

## SUPER FAMICOM'S RELEASE IN THE U.S.

Despite the fact that the Super Famicom will be available in Japanese stores on November 21, for a retail price of 25,000 yen (roughly equal to \$180.00), an exact launch for any similar system here in the U.S. is purely speculation at this point. Reliable rumors have surfaced regarding a stateside version of the unit, however, which would be on display to American retailers sometime in the spring or summer of 1991 and go on sale in the fall.

## LEADING U.S. GAME COMPANIES USHER IN THE SUPER FAMICOM DECADE!

One item that has been apparently decided is the name of the Super Famicom in the U.S. The current working title of the new Nintendo super machine is the NES-SFX (for Nintendo Entertainment System-Special Effects). The latest rumor surrounding the NES-SFX is that it will be a peripheral to the normal NES that is now in more millions of homes across the country. The American version of the Super Famicom will supposedly attach to the underside of the Nintendo Entertainment System through the expansion port.

Such an arrangement would serve several purposes for the management of Nintendo. Introducing the Nintendo 16-Bit as an add-on to the standard 8-Bit will allow the video game titan to unveil new hardware and a new software line without phasing out the NES or making it less viable. Shipping the SFX as a peripheral would also enable Nintendo to keep prices down to a minimum. The \$180.00 Japanese list is for the system only, no power supply, video cables or game softs are included. Since Nintendo of American would invariably be forced to package the SFX with a game and the appropriate cables, unless of course the machine used the same cords employed by the host system.

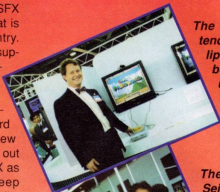
### THE IMPACT OF NINTENDO'S 16-BITTER

Whatever form it takes when it finally is released into the U.S. market, the Nintendo SFX is definitely going to change the way we all think about home video gaming. While both the TurboGrafx and Genesis have had a significant impact on video games, neither machine can compare to the technically advanced Nintendo 16-Bitter, nor its scaling and rotation abilities. Since the SFX may not appear in a completely separate package, the appeal of the NES, while diminished somewhat, will remain active.

Software support is another strong feature that Nintendo will have in its favor when the SFX appears here. Over a dozen games were on display at the Super Famicom's unveiling in Japan, and over a dozen more are in development, insuring a large selection of softs by the time the unit arrives in the states. Nintendo's strict licensing agreements are also sure to be in effect, blocking some of the hottest titles like Final Fight, and Gradius 3 from competing systems.

Having personally played with the next generation of video games, it doesn't take long to look at the Super Famicom and realize that the wizards of Nintendo have themselves another blockbuster!

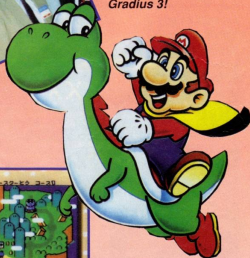
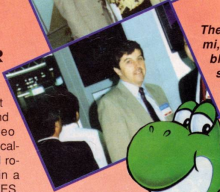
*The First Lieutenant of Nintendo gaming, Howard Phillips, came equipped with a bow tie and smile for the unveiling of the Super Famicom 16-Bit!*



*The always cheerful Carol Seitz, accompanied by Jaleco chief Howie Rubin, inspects the Super Famicom and their first 16-Bit title, Big Run!*



*The head honcho of Konami, Emil Heidkamp, is visibly proud (and rightfully so) of his company's Super Famicom game cart, Gradius 3!*



**More from Super Mario Bros. 4 - Mario World!**



# SUPER FAMICOM®



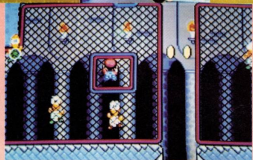
## THE MOST AMAZING SUPER MARIO ADVENTURE OF THEM ALL!

The premiere piece of software shipping with the Super Famicom come November 21st, is the next chapter in the Super Mario Bros. saga. This series, which has sold tens of millions of copies, goes 16-Bit and, in the process, expands in size and scope to encompass an entire world of adventure!

Super Mario is outfitted with all new types of abilities ranging from flight in his Super Mario cape, to walking the multi-layered landscapes astride a prehistoric pal that sucks up the Koopas and other nasties with a rapid-fire tongue! Mario can now climb fences as well, and actually maneuver against the opponents on the other side! All of the standard Mario sights are present as well, including pipes, coins, flowers, mushrooms and huge Bosses that reside in new dungeons! All the action is presented in awesome 16-Bit graphics that use the unique scaling and rotation abilities of the Super Famicom that make the screen explode with color and excitement!



# SUPER MARIO WORLD



*Mario's new abilities include flying in the air and riding atop a quick-tongued lizards!*

## Final Fight

The long-awaited home version of this popular arcade smash is finally set to appear on the Super Famicom! Final Fight retains all of the superb graphics detail and sterling animation of its coin-op forefather, not to mention the power-packed action that has made it one of the favorite games of 1990!

Final Fight takes place on the mean streets of New York, where the President's well-endowed daughter is being held captive by a renegade band of thugs. It's up to the street smart duo of Cody and Haggar to stop the gangs and prepare for the final fight against their leader!



Choose between these two muscular warriors of the streets!



Plan your attack on the city map - there are five areas to conquer!



The 16-Bit graphics in Final Fight the best video games...even in the arcades!

Take on gangs of thugs in one-on-one or two player combo combat!



## Gradius III

The stand-by shooter that has made it from the arcades to NES to GameBoy moves into the 16-Bit league with this carbon copy of the little-seen arcade blaster, Gradius 3. Part three introduces new weapons, new worlds and some of the meanest graphics you'll ever see! It's 16-Bit shooting at its best on Nintendo's Super Famicom!



R-Type 2



Gdleen



Populous



Super Darius



Super Deformer





# SUPER FAMICOM



## PILOT WINGS

The scaling and rotation abilities of the Super Famicom are shown off to great effect with this flight simulator, jetpack and parachute jump game all-in-one! The real-time three-dimensional environments created by the Super Fami are breathtaking but get blocky at close range.

*Pilotwings contains three games, including a flight simulator!*



## F-ZERO

These formula racers of the future blow the Super Famicom wide open with great scaling in all opposing vehicals and off-track surroundings! The realism afforded by this racer is multiplied by the rotation functions which tilt the track as you hang hair-pins and give you first-person spin-outs!

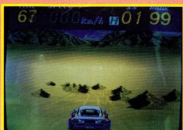
*Nintendo took a futurisitic approach to racing games with F-Zero!*



## ACT-LAZER

Enix, the company best known to Japanese players as the originators of the hugely successful Dragon Quest series (Dragon Warrior over here), prove that they can make an action/adventure cart as well with this visually stunning and highly playable soft called Act-Lazer!

*Enix wowed crowds with their original 16-Bit entry, Act-Lazer!*



## BIG RUN

Jaleco's sleeper arcade racer makes the move to the Super Famicom with ease. The version we saw was early, but it still displayed much promise, with a scaling raceway littered with obstacles and impediments as well as opponents! The unique environment made this driver new and different!

*Tear up the off-roads in the arcade adaptation of Jaleco's Big Run!*



Sim City

Dynamite Bomblax

Ultraman

Hole-In-One Golf

Drakhen

# EGM RATES THE SYSTEMS!!



**...The Leader of the Video Game Revolution May Show Signs of Aging, But It Still Has Plenty of Life Left...**



*Teenage Mutant Ninja Turtles - The Arcade Game, the first NES game to reach four Meg!*

The system that started video game madness all over again continues to remain the dominant force heading into 1991. But will Nintendo's claim as the uncontested leader of the system sweepstakes remain solid for the years to come?

Nintendo is already feeling the pinch from superior machines like the Genesis and TurboGrafx that can produce stunning visuals and booming sounds. The NES is also

finally beginning to have a problem maintaining a high level of quality games. As was feared and foretold by the doomsayers, the number of companies producing inferior carts is so staggering, that out of the 100+ games that were recently showcased at the Consumer Electronics Show, only a dozen could be labeled truly outstanding, with only a handful of others elevated above average.



*G.I. Joe follows hot on the heels of Super Mario 3 with MMC3 enhancer and three Meg!*

There are several extremely bright spots in the future of this versatile system, however, that have yet to be addressed. To begin with, Nintendo has unleashed a new graphics chip set, the MMC5, that will increase the graphic and sound capabilities even farther than MMC3, seen in Super Mario 3! Also, when Nintendo plans to launch the Super Famicom SFX in the states, it is rumored that the Nintendo 16-Bit will be offered as an upgrade to the existing 8-Bitter. A smart move, considering nearly everyone already owns one.

When you add in the reports of hand-held Nintendos and CD-ROM peripherals that will increase storage space, the Nintendo still occupies center-stage as a machine that may not sport the flair of its beefier competitors, but with literally any kind of game you can think of and more on the way, the NES has plenty of life left in it.

## Nintendo Entertainment System Specifications...

Processor	6502 (8-Bit)	Colors Available	52	Sprite Size	8 x 8 Only
Processor Speed	2.14 MHz	Colors On-Screen	16	Games	331 (\$20 - \$70)
Resolution	256 x 240	Maximum Sprites	64	Price	\$79.99 (Basic)



**...Complete With  
A New Look and  
New Name, the  
Sega Master  
System Tries  
Again - But Is It  
Too Late?...**

Having faded away into almost total obscurity for the last year, not to mention a complete lack of new games for months, the Sega Master System resurfaced at the Summer Consumer Electronics Show as the Sega Master System 2! The only differences between the second version of the 8-Bit favorite and its predecessor is a lower price and a built-in game, Alex Kidd in Miracle World (probably one of the best 8-Bit games and a nice freebie!)

While this is nice, owners of the new machine as well as old may get discouraged when they discover that most of the new games being developed for the Master System are utter duds. Being developed by first-time Sega 8-Bit programmers, most of the Master System carts we've had our hands on fell well short of earlier efforts in terms of graphics and play. For now it looks like the SMS 2 is being positioned as the 2600 of the nineties.



*PaperBoy comes off good on the Master System, with most of the arcade features intact!*



*Super Monaco GP is another Sega arcade hit that has been downscaled for the 8-Bit!*



*Columns represents Sega's attempt at a Tetris-style puzzle game using blocks!*

*Michael Jackson's Moonwalker takes the 16-Bit game down in size, but not in looks!*



**SEGA MASTER SYSTEM 2 SPECIFICATIONS...**

Processor	Z-80 (8-Bit)	Colors Available	256	Sprite Size	8 x 8
Processor Speed	3.58	Colors On-Screen	52	Games	100 (\$20 - \$50)
Resolution	240 x 226	Maximum Sprites	16	Price	\$59.00

# EGM RATES THE SYSTEMS!!



**...The First 16-Bit Powerhouse To Appear in the States, Genesis Reaches For Complete Domination...**



*Bonanza Bros., a new coin-op already headed to the Genesis, uses intense polygon graphics!*

When it debuted last year, the Sega Genesis exploded into stores and disappeared just about as fast. Now that the furor has died down a bit, the Genesis continues to shine with a large influx of third-party support and promises of CD-ROM capabilities in the near future.

The biggest problem that has plagued the Genesis, however, are the store shelves that have remained completely devoid of new

releases. While dozens of games are officially on the way, and dozens more are currently in development, Sega has experienced terrible problems in getting any new softs into the stores.

By itself the Genesis is a remarkable machine, and many of the new games are finally taking full advantage of the superior functions it possesses.



