

OVER
100
GAMES
PREVIEWS

EXCLUSIVE INFO ON NEW JAGUAR 64-BIT GAME SYSTEM!

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ELECTRONIC GAMING MONTHLY

SPECIAL COLLECTOR'S ISSUE!

SUPER NES BUYER'S GUIDE

**SUPER PREVIEW!
ZELDA 3 AND
MEGA MAN 4!!**

**EXPLOSIVE
INTERNATIONAL
EXCLUSIVES!!**

**BONUS!
MICRO GAMING
SUPPLEMENT!!**

**COMPLETE CES
COVERAGE!!**



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August, 1991



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ELECTRONIC GAMING MONTHLY

The Last Word On Video Games



Sega gives EGM the first hands on test of their Mega CD-ROM!

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Some games are hot, some are not. Only the Crew calls it fairly!

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See how you rate against the best players in the world! Only in our Top Score Club!

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EG Express

Another EGM first! It's a CD-ROM bonanza! Check out the first pictures and all the specs on the Sega Mega-CD, NEC's PCE Duo, Super CD-ROM2 and NID; Nintendo/Phillips CD-I and Sony's Super NES Play Station!

59

Super NES Buyers Guide

No wimpy two page buyers guide here. Check out the only authoritative 16 page resource on the Super Nintendo!

75

Micro Gaming

Portables are hot this summer and so are the new games! Castlevania 2, Choplifter 2, Metroid 2, TMNT 2, Double Dragon 2, Simpsons, Home Alone, Bill & Ted and Hard Drivin' are but a few of the super carts in the insert!

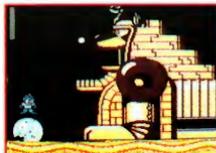


Zelda 3 for the S-NES!

88

Super Famicom Times

Even with all the great S-NES games coming out there are still more in Japan! We've got the first pix of Zelda 3; Super Formation Soccer, Super Pro Wrestling; and Dungeon Master!



Capcom gives EGM the first look at Mega Man 4!

92

Tricks of the Trade

Blast through the newest carts with the best tricks!

106

Nintendo Player

The NES is alive and doing well. At CES there still was full support for the old workhorse. Contra Force; Batman: Return of the Joker; Wizards and Warriors 3; and Tecmo Super Bowl are hot!

118

Turbo Champ

CD is the name of the game for NEC this fall. It Came from the Desert; Lords of the Rising Sun and the Addam's Family are on their way.

119

Neo-Geo

The home arcade machine has 4 new mega carts coming!

120

Outpost: Genesis

Sega comes out swinging at CES with Mercs; Golden Axe 2; Rolling Thunder 2; Vapor Trail and more!

130

Game Over

Take a look at the spectacular ending to one of the best shooters ever - Gaiars!

COVER:

After years of waiting the Super NES is only one month away! For now, learn about the system, its specs and the games it will play!



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—Barrett Ryals, Game Tester

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August, 1991**

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EGM SPANS THE GLOBE!

One of our main goals here at EGM is to put out a magazine which contains the most current video game information in the country. Our foreign correspondents have been able to supply us with the very latest info from Japan, but the video game industry is changing. In the past, the majority of games came from Japan but now a larger percentage of software is being developed in England, France and Germany. Accordingly, we are now expanding our International coverage to include software from these countries.

Also, ever since we became the authoritative source for games in the U.S., other magazines from around the world have come to us asking for permission to reprint information from EGM in their magazine. That gave us an idea. Why not create a worldwide network of game magazines? Information would be traded between magazines and everybody would benefit! After several months of meetings between the best game magazines in the world, the World Net™ was formed. If you liked what we did in the past, wait till you see what we can do, now that we span the globe!

Another change that you may have noticed in EGM is the running of special insert publications. We have just set up a separate division here at Sendai called the Contract Publishing Group. This group will be solely responsible for the creation of the inserts which you will see here in EGM and in other publications. These inserts will highlight and describe specific products from different companies in the game industry. To avoid any confusion these inserts are advertisements, and they are paid for by the respective companies. However, they are more than just ads. Since they are prepared by people who know games, these inserts will be informative. They will show and describe all the products of the respective companies. A good example of this is the Atari Lynx insert. It shows you everything you ever wanted to know about the Lynx. It gives you an insight, with pictures, of all the new games coming out in the near future. It is something that you would want to pick up and read. And, from the letters we have received, it appears that you like these kind of ads. More are scheduled to run in the upcoming months. Check them out and drop us a note as to what you think.

**Ed Semrad
EDITOR**



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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, Sendai Publications, 1920 Highland Avenue, Suite 222, Lombard, IL 60148.

SEGA CD-ROM UPDATE!

I think your mag is terrific! You always have the most up to date info on all the game systems. I own them all and my favorite is the Genesis.

I've noticed that on the bottom right of the system is a small compartment that says "Do not remove". Is this where the soon to come CD-ROM will attach to the system? Also I've seen several different versions of what this awesome CD-ROM may look like. You would really make my day if you would track down what this really looks like. How much will it cost? What games will be coming out for it? And show a lot of photos!

Jon Stickel
Huntington Beach, CA

I'm totally addicted to your mag! How you constantly have the most current info is beyond me, but keep it up. I especially loved your Genesis CD-ROM coverage. About this I have a few questions. What is its release date? Price range? Also, what game will come with it?

John Mason
Rhineland, WI

I've got three burning questions I need to ask you about the Genesis CD-ROM! Can it play music CD's? Can it play Turbo CD's? What is the earliest I can buy it?

Jake Lennington
Rush City, MN

(Ed. Ever since we broke the news of this super peripheral way back in

Electronic Gaming Monthly

issue 15 last year, questions have been pouring in by the hundreds each and every month. Information has been very hard to come by but on June 6th at Tokyo Toy Show, Sega officially unveiled this super peripheral to the public. Of course EGM was there and we came back with lots of photos, a complete set of specs and a long list of new CD-games! Don't miss our special

EG Express in this issue. Also look for an in depth article in the July/August issue of Mega Play!



The Sega CD-ROM is coming to Japan this Fall!

NEO-GEO PRICE CUTS!

The Neo-Geo looks like a great machine! I would love to buy it but it is just too expensive. Do you know if they are going to reduce the price in the near future to make it more affordable to us normal players?

Anthony Stephens
Talbot, TX

I heard rumors that SNK is having problems in Japan and that nobody is buying the system over there. There is talk about a big price cut in the system and software. Is this true?

William Taff
Pittsburgh, PA

SNK is claiming that their NEO-GEO is a 24 bit system. How can this be? I thought that it uses a 68000 processor. So then it must be a 16 bit system. It also has a Z80 but isn't that their audio chip. Can you set the record straight.

Dwight Thorton
Ankeny, IA

(Ed. While we can't confirm whether the NEO-GEO is having problems in Japan, I can say from my discussions about the system with store owners in Tokyo that it is not selling very fast. The software is extremely limited and more than one copy of the game is seldom seen in the stores. The price reductions you mentioned are true! As of July 1, 1991 the system price has been reduced from \$425 to \$360. Game prices have been slashed by more than 50%! Nam 75 is about \$100 and the big memory games are about \$155! As to whether the U.S. will follow suit SNK would not comment.

Calling the NEO-GEO a 24 bit system is misleading. Two processors can be added together only if they are working in parallel. The only instance (so far) is the new Sega CD-ROM as it has it's own (and faster) 68000 chip which will handle the scaling, rotation and other specialized functions.)

PANTHER IS DEAD!

First of all, I think your magazine is great. I really like how you always get the scoop on the other guys. You were the first to tell us about the Genesis, Super Famicom, Neo-Geo and Panther. Anything new to report on the latter? One mag ran the specs.

Brian Ausberry
Newton, PA

(Ed. We are sad to report that the Panther is an extinct species. Atari has killed the project in favor of a new one code named Jaguar. Would you believe two big 68000 processors running in parallel!

Your second point has a bit of irony to it Brian. By the time others finally get around to publishing the specs, the system is already dead!



Enjoy
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CIRCLE #109 ON READER SERVICE CARD.

WHAT DETERMINES MAGAZINE SIZE?

I've noticed that the sizes of all the magazines seem to go in cycles. Starting in September they all get larger, and get up to about 200 pages in December. Then they taper off when in summer they are barely 100 pages. What determines the magazine size, as if it were up to me, and a lot of my friends, we would like to see them at 200 pages all year round. You may seem to be getting thicker. Any reason?

Charles Bogden
Austin, TX

(Ed. You bring up a good point Charles and it is one which we get a lot of mail on. Magazine size is primarily determined by the number of companies which will run ads in any particular issue. A reasonable ratio which we go by is 50-50. That is for each ad there will be at least one page of editorial. Most respectable magazines normally go by a ratio close to this. Those who run at ratios with a lot of pages and very few ads are walking on thin ice. As the holidays approach the companies have more games to sell and they advertise more. That is why you'll see thicker books around Christmas. During the summer many companies trim back their ad pages as they have fewer games to sell.)

