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July, 1991



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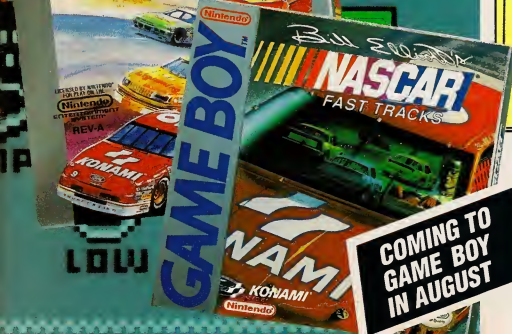
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ELECTRONIC GAMING MONTHLY

The Last Word On Video Games



It's the ultimate in 16 bit punch and kick games! Final Fight? No! It's Streets of Rage by Sega!

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Nintendo Player

Ninja Gaiden 3! Check out the first U.S., in depth, coverage of this super soft!

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Sega rocks with new 16 bit super softs! Don't miss the only U.S. coverage of Streets of Rage. And more!

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COVER:

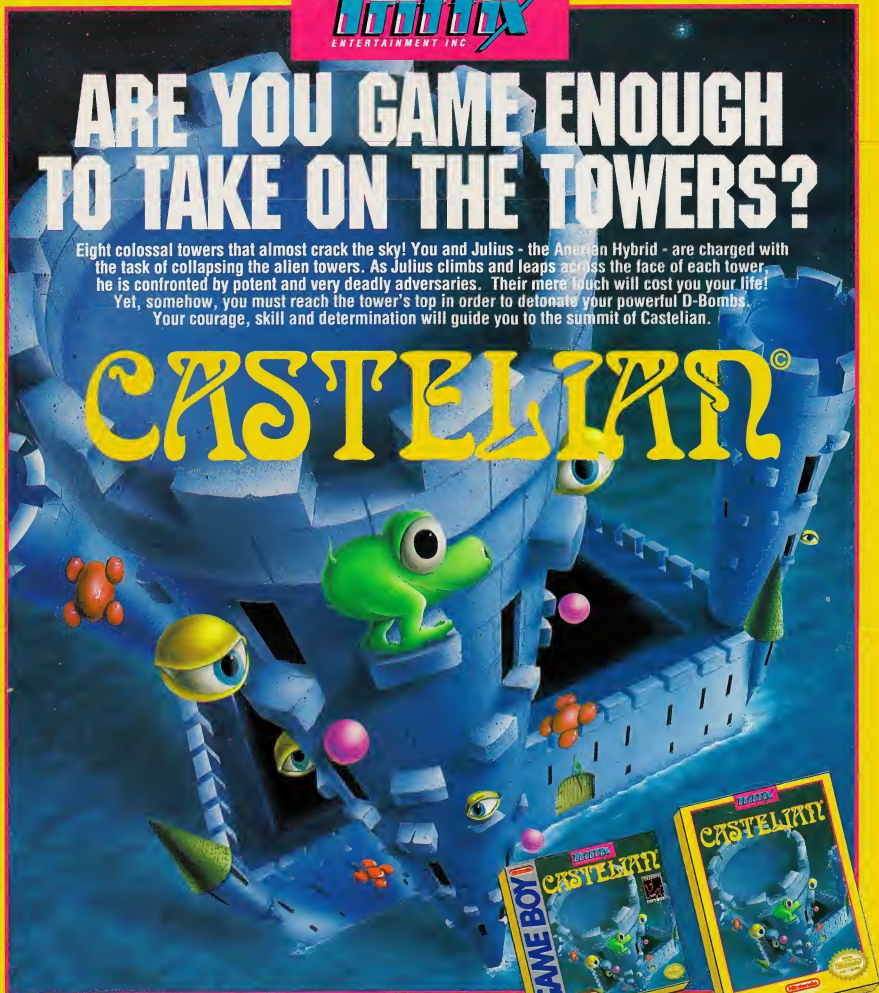
LJN will bring out a NES game based on the new movie Terminator 2 with Arnold Schwarzeneger.

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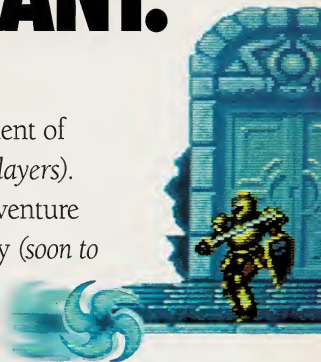
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July, 1991

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IT'S SHOWTIME..!

PUBLISHER, EDITOR-IN-CHIEF

Steve Harris

EDITOR

Ed Semrad

ASSISTANT EDITORS

Ken Williams

Martin Alessi

Sushi-X

David White

Mike Riley

STRATEGY CONSULTANTS

U.S. National Video Game Team

FOREIGN CORRESPONDENTS

Robert Hoskin

Hideki Shikata

LAYOUT AND PRODUCTION

Direct Contact, Inc.

George Mac, Associate Art Director

Marty Kuklinski, Technical Director

John Stockhausen, Ad Coordinator

CUSTOMER SERVICE

(708) 647-7038

NATIONAL ADVERTISING DIRECTOR

Jeffrey Eisenberg

Eisenberg Communications Group

2121 Avenue of the Stars, Suite 630

Los Angeles, CA 90067

Brandon Harris, Account Executive

(213) 655-5513

SENDAI PUBLICATIONS, INC.

Steve Harris, President

Harvey Wasserman, Circulation Dir.

Steve Keen, Newsstand Dir.

Marilyn Berger, Circulation Manager

John Stanford, Manufacturing Dir.

Cindy Polus, Financial Dir.

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Having just finished this issue, we now have a couple of calm days before things get hectic again when the Summer Consumer Electronics Show begins on June 1st here in Chicago. We're really looking forward to this one as the veil of secrecy will finally be lifted from the Super Nintendo. While the hardware is not a surprise, the whole country is going to be watching what Nintendo (and Sega and NEC) is going to do after the S-NES introduction. Nintendo expects to sell millions of systems and they are willing to back that claim with millions in advertising through the holidays. Knowing the power, market savvy, and track record of Nintendo, their forecasts could just become a reality. By the time the system comes out this fall, the first batch of software will be in place and the market will be ready. It sounds so easy. But that assumes the other players will just roll over and play dead.

Sega doesn't plan to give up. For the last year they have been working quite secretly on a line-up of new super softs. Where the S-NES programmers are just learning their system, the Sega people are starting to bring out the second generation of Genesis games. Sonic the Hedgehog, Fantasia and Streets of Rage are good examples of the new breed of games. For example, Streets of Rage walks all over Final Fight as it is a 2 player game, has more moves (21 vs 17), more weapons (6 vs 3), and more on-screen enemies (8 vs 5). It's not that the Genesis is better, rather, it's due to the skill of the programmer. Look for some spectacular carts this fall. Unfortunately the Genesis CD-ROM will not play a part in the new Nintendo vs Sega war as it is, at best, a 1992 product, but Sega will instead drop their system price to \$149. Expect them to do even more this fall.

And what about NEC? They have already lowered their system price to \$99. The CD-ROM is down to \$299. And they are continuing to push back the limits of CD-ROM full motion video technology. At CES they will demonstrate the potential of their NID (New Interactive Display) CD-ROM data compression technology. And in Japan they will show the next generation of their CD-ROM player. You can't count out NEC either.

So it's going to be a good show, and even a better holiday season with system prices the lowest ever and game quality the highest! I can't wait.

As a final note, all of us here at EGM would like to congratulate our Desert Storm troops on a job well done. We sincerely appreciate all that you did for us, and the free world. The risks you took, and sacrifices that you made can not be measured. We thank you for what you did. Should you, or any member of your family want to subscribe to any of our publications, we would like to offer that subscription at half price. Just send in the request on your unit's stationary and we will reduce the price by 50 percent. It's our way of saying thanks!

Ed Semrad
EDITOR

Play Beetlejuice, Beetlejuice, Beetlejuice

on your NES, NES, NES.



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like to help
me scare
those city

folks out of your house
and *their* wits?

We'll soar through 8
horrific levels (you're



gonna love the
Afterlife Waiting
Room) taking on

Killer Giant Beetles, Legs

Without

Heads

and other

grossome
creatures. One wrong
step... and you're food for
the Sand Worm.

Here's a tip: Buy scares
from the Recently

Deceased Information
Booth, they're your best

weapons. So, join
me in the Neither-

world... and make



my
millennium!



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DAI**

The

ROCKETEER



The most exciting movie of the summer rockets onto the Nintendo scene. Experience all the breathtaking action of the hit movie with the new Rocketeer game for your NES. As Cliff Secord, you must thwart Nazi Agents, battle ruthless mobsters and rescue the gorgeous Jenny Blake from the hands of her desperate kidnapers. No small feat! But you have one trick up your sleeve; the top-secret rocketpack. There's no time to lose so strap on the rocketpack and become the incredible Rocketeer.

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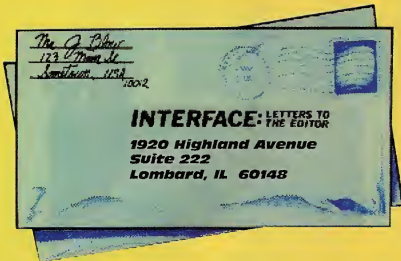
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Alright, here's your chance to sound off! Send us your compliments, complaints, gripes and overall opinions! We love to get 'em! If the editor likes your letter enough he may even print it! Send all letters to: Interface:Letters to the Editor, Sendal Publications, 1920 Highland Avenue, Suite 222, Lombard, IL 60148.

WHO INVENTED VIDEO GAMES?

Help!! I am working on a research paper and I am stuck. It is on the history of video games. I have been able to obtain info on all of the older systems and their games but I want to go back even further. That's my problem. I can't find any information on the history of video games. One source talks about Nolan Bushnell and another mentions Ralph Baer. Who are these people? Since you are the authority on video games can you help me? Hurry, the paper is due May 31.

Burt Ranton
Boston, MA

(Ed. We are always happy to help someone who wants to learn more about the history of our industry, and thanks for turning to us for the info. There has been a lot of confusion about who invented the video game and other nonspecific nebulous terms like the 'father' of games, or the person who is 'recognized' as the originator of games, are widely used. We here at EGM have been researching this subject for over a year and the problem is getting proof to certain claims. We did it though! Forget about the people you mentioned. Their work first started as 'late' as 1967. Their work is good 'filler' for a paper but hardly what you would call proper 'research'.

As best as we can tell the real inventor of the video game (with solid proof to back it up) is an unknown

physicist named Willy Higinbotham. His work on a 'Pong' game dates back to 1958!! He had a working model and it was on demonstration for about two years at the Brookhaven National Laboratory And for proof, his work is documented with a circuit schematic dated the same year. His tennis game was actually more sophisticated than that of the original Pong! Anyway, remember that name. The

details needed for your paper were sent out in early May, well before your deadline.)

MORE S-NES GAMES!

You have the best magazine on the market. Your coverage of the Super NES is much better than other magazines. While others keep showing the same pictures of just a few S-NES games, your magazine is always showing us new pictures and keeping us updated on new releases. What's next? How about a page on Super Ghouls and Ghosts?

Eric Newberry
Guntown, MS

(Ed. Thanks for the compliments Eric. As you have discovered, we here at EGM don't wait for the news to get to us, we go to where the news is made. That is Japan! We're there for every major trade show and the special Nintendo exhibition at the end of April was no exception! At this time we were able to play Super Ghouls and Ghosts and the pictures you wanted are on page 52!)



Super Ghouls and Ghosts - coming in November for the S-NES!

THE JOKE'S ON US!!

After trying for the longest time to put the code in for the TMNT2 trick I finally figured it out.

The screen shots looked so real that I actually believed it. Wait a minute! If the trick isn't real, how did Simon's head get into the title screen? How did Simon's name get into the area where it shows your life and score? And how did Simon himself get into the screen beating up a Foot Soldier?

(Ed. Magic!?)

P.S. Simon's head is actually TREVOR'S head from Dracula's Curse and your so-called Simon is actually Trevor. So if this is a joke, it looks like it is on you!

Robert D' Amico
New Haven, CT

(Ed. Oops...!)



A REAL TRICK!

I must congratulate you on another great issue. Issue 22 covered everything before the other mags, and with lots of info and pix to back it up. One question though. In issue 19 in your review of Gaiarsa you show the TOZ equipped with a T-Braster at its fullest level on the first level. How did you do it? Why don't you publish this trick?

Larry Townsend Jr.
Middletown, CT

(Ed. No magic on that picture Larry, just a great trick our super sleuths discovered when we were working on our Gaiarsa Fact-File. We didn't publish it right away because we thought it would detract from the playability of the game, which wasn't even out at that time. When to release some of these great tricks is a problem we have to wrestle with here at EGM. To answer your question, check out our Tricks of the Trade section in this issue!)

Enjoy
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CIRCLE # 109 ON READER SERVICE CARD.

SUPER SONIC!!

Awesome! I have to have Sonic! Hurry up Sega, I can't wait! Adios Mario as here comes a real super hero. Any word on a Sonic 2?

**Russell Hayes
Clinton, MS**

Let me start out by saying that your mag really does get better by the issue! Your Sonic issue was the best yet. I have to give you credit for really knowing how to pick the hits! I went back to your older issues (I have them all) and you pegged this one way back in issue 13! That's August 1990! Where were the other mags then? How ever you do it, keep it up.

**Kurt Schaeffer
New York, NY**

Sega was right!...Genesis does what Nintendo'n't. Sonic looks fantastic in your May blow-out! The detail is unbelievable and I bet he plays as good as he looks! One question, why wasn't there a review crew evaluation in that issue?

**Mark Powell
Los Angeles, CA**



Sonic is now 100% complete and on his way to the stores!

(Ed. This is just a sample of the dozens of letters we received about Sonic. We didn't Review Crew the game in the May issue because the game wasn't finished at that time. In fact as we go to press on this issue, Sega just got the game up to the 98% finished state. As we stated in previous issues, our Review Crew doesn't touch a game until it is at least at this level of completion. Many things get changed, both good and bad while in the 'raw' prototype stage. We insist that our numerical ratings be representative of what you will be buying.

That's the beauty of our three tier review system. We can do a fact file from a 60% finished game and still be first with the story. Later when the

game is done we can come back and Review Crew the game in its final form! Unlike other mags where they have to do everything in one shot and rate a game on a very incomplete version in order to be timely, we can give you numbers that are 'real'. Remember this when you compare ratings. Sonic 2...you bet! Would you believe Sonic 2.5 also!))

TURBO EXPRESS PRICE HIKE!

You guys are really great! I think that the best thing about your mag is Quartermann and the Review Crew. I heard a rumor that NEC is raising the price of their Turbo Express from \$250 to \$300. Is this true? Why?

**John Zontrergs
Bergensfield, NJ**

(Ed. Unfortunately what you heard is true. The current shipment of TE's will be \$299. Believe me, NEC agonized over this dilemma for some time. It was not an easy decision but, because the price NEC has to pay for the ultra high resolution screens went up, so must the unit price. There is one bright note though, the PC Engine GT (what the TE is called in Japan) lists for about \$350 over there!)

GREAT INTERNATIONAL COVERAGE!!.

One of the reasons why I buy your magazine is for the International Outlook section. You are the only mag who devotes space to these games and this gives me an idea as to what to expect in the future. Your track record for picking soon to be U.S. releases is exceptional. You highlighted Batman, Gaiarses, Shadow Dancer, Phantasy Star 3, Vermilion and many others months before their U.S. announcements. Good job! What's next?

**Andrew Elington
Nashville, TN**

(Ed. Thanks for the words of encouragement. With so many of the great games coming from Japan we find going to their trade shows a great way to get a advance look at what is coming down the road. Hey, if nobody else wants to do it, so much better for us, and you!

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CIRCLE #161 ON READER SERVICE CARD.

GENESIS ON RGB...!

I know you've talked about it before, but is there any way you can show us whether it really is worth investing the hundreds of dollars in setting our Genesis' up for RGB. You are the masters of photography and are known for your interest in hi-tech gaming so, how about it?

Pete Tager
Charleston, SC

I have the Mega Drive and love the ability to play both the Japanese and U.S. Sega carts. What I want to know is if your RGB set-up for the Genesis will work for the Mega Drive?

Jackie Woo
San Francisco, CA



Highly magnified screen shots showing the difference between RGB and composite video output.

(Ed. Sure, we can do that! As you can see in the Don't Walk sign (from Batman), the RGB output is much 'cleaner' and each pixel is clearly defined. There is no color fringing or smear. Text is much easier to read, and the whole screen just looks better. For a complete article on this subject pick up a copy of our May/June issue of Mega Play. The output pin configuration on the Genesis is the same as that on the Mega Drive.)

DECEPTIVE PIX??

I just had a chance to see Sega's new Game Gear. The unit that was set up for play in the store had a different screen image than what I saw in their advertising in all the magazines. Sega, in their Game Gear ads, shows a game screen that is much clearer than what it actually is. How do they do it and why?

Josh Maxwell
New York, NY

(Ed. You're right, the screen image is different than that in the ads. But

Sega is not alone in this practice. Thumb through all the GameBoy ads and you will see the same thing. The GB pix are taken off special industrial 'Wide Boy' systems. The Game Gear photos are taken off similarly complex 'development' systems. The companies do this in order to be able to clearly show the details in the game.)



Mappy Land on the Game Gear development system.

THE NEWEST, & FIRST!

As a devoted Turbo and Genesis user, I just had to write to tell you how pleased I am with the complete coverage you have in your magazine. Your Turbo coverage is second to none! From what you've shown is the past few issues (Dead Moon, Yo Bro, Camp California, Talespin and others) I can't see why others are moaning about a lack of Turbo games. If you get them then anybody can, right? Since they don't cover new Turbo, can you tell us what is new? And what will happen with the games that Cinemaware was working on?

Frank Kahn
Wheeling, WV

I would like to say you truly do have the best magazine. I have the Turbo, Nintendo and GameBoy and you have the best coverage so far! I was thinking about buying a PC Engine converter for my Turbo. Will it work or will it hurt the Turbo?

Shawn Gaynor
Covington, KY

(Ed. We're doing our best guys! We try to maintain good relations with all the game companies. That's part of my job - to keep in touch with everybody on a weekly basis. This way we

know immediately what's new, and because of our reputation, companies get us their hot titles first. As to the future of the TV Sports series, all is cool. Check out our super coverage of Andre Panza Kick Boxing, Champions Forever of Boxing, TV Sports Tennis and TV sports Hockey! Nobody else can even come close to this Turbo coverage!)

THE EGM RAP...!

Electronic Gaming Monthly Rules! Making other mags look like fools. Covering games, tips and tactics, Nintendo, Genesis and TurboGrafx. Showing us cartridges old and new, Ratings superb from the Review Crew. Sushi-X, Steve, Ed and Martin, Buying this mag, many take part in. EGM is updated with the latest, How does it feel to be the Greatest?

"Zero-32Bit M.C."
El Paso, TX

(Ed. Great job!)

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FCI

Not Just Kid Stuff

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ABOUT OUR RATINGS:

- 10 = Perfect
- 9 = Outstanding
- 8 = Excellent
- 7 = Very Good
- 6 = Above Average
- 5 = Average
- 4 = Fair
- 3 = Poor

STEVE

The top dog has been eagerly awaiting the CES to show off his game playing skills. Steve can't wait to get his hands on new games like Super R-Type on the SNES,

ED

Ed is working out in preparation for the CES and his trip to Japan afterwards. Will he be the first gamer to see the new Sega 16-Bit CD-ROM...you bet!!!

MARTIN

Martin is getting himself limbered up for the CES by playing the most intense shooter he can find. To beat the new SNES games he's got to be ready.

SUSHI-X

The mysterious Sushi-X will be at the CES in disguise, trying to subvert the competition with his enhanced mind powers. Will he be recognized at the CES?

Nintendo - LJN

Bill & Ted

Type: Adv. Release: July
Levels: NA Difficulty: Easy



THANKS RUFUS. MY EXCELLENT FRIEND TED AND I WILL DO OUR BEST TO MAKE THIS A MOST TRIUMPHANT ADVENTURE.

It's 1991, and the Wyld Stallions are preparing to go on a concert tour! Suddenly, Rufus shows up and explains how time thieves have disrupted the time continuum by placing historical figures in the wrong time line! If Bill and Ted don't rescue them, Wyld Stallions will never play in their concert! Most untriumphant!! Bogus! Dial the number of your favorite historical babe or dude and get ready for the ride of your life!

What a most un-triumphant new RPG for the NES. Bill and Ted go on a journey that is quite un-excellent, and although the digitized graphics of the wild ones are done well, the rest of the game play is quite heinous. While the intentions are good, Bill and Ted is bogus, bogus, bogus.

Bill and Ted is a strange type of game. It's not quite a quest game, nor is it an action game. Finding misplaced people is unusual but interesting. The circuit screen is too hard and frustrating but once in the proper world the game got better. It just seemed too complex of a game.

Bill and Ted is a major disappointment. A total flop from beginning to end. The graphics are heinous and the sound effects are most annoying. The worst thing in the game is the horrible game play that makes it very non-fun to play. This game is far from being excellent. Most upsetting.

Bogus! The graphics and play control are most undesirable for the present game at hand, dude! Now should LJN ever decide to dismantle these gnarly tunes, the overall irritation factor may allow this movie-title cart to slide up to a 4. In the meantime, Bill and Ted are flunking most heinously.

Nintendo - Tradewest

High Speed

Type: Pinball Release: July
Levels: NA Difficulty: Mod.



Based on the popular Williams pinball machine, High Speed takes pinball action in a new direction. All of the original goals and bumper placements are intact, but Tradewest has added a few new tricks up their sleeve. Ball-hogging power surges, safehouses, and multiball play combine to make High Speed one of the toughest pinball simulations to beat to date. Also included are inventive bonus stages!!

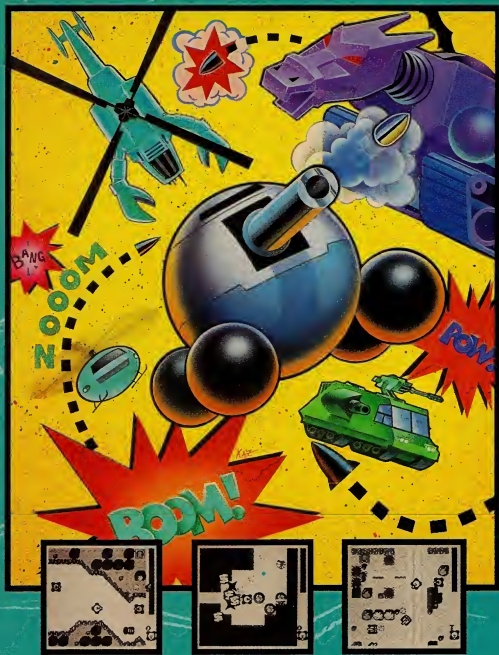
If you already have Pin-Bot, then you'll know exactly what to expect from High Speed. The set-up is the same, only with a new playfield and the inclusion of some new bonus rounds. The game looks good but the play is a little frustrating when the game quits becoming a pinball title.