*Sonic the Hedgehog represents Sega's first attempt at a Super Mario-style game on Genesis!*



*Stider, the first 8-Meg game for Genesis!*



Once Sega gets the lead out and starts releasing games to make this system go, making them more difficult as well, it will be even more appealing than it is now.

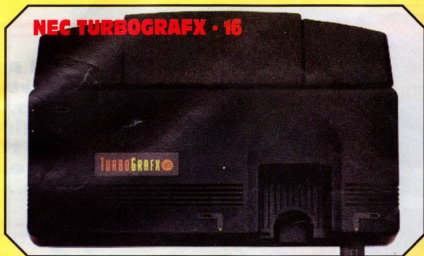


*Shinobi returns to battle in the multi-level action contest, Shadow Dancer!*

## Sega Genesis Specifications...

Processor	68000(16-Bit)	Colors Available	512	Sprite Size	8 x 8, 32 x 32
Processor Speed	7.6 MHz	Colors On-Screen	64	Games	80+ (\$40 - \$90)
Resolution	320 x 224	Maximum Sprites	80	Price	\$189.99 (Basic)

## NEC TURBOGRAFX - 16



**...With An Expanding Library of Good Titles, the Turbo Finally Makes An Impact In the Market...**

While the TurboGrafx got off to a slow start against the Genesis and other new machines last year, NEC stayed with their souped-up 8-Bit and has turned the show around in many cases. Introducing a diabolically clever action game called *Bonk's Adventure*, and backing it with some of the best advertising we've seen, the Turbo is not out of contention, but realistically it still has quite a way to go before dethroning the competition.



*Bonk's Adventure - The game responsible for putting the Turbo back on the map!*

Instead of dwelling on the distance between themselves and others, however, NEC is putting their best foot forward to introduce a library of games that each contain a high level of playability and excitement. While not every game is a direct hit, NEC has succeeded at introducing more action and diversity into their line-up of games.

NEC has also signed several third-party producers to insure the supply of outside developments



*Splatterhouse offers up a ghoulish good time with sharp graphics and good play!*

that is necessary to the success of any console.

While the viability of the TurboGrafx CD-ROM unit is questionable due to the high price and low numbers, NEC has gone ahead and put together several titles that are truly remarkable. *Y's* stands as one of the best RPGs ever made, while *Red Alert* and other conventional games also make good use of the peripherals advanced functions for superior sound and visuals.



*Red Alert uses the CD-ROM for cinema display intermissions unlike anything you've seen!*

## NEC TURBOGRAFX-16 SPECIFICATIONS...

Processor	6820 (8-Bit)	Colors Available	512	Sprite Size	16x16, 32x64
Processor Speed	7.16 MHz	Colors On-Screen	241	Games	35 (\$40 - \$70)
Resolution	256 x 216	Maximum Sprites	64	Price	\$159.00

# EGM RATES THE SYSTEMS!!

## NINTENDO GAMEBOY HAND-HELD



**...Introduced As  
the First Port-  
able System,  
GameBoy Begins  
to Pale Next to  
More Advanced  
Competition...**



**POLICE COMMISSIONER  
GORDON: "OK, GOT IT."**

*The movie and comic book  
hero, Batman, is one of the  
best GameBoy games yet!*

When we first played the GameBoy system, it looked like the ultimate on-the-go game system! Games like Super Mario Land brought the action and excitement of the NES to a smaller screen that could go just about anywhere. What's more, a special video-link cable allowed for head-to-head play and the pack-in game, Tetris, was ideal, and took advantage of the link and portability Gameboy offered.

Since its initial release, Nintendo has persuaded dozens of licensees to develop for the system, increasing the library of games to nearly 50 now, with more than 50 more on the way!

The GameBoy, however is already suffering from competition by Atari's color Lynx and NEC's color Express. While it does have some nice features, the stale black and white look and blocky graphics just don't compare with the stunning visual capabilities of the more colorful portables.

The quality of games available for the GameBoy is also questionable. While none of the games that are on the market are particularly bad, the majority of them tack the puzzle category and don't offer enough variety or flair. Several very good games like Castlevania, Gargoyle's Quest and Burai Fighter Deluxe have pumped life into GameBoy,



*Action/Adventure in  
Gargoyle's Quest!*



*Square's RPG, Final  
Fantasy Legend!*

but the shelves are already crowded with inferior product. While the GameBoy is a nice system, it just doesn't measure up anymore.

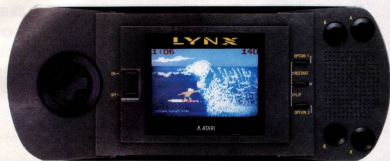


*Games like Castlevania-The  
Adventure are responsible for  
selling the GameBoy!*

## Nintendo GameBoy Specifications...

Processor	6502 (8-Bit)	Colors Available	0	Sprite Size	Variable
Processor Speed	2.14	Shades On-Screen	4	Games	30+ (\$20-\$30)
Resolution	320 x 224	Maximum Sprites	N/A	Price	\$89.99 (Basic)

**ATARI LYNX HAND-HELD**



**...With the Most  
Advanced Sys-  
tem On the Mar-  
ket, the Only  
Thing Missing  
From the Lynx  
Are the Games...**

There has been a lot of excitement surrounding the Atari color portable system ever since it was released last year, and well there should be. Not only does the Lynx possess some of the most powerful hardware of any system, portable or console, it has a super sound chip and surpasses the capabilities of bigger machines like the Genesis in some respects.

Despite the power afforded by the scaling and other functions that the



*Coming soon is a graphically intense version of the Tecmo coin-op classic, Rygar!*

Lynx boasts, it has suffered from the start by a high price tag and a excruciatingly slow schedule of new game releases. Since its first appearance the Lynx has only gotten a handful of cards out.

This may soon change, however, with Atari making a full commitment to stand behind the Lynx. Not only are dozens of new titles in development (with many due to hit stores in time for Christmas), but a new and smaller Lynx is in the works.



*Rampage brings the city-smashing action of the arcades onto a smaller scrolling screen!*

While it may not have the current support it deserves, the Lynx is a good system and a great hand-held that should come on strong in the months to come!



*The Lynx version of Klax, the Atari Games coin-op puzzler, is better than any other!*

**ATARI LYNX SPECIFICATIONS...**

Processor	65C02	Colors Available	4,096	Screen Size	3.2 Inches
Processor Speed	15 MHz	Colors On-Screen	16	Games	8 (\$35)
Resolution	160 x 102	Maximum Sprites	128	Price	\$169.00

# EGM RATES THE SYSTEMS!!

## NEC TURBO EXPRESS HAND-HELD



**...Unveiled As  
the Hottest of  
the Hand-Helds,  
Can NEC's Turbo  
Express Pro-  
vide the Punch  
NEC Needs?...**



*The resolution and clarity of the game graphics are remarkable on the Turbo Express! Even the smallest objects are clearly visible!*

Many contend that the ultimate hand-held is the one that can play console games on a small screen. NEC evidently is of that opinion and is getting set to let the rest of you in on what has to be the best of the new hand-helds!

The Turbo Express is completely compatible with all existing TurboGrafx games. Just slip 'em in and power on! The Express is a completely self-contained Turbo with controller, earphone jack, contrast and volume controls all built-in.

The Express is much more than just a game machine as well! With a special TV Tuner peripheral (coming in at around 80 dollars), you can turn the portable into a TV!

There are a few drawbacks, however. First of all, the price for all this power is, as you would expect, much steeper than the competition (close to \$250). Secondly, the Turbo Express will not be widely available until sometime in 1991



*With this special peripheral, you can boost the Turbo Express into a portable TV!*

(larger cities like New York and Los Angeles will probably have limited supplies this Christmas). Lastly, the system guzzles down batteries with an intense ferocity (averaging around three hours for six AAs).

If you can live with the cost of buying and operating and Express once you find it, you won't be disappointed! It's the ultimate hand-held game system ever created, and will positively blow your mind once you've seen it!

## NEC Turbo Express Specifications...

Processor	6820 (8-Bit)	Colors Available	4,096	Sprite Size	8 x 8, 16x16, 32x64
Processor Speed	7.16 MHz	Colors On-Screen	512	Games	All TurboGrafx
Resolution	400 x 270	Maximum Sprites	64	Price	\$249.99



**NEC SUPER GRAFX**



---

**...NEC Loads Its  
Guns Once  
Again and  
Delivers  
Another 8-Bit  
With Mega-  
Sharp Looks...**

---



*Ghouls and Ghosts for the Super Grafx. Highly detailed graphics that blow Genesis away!*



*Another level from Ghouls and Ghosts! This card is packed with over 8-Meg of memory!*

While NEC is staying solid with their TurboGrafx-16 here in the states, mounting pressure from the Sega 16-Bit Mega Drive (Genesis) and upcoming Nintendo 16-Bit Super Famicom forced the company to look at even more powerful hardware for the future. The end result is the Super Grafx game system.

The Super Grafx is loaded with special features that elevate it above the earlier PC Engine, but

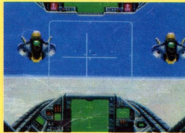
one of the unit's most impressive abilities is the full compatibility that it shares with the existing PC Engine. Any game that played in the PC Engine will also work in the Super Grafx, allowing us to experience both machines in one package!

As far as the upgrades enjoyed by the Super Grafx, they range from addition video RAM that allows the 8-Bitter to manipulate many more characters of even larger size around the screen. This is particu-

larly impressive in the eight-Meg SG version of Ghouls and Ghosts, where even the backgrounds animate and move!

The Super Grafx also has a larger number of available colors as well as the ability to display more hues on screen.

The Super Grafx does suffer from a painful lack of softs (only 3 at this time), and it doesn't really have the power that its price commands, but it is, nevertheless, quite impressive.



*Battle Ace, the first game for the Super Grafx, is a futuristic version of After Burner!*

**NEC SUPER GRAFX SPECIFICATIONS...**

Processor	6502 (8-Bit)	Colors Available	4,096	Sprite Size	Variable
Processor Speed	7.16 MHz	Colors On-Screen	128	Games	3 (\$50-\$80)
Resolution	160 x 146	Maximum Sprites	128	Price	\$290.00 (Japan)

# EGM RATES THE SYSTEMS!!



## SNK NEO-GEO SYSTEM

Released in Japan this summer, SNK's Neo-Geo was developed with two different purposes in mind. Not only is the consumer version of the system able to play games that are leaps and bounds ahead of anything else on the market, but the games themselves are also compatible with a special coin-op version of the system that is now beginning to populate arcades! This is the same technique that Nintendo used so effectively to launch the NES.



*Magician Lord - One of the first games for the Neo-Geo is still one of the best!*



*Cyber Lip is an action/adventure game with some familiar twists!*

In Japan, however, the Neo-Geo is rented from the game centers with special memory cards that allow players to save their coin-op progress and take the rented consumer version to continue their game. This method is used due to the high cost of the system and especially the games, which come in at over \$200.00 each - much too high to be purchased.

SNK has recently announced that the Neo-Geo will be released here,

---

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**...Arcade Games  
Come Home  
With SNK's  
Mega-Powered  
Console, But So  
Do the Arcade  
Game Prices...**

---

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*Ninja Combat is the second Neo-Geo game from the team who produced Magician Lord!*

indicate that they may institute a similar rental system, courting the video stores and similar outlets. New games will be released like a typical movie release and may be rented in the same way.

It's possible that the Neo-Geo will be offered for sale, but with such an upscale price, it is doubtful that the system will see in widespread release. In the end, however, it may be expensive, but it is definitely the cream of the crop!