Here at EGM we have been doing OK. Our book has been running around 132 pages during the summer while others have dropped to 100 pages or less. A count of the advertisers in any particular issue is a fair indication as to how well that magazine is doing in the eyes of the game companies. Ads aren't cheap and these companies want to get the best value (circulation vs. cost) for their money. It all boils down to the most popular mags getting the most advertisers. We believe that as the holidays approach you will see EGM running multiple insert books, posters, etc. and easily exceeding 200 pages and possible even be the first book to go beyond 300! We can't wait!

WHERE ARE...??

In past issues you talked about games like Cal. 50, Galaxy Force, and Outrun. I've been saving money for these games but so far I haven't seen them in the stores. What happened?

Bob Kaczmarczyk
Calumet City, IL

I've noticed that you have a habit of mentioning certain games in one issue of your magazine and then we never hear about what they are. Why do you do that? What ever happened to Mercs, Vapor Trail and Dando?

Tom Bradley
Topeka, KS

(Ed. When we run info from other magazines in our WorldNet™ we are giving you everything that is available in the world! Companies many time will release a new pictures of a future game to make a general announcement that they are working on that title. Months may pass before anything else is announced and while it seems like an eternity, especially if you are seriously interested in a particular title, eventually the company follows up on that game. Such was the case with Cal. 50, Galaxy Force, Out Run, Mercs, Vapor Trail and Dando. We caught wind of them some time ago while in Japan and just now are we seeing anything solid about these games. The fact is our sources are reliable and it is just a matter of time before they appear in the U.S. Check our CES report and Tokyo Toy Show article for the latest on all of the games mentioned.)

CES ATTENDANCE??

You keep talking about the Consumer Electronics Shows. I would like to go to one as it would be great to see all of the new games. How can I go about getting in?

Frank Klupp
San Francisco, CA

(Ed. Sorry Frank, these shows are limited to the people whose work is directly related to the industry.)



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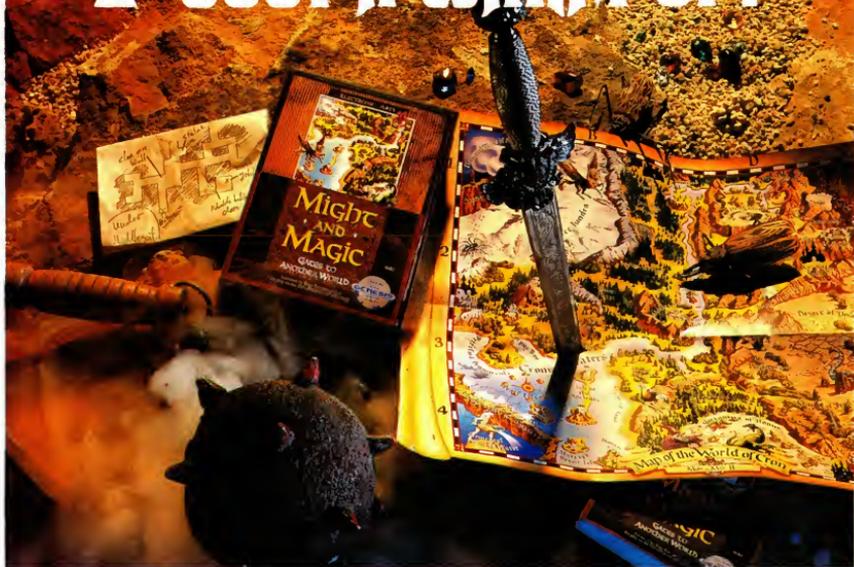
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DUPLICATE INSERTS??

I've got several complaints. First, I saw your Lynx insert in another magazine. Was it an ad or why did this happen?

Second, I hope you guys are happy. I called Sega and the Phantasy Star 3 book is as you stated - separate and not included with the game. Now I will have to pay \$70 for the game and then another \$20 for the book.

**Erik Sklimek
St. Paul, MN**

Is it true that Sega will charge \$20 for the Phantasy Star hint book? What will happen with Shining and the Darkness? Will that book cost \$20 also?

**William Goff
Portland, OR**

(Ed. Well guys, when we voiced our opinions about packaging a hint book with the game, it is very doubtful that Sega buckled under our edi-

torial. For a hint book to cost \$20 it has to be huge! Odds are that because of it's size Sega couldn't fit it in the game packaging (which is of a standard size). Even then, had Sega really wanted to be generous, they could have put a coupon in with the game where you could get the book free or at reduced cost. Nothing has been determined about Shining in the Darkness yet.

The Atari Lynx insert which we ran in issue 21 was a product of our Contract Publishing Division. As was the Turbo, RoboCop and Electronic Arts inserts. What the respective companies do with the insert is up to them. We were very pleased though, to see the Atari insert running in all of the reputable game magazines. After all, as stated in previous editorials, it is the goal of our 'interaction policy' to work with and for the game industry. Only by working together can everybody (manufacturers, retailers, publishers and consumers) benefit from such an association.)

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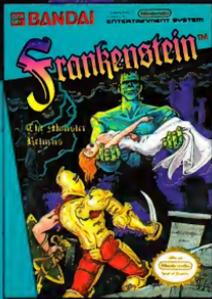
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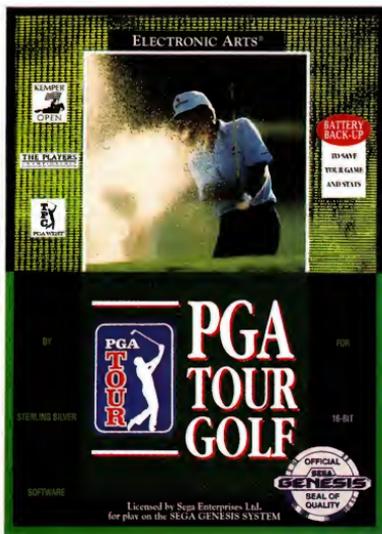
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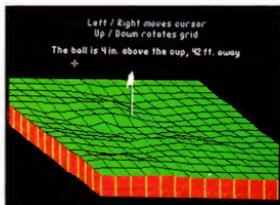
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ABOUT OUR RATINGS:

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

STEVE

The main dude in charge has just returned from a special screening of Terminator 2! Don't worry, he's back to work - look for a new Super NES mag soon!

ED

Ed's back from Tokyo Toy Show with a suitcase full of new carts. His favorite is Super R-Type by Irem. All we hear him say is how great the Mega CD-ROM was.

MARTIN

Martin is really getting involved with the Super NES. It's all he plays and it's hard to get him to put the controller down. It's a battle between him and Ed for Super R-Type.

SUSHI-X

Sushi-X made an appearance at the Tokyo Toy Show to help us get around in Japan. After the show he took us to his favorite arcades where he is now.

Super Nintendo - Nintendo Super Mario Bros. 4

Type: Action Release: Sept
Levels: 96 Difficulty: Ave



King Koopa's back! This time he's kidnapped the princess and hidden her away in his underground fortress! Travel through 96 areas of action to reach her, fighting Koopa soldiers and Goombas all along the way. King Koopa's Family is helping him, however, so Mario and Luigi have their hands full! Luckily, they are not alone in their quest. Four different Koopa-eating Dinosaurs are ready to help. Go Mario!!

While Super Mario World may not be the ideal cart to show off all the fancy things that the Super NES can do, it is a solid continuation of the Mario series. Even more secrets, hidden games, special moves and great game play can be found, with the addition of 16-Bit looks. A winner!

Easily the best Mario adventure yet but I had hoped that Nintendo would do more with the game than just make another Mario adventure. This should show off the system's capabilities but there just aren't enough special effects when compared to other S-NES games.

Super Mario 4 is the biggest and most fun to play game ever! Each level has something totally new! You would think after 3 sequels that the big 'N' would suffer from idea burn-out. Almost perfect, but then again no game is perfect. I'll take 96 levels of Mario over 20 of Sonic any day!

Here you have it! The ultimate Mario adventure! Super Mario World is a perfect subtitle, with 96 areas to explore! Everything just plain blew me away! Only one game in this genre rates higher in my book, but since tens are impossible, Sonic will have to share the same rating.

Super Nintendo - Konami Gradius III

Type: Shoot Release: Sept
Levels: 11 Difficulty: Ave



The Vic Viper is on the call once more! Another hot sequel created just for the Super Nintendo, Gradius 3 offers larger end bosses, longer levels, and more objects on screen at once! The Vic Viper itself is now equipped with even more types of weapons and power ups, like the ultra-powerful Megacrush!! Pounded through 11 diaphanous levels to reach the final confrontation with the alien boss!

Gradius 3 uses the 16-Bit power of the Super NES by increasing the detail of the landscapes and enemies (especially the Bosses which fill the screen), hype the stereo sound and incorporate some conventional play that is pocketed with flicker. This detracts, but the game remains good.

One of the better shooters for the new system. Though it slows down when the action gets intense the game does get better in the last two rounds. Great music when piped through a stereo. Definitely one of the games to buy when you get the system.

My favorite series of shooters has finally gone 16-Bit. The graphics are truly an upgrade to the NES versions and the music is very cool. Tons of cool new weapons to use. The game lacks intensity and seems only to pick up in the later rounds. A very good shooter, but not the best.

Definitely, Gradius III is one of the best shooters to hit the shelves, and I recommend it to shooter fans, but I am sorely disappointed by the slow-down and flicker! Otherwise, the music is excellent and the graphics are great. Unfortunately, I always found myself reaching for Gaiarses...