I like pinball games and this one is a good representation of the classic. There are a lot of good features not found on other flippers, and I especially liked the bonus levels. There is always something to shoot for and the enemies are a nice touch to make it play harder.

Based on the pinball of the same name, High Speed is a pretty cool game. While it seems like a PinBot clone there are new features and some pretty cool graphics. The music isn't nearly as good as the coin-op. Not too bad, but not spectacular.

Hot on the trail of cool, clean, pinball fun? If so, here's another addition to Nintendo's lineup of pinball conversions. It might have been almost innovative if it wasn't a translation of an old pinball machine! The music is bad, but the gameplay is sharp. Nothing special here.

TRAX



Zaniest bunch of enemies ever! And they said it could only happen on big screen! It's a head-to-head battle through the Grasslands, the Desert Base, and the Cave Base on your way to the Capitol City and the Master Tank Maker himself!

• Four big levels in the Main Game, twelve different layouts in the Multi Game, each with a different terrain and cast of unusual opponents. • Continue feature and varied sound track for hours of fun. • Handicap feature in Multi Play mode evens out the competition. • Fun graphics and exciting game play.

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Nintendo - Acclaim Smash TV

Type: Action Release: July
Levels: NA Difficulty: Ave.



Translated directly from the spectacular coin-op, Smash TV offered a new kind of survival game, one of reflexes, nerves, strength, and cunning. Only the best of the best will survive the hair-raising rounds of action as muggers and booby-trapped robots attempt to blow you from the face of the universe!! Fight back with the multitude of weapons and basic survival gear available to the hardy contestant.

The quarter-muncher is great, but this version just doesn't do it justice. The graphics are poor and microscopic! It's not bad, but it's not that good, either. The game plays better with two controllers, or four in the two player game.

Even though there were some compromises from the arcade game, Smash TV is a game that requires great control to progress far enough into the game. As a two player game with four controllers, Smash is a blast. To me that is the only way to play it as it's too hard alone.

Smash TV is a pretty good translation of the arcade hit. My main complaint is that the graphics seem like they've been shrunk down to microscopic size. The game play is almost intact, using 2 pads gives it better control. A good 2 player game, if you have 4 controllers.

Get out the magnifying glass! I can hardly see those characters and items! If Smash TV weren't so crunched on the small screen, it has the play control of a seven. Alas, tiny it was born, and tiny it shall live. The translation might look better on the Genesis or SFX. How 'bout it guys??

Nintendo - Ultra Basewars

Type: Sport Release: Now
Levels: NA Difficulty: Ave.



Baseball takes on a whole new meaning when the athletes are cybernetic warriors. These robots aren't programmed to knit, either! In this game there are no force outs. To earn the right to have a base, you must fight it out with the defense, winner take all! Super speed pitches, maximum control changeups, and even an out of orbit satellite dish are featured within the boundaries of Basewars.

Base Wars is the Cyberball of baseball, offering up robots of all kinds in a souped-up version of our favorite pastime. Both the one and two-player version highlight great pitching and batting action, fantastic graphics and some of the best sports action you'll ever find.

Wow! Now this is a game which even 'normal' baseball fans can get into. While deceptive at first glance, if you give it a try it will grow on you. With lots of different editing features, no two games are ever the same. The parts shop is a nice touch but for the full effect try the pennant race!

Base Wars is awesome! My first impression was that it was a baseball/Cyberball ripoff. After playing it for 5 minutes I was hooked. Great graphics and adding game play combined with totally fresh theme make this one of the best sports games I've ever played!

It's Cyberball in a baseball stadium! About time! This concept is nothing new, but it is executed with extreme precision and style. Take it from me, with all those stuffy baseball simulators out there, this cart is a breath of fresh air. You'll be rolling in your seats when you fight for a base!!

Nintendo - Natsume S.C.A.T.

Type: Action Release: Now
Levels: 8 Difficulty: Ave.



SCAT, the Special Cybernetic Attack Team. A huge comet is hurtling straight for our solar system. But this is no ordinary intergalactic object! In reality, it's a super secret alien command vessel on a mission of destruction. It's target: the planet Earth! The only hope of Terra is the military's elite corps of specially trained robotic-assisted heavy-weights known as S.C.A.T. Should they fail mankind will be lost!

S.C.A.T. takes the basic theme from Forgotten Worlds and throws it onto the NES! The action is intense, and the game only suffers from a lack of visual clarity caused by some flicker when too much is going on. Still, it's a nice addition to the library and a good example of a good NES game.

Long, hard and intense shooters don't come along very often. This is one of the few that did and is for experts only. The graphics are exceptional and come off very well on the NES. Smooth-scrolling and great game play help make this better than average. I like it!

Another great title from the guys at Natsume! S.C.A.T. has enough originality and new concepts to breath life into the old shooter theme. Incredible graphics, sound, and game play. Sort of like a scaled down version of Forgotten Worlds. Very good for the NES.

Neat concept, good tunes, great control, and graphics that lack a little smoothness around the edges make a game called S.C.A.T. If the graphics had been better, it would have rated an eight for sure. Check up another cool Natsume game for the makers of Shadow of Ninja.

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Nintendo - Konami Bill Elliot's Nascar Challenge

Type: Sport Release: July
Levels: NA Difficulty: Easy



Can you handle the challenge? Bill Elliot's Nascar Challenge allows you to custom design your own racing vehicle and race with the pros. Watch as the mechanics rush to install that brand new transmission you've been waiting for, then bust out of the pits ready to rock-and-roll! Experience the hair-pin turns, high-resolution graphics, and realistic feel of the one and only Bill Nascar Challenge.

Bill Elliott is delivered in a NASCAR racing game that has a few good effects but never manages to wrap them together with good technique. The car racing action never really gets up to speed, and whenever things start to heat up something seems to make the action stall.

BENC is a spectacular stock car racing game. It is much more involved than the typical Grand Prix type racing game and therefore isn't for everyone. But if you have the patience to tinker with small changes to the car set-up to squeeze the most performance possible then go for it!

BENC is a sorry excuse for a driving game. While it may be endorsed by a big name racer, the game lacks any good features that would make it a hit. The graphics are extremely cheesy, and it controls very poorly. Not what I would expect from the guys at Konami.

Come on, what is this, a reversion to Atari 2600 programming? The pit stop scenes are fun to watch and the animation and graphics here are sharp, crisp, and clear...But here only!! Once you begin to drive, you begin to feel as though you are playing Pole Position for the 2600. NO!!!

Turbografx 16 - NEC J.B. Harold

Type: CD Release: Aug.
Levels: NA Difficulty: Ave.



"I'm Fred Robbins. After my brother died, his wife Janet went to stay with her parents. I'm house sitting for her."

If you're looking for a murder case to solve, then NEC's CD-ROM Murder Club is one place to start. In this Turbo CD game, you play the part of J.B., the Sam Spade style detective, and visit numerous locations and interact with a variety of suspects. While text appears in the lower portion of the screen, voice accompanies the text. Music and sound effects are also present in this professional production.

JB Harold shares the same type of murder mystery that Sherlock Holmes enjoyed, with a format that is slightly easier to follow. There are some nice digitized photos, but after seeing the outstanding animation in Sherlock, this game just doesn't compare. For hard-core fans only!

Another great example as to where video games are going. With the CD medium mysteries can get long and involved as this one does. Take lots of notes, as to the casual player the amount of information increases very rapidly as you progress farther into the game. I love it!

J.B. Harold is a cool game along the lines of Sherlock Holmes. It does not have the cool video animations, but it does have bilingual human voices throughout the whole mystery. The game isn't that difficult to solve and it really isn't anything spectacular. Nice musical score!

Cool breeze... J.B. Harold must be THE coolest cat in town! This is the type of mystery I wanted to see on the Sherlock Holmes CD. This sucker uses 50 odd hours of playing time and plenty of brainstorming before you can come close to solving the crime! Superior, but only one quest.

Genesis - Treco Street Smart

Type: Action Release: Now
Levels: 9 Difficulty: Mod.



Chop! Kick! Slam! Street Smart from Treco will send you reeling! Using state of the art technology, Treco utilizes the high tech graphics and sounds of the Genesis to create a nine-level slugfest translated from the coin-op original. All of the moves are retained from the coin-op, as well as both hero character and their specialized attacks. Do you think you can take on Mr. Big in his penthouse? Good Luck!

Here's a game that tries to be Final Fight for the Genesis. It has a nice look and feel to it, BUT the diversity in the rounds and the opponents you face isn't great enough to keep it from becoming repetitive. There are some nice touches, but most of this has been done better before.

Street Smart is an all right fighting game. The background graphics are quite detailed but there just aren't enough moves to keep me interested. I found that by using just the basic moves you can still win. More variety and harder opponents would be good.

Street Smart is a clone of Fighting Street. The moves are practically the same and game looks very similar. The graphics are detailed but the animation could have been a little smoother. The game as a whole is not very challenging and in the end is quite a disappointment.

Not bad Treco, I'll give you credit for trying. If only the player control hadn't been horrible. Street Smart would have earned a solid seven or maybe an eight! The graphics are excellent and the music is above average. This will be a good one for fighting fans, but watch out! It's totally easy to win.

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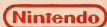


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Genesis - Sega Sonic the Hedgehog

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



You're a hedgehog with a mission, a super hero capable of performing incredible feats! Become the one and only Sonic the Hedgehog, Sega's latest character creation who's out to deliver some of the brightest, boldest, and most exciting action you'll ever see on the Genesis! Explore six levels of play, each with three huge stages filled to the brim with action, animation and total challenge!

Definitely, without a doubt, positively the most incredible action game ever created for the Genesis! Incredible speed, plenty of technique and more than enough challenge await our super sonic hero as he collects rings and discovers hidden rooms. Excellent, excellent, excellent!

Sonic is the best game ever to come to the Genesis! It is challenging but never to the point of frustration. Sonic's speed is second to none and the best part is when he turns into a pinball. Lots of secret rooms to keep you searching while progressing through the game. Spectacular!

The Genesis has been hit by a sonic boom. He faster than anything you've ever seen - if you thought the Enterprise was quick, wait till you see Sonic at warp speed. This game is absolutely unbelievable! If you don't buy it it's because you don't have a Genesis...yet.

Super Sonic, Super Sonic... Sonic is Super all right! The Genesis shouldn't be able to put Nintendo's 16-banger to shame so early in the contest. Nothing compares to Sonic in every category: music, graphics, animation, theme, and control! To top it all off, Sonic even has an attitude!!

Genesis - Sega 688 Attack Sub

Type: Simul. Release: July
Levels: NA Difficulty: Easy



Up periscope! You are the brilliant commander of a heavily-armed, nuclear submarine. Highly detailed subscreens monitor speed, depth, bearing, course, and X-Y coordinates. Check with your radio to find out what mission beholds you today. Afterwards, scout your targets and plan a strategy for their destruction! One hit, though, and you're sunk! This is a very real combat simulation for would-be captains of all ages.

Not bad for a simulation, I guess. Graphics and sound are excellent, but the level of excitement isn't. Graphics aren't enough to recommend this one. This is a sleep-inducer if you aren't really into this sort of game. If you aren't, stay away from this one.

I guess if you like simulations then 688 is something worth buying. I, for one, was not terribly excited after playing 688 for a while. But then again, RPGs are more my speed. The graphics are better than average as is the sound but this is just another computer game on chips.

688 is a good simulation of submarine warfare and the graphics and sounds are very well done. If you're into these types of games it's definitely worth getting. This is a simulation. This is a simulation on Genesis. ANY QUESTIONS?

Blah, blah, blah...Huh?!? Caught me sluffing off. The problem with 688 is the lack of EXCITEMENT, a new word to some people! Graphically, 688 is superb and the digitized voices are well done, but unfortunately, these factors alone cannot save a game from the depth charge...

Gameboy - Ocean Navy Seals

Type: Action Release: July
Levels: NA Difficulty: Mod.



Americans are being held hostage behind enemy lines, and their only hope is you and the Navy Seals, a group of soldiers specially trained in terrorist activities and how to counter-teract them. You must lead your squadron through the flames and armadas of enemy troops to reach your destination. Just remember, throughout your mission, the hostages are waiting for their rescue. May justice and liberty prevail!

This game is about as much fun as the movie on which it's based, which doesn't say a whole lot. The action is very basic, and while not exactly bad, it just doesn't do much to get you excited. The graphics are fine, but with little game play or technique, this ends up be a wasted effort.

Navy Seals is an average game. It takes the standard plot and does everything as an average game should. The graphics are good and the quest does get harder as you progress further into the game. But overall, it is just average.

Navy Seals is a game that tried to make it by using the title of a popular movie. The game lacks any real substance, the graphics are substandard and the game play is horrible. There are better action games out there for GB, as far as I'm concerned, throw Navy Seals a fish.

Why?? The movie wasn't all that exciting, so how could anyone expect a killer cart? Well, Ocean tried but dove in the deep end with a full stomach and ended up sinking to the bottom. Navy Seals is a new version of Rolling Thunder that fails to excite the imagination or anything else.

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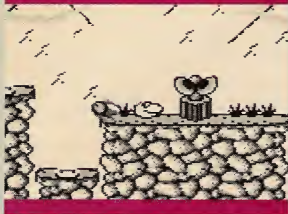
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Gameboy - Tradewest Sneaky Snakes

Type: Action Release: July
Levels: NA Difficulty: Ave,



Sonia Snake's in trouble! The nasty Nibbler has hobbled her and is keeping her captive in his Nibbly Nest! Only Atilla and Genghis, the Sneaky Snakes, can save her now! Slither your way through 16 serpentine levels and nibble enough Nibbles to ring the bell and open the door to the next nibbleacious landscape! Sneaky Snake also has a unique two player simultaneous mode for friends!

Sneaky Snake is a very different kind of scrolling action game. You control a multi-linked serpent on a quest to reach a variety of locations as intact as possible. The control is awkward, with a zero-grav effect that leaves you flying in the air. The graphics are fine, but no real game here.

Sneaky Snake is an interesting game and one which is good for the small screen. While fun for the first few rounds, there just wasn't enough variety to hold a persons interest. The tongue extenders help but not enough for the older player. It's meant more for the young.

Sneaky Snake is an original idea for a video game. Sort of like a GB version of Snake, Battle N Roll. The game is fun to play but gets too repetitious after a few rounds go by. A good game for GB that could of been great if more techniques and new ideas were involved.

Average, average, average... Nobody wants to make fun games anymore! A fun game should be pleasing to the eyes, ears, hands, and brain. Sneaky Snakes might be visually stimulating, it lacks the rest of the positive traits that truly rates an exceptional game.

Lynx - Atari Warbirds

Type: Flight Release: Now
Levels: NA Difficulty: Ave.



It's World War I and you are the newest pilot in the Air Force. Your eyes bug out as you are led to your airplane, an awesome biplane straight from the factory assembly-line! Suddenly, you hear the crackle of enemy fire and the hiss of a dying plane engine. The time has come to put your training to the test, to find out what you're really made of. It's time to see if you can join the Warbirds!!

Warbirds is surprisingly good. It gives a good example of what the Lynx is capable of game-wise. This is a refreshing change of pace. Sure, it's an airplane flying game, but it's biplanes, and that makes all the difference. Nice job all around.

Warbirds has a lot of great features built into the game. And it does them all very well which is a tribute to the hardware. The only problem is that these great games are too few and too far between. Definitely a winner and one that should be purchased.

Warbirds is a neat game for the Lynx, mainly because it shows off what the hardware can do. There are lots of effects that can't be done on any other portable, but the game is boring after the gimmick wears off. Fans of Blue Lightning will like it, but I still like BL better.

Hey, guys, it's a fun game! How about that!! The polygon graphics are cool, and the control is pretty stable. The options are tremendous, and the feeling of rushing toward your doom while in a ninety degree dive is realistic and can cause minor heart attacks in older folk (Just kidding!).

Lynx - Atari Ninja Gaiden

Type: Action Release: July
Levels: 5 Difficulty: Ave.



Ninja Gaiden on the Atari Lynx is a direct translation from the original coinop arcade classic. All of the original moves are retained, as well as the enemies, round bosses, cinema displays, and powerups!! Learn to master the various techniques like the off the wall jump and the over the shoulder flip throw. Follow Hiryu through all 5 levels as he attempts to rid New York of an evil crime syndicate.

An excellent conversion of an excellent game. Ninja Gaiden hits the mark on all counts. There are lots of good moves and the scrolling is very smooth. Like Warbirds, this shows what the Lynx is capable of, even with its small screen. One of the best Lynx games produced.

Ninja Gaiden on the Lynx is probably the best version this side of the original arcade game. It also has the smoothest scrolling and best animation of all the Lynx titles. Very intense action for the small screen and not a cakewalk as some of the other games were.

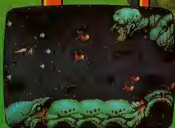
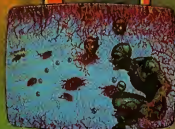
Ninja Gaiden is very impressive. The animation, graphics, and game play are all there. It is the best translation of the arcade game. Lots of moves and a ton of enemies to use them on. The sound could use a little work. Ninja Gaiden is definitely one of the best game for the Lynx.

Nice job, dudes! The Ninja Gaiden coinop never looked better! Maybe a little. Anyway, this is still a marvelous job done bringing home one of the most popular action games of all time. How they got it all into a little Atari Lynx card is beyond me! Keep 'em comin.'

WINGS OF WOR™

Never before has there been a game so eerie as Wings of Wor!

You are "Wor", a winged soldier summoned to destroy the evil creatures of Iccus. You must soar through six Iccus domains including the Death Cavern, Ghost Waters, Castle of Fear, Hallway of Havoc, Mutant Bloodstream, and finally high above the clouds. You will come face to face with giant boss enemies that are so gruesome you can't bear to look at them. But be strong, and continue on, your people are counting on you.



WARNING: Avoid eating before playing this game

ELECTRONIC GAMING MONTH

THE GAMES OF JULY 1991...

FOR SPECIFIC PRODUCT INFORMATION CONTACT THE COMPANIES LISTED BELOW:

NINTENDO

Battletoads

Tradewest - Action

Bill & Ted's Excellent Adventure

LJN - Action

Castellan

Trifix - Action

Family Feud

Gametek - Family Fun

Harlem Globetrotters

Gametek - Sports

Jeopardy

Gametek - Family Fun

Lone Ranger

Konami - Action

Mutant Virus

American Softworks - Action

Rainbow Island

Taito - Action

Vice - Project Doom

American Sammy - Action

Wheel of Fortune 2

Gametek - Family fun

GENESIS

688 Attack Sub

Sega - Simulation

Arcus Odyssey

Renovation - Action/Adv

Dino Land

Renovation - Pinball

Fantasia

Sega - Action

Onslaught

Accolade - Action

Phantasy Star 3

Sega - RPG

Street Smart

Treco - Action

Twin Cobra

Sega - Action

Turrican

Accolade - Action

Ultimate Qix

Taito - Puzzle

EXTRA! EXTRA!

Vic Tokai Salutes The Heroes of Operation Desert Storm

Vic Tokai Inc. would like to salute all the men and women who were part of Operation Desert Storm. We received many letters from soldiers telling us how much they enjoyed Nintendo, especially Game Boy. Most servicemen found the Light Boy to be a "lifesaver" for all those endless nights in the middle of the desert.

Vic Tokai wants to say a big thank you to everyone who fought in the Persian Gulf. Your bravery touched the hearts of Americans everywhere. Welcome Home!

Licensed for play on



Nintendo and Game Boy are trademarks of Nintendo of America Inc. Light Boy is a trademark of Nintendo of America Inc. licensed exclusively to Vic Tokai Inc. 22904 Lockness Ave. Torrance, CA 90501 (213) 326-8880

The information listed above was supplied by each of the

V & VIC TOKAI INC. PRESENT...

APPEARING IN LOCAL STORES NOW!

TURBOGRAFX

TaleSpin

NEC - Action

TV Sports Basketball

NEC - Sports

MASTER SYSTEM

GAMEBOY

Battle Unit Zeoth

Jaleco - Action

Fastest Lap

NTVIC - Simulation

Fortified Zone

Jaleco - Action

Info Genius

Gametek - Educational

Navy Seals

Ocean - Action

The Punisher

Acclaim - Action

Spud's Adventure

Atlus - Adventure

LYNX

GAME GEAR

NEO-GEO

READ ALL ABOUT IT!

COMING SOON!

AEROSTAR

World War VI left the Earth desolate and uninhabitable. Many years later, the Intergalactic Council discovered the Earth could once again be populated, and people returned to rebuild their lives.

Unknown to them, mutant forces had gone undetected, and are now wreaking havoc on the defenseless humans. Fearing the total extermination of the Earth, the Intergalactic Council has deployed AEROSTAR™, the most powerful fighter ever built. This state-of-the-art vehicle of destruction is Earth's only hope for salvation, but is useless without the right pilot....



GAMING GOSSIP

...Sega Genesis Price Drop...Sonic the Hedgehog Moving In...Super Mario to be Packed in the Super NES...
...TMNT 3 Coming Soon For NES, Super NES and Arcades...Bonk Update...\$1,000,000 Contest on NES...

...Howdy game fans, it's me, the big stick, Quartermann, the only video game guru that doesn't spell his name backwards! I've worked long and hard this week, kiddies, and the gossip you'll get is first rate so let the games begin...Just as the Q-Mann prophesized, Sega is deep sixing the price of their 16-Bit Genesis as the first counter-measure against Nintendo's introduction of the Super NES. You didn't have to be Quartermann to realize Sega would make this kind of move, but the 16-Bit leader is also rumored to be launching a second volley of nukes at the big 'N' by packing their latest and greatest super-hero, Sonic the Hedgehog, into the box! The price change will take effect on June 1 and could possibly include a special coupon for Sonic, with a totally redesigned box for the fall! Quartermann approves, but this move won't win the war, you need something more Sega...Like CD-ROM! Sega will definitely have the upper-hand against their rival on this court as well, with a disc player that will fit into the right price range. Be sure to look to EGM next month for the first pix of this most triumphant new machine...