## SNK Neo-Geo Specifications...

Processor	68000 (16-Bit)	Colors Available	65,536	Sprite Size	Programmable
Processor Speed	14 MHz	Colors On-Screen	4,096	Games	8 (\$200 - \$300)
Resolution	320 x 224	Maximum Sprites	380	Price	\$399.99 (Japan)



...After Diving  
Into 8-Bit and  
16-Bit Consoles,  
Sega Enters  
New Territory  
To Take On the  
Hand-Helds...



*The Game Gear TV Tuner allows you to watch television and even videos with line-in!*

Sega has always maintained a leading position at the forefront of game design, so it's not surprising that the company has entered the portable gaming competition with a dedicated system of their own.

The Sega Game Gear uses a system configuration that is similar to the normal Sega 8-Bit, yet better in many other ways. It has a much larger palette of colors, can put more on the screen and even can play head-to-head linked games!

The Game Gear can also be expanded through the use of an optional TV tuner which runs for about 85 bucks. This allows you to not only watch your favorite shows on the go, but you can also connect a VCR and watch video tapes as well!

The first batch of Game Gear games are very similar to the Master System games in appearance and play. Since the machine does not boast any special features like scaling or rotation, it is questionable as to how popular the system will become in Japan or America if it is ever released. Most people like to experience new and better thrills. The Game Gear, while very attractive is, quite honestly, a step backwards from the Genesis.

The Game Gear will put Sega on the hand-held map, however, with a decent machine that may be a step backward, but nevertheless does boast impressive specs and full color.



*Wonder Boy appears once again, resembling his first outing on the Master System!*



*The Sega falling-pieces puzzle game Columns is also available for the 8-Bit hand-held!*

## Sega Game Gear Specifications...

Processor	Z-80 (8-Bit)	Colors Available	4,096	Screen Size	3.2 Inches
Processor Speed	3.58 MHz	Colors On-Screen	32	Games	30 (\$20)
Resolution	160 x 146	Maximum Sprites	64	Price	\$130.00

# THE EGM REVIEW CREW

## STEVE

While the Nintendo is a great system with many games, yet I find myself playing it less and less with the likes of Genesis and Turbo around. There are still good games, but they are few and far between.

## ED

Nintendo, unlike what many people thought, is still around and going strong! The incredible library of games make this the most diverse machine, but the quality is beginning to slack off. NES is starting to age

## MARTIN

The NES might be a technological dinosaur, but this is one system that has its advantages because of price and the number of games. Not as flashy as its 16-bit competitors but tons of good games to buy.

## SUSHI-X

The greatest unit ever invented! More than just a game system, the NES has more games and attachments than any other machine in history! The bottom line is that the system can play great games!



## SEGA MASTER SYS

This system never got the support and consequently died. The new batch of games Sega is putting together are, for the most part, poor rehashes of earlier games. Don't even think about it.

While the system always showed great promise, Sega never backed it up with good games. A second push into 8-Bit with the SMS/2 is just too little way too late. Genesis killed 8-Bit Sega for good.

I never was a Master System fan. Although I really enjoyed games like Phantasy Star, R-type, Outrun, and the Alex Kidd series, there are not enough good games out to keep it going. R.I.P. little 8-bit.

Average at best! Said to be superior to NES, this system falls way short! Although the proof is in the software, SMS 2 strikes out there too! Too little... too late... strike three!



## SEGA GENESIS

This is probably about as close to true arcade playability at an affordable price. The Genesis is a nice package that has great abilities and, despite a dry spell, some terrific games. Well done Sega!

Sega has come close to the bull's eye with this one. The Genesis is the perfect mix of great graphics and game play ability, the games are, for the most part, spectacular, setting new standards for systems.

Genesis has really taken off since last year with great games featuring unmatched graphics and sounds and a high level of playability. Plus dozens of games promised for Christmas release.

Where Sega failed in the design of the SMS, they succeed in the Genesis! Spectacular color, animation, backgrounds and sound! Special effects are not forgotten either. The system does it all!



## NEC TURBOGRAFX

The Turbo has succeeded in getting games out, including several very good ones, but it still has a long way to go to surpass the competition. The Turbos good for most gaming needs and shows promise.

The TurboGrafx has come a long way in a short time, overcoming some early stumbles to finally secure a place in the market. The CD brings the rating up to an 8, but the price is still prohibitive.

The Turbo is starting to shape up with many great games on the way. While the CD games are phenomenal, the additional 400 bucks you must spend to play them is questionable. More games would help.

Good graphics and music, but bad packaging have cost this system dearly! A slow start that could be difficult to overcome! Not as compact as the PC Engine, no where near the software support.



## GAMEBOY

Although GameBoy was initially very exciting, the black and white screen as well as the games it plays leave me cold. If doesn't compare to other portables and the thrills it offers are not worth the price.

As a hand-held, GameBoy has zoomed past the Lynx with broad software support. This insures plenty of good games to come. If you can get pass the small screen, then GameBoy is very good.

Gameboy is a sad story of bad design, if it only had a backlit screen that doesn't blur when things move. The only thing that saves it is Nintendo and its 3rd party support with a ton of games to play.

Conceived as a joke on the intelligence of mankind, this soon to be extinct contraption is strictly too difficult and painful to play. 20/20 vision and optimum lighting are necessary for a good time. Sorry!



# RATES THE SYSTEMS...

## STEVE

## ED

## MARTIN

## SUSHI-X

### ATARI LYNX



The Lynx is probably the coolest portable on the market, in fact it's the best system in many respects. Unfortunately, Atari has proven that a great machine with no softs isn't worth anything. Give us more games!

While the Lynx wins hands-down in graphics and capability, it has been severely hampered by an inadequate supply of softs. While games are coming, it may be too late to save this high priced portable.

The Lynx is an amazing piece of hardware, capable of outperforming even the Genesis, or TurboGrafx. Its real weakness is the fact that there are not enough games which utilize its capabilities.

Although a great improvement in the gender of portable play, I still feel suspect of this Epox abandoned device. Great voice, great capability, but no great games to help sell it. Strictly for fanatics!

### TURBO EXPRESS



This is an astounding piece of hardware, that carries an extremely high price tag. The display is remarkably clear, and the compatibility with Turbo cards is a definite plus. Definitely the best portable.

Besides having the best looking handheld game action, the Express also boasts the biggest library of any hand-held. The price is steep, but if you want the best, then the Turbo is it.

The Turbo Express is the best handheld that I've seen so far. Besides playing an existing library of games, the T.E. also has the best screen of all the handhelds. Excellent stereo, but this baby eats 'AA's

Shrink the Turbo to a small size and add it's own screen display and this is what you get! The BEST portable game system yet and it can even be a TV! The ultimate on the go entertainment!

### NEC SUPER GRAFX



The Super Grafx looked mighty nice when it was first introduced, but only three games have appeared in a year! Ghouls and Ghosts is nice, but the sound is strictly Turbo. Some potential though.

NEC has topped themselves with this mean machine. The Super Grafx lives up to its name with three great looking games that have arcade-quality graphics and animation. More games are needed.

The SG is obviously an upgrade to the P.C. Engine, it has amazing graphic capabilities that even blow the Genesis away! Its weak point is that there are only a couple games for it. Lame music chip.

Once again an improvement in the growing line of NEC game products! More screen RAM which results in more characters on screen and no flicker! Software developers seem non committed though.

### SNK NEO-Geo



This system comes the closest to duplicating the look and feel of the arcade, but it also carries the coin-op price! The machine and carts are just too expensive to be viable against the Genesis and SFX.

Sure it looks better than anything you've ever seen, but it costs every bit as much as you would think a coin-op system would for your home. SNK turns nice arcade hardware into a costly consumer system.

This is an amazing system boasting features and power greater than the SFX, so what! The games are awesome but not worth the cost. Why spend \$250 on a game you can beat at the arcade for \$5?

This coin-op based hardware system just doesn't make sense to the average consumer! Sure, it's a great system, but it's too much overkill! It will probably find an audience of fans with large pocketbooks!

### SEGA GAME GEAR



This new hand-held represents a step above the GameBoy, but doesn't deliver nearly the punch necessary to be attractive next to the Genesis. TV tuner and low price help, but don't save GG.

The Game Gear is really nothing more than a portable Master System. If you want such an animal, then the GG will live up to your expectations. For me it's kind of a step backwards.

Game Gear is not very impressive. It might be color and have a TV adaptor, but the games it plays are like bad SMS carts. Sega should of worked on a Genesis handheld instead.

Twice as good as GameBoy, but still not enough! It remains to be seen how much software support this unit will get. That could be the determining factor in its success. Good color with TV option.

# TRICKS OF THE TRADE

## TOP SECRET VIDEO GAME TRICKS, CODES AND STRATEGIES

### DEVIL'S CRUSH

(NEC/TurboGrafx-16)

*Secret Codes* - This great new sequel to Alien Crush is filled with new features, including a passcode function that lets you continue your game where you left off! We've discovered several secret settings, however, by rearranging the codes that are featured in the manual! Defeat the devils with these inputs:



To receive an unlimited number of balls, use AAAAAAHAAA



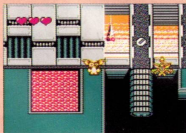
To see the end of the game, use DAVIDWHITE

Other codes that you can try include AAAAAAHAAA to start with six balls, or AAAAAAAHAA to begin play with eleven balls!

### GREMLINS 2

(Sunsoft/Nintendo)

*Secret Warp Code* - Gremlins 2 can be a tough game, but with this special power-up, you'll have Gizmo out of trouble in no time! Use DXNH for 2-1, NJTD for 3-1, SHMC for 4-1, and NXRD to begin on the last level of the game.

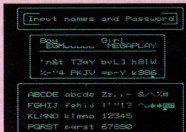


Poor little Gizmo needs this code!

### TOMBS & TREASURES

(Activision/Nintendo)

*End of Game Code* - Solve the mysteries of Tombs & Treasures with this super secret code! Put in: ' n & t T3 q Y b v L J h 8 I W % - " 4 P K J V = p - Y k 9 8 6 and watch the game solve itself!



Use the code to warp ahead!

### THUNDER FORCE 3

(Technosoft/Genesis)

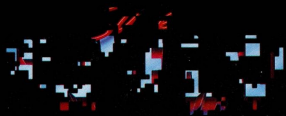
*Power-Up Weapons* - Thunder Force 3 is filled with some of the most intense power-up weapons ever seen on a game screen! Now you can collect all five parts of this awesome arsenal by using the following command. During play, at any time, press the 'Start' button to pause the game and then pressisks. Hit 'Start' once again to un-pause the game and you will now be able to select from any of the weapons available! Remember, this trick can be done at any time!

Jim Polak



Get a new weapon not in the instructions!

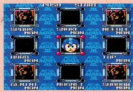
**THEY TOLD YOU  
IT WAS STRANGE  
AND POWERFUL.**



## MEGA MAN 3

(Capcom/Nintendo)

**Secret Game Codes** - Mega Man 3 uses a grid passcode system similar to the one used in part two. We've discovered two codes that will help you warp to higher levels of the game almost instantly! The first code takes you to the second stage in the game where you meet the Mega Man 2 Bosses in their new power-up suits! The second code takes you right to the front steps of Dr. Wily's Death Castle. What exactly is Wily's role in this mayhem! Now you can find out!



Enter blue A,3 B,5  
D,3 F,4 to reach this  
point in the game!



To go to Dr. Wily's  
fortress, enter blue A,1  
A,3 B,2 B,5 D,3 F,4

## Y'S

(NEC/TurboGrafx)

**Special Power-Up Trick** - Y's is a very difficult game, but with this hint you will be able to max out your experience with little effort! On the second quest, you must first obtain the Fire Wand. Then go to Rance Village and go to Jira's basement. Go to the back of the room and stand in the doorway to the divine area. From here shoot at the monsters to increase your experience and money. Periodically go recharge your magic at Bernice's house!