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Super Nintendo - Nintendo F Zero

Type: Race Release: Sept
Levels: 7 Difficulty: Ave



Ready for a race through time? Take a trip to the future of racing and play F Zero, the first racing cartridge for the Super Nintendo! Utilizing the awesome Mode 7 graphics, F Zero promises and delivers a driving experience not to be missed! Pick from four different hovercrafts, each featuring special abilities, ranging from speed, control, and acceleration! F Zero is the future of racing!

This is a really cool use of the scrolling and scaling that the Super NES can do in Mode 7. The content here is top-class, but to good use in addition to making the game look great. Good play mechanics and a fair level of options make F-Zero an immediate must-have for racing fans!

Fantastic! While I prefer a 'true' racing game, this futuristic version has some very cool features. The perspective used really gives the player a sense of speed and the scrolling is superb. Like a real racing game, technique is all important for the best times.

This game is awesome!!! I've never enjoyed a driving game as much as I've enjoyed this cart. Great graphics make you feel like you're going 500 MPH! Incredible play control and realistic driving conditions make this one of the most addicting Super NES cart yet.

This is not just another racing game! The hair-pin turns and flying jumps are enough to make my head spin! Rounding corners was never so smooth! Mode 7 really makes a huge difference in the playability and visual excitement this game has to offer. A must for racing fans!!

Super Nintendo - Capcom Final Fight

Type: Action Release: Sept
Levels: 6 Difficulty: Ave



Haggar and Cody are two street wise heroes battling the Mad Gear gang to save Jessica, Haggar's daughter and Cody's true love. Choose from either hero and utilize their specialized attack methods to wipe out the Mad Gear gang! You may be outnumbered, but you have the courage and skill to beat them all! Your mission will take you through the This fight is a fight to the death - the Final Fight!!

Final Fight looks and feels like the arcade version on which it's based, but without the two-player cooperative it just loses something in the translation. The game play is too easy, but if you're in for a good fight with great graphics, Final Fight should fit the bill!

I just can't believe that with this super system Final Fight couldn't have been a two player game. If Sega can do it, Capcom could have also unless the game was 'rushed' just to get it out when the Super Fami was introduced. While it plays great it could have been better.

This is a good translation of the arcade hit. While most fighting games bore me, this one is pretty good. The graphics are some of the best ever seen on a home system and the sound is good too. A bit too short and easy, but good otherwise. Where's Guy? Where's Player 2?

I'm disappointed! When I first turned Final Fight on, I thought, cool, it's the best!! Then I found out that Guy, My favorite character in the arcade, was missing! The final nail in the casket was the lack of two player simultaneous play. Bad move!! Otherwise, game play and graphics are excel-

Genesis - Sega Streets of Rage

Type: Action Release: Sept
Levels: 8 Difficulty: Ave



Crime has overpowered the city, and the only hope is the team of heroes, Adam, Axel, and Blaze. These ex-cops are highly trained in boxing, martial arts, and judo, and they are out to rip the crime lord's control apart! Fight through 8 blazing levels of action, sometimes featuring 12 enemies on-screen at once!! Two-player simultaneous action is here! Combined, they have 40 attack moves and infinite fun!!

Now here's a real version of Double Dragon for the Genesis. Streets of Rage blows away all other home fighting games with superb graphics, terrific interaction and more forms of attack than you can imagine! A winner in a category that has been sorely lacking on the Sega 16-Bit!

This is the way a fighting game can be made when the programmers know the system. Easily the best fighting game ever with moves that are unique. The two player version sold me on the cart and with games like this Genesis does what Ninten.....

Fighting games are not my cup of tea, but this cart totally blew me away from beginning to end. The game play is so good it puts all other fighting games, including Final Fight, to shame. Tons of moves and the best thing about it is the two-player mode. Funkadelic music, dude!

Final Fight, move over!! This is the type of fighting game I've been waiting for since Fighting Street! Two players, 40 attacks, 8 levels, large bosses, and music that rivals Sonic the Hedgehog. Street of Rage is the best fighting game around! Let's see how Street Fighter 2 turns out...

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KAZ

Genesis - Sega Fantasia

Type: Action Release: Now
Levels: 15 Difficulty: Ave



The Master's musical notes have been stolen and scattered throughout the Dreamworld! Take Mickey, the Master's apprentice, on a journey through multiple levels filled with numerous enemies, searching for the missing musical notes! Find the floating magic books to learn spells and wipe out the evil forces. If your magic power is too low, simply stomp on them with Mickey's familiar jump attack!

Fantasia does boast some of the best graphics and animation in a video game, but the game play of this cart is too clunky and unpredictable to be much fun. The theme is pretty one-dimension too, so don't get into this game expecting a lot of depth. Nice for the younger set.

The music is fantastic, just like the old animated classic. The graphics likewise, are exceptional with great animations and backgrounds. However, no matter how great the game looks and sounds it has to play well. Control is difficult and detracts from an otherwise excellent soft.

The graphics are great but the game play is nothing like Castle of Illusion. The music is OK, I like the classical tunes. The animation is very spectacular, but the game play leaves so much to be desired. Too straightforward and tends to get repetitive easily.

Mickey's at it again, and the graphics are incredible! The instruments involved in the soundtrack are excellent, but the music is irritating sometimes. My main gripe is the control and game play. They're horrible! I loved Castle of Illusion, but Fantasia doesn't quite measure up.

Genesis - Sega Alien Storm

Type: Action Release: Now
Levels: 8 Difficulty: Mod



Prepare yourself for the most horrendous invasion of aliens to ever terrorize the Earth. They're tearing apart our cities, mutating our people, and just plain unwelcome. It's time for a little planet cleaning, three of the toughest warriors in the galaxy are here to do it! Alien Storm features two-player simultaneous action that is extremely similar to Golden Axe. Pick from three characters, each with their own attacks.

I liked the all-out frenzy that Alien Storm inspires, and the game takes on new fun when played with a friend. The only thing disappointing about this title was the lack of real challenge needed to overcome most of the obstacle. Too short when all you do is shoot, shoot, shoot!

It's good to see that Sega is beginning to make more two player games. This one is fun with two players but it unfortunately it is too easy that way. It's about right playing alone. Good graphics and control. Animations are well done and humorous at times.

It is not too hard to see glimpses of Golden Axe in this game, but there is enough originality to keep it separate. The graphics are cool and watching the animations of certain aliens is entertaining. The game is average in difficulty, but veteran gamers will walk right through it.

Obviously based on Golden Axe, Alien Storm has incredible graphics, game play exactly, and I mean exactly, like Golden Axe, and cool music sound tracks. If Golden Axe is your cup of tea, then Alien Storm is right up your alley! Be warned, though, it IS Golden Axe in the future's clothes.

Genesis - Ballistic Hardball

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



That's right baseball fans! It's that time of year again, and Ballistic's Hardball is here for the Genesis! All of the National and American League teams are featured in Hardball. As a pitcher choose from a variety pitches and stances, or attempt to pick off a base runner. As a batter, pick your stance and go for extra bases. Hardball's unique feature is the Batting Cage mode, allowing you to practice!

It's been awhile since Tommy was introduced, so Ballistic hits us with Hardball. Converted from the computer, Hardball plays a decent game but there aren't a lot of bells and whistles that really jazzed me. It does have its merits, however, and should please most sports fans.

Easily one of the best playing baseball games around. Great graphics and the pitcher-batter screen is exceptional. Lots of pitches to choose from and a wide variety of subtle moves and options are built in. It will take some time to really learn how the game plays.

I don't like the reversed perspective of the batter and pitcher. It totally makes batting a frustrating event. The graphics are very good and the sound is great, real voices call out the plays. Not a whole lot of options here, but a solid game of baseball. I like the batting cages.

Undoubtedly one of the most graphic baseball simulations around Hardball offers tons of variety and little to waste! The digitized are well done, and the graphics are excellent. The background music could use a little work, but that can be turned off. Not bad for a sports game.

David Izat
Professional Gamer

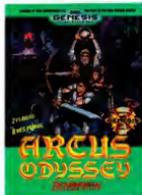


IT'S TIME TO LEARN A THING OR TWO ABOUT FUN.

Professional gamer David Izat knows a lot about fun and games, especially with Arcus Odyssey.

Equipped with 8 meg graphic power, Arcus Odyssey is pure strategy. With up to four warriors (two warriors per game) work your way through daring levels and mind boggling mazes,

and as you master each level, your weapons become stronger. Challenge your mind by finding hidden clues; reward yourself with hidden treasures. Now that you've learned the basics, ask the ultimate question; are you ready to learn a thing or two about fun?



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Nintendo - Capcom Little Mermaid

Type: Action Release: Now
Levels: 6 Difficulty: Mod



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 can end Ursula's threat forever, she may yet find true happiness with her true love, Prince Eric. Use Ariel's Bubble power to enclose enemies and knock them out of commission. Watch out for the bosses!

I've got to review this game with the right attitude, because after all, it is for little girls. Beyond the fact that the action is really toned down, there aren't a lot of bad things to say about Mermaid, other than it does get somewhat boring after awhile. Little girls should love it. I don't.