...In the Nintendo camp, the decision has been made to place Mario in charge of leading their 16-Bitter's move into the market. Super Mario World, the awesome 16-Bit Super Mario adventure that the head ed terminated on the last page of EGM's June issue, will come in each and every box! The head honchos are playing every card to prove that the Super NES is what Genesis't...Did you ever wonder why irony is so ironic?...The Turtles are headed towards the NES once again! Although the Q-Meister has only gotten a brief glimpse of the shape of turtles to come, I can say that the game has the awesome scrolling adventure of part two melded with the character-swapping of the original...You want 16-Bit turtles? Don't look towards the Genesis just yet, because Konami is cooking up plans to serve the Heroes on a Half Shell on the Super NES! The game won't be based on the existing 8-Bit turtle games or the coin-op either. The 16-Bitter will borrow from the upcoming arcade sequel to Teenage Mutant Ninja Turtles! Cowabunga...Look inside this issue for the exclusive on Ninja Gai Den-Part Three! Q-Mann rates the game a blast, with Ryu taking on a mob of mechanical mobsters in a cart subtitled "The Ancient Ship of Doom"...

...New action over at NEC includes the company's recently announced price chop and move towards digitally-compressed video images on CD. A special peripheral, to interface with the existing Turbo CD-ROM, will deliver some tasty full-screen, full-motion video images very soon. A prototype of the unit is rumored to be making an appearance at the Summer CES! Stay tuned, Quartermaniacs, Mr. Q will bring you the straight scoop on this sizzle next issue...In other Turbo news, the company is hard at work at following up Bonk's Revenge and the Bonk 3 graphic adventure that EGM previewed last issue. Look forward to Bonk 4, another scrolling adventure game, as well as Bonk 5, a prehistoric shooter with lots of firepower and dino targets...

...Don't look for Atari to be introducing any revolutionary product in the months to come! Although the original game company has a full plate of projects that range from a new version of the Lynx to a 16-Bit console that's armed with rotation and scaling, the head honchos are electing not to display at the CES. Could this development mean Atari is scaling back? With a wide variety of games under development for the Lynx, your's truly expects to see some great things to come from the leading name in color portables...Another hit video game personality that's taking his third turn on the Nintendo is none other than the mighty Kuros from Acclaim's hyper radical Wizards and Warriors series! Game play is rumored to be expanded even more with our powerful hero on a new quest to stop evil! Can't wait...Look forward to a special \$1,000,000 contest coming to the Nintendo system from the maker of Miracles, American Softworks. Their special contest, which will be developed for their upcoming Treasure Master title, a cart with some super secret passcodes that will be unveiled on television this coming March! You can bet the Quartermann will be entering and, ha, ha, ha, walking away with the loot!...Be a killing machine in LJN's upcoming Terminator 2 - Judgement Day game! I've received a sneak peek of the new super hot game and it looks like it may be a winner...That's it for now, remember to remain true to Mr. Q...

- QUARTERMANN

THANK YOU!!



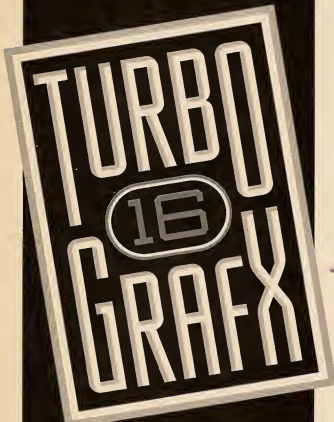
ELECTRONIC GAMING & SETA MONTHLY

*Welcome home our troops
and extend a proud salute
to the men and women
of our armed forces.*

*Your loyalty to duty
and unselfish bravery
have triumphed to make
the entire world a
better place...*



here's what the CRITICS are saying about



TurboGrafx-16 GAMES



Aeroblasters™

"...one of the best shooters... It's all here—great detailed graphics, huge difficult bosses and great game play with a learning curve that eases to the hard side which is a welcome addition to a home game. The weapon power-ups are awesome!...Very challenging and very impressive..."

—Electronic Gaming Monthly

Alien Crush™

1989 Best Simulation Game

—Video Games & Computer Entertainment

"...Alien Crush features finely detailed creatures reminiscent of the film *Alien*, lots of bonus situations and some of the finest music ever heard in a video game...It's downright eerie..."

—Video Games & Computer Entertainment

Battle Royale™

"This wrestler has lots of detailed characters and plenty of rip-roaring action 'meets' movie music as well as good 'free for all'—Great music, antics and even the managers fight for the rights to each fighter. It has it all..."

—Electronic Gaming Monthly

"A rock 'em, sock 'em free-for-all...the graphics are nicely detailed and sharp-looking...add it to your collection. This is a great party game..."

—GamePro

Blazing Lasers™

"The ultimate space shooter! Nice levels of puffing aliens, advanced weaponry, and enormous bosses! A total blast from start to finish!"

—Electronic Gaming Monthly

"One of the fastest-paced games for the TurboGrafx-16, Blazing Lasers will keep you going for hours..."

—Video Games & Computer Entertainment

Bloody Wolf™

1990 Best Arcade Action Game Award

—Game Player's Magazine

"Bloody Wolf is a cool Commando-style shooter that combines a frantic shoot-'em-up pace with dual goals... One of the best Turbo games played, combining *Contra* with 16-bit graphics, but contains a much more expansive environment to explore...Tons of power-ups and challenging bosses help make Bloody Wolf a delight to behold!"

—Electronic Gaming Monthly

Bomberman™

"...if you like crowds, this is one of the most fun multi-player games around. For beginning gamers or anyone looking for an addicting, relatively simple to play puzzle game, Bomberman is a blast..."

—GamePro

Bank's Adventure™

1990 TurboGrafx Game of the Year Award

—Game Player's Magazine

1990 Most Exciting New Theme Award

—Electronic Gaming Monthly Magazine

1990 Special Achievement Award

—OMNI Magazine

1990 Best Action Video Game Award

—Video Games & Computer Entertainment Magazine

"NEC scored a hit with this card, and rightfully so. Bank's Adventure has... technique as well as good looks...unique...an all new type of video game adventure!"

—Electronic Gaming Monthly Magazine

"Bank's Adventure has all the ingredients to become not only a successful game, but also the first installment of a successful series of games. The main character is cute, the head-buttin' is superb, and the costumes and situations are inventive. The fact that you can reverse direction and go backward in this game is another strong point. The graphics are sharp and, well, charming..."

—Game Player's

Bravoman™

"A unique approach to an action game. Super graphics..."

—Electronic Gaming Monthly

China Warrior™

"Not just another chop-'em-up game, this one shows the characters in amazing detail. Fight your way to the end, attacking enemies and other moving objects..."

—Video Games & Computer Entertainment

"Fing-ki-ty-'em up that uses extremely large characters. The detail is extraordinary—you can even see your hair bleed from its mouth as he gets beat up!"

—Electronic Gaming Monthly

Chew-Man-Fu™

"...the whole look of this vest (550 screens) game is decidedly off-the-wall, with screen after screen of bizarre, weird, and silly stuff rendered in colors of eye-popping brilliance. This game could be a real deepser..."

—Game Player's

Catermaze™

"Catermaze is a game that will appeal to the whole family, thanks to its good graphics, interesting animation and splendid sound effects..."

—Video Games & Computer Entertainment

Cybercore™

"...Cybercore is a fast action shoot-'em-up that's challenging enough to tax even veteran gun hands. Its combination of detailed graphics and interesting sound effects make it a game that you'll return to often..."

—Video Games & Computer Entertainment

Deep Blue™

"Patrol the ocean depths in your mechanized sub-fish, blasting all types of marine life. Capturing power capsules lets you modify your weapons list. The music is well done and

the graphics detailed and colorful. There are one or many underwater videos so this one is nearly in a class by itself!"

—Video Games & Computer Entertainment

Devil's Crush™

1990 Best Simulation Game Award

—Video Games & Computer Entertainment Magazine

1990 Excellence Award

—Game Player's Magazine

"Devil's Crush is a perfect example of why video pinball has such exciting potential...the movement of the ball and the action of the flippers are so realistic that it plays just like any arcade pinball machine...You'll definitely want to see Devil's Crush for yourself..."

—Game Player's

"A combination of realistic pinball action and bizarre insectoid graphics made Alien Crush the best word in video pinball...and finally, that sequel's been hatched: Devil's Crush for the TG-16...Devil's Crush is a must-have for those who enjoyed Alien Crush...It's headed with more clever animation, impressive graphics and fast frenetic action than the original..."

—Video Games & Computer Entertainment

Double Dungeons™

"...the 2-D maze effect is done very well...A good 2-player game...A split-screen window also allows two people to explore independently..."

—Electronic Gaming Monthly

Dragon Spirit™

"Become a winged serpent and destroy the evil that has invaded your land! Hard-riding action with power-ups, bosses, and more!"

—Electronic Gaming Monthly

"Instead of fighting a dragon, you are one in this game...Try zigging the sky, shooting down enemies and bombing various types of masters, while you pick up crystals for extra power. Your dragon can grow up to three heads and acquire all kinds of weapons, even shooting flames!"

—Video Games & Computer Entertainment

Dragon's Curse™

"Dragon's Curse is a good-looking, action-packed game that's perfect for hard-core TurboGrafx-16 swarmanes. Heavy-duty hacker and hewer! It's the order of the day...Dragon's Curse won't drag on..."

—GamePro

Dungeon Explorer™

"Dungeon Explorer is the perfect hybrid of action and adventure... outstanding graphics help complement this card that guarantees a long quiet and plenty of thrills!"

—Electronic Gaming Monthly

"...up to five people can play, helping one another out by helping on the various enemies that cross their path. One, for instance, can play the part of a wizard casting magic to save your little band of souls. If your magic fails, you can always resort to good, old-fashioned shooting!"

—Video Games & Computer Entertainment

Fighting Street™

"Originally called Street Fighter in the arcades, this CD-ROM game features real voice and orchestrated music that's just like the quarter-muncher!"

—Electronic Gaming Monthly

"This CD-ROM game pits you against four large opponents. Dule it out using kicks, jabs and outright punches. The detailed, colorful graphics are supplemented by real music and voices from the CD player..."

—Video Games & Computer Entertainment

Final Lap Twin™

"...so whether you went straight up on a trike racer, or an unusual four-wheeled adventure let Final Lap Twin take you for a ride..."

—GamePro

"Select your track and head out in your open-cockpit formula race car...Steer, shift and brake your way across the track line...The screen is divided into two halves that allow player against computer or two-player mode..."

—Video Games & Computer Entertainment

Final Zone II™

"Final Zone II is another great CD game for the TurboGrafx. The graphics are great, the voices are excellent...The game play is fast and there is a lot of action..."

—Electronic Gaming Monthly

"...a CD-based shooter, give you five characters, seven levels of action, an elaborate story, map screens, and high-fidelity sound effects that take full advantage of the CD's awesome audio capabilities..."

—Game Player's

Galaga '90

"Originally...in the arcades, this superb space conflict loses nothing in the translation..."

—Electronic Gaming Monthly

"Galaga '90 is an excellent shoot 'em up..."

—Video Games & Computer Entertainment

J.B. Harold: Murder Club™

"Combining digitized video, CD quality stereo music plus true human voice...you have to go out and pound the pavement, search for clues, interrogate suspects and gather enough evidence to make an arrest..."

—Electronic Gaming Monthly

J.J. & Jeff™

"...the overall game play and hidden goodies are what make this game a winner..."

—Video Games & Computer Entertainment

"J.J. & Jeff has a lot going for it...it's challenging without being ridiculously difficult. And it's definitely addictive..."

—Game Player's

King of Casino

"...I had to admit that NEC's King of Casino is the most complete gambling simulation I've seen. From cracking into a tony hotel to floating reels in a casino, it's all there."

—Video Games & Computer Entertainment

Last Alert!

"...features chemo-type intermissions and real videos. Last Alert! is a very good CD game with cool animation. The potential for CD technology scores another one who's good shooter."

—Electronic Gaming Monthly

Legendary Axe

1989 Video Game of the Year —Video Games & Computer Entertainment Magazine

"Legendary Axe has a little of everything; loads of awe-inspiring action, layer upon layer of high-quality music and smooth, colorful animation. The combination of these elements brought this action adventure to the top of the video games heap like rising steam."

—Video Games & Computer Entertainment

Legendary Axe II

"Legendary Axe II is quick, action-packed, and enjoyable."

—Game Player's

Military Madness

1990 Best Military Strategy Game Award —Video Games & Computer Entertainment Magazine

1990 Best War Game Award —Game Player's Magazine

"Military Madness is an excellent introductory war game. It's extremely playable and always busy, and it does its job better than several computer war games currently available. If you're looking for a different kind of gaming experience on your TurboGrafx... one that takes good advantage of the system's capabilities..."

—Game Player's

Monster Lair

1990 Best Shooter Game —OMNI Magazine

"Monster Lair is a fast and colorful game that's even more fun when played by two people... And because the game is on CD, the stereo soundtrack is superb. Monster Lair was enough steam to last through many playings."

Moto Racer

"Up to five human players can race for the finish line in this high-speed challenge. The options are many with several different race tracks, six different futuristic vehicles and several different music scores."

—Video Games & Computer Entertainment

Neotopia

"If the TurboGrafx-16 is your first game machine, don't miss Neotopia."

—Video Games & Computer Entertainment

"...Neotopia will offer hours of excitement."

—Game Player's

Ninja Spirit

1990 Best Game of the Year (TurboGrafx-16 Award) —Electronic Gaming Monthly Magazine

1990 Excellence Award —Game Player's Magazine

"...the level of intensity is unmatched, with multiple weapons, options and shadows all coming into play. The bosses are great and fill the screen and truly give a moment to what this system can do... Ninja Spirit stands out...and earns our Turbo Game of the Year award."

—Electronic Gaming Monthly, 1991 Video Game Buyer's Guide

"Target 'Buckak', this is true martial arts action. Awesome weapons and power-ups and intense ninjic action. Excellent graphics and authentic Japanese BGM. Great gameplay and cool bosses. Best Turbo card yet!"

—Electronic Gaming Monthly, 1991 Video Game Buyer's Guide

"Ninja Spirit is so good that it might even appeal to gamers who don't think they like ninjigo games. Its fast and varied, and the challenges get more difficult as the game goes on. Ninja Spirit is probably the best martial arts action game so far on the TurboGrafx-16... and one of the best on any video game system."

—Game Player's

Power Ball

"...this best one (golf) game is Power Golf on the TurboGrafx-16 system. Power Golf has outstanding graphics... on some luffed shots you can see the dimples on lighting of some holes. Most of the action is played from an overhead perspective, when you're ready to hit, a small screen inset opens up showing your stance and the power ball. The game is quick-paced and fairly radical. One nice feature is after you've hit a shot, the overhead view tracks the flight of the ball... Power Golf should keep you glued to your seat."

—Sports Illustrated

Psychosis

1990 Best Sci. Fi. Game (Honorable Mention) —Video Games & Computer Entertainment

"From a purely visual standpoint this cart is worth its weight in gold. The graphics are gorgeous..."

—GamePro

R-Type

"The legend has never looked better than on the Turbo! All eight levels of monstrous play grace this four-meg masterpiece!"

—Electronic Gaming Monthly

"One of the best arcade-to-home translations we have ever seen comes in the form of R-Type..."

—Video Games & Computer Entertainment

Sherlock Holmes Consulting Detective

"...for the first time in a video game history, thanks to the huge memory of a CD, we will be able to play a video game that will contain real video footage. Three in perfect sequence with synchronized lip movement and it will be difficult to believe that this is a video game!"

—Electronic Gaming Monthly

Space Harrier

"...stay tuned to NEC's channel for arcade quality Space Harrier action, and you can solve this cliff hanger for yourself."

—GamePro

Spatterhouse

1990 Best Cain-up Game Award —Video Games & Computer Entertainment Magazine

"Spatterhouse...is another fantastic example of how good Turbo games can be. The game is challenging and graphically outstanding. I love it."

—Electronic Gaming Monthly

"Talk about tension and suspense, well... Spatterhouse has plenty to go around. Excellent graphics and challenging game play make this seven-level nightmare come true... Very entertaining..."

—GamePro

Super Star Soldier

"Massive amounts of firepower... lots of power-ups, huge bosses and great graphics..."

—Electronic Gaming Monthly

"...features eight vertically-scrolling stages of gorgeous graphics, non-stop interstellar space fighting, four different weapons, two defense systems, and numerous power-up possibilities..."

—GamePro

All times there is so much action on the screen you can get lost in... the rockets, bullets, effects and shrapnel striking across the screen. If you're looking for a hot action shooter... it will keep you sweating."

—Video Games & Computer Entertainment

Super Volleyball

"...Incredible, gorgeous graphics... The best sports game I've played for the TG. 'Buff said.'"

—Digital Games Review Digest

"Sports fans can enjoy solo play or two-person competition in Super Volleyball. The big-screen views, crisp detail, and scorching depth of this game's graphics almost convinced us that we were watching a live on-court..."

—Game Player's

"NEC's Super Volleyball brings the popular sport to the TurboGrafx-16 with all of the options, a comfortable user interface, and most of all, loads of athletic action on screen. In all, it's a superbly fun & good, challenging simulation. If you're a fan of volleyball or just want to keep trying to take your play across the world's volleyball haves, Super Volleyball may be right in your league..."

—Video Games & Computer Entertainment

Takin' it to the Hoop

1990 Best Sports Game Award —Game Player's Magazine

"...well-balanced and entertaining sports game..."

—Game Player's

"Hardcore gym rats know there's no substitute for an honest-to-goodness game of hoops. Takin' it to the Hoop has all the thrills, none of the spills, and most of the top notch video round ball. Call me later and give it a try..."

—GamePro

Tiger Road

"A multitude of vertical and horizontal scrolling adventures...clear graphics and sound...bonus rooms and secret areas...beef up both strategy and options."

—Electronic Gaming Monthly

Timeball

1990 Best Strategy Game Award —Video Games & Computer Entertainment Magazine

"...if you like puzzle games, Timeball has it all. It's highly recommended."

—Game Player's

TV Sports Football

1990 Parents' Choice Seal of Approval —Parents' Choice Council

1990 Best Sports Video Game Award —Video Games & Computer Entertainment Magazine

1990 Excellence Award —Game Player's Magazine

"TV Sports Football has been built around a unique Turbo feature - a player simultaneous action. It's said it's a bit of an aim with everybody getting into the action...think of it as a party football game..."

—Electronic Gaming Monthly

"TV Sports Football is simply one of the finest football simulations available for any game system. It skillfully combines realistic sound effects, crisp graphics, and awesome action..."

—Game Player's

Veques Tactical Gladiator

"Veques is a fighting vehicle like none you've seen before...it can glide swiftly, pivot, leap and fly through air...it's a category unto itself...there's plenty of good old-fashioned shoot-up, but the key...is how well you strategize."

—GamePro

"The game plays much like Veques's solid fun game...that will keep you bouncing on your robot toes..."

—Video Games & Computer Entertainment

Victory Run

"Probably some one of the best driving games is done for any system. Victory Run has true 3-D effects, including hills and curves, and enough variety in the courses to keep you occupied for some time. The car handles like a race car should and the power drifts are better than any racing game do this... Very addictive!"

—Electronic Gaming Monthly

"The high-speed game is a version of the Paris-to-Baker road race. You start out by docking up on Paris like brackets, suspension and gears, and zip through the countryside outside of Paris. Colorful scenery will take you from mid-day to night and back to morning. Controls fit you accurately, brake and shift gears while displays give you constant updates on your speed and engine RPM."

—Video Games & Computer Entertainment

World Class Baseball

"This game allows two players to compete against one another, or against the computer. You get the best seats in the stadium, behind the catcher, or an overhead view. Digitized video is used to the max, along with realistic camera angles and slow movement."

—Video Games & Computer Entertainment

"...World Class Baseball is very close to perfect."

—Game Player's

World Court Tennis

"A visually stunning tennis game that plays well and offers head-to-head competition!"

—Electronic Gaming Monthly

"World Court Tennis combines the action of top notch Singles and Doubles tennis with the slimmity of an unusual tennis adventure. It's game, set and match for NEC!"

—GamePro

Ys - Book I & II

1990 Best Role Playing Video Game Award —Electronic Gaming Monthly Magazine

1990 Best Background Music and Sound in a Video Game Award —Electronic Gaming Monthly Magazine

1990 Best Role Playing Game Award —OMNI Magazine

1990 Best Adventure Game Award —Video Games & Computer Entertainment Magazine

1990 Best Sound Award —Video Games & Computer Entertainment Magazine

1990 Best Fantasy Role-Playing Game Award —Game Player's Magazine

"This graphic adventure is one of the most detailed, involved games I have ever played... It has the best musical soundtrack I have ever heard! The dozens of scores are on the CD. It will give you 15 to 20 hrs of sound/music rating. The next best game I ever play with good music will probably get a 1. The story to the game itself is so good. I find myself wanting it over and over again. This is the best reason to buy the TurboGrafx-16 CD player if you don't have one. One can even claim that CD-ROM games are just a gimmick over again!"

—Leo Pappas, Video Game and Computer Entertainment

"Over 42 minutes of true stereoscopic, high fidelity background music...two full length quests containing 1700 different screens...in addition to over 20 minutes of cinema type intermissions..."

—Electronic Gaming Monthly

"If you're a role play adventure whiz you're waiting for a reason to invest in a TurboGrafx-16 CD ROM unit, here it is...It's the best of it all...great graphics, engaging RPG game play and a brain draining quest..."

—GamePro



TurboExpress

1990 Best New System of the Year Award —Electronic Gaming Monthly Magazine

1990 Best Game System of the Year —Chicago Tribune

1990 Best Top 100 Products of the Year Award —Popular Science Magazine

"NEC's TurboExpress, which is much more sophisticated than anything else on the market and features more entertaining games than any other portable..."

—Los Angeles Times

"...a hand-held game machine that boasts high-quality graphics and sound output. Even better, it uses the same cartridge as the NEC TurboGrafx-16. An optional interface turns the unit into a TV that fits in the prime of your home. Unfortunately, the system has proved to be so popular that you might have to be patient to get your hands on one; stores all over their stocks waning..."

—Chicago Tribune

"This powerful pocket system is the most remarkable hand-held 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...the second, and most important, feature is the Express' ability to play all existing TurboGrafx-16 games software. This instantly gives the Express the largest library on the portable scene. The price is steep, but for the upgrade gamer who wants the best, the TurboExpress is the ticket to ride. BEST NEW SYSTEM FOR THE YEAR..."

—Electronic Gaming Monthly, 1991 Video Game Buyer's Guide

TurboGrafx-16 System

"Monopoly calls play Kevin McHale, who has also been honored to have spent a pair of bumping bumpers on the movie theme alone. ...Monopoly says its primary goal in life is to get his own TurboGrafx-16 video game system..."

—New York Times News Wire Service

"...The TurboGrafx-16 has the most impressive graphics, color and sound of all the new systems..."

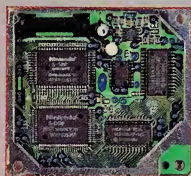
—San Francisco Examiner

SUPER NINTENDO TO MAKE IT'S U.S. DEBUT AT THE SUMMER CES!