## BOULDERDASH

(JVC/Nintendo)

**Passcodes to Higher Levels** - Boulderdash is a very complex puzzle game that can be downright difficult at times. Fortunately, with these codes, you can boost your status in the game immediately by punching in these codes for each of the game levels:

Ice World - 635870  
Sand World - 840137  
Ocean World - 840967  
Relic World - 225378  
Volcano World - 752053



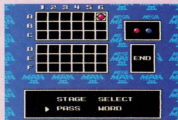
Go for the ending in  
Boulderdash!

Ryan Kinzer  
East Peoria, IL

## MEGA MAN 3

(Capcom/Nintendo)

**Receive Nine Energy Tanks** - For those of you that like to play through an entire game, here's another Mega Man 3 code that, instead of pushing directly into the higher levels, starts you with nine energy tanks instead! Simply put in the code shown below and go for it!



Begin the trick at the  
opening screen.

## Y'S

(NEC/TurboGrafx)

**Gold Bonus** - When you start your quest you're given 1000 gold. Go to Pin's trade shop and buy the sapphire ring for 1000. Next, go to the bar and talk to the one-eyed man. He'll then reward your efforts by giving you 1500 gold for his lost ring!

## LOCK N' CHASE

(Data East/GameBoy)

**Special Level Warp** - During the title screen, press the 'A' button twice, then 'B' twice, then the 'A' button once and finally press 'B' twice. The word "Extra" will appear and the game will start on level 7-1!



1989 DATA EAST  
LICENSED BY NINTENDO



**THEY TOLD YOU  
IT WOULD  
PULL YOU IN.  
DEEP.**



## MEGA MAN 3

(Capcom/Nintendo)

**Boss Strategies** - The end-of-level Bosses in the third installment have specific weaknesses to specific power-up weapons! Knowing which weapons inflict the most damage is a key to success in this game!

Defeat TOP with Regular  
Defeat SHADOW with TOP  
Defeat SPARK with SHADOW  
Defeat GEMINI with SHADOW  
Defeat NEEDLE with GEMINI  
Defeat SNAKE with NEEDLE  
Defeat MAGNET with SPARK  
Defeat HARD with MAGNET

When the Exo-Suite Bosses appear, use these weapons for the most damage:

### SPARK ?

Defeat Exo One with MAGNET  
Defeat Exo Two with GEMINI

### NEEDLE ?

Defeat Exo One with MAGNET  
Defeat Exo Two with NEEDLE

### GEMINI ?

Defeat Exo One with NEEDLE  
Defeat Exo Two with SPARK

### SHADOW ?

Defeat Exo One with NEEDLE  
Defeat Exo Two with SHADOW

## VALIS 2

(NEC/TurboGrafx CD-ROM)

**Music and Act Select** - To see and hear the intermissions and music in this exciting game, press 'Up', One, 'Select', Two, 'Down' and then 'Run' on the title screen. A menu will appear that allows you to select different areas and sounds.

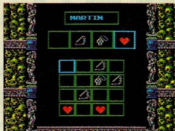
Yao Hui Yu  
NY, NY



## CASTLEVANIA 3 DRACULA'S CURSE

(Konami/Nintendo)

**Special Codes** - Castlevania 3: Dracula's Curse is one of the most impressive sequels ever made! In a combination of action and adventure, you must guide the ancestors of Simon Belmont (the hero in parts one and two) through a dangerous and challenging quest by difficult enemies and through superb graphics! Use these codes to progress through the game!



Begin your adventure in  
Section One



Begin your adventure in  
Section Two



Begin your adventure in  
Section Three



Begin your adventure in  
Section Four



End the game in the form of  
Grant Dynasty



End the game in the form of  
Sylpha Belmedes



Remember, when you enter these codes, like the one that finishes as Alucard at the left, you must register your name as MARTIN (yes, after Martin Alessi) or the codes will not function properly!

# THEY TOLD YOU, BUT YOU DIDN'T LISTEN.

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Super Glove Ball. Plug it in.

And consider yourself warned.

## *Super* GLOVE BALL

**ENTER AT YOUR OWN RISK.**



## NINJA SPIRIT

(NEC/TurboGrafx)

**Secret Modes** - This is a thrilling game of Ninja combat action. It is very challenging, but also contains some surprises we have discovered! With these input codes you will be able to adjust your game in several ways. You must input these codes during the title screen for proper operation!



For the level select, press 2, 1, 2, 2, 1, 2, Select and Start



For a special message, press 1, 2, 2, 1, Select, Start or 2, 1, 1, 2

## BLOODY WOLF

(NEC/TurboGrafx)

**Level Select** - There is a simple way to warp past the earlier rounds and go right to the end of the game. During the title screen, press button 2, 1, 1, 2, 1, 2, 2, 1 and then press the pad Up for the first level, Up-Right for level two, Right for level three, Down-Right for level four, Down for level five, Down-Left for level six, Left for

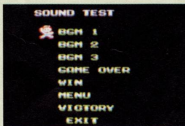


level seven, and Up-Left to begin at the last level. Your mission is almost over!

## PALAMEDES

(HOT-B/Nintendo)

**Sound Test** - To access the different sound and background music selections for this puzzle game, hold both the 'A' and 'B' buttons simultaneously during the title screen before pressing the 'Start' button. While still holding both buttons, press 'Start' and a menu will appear that allows you to then move a special



cursor up and down seven different sound tests!

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The sequel to Shinobi brings the hero against all-new bad guys with the help of a special attack dog! Sizzling graphics and game play!

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Super Military	Simul.	\$64.99	New Zealand Story	Action	\$72.99	Sorcerian	RPG	\$62.99
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Junction	Puzzle	\$74.99	Hellfire	Shooter	\$74.99	Phelios	Shooter	\$79.99
Dynamite Duke	Shooter	\$74.99	Monster Lair	Shooter	\$79.99	E-SWAT	Action	\$74.99
Rainbow Island	Action	\$79.99	Wrestle War	Sports	\$74.99	Gain Ground	Maze	\$74.99

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# NINTENDO

P • L • A • Y • E • R

## FACT-FILE

**Manufacturer:** Konami  
**Machine:** NES  
**Cartridge Size:** 3 meg  
**Number of Levels:** N/A  
**Theme:** Action/Adventure  
**Difficulty:** Above Average  
**Number of Players:** 1  
**Available:** October 1990

Dracula's Curse is never ending, and so is your quest!

So begins Konami's most graphically impressive Castlevania adventure, a new quest filled with action and mystery, as well as a deadly secret that must be told to save the countless generations to come.

You are Trevor Belmont, a great adventurer and forefather of the bravest vampire-killer of them all, Simon Belmont. As the last remaining member of the Belmont family, you must heed the calls of the land of Castlevania and return to the vile Prince of Darkness!

Unlike Castlevania One and Two, part Three explores new areas of Transylvania that include caves, swamps and haunted pirate ships! All of the action takes place in a scrolling environment filled with wondrous sights and fearsome action that is more like the first Castlevania adventure.

In Dracula's Curse, however, you are not alone. Helping you in your mission to rid the land of the evil count are Sypha Belmades, a mysterious wizard; Grant Dynasty,



*Explore the new lands of Castlevania in Dracula's Curse!*

a wall-climbing thief; and Alucard, the rebel son of Dracula. During your battles change your identity into these characters and take advantage of the special abilities that they possess.



*Take the pirate ship to the Tower of Castlevania!*

## CASTLEVANIA 3-DRACULA'S CURSE

### STEVE

Castlevania may be an old concept, but in Dracula's Curse Konami has proven that they can still make it work. The new cast of characters widens the options and the graphics are some of the best the NES has (or will) ever see!

### ED

Castlevania 3 is a pretty good game from start to finish. The graphics and music are top notch and the quest is still entertaining after parts one and two. While it may be familiar, part three is still very, very good.

### MARTIN

As a hardcore Castlevania fan, this is definitely vampire hunting at its best. Unbelievable graphics and a superb soundtrack contribute to the original style of play. Alter egos and a huge quest make this a great, game!

### SUSHI-X

A return to the original format certainly warms my heart, as long as no one drives a stake through it! This interesting adventure is loaded with characters and creatures alike! You can even assume other identities! A must!

# Seize!



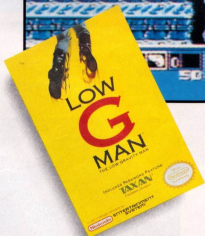
Play bombardier in the Hover vehicle!



Snag a few Wave weapons to help in your grueling fight!



Climb on ceilings using the Spider vehicle!  
Spray bullets with the help of the Walker(L).



## Do You Have the Savage Instincts Required to Save the Countries of United Earth from War-Crazed Robots?

The lives of trillions depend on you - Low G Man, the most extraordinary warrior alive. If you are to succeed in your mission, you must master the deadly armor-piercing spear, an electro-mag-

netic disruptor pistol and a super-human jump (up to 1 $\frac{3}{4}$  screens)!

## Are You Sly Enough to Seize Enemy Vehicles & Weapons?

Capture the Hover, Walker, and amazing Spider vehicles! Freeze the enemy with your EMDP, then jump on and stab the robot driver.

With these vehicles you'll have loads of weapons and you can pilfer even more: a Bomb, Fireball, Boomerang, and the mighty Wave!

With Low G Man you get blazing action, detailed scrolling backgrounds, infectious music, multiple levels, heavy power-ups, *infinite continue* & a password.

## Can You Handle "Low G Man"?

If you're ready for a game that gives you everything and only asks for your extreme concentration, then watch for Low G Man.

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## FACT-FILE

**Manufacturer:** Capcom  
**Machine:** Nintendo  
**Cartridge Size:** 2 meg  
**Number of Levels:** 19  
**Theme:** Action  
**Difficulty:** Average  
**Number of Players:** 1  
**Available:** October

# STREET FIGHTER 2010: THE FINAL FIGHT

## The Final Fight...

The Street Fighter saga, started in the arcades a couple of years ago, continues in a new Nintendo sequel. In this game you are Ken, the greatest street fighter in the world. After a successful world tour, you enrolled in Bargham University. While there, you and your best friend Troy discovered a revolutionary new substance called Cyboplasm. This product had the ability to make a person several times stronger than normal! One day Ken returned to his lab only to find it completely destroyed, the Cyboplasm formula stolen and Troy killed. You now must travel to the frontier lands of the future, retrieve the stolen secret and capture the killer.



*Use your unique climbing skills to progress through the game!*

In Street Fighter you must travel through 19 levels on 5 different planets in search of the stolen formula. Each level contains numerous enemy and Ken must use his martial arts skills to defeat all who oppose him. After each successful battle Ken obtains a Neutron Pod and this gives him additional energy to use in the next level.

Once all of the enemy in the level are beaten a teleport opening is created and Ken has to quickly find the opening and jump into it before it disappears! Each level is several screens wide and high and set in a side-view perspective. Besides the standard kick and punch moves there are flips and summersaults borrowed from Capcom's mega-arcade hit Strider. Noteworthy is the ability to grasp and climb vertical surfaces in a manner similar to that used in Ninja Gaiden. The enemies are plentiful and the end of planet bosses are difficult to overcome.



## Top Score Tips!!

*Always keep moving, or the enemy will track you down. It's also important to learn the play technique and master the fighting and climbing maneuvers.*



*Animated cinema displays break up the action!*

## STEVE

FinalFight bears no resemblance to the recent coin-op introduction, but nevertheless stands out as an outstanding example of good Nintendo play! The game is difficult to learn, but once you get it down 2010 is a great right!