I have to give Capcom credit for going after a niche market. For that purpose, they have succeeded as it is a decent game. Serious players don't have to be warned about game as the title says it all! For the younger player this is a must have as it is a great nonviolent game.

A NES cart based on a romantic cartoon? Weird theme, but Capcom continues to deliver a solid game no matter what the theme. Decent graphics and sounds. Game play that is easy to grasp for younger players. A good game that is a little too easy because of its target player.

Ahhh...Finally, a true family game kids and adults of all ages and sex can enjoy! Little Mermaid has a near perfect blend of action and adventure. The music is upbeat, the graphics are good clean fun, and the theme is, of course, excellent. A must for young NES owners.

Nintendo - Arcadia Robin Hood

Type: Action Release: Now
Levels: NA Difficulty: Ave



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 Sheriff of Nottingham has taken control of the countryside in King Richard's absence.

I saw the movie and the best thing in it was the king and he only occupied thirty seconds of film. This game left me with an equally unsatisfied feeling, not because there was anything wrong with what I was supposed to be doing, after awhile I just realized it wasn't much fun.

Not much of an action game but it isn't supposed to be. As a quest game it will make you think and more games should be made this way. Graphics are OK but not exceptional. The quest is about the right length and rather straightforward. No real tough spots to stump the player.

The game is pretty cool in that it tries to take a variety of game play concepts and blend them with the Robin Hood theme. It's more of an RPG than an action game. The fighting scenes are very slow and have lots of flicker. I didn't see the movie, but as a game Robin Hood isn't great.

Cool! If you liked the movie, you'll love this adventure! Taken directly from the movie template, Robin Hood makes a you feel like you are actually playing the movie by following the action scene by scene! In other words, it's a tremendous translation to the home entertainment screen.

Turbografx 16 - NEC Bonk II

Type: Action Release: Now
Levels: 7 Difficulty: Ave



Bonk is such a butthead! At least that's what he turns into in Bonk 2: Bonk's Revenge! All new levels and meaner enemies await in this 4 Meg TurboGrafx-16 multicrolling action extravaganza! New, innovative powerups are here, too, as well as some nasty looking round bosses! The enemies aren't going to sit around while you bonk them, either. They have a whole arsenal of Anti-Bonk weaponry to rely on!

In Bonk's new adventure he can perform a variety of moves, but the general goals remain the same. Traverse the landscapes, kill the bosses and get powered-up with meat! The controls aren't quite as responsive - due to how Bonk moves, but number 2 is really more of the same.

As a sequel Bonk is more of the first game. I loved the original and also this version. Better graphics and sounds also help accentuate the overall appeal. Bonk is just one of those characters who grows on you and with his cute animations this should be a hit for Turbo players.

Bonk 2 is a good attempt to improve on the original. The graphics have been improved, the sounds have also been enhanced, but the major flaw in this card is the game play has taken a step down. It just doesn't control as well. If you liked Bonk you might be disappointed.

Bonk at his best! Take one look at the improved graphics, and you'll love it! The famous "Bonk-spin" isn't as smooth, but the levels are incredible! This astounding achievement follows up the original with class and dignity, sporting cool tunes and smooth game play.

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Gameboy - Capcom Megaman

Type: Action Release: Now
Levels: 5 Difficulty: Ave



Megaman fans rejoice! Megaman is now portable! Enjoy 5 tough levels with Capcom's favorite video hero, Megaman, as he takes on robot round bosses and utilizes their powers against his other enemies! In the tradition of the NES Megaman series, Gameboy Megaman features high powered excitement and round bosses from the original Megaman, Iceman, Bubbleman, Heatman, and Breakman.

This is the one type of game that will actually get me to pick up a GameBoy and play for hours on end. Sure, Mega Man is just like the NES version, but we get a whole new slew of challenges in a format that is portable! The graphics, sound and action of Mega Man are all top notch!

It seems that Capcom really knows how to satisfy the Mega Man lovers. The GameBoy version is spectacular. The graphics are exceptional and virtually nothing has been sacrificed by going to the small screen. The quest is long, by GameBoy standards, and best of all it is fun to play!

OK, you've actually caught me playing the GameBoy for prolonged periods of time. Honest, it's all because of this cart. This is definitely my favorite GB cart. Great graphics and sounds and the classic game play that has lost nothing in the translation. Mega Man is mega awesome!

Awesome! Truly awesome! I never thought Capcom could really pull it off, but they far exceeded my expectations!! The music is righteous, and the graphics are excellent. The big surprise was the down-right stupendous control of Megaman, as few Gameboy games have this.

Gameboy - Jaleco Fortified Zone

Type: Action Release: Now
Levels: 5 Difficulty: Mod



Alien forces have created several fortified installations 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 power ups, weapons, and a pass-word option to save your game.

Fortified Zone has above-average graphics and sound to support what is really a very average game on the surface. As the action progresses, however, Fortified Zone offers a decent blend of goals that make for a satisfying offer. Good game play that puts some action in the strategy!

This cart is going to be a sleeper. Not a big name behind it but the game plays better than the average action game because there is more to it. No major faults either as it controls decent and the graphics are above average. If you want something different, get this cart!

This is a pretty cool cart for GameBoy. The graphics are very good and the sound is cool too. The game play is solid and there is a lot of strategy involved. I sort of got the feeling that it was more like a maze game though. Yet another good cart for the GB.

Now this is sure to be a sleeper hit if I ever played one. Fortified Zone takes Metal Gear and makes it fun! No level is too large or too small, no enemy too strong or weak. It was truly a fun Gameboy game. How about that? I never thought I'd play two cool Gameboy games in one issue!

Lynx - Atari Pacland

Type: Action Release: Now
Levels: 17+ Difficulty: Ave



Taken from the cutesy arcade coin-op, Pacland looks right at home on the Atari Lynx. Pacman never looked better, and the ghosts come in all shapes and sizes! Follow the Pac-dude through over 17 areas in your quest for control over Pacdom. The Ghosts are the main enemies, roaming Pacland with no opposition; not until you came along though. Defeat the ghosts in a traditional manner: gobble them!

Pac-Land for the Lynx has some of the best direct graphics translations I've seen for a portable. The game is your basic Super Mario scrolling adventure that's simple enough to be enjoyable by beginners, while possessing enough hidden features to keep pros coming back.

Pac Land is one of those games that isn't spectacular but not bad either. It is mindless fun where you don't have to think or concentrate on what you're doing. It's a good version for a portable system with decent graphics and control. It kind of grows on you after a while.

Pac Land is an average cart with a couple cool features. The graphics are very colorful, and the sound is very annoying, but what else is new on Lynx. The game play is kind of sluggish, but once you get used to it you can enjoy the game. I think PacMania on Lynx would be cooler.

Not bad, but not great either. Come guys, let's see some more games like Ninja Gaiden or Gates of Zendocon! It's a good translation of a not-so-popular arcade game, so don't expect much. Average graphics, game play, and music. Not much more, not much less.

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**PREPARE TO BUTT
HEADS. AGAIN.**

The ultimate headbanger's back. Bigger, badder, and bolder than ever. And this time Bonk's got a score to settle. The evil King Drool III has



If the giant tortoise boss turns his back on you, watch out. He's ready to fire volcanic rocks.

retaken control of the kingdom with lightning fast speed. And it's up to Bonk to swim, fly, and battle deadly piranhas to avenge this travesty. Brace yourself for serious cranial impact: The head-banging cave dude has returned.



If your new game had 7 levels, and more than 7 secret bonus games, you'd be walking on air, too.



Those pesky creatures are back. And this time they're riding mutants. Giddyup.

BONK'S REVENGE™



©1991 NEC Technologies, Inc. For information on this game, call the TurboTeam at 1-800-FLUN-TG-16. The first 30 seconds are free. 99¢ per minute thereafter, maximum \$5 per call. Get your parents' permission first. Bonk's Revenge is a trademark of NEC Technologies, Inc. ©1991 Hudson Soft. ©1989, 1991 Red.

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The information listed below was supplied by each of the individual companies, and is current as of June 25 1991.

NINTENDO

American Gladiators
Gametek - Sports

Attack of the Killer Tomatoes
THQ - Action

Darkman
Ocean - Action

Frankenstein
Bandai - Action

Little Mermaid
Capcom - Action

Magic Darts
Romstar - Sports

Ninja Gaiden 3
Tecmo - Action

Open Tournament Golf
Nintendo - Sports

**Romance of the Three
Kingdoms 2**
Koei - Role Playing

Sesame Street ABC / 123
High Tech - Educational

Super Jeopardy
Gametek - Family fun

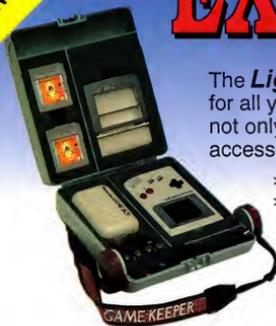
Vice : Project Doom
American Sammy - Action

Where's Waldo
THQ - Action

Zombie Nation
Meldac - Action

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CIRCLE #125 ON READER SERVICE CARD.