Nintendo of America Ltd. has announced that it will formally introduce it's long awaited Super Nintendo Entertainment System (S-NES) on June 1, 1991 at the Summer Consumer Electronics Show.

Though the U.S. specifications have not been announced at press time, EGM has learned some of the details from its sources inside Nintendo.

The S-NES will remain virtually identical to it's Japanese cousin the Super Famicom. The brains of the S-NES will still be the custom 65C816 16 bit chip. Likewise with all



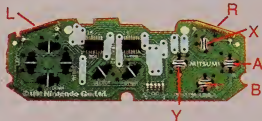
The great audio capabilities of the Super Fami have been retained in the S-NES!

of the other main components especially the phenomenal Sony sound board. The compatibility was maintained so that all of the software which has already been created for the SF in Japan would not have to undergo major programming for the S-NES. This does not mean though, that the Japanese software will directly plug into the S-NES. Expect Nintendo to take the same precau-



The Super Nintendo will be in the stores this Fall!

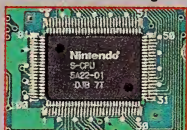
tionary measures as it did when it brought over the NES. It is highly likely that Nintendo will change the pin spacing on the S-NES carts. In addition you can bet that Nintendo is going to put in a whole new 'security chip' that will be 'uncrack-



The S-NES controller will retain the 6 fire buttons.

able'.

In a similar fashion Nintendo will also retain the same 6 button controller. Cosmetic changes will be



The 'brains' of the S-NES is Nintendo's custom 65C816 chip!

made to the controller shell but the SF horizontally oriented controller plugs have been retained. This being the case the Japanese add-on sticks, like the spectacular Halcken JB King, should be directly compatible. At worst, a simple wire switching will be necessary.

The first pieces of software from Nintendo will include Super Mario World (Mario 4), Pilotwings, F-Zero and a new Golf



\$50 to \$60 will buy you a small circuit board and a couple of chips.

game. While Sim City is out in Japan, Nintendo will probably hold off on releasing the S-NES version and concentrate on the NES cart. Zelda 3 is done and coming soon.



The long rumored Zelda 3 is coming to the S-NES!

ROBOCOP



ocean R

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CIRCLE #192 ON READER SERVICE CARD.

NEC LOWERS TURBOGRAFX SYSTEM AND CD-ROM PRICES!... THIRD PARTY SUPER FAMICOM PERIPHERALS HIT MARKET...

In a bold move in the hot 16 bit wars, NEC Technologies announced that effective May 20, 1991, the price of the base TurboGrafx 16 package will be reduced from \$149 to \$99.99.

This base system includes the game system console, one TurboPad controller and the Keith Courage game cartridge.



Look for this sticker on special marked packages.

Also, at the same time, NEC announced that a second tier system package, containing the most popular TurboGrafx accessories will be introduced. Dubbed the Bonk SuperSet, this new package will be priced at \$149.99. By purchasing the SuperSet the player can save \$90 over the price of all of the components, if purchased individually.

Included in this Bonk SuperSet will be the base game system console, two TurboPad controllers, the 5 controller TurboTap, and the mega-hit Bonk cartridge. The packaging of the SuperSet will be redesigned and it will prominently display Bonk on the box. The Bonk SuperSet is tentatively



The Bonk SuperSet includes the most popular Turbo accessories!

Electronic Gaming Monthly

scheduled for release this fall.

NEC also announced that effective May 20th, the price of its revolutionary CD-ROM player will be reduced from



NEC's CD-ROM drive reduced to \$299!
\$399 to \$299.99.

Later this fall NEC will include a CD+G music sampler disc with the CD-ROM unit. CD+G, standing for Compact Disc plus Graphics, is the new CD format which allows the end user to not only listen to popular music but also, when hooked up to a TV, gives visual images, like still frames of the rock stars, on the



CD+G discs provide graphics, lyrics and text in addition to CD music.

screen. Not limited to just that, lyrics, in multiple languages, and chords can also be displayed, allowing listeners to sing or play along with the music. Since standard music discs normally use only 95 percent of the storage space on the disc, inclusion of this graphic information does not cut back or affect the sound quality or amount of music. Warner New Media is one company who makes CD+G discs.

Halkin Industries Ltd. of Japan, has just announced that it will be bringing out a new line of Super Famicom controllers.

Two models are scheduled for release in July. The first one, called the JB King, will retail for about \$66. It is large, and similar in bulk to the Advantage. It measures 10 3/4" long 8 1/4" wide and 4 1/2" high. Of particular importance is the fact that each of the six fire buttons has its own turbo fire control. Also, each button has a rotary dial to independently adjust the firing rate. In addition, the four main fire buttons have been placed on a disc which can then be rotated to offer alternative positions depending on the game, and user preference. Slow motion is also built in!



One of the first SF replacement controllers - the JB King!

The second model is called the JB Turbo. It is basically designed for players who want to continue to use the standard controller, but would like to add autofire capability. On the Turbo there is a master dial which adjusts the auto fire rate to all of the buttons. This peripheral will sell for about \$20.

HAL America when contacted, stated that they have not yet decided whether they will market these peripherals in America for the Super NES.



The JB Turbo adds auto fire to the standard SF controller!

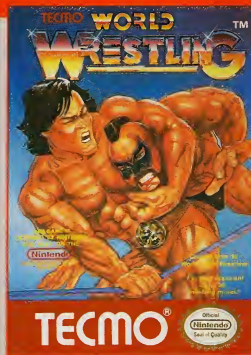
YOU'VE TRIED THE REST NOW PLAY THE BEST!



- 1 or 2 players
- Superior graphics
- Password for continued action
- Instant close-ups
- Over 20 different cinema displays
- 24 Different teams
- Choose from 18 different pitches



- Single player action
- Fantastic graphics & music
- 6 special weapons
- 5 "Power up" items
- 10 Cinema displays
- 20 Different stages
- Continue option



- 1 or 2 players
- Superior graphics
- Animated announcer
- Outside-the-ring action
- 34 different killer moves
- Power meters
- Training mode for 1 player



- Superior graphics
- 5 Levels of difficulty
- 10 Rooms in each level
- Password for continual action
- 13 Magic power-ups



- 1 or 2 players
- 5 rounds in each level
- Random road obstacles
- 3 levels of game play
- Special 2 player rounds
- 6 "Power-up" driving weapons

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TECMO®



INTERNATIONAL OUTLOOK

NEWS, Previews and Info From Around the Electronic Gaming World

Dozens of New SF and Mega Drive Softs Coming this Summer!

CSK/Mega Drive GALAXY FORCE

2

While CSK is a new Sega licensee, the game carries a familiar title. With graphics that look more like an arcade game, the 8 megabit GF2 could quickly become the ultimate shooter! Look for Sega to grab the U.S. rights to this hot title!

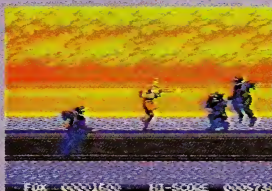
Extremely detailed graphics place this cart in a class by itself!



It's an outer space shooter unlike any other Sega cart!

Taito/Mega Drive THUNDER FOX

Based on an older Taito arcade game, Thunder Fox plays like the current Mega Drive game - Midnight Resistance. Very smooth scrolling action with multi layered backgrounds give this soft a good look. With a constant flow of enemy soldiers to fight, TF will give those who like shooting games a constant flow of nonstop action. Grab the different weapons along the way for even more explosive firepower as you set out to destroy the enemy's base.



Light Boy is Bound to Attract Attention!



The Vic Tokai Light Boy is the best thing that happened to my Game Boy. It's "lights out" and the action hasn't ended; it's just beginning. I can see the LCD screen a hundred times better, because Light Boy magnifies the screen 1 1/2 times. Light Boy even comes with batteries. What more could I ask for!?! It's no wonder Light Boy is bound to attract attention...



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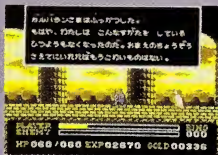
Hudson/PC Engine VALIS 4

Hudson has quietly been working on the fourth in the Valis series. Without a lot of fanfare they released a couple of 'teaser' screens of this new quest. New moves, weapons and larger enemy soldiers are the obvious improvements. Now, with more detailed graphics and multi level backgrounds, this edition should keep the interest building for this popular series. Coming to the stores later this summer!



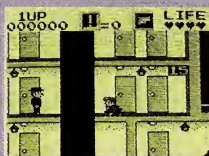
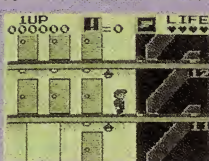
Tonkin House/FamiCom Y'S 3

The third quest in the Y's series of games has now gone to all formats. While the graphics have been cut back from the other versions, the excellent game play has not been compromised. The cinema displays remain intact but the voices have been replaced with text. Still it's a challenging quest for those not owning the other game systems.



Taito/GameBoy ELEVATOR ACTION

NES veterans will remember this title as one of the first generation of games. Taito has shrunk the soft down to GameBoy size and will be bringing it out later this year. Your mission is to find the secret papers hidden in one of the rooms and then make it down to the ground floor where your get-away car awaits you. The other spies are after the same papers and they will do anything to stop you. Shoot them before they plug you. Check all the doors, and hitch a ride in the elevators but watch out for the enemy gunfire. Shoot out the lights to darken the screen!



Tecno Soft/Mega Drive DEVIL'S CRUSH

The spectacular PC Engine/TurboGrafx pinball game is now coming for both the Mega Drive and the Super Famicom. Expect to see more 'action' and animations



with additional demons patrolling the playfield. More bonus rounds and extra bumpers will be new features.



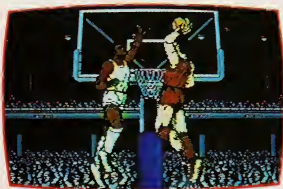
IT'S ULTIMATE BASKETBALL!™

Trash all those other basketball cartridges! **ULTIMATE BASKETBALL™** captures all the thrills and intensity of a real full-court basketball game. You are in command; leading the court, making the plays, and scoring the points.

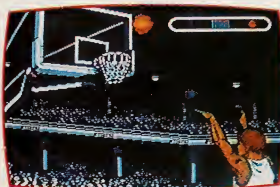
Want close ups? Go for the slam or a 3-pointer and let the full-screen animation blow you away!

When your men start to drag, you can substitute some fresh blood.

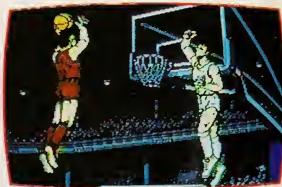
It's all jam packed into one NES cartridge, pro-basketball at your fingertips!



Zoom into the action



Be a part of the action—not just a spectator



See your shots-up close and personal



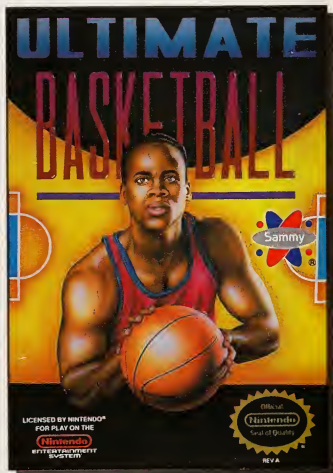
You control full court movement



Pick your starting line-up



Team up with a friend against the computer



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FINAL SOLDIER

Hudson Soft of Japan / P.C. Engine

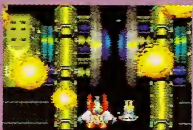
Final Soldier is the third game in the Star Soldier trilogy. It features more of the same great graphics and sounds as in the previous two carts. This time around the alien onslaught is nearly unstoppable. Luckily there is a screen where you may modify your weapon power-ups to your liking. This fire power can be increased to incredible proportions which helps to even the impossible odds. You have the choice of rapid fire missiles, a flamethrower type weapon, a bubble laser and a ring laser. Each weapon is useful in different situations and finding out where is vital to your survival. All of the levels contain great background graphics and the enemies are colorful and detailed especially the bosses. A great ending for an excellent series.

You can modify your weapons, and customize the power-ups you'll get in the game. There are 12 main weapons to choose from for 4 different power ups.



VERTICAL

LASER



FLARE

ENERGY



THE SUPER SMART BOMB



LEVEL ONE



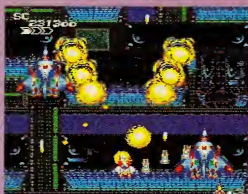
LEVEL TWO



LEVEL THREE



LEVEL FOUR



ROLAN'S CURSE



The land of Rolan has been cursed by the evil Emperor Barius, and now, hundred of dark creatures roam free in the countryside.

Enter the land of Rolan with a friend, solve the mysteries of the countryside mazes, and destroy the origin of the dreaded curse!

for
your

GAME BOY



Fight alone, or use the link and play with a friend!



You'll discover an arsenal of weapons to use!



Battle some of the strangest beasts this side of fantasy-land!



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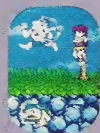
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CIRCLE #118 ON READER SERVICE CARD.



Deco/Super Famicom JOE AND MAC

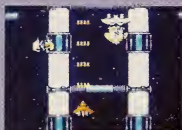
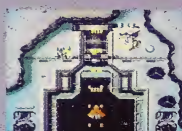
Many of the Super Famicom games are just reshapes of older Famicom games. Not so for Joe and Mac (Caveman Ninjas in the U.S.). This unique soft starts with a clean slate and ends up with a comical adventure involving cavemen as the main characters. It's a great 2 player game with humorous animations and really huge dinosaurs as enemies. Very colorful and easily one of the best SF games in quite a while.



Toei/Super Famicom RAIDEN DENSETSU

First brought out for the Mega Drive/Genesis, this great vertical scrolling arcade shooter is now coming to the Super Famicom. Offering a variety of different weapons and power enhancements, Raiden becomes yet another shooting game

for this new game system. While this is a good version of the game, it doesn't break any new ground.



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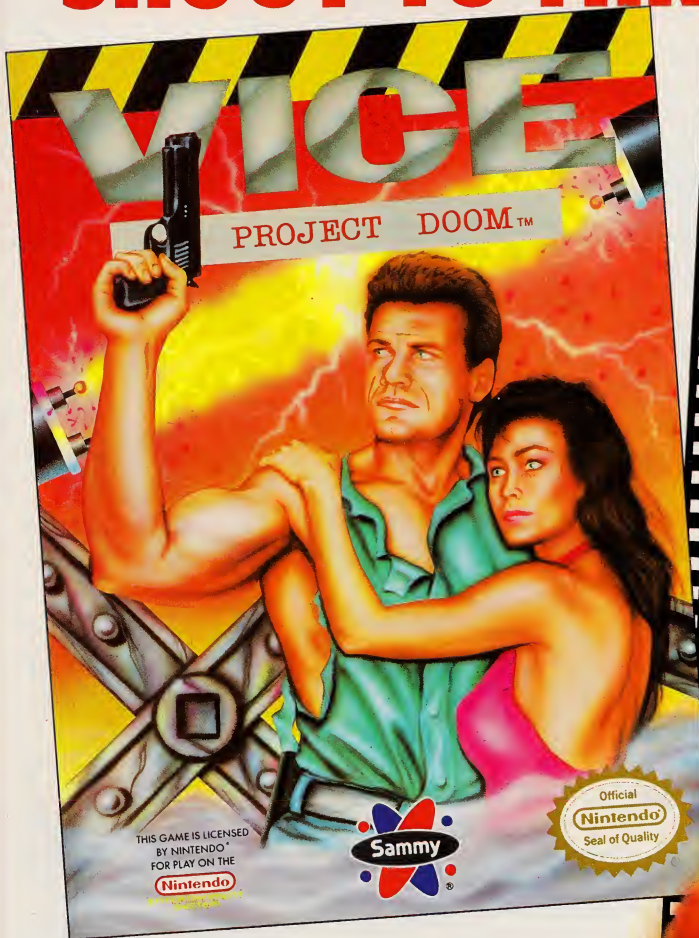
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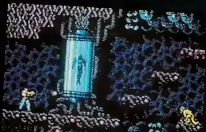
SHOOT TO THRILL!



THIS GAME IS LICENSED
BY NINTENDO™
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Take to the Highway in your Super-Charged Street Machine!



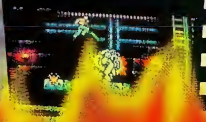
Blast, whip, and bomb your way in to action!



You and your .44 in a warehouse packed with stolen merchandise and deadly assassins.



A storyline to keep you plastered to the action.



Vice officer Quinn Hart is on an assignment unlike anything he's ever seen! Weird bodies are turning up dead, top secret weaponry is missing, and organized crime is at an all time high. But Hart's up against something more than the Mob, street gangs, or even hostile terrorists.

A new force has risen and Hart finds himself plunged into a conspiracy of terror!!



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This is no plastic trophy contest! You'll be up against the toughest, meanest, quickest fighters ever to chew on nails! Get street smart; slice-n-dice with the hands of the martial artist, or bash heads as a pro wrestler! Got a friend who thinks he's tough enough? He can fight too! Just remember, play stupid, and you'll have a hard time finding all your teeth with one eye!



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8 MEG

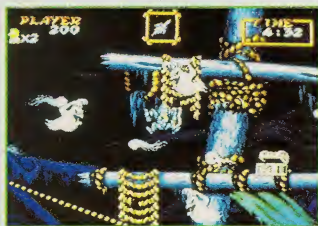
SUPER GHOULS AND GHOSTS

CAPCOM

NOVEMBER 1991

SUIT UP FOR AN ALL NEW GHOULS AND GHOSTS ADVENTURE!

Arthur's back and he's ready to do battle with a whole new crew of ghosts and goblins in an all new adventure for the Super Famicom. The story is pretty much the same: defeat the minions of evil and rescue your main babe from the head bad guy, whoever he is. The graphics in this game totally blow the Genesis version of it's predecessor to pieces. The audio is also some of the best ever conceived on the Super Fami. The best thing about this game is the incredible game play. Challenging in every way but a game that can be mastered. The phenomenal graphics, sterling sound and gorgeous game play will keep you coming back again and again. Definitely a candidate for Game of the Year!



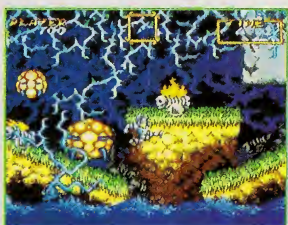
The best Ghouls and Ghosts adventure ever!



Just like in the original Ghouls and Ghosts the amount of detail in the background and foreground is phenomenal. This time the graphics are even more amazing though!



ALL the characters are fluidly animated and are extremely detailed. If you thought the end bosses were cool in the previous Ghouls and Ghosts, wait till you see the ones in this version.



Arthur must traverse over all new areas and get through a new variety of challenges. The rounds vary from forests and graveyards to haunted pirate ships and huge castles filled with frightening foes.

COMPARED TO
BATTLETOADS, TURTLES
SEEM LIKE POND SCUM.



DUDE, IF YOU'RE READY FOR A GAME THAT TOADALLY KICKS BUTT, GET BATTLETOADS. WITH 12 LEAPIN' LEVELS OF FIERCE FIGHTING AND RADICAL RACING, FOR ONE OR TWO PLAYERS.

 **TRADEWEST**



SUPER ADVENTURE ISLAND

4 MEG

HUDSON

1ST QUARTER 1992

THE ADVENTURE CONTINUES IN 16-BIT.

Master Higgins is back and is ready to brave an all new adventure. Hudson is porting over their successful Adventure Island series to the Super Famicom. The game will feature the same basic elements of the NES versions and almost identical game play. The obvious enhancements will be in the audio and visual departments. The graphics are extremely colorful and the animations are hilarious. The enemies each attack and die in a different way. The familiar power-ups like hammers and skateboards are there as well as a few new surprises. The backgrounds are drawn in pristine detail and feature parallax scrolling. The music is filled with sampled instruments and the drums really rock. This one's still a long way off but it looks like it'll be worth the wait for Adventure Island fans.

ADVENTURE ISLAND



ADVENTURE ISLAND 2



As you can see it is very similar to the NES versions, but with enhanced graphics and sound Adventure Island never looked or played so good!



BILL LAMBEER'S COMBAT BASKETBALL
4 MEG HUDSON 1ST QUARTER 1992

FUTURISTIC BASKETBALL ACTION!

Get ready for the most intense basketball games ever! This is no ordinary B-ball game though, this is a true test of combat skills and survival of the toughest. Incredible graphics and furious game play will challenge the reflexes.



Combat Basketball features great digitized graphics and sounds with real human voices.



SIMCITY
4 MEG NINTENDO 1ST QUARTER 1992

BUILD YOUR OWN CITY!

Nintendo is bringing out a 16-Bit version of the popular computer and NES cart. This version takes advantage of the Super Famicom's enhanced graphics and sound. They also threw in a variety of new options not found in any other version that really make this game addicting and fun to play. Different, but its originality is what will win you over.



Extremely involving and addicting game play makes SimCity a winner for the Super Famicom.

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A fire breathing dragon, located at the bottom of a ten-level dungeon, is tormenting a race of giant ants, called the Arimasps™. Your task, young alchemist, is to test your new skills as you travel through this enemy-loaded maze. Using alchemy, you will transform items you find, into items you need to conquer the Mysterium and save the giant ant civilization.

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NEXT WAVE

BATMAN 2: RETURN OF THE JOKER; W.U.R.M; BILL & TED; BASES LOADED 3; STAR TREK; NIGHTSHADE; TROG; CONTRA FORCE; CHAMPIONS OF BOXING; TV SPORTS TENNIS; KICK BOXING; VAPOR TRAIL; QUAD CHALLENGE; RBI-3, ST. SWORD; GB SIMPSONS; CASTLEVANIA 2; TMNT 2.

MENU

Nintendo

Sega

TurboGrafx

Genesis

GameBoy

Lynx

Game Gear

Neo-Geo

Arcade

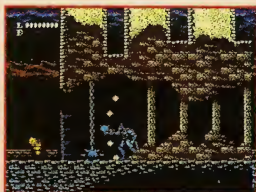
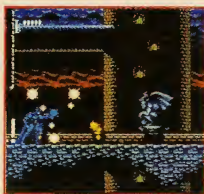
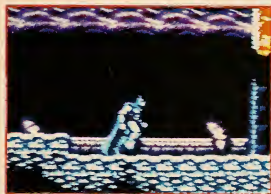
NEW SOFT NEWS

Lots of new games as we go into CES. For the S-NES: Australius by IGS; Ultraman by Bandai; Caveman Ninja by Data East; Robocop 3 and Radio Flyer by Ocean; Super F-1 by Seta, Final Fantasy 2 by Square Soft, Lemmings by Sunsoft, Space Mega Force by Toho and Paperboy 2 by Software Toolworks. For the NES: Toxic Crusaders by Bandai, Eliminator Boat Duel by Electro Brain, Over Horizon by Hot-B, Addams Family by Ocean and Overlord by Virgin Games. Lots of CD's from NEC. Addams Family, Loom, It Came from the Desert, Lords of the Rising Sun; Shadow of the Beast; and Shadowgate. Sega licensees will show: Cal 50 by Mentrix, Guardian Angels by Nuvision, El Viento by Renovation and Mercs and Vortex by Sega.