## ED

Capcom's answer to fighting games is here, but it is only for the experts! Final Fight contains all the familiar elements of a good action game, but the techniques that are used are overly complicated and detract from the game.

## MARTIN

Final Fight is a great game that plays hard and fast, a quality not found in most of the new NES softs. It has been labeled a sequel to the arcade hit, but it's more of a worthy sequel to Strider mega challenge!

## SUSHI-X

This game is for skilled players because of the complexity of the moves. Capcom's designers have created their answer to GaiDen, complete with intermissions! This may be the ultimate challenge, but hardly the final fight!



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## FACT-FILE

Manufacturer: Ultra  
Machine: Nintendo  
Cartridge Size: 4 meg  
Number of Levels: xxx  
Theme: Action  
Difficulty: Average  
Number of Players: 2  
Available: October 1990

# TMNT - THE ARCADE GAME

## Turtle Power...

Our favorite heroes in the soft shell have returned to the NES in a second adventure. This time Konami, under their Ultra brand, has pulled out all of the stops and attempted to duplicate, and even surpass, their current arcade hit. And in some respects they have as there are new levels in the NES version not found in the arcade game. Also throw in a full 4 meg of memory plus the MMC3 chip and you have some of the finest 2 person simultaneous play ever done on the NES. So pick your favorite turtle and head out as April and Shredder have been captured and you must save them before it is too late!



Take out the followers of the evil mastermind, Shredder!

Konami has taken their very popular TMNT arcade game and converted it to the NES. Set in a 3/4 side perspective you and a friend must fight your way through 7 levels packed with dozens of Shredder's Foot Clan in this Double Dragon-type game. Each turtle uses his favorite weapon and moves and fights at a different rate of speed. You have several different moves at your disposal, each with varying levels of effectiveness. The jump and slash, for example, packs twice the attack power as the plain slash move. The action begins in the streets and progresses horizontally and vertically through the sewers leading to the Technodrome. The NES version even has levels not found in the arcade game! Cinema intermissions, large bosses, and a constant flow of enemies to fight are all built into the newest of the Turtle games.



## TOP SCORE TIPS!

The most effective move in TMNT 2 is the jump and slash technique. Do this by hitting both buttons as you approach an opponent!



April is saved! Or is she?  
Only the turtles know!

## STEVE

This game truly does push the Nintendo into foreign territory, with graphics that are bright and detailed and play that is top-notch. The game suffers from flicker in some areas, but this doesn't detract from the great play. Awesome!

## ED

The turtle quartet never looked better than they do in this super sequel! The action is much more straightforward than the previous NES game, but as an action game, Turtles has the perfect blend of graphics and action!

## MARTIN

Konami is pushing the NES to its limit, with this hero in a half-megabyte! Excellent graphics with smoothly animated characters and detailed backgrounds straight out of the arcades. Fun as 2 player if you put up with flicker!

## SUSHI-X

Take away the Turtle characters and how would this game rate? The same! Nothing left out of this now classic arcade game except the other two players! Konami amazes me! This is no turtle soup! Cowabunga, dude!

# Your mission may be man's last!



## Image Fight™

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You'll have the most powerful arsenal of weapons at your defense. But even then, you'll have to give it everything you've got to stop the enemy and return alive.

Save yourself and you'll save mankind.

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## FACT-FILE

Manufacturer: Sunsoft

Machine: Nintendo

Cartridge Size: 2 meg

Number of Levels: 5

Theme: Adventure

Difficulty: Average

Number of Players: 1

Available: October 1990

ering Clamp office building, Gizmo must find his way to the safety of his long lost pal, Billy.

Before he locates the path out of the building, however, Gizmo gets wet and, as the mogwai rules dictate, this is a definite no-no. With more than enough dangers already coming from the mad-house



### Don't add water!

One of this summer's box office hits, Gremlins 2, is coming to the stores this fall as a video game. Sunsoft has taken furry little Gizmo and put him in the middle of a whole new batch of trouble! The game begins as Gizmo escapes from his cage in a genetics engineering lab. On his own in the tow-



Fester's Quest! You must explore each level, locate the escape route and, if required, take on the genetically-altered Gremlin Bosses that stand in your way.

In subsequent rounds Giz is outfitted with additional weapons and powers. Because this time Gizmo's making sure the Gremlins are put back in their place!



During your adventures, Gizmo will encounter Boss Gremlins!

genetic labs, the Gremlins that take control of Clamp Tower don't make Gizmo's life any easier!

In addition to some detailed graphics and intermissions, Gremlins 2 is filled with the scrolling action adventure environments that Sunsoft has made famous in Blaster Master and



Between levels Gizmo's adventures unfold in cinemas!

### STEVE

Even though Gremlins 2 boasts some superb graphics and intermissions, the game play, while well executed, wears thin after awhile. It's familiar territory that could have been more involving. Good as an adventure game.

### ED

Gremlins 2 takes all of the best parts from Blaster Master and Fester's Quest and throws in any missing elements there may have been. We get beautiful intermissions, lots to interact with, and plenty of challenge - a great game!

### MARTIN

Sunsoft seems to be the only company who can bring movies to games. Gremlins reminds me of Fester's, with the exception of jumping. Excellent cinema displays, great graphics and sound, as well as challenging play!

### SUSHI-X

Sunsoft is the only company that can make good movie-based games! Gizmo must jump a few too many moving platforms, however, the music is top-notch and Gizmo's animation is fantastic! Don't play this after midnight!

# Battle Chess™

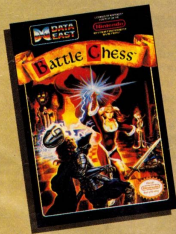
## Ye Olde Game is Not the Same



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## FACT-FILE

Manufacturer: Natsume  
Machine: Nintendo  
Cartridge Size: 2 meg  
Number of Levels: 5  
Theme: Action  
Difficulty: Average  
Number of Players: 2  
Available: October 1990

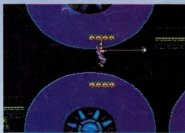


# SHADOW OF THE NINJA

### It's 2029 A.D....

In the not too distant future things are very different than they are now. The U.S. is not a democratic society anymore as it is ruled by the Emperor Garuda. Many people have tried to overthrow Garuda but all efforts to penetrate his stronghold have failed. That is until now. Reports have reached Garuda that two ninjas of superhuman abilities have penetrated the outskirts of his compound's defenses. He now is worried but knows that you are coming. His army of soldiers awaits you. Despite this, you must infiltrate his 5 level fortress and finish the mission. Only then will peace be restored to the country.

You've done it! You're at the perimeter of Garuda's fortress and armed with the weapons of Ninjitsu - Katana (sword), Shuriken (throwing stars) and Kusarigama (sickle and chain) you must now take on a constant barrage of ninja mercenaries dead set on finishing you off. Your skills are put to the ultimate test as your battles take you across a fleet of derelict ships, down through dark sewers, to the rooftops of his city, up into the skies on his air fortress and finally to his inner sanctum. The enemy necessarily becomes stronger as you approach Garuda, but you can even the score by picking up hidden scrolls which may be used for added firepower. Up to three scrolls can be used per weapon and each progressively increases the weapon's range and effectiveness. These, along with bombs and two types of healing potions are found inside Item Boxes located throughout your quest.



Use your Ninja skills to overcome obstacles in your path!



Survive through an entire level, consisting of 3 separate stages, and you must then take on an end boss almost a full screen high! Beat him and move on to four more levels before you confront Garuda himself.



Many of Garuda's Bosses fill the screen...like this tank!

### STEVE

Shadow of the Ninja is a tremendous first effort from Natsume. The graphics and play action are incredible for this configuration (MMC1), and have all the action you'd expect in a first-rate title. Expect big things from Natsume!

### ED

This is a great Ninja fighting game that has more action than similar top-notch efforts like Ninja Gaiden! A lack of cinema displays hurts Shadow a little, but for intense fighting game play from start to finish, this is a winner!

### MARTIN

Shadow is a very good ninja combat game. I love the concept and the game play and the graphics are some of the best considering it uses only MMC1. Shadow falls short as a two-player, however, with slow down and flicker.

### SUSHI-X

NOT just another ninja game, but the best one since Gaiden! Two can play, but best as a lone ninja. I really like the character animation and new moves that combine to make this non-stop entertainment!

# CROSS TRAINING CAVEMAN STYLE!



**Dino-Vaulting** "Me do Dino Vault so bully Gronk no call me cave-girl no more. Also hope Crudla watch me - the one cave-babel!" - Vincent



**Sabertooth Tiger Race** "Race not easy. Hungry sabertooth chase me. But me use competitor as shield. Better him eat food than me kitty litter." - Glunk



**Clubbing** "Me love bashing - have best club. Caveman head only thing harder than club. But hard to aim with head. So use club." - Gronk



**Mate Toss** "Me know best way to handle mate - by feet. Grab mate by feet and spin, spin, spin - then let go. Make world record." - Crudla



**Dino Race** "Me best dino jockey. Before race, tell dino he no win, me make dino steaks for dinner - and he quest of honor. He run good." - Ugha



**Firestarting** "Firestarting easy. Rub sticks make spark. Me make big fire stay warm. Too warm - fire burn clothes. Then me learn firestopping." - Thag

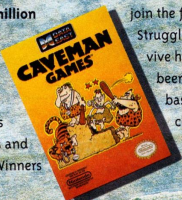
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join the Caves of Fame; losers join the fossils!

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## FACT-FILE

Manufacturer: Capcom  
Machine: Nintendo  
Cartridge Size: 2 meg  
Number of Levels: 21  
Theme: Action  
Difficulty: Average  
Number of Players: 1  
Available: November 1990

# MEGA MAN 3

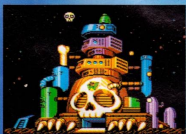
Fortunately for all of us, Mega Man has been called back to duty for a third mission! This explosive cap on the trilogy is everything a Mega Man fan would expect from the series and much, much more! There are new dangers, new Bosses and a new leader to take the place of the evil Dr. Wily. It appears he has finally learned his lessons - or has he? This is just one of the many twists to follow in Mega Man 3!

Besides new adversaries, Mega Man also has a new friend called Rush. This computerized canine takes on several forms throughout Mega Man's quest to help him get past impediments and overcome obstacles!

A new cast of crazy contraptions and even wilder worlds await Mega and his friends. He must overcome the likes of such strange characters as Magnet Man, Snake Man, Shadow Man, Top Man, Gemini Man, Needle Man and Hard Man. In addition to these awesome foes, Mega must also contend with some familiar trouble makers as he heads to Dr.

Wily's old hideout and discovers the true identity of the once mad Doctor!

Mega Man 3 is better than the original two games in more ways than



one. Not only is the game longer and more complex, with more options available at every turn, but the graphic detail and music rival the best the NES has to offer! Only Mega Man can help save the world!



*Your new friend, Rush, is a super dog with many abilities!*

### The Doctor is In...

Mega Man, and its action-packed sequel, Mega Man 2, have together set new standards for both the Nintendo and action games in general. The graphically impressive scrolling adventures of Mega Man and his arch-nemesis Dr. Wily, have provided millions of gamers with new types of challenges to overcome and play techniques to master!



*Battle an all-new cast of crazy characters in Mega Man 3!*

### STEVE

Mega Man 3 is a winner from beginning to end. Not only do you get the excitement of the old games, you get new options and more than enough to battle! Looks great and plays even better!