GENESIS

Alien Storm
Sega - Action

Spiderman
Sega - Action

Arcus Odyssey
Renovation - Adventure

Street Smart
Tresco - Fighting

Dino Land
Renovation - Pinball

Super Volleyball
Sega - Sports

Kageki: Fists of Steel
Sage's Creation - Fighting

Vapor Trail
Renovation - Shooter

NHL Hockey
Electronic Arts - Sports

TURBOGRAFX-16

Ballistix
Accolade - Action

Gunboat
Accolade - Adventure

Bonk's Revenge
NEC - Action

Paradroid
NEC - Action

Camp California/Yo Bro!
NEC - Action

GAME GEAR

Woody Pop
Sega - Puzzle

World Class Leader Board
Sega - Sports

GAMEBOY

Crystal Quest
Data East - Adventure

Roger Rabbit
Capcom - Action

InfoGenius
Gameltek - Educational

R-Type
Irem - Shooter

Mysterium
Asmik - Role Playing

Tecmo Bowl
Tecmo - Sports

Ninja Taro
American Sammy - Action

LYNX

APB
Atari - Action

Ninja Gaiden
Atari - Fighting

Pac Land
Atari - Action

NEO GEO

Alpha Mission 2
SNK - Shooter

Burning Fight
SNK - Fighting

King of the Monsters
SNK - Fighting

READ ALL ABOUT IT!



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.....



COMING SOON!

GAMING GOSSIP

...New 64-Bit System Announced From Atari...New CD-ROM Technologies...Sony Play Station To Debut in '92...
Super NES Release Date Announced...Nintendo Moves To Philips...Video Game Comics To Come...

...I've torn through the wastelands of the Consumer Electronics Show and surfaced intact! Yours truly has managed to dig deep this month, kiddies, for the ultimate in gaming gossip! So let go of your sticks you Quartermaniacs and let's blow through this month's wet and wild rundown...Quarterman is getting close to losing his marbles on this one Q-fans! I worked my way behind enemy lines to pull out the first news on Atari's 16-Bit to 32-Bit Panther project, only to have the machine explode in my face when Atari nixed the program in favor of a more top-secret system! Not to fear, however, for Quartermann is here to paint you with the true picture of where things stand inside the offices of the broken 'A'. First, the Q-Mann has learned that the white shirts of Atari have scrapped the feline that was rumored to be on a par with the Super NES, in favor of a more explosive unit that will, according to the company, take us all on a bold new frontier of video gaming! Quartermann will believe it when he sees it - but in the meantime, I've put on rubber gloves to reach in even deeper into the pit of Atari to pull out some more concrete info on what this is all about. Seems our Pong pals have tied the knot with an outside developer to create a the new technology that will be driving their self-proclaimed *64-Bit* system! That's right you gossip hounds, Atari is tooting their horn 64 times! Even though there are currently no such configurations being mass-produced, that doesn't stop the Tramielian one from giving his new hardware a new name - the Jaguar...In a related story, Quartermann has tracked down leads that have led me across the globe in search of the mysterious "others" that may be working on latest cat in Atari's cradle. Rumors now indicate that the hardware may be based off of new technology being employed by Psygnosis! Representatives at the company would not confirm the story directly, but it does appear that something is brewing between our European friends...Of course you'll conform, you morons! You've never had the opportunity to do something creative enough to sell product...

...There were CDs a plenty at the recent CES in Chicago, with both NEC and Sega unveiling, albeit behind closed doors, the latest that the technology could muster up. I don't know about you, but I think it's kind of a dead issue until the bean counters can get the machines in our hands for a lot fewer beans. Anyway, Quartermann scored a direct hit with a behind-the-scenes preview of what these new machines will do and they are incredible! The NEC unit, which is self-contained, will use a technology called NID to compress video onto discs for instant access. Whoopie! Secondly, Sega's big guns will pack another 16-Bit processor in both barrels to give us scaling, rotation and other super keep features. No games are final for either technology, but the prospects do look nice...

...Nintendo made their own story at the CES by giving Sony a cold, icy one when the head honchos of Mario-land decided to use the force and choose the "other" side: Philips! While Quartermann will refrain from calling them the big 'P', Philips is the force behind CD (after all, they invented the thing), and their aim is to standardize the marketplace. Magnovox had a machine working at CES, and the rumor has it that Nintendo wanted to attend the same party...Sony, meanwhile, has brushed aside Nintendo's response and elected to go it their own. While Nintendo says they won't support it, Sony will nevertheless bring out their own CD-I system based around the Super NES called the Play Station. Yes, Q-fans, another game system is on the way...

...As far as "official" dates are concerned, Nintendo has committed to a September 1 launch for their 16-Bitter! With Super Mario World riding inside, the new machine will clock in at \$199, with game softs expected at just under fifty bucks...Get set for a slew of comic books based on your favorite video game characters! Quartermann has already seen Double Dragon, but rumor has it that there will be a variety of new titles each boasting the mug of a different video game super hero. After seeing what Mario could muster in his comic adventures, the Q-Mann gives this idea a big thumbs down...Hit the lights, the Q-Mann is on his way to Terminator 2 with the head ed. Harris. Looks to be a blast, although Arnold fighting Jell-O could get interesting! That's it for now!

- QUARTERMANN

Tail Slamming Action From Natsume!

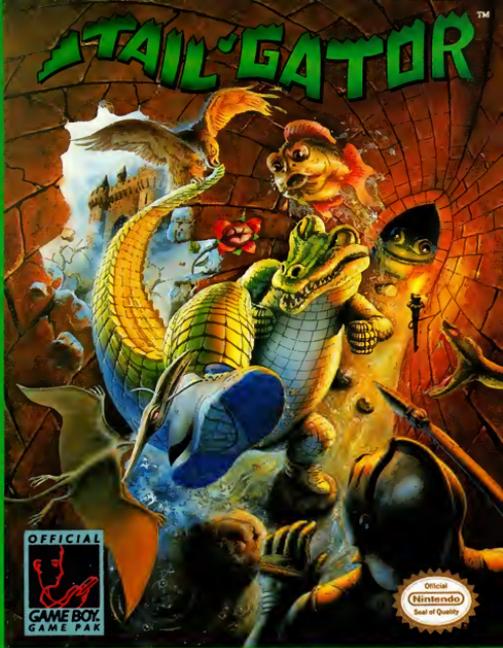
The peaceful kingdom of Moberry is under attack! A powerful dragon has teleported his castle and armies into an animal realm that never knew warfare. The creatures went to their greatest hero to save them—Charly the mountain alligator.

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.



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What do you expect? It's from the same people who gave you mind-benders like Phantasy Star II™ and Sword of Vermilion.™ And take our word for it, you're in for the long

haul with this one. Phantasy Star III will take you hundreds of hours to complete, if you're lucky.

Besides, you can always buy the hint book. Which could come in handy with a game that unfolds into four different endings. Of course, finishing Phantasy Star III will take a lot more than a hint book. It'll take endless skill and intense concentration. Not to mention a good chunk of your life.



**TOUGH PHANTASY STAR III,
OLD, AND DIE THREE TIMES.**

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CIRCLE #107 ON READER SERVICE CARD.

SEGA OF JAPAN UNVEILS MEGA-CD AT TOKYO TOY SHOW!

On June 6th, the first day of the Tokyo Toy Show, Sega of Japan formally introduced their long awaited CD-ROM peripheral for the Mega Drive. Called the Mega-CD, the unit is scheduled to be coming out in Japan this fall and in the U.S. in the spring of 1992. While a price was not announced, EGM has learned from sources in Japan that the Mega-CD will sell for about \$370. Previous estimates had the Mega-CD selling for under \$250, however at that time, price was the major concern rather than performance. Since then Sega has shifted priorities, and with cost no longer a limiting factor, Sega set out to make a killer CD-ROM player. And that



First photo of the Japanese Mega CD in operation!

they did. They went the whole nine yards!

Not to make the same mistake that NEC did with their CD-ROM, Sega made sure that there was enough memory in the buffer to take care of any current game and any future product. NEC started with 64k then bumped that up to 2 megabit. Sega is starting with a whopping 6 megabits.

Another problem with the NEC unit is access time. One way to minimize this is to use a special (and costly) custom high speed laser pickup. New technology is available now and Sega has incorporated one of the fastest drive mechanisms around.

But the best feature of the new Mega-CD is the inclusion of a second, Mega Drive compatible, 68000 chip. Sega realized that the competition (S-NES) has scaling and rotation built into its hardware. Any type of similar 'tricks', as done in Sonic, have to be done with difficulty in the Mega Drive software. To correct this Sega built a faster (12.5 MHz. vs. 8 MHz in the Mega Drive) MC68000 chip into the CD-

ROM. Not only does it run over 50% faster but it also allows for biaxial rotation, scaling and zoom to be performed in the hardware. And, both processors can be running in parallel for ultra-fast performance.

Besides great video effects the CD-ROM can now deliver audio equal to that found in their arcade machines. Besides offering true voice and CD quality soundtracks there are 8 channels available for digital stereo PCM sounds. The Mega-CD will also play normal audio CD's, both the 3 and 5 inch sizes. Rumors have it that this unit will play the new CD+G discs but Sega would neither confirm or deny this. The CD-ROM, however, is not compatible with the new CD-I format.



The Mega-CD connects to the port on the side of the Mega Drive.



The Mega CD will play all your favorite music CD's.