BATMAN, RETURN OF THE JOKER

Sunsoft/Nintendo

The Caped Crusader is being forced out of retirement as the Joker isn't dead! And this sequel won't just ride on the 'cape-tails' of it's predecessor as it's all new. This version won't be based on the movie. Rather the story will come from the D.C. comic series, The Dark Knight. All of the backgrounds and depictions will reflect a comic book essence. While still retaining the dark, ominous backgrounds and game play from the original, the sequel will be improved. Featuring dual action scrolling with extra help from a MMC 5 chip, Batman, Return of the Joker will be one of the most sought after games this Christmas!



This version will be based on the DC comics!



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BASES LOADED 3

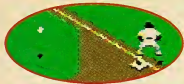
Jaleco/Nintendo



Jaleco is bringing out the third in the series of its popular Bases Loaded baseball games. This time, besides improving just the graphics and sounds, the simulation of realistic play has also been enhanced with more features. Play against the computer and it will 'think' smarter and pose more of a challenge than in previous versions. But the player control hasn't been sacrificed as after only minimal practice, you'll be picking off the computer base runners and develop the technique of stealing bases.



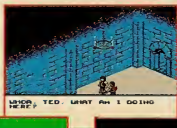
Note the great over the shoulder view of home plate.



BILL AND TED'S EXCELLENT ADVENTURE™

Acclaim/Nintendo

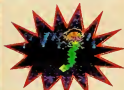
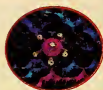
Famous people from our past have been kidnapped and placed in different time periods. Play as Bill or Ted and travel back in time to find the misplaced people. But they like it where they are and many will be hard to locate. Deal with the local customs and people of each time period as best as you can but remember who you are! Most excellent dude!



W.U.R.M.

Asmik/Nintendo

It's 1999 and strange phenomena have been occurring around the globe. Earthquakes and volcanic eruptions are causing havoc. The ecological balance of the planet is in jeopardy! Hop in your special earth drilling vehicle to solve the problem!



SUMMER 1991 THE ADVENTURE CONTINUES

DRAGON WARRIOR III™



"Over all, the Dragon Warrior series are outstanding RPG's. Great for those who love a good challenge to the brain."

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"You have far surpassed our expectations. I have found most sequels to be unimaginative and boring. Enix has been able to 'out-do' the original."

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"Dragon Warrior I and II are my two favorite games so far. I enjoy going home and delving into fantasy after a hard day's work."

J. Johnson, Kansas City, MO

"I enjoy games where your reasoning and brains get more exercise than your thumbs."

M. L. Masterson, El Cajon, CA



ENIX PROUDLY PRESENTS DRAGON WARRIOR III

The Legend of Erdrick begins here as you are plunged backward in time to the lost land of Aliahan. You and three hand-picked companions will travel by day and night to find and destroy the arch-fiend Baramos before he consumes the land. You'll explore fearful new dungeons, aided by your allies who can change classes mid-game. If you discover the Magic Bird, it will fly you to remote locations.

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STAR TREK

Konami/Nintendo

Where has the time gone? It's hard to believe that Star Trek is 25 years old but it is! Konami is bringing out a NES version of the popular TV series and you, as Kirk, must battle the familiar Klingons and Romulans while exploring distant worlds.



NIGHTSHADE

Konami/Nintendo

He's a hero best known for his trench coat, fedora and shades. Known as Nightshade, you must defend Metro City from an Egyptian villain. Gather information about this mystery enemy and track him down before he takes over the city.



NOTE: These shots are preliminary and subject to change.

TROG

Acclaim/Nintendo

Acclaim has grabbed the rights to the humorous maze/chase arcade game of last year. In this, you are a cute dinosaur and must gather the eggs on the screen while avoiding the one eyed cavemen who are patrolling the same area. Turn into a Tyrannosaurus Rex and chase the cavemen for a short time!



CONTRA FORCE

Konami/Nintendo

Contra action continues in the newest edition of the series. Save the head of the CIA who has been kidnapped by terrorists. Choose the correct person and weapon for the level and head out to eliminate the terrorists.



Great 2 player game!



NOTE: These shots are preliminary and subject to change.

Tail Slamming Action From Natsume!

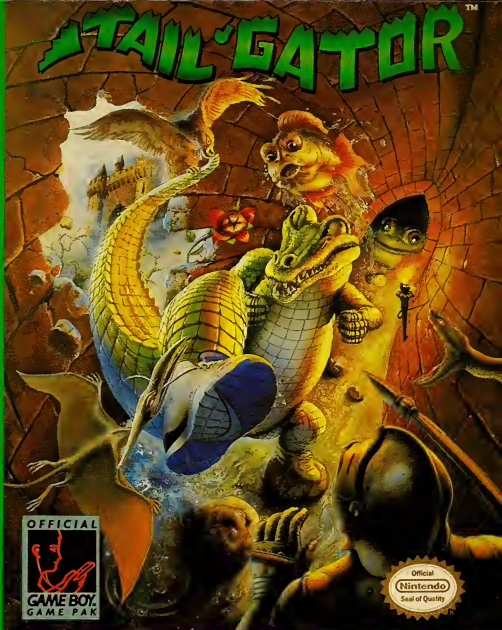
The peaceful kingdom of Moberry is under attack! A powerful dragon has teleported his castle and armies into an animal realm that never knew warfare. The creatures went to their greatest hero to save them—Charly the mountain alligator.

Charly bursts into his action as he whips the evil invaders with his mighty tail. Help Charly strike a blow for freedom in this tail spinning adventure for the Game Boy!

- Gather power-ups for long range attacks.
- Password feature returns you to all the excitement!



Prince Pendrich must rid his palace of the enchanted army of an evil wizard in this action-maze classic! "Amazing Penguin is a great, enjoyable one player challenge." - *Game Pro Magazine*, Nov. '90.



The Future's A BLAST!

A select group of warriors have been created to battle a new menace to humanity. Known as S.C.A.T., the Special Cybernetic Attack Team has one goal—the utter destruction of Vile Malmort and his alien invaders. The intensity is red hot in this new action/adventure thriller!

- Capture and adapt multiple weapons systems.
- 1 or 2 player cooperative play.



Join two ninjas on their mission to overthrow the wicked Emperor Garuda. They must use the arts and weapons of ninjitsu to infiltrate and destroy Garuda's forces. "Natsume's latest (Shadow of the Ninja) is one of the finest NES games released this year or any other year." *Video Games & Computer Entertainment*, Dec. '90.



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CHAMPIONS FOREVER OF BOXING

NEC/TurboGrafx



With a rash of games featuring sports legends who are popular one day and in jail the next, NEC has decided to be safe and pick heroes who have retired. Such is the case with their new boxing game. Featuring champions like Muhammad Ali, George Foreman and Larry Holmes, this is boxing at its finest. Digitized photos of the boxers, digitized sounds and a great challenging game, all contribute to make one of the best boxing games around.



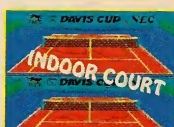
Check out the digitized photos of the champs of the past!



TV SPORTS TENNIS

NEC/TurboGrafx

Any tennis game which can meet the standards set by the Davis Cup has to be good! It's a realistic simulation where you can play on different surfaces such as clay or grass. Take on a friend and each can then view the action from his own perspective as the TV screen is split in half. This also makes a good TurboExpress game with the link cable!



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VAPOR TRAIL

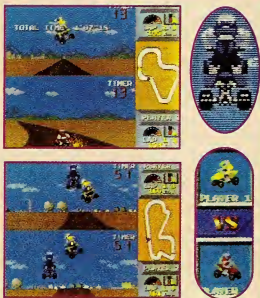
Renovation/Genesis

Renovation has a new vertical scrolling shooter in the works. Taking place over different parts of the world and even in outer space, VT has variety, good game play, and exceptional graphics.



QUAD CHALLENGE

Namco/Genesis



Hop on your ATV and get set for some really wild racing. Take to the air coming off the hills but watch out where you land. Split screen action allows two players to go head to head.

KICK BOXING

NEC/TurboGrafx

Andre Panza's Kick Boxing represents a new venture for NEC outside of their TV Sports series of events. Kick boxing requires technique and speed, both of which are built in to this fine game. The players are larger than normal, and this helps controlling your on-screen player. The practice mode allows you to fine tune your attack moves - definitely a necessity as the opponents are experts.



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Give or take a few enemies, time delay bombs, laser cannons, and sinkholes, but who's counting. Because you'll need all your skills, good judgement, and quick reflexes to crack this game.

In Crack Down, you must accept a top-secret mission to re-take control of a heavily guarded facility where artificial life systems are created. The only problem is that their evil leader wants to use them to take over the world. And they don't appreciate well-armed visitors, spoiling their plans.

Once inside, you'll have a limited amount of time to set off time delay bombs at key locations inside the compound and get past the patrolling guards.

If you need help, use the two-player split-screen mode. This special option allows you and a friend to blast away with your weapons as two separate teams within the facility.

So if you want a game that has an attitude, make a reservation to play Crack Down. We have just enough room to fit you in.



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KAGEKI

Sages Creation/Genesis

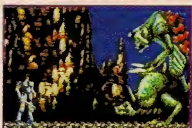
Sage's has a new boxing-type game where your only weapon is your fists. Take on the gang thugs first for practice. Develop enough technique and speed and only when you are good enough will one of the 9 bosses appear. Watch out as they don't play fair. Some will throw fire bombs or exploding oil cans!



SAINT SWORD

Taito/Genesis

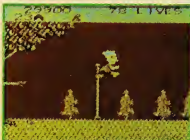
Taito has a new side scrolling action/adventure game which features detailed multi leveled backgrounds, huge enemy bosses and a quest similar to that found on Rastan. Get the life capsules which appear from some of the monsters you defeat for more energy, and search for the stronger swords to help you as you progress through your quest.



THE SIMPSONS

Acclaim/GameBoy

Bart and his family are back in a new adventure, this time on the GameBoy. It's a rough neighborhood in Springfield as a gang of bad kids are after Bart but it will have to take more than a few tough guys to slow our hero down.



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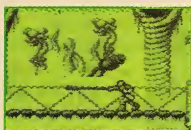
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CASTLEVANIA 2

Konami/GameBoy

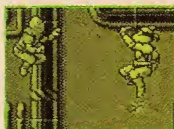
Old Drac is back and after the Belmonts again. Grab your trusty whip and head out in search of the Count. As in the first game, you must climb, jump and run through a series of levels loaded with pit-falls and tons of bats, rabid dogs and eerie ghouls. Keep an eye out for the secret rooms loaded with treasures!



TEENAGE MUTANT NINJA TURTLES 2

Ultra/GameBoy

We all knew that the Turtles would be back and Konami/Ultra didn't want the 'toads' to get too well established. If you liked the great NES sequel (and who didn't), then you will want to try the portable version. All the great moves are built in and it's solid, nonstop action!



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MIDNIGHT RESISTANCE

(Sega / Genesis)

Secret Stage Select - If you're having trouble getting through this incredible action game, then this stage select will help you out. At the title screen hold **BUTTON C** and press **START**. When you begin playing press **START** to pause. While paused hit **BUTTON A** to advance a level. Repeat to advanced to the next level. Now you can check out any of the awesome levels and even go straight to the last boss and save your family!



ADVENTURE ISLAND 2

(Hudson / NES)



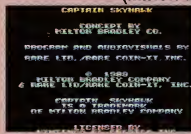
Secret World Select - With 64 levels of challenge you might have a little trouble saving your main squeeze. To select any world you want to start on press **RIGHT, LEFT, RIGHT, LEFT, A, B, A, B**, at the title screen. You will see a menu with 8 different islands to choose from. Now go rescue Tina.

WORLD SELECT MODE

- 1 FERN ISLAND
- 2 LAKE ISLAND
- 3 DESERT ISLAND
- 4 ICE ISLAND
- 5 GAME ISLAND
- 6 CLOUD ISLAND
- 7 VOLCANO ISLAND
- 8 DINOSAUR ISLAND

CAPTAIN SKYHAWK

(Milton Bradley / NES)



Invincibility - To become invincible and blast through the massive enemy fortresses without getting a scratch. At the title screen, when the letters are falling, press **UP, RIGHT, DOWN, LEFT, UP, RIGHT, DOWN, LEFT, UP, RIGHT, DOWN, LEFT, UP, RIGHT, DOWN, LEFT**, and you'll be invincible.

Dare to wield the sword of Valis!

8 MEG POWER

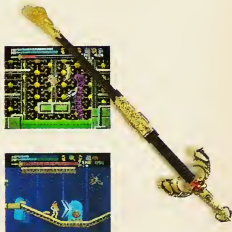


Okay, so the real world isn't so bad. But Dreamland and the Dark World are absolutely killer! And you're part of it.

You become Yuko Aho, and you get transported to the otherworld to defend Dreamland against attack from the Dark King Games. Only by wielding the powerful Sword of Valis can Yuko and her twin sister, Valna, defeat Glames' evil hordes.

Characters like Queen Valna, Cham, and the evil Garther make this dramatic action game unlike any other.

Valis III. A game so realistic you'll have trouble separating fantasy from reality.



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Dead Heat Scramble!

NORMAL MODE: Race against the clock!
VS. MODE: Race directly with the other player!



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Nintendo



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ELECTRO BRAIN
573 EAST 300 SOUTH STREET, SALT LAKE CITY, UT 84102

This game pack for use with the Game Boy
Compact Video Game System.

CIRCLE #156 ON READER SERVICE CARD.

ERIC VAN DER PAAEN

SILVER SURFER

(Arcadia / NES)

Unlimited Continues and Invincibility - Go to the password screen by pressing UP on both controllers. To become invincible use the code KJTJJK. For unlimited continues use the code SJM333.



BE
INVINCIBLE
OR HAVE
UNLIMITED
CONTINUES!

KJTJJK



TWIN COBRA

(Sega / Genesis)

Bonus Continues - To get up to 14 extra continues in this incredibly challenging shooter, simply go to the green title screen by pressing START. All you have to do is hit BUTTON A till you have 14 credits!

CREDIT 14



TWIN COBRA

(Sega / Genesis)

Max Out Your Bombs - If you run out of bombs, there is a way to instantly restore your supply. Pause anywhere in the game. Then press UP, DOWN, LEFT, RIGHT, and then hold BUTTON B while pausing the game. Don't worry, you can do this as many times as you want!



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Blue Blink (Like Mario 3)	59%
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I'D RATHER
BE PLAYING
VIDEO GAMES!



Fist of the North Star™

10 BIG BRAWLS FOR THE KING OF THE UNIVERSE!


NORMAL MODE: Challenge the computer!
VS. MODE: Go head-to-head with a friend
and create an invincible "dream team"
of warriors, each with a special power!

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ELECTRO BRAIN™

This game pack for use with the Game Boy
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BOMBERMAN

(NEC / TurboGrafx 16)

Super Passwords - Here are a couple codes for the cute game Bomberman. The first brings you to the water filled chaos of level 3, and the second one take s you to the sun scorched sands of level 4. Challenge your mind.



E. A. Clare
LA, CA



Check out the water creatures in level 3.



Back to dry land in the desert on level 4.

TEENAGE MUTANT NINJA TURTLES 2

(Konami / NES)

9 Turtles and Stage Select - To get 9 turtles and start on any level you want simply go to the title screen and press B, A, B, A, UP, DOWN, B, A, LEFT, RIGHT, B, A, and START. Now you'll have 10 extra turtles and a choice of your starting level.

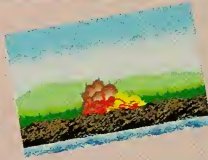


Now you can have the best of both worlds!

TWIN COBRA

(Sega / Genesis)

Watch the Ending Without Playing the Game - If you've already beat this magnificent game and you would like to see the ending again or if you just can't get past all the levels and you want to watch the ending then do this trick. Go to the green title screen and press UP, DOWN, RIGHT, LEFT, A, B, C, and then START. The screen will flash white and then you'll get to watch the ending!



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GO! GO! TANK!



Fulfill your mission in helping the tank reach its goal. It's non-stop scrambling fun with the most unique game ever. Go! Go! Tank!



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ELECTRO BRAIN

573 EAST 300 SOUTH STREET, SALT LAKE CITY, UT 84119

This game pak for use with the Game Boy
Compact Video Game System
SEE THE MIGHTY READER SERVICE CARD

BEHIND THE SCREENS AT HUDSON SOFT

"CONVERTING GAMES FOR THE AMERICAN MARKET"

Where do video games come from? It seems that a huge number of successful titles for the Nintendo, Genesis and TurboGrafx systems have all been developed in Japan. This isn't surprising, considering that Japan is the birth place for these home electronic entertainment systems. Most Americans can even recognize which companies are Japanese just by their names. Bandai, Fujisankei, Taito, and others are big name game companies easily detected as Japanese, represented by their American branches.

Yet one stands out as a major game developer that sounds American, but is actually a huge, mega-corporation in Japan. That company is known as Hudson Soft.

Hudson began in 1973 as a small Japanese company selling art photographs. They later expanded their product line into marketing amateur

ham radio equipment. As home computers began to gain momentum in home consumer popularity, the company



decided to develop games for the personal computer for the Japanese market. As they became more and more popular with the titles they published, the company further grew into an industry leader. When Nintendo made available their 8-bit Nintendo Entertainment System,

Hudson Soft was the very first game developer to be licensed for that system.

Nintendo had produced some interesting titles for their new game machine, but nothing was really ground breaking; that was until Hudson Soft released a game called 'Lode Runner'. This platform-style game took the Japanese gamers by storm. The game

immediately catapulted Hudson Soft into electronic gaming fame and made their name highly respected and sought after. Each successive release held new surprises and adventurous action in store for the Japanese market. When Nintendo released their 8-bit game system in the U.S., the system already had a number of titles from both Nintendo and Hudson Soft to choose from. As interest in Hudson Soft games grew, so did the compa-

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BLOBERT IS BACK!

DAVID CRANE'S THE

RESCUE OF PRINCESS BLOBETTE™

New For
GAME BOY

That's right, jelly bean-loving Blobert (Blob, for short) and his faithful Earth-boy companion are back in a brand-new adventure for Game Boy! This time out, the duo's exploits take them to the Royal Castle of Blobolonia™,

STARRING



on Blob's home planet, as they attempt to free the lovely—and imprisoned—Princess Blobette™ from the clutches of the treacherous Antagonistic Alchemist.

Join our heroes as they encounter secret

rooms, clever traps, and dangerous obstacles in the labyrinthine depths of the castle.

But all is not lost—these two share a very special secret: With each flavor of jelly bean the boy feeds Blob, Blob will magically transform into a different shape that can help this intrepid pair get past just about anything the Alchemist can conjure up!

The sensational sequel to *A Boy and His Blob*, winner of a 1990 Parents' Choice Approval!

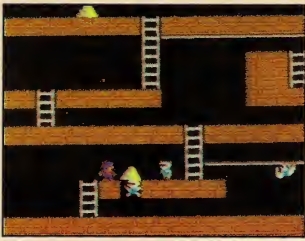


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CIRCLE #151 ON READER SERVICE CARD.



Lode Runner for the Nintendo 8-bit was the game that brought fame to Hudson Soft

Developing the PC Engine with NEC...

As Hudson Soft's notoriety grew, so did their game designing ability. NEC knew that the game masters at Hudson Soft had incredible talent and decided to tap that talent in the formation of a new game system to compete against the phenomenal success of the Nintendo 8-bit system. In 1988, the PC Engine was introduced. NEC called on Hudson Soft to do most of the designing, since Hudson Soft was already familiar with what gamers wanted in their games. Hudson also had another division which specialized in the technology of IC memory cards. Known as the 'HuCard', Hudson re-designed this memory IC for special use with the new PC Engine. Seems that Hudson and NEC did their homework well, because when the PC Engine was introduced to the Japanese market in 1988, it was an instant success. Many people were taken back by the fantastic graphics and sound the unit offered in contrast to the Nintendo which most gamers already felt was an incredible system in its own right. When the system was re-designed for the U.S. market and released in 1989, American gamers took note of its impressive color palette and sound capabilities along with the only CD-ROM attachment at the time. Since its release, the PC Engine / TurboGrafx-16 has sold over 2.2 million hardware units world wide!

Japanese versus American Tastes, the Similarities...

Most Japanese game companies, Hudson Soft included, agree that gamers enjoy a well designed game, whether they be American, Japanese, or any nationality for that matter. If the game is filled with fresh ideas while still being able to relate to a popular idea, gamers will enjoy it no matter who develops it. Marry those ideas with great sound and graphics and decent market exposure and the game is sure to be a hit. Japanese players enjoy shooters as much as American gamers do, and crave exciting, vibrant graphics the same as Americans. Sound is also important, as is technological advances. In fact, Japanese players tire quickly of old technology. Because they live in a society surrounded by booms in technological leaps, they're used to the latest and greatest developments happening every day. Americans rarely get the kind of exposure due to the language barrier and also distance. Japanese companies are perfectionists when it comes to introducing their products outside their home territories and insist on assimilating the ideas they create as comfortably as possible with their neighbors. That's one of the reasons why it takes longer than one might think for the American branches to bring forth games created in Japan. Another reason is due to the cultural differences between the Japanese and their international friends.



Hudson Soft developed the Bonk series for partner NEC of Japan.



Before we see NEC's Bonk 2 in the U.S., some cosmetic changes are sure to be made.

Japanese versus American Tastes, the Differences...

Like Japanese company names, Americans have an easy time detecting a Japanese game. The artwork is very often an immediate give-away. Most Americans are already comfortable with the Japanese cartoonish depictions of game characters - most having the large eyes and angular features like so many of the cartoon characters created in Japanese comics. Also, much of the artwork is left with an Oriental flavor by having Japanese text, known as Konji, as background art. People who can read Japanese see these images as words as opposed to most Americans who see them only as decorative, yet very distinctively Japanese, artwork.

There are some major differences, however, in the acceptance of game art and animations that Americans would find distasteful or irrelevant. For instance, as Hudson Soft of Japan prepares NEC's Bonk 2 for the American market, many of the images will most certainly be changed for the U.S. gamer. Gone will be Bonk blowing kisses to the beasts, as will cosmetic changes in Bonk's appearance to make him more American looking. Obviously, the text will need to be translated as well.

Another difference that Hudson Soft has assessed between American and Japanese players is that American gamers prefer shooters to strategy

RU A GENESIS GENIUS?

PART 2

What's your story?