### ED

Mega Man 3 is better than the first two put together! The storyline is familiar, but totally different with new enemies to learn and overcome, not to mention a surprise ending! Great fun!

### MARTIN

Mega Man's back and he's mega hot, with everything you've come to expect from a Mega Man game. You get big characters, Bosses to destroy and special powers to gain. One of my favorite of the year!

### SUSHI-X

Here's a guy that just keeps getting better! Mega Man is the hippest of the action characters and this sequel only reinforces his hero status! Fantastic graphics and play that can't be missed!



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## FACT-FILE

Manufacturer: Culture Brain  
Machine: Nintendo  
Cartridge Size: 2 meg  
Number of Levels: 4  
Theme: Action  
Difficulty: Average  
Number of Players: 1  
Available: October

# FLYING WARRIORS



## THE WARRIORS RETURN...

Eons ago there existed two very different worlds. One was a peaceful planet while the other cared only about war. Fortunately, each resided in its own separate dimension however, when the Red Star appears, a bridge would open up, cross the two dimensions, and connect the two planets. During the last merging an evil warlord named Demonyx crossed over and attempted to conquer the peaceful planet. At that time a brave warrior named Dragon Road drove Demonyx back into his dimension. The Red Star now appears again and Demonyx has returned. Only you and your four Flying Warriors can drive Demonyx back to good!



*Battle through scrolling lands filled with opponents!*

Flying Warriors continues the battle between good and evil originally started in Flying Dragon. In this updated version you begin the game with a test of your proficiency at various martial arts offensive and defensive moves in the Battle Mode. This practice prepares you for the upcoming fights you will have with the end of round bosses. Once you pass this practice session you begin your quest. Set In a side view perspective, the Journey Mode scrolls both horizontally and vertically and your goal is to gather the 5 pieces of the Mandara Talisman as only with this special weapon completely assembled will you have enough strength to take on Demonyx himself. To get all the pieces you must find and talk to different messengers who will give you clues. In addition, many of the enemies you encounter will also be hiding important items and only when you have everything can you proceed. Secret rooms, locked



doors and special power ups, are scattered throughout your quest. The enemies are strong and numerous and will have you relying on the password continue feature for quite some time.



*Use the techniques you've learned to beat the Bosses!*

### STEVE

While it's easy to appreciate what went into Flying Dragon, the training doesn't always help the action. The game play is decent, but the Boss encounters will appeal more to the realistic than the hack and slash fan!

### ED

This game is Ninja GaiDen with an obvious strategic overtone. While it is a change of pace, learning the attack moves is an interesting way to introduce them, it slows the game down more than I would have liked.

### MARTIN

This is not your typical kung fu game, it has more features and a bit of roleplaying to keep things interesting. You'll find that FW has alot of offergood graphics, items you must locate to pass certain areas, plenty of

### SUSHI-X

Flying Warriors offers more than your typical action game, with advanced play technique that must be learned before its used. Won't win awards, but a solid entry that stands apart from similar efforts.



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# OUTPOST: GENESIS

## FACT-FILE

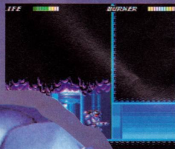
**Manufacturer:** Sega  
**Machine:** Genesis  
**Cartridge Size:** 4 meg  
**Number of Levels:** 6  
**Theme:** Action  
**Difficulty:** Average  
**Number of Players:** 1  
**Available:** October 1990



Waste the armies of E.Y.E. with the different types of weapons!

## To Serve & Protect...

You begin your mission as a rookie. As such, all you have is your standard police special and your street smarts but fortunately, the thugs aren't too smart and this is a good training ground for perfecting your talents. Take out the first Boss Helicopter above the city and earn your promotion. The second level takes you into the Cyber Prison and you run into your first taste of cyborgs gone bad. This gets you your ice suit and into the nuclear plant. Here you can gain your new weapons like the multi-shot, rocket launcher, pulse canon and the ultimate tool of destruction, the flame thrower! To renew your life there are life-up, life-max and 1-up blocks to give you progressively more energy. All of which will be needed in the later levels where you go up against the illegal armies of the E.Y.E. and the technological terror they've constructed!



## E-SWAT-City Under Siege!

### STEVE

I like E-Swat for what it is, a good straightforward action game with a wide array of weapons and enemies. No new territory is covered here, but the game is solid most of the way. Not like the arcade, but most fans will like it.

### ED

E-Swat is the first good attempt at an action shooter on the Genesis. While it comes off good in most respects, the game just didn't have enough punch to keep me going. Decent graphics, but a little short on play.

### MARTIN

E-Swat isn't bad, but it isn't a very intense or spectacular game either. The graphics and music are adequate, but the game plays way too slow for me. Controls are awkward and the power-ups lame.

### SUSHI-X

Strap on your weapon, pin on your badge and go get 'em! Non-stop action as a futuristic law enforcer in a city gone berserk! Great action including an evolving mobile suit and flight pack make things interesting. No Batman? Get this!

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# ATTENDON'T. WORD OF VERMILION.™



1. You start your journey in a village, meet shopkeepers, buy supplies, weapons, and trade-in your armor for magic potions.



2. In the dungeons you meet a motley crew of characters, all seen from your point-of-view. On the right you see an overview of the whole area.



3. You go inside buildings and find customers walking around you can talk to. For more help, enter a store, house or sacred place.



4. Inside a building you defend yourself with a sword of gold against hooded wizards sent by the evil Tsarkon.



5. When you're making your way through the forest to the next town, you are attacked by scorpions which you defeat with a circle of magic.



6. You meet the mysterious Princess amidst all the pomp of this ancient court. Her two evil chamberlains are advising her against you.



7. Advance into the fray against the dragon wielding your sword of diamonds, using your controller and fighting in real time.



8. Wary from your journey, you arrive at a restaurant where you can eat. Look out for poison.



9. You arrive at the Inn, where you can find out important information about what lies ahead. Be careful about who you trust.



10. Inside the Inn, you can rest and recover from battles, recuperate your health and replenish your magic points.



11. As you move through the forest between towns, you encounter a fireball which you must extinguish or destroy using the Magic of the elements.



12. Gargoyles guard the watery entrance to the floating village of Cartahena. Careful, there are more bad guys hiding in the dungeon outside town.

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## COMING SOON:

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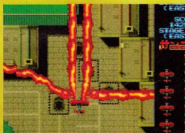
## FACT-FILE

Manufacturer: Dreamworks  
Machine: Genesis  
Cartridge Size: 4 meg  
Number of Levels: 99  
Theme: Shooter  
Difficulty: Average  
Number of Players: 1  
Available: October 1990



### Bombs away!...

It's you against an entire invading force! Not a pleasant situation to be in but, while help is on the way, you have the only plane in the air. Trouble is, it's an ancient bi-plane and the enemy is rapidly approaching with super tanks, bombers, battleships and blimps! Your mission is to hold out as long as possible, cause as much damage to the enemy and maybe, just maybe, even drive them back! Fortunately you do have some of the most advanced weapons around. A tri-shot cannon is standard, a new wave laser has just been installed and then there is the doomsday weapon! Do you have what it takes to lead a one-man army into war?



Fire Shark is loaded with powerful weapons!

Fire Shark is a vertical scrolling shooter adapted from the arcade game of the same name. It is similar in concept to Truxton (also by Toaplan) and Twin Hawk. In this shooter you must face various land, air and sea based enemies while blowing up the recon blimps that hold power-ups and new weapons. By collecting several of the same type of weapon you can double or triple the destructive power of that weapon. Uncover the bomb icon and this adds one 'doomsday bomb' to your arsenal. This powerful projectile fills the screen with a billowing explosion that lays waste to everything around it.

The battles extend through 99 levels, although after 10 rounds most of the backgrounds do begin to repeat. After mission ten you receive a million points and orders to do it all again! The end of round bosses are huge destructive wea-



pons including multi-cannon tanks, sleek submarines and long powerful destroyers. Finish off a level and return to your base for refueling and bonus points...if you can make it past the enemy gauntlet!



Use bombs to cover wide areas or save them for bonus points!

### STEVE

This is the best vertical shooter the home market has ever seen! A sleeper hit in the arcades, Fire Shark is absolutely outstanding on the Genesis! The weapons, bosses and play are intense and without equal!

### ED

Once again the Genesis proves that it can do just about anything you can find in the arcades. Fire Shark is challenging and fun to play, with progressive weapons and bonus points that add strategy to the mayhem!

### MARTIN

When it comes to shooters I prefer side-scrollers, but I have to admit that Fire Shark has my vote as the best in its category! Awesome weapons and incredible play, plus 99 levels to beat make this a real player's game.

### SUSHI-X

Another bi-plane spitting energy beams shooter! Cross Truxton with Tiger Heli and you get this! With 99 stages of play, you'll defect for another conquest before this one is over, but if shooters are your thing, then sign up!

## FACT-FILE

Manufacturer: Sages Creation  
Machine: Genesis  
Cartridge Size: 4 meg  
Number of Levels: 5  
Theme: Shooter  
Difficulty: Average  
Number of Players: 1  
Available: October 1990



### Beware of Alien Insectoids...

Imagine what would happen if the billions of insects in the world combined forces to take over the planet! Such a conspiracy is underway now! Somewhere, invisible and unnoticed to the human eye, a group of insects called the Belzers are to launch a final assault against man. All that is preventing them from their conquest is a small rebel band of bugs called the Insectors. Despite their great fighting skills, the Insector armies have been wiped out by their stronger opponent. Now only a lone Insector soldier holds the power needed to stop the Belzers reign of terror and prevent their insectoid armies from acquiring world domination!



Advance against alien insect armies in the jungles!

Insector-X introduces us to a micro-world of insect armies that has never been seen by human eyes. Earthworms explode from the ground and fill the screen, mosquitoes attack like jet fighters and Butterfly Bosses loaded with armor and weapons engage in fierce confrontations! As Kait, the lone Insector warrior, you must fight for your life against barbaric bugs bent on total conquest!

In this side-scrolling shooter you begin your battle in a desert and press on against enemy agents occupying plateaus, cities and jungles! If you survive these challenges, Kait makes his final attack against the enemy in the very heart of the Belzer Empire!

Kait begins his mission with a single shot pulse cannon, but by gathering power-ups left in the wake of certain aliens, this weapon increases in power! You can also obtain and carry a secondary weapon as well, which can also be powered-up four times.

## INSECTOR-X



1-Ups and other icons also appear during your journey.

Kait must traverse the five levels of danger and conquer the Belzers, or civilization, as we know it, will come to an end.



As you journey through each level, capture power-ups!

### STEVE

While I found Insector-X to be filled with superb graphics and intense shooting action, it was way too easy to finish. There's not enough challenge for advanced players, detracting from a stunning game.

### ED

This game has a great original twist on normal shooters by using mechanical bugs as targets. It's standard stuff that's done with a very high degree of attention to detail. Plenty of action throughout!

### MARTIN

I liked Insector X alot. Excellent graphics and very intense power ups blended with perfect play! My only complaint, like most of new shooters, is that the game is too short and the difficulty too easy.

### SUSHI-X

Insector-X is out to bug Genesis players with great graphics, lots of shooting and a twist on conventional shooter themes! Grab your fly swatter and check this cart in, especially if you're a shooter fan!