No matter how technically advanced a system is you need a good supply of games to play on it. Currently 27 companies are working on new software and much of it will be available early next year. The first three games to be released when the system comes out this fall are a Fantasy Star-type RPG; a Rastan-type action game and a quest game. Another half dozen games will be ready by Christmas.

MEGA-CD SPECIFICATIONS

Processor	MC 68000
Clock Speed	12.5 MHz
RAM	6 Megabit
	512 Kbit PCM
	128 Kbit CD-ROM
	64 Kbit misc.
ROM	1 Megabit bios
Audio	8 channels PCM
Special Features	Hardware Scaling, Zoom & Rotation

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TOY HEADQUARTERS

NEW CD-ROM DRIVES ANNOUNCED BY NEC, SONY AND PHILLIPS

CD-ROM technology, originally pioneered by NEC, is the latest peripheral which all of the hardware manufacturers are planning to add to their game systems. Sega has their Mega-CD; Phillips/Nintendo has their CD-I player; Sony has their unit for the Super Famicom; and there even are faint whispers about a CD-ROM for the NEO-GEO. Clearly, this is the format that will be used for the games of the future.

NEC, the first to offer a CD-ROM drive is now the first to bring out several different formats, each for a different type of audience and price range.

The PC Engine is being complete-



The PC Engine and CD-ROM have been combined into one unit.

ly redone. NEC has a new unit called the PC Engine Duo which is the PCE plus the new Super CD-ROM2 in one sleek 'wedge shaped' shell. Available also is a new fold-open monitor/TV similar in specs and concept to the ultra high performance screen found in the Turbo Express. The screen though is about 5" rather than the 2.6" on the



The new NEC Super CD-ROM2 unit attaches directly to the CoreGrafx and SuperGrafx!

TE.

Also from NEC is a redesigned



A new ultra-high resolution monitor/TV interfaces with the PCE Duo! CoreGrafx2 and a new 'clip-on' Super CD-ROM2 player. The 'clip-on' player will also connect directly with the older CoreGrafx and SuperGrafx.

And to make everything work smoother, NEC has announced that the CD-ROM system card will be upgraded from 64 kbits to 2 Megabits. It will be called the 'Super System Card' Version 3.0. With the extra memory the CD-ROM will be able to have fewer interruptions for disc access allowing for better and smoother animated intermissions and longer game levels.

At the CES NEC demonstrated a new CD format called NID (New Interactive Display). This format, developed around international standards, provides a data compression rate of 100 to 1. With this compression rate literally hundreds of gigabits of information can now be stored on one CD. Memory intensive data such as film footage, photographs, graphics and stereo



An early prototype of NEC's NID CD-ROM

quality sound can be easily stored with room to spare. Since the data is all digital, full motion, picture in picture, multi-picture, slow motion, frame advance and windows are all possible. Up to an hour of broadcast quality video or 20,000 still photos could fit on one 5 inch CD.

The big news at CES was the announcement by Nintendo that it would not support the new CD-ROM



Sony's Play Station - A Super Famicom/CD-ROM system.

format being developed by Sony for the Super Famicom. Called Play Station, this was to be Nintendo's answer to the Sega and NEC CD-ROM units. Sony has stated that it will still do the project even without software support from Nintendo or its licensees.

Nintendo instead signed a deal with Phillips for a CD-I unit that would interface with its S-NES. The hardware is done, and work on the software has begun. Super Mario, Zelda, and Donkey Kong are some of the characters already licensed for CD-I software development. The unit should be available in the fourth quarter of 1992.



Phillip's CD-I player will be shrunk down and interfaced to a Super NES.

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However, since these aircrafts are so technically sophisticated, there is only one pilot in the entire world who is able to handle it.

The Raiden is just about to take off, and the entire world is now depending on this Raiden!

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INTERNATIONAL OUTLOOK

NEWS, Previews and Info From Around the Electronic Gaming World

Sega and NEC debut new CD-ROM's, hardware and software at Tokyo Toy Show!



TOKYO TOY SHOW

The U.S. has its Consumer Electronics Shows and Japan has its Toy Show. In both countries each event is the main trade show for video games. Buyers from all around the world attend each in order to decide which games they will want for the end of year holiday season.

In this multibillion dollar industry a lot is riding on these short events. Companies bring out everything their R & D divisions have been working on in order to impress the rest of the industry. This Toy Show was no exception. In fact, it was the best event in many a year as this time, besides the new software, there were major hardware introductions. Of course EGM was there with plenty of film in our cameras in order to document this very important show. In this issue we'll give you the highlights and follow up with the details in subsequent International columns.

SUPER FAMICOM

With the Super-NES coming to America next month, most of the existing and in-development Super Famicom carts are quickly being converted to S-NES softs for the September hardware rollout. But Japan is where the majority of the games are being developed and there were a few new softs not yet on the U.S. schedule. Super Formation Soccer,



Zelda 3 for the Super Famicom!

Dungeon Master, Super Tennis and Super Pro Wrestling were the best of

the new titles. Also, now that the SF is out in sufficient quantities, the third party joystick companies have started to work on new and improved controllers.

ASCII has a new pad which adds auto fire to the fire buttons. HAL has a huge 'Advantage-style' stick which has virtually everything possible built in including adjustable auto fire rates for each of the 6 buttons, slow motion and micro switches controlling the stick movement.

FAMICOM

Even with the SF selling very well in Japan, it was apparent that the software houses weren't abandoning the older Famicom system. Easily the



Mega Man 4 for the Famicom!

best of the 8 bit softs was the fourth in the Mega Man series and our hero is back taking on a whole new batch of nasty mechanical monsters. Konami had a new overhead view vertical scrolling super shooter called Crisis Force and Namco showed a new overhead view auto

driving game.



Galaxy Force 2 for the Mega Drive.

Drive hardware where it can now do the nice tricks found in Mode 7 on the SF.

While there weren't any really outstanding softs Sega will be doing an 8 meg version of Out Run along with a new action/RPG called Rent a Hero. Galaxy Force 2 looked hot as did the vertical scrolling shooter UndeadLine.

PC ENGINE

NEC is in process of revamping it's complete line of systems. The PCE and CD-ROM are now one sleek unit. The Core Graf2 in new, as is it's CD-ROM2 player which now clips on the back of the game systems. There is new software to take full use of the new 2 megabit Super System card (up from 64k) and titles include Prince of Persia and Maru's Mission 2.

GAMEBOY

The best of the new titles include Sagaia, Rastan 2 and a horse racing cartridge.

MEGA DRIVE

The big news was the new CD-ROM drive. Containing a whopping 6 megabit of memory and an independent coprocessor which adds hardware scaling, zoom and rotation, this peripheral could update the older Mega



1941 for the SuperGrafx.

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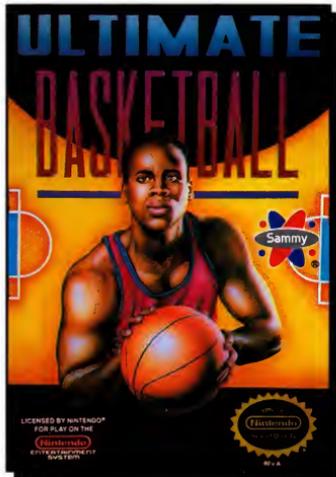
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Capcom/Famicom MEGA MAN 4

EGM EXCLUSIVE!

Our hero Mega Man is back in his fourth and most perilous adventure yet! Featuring all new mazes loaded with a new batch of mechanical monstrosities just waiting to pounce on him. But Mega Man will have help in addition to a new arsenal of weapons. Could his nemesis Dr. Wily be behind all of the mayhem that is going on? We'll just have to wait a while longer before we find out!



Eight new mega-robots to beat!



Will Dr. Wily be back??

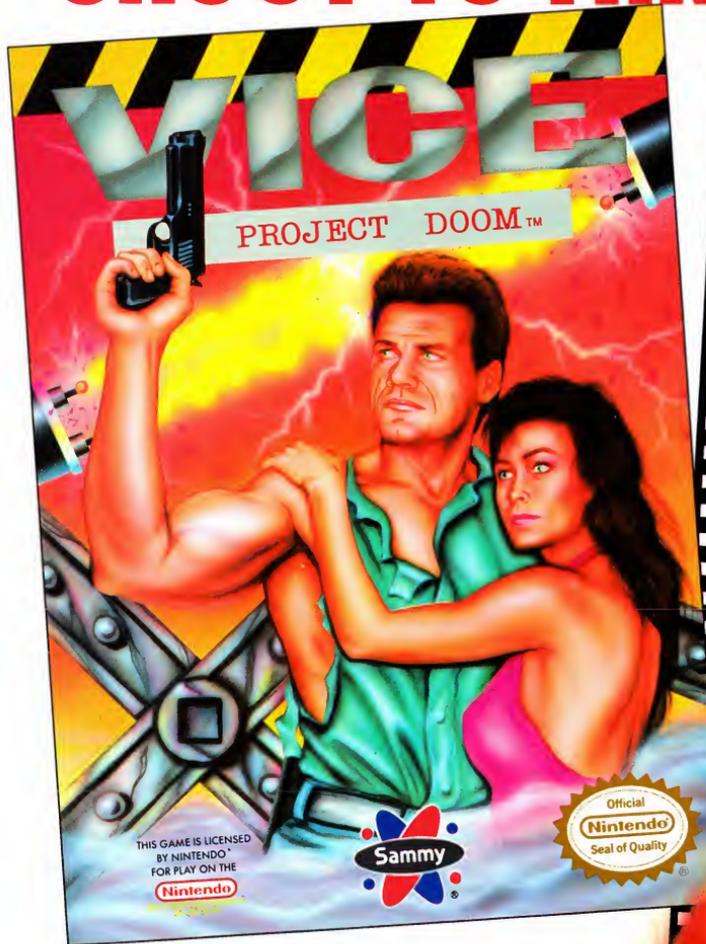


Tonkin House/ Famicom WANDERERS FROM Y'S

The spectacular PC Engine/Super Famicom adventure/quest game is being converted to the Famicom. While lacking the great soundtrack and voice, the graphics have not been severely compromised and the game plays as well as the original. With long sinuous mazes, tons of new enemies to defeat and end bosses that will challenge the best of players, Y's 3 takes adventure games to new heights!