Take the Genesis Aptitude Test (G.A.T.) and find out. Write the answers to questions 8 through 14* on your completed entry form, and send it in. Score high and you could win 3 Genesis titles from Electronic Arts just for being smart.

*If you didn't take the first G.A.T. (questions 1-7)—no problem. It's never too late to become a Genius!

G.A.T. QUESTION #8

Q: **LAKERS VS. CELTICS AND THE NBA PLAYOFFS, IS THE ONLY GAME WITH:**

- A. Full-court fastbreak action featuring 10 hot NBA teams.
- B. Real NBA players slamming, jamming, and firing 3-point bombs.
- C. Half-time highlights, refs, and authentic player statistics.
- D. All of the above.
- E. L.A. glamour geeks and Boston leprechauns going 5 on 5.

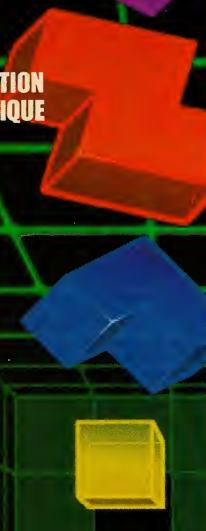


G.A.T. QUESTION #9



BLOCKOUT™ IS A BLAST-ACTION PUZZLE GAME WITH A UNIQUE 3-D PERSPECTIVE AND:

- A. Nearly 750 combinations of blocks and pit layers.
- B. 11 challenging skill levels.
- C. A centerfold from the Pork Farmers Journal.
- D. A "rep" for being addicting.
- E. All of the above except for the picture of the pig.



G.A.T. QUESTION #10

Q: **IN CENTURION THE ONLY THING YOU CAN'T DO IS:**

- A. Shatter your opponents' chariots, and whip their sorry behinds.
- B. Excoriate gastropod lifeforms.
- C. Crush Rome's enemies on land and sea.
- D. Date Cleopatra, ranked #1 on the all-time "bad" chicks list.
- E. Scare the ----- out of the Carthaginian elephant cavalry.



Q: **NHL® HOCKEY** GIVES YOU ALL THE FURIOUS ACTION, CRUNCHING SOUND, FLASHING BLADES, AND HARD-HITTING _____ OF THE BEST PLAYERS IN THE WORLD.

- A. Hip checks.
- B. Bounced checks.
- C. Brooding Czechs.
- D. Rice Chex™.



Q: **IN PGA TOUR® GOLF,** HOW CAN YOU FINISH IN THE MONEY?

- A. Use the unique 3D contour grid to "read" the greens.
- B. Let our pros help you master special shots—chip, punch, putt from the fringe and more.
- C. Play tough against 60 PGA TOUR pros, on real courses, in real tournaments.
- D. All of the above.
- E. Fluff up those dorky tassel things on your golf shoes.



Q: **IN MIGHT & MAGIC® YOU SAVE THE MYSTICAL LAND OF CRON FROM A CENTURY OF EVIL WHILE PLAYING.**

- A. Six different fantasy roles in a band of heroic adventurers.
- B. Yahzee™ with nasty boys.
- C. Dodgeball in traffic.
- D. *Stairway to Heaven* 326 times on the accordion.
- E. Knobby the wonder slug.



Q: **THE ONLY THING JOHN MADDEN FOOTBALL™ WON'T GIVE YOU IS:**

- A. Over 100 pro-style plays from John's own playbook.
- B. The speed and power skills of real pro players.
- C. Chronic turf toe and nervous dry heaves just before kickoff.
- D. Dives, spins, tough tackles, audibles, and penalties.
- E. A chance to win the "big show" on Super Sunday.



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BELOW TO FIND OUT WHAT
YOU CAN WIN.



FAST FINISHER BONUS

Free Electronic Arts Road Kit to the first 25 G.A.T. finishers who correctly answer all the questions. Earliest postmarks win. (Road Kits hold 8 Genesis carts.)



ANSWERS TO G.A.T. QUIZ PART 1:

#1 **E** #2 **ACE** #3 **C** #4 **E** #5 **A** #6 **D** #7 **B**

WATCH FOR G.A.T. QUIZ PART 3

for the answers to G.A.T. Quiz Part 2.

BE A GENESIS QUIZ WIZ.

Just fill out this G.A.T. quiz and mail it. All G.A.T. quizzes with 100% correct answers qualify for a drawing to win any 3 Genesis games from Electronic Arts, including these hot soon-to-be-released titles:

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- ROAD RASH™** —A daring, no-holds-barred superbike road racing challenge. Knee-dragging danger. Anything goes—even the rules!
- KING'S BOUNTY™** —The conquest adventure game. Play like an RPG. Challenges like a strategy game. Lead and battle 25 classic fantasy creatures.

Your Answers

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Name _____

Address _____ Apt. _____

City _____ State _____ Zip _____

Phone _____ Age _____

Send completed G.A.T. Quiz to:

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(Entry must be postmarked by 9/30/91, drawing will be held 10/18/91. Winner will be contacted by mail.)

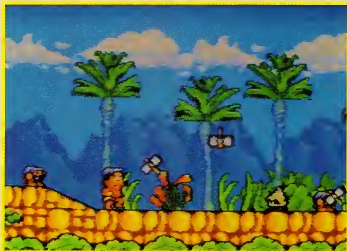
_____ I would like to be a Genesis game advisor to Electronic Arts. Give me a call sometime.

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games than the basic shooter. This may also have something to do with our varying cultures.

It is the job of Hudson Soft of America to relate all these requested changes to Japan so Hudson Soft Japan can prepare the game as perfectly as possible for the tastes of the American



consumer to insure an enjoyable game playing experience. Hudson Soft of America does this by supplying test groups with potential game conversions and gathering market research information based on how well the game is received and how difficult it would be to translate for Stateside tastes. Once all these factors are considered, the game conversion is decided on and the designers in Japan make the recommended changes. On the average, the conversion process take approximately 3 months. This time frame fluctuates depending upon the amount of text to be translated.

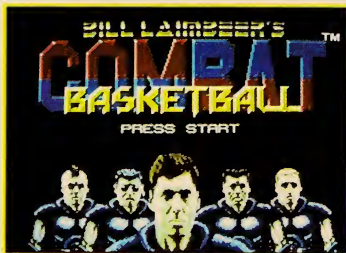
Another interesting barrier Hudson Soft of America must contend with is the fact that some Japanese words and phrases don't have an English equivalent. If a game contains a number of these odd peculiarities, the game may need a completely new scenario. Often times, a game is given a new scenario regardless of the language barrier only to increase its acceptance with the American market. As you might relate to the pictures and brief game explanations you've seen in EGM's International Outlook section, by the time the game is translated for the U.S. market, game screens and scenarios may vary quite a bit. Unless the game is a simple shooter, its most likely to have different game screens and themes than its Japanese original.

As for Hudson Soft of America, they realize they're in a noticeable posi-

tion. Serious gamers know that their company develops games for the PC Engine, yet the American branch only considers supporting Nintendo game development.

Hudson Soft of Japan realizes that to have their American counterparts compete in the same competitive market might confuse American gamers as well as cause some hard feelings

with NEC, who are hard at work pushing their TurboGrafx system.



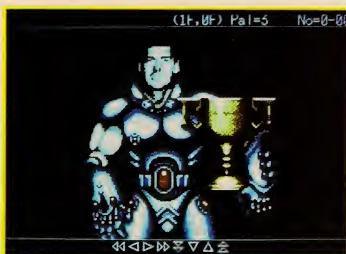
Because of this, Hudson Soft of America only support Nintendo 8-bit and Super NES games at this time.

Hudson of America assures EGM that their top selling titles on the Nintendo 8-bit system has unquestionably been their Adventure Island series. Other highly successful Hudson Soft NES games include Bomberman, Starship Hec tor and Xexyz. For the NEC Turbo Grafx-16, Hudson Soft of Japan has developed such memorable games as Keith Courage, Victory Run, Legendary Axe, Dungeon Explorer, Alien Crush, Blazing Lazars, Military Madness,

Crater Maze, and of course, the incredible arcade conversion of R-Type.

With Nintendo's introduction of the next generation video game system, the Super NES, Hudson Soft are preparing their wares for it. Two titles which promise to take clear advantage of the fantastic hardware capabilities of the Super NES are Bill Laimbeer's Combat Basketball and Super Adventure Island. Bill Laimbeer's Combat Basketball was co-designed with the help of the Detroit Piston basketball star. Bill Laimbeer is known for his overly aggressive Basketball style and Hudson Soft wanted to capture the game the way Bill dreams that Basketball could be played. Some unique surprises and creative gameplay which are trademarks of Hudson Soft games are promised in this upcoming sport title. As for Super Adventure Island, the only similarities between the old 8-bit NES games and this new Super NES title will be the characters. Everything else is promised to be completely new. If you've seen Super Mario 3 on the NES versus the Super Mario Brothers game on the Super NES, you'll have some idea of what to expect from the improved sound and graphic capacities Hudson Soft's Super Adventure Island game will offer!

There's a lot of speculation as to what Hudson Soft plans to do next.



In the near future, Hudson Soft of America intends to fully support the Super NES as strongly as they supported the 8-bit system. With plenty of great looking titles in the works that we can't talk about just yet, it sure looks like Hudson Soft intends on living up to their promises; they always have in the past!

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		Space Harrier 2 \$37		GENESIS SIMULATION		Madden Football			
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System: NES

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System: NES

Features: Wireless remote control with an 18 ft. range, unique triangular base design for right or left hand preference.

A-Storm Ni-5 Jetfighter / SG Fighter

Systems: NES / Genesis

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A-Storm Ni-Pro

System: NES

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Systems: NES, Genesis, TurboGrafx

Features: 8 directional "quiet" control, 3 independent "Dial-A-Speeds" that allow up to 30 autofire shots per second, "Life Saving Slow Motion" to slow down game speeds, Turbo LED indicators, headphones with built-in volume control and Simulated Stereo Sound.

Ultimate Joystick

System: NES

Features: Wireless remote control, right or left hand preference base design, LED indicators, auto fire and slow motion control switches.

Zinger

Systems: NES, Genesis, TurboGrafx

Features: Microswitches, steel shaft, suction cup base for playing stability, auto-fire switch, oversized trigger buttons, inexpensive price point.

Zoomer

Systems: NES, Genesis, TurboGrafx

Features: Same features as the Gizmo stick with advanced flight controller allowing left and right movements as well as up and down tilting.

Ultimate Joystick



Zingers



FROM BONDWELL - THE QUICKSHOT LINE...

Maverick

Systems: NES, Genesis, TurboGrafx-16

Features: 8-directional, arcade-type base, 2-player select switch, comfortable, ergonomic design.

Intruder 2 / 3

Systems: NES / Genesis

Features: One hand, aircraft-type control, dual fire buttons, two-speed turbo fire, high tech contours, easy to grip handle, suction cup base.

SuperCon

System: Super NES

Features: Kidney-shaped thumb control pad, matte-finished black with red, yellow, blue and green control buttons, four fire buttons, two-speed firing capability, two-directional control, slow motion selector.

(Exclusive Preliminary Shown - Available in late Fall of 1991!)

Maverick



SuperCon



FROM ADVANCED GRAVIS...

Gravis NES Joystick

System: NES

Features: Full-sized padded handle, adjustable handle tension, multiple switch points, microswitch buttons, turbo-fire on any button, slow-motion on any button, see-thru high tech design, button indicator LED's.

Gravis NES Joystick



FROM HAPP CONTROLS...

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Systems: NES, Genesis

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FROM HAPP CONTROLS...

Competition Pro Joystick

Systems: NES, Genesis, TurboGrafx
Features: Dual microswitch fire buttons, six microswitches, chrome steel knob and shaft for extra strength, slow motion selector, 1 year unconditional warranty, automatic rapid fire selector control.



FROM SUNCOM TECHNOLOGIES...

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Red Ball Joystick

Systems: NES, Genesis, TurboGrafx-16, Sega Master System
Features: Basic arcade quality joystick with standard fire buttons on the base.

Super 3-Way Joystick

Systems: NES, Genesis, TurboGrafx-16, Sega Master System
Features: Select a bat handle, red ball or pistol grip handle, exclusive gate lock control for toggling between regular 8-way versus 4-way direction control.

Tac50 Tactical Audible Controller

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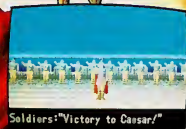
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LJN BRINGS THE TERMINATOR TO THE NINTENDO

By Mike Riley

Where do video games come from? More importantly, where do creative ideas for video games come from? Some of them come from the movies. And one of the biggest video game companies has taken this idea of using movies as a basis for their games and have released a number of popular NES game titles based on blockbuster motion pictures. Beetlejuice, Bill & Ted's Excellent Adventure, Back to the Future and Total Recall are just some of the games that Acclaim/LJN have converted into Nintendo games from those movie counterparts. Acclaim/LJN are now busy at work with another movie to game conversion with possibly one of the most expensive, action packed pictures to come from Hollywood: Terminator 2!

The movie ends with the Terminator biting the dust and Sarah Connor being victorious.

Several years have passed since then and the Terminator has become a cult movie favorite, especially popular within the video rental market. James Cameron, the writer/director of the first picture,

back to find him. One of them is there to protect, the other is there to destroy. As with the first, heart pounding high-tension action scenes are present throughout Terminator 2,

along with the idea of playing with time travel, mans driving spirit to survive and finally defeat over the machines which he helped create.



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recognized this unending interest in his movie along with Carolco, the company producing the Terminator sequel, and are bringing anxious Terminator fans an exciting continuation of the story filled with great plot, non-stop action and wild and very costly special effects. In fact, the film is reportedly going to be one of the most expensive movies ever made, with total costs exceeding the \$110 million mark!

As for the actual story, we don't want to spoil it for you. What we can say is that Terminator 2 continues the man hunt for John Connors. In this movie, John is a young boy who is yet unaware of where his destiny lies. This time, two Terminators have been sent

Terminator 2: The Video Game

According to Paul Samulski, Vice President of Creative Product Development and Licensing at Acclaim/LJN, "We have two major criteria that must be met before we accept a movie license for game con-



version, those being the gameplay possibilities offered by the story and the license value and visibility of title. Since the first Terminator movie is

I'll Be Back...

Terminator 2 continues the story of a desolate future where machines rule the earth and hunt down any human who gets in their way. As explained in the first Terminator movie, a savior named John Connor has the power to destroy the rule of machines and set the enslaved, continually massacred human race free. However, the machines are aware of this possibility and have developed a time machine to send a robot, known as a Terminator, back in time to eliminate John's mother, Sarah Connor, before she can even give birth to this savior. The first movie was an action packed, gun blasting pyro-technically filled picture with Arnold Schwarzeneger playing the part of the ruthless, unemotional robot relentlessly tracking Sarah Connor.

such a classic, we knew the license value was there. And after reading the script, our design team was overflowing with ideas for a videogame." Having met those two important needs, Acclaim/LJN acquired the rights from Carolco to produce a videogame based on Terminator 2 and went straight to work. "The first item we had to consider of the movie to videogame treatment was which scenes should be in the game and which scenes had to be dropped. We decided that a Nintendo gamer would find more play value in the action and driving sequences in the movie as opposed to the scenes containing heavy dialog, so we began designing a large portion of the game around those two aspects." Paul continued to point out that it was important for Acclaim/LJN to be careful not to upset the flow of the picture. "We want the player to enjoy the game as much as they enjoyed the movie, as if they were the movie characters themselves. It was important to prevent fragmentation of the storyline so that the game follows the movie as closely as possible. Because of this, the ending in the videogame is the same as the ending of the movie (if you can get there), and we think game players will be completely satisfied with the way we've integrated that aspect into our Terminator 2 game."

Acclaim/LJN is quick to point out



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TERMINATOR 2 THE 3D BATTLE DAY

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that there will be a few surprises in the game as well. In fact, the GameBoy version of the Terminator 2 will be based on one portion of the



Converting an action packed movie like the Terminator 2 into a successful videogame title is no easy task - just ask the people at Acclaim/LJN!



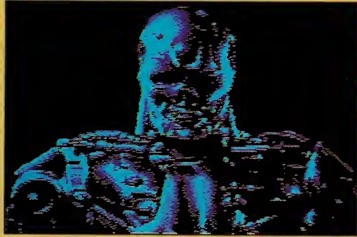
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movie that goes on a tangent from that idea. Paul explained that it was important not to simply repeat what already exists on the NES version. "We feel that GameBoy owners are also NES owners and rather than give them the exact same game that they own for their NES, we are creating a whole new Terminator 2 game for GameBoy players."

Movie Treatment Considerations

After determining which scenes would be ideal for entertaining game play, Acclaim/LJN then had to decide which portions of their ideas could be successfully translated into the 8-bit

N E S
brain. Paul explains, "With all of our game ideas, we start off big and then shrink it



This gives us a healthy approach to keeping the game as full as possible while giving our programming staff a real challenge to include all of our ideas. Of course, we have a limited number of sprites and colors on the NES so we have to make decisions regarding styles of action and color palettes to work with. To this end, Acclaim/LJN assures EGM that they will maximize the potential of the 8-bit system, which they feel still has quite a lot to offer players. Also, the NES 8-bit hardware is effective at horizontal scrolling and first person perspectives and luckily, those are the requirements we intended the

Terminator 2 game to encompass."

Another difficult decision for any NES game producer to make is who



experienced joystick jockeys. And if the game were made for the seasoned gamer, the younger crowd would not enjoy the frustration associated with intense high level game play. One solution to this problem is to include a number of subtleties which may not be noticed by less experienced players but will be appreciated by advanced gamers.

Parallax scrolling effects, additional bits of animation, layered backgrounds and the like are all design tricks incorporated especially for the older NES

players.

Still, as 16-bit videogame systems like the Genesis and Super NES gain popularity and acceptance among both videogame companies and videogame players alike, simple graphics and gameplay will not be sought after.

Realizing this, Acclaim/LJN intend to support the new Super NES as strongly as they have the Nintendo 8-

bit system, and though it is too early to confirm, Paul says they are considering the Terminator 2 game as one of Acclaim/LJN's early Super NES releases.

A Window In Time...

With the release of the Terminator 2 in mid-July, Acclaim/LJN hope to capture the fans attention with their game release following shortly after the movie. Acclaim/LJN feel that unlike other movie licenses, the Terminator will, unlike other movie tie-ins, remain fresh in people's minds long after they've seen the movie. Depending on the success of the film and the videogame, Acclaim/LJN may even bring the game to the home computer gaming market! If this were done, Paul assures EGM that the game ideas that were not possible



with the 8-bit system would be fully realized on the home computer.

Speaking of computer versions, Bethesda Software have already converted the original Terminator movie into a computer game. Read our sister publication, Computer Game Review, for a look at the exclusive photos we've obtained from that game!

The design team at Acclaim/LJN



responsible for the Terminator 2 video game are working round the clock to finish the game in time for an early

August release. From what we've seen so far, it looks like Acclaim/LJN may have a winner on their hands!

**GET
READY
FOR THE
SONIC
BOOM.**





IT'S STARTED. SONIC THE HEDGEHOG

Think fast. C'mon faster. What happens when a not-so-common hedgehog reaches supersonic speeds? A Sonic boom, of course. And you'd better get ready for it. Because here comes Sonic The Hedgehog.* He's the fastest critter the world has ever seen, and he's a hedgehog with a major attitude.

Watch him smirk in the face of danger as he blazes his way through hilly pastures, underwater caverns, marble ruins, strange cities and a cybernetic world of enemies in a race to save his buddies.

Sonic's got everything a hedgehog could ever want: tricks, gadgets and speed. Lots of speed. And he's not



IS OUT. AND NO ONE CAN STOP HIM.

afraid to use it. Just try to keep up as he gives the bad guys the run-around with his infamous ultra-sonic spin attack. There's never been anything like it.

So don't blink or you just might miss Sonic The Hedgehog. He's fresh, he's on Genesis, and he's here. Well uh, at least he was here.

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FACT-FILE

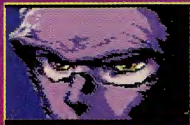
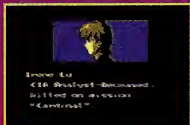
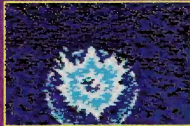
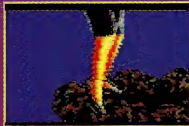
Manufacturer: Techno
Machine: NES
Cartridge Size: 2 Meg
Special Chip: MMC3
Number of Levels: 7
Theme: Action
Difficulty: Hard
Number of Players: 1
Available: July

THE THIRD TIME'S A CHARM!!

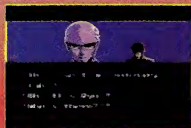
Finally, the third chapter of the Ninja Gaiden saga is here! Undoubtedly one of the most popular series to appear on the NES, Ninja Gaiden just gets better every time! In this story, Irene is apparently killed by a ninja going by the name Ryu! The real Ryu must set out to find this renegade ninja and discover his plan. Along the way, he must search laboratories, castles and passageways! Ryu has some new tricks up his sleeve, however. Now Ryu can grab some platforms from below and he can also gain a longer sword. He has a new magic which shoots waves of force vertically, up and down. He'll need all the power he can muster for this journey!!



EGM EXCLUSIVE!!



At last! Ryu has reached the lab that Irene was investigating! Once there, he is attacked by a new group of enemies and finds a new array of powerups.



After checking out the strange lab, Ryu meets a shady character who needs him to go to the Castle Rock. The reason why eludes Ryu, and the man won't explain. All will be clear in Level Two!!

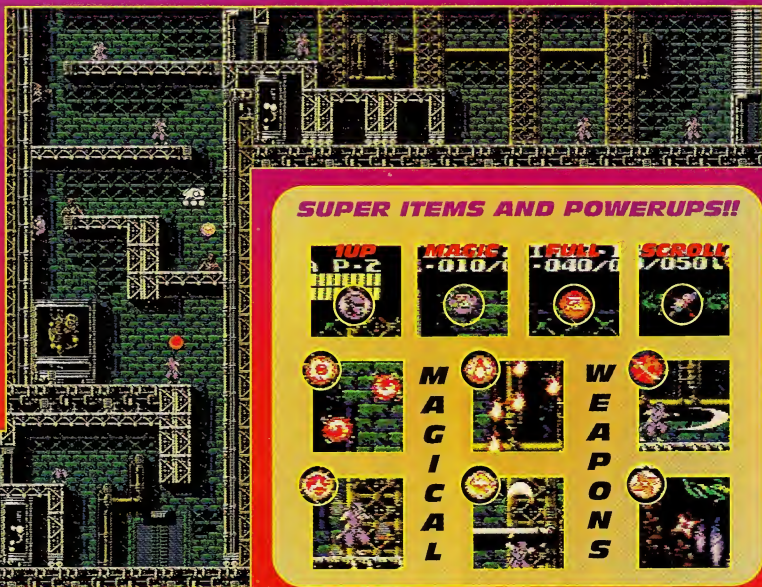




Guess what? Forrester makes his usual grand entrance! He has a dangerous mission for Ryu that involves the mysterious Castle Rock, known for its various traps and pitfalls. On to Level Three!!