## FACT-FILE

Manufacturer: Namco  
Machine: Genesis  
Cartridge Size: 4 meg  
Number of Levels: 7  
Theme: Shooter  
Difficulty: Average  
Number of Players: 1  
Available: October 1990

# PHELIOS



Phelios is a new Genesis shooter that may share similar concepts with other blasters while adding a couple of new features which make the game new and different. One option, which will appeal

to the players who want more challenge, is the limited play mode. You have the option to select either an easy or advanced difficulty setting, but if you select the easy mode you only can play

levels four to seven. With the advanced settings it is possible to play all of this game's fantastic rounds. Phelios, despite its unconventional storyline, is solid shooting action from beginning to end. All of the power-ups and Boss encounters you would expect from a solid shooter are present, along with enough graphics and animation to really show off just how powerful the Genesis really is. So saddle up Pegasus and get set for a clash of the titans!



### Rescue the princess..

Thousands of years ago the Greek nation was at peace. Without warning, Typhon, an evil god from the underworld, rose from out of the Earth and kidnapped Artemis, the goddess of the moon. He took her to his fortress to cause fear, hatred and unrest in the kingdom. As Apollo the sun god, must ride your flying horse Pegasus through 7 areas controlled by Typhon's mythological demons and monsters. Fight your way to the final confrontation and rescue Artemis.



Phelios is filled with gigantic end-level Bosses such as Medusa!



Quick! You must save the Princess Artemis before it's too late!

### STEVE

Phelios is a very addicting shooter with superb graphics and a decent level of action. The game is a little thin by the time you get to the higher levels, however, due to a lack of weapons and diversity, yet remains recommended.

### ED

This is a video game shooter at its very best! Phelios not only captures the graphic intensity of the arcades, but also the high level of action as well. Phelios is a well rounded, thought-out shooter for novice and expert alike!

### MARTIN

One of the better vertical shooters out for the Genesis, Phelios has very good game play filled with lots of shooting action. Although it isn't original in concept, it is both challenging and well executed throughout!

### SUSHI-X

Great colorful graphics that will knock you out of your chair! Dazzling multi-moving graphic imagery and theme music! A shooter yes, but what a shooter this is! A mythological storyline with R-Type overtones. Exceptional!

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Move fast and think faster in this strategic video challenge. Catch and arrange color tiles coming down conveyor belt—this is a scream!



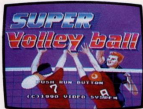
**ACTIVISION Mondu's Fight Palace™**  
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**NAMCO Artemis™**  
Apollo challenges enemies to rescue Artemis in this arcade classic with vivid graphics and animation.



**ELECTRONIC ARTS Populous™**  
Play God! Create the world or destroy it in a heartbeat. Control awesome natural disasters. The first game of its kind.



**VIDEO SYSTEM Super Volleyball™**  
Total volleyball action that puts you in the game. Go for the spike—this is tournament play at its best!



**DREAMWORKS TARGET EARTH™**  
In this action space-fantasy game, Earth is under attack from an invading cyborg armada. Your mission is to protect the planet at all costs—Good Luck!



**LAGAR LIGHT Technocop™**  
You're a cop, detective and road warrior of the future. Your mission is to rid society of radical gangs of punks and thugs. Arm yourself and aim straight!



**TECHNOSOFT Thunderforce III™**  
Rush into a world of perpetual motion and experience the line scroll function for the first time ever.



**HERNET CO., LTD. Junction™**  
An action puzzle game. You must control blocks in order to pass designated points. But be careful to avoid deadly enemies as you proceed.

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# TURBO CHAMP

## FACT-FILE

**Manufacturer:** NEC  
**Machine:** TurboGrafx  
**Cartridge Size:** CD-ROM  
**Number of Levels:** N/A  
**Theme:** Action/RPG  
**Difficulty:** Above Avg.  
**Number of Players:** 1  
**Available:** Now

## A STORY UNFOLDS...

Eight hundred years ago, the kingdom of Y's was a land of peace and prosperity. It was ruled by 6 high priests who possessed powerful magic which came from a mysterious stone called the Black Pearl.



H.P. 145/145 EXP 11550/12500 GOLD 65535  
 PLAYER

Face off against Dark Fact on the top of Darm Tower!

Using this magic the priests created a metal called Cleria and this brought great riches to the kingdom. But one day, a great evil came across the land. Thinking that it was the Cleria which caused the evil, the priests buried all of it. Things got worse and seeing that they might soon die, the priests wrote down the history of Y's in 6 books and hid them throughout the kingdom.

Your quest is to return peace to the land. But to do this you must first, find and collect the 6 hidden books. Then you will have to return the books to the temple. Only after doing that will you discover the true source of the evil which has plagued your land for centuries.

Y's plays like any other RPG except that it contains two separate but sequential quests. Talk with the people, travel into the country, battle with the enemy, accumulate gold and experience and buy more powerful weapons, armor, rings and magic. There are complex mazes to master and difficult bosses to fight. Includes a password to save your game.



H.P. 255 H.P. 252/255 EXP 99999 GOLD 45535  
 PLAYER

Y's is filled with the widest selection of weapons in a RPG!

## STEVE

Yes indeed this game is good, with an outstanding game adventure supported by the most amazing sound track that explodes from the CD like a major motion picture. The game is slow for me, but the quality is obvious!

## ED

The perfect game finally happened. Combine, a perfect voice, and a true CD soundtrack, with two, not just one, full blown RPG's, each with lengthy graphics and spoken intermissions, and you get the ultimate in this genre.

## MARTIN

The most phenomenal RPG ever made. Great storyline and involving quest keep Y's interesting to the end. Graphics and intermissions are incredible along with the best soundtrack I've ever heard. Best Turbo of year!

## SUSHI-X

The ultimate RPG game, if you have the expensive CD-ROM! Fantastic animated intermissions and simply the best music to be found in an RPG or otherwise! A long adventure split into two parts make for great gaming!

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## FACT-FILE

**Manufacturer:** NEC  
**Machine:** TurboGrafx  
**Cartridge Size:** 4 meg  
**Number of Levels:** 7  
**Theme:** Action  
**Difficulty:** Average  
**Number of Players:** 1  
**Available:** October

### THE SHADOW NINJAS HAVE COME...

Many years ago, as written in the ancient scrolls, the Orient was ruled by a very powerful tong. The people of the kingdom lived in fear as the emperor and his followers believed only in violence and cared little about their subjects. Many times the people would band together to overthrow the ruler but his forces were masters of the ancient art of ninjitsu and were more than a match for any army. That is until now. You also possess that skill and even more as you are able to create the illusion of the shadow ninja. Armed with these abilities you alone must penetrate the enemy's defenses and silence the evil ruler once and for all.



*Huge Boss enemies welcome you to the end of each level!*



Ninja Spirit is NEC's newest ninja-type action game. Set in a side view perspective, you must fight your way through 7 grueling stages of intense action against an army of enemy warriors using only your wits and your martial arts weapons including the katana (sword), shuriken (throwing stars) and the kusarigama (sickle and chain). Beginning in the ruins of an ancient temple you must search for and gather up the various power ups along the way. Red capsules add strength and distance to your weapons while others give you helpful phantom shadow ninjas or inflict damage to all of the enemy on the

screen or others which give you the deadly fire shield. All of your weapons will have to be powered up when you confront the huge and powerful full screen end of round bosses.



*Take on the nasty ninjas in a side-scrolling adventure!*

#### STEVE

An amazing game that never got the attention that it deserved in the arcades! Multiple levels of action, as well as a variety of weapons and shadows increase the options available! Nasty Bosses and good music round it out!

#### ED

An excellent cart which doesn't skimp on the action, graphics or original oriental music. The moves are unique and well animated. Player control is precise and the difficulty curve is hard enough so it's not a walk through.

#### MARTIN

Forget Budokan, this is true martial arts action. Awesome weapons and power-ups and intense ninja action. Excellent graphics and authentic Japanese BGM. Great game play and cool Bosses. Best Turbo cart yet.

#### SUSHI-X

Simply the BEST ninja game ever! The movement of the ninja is unique and the weapons awesome! The music is perfect and the weapons immediately useful from the first moment. Get lost in the spirit of battle!



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## FACT-FILE

Manufacturer: NEC  
Machine: TurboGrafx 16  
Cartridge Size: 2 meg  
Number of Levels: 7  
Theme: Action  
Difficulty: Average  
Number of Players: 1  
Available: October 1990

### The Axe is back...

Many eons ago, the world was ruled by an evil king named Drodram. He commanded his kingdom as a dictator and his people lived in fear and despair. One day, a brave man took on the king and defeated his ruthless ways. Many say it was because his sword had magical powers. Years passed and the prospered in peace and tranquility, until one day the king died and left his two sons as heirs to the throne. They battled until the eldest called on the black magic of Drodram to help him take over the kingdom! The youngest son was banished but in his sorrow he discovered the Legendary Royal Sword and, armed with this awe-

## LEGENDARY AXE 2

some weapon, he has vowed to reclaim the land in the name of his father...in the name of the good!

The sequel to the original *Legendary Axe* continues in the same action format as the first. There are 7 new levels of action and adventure, filled with enemies to overcome and Bosses to slay.

You have an axe, ball and chain, as well as the *Legendary Sword* at your disposal! You'll need them all as you fight your way through dungeons, caves, shrines and more in search of your evil brother who rules as Drodram once did. Pick up power-ups and march to the final

confrontation against evil itself! While very different from part one, *Legendary Axe 2* packs an endless supply of attacking action and strategy. Flare would be proud!



The Bosses in *Legendary Axe 2* are more awesome than before!



Look out for this level Boss! He's small but packs a wallop!

### STEVE

This game is only vaguely similar to the first *Axe* game. While the action is generally of the same mold, the look and game play aren't the same *Axe* I knew. Still, it's a decent game with cool graphics, but don't expect *Axe*.

### ED

This just isn't the same game as *Legendary Axe*. While the first game was perfect in almost every respect, this game is dark and not as fun to play. It's not bad, but it's not the true sequel to *Legendary Axe* that I was waiting for.

### MARTIN

I liked *Axe 2* a lot, the game looks and sounds great, and the variety of weapons is cool. While the game is a little too short and easy, it is executed very well and has very cool bosses. I miss the good old power meter.

### SUSHI-X

This is not a sequel! The character looks different, moves differently, and fights differently. It's not a bad game, there's just nothing new or interesting! More like *Rastan* than *Axe*, *Axe 2* simply borrows their ideas.





# REVIEW CREW

Throughout the past 15 issues of Electronic Gaming Monthly, the four person Review Crew, led by Steve Harris, Ed Semrad, Martin Alessi and the mysterious Sushi-X, have dished up definitive ratings for dozens of games on all systems. Across these pages we present their reviews (as well as the EGM issue number for more info) in an effort to help you choose the game softs you purchase more wisely.

## NINTENDO ENTERTAINMENT SYSTEM

GAME	STEVE	ED	MARTIN	SUSHI-X	GAME	STEVE	ED	MARTIN	SUSHI-X
Abadox	7	6	6	7	Ninja Gaiden 2	9	9	9	8
Adventures of Lolo	7	8	8	7	Operation Wolf	6	7	6	6
Adventures of Lolo2	7	8	6	6	Phantom Fighter	6	3	6	5
Airwolf	4	4	4	4	P.O.W.	8	7	7	7
Al Unser Turbo Racing	7	4	5	7	Q*Bert	7	3	4	4
Astyanax	5	4	5	5	Rad Racer 2	7	5	5	7
Bad Dudes	6	5	5	4	Rescue Rangers	7	9	7	8
Baseball Simulator	7	6	7	7	Roadblasters	8	7	7	7
Bases Loaded 2	7	7	5	5	Rollergames	6	6	5	6
Batman	8	8	8	7	Rolling Thunder	8	7	6	8
Bigfoot	4	5	6	5	Sharazade	5	6	6	5
Boulder Dash	5	6	6	7	Shinobi	5	5	4	4
Boy and his Blob, A	5	6	5	6	Silkworm	7	5	7	6
Burai Fighter	8	7	6	7	Sky Shark	6	6	5	5
Captain Comic	4	4	4	4	Solstice	7	8	7	8
Code Name: Viper	8	5	6	7	Spot	7	8	7	8
Crystals	7	8	7	8	Stealth ATF	4	6	4	3
Defender of the Crown	4	3	7	7	Strider	7	8	7	7
Demon Sword	5	6	7	6	Super C	8	8	8	8
Double Dragon 2	7	9	8	8	Super Dodge Ball	5	3	5	6
Dragon Spirit	7	5	6	7	Super Mario Bros. 3	9	9	9	9
Duck Tales	8	9	8	7	Super Off Road	7	7	7	8
Fester's Quest	6	5	5	5	Swords & Serpents	4	7	4	7
Flying Dragon	4	5	4	5	Target Renegade	4	4	5	5
Friday the 13th	3	2	4	4	Tecmo World Wrestling	6	7	6	7
Ghostbusters 2	5	4	3	4	Tera Cresta	6	5	6	5
Godzilla	5	5	6	5	Three Stooges	6	8	6	7
Guardian Legend, The	6	5	6	7	Thunderbirds	6	5	4	5
Guerilla War	7	7	6	7	Thundercade	6	6	5	5
Heavy Barrel	7	7	7	7	TMNT	6	7	6	4
Hoops	7	6	6	5	Total Recall	3	3	3	2
Hydlide	5	6	6	5	Twin Cobra	7	6	6	7
Image Fight	7	8	8	7	Wizardry	4	7	3	3
Ironsword	8	8	7	7	WCW Wrestling	7	6	6	6
Journey to Silius	6	6	7	6	Wrath of Black Manta	6	6	6	7
Kickle Cubicle	8	8	7	9	Xexyz	7	7	6	6
Klax	7	6	7	7	720 Degrees	3	4	4	3
Low-G-Man	6	8	6	5	8 Eyes	6	6	5	6
Mafat Conspiracy	7	9	7	7					
Mappy-land	7	4	6	6					
Mechanized Attack	4	7	3	3					
Mega Man 2	8	8	8	8					
NARC	7	6	7	8					
Nightmare on Elm St.	6	4	4	5					

## SEGA MASTER SYSTEM

GAME	STEVE	ED	MARTIN	SUSHI-X	GAME	STEVE	ED	MARTIN	SUSHI-X
Alex Kidd Hi-Tech World	5	7	7	7	King's Quest	4	7	6	7
Captain Silver	4	4	6	4	Psycho Fox	7	7	7	7
Cloud Master	4	4	4	4	Rastan	6	6	6	6
Columns	5	6	5	6	Reggie Jackson Baseball	7	7	7	6
Dead Angle	6	5	6	6	Scramble Spirits	3	4	5	4
Dynamite Dux	3	3	4	3	Spellcaster	7	6	6	5
ESWAT	4	5	6	5	Super Monaco GP	4	6	5	4
Galaxy Force	6	7	5	5	Ultima 4	5	8	8	7
Golden Axe	8	8	7	8					

## SEGA GENESIS SYSTEM

GAME	STEVE	ED	MARTIN	SUSHI-X	GAME	STEVE	ED	MARTIN	SUSHI-X
Afterburner 2	8	9	8	8	Phantasy Star 2	7	9	8	8
Air Diver	7	7	6	7	Rambo 3	7	6	7	6
Budokan	3	3	4	5	Revenge of Shinobi	8	8	9	9
Curse	8	7	7	7	Shove It	4	3	3	3
Cyberball	6	7	6	8	Space Harrier 2	6	6	8	7
Forgotten Worlds	8	8	8	8	Super Hydlide	4	6	4	6
Ghouls And Ghosts	9	9	9	9	Super Thunder Blade	5	6	5	8
Golden Axe	7	7	8	7	Target Earth	6	7	6	5
Herzog Zwei	4	6	4	3	Thunder Force 2	8	8	7	8
Last Battle	6	7	6	5	Tommy Lasorda Baseball	8	8	7	7
Moonwalker	7	7	7	7	Truxton	6	7	7	5
Mystic Defender	8	5	7	8	Zoom	3	3	4	3

## NEC TURBOGRAFX SYSTEM

GAME	STEVE	ED	MARTIN	SUSHI-X	GAME	STEVE	ED	MARTIN	SUSHI-X
Blazing Lazars	7	6	9	9	Galaga '90	8	5	7	7
Bloody Wolf	7	7	8	8	J. J. and Jeff	8	8	7	7
Bonk's Adventure	7	8	7	8	Legendary Axe	9	8	8	8
China Warrior	4	4	5	5	Military Madness	9	8	7	7
Crater Maze	4	4	5	3	Neutopia	7	6	7	8
Cyber Core	7	8	7	6	Ordyne	4	4	7	3
Deep Blue	4	4	4	3	Psychosis	8	8	8	8
Devil's Crush	5	7	7	8	Space Harrier	7	5	6	5
Double Dungeons	4	6	6	5	Splatterhouse	8	8	8	8
Dragon Spirit	7	6	7	7	Takin' it to the Hoop	6	8	6	6
Dungeon Explorer	7	7	7	7	Victory Run	6	8	7	8
Final Lap Twin	7	7	4	6	Vigilante	7	5	6	6

## NINTENDO GAMEBOY SYSTEM

GAME	STEVE	ED	MARTIN	SUSHI-X	GAME	STEVE	ED	MARTIN	SUSHI-X
Alleyway	6	3	6	5	Kwirk	6	3	5	6
Baseball	4	7	7	7	Motocross Maniacs	7	8	8	7
Batman	8	8	8	7	Revenge of the Gator	6	6	7	6
Boxxle	7	7	6	5	Shanghai	6	3	6	5
Castlevania	8	8	8	7	Space Invaders	5	2	3	4
Double Dragon	7	7	7	7	Spiderman	8	7	7	7
Flippul	7	8	6	7	Super Mario Land	8	8	7	8
Golf	7	8	7	8	Tetris	8	8	8	7
Hyper Lode Runner	3	3	4	3	Wizards & Warriors 10	7	7	7	7

## ATARI LYNX

GAME	STEVE	ED	MARTIN	SUSHI-X	GAME	STEVE	ED	MARTIN	SUSHI-X
Blue Lightning	8	7	8	8	Klax	9	8	8	8
Chip's Challenge	7	7	8	6	Slime World	5	6	7	8
Gauntlet 3	7	7	8	6	Xenophobe	5	6	7	6

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**U S A**

## TOP SCORE CLUB

# VIDEO GAME HIGH SCORES Effective AUGUST, 1990

### Game of the Month High Scores!!

*This Month's Game...*

**Super 'C'**

**1. David Wright**

**9,999,990**

2. Chad Zenetzke 2,189,540
3. Sean Fillner 2,083,900
4. Cory Kivel 1,461,280
5. Tom Watson 1,132,290

San Antonio, TX  
Kansas City, MO  
Lewiston, MI  
El Paso, TX



**Send Scores For...  
Batman**  
All entries by Nov. 30

**NINTENDO**

<b>Game</b>	<b>Score</b>	<b>Player</b>
Abadox	88,000	Mike Miller
After Burner	14,335,970	Jeff Yonan
Bad Dudes	699,990	Jad Funk
Batman	6,502,300	Jeff Adkins
Burai Fighter	100,000	Target Score
Contra	6,553,500	Josh Winter
Double Dragon	236,130	Josh Winter
Double Dragon 2	399,680	Chris Hoffman
Godzilla	9,646,700	David Wright
Ironsword	229,850	Jim Allee
Karnov	534,500	Ralph Mendes
Marble Madness	76,800	Steve Ryno
Mega Man	9,999,700	Jason Sinclair
Ninja Gai Den	999,900	Josh Winter
Ninja Gai Den 2	1,635,600	Scott Trentman
P.O.W.	311,500	David Wright
Rad Racer	39,443	David Wright
Rampage	81,900	Leslie Ford
Road Blasters	999,999	Ralph Balbagallo
Robowarrior	701,800	Donn Nauert
Rolling Thunder	92,100	Ray Severence
Sky Shark	1,043,570	Jeff Yonan
Silkworm	1,386,380	Donn Nauert
Super Mario Bros. 3	9,999,990	Sergio Stugal
Tetris	307,879	Dean Enser
TMNT	2,184,100	Chris Hoffman

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Rules - All scores on Cyber Core must be received by November 30, 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. Void where prohibited. Send SASE to High Scores, 1920 Highland Ave., Suite 300, Lombard, IL 60148 for an official entry form.

# CALL 1-708-916-3147 For Up-to-the-Minute High Score Rankings!!

**ARCADE GENESIS TURBO SEGA**

<b>Game</b>	<b>Score</b>	<b>Player</b>
After Burner	9,704,000	Jeff Yonan
Altered Beast	234,400	Alex Stamos
Double Dragon	610,370	Brian Gaudreault
Missile Defense 3-D	659,000	Joe Tadder
Out Run	55,626,340	Dan Lee
Rampage	744,865	Max Rockafellow
Rastan	2,828,800	Brian Gaudreault
R-Type	1,128,500	Brian Gaudreault
Shinobi	940,100	Brian Herrmann
Space Harrier	7,266,990	Bill Day
Thunder Blade	3,054,000	Bob McGuire
Time Soldiers	7,437,700	Rob Siegmann

<b>Game</b>	<b>Score</b>	<b>Player</b>
Alien Crush	999,999,900	Barry Bowman
Blazing Lasers	23,457,020	Brandon Fish
Bonk's Adventure	251,220	Dave Adams
Cyber Core	911,700	Jeff Yonan
Dragon Spirit	464,900	Steve Ports
Fantasy Zone	98,265,100	Brandon Fish
Fighting Street	547,600	Sergio Strugar
Galaga '90	1,504,140	Jeff Yonan
Legendary Axe	4,246,450	Brandon Fish
Monster Lair	378,600	Mark Discordia
Side Arms	3,848,600	Mark Discordia
Victory Run	18 min. 44.16 sec.	Jerry Tischler

<b>Game</b>	<b>Score</b>	<b>Player</b>
After Burner 2	13,089,580	Jeff Yonan
Altered Beast	4,682,500	Lee Venteicher
Air Diver	21,946,300	Corey Miller
Curse	10,560,300	Jeff Yonan
Forgotten Worlds	1,694,100	Tony DeSilvy
Ghouls and Ghosts	1,559,700	Glenn Stockwell
Ghostbusters	11,326,000	Jonathan Paleologos
Revenge of Shinobi	2,953,600	Jean Smith
Target Earth	9,637,075	Eric Eisenberg
Thunder Force 3	5,397,300	Martin Alessi
Truxton	3,331,050	Tony DeSilvy

<b>Game</b>	<b>Score</b>	<b>Player</b>
1943	2,947,360	Brian Chapel
After Burner	68,588,000	November Kelly
APB	1,002,324	Greg Gibson
Diner (PIN)	89,220,000	Steve Ryno
Double Dragon	130,900	Brian Chapel
Hard Drivin'	529,800	Jerry Landers
Klax	3,205,000	Leong Su Chin
Operation Wolf	212,350	Mark Twitty
Smash TV	12,624,000 (1 Play)	Greg Gibson
Super Contra	10,640,310	Martin Alessi

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**THE  
END  
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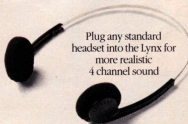


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