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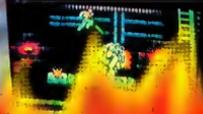
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Irem/Famicom KID NIKI 2

Irem is bringing out the sequel to the original Data East Kid Niki that we enjoyed a few years ago on the NES. The game play is much the same as are the weapons and the horizontal above and below ground scrolling action. The quest is all new though, with new enemies and boss characters.



Namco/PC Engine HORSE RACING

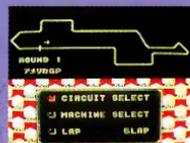
Feeling lucky? Got a hunch? Then get your money out and bet on the old nag that you're riding. Whether you win or lose is not just by chance as you can control how you uses your horse's energy. Break out of the pack early and you might not have the strength to stay ahead of the rest. Some strategy, some luck and some skill. Not a bad game overall.



Don't necessarily break out in the lead early as your horse might run out of steam in the home stretch!

Varie/Famicom F-1 Hero 2

There never were any really good auto racing games for the Famicom (NES) until now. Varie is bringing out a series of high res. auto racing simulations for all game formats. The Famicom version is exceptionally well done and offers the player a wide variety of setup options in addition to a long list of courses. Excellent graphics back up a well designed soft.



Irem/Famicom GRAND PRIX

Like the Varie auto racing game, Irem's motorcycle grand prix is very well designed. Set up the bike depending on expected track and weather conditions. The courses are those of the real GP circuit so there is some realism built in. With a split screen you can race head-to-head against a friend and each can watch his own screen!



Set up the bike for the best performance on the course you're on.



Sega/Mega Drive OUT RUN

One of the best auto racing games of all times is coming to the Mega Drive in 8 meg form. The choppiness and problems with the SMS version are gone and all that remains is the spectacular game as it should have been originally done.



PalSoft/ Mega Drive UNDEADLINE

The best Mega Drive shooter at the show comes from PalSoft. Very intense enemy action, great weapons and power-ups and spectacular graphics separate this from the rest. It's not a cakewalk either as technique plays an important part also.



CRI/Mega Drive GALAXY FORCE 2

Like Out Run, Galaxy Force 2 is a major improvement over the original SMS attempt. Good scaling, exceptional graphics and a deadline to beat make this a very difficult but challenging shooter. Worth looking for.



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Sega/Mega Drive SUPER LEAGUE 91

Sega has just updated it's baseball game. The major changes are the improved graphics and better game play. Plus, more attention has been placed in refining how the computer plays it's game.



Varie/ Mega Drive F-1 HERO MD

Varie has taken a well designed auto racing game and enhanced it with 16 bit graphics. Not only does it play exceptionally smooth but it is spiced up with digitized graphics throughout the game.



Micronet/Mega Drive AMBITION OF CAESAR 2

One of the most realistic Mega Drive military simulations is getting an update. Pseudo 3-D graphics and more complex battles are the major improvements but the close-up fighting scenes have also been refined.



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Telenet/PC Engine VALIS 4

Each time a new version of the Valis series comes out there are dramatic improvements over the previous cart. Valis 4 is no exception as the graphics and audio have been tweaked to near perfection. The quest is longer and harder but still enjoyable.



Hudson/ SuperGrafx 1941

The best overall shooter at the show comes from Hudson and is for the SuperGrafx. Very intense enemy action, eye-popping weapons and power-ups and huge enemy bosses put this soft in a class by itself. Has to be seen to be believed.



Hudson/PC Engine STAR FIGHTER

While it looks like a cute version of Super Star Soldier, with it's controllers for 'shields and CD's for bombs, the game is far from easy. Playing just as hard as SSS this cute version adds some humor to a serious game.



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GAME BOY

Taito/GameBoy SAGAI A

As hard as it may be to believe that the super Genesis soft has now been converted to the GameBoy, the pix below don't lie. Actually it plays very good, is challenging, and would be a good title to see in the U.S.



Taito/GameBoy RASTAN

Another surprise is the conversion of Rastan for the GameBoy. Like Sagaia, Rastan plays unbelievably well considering the small screen and lack of color. The quest is long and the game play is challenging.



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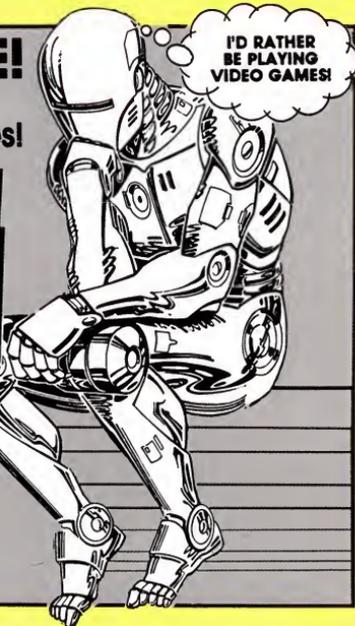
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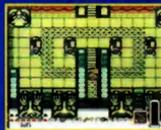
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	Sonic The Hedgehog	July			
	Bone Kruckle	T.B.A.			
	Jewel Master	June			

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Valls 3
Phantasy Star 3
Sonic The Hedgehog
Bimini Run
Ali Buster
Abraham Battle Tank
Hordball
Powerball
Warrior of Roma
Mercs
Jessie Ventura Wrestling
Fantasia
Yellin
S & D Quest
Street Karate
ToeJam & Earl
Winter Games
Midnight Resistance
Dick Tracy
John Madden Football
Lokers
Celcius
Midnight Resistance
Pit Fighter
Warriors Forest
Wings Of War
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Tadk Force Harrier
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GRID

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	T			
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	D			
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9

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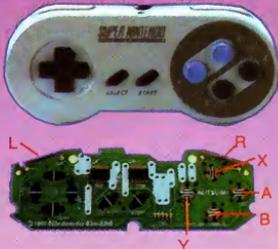
AN INTRODUCTION TO THE SUPER NES

The long wait for the Super Nintendo is almost over! Within one month the units should start appearing in the stores around the country. Hopefully the S-NES won't be a surprise to anybody as the staff here at Electronic Gaming Monthly has been actively covering the development of this spectacular system since issue number 2, back in June of 1989! The Super Famicom, its Japanese counterpart, has been wildly successful since it was released last November. Selling over 1.5 million units in less than 6 months the Super Famicom has taken Japan by storm. The main unit has undergone a variety of cosmetic changes for the U.S. marketplace. The most obvious change is the shape of the casing. A more futuristic looking design was used to make the Super NES look more like an advanced piece of equipment rather than a child's toy. The unit is accented with shades of purple. For example the buttons on the controller are no longer in 4 colors but in two shades of purple. The cartridges load into the top and the power and reset buttons are uniquely positioned in that you must push them forward rather than press down. The Super NES will officially be available in the United States in September 1991! The unit will be packaged with the blockbuster hit Super Mario World, 2 advanced controllers, a power source, and RF cables. Also available around the time of release will be approximately 18 game titles to choose from as well as a Super NES cleaning kit. The system will retail for \$199.95 and all cartridges manufactured by Nintendo will sell for \$49.95.



THE CONTROLS

The controller for the Super NES is a work of art. Eight buttons and a control pad are present. The four main buttons A, B, X, and Y are shaded in purple. The X and Y buttons are concave so that you won't need to look at the controller to find the right button in the middle of a game. The Left and Right buttons at the top are useful for special options in many games.



THE SYSTEM

The Super NES has by far some of the most impressive specs of any piece of consumer video game hardware. Nintendo developed the main



processor, it is a custom chip called the 65816. The system runs at 3.58 MHz, while not incredibly fast the Super NES can handle a huge amount of graphic information at one time. There are a total of 32,768 colors available and 256 can be displayed at any one time. The maximum res-

olution is 512 x 448 with a maximum of 128 sprites on the screen at one time. The audio capabilities are just as impressive due to a custom



Sony sound chip with an 8-Bit CPU and a digital processor built-in. This allows musical tracks with up to 8 layers in full stereo and phenomenal digitized sound effects. By far the most impressive feature of the



Super NES is the graphics mode known as "MODE 7." This allows the Super NES to rotate and scale a sprite without limit. The effect is clearly evident in Nintendo's hauntingly realistic flight simulator *Pilotwings*. Mode 7 is what makes the Super NES stand out.



Nintendo's Pilotwings

THE GAMES



The one thing that really counts on any game system is the software. What kind of game will the Super NES play? You can be sure that there are going to be plenty of good softs available when it hits the shelves. Nintendo has 63 third party licensees that are developing for the Super NES. By the time the system is released there will be over 18 hot titles on the shelves. Most



of those titles are enhanced continuations of 8-Bit titles such as *Gradius 3*, *Super Mario World*, *Zelda 3*, and *Castlevania 4*. There is also a large selection of original titles too. *Actraiser*, for example, pushes the Super NES to the limit in graphics and sound. There are over 40 games previewed on the next few pages, check them out for yourself.





ACTRAISER

Here is a game that not only stretches the graphics of the Super Nintendo to the limit, but also the sound as well. In fact, the orchestrations in this game are so robust and realistic, you'll wonder if there's a microchip symphony playing inside the Super Nintendo! Actraiser, by Enix, provides the strategy and planning of Populous with the in-

tense hack and slash action of Rastan. Throw in some of the most amazing scrolling and scaling techniques and you get a cart that not only pushes the standards of game play to the max, but the visual abilities of the Super NES as well. A fantastic first effort for the Nintendo 16-Bit!

STEVE	ED	MARTIN	SUSHI X
9	8	9	8

SUPER BASEBALL SIMULATOR

This is the follow-up to Culture Brain's hit NES game, Baseball Simulator 1.000. Super Baseball Simulator takes off with all of the basic elements of any good baseball game, then enhances them with loads of features and a variety of special pitches and batting techniques. You can throw fireball pitches or lightning pitches to

totally blow the batters away. The batters can use special techniques like the twister to confuse the players. As a regular baseball game, you could say that Super Baseball Simulator is above average, but the addition of the Ultra League makes this an extremely fun game to play.

STEVE	ED	MARTIN	SUSHI X
7	7	7	5



BIG RUN

Based on the arcade hit from Jaleco, this translation of the coin-op driver features dazzling effects and pedal to the metal racing action. Big Run takes a different approach to the driving theme because it doesn't use any of the special graphics modes for its first person effects. The most impressive part of this title is the unique manner in

which jumps and other special maneuvers are depicted. There is even a night scene in which the only part of the road that you can see is illuminated by your headlights. While the graphics tend to be a little choppy, the game has a variety of features and is a new addition to the driving theme.

STEVE	ED	MARTIN	SUSHI X
4	6	4	4

BOMBUZAL

Bombuzal is a unique puzzle game that requires strategy and planning in order to survive each level of challenge. Each level has a certain arrangement of bombs on a very volatile platform. One wrong move and you may be video vapor. To finish a level you must set the bombs off in the right order so that all

bombs are destroyed and you are still intact. The game can be played from either 3-D or 2-D perspective. Bombuzal is one of the first Super NES carts directed at a younger audience as well the first with a puzzle theme. Does not make good use of the Super NES hardware though.

STEVE	ED	MARTIN	SUSHI X
3	4	3	4





DARIUS TWIN

Taito brings you the latest in Super NES shooting action. Darius Twin is a blend of all the great features of Darius and Darius 2 plus enhanced power-ups and even more intense game play. A multitude of weapons are at your disposal, and you'll need every one of them to get past the humongous end bosses that await you in each round. Great

parallax scrolling is used throughout the entire game. The graphics are extremely detailed and the bosses are definitely some of the most impressive ever seen on a home video game. The game play is challenging enough for all players and the 2-player mode is a welcome feature.

STEVE	ED	MARTIN	SUSHI X
6	7	7	6

FINAL FIGHT

Final Fight from Capcom is of the most long awaited titles for the Super NES. Featuring all of the intense punch and kick action of the coin-op version, this cart has lost very little in the translation. The graphics are virtually identical, pixel for pixel and the sounds are first rate. Pick from either Cody or Haggard and go rescue

Jessica from the Mad Gear gang. You must battle your way through more than five different levels of action filled with street punks, wrestlers, and samurai swordsmen. Final Fight is a fighting extravaganza filled with loads of action and challenge from beginning to end.

STEVE	ED	MARTIN	SUSHI X
8	8	7	7



F-ZERO

Driving games have just entered a whole new dimension. F-Zero is the first driving game available for the Super NES and so far it is the most incredible driving game for any home system. The wizards at Nintendo have cooked up the most realistic driving contest ever. The use of Mode 7 is clearly what makes F-Zero the best. Each hovercraft has its own han-

dling characteristics and acceleration curve. Prepare to compete on seven futuristic courses for some really intense high speed action. Race against the clock and try to beat your best time or go against the competition. Totally addictive and totally awesome driving action.

STEVE	ED	MARTIN	SUSHI X
8	9	9	8

GRADIUS 3

The legend returns. This sequel to the greatest series of shooting games for the NES begins right where the others left off. This time the battle is even more insane. You must pilot your lone starship into the heart of the Bacterion Empire and destroy the evil Motherbrain. The odds aren't that bad though, because you

have 25 different power-ups at your disposal. Gradius 3 is filled with shoot-em-up action from beginning to end. Huge end bosses that take up the entire screen await you at the end of each level. You must blast your way through 11 levels of pure action in order to save Gradius.

STEVE	ED	MARTIN	SUSHI X
8	8	8	8





HOLE IN ONE

Hole In One Golf from HAL is the premier golf game for the Super NES. The game has a variety of features that make it one of the best golf simulations available. There is a huge selection of clubs and a full 18 holes to challenge the discriminating golf fan. Along with a great game of golf, Hole In One also takes advantage of the power of the Super NES hard-

ware. Before you play a game you get a special overhead tour of the course ala Graphics Mode 7. In some of the more intense shots you'll even get a close up of the hole. All in all the graphics, music and game play make Hole In One a standard by which all other golf games will be judged.

STEVE	ED	MARTIN	SUSHI X
8	8	8	7

PILOT WINGS

Pilot Wings from Nintendo will be one of the first titles available for the Super NES. This cart takes advantage of Mode 7 in almost every way. The scaling and rotation are so smooth in this game that those with a weak stomach may find themselves air sick. Basically this cart was made to show off what the Super NES can

really do, but with it's unique theme and incredible realism this game will become an instant classic. The 4 main styles of flying you can try are flying a biplane, hang gliding, sky diving, and jet pack. Then if you qualify you can raid the enemy camp with a helicopter to win the game.

STEVE	ED	MARTIN	SUSHI X
8	8	8	8



POPULOUS

The popular computer game hit from Electronic Arts is being brought to the Super NES by Acclaim. You are either the good god or the ultimate baddie, trying to help your population achieve victory over the other side. As your people prosper and multiply, their increased karma give the respective deities the ability to raise and lower lands, cause

earthquakes and floods, create volcanoes and, at the highest level of karma, a great cataclysm called Armageddon (not for the faint of heart). Through it all, your respective hero roams the land, attacking the enemy and burning down their houses. There are 500 worlds of fun to conquer!

STEVE	ED	MARTIN	SUSHI X
4	5	5	6

SUPER DEFORMER

Super Deformer is a new action game for the Super NES. You can control one of three different robots, each with different strong and weak points. As you progress throughout the game you'll fight all types of enemies and huge end bosses. This game takes a different approach to the action theme because most of

the characters are very cute and cartoony. Battle your way through seven different worlds before making it to the lair of the main boss. While it isn't one of the most spectacular titles for the Super NES, it does have a high level of playability and a theme for younger players.

STEVE	ED	MARTIN	SUSHI X
6	5	6	6



SIM CITY

Sim City, the popular PC hit, is coming to the Super NES from Nintendo themselves. You must construct a city from almost nothing and maintain it over a period of time. Build police and fire departments, schools, and recreational facilities to keep the citizens happy. As your city progresses you'll have to zone different areas and keep an eye on the

industrial sections. Be sure the entire city has enough energy as we wouldn't want a power failure, would we? You must keep the transportation system running smoothly and watch out for disasters such as attacks from monsters. Sounds difficult, but it's really fun and addicting.

STEVE	ED	MARTIN	SUSHI X
7	9	8	8



SUPER MARIO WORLD

Fortunately you won't have to buy this great title. Nintendo is packaging it with the Super NES. This has got to be one of the greatest games of all time. After four sequels you think that they would run out of ideas. Each level in this game has something new, a new character, a new power-up, or a new secret to figure out.

That's pretty impressive if you consider that there are 96 levels in all! Fantastic graphics and hilarious animations accompanied by superb music and sound effects. It's a good thing that it's being packaged with the Super NES or you may have been waiting in line for this hot cart.

STEVE	ED	MARTIN	SUSHI X
9	9	9	9



T & E GOLF

This is the second golf game that will be available for the Super NES. T&E golf is a three dimensional golf simulation that has a variety of new features and enhancements. The course is drawn with extreme detail and there are many obstacles such as sand traps and water hazards to avoid. The game play is very complex and tends to be a little

slow moving. There isn't much of a musical score and the only background effect is the occasional chirp of a bird. The game lacks any outstanding features and doesn't utilize any of the advanced hardware features of the Super NES. For the die hard golf fan only.

STEVE	ED	MARTIN	