The mystery deepens with the appearance of a ninja dressed like Ryu! Can you help Ryu discover the truth?? On to Level Four!!



SUPER ITEMS AND POWERUPS!!

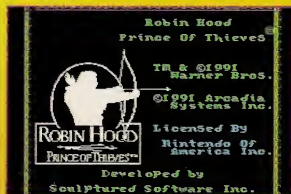


MAGICAL

WEAPONS

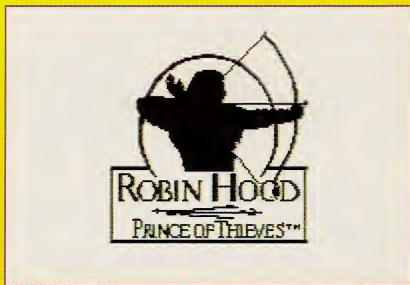
FACT-FILE

Manufacturer: Arcadia
Machine: NES
Cartridge Size: 2 Meg
Special Chip: MMC3
Number of Levels: NA
Theme: Action/Adventure
Difficulty: Average
Number of Players: 1
Available: July



*with an
ARROW...*

History was made. Based on the movie starring Kevin Costner as Robin Hood, Robin Hood: Prince of Thieves is a very interactive adventure game for the Nintendo Entertainment System. The outlying story is the same: you are trapped in a Turkish prison, but you escape, only to find out that the evil Sheriff has taken control of the countryside during the King's absence in the Crusades. Your true love, Marian, is only too happy to see you, but the Sheriff is not. His men are ordered to kill you on sight. The game itself begins in the Turkish prison, but it moves to the forest after a series of close up- and distant-view fights. Gain experience by laying waste to the land and stealing from the rich. The final battle will decide your fate!



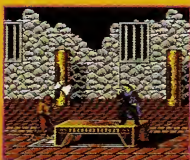
ESCAPE THE PRISON!!



Get the sword and free yourself.



Free your friends and they'll give you info.



Fight major battles one on one here!



Almost free, but you need a torch.



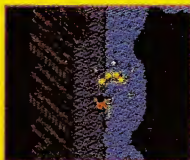
Find the torch by the guard's still body.



Here's the hidden passage. Good Luck!



This sub-menu is for using items, caring for your wounds, and changing the lead character.



The guards here explode after 3 hits.



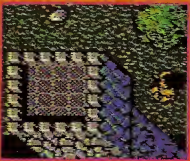
Find potions and free down here.



Escape, and visit your old stomping grounds.



Horse chase! Jump over obstacles.



Visit Marian, and fight Little John for honor.



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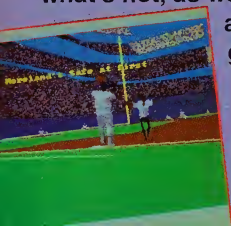
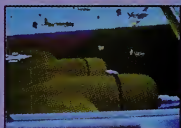
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NUMBER 2 !!

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NEW!!



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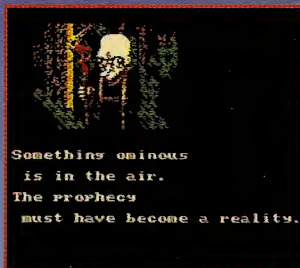
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FACT-FILE

Manufacturer:Nexoft
Machine:Nintendo
Cartridge Size: 2 Meg
Special Chip: MMC 3
Number of Levels:N/A
Theme:RPG
Difficulty:Average
Number of Players:1
Available:July, 1991



Beware, the Prophecy!

The Kingdom is under a terrible curse and it is up to you to save the people and the Princess. The Evil Wizard Zill kidnapped the princess and you are the only warrior brave enough to save her.

To add insult to injury, A spell was cast upon you that has transformed you into a woman.

Start the quest by visiting the king and getting his blessing. He will give you a pass to get to other parts of the land.

You can defend yourself by conventional means by sword or by powerful magic that has to be refilled. It is up to you to save the princess and the land of Faria.



These towers hold an important secret.



Battery power lets you see in the cave.

CHECK OUT THESE AWESOME GAME SCREENS!!



Visit the King to get instructions.



Arm yourself as soon as possible.



The magic ball is necessary to win.



The pass is necessary to get past the guard.



The screen switches perspective to fight.



Magic is very useful during battle.



In this tower you meet your first real challenge.



What is with this statue?



Move it to get by!

FACT-FILE

Manufacturer: Capcom
Machine: NES
Cartridge Size: 2 Meg
Special Chip: MMC3
Number of Levels: 6
Theme: Action
Difficulty: Moderate
Number of Players: 1
Available: July



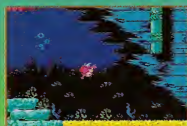
UNDER THE SEA...

Now you can take on the evil Ursula right in your own home! Help Ariel defeat Ursula and her vile vermin followers. Ursula has placed a spell on the sea creatures and only Ariel can save them. Perhaps if she ends Ursula's threat forever, she may yet find happiness with her true love Prince Eric.

Ariel has a bubble power that can encase enemies in bubbles or push heavy objects from their perch. Her other weapon is the sea shell, which will wipe out most enemies and unlock chests. Ariel will have to traverse six rough areas and beat six bosses to destroy Ursula's reign of terror. Show her the way!



LEVEL 1



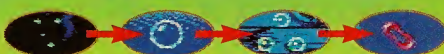
LEVEL 2



LEVEL 3



The Red Ball increases your bubble powers.



LEVEL 4



LEVEL 5



LEVEL 6



Dig for hidden treasures and shells to help your quest!

FACT-FILE

Manufacturer: Sega
Machine: Genesis
Cartridge Size: 4 Meg
Number of Levels: 20
Theme: Action
Difficulty: Average
Number of Players: 1
Available: August

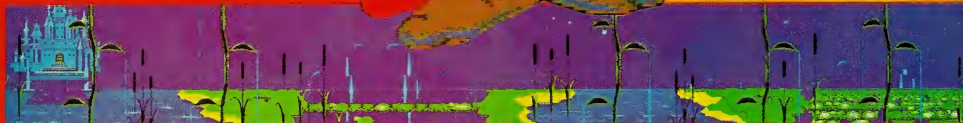
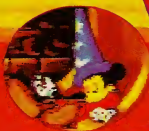
Fantasia

YEP, HE'S BAAACK!!

The masterminds at Sega and Infogames have brought the magic of classical music and Disney animation to life on the Genesis. Mickey's back in an all new adventure based on the classic Disney film *Fantasia*. This time Mickey must find out who has captured the Apprentice Sorcerer's music. He must recover the lost notes so the music can play once again. The game play is similar to Castle of Illusion in that Mickey must jump on most of his enemies to defeat them. Mickey also has magic and few other tricks up his sleeve. Spectacular animation and phenomenal musical score make *Fantasia* a fantastic sequel to *Castle of Illusion*.

Fantasia has cute cinematics and wonderful graphics. *Fantasia* utilizes the color capabilities of the Genesis to the max and never looks back! The animations are highly detailed and smooth.

Flying books will give you magical powers! You may use your stored up energy in tiny or huge blasts of magical force. Use it wisely or suffer!!





20 AWESOME LEVELS!!



FACT-FILE

Manufacturer: Sega
Machine: Genesis
Cartridge Size: 4 Meg
Number of Levels: 8
Theme: Action
Difficulty: Average
Number of Players: 2 sim.
Available: July

FEEL THE RAGE...

A new crime boss has taken over the city! Even the police force is corrupt. Save the city from this criminal scum before it's too late!! Choose from three different heroes, each with their own specialized moves and abilities! Pick Wolf for power, Blaze for speed, and Hawk for all-around skill. Learn the numerous techniques of each hero, and use the one suited for you! Next, blast through 8 levels of non-stop fighting action as you race to reach the crime boss and end his reign of terror. It may be rough, so bring a friend along for 2-player simultaneous play! Just don't hit each other if you plan to win. Superb 16-bit graphics combined with the musical mastery of Yuzo Koshiro and Team Shinobi make Streets of Rage a raging hit!!



THIS CITY HAS ONCE A HAPPY, PEACEFUL PLACE... UNTIL ONE DAY, A POWERFUL SOBBERY CRIMINAL ORGANIZATION TOOK OVER. THE VILIOUS STANDFIRE SOON AND CONTROL OF THE GOVERNMENT AND EVEN THE POLICE FORCE. THE CITY HAS BECOME A CENTER OF VIOLENCE AND CRIME WHERE NO ONE IS SAFE.

AND THIS TOWNHALL, A GROUP OF SCUMMERS YOUNG POLICE OFFICERS HAS SHOWN TO CLEAN UP THE CITY. ANDING THEM ARE HAWK, BLAZE, AND WOLF. THEY ARE WILLING TO RISK ANYTHING... EVEN THEIR LIVES... ON THE...

STREETS OF RAGE

HAWK

THE BEST OF BOTH WORLDS



POWERFUL A B C
SPEED NONE
HISTORY: MED-LOP
ROBBY: NONE
ABILITY: BODKINS

POWER: NONE
SPEED: NONE
HISTORY: MED-LOP
ROBBY: NONE
ABILITY: UNFATAL PARTS

POWER: BLAZE
SPEED: NONE
HISTORY: MED-LOP
ROBBY: NONE
ABILITY: JUDO



BLAZE - NOT TOO STRONG, BUT FAST!



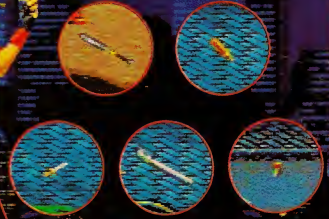
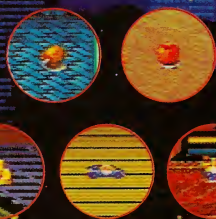
WOLF - POWERFUL, BUT VERY SLOW





ITEMS

WEAPONS



FACT-FILE

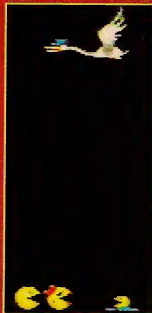
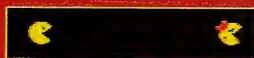
Manufacturer: Tengen
Machine: Genesis
Cartridge Size: 2 Meg
Number of Levels: N / A
Theme: Maze
Difficulty: Easy
Number of Players: 1 or 2
Available: July 1991



THE ARCADE CLASSIC!

Ms. Pac-Man was the sequel to one of the most popular games ever, Pac-Man. It has been brought out for almost every system ever made from the Atari 2600 to most personal computers and now the Sega Genesis. This latest version may be the best yet for it is loaded with features that weren't even found in the original coin-op. There is a wide variety of mazes including the arcade version, a mini version, a giant version, and the aptly named strange maze which is truly bizarre. Another unique feature is the two player cooperative mode in which the second player takes the role of Pac-Man. The graphics are identical to its arcade namesake as are the music and sound effects. Add cinema displays and a turbo booster and an old game is filled with new life. Fans as well as newcomers will enjoy this addicting maze game.

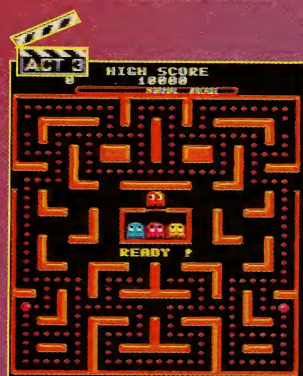
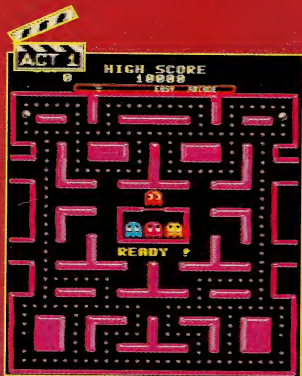
INTERMISSIONS!



FRUIT THAT WALKS



Eat the power pellets to become invincible and eat the ghosts!



FACT-FILE

Manufacturer: Sega
Machine: Game Gear
Cartridge Size: 1 Meg
Number of Levels: NA
Theme: Puzzle
Difficulty: Easy
Number of Players: 1
Available: August

BREAK THE BLOCKS WITH WOODY POP!

Woody Pop is a variation on the classic game Breakout. Woody slides from left to right along the bottom of the screen preventing a ball from falling into a hole, while at the same time knocking bricks out of a formation at the top of the screen. Different blocks have different functions, some for example hold power-ups, while others cannot be destroyed. A fun game for all!

These pests will
block your shots!



Woody Pop



Cannonball -
Destroys blocks with
one shot.




Fireball - Burns
blocks with one shot.





Size - Watch Woody
grow.

The Blocks

 White - takes one hit to destroy.

 Brown - takes multiple hits to destroy.

 Glass - Holds power-ups.

 Special - Soldiers or robots pop out!

FACT-FILE

Manufacturer: Sega
Machine: Game Gear
Cartridge Size: 2 Meg
Number of Levels: NA
Theme: Sports
Difficulty: Average
Number of Players: 1 to 4
Available: August

FORE!

World Class Leader Board is the first golf game for the Sega Game Gear. It features four different courses as well as a driving range and a putting green. A menu on the left side of the screen shows the hole you are currently on, the par for that hole, the club you are using, distance and wind conditions. One to four players can compete in this enjoyable sports simulation.



Use the meters on
the left of the screen
to monitor your
game.

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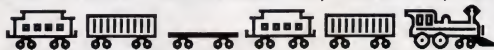
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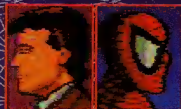
Manufacturer: Sega
Machine: Master System
Cartridge Size: 2 Meg
Number of Levels: 6
Theme: Action
Difficulty: Average
Number of Players: 1
Available: August 1991

SPIDER-MAN THE TERROR- IST!!!

Wilson Fisk, the notorious Kingpin of crime has just broadcast to the world that Spider-Man has planted a bomb in New York which will detonate in twenty-four hours. The explosion would dump tons of radioactive waste on the city and make it uninhabitable. Now the whole of New York is after Spidey as he tries to clear his name and stop the mad schemes of the evil Kingpin. In order to find the bomb Spider-Man must collect the five keys which are being held by some of his most famous adversaries including Doctor Octopus and The Lizard. As Spider-Man uncovers the mystery he is aided by Doctor Strange The Sorcerer Supreme who gives him an amulet which has the power to return him home so that he may recover his strength, but remember though that the clock is always ticking. Find the bomb and save the city from destruction!



Framed!



Peter Parker-The Spectacular Spider-Man!



Dr. Strange gives you an amulet which allows to transport home.

Cinema displays help you through the mystery.



Amazing Moves!



Classic Adversaries!





Level 1: The Daily Bugle

Start your quest at the Daily Bugle building to find out how the city is reacting to the Kingpin's broadcast. Avoid the police and their bullets by using your web line and climbing abilities. Scale the building and climb through the open window to advance to the next level.



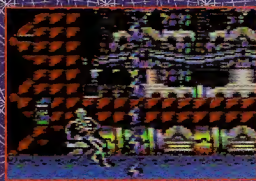
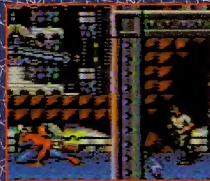
Level 2: The Warehouse

Look for clues in a dark warehouse patrolled by knife-wielding thugs and killer dogs. After defeating all of the guards a deadly forklift tries to run you down. Defeat the first boss, Doctor Octopus by tangling him in your webs and repeatedly punching him.



Level 3: The Sewers

Doctor Strange gives you some information that will help you to clear your name. Head to the sewers to confront the Lizard and further solve the mystery. Beware of the Lizard's scaly henchmen and scampering rats. Deadly pits drop you into wells filled with spikes and alligators. Get the key from the Lizard and run!



Level 4: The Power Station

Electro is hiding out at the power station. Huge bolts of lightning shoot from every direction. Try to find the switches to shut the power off while avoiding the thugs and electrical bats. What secrets does Electro hide?



FACT-FILE

Manufacturer: NEC
Machine: TurboGrafx 16
Cartridge Size: 4 Meg
Number of Levels: NA
Theme: Action
Difficulty: Average
Number of Players: 1
Available: July



WHAT ARE YOU LOOKIN' AT, BUTTHEAD??!

That's right, I said 'butthead.' That is exactly what everybody's favorite caveman turns into, a 'butt' head! The programmers at NEC certainly aren't buttheads, however, as Bonk's Revenge pumps out sharper graphics, cleaner sound, and more powerups than its predecessor. Bonk never looked this good!!

In this second installment for the Bonk series, Bonk can swin up waterfalls, breathe fire, float from a flower parachute, and more! Just when you thought it was safe to leave the stoneage, Bonk comes right back to get his revenge!! Follow twisting and turning levels in this multi-scrolling, 4 Meg Turbografx-16 extravaganza! Items are everywhere, so hit all of the flowers to find them.

HERE ARE A FEW AREAS OF LEVEL ONE!!



FACT-FILE

Manufacturer: NEC
Machine: TurboGrafx 16
Cartridge Size: 4 Meg
Number of Levels: NA
Theme: Sports
Difficulty: Average
Number of Players: 5 sim.
Available: July

FACE OFF!!

The TurboGrafx-16 line of sports games is widening once more. This time the word is Hockey. TV Sports Hockey to be exact. Fairly soon, the TV Sports series should be incredibly large, especially with the emergence of Tennis in the future and hockey presently. TV Sports Hockey features incredible graphics and remarkable game depth, complete with three different game types and easy or full rule modes. Hockey also features the option of 5-player simultaneous play, typical for the TV Sports game genre. With this option, TV Sports Hockey invites the whole family to join in the fun! Also, take a quick look at the large, crisp, animated closeup sequences. These cinemas are animated with expert precision to create a more realistic affect. So, if you're in the mood to win the Stanley Cup, sitting down to a game of TV Sports Hockey should fit the bill!



SLAP SHOT!!



Select your teams and prepare yourself for a hockey simulation like you've never played before! Choose from 8 teams!



Face off!! Time to get up the nitty gritty. Start swinging the instant the puck touches the ice floor. Be fast!!



After a slick move to the right, you've caught him off balance! Go for the shot before he regains his wits.



Ugh! After winning the last two matches in the playoffs, you are ready to face the best team yet for the World Championship!



The action is underway! Now for some furious bone crunching, checking, elbowing, and true-to-life gameplay.



Fight! Fight! The rest of the team won't break up this dueling duo. Neither will the refs, so punch it out, or sit it out!



Hey! It's Smiley giving the commentary and watching the calls. He'll congratulate you when you win.



One-on-one! You've managed to slip through the opposing team's defense, and now you're all alone with the goalie.



Nice block. Try some weaving and ducking patterns until you learn his standard attacks. Then you'll return to the ice.



FACT-FILE

Manufacturer: Imagesoft
Machine: GameBoy
Cartridge Size: 512k
Number of Levels: NA
Theme: Maze Chase
Difficulty: Average
Number of Players: 1
Available: July

IS THIS SPACE TAKEN?

Apparently so. Far into the future, Humphrey, a brave astronaut, witnessed a humongous spaceship capture an Earthling. He immediately set out to rescue the captive and save the Earth. To achieve his goal, he must first explore the alien ship, through every nook and cranny, until he finds the items necessary for his quest. To do this this guide, Humphrey in a 3D perspective, picking up and place objects, and avoiding deadly killer robots guarding the ship. Certain rooms will require some brainwork to solve, making *Altered Space* a brainteaser as well as an exciting action game for the Gameboy. Don't be too wary, however. Some of the droids are harmless and will actually help you complete your mission. The alien Zaks are always evil, of course. Unfortunately for them, they hadn't counted on your superior intellect and abilities. Good Luck!!



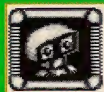
HUMPHREY
He's the bravest astronaut in the outer space.



ZAKS
These are the extremely ugly alien captors.



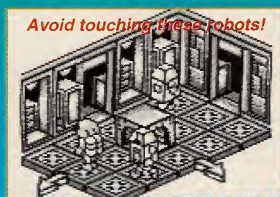
DROID TYPE 1
This is the ship's maintenance droid.



DROID TYPE 5
This is the ship's fast security droid dog.

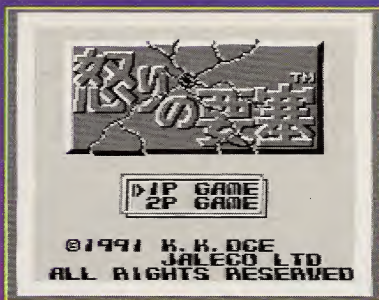


GARFFS
This alien likes to land on your head and fall asleep!



FACT-FILE

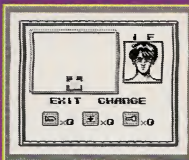
Manufacturer: Jaleco
Machine: Gameboy
Cartridge Size: 512k
Number of Levels: NA
Theme: Maze Chase
Difficulty: Average
Number of Players: 1
Available: July



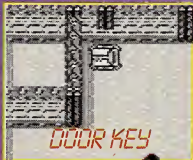
TAKE A STAND...

Alien forces have created several fortified installments on Earth. You and your partner have been chosen to infiltrate the fortresses and destroy the alien armada from within. Each level is basically a maze of traps, enemy ambushes, and items. Find

the key on each level so you can take on the boss of the level. Fortified Zone also features multiple weapons, power ups, and a password option to save your game.



Use this submenu to change between heroes, view the overhead map, and see which items you have collected. If a hero is killed, you must change over to the other hero here.



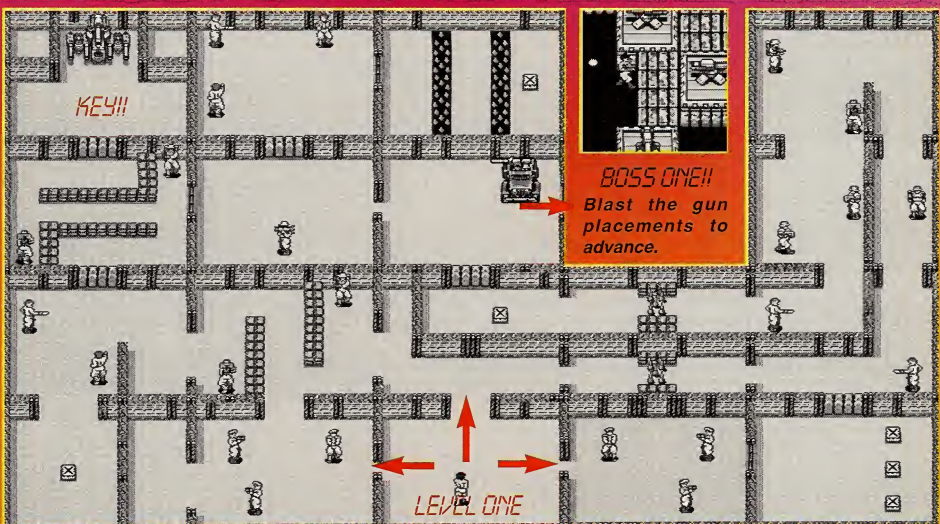
3 Way Shots are powerful against smaller weak enemies.



Grenades will wipe out the roughest end bosses in town!



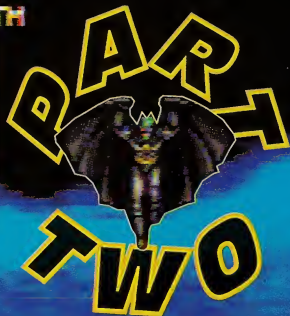
The Speed Up item makes you run faster. Avoid them bullets!



U.S. NATIONAL VIDEO GAME TEAM'S

SUPER STRATEGIES FOR WINNING BIG

SUPER PLAY BATMAN™



DANCE WITH DEVIL BY THE PALE MOONLIGHT

Welcome to the conclusion of the exciting Batman for the Sega Genesis. We're back with more maps and more tips straight from the U.S. National Video Game Team. You'll be at the top of Gotham Cathedral fighting the Joker in time. In the last issue of EGM we took you through the first four levels of the game and helped you rescue Vicki Vale. The Joker is gearing up for a

big festival in Gotham City. But he's up to no good, and is going to poison the citizens. Get in your Batwing and spare the lives of millions of innocent people. Then fight your way through Gotham Cathedral to the climactic battle with the maniacal Joker. With EGM and the U.S. National Video Game Team you'll bring peace back to the streets of Gotham City.

FACT-FILE

Manufacturer: Sunsoft
Machine: Genesis
Cartridge Size: 4 Meg
Number of Levels: 7
Theme: Action
Difficulty: Average
Number of Players: 1
Available: Now

SPECIAL TRICK!!!



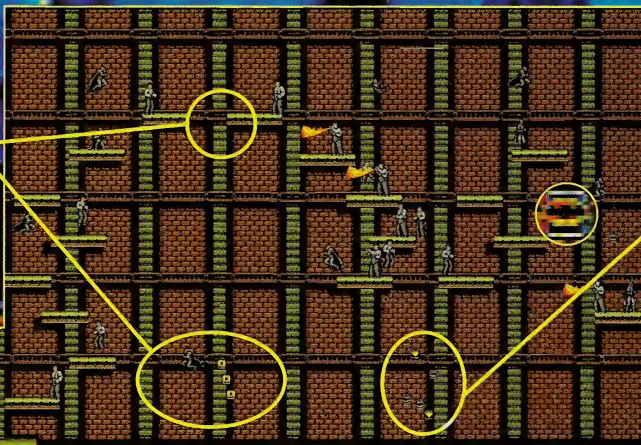
You can max out your lives to 9 at this point in the game.

Walk off to the left and fall in a straight path to get all three 1-UPS!

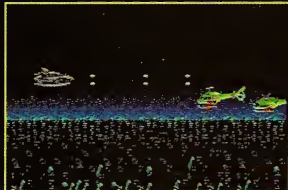


Make sure you get at least two 1-UPS on the way down.

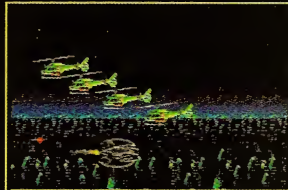
LEVEL 5: GOTHAM CITY STREET



LEVEL 6: IN THE SKY OVER GOTHAM CITY



Take to the sky in the ultimate jet plane. Equipped with the most advanced machine gun and heat seeking missile technology money can buy, this is Batman's most powerful weapon against. Take on an armada of the Joker's minions in a fierce fire fight in the night sky over Gotham City.



The patterns of the enemy copters are easy to figure out. The best strategy is to keep moving up and down on the screen. The boss isn't that tough, if you have 5 or 6 missiles you can blast him out of the sky rather easily. Nail him with constant machine guns and heat seeking missiles.

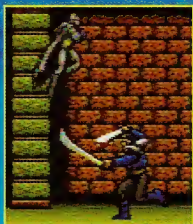
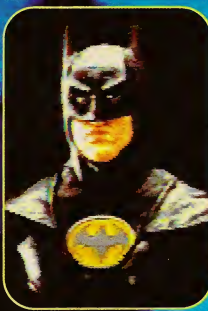


BOSS 6!!!

BATMAN™



There are a number of power ups here, but they don't do you any good. If you jump down to get them you will die and lose them anyway. Forget about them.



BOSS 5!!!

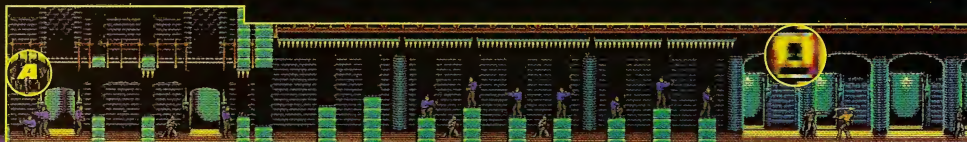
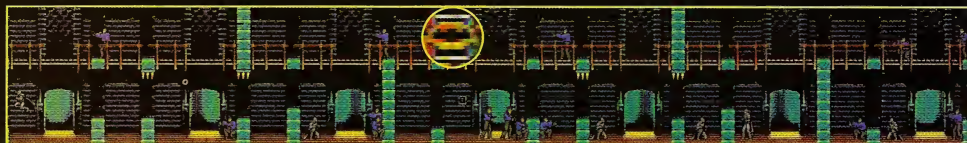
You'll meet this annoying fellow in a dark alley. He's not the nicest person to encounter in this place. There are a couple ways to defeat him. The easiest way is to use Batarang's and hit him from behind. If you don't have any Batarangs than it's best to jump and meet him in the air with a punch. Be careful though because sometimes he'll rush at you swinging his blades. Be sure to grab the Heart Icon to recharge your life.



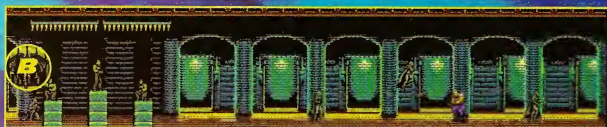
Grab the Heart Icon!



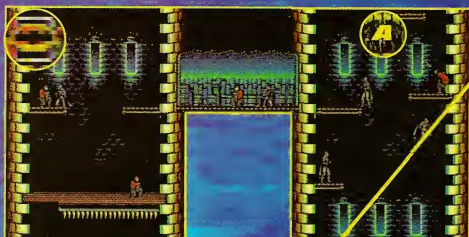
LEVEL 7-1: GOTHAM CATHEDRAL



Batman must fight all the end bosses again.



LEVEL 7-2: GOTHAM CATHEDRAL

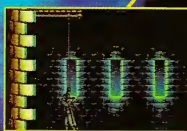


GET THE 1-UP!



Jump off the ledge to get this 1-UP.

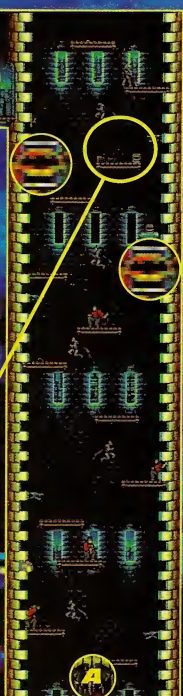
Be sure to hang on with your grappling hook.

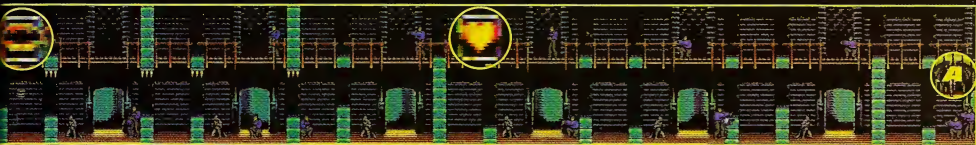


Flip over this bomb to get by without a scratch.

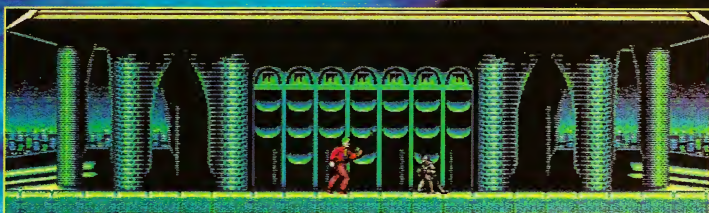


SUNSOFT





LEVEL 7-3: THE FINAL CONFRONTATION



The Joker will attack you in two different ways. The first is with his huge gun, the second is with deadly blue flames.



THE JOKER!!!

**EVER
DANCE
WITH
THE
DEVIL
BY
THE
PALE
MOONLIGHT?**

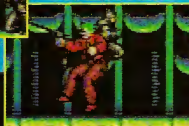


The Joker's attack is very aggressive and if you waste any time you're in big trouble. If you have at least 10 Batarangs, you should be able to defeat him rather easily. If you happen to run out of Batarangs, the best way to beat him is by jumping on top of him. These jumps must be timed right or you'll get hurt too. Good Luck!



It is easiest to stay in one place and shoot him with Batarangs.

If you run out try jumping on him from above to finish him off.



**CAN YOU
BEAT
THE
JOKER
AND
BRING
END
TO
THE
CHAOS
IN
GOTHAM
CITY?**



U.S. NATIONAL VIDEO GAME TEAM'S SUPER PLAY

SUPER STRATEGIES FOR WINNING BIG!

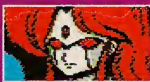


FACT-FILE

Manufacturer: HAL
Machine: NES
Cartridge Size: 2 Meg
Number of Levels: 6
Theme: Action
Difficulty: Average
Number of Players: 1
Available: Now

THE BATTLE FROM WITHIN

A deadly mutating virus has invaded the earth's defensive system computer. All anti-virus programs have failed to remove this destructive plague. A lone volunteer has the courage to go into the computer via an experimental and yet untested Image Transfer System. You have been sent in to destroy the virus on its ground. Quantum Fighter is one of the best NES carts out in the market. The game play is filled with unique play mechanics and will challenge the best of players. The U.S. National Video Game Team is going to take you through this incredible cart from beginning to end. With maps, special tips, and strategies straight from the pros, you'll be winning big in no time. We'll take you through the first two levels this issue and help you finish the game next issue.



Quantum Fighter has a large variety of moves. You must master them in order to get through.



The easiest way to thrash this boss is to wack him repeatedly with your mane of fury.



You can do a powerful kick when you are hanging on a platform.



Kabuki is very acrobatic and is capable of climbing almost anywhere.



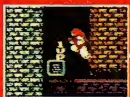
Watch out for the spikes that come from these platforms.



Jump over the spark that come from this hidden trap.



Jump down the right side of the wall and land on this ledge.



Jump to left and grab the 1-up.



This Boss splits into two if you do not kill him fast enough. His clone can't be hurt, but if you thrash him and wound him early in the battle, then you should have no problems. Don't forget that you can exchange chips for more health.





MUSHA (CD)



RAYXANBER (CD)



SHINOBI (GS)



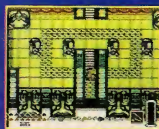
ALIEN STORM (MD)



BLITZ DRAGON (MD)



WOLF



NEW LEGEND OF BODA (SF)



JULES ANDY DAVE GREG



GET READY FOR A DIE HARD



BLUES JOURNEY



SENGOKU BURNING FIGHT



SONIC HEDGEHOG

We're Pumped! Summers Coming And All The Great Which System Will You Choose? • I Take Em ALL! And



JOE & MAC (SF)

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They're Gearing Up To Do Battle With Nintendo. . . We're About to See the Hottest Games Yet! . . .

Zena Wing (8M)	May	Saint Sword	June
Wardens Forest	Apr.	Beast Warriors	July
Ka-Ge-Ki	Apr.	Vapor Trail	July
Buena Almazan (8M)	May	Y's 3	Aug.
Marvel Land (8M)	May	Vals	Aug.
Fire Mustang	June	Dinoland	June
Street Smart	June	Monster World II	T.B.A.
Raiden (8M)	July	Galaxy Force II	T.B.A.
Allied Dragon (8M)	T.B.A.	Powerraid	T.B.A.
Valls Fontaine Soldier	July	Ninja Warriors	T.B.A.
Alien Storm	July	Turbo Outrun	T.B.A.
Arcus Odyssey (8M)	June	Dando	T.B.A.
Final Lap	June		
Outrun (8M)	T.B.A.		
Super Double Dragon II	T.B.A.		
Wrestle War	June		
SpaceShip Gamera	T.B.A.		
Shining in the Darkness	T.B.A.		
Sonic The Hedgehog	July		
Bare Knuckle	T.B.A.		
Jewel Master	June		

I Pumped Out of Street Fighter To Get To Be Hard To Be Hard! What A Great Place!

NEO-GEO
6 New titles on July first in Japan! Whoa! It's about time!

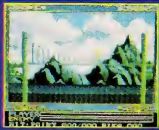
Blues Journey	Sengoku
Ghost Pilot	Burning Fight
Alpha Mission 2	Basketball
King of Monsters	

Hear Me How And Believe Me Later. DIE HARD Is The Place For Import Games!

SEGA GENESIS

GENESIS

PGA Golf
James Pond
Gain Ground
Vols 3
Phantazy Star 3
Sonic The Hedgehog
Bimini Run
Air Buster
Abrahams Battle Tank
Hordball
Powerball
Warrior of Rome
Mercs
Jesse Ventura Wrestling
Fantasio
Vette
S & D Quest
Street Karate
Tosimon & Fort
Winter Games
Midnight Resistance
Dick Tracy
John Madden Football
Lakers vs. Celtics
Midnight Resistance
Pit Fighter
Warriors Forest
Wings of War
Street Smarts
Task Force Harrier
Gales
Sagol
Sword of Vermilion
Atomic Robo Kid
Ka-Ge-Ki



Y's III (SF)

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G-10c	Mickey Mouse
Chase H.Q.	C.O.I.
Super Golf	
Devilish	
Wacky Pop	
Pop Breaker	

NINTENDO GAMEBOY
We Carry Only The Best Straight From Japan!

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Mickey Mouse II	Gorns
Lucky Monkey	Kid Niki
Mini Put	Technos Soccer
Parodius	Cavenoire
R-Type	
F1-Spirit	
Snow Bros	
T.M.N.T. II	
Megaman World	

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Rygar	720
Shanghai	Grid Runner
Nip Gaden	Tenri
War Birds	Hockey
NFL Football	Turbo Sub
Tournament - Cyberball	Hydra
3.U.N. Runner	H.P.S.
T.M.N.T. II	
Vindictas	
Scrapyard Dog	



SUPER ULTRA BASEBALL (SF)



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AREN



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BARE KNUCKLES (MD)



BEAST WARRIOR (MD)



BLUE BLUMIAC (MD)



BONANZA BROS. (MD)



DOUBLE DRAGON II (MD)

HARD

SUMMER!

Games Are Ready To Go! The Bottle Lines Are Drawn!
You Know Where To Get Em FIRST! DIE HARD!!



DIE HARD (MD)

SUPER FAMICOM

SUPER FAMICOM

Hold on to your hat! It looks like Nintendo wants to scare you right into your store! This is what it's all about:

- Sim City
- Pro Tennis
- Super Pro Baseball
- Naxat Pinball
- Odleem
- Mario World
- Daftin Twin
- Gaumba
- Masters Golf
- League
- Hole In One
- Playball
- Ultra
- Super Ultra Baseball
- Pilot Wings
- R-Type
- F-Zero
- Super Ghoulis
- SD The Great
- And Ghosts
- Battle
- Area 88
- Final Fantasy 4
- Big Run
- Dimension
- Actraiser
- Force
- STG
- Gradius 3
- Raiden
- Final Fight
- Joe & Mac
- Bombuzal
- Jerry Boy
- Y's 3
- Drakken
- SD Dodgeball
- Soccer
- Goeman
- Dungeon
- Strike Gunner
- Master

PC Engine

PC ENGINE

Got the TurboGrafx blues? Buy some Japanese games, they're turning 'em out like crazy!

Overhauled Man 2

Popoola

Jockie Chan

Paradise Star

Legend of Hero

Power Drift

Tan ma

Outrun

Dead Moon

Ghost Story

Burning Angel

Blue Blink

Overide

Saint Dragon

F.I. Circus '91

Dragon Breed

Wing

Bank's Revenge

SUPERGRAFX

1945

Strider

Alydines

Ghosts

Grand Zort

Battle Ace

Ghouls And

Darius +

PC Engine CD

Who's He Going??

We Just Found Out BOB & TIGER 2 IS BACK! DIE HARD!

DIE & GO! Heavy Gold, My Gonna, Fire, New Year BEST!

PC Engine

PC ENGINE

Got the TurboGrafx blues? Buy some Japanese games, they're turning 'em out like crazy!

Overhauled Man 2

Popoola

Jockie Chan

Paradise Star

Legend of Hero

Power Drift

Tan ma

Outrun

Dead Moon

Ghost Story

Burning Angel

Blue Blink

Overide

Saint Dragon

F.I. Circus '91

Dragon Breed

Wing

Bank's Revenge

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Panther	???

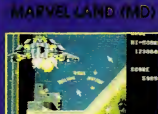
Oh, hey, tell us where **DIE HARD** is! We want our SD!



DOUBLE DRAGON II (MD)



DOUBLE DRAGON II (MD)



MARVEL LAND (MD)



RAIDEN (MD)



SPACESHIP GONNA (MD)

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U S A

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This Month's Game...

BLOODY WOLF

1. Sean Moline 2,658,200

- | | | |
|----|-----------------|-----------|
| 2. | Ken Shulin | 2,348,300 |
| 3. | Conrad Cheslock | 2,194,300 |
| 4. | Rogeno Mahor | 1,000,000 |
| 5. | Jose Ramones | 999,800 |



Send Scores For...

R-Type (turboGrafx)

All entries by Aug. 15

WIN BIG WITH EGM!!

Now you can show off your game playing skills with your very own U.S. National Video Game Team jackets and T-Shirts. Each month the top score on our Game of the Month will be awarded a Team jacket and a cart of your choice. Four runners-up will receive official Team T-Shirts! Get your high scores in today!

ARCADE NINTENDO SEGA GENESIS TURBO

Game	Score
Abadox	655,350
After Burner	14,335,970
Bad Dudes	999,999
Batman	6,802,500
Bural Fighter	15,342,420
Contra	6,553,500
Double Dragon	346,450
Double Dragon 2	461,080
Godzilla	11,111,310
Guerilla War	219,400
Karnov	534,500
Marble Madness	147,110
Mega Man	9,999,900
Metal Gear 2	Finished
Paperboy	191,300
P.O.W.	311,500
Rad Racer	52,403
Rampage	42,999,963
Roll Busters	999,999
Rolling Thunder	179,350
Sky Shark	1,043,570
Star Soldier	6,990,000
Super C	9,999,990
Super Mario Bros. 3	9,999,990
Tetris	784,537
TMNT	9,999,900
Werewolf	228,800

Game	Score
1943	2,947,360
After Burner	69,588,000
Arkandoid	1,165,910
APB	1,002,324
Diner(PIN)	89,220,000
Double Dragon	130,900
Hard Drivin'	529,800
Klax	3,205,000
Out Run	49,050,270
Robocop	2,240,600
Smash TV	12,624,000(1 Play)
Super Contra	10,640,310

Player
Kelly McKenzie
Jeff Yonan
Stephen Krogman
Jeff Arensmeyer
Kelly McKenzie
Josh Winter
Jeff Bensen
Jason Turka
David Wright
Stefan Zarzynski
Ralph Mendes
Jason Turka
Jeff Adkins
Sergid Strugar
Glenn Stockwell
David Wright
David Wright
Stephen Krogman
Ralph Barbaggallo
Eduoard Charbonneau
Jeff Yonan
Kelly McKenzie
David Wright
Sergio Stugar
Royce Cannon
Chris Nygard
Jay Koster

Player
Brian Chapel
November Kelly
Stephen Krogman
Greg Gibson
Steve Ryno
Brian Chapel
Jerry Landers
Leong Su Chin
Dan Lee
Stephen Krogman
Greg Gibson
Martin Alessi

Game	Score	Player
Alter Burner	13,572,900	Christopher Sims
Altered Beast	234,400	Alex Stamos
Double Dragon	627,000	Todd Feller
Moonwalker	21,020	Vince Tennant
Out Run	55,626,340	Dan Lee
Rampage	795,460	Gerald Greaheny
Rastan	31,139,300	Christopher Sims
R-Type	1,128,500	Brian Gredault
Shinobi	1,165,750	Todd Bustillo
Space Harrier	35,257,970	Dan Lee
Thunder Blade	3,054,000	Bob McGuire
Time Soldiers	7,437,700	Rob Siegmann

Game	Score	Player
Cyber Core	999,999,900	Barry Bowman
Blazing Lasers	99,999,999	Lee Scordino
Bloody Wolf	2,348,300	Ken Shulin
Bonk's Adventure	999,499	Chris Nygard
Cyber Core	999,900	Jim Hakola
Dragon Spirit	639,670	Randy Lewis
Fantasy Zone	99,265,100	Brandon Fish
Fighting Street	547,650	Sergio Stugar
J.J. & Jeff	10,175,650	Chris Camera
Monster Lair	389,920	Terence Micharoni
Side Arms	6,396,400	Jim Hakola
Victory Run	18 min. 00.13 sec	Stephen Shelton

Game	Score	Player
Alter Burner 2	29,017,840	Tony Deslively
Altered Beast	4,682,500	Lee Ventelcher
Air Diver	70,023,000	Steve Sweetz
Columns	99,999,988	Keith Danforth
Curse	10,560,300	Jeff Yonan
Forgotten Worlds	1,694,100	Tony Deslively
Ghostbusters	19,362,000	Kurt Schaal
Ghouls & Ghosts	1,730,100	Steve Sweetz
Revenge of Shinobi	12,537,800	Steve Sweetz
Target Earth	79,172,540	Randy Lewis
Thunderforce 2	6,776,350	Todd Bustillo
Truxton	3,331,650	Tony Deslively

Rules - All scores on must be received by Aug 15, 1991. If maximum scores are reached, a random drawing from the high scores will be conducted to determine the prize winners. All scores must be submitted on official Team entry forms and accompany a legible photo. Void where prohibited. Send SASE to High Scores, 1920 Highland Ave., Suite 222, Lombard, IL 60148 for an official entry form. One prize per household per year. Score rollovers will be treated the same as maximum scores. For the Up-to-the-Minute high scores call 1-708-916-3147.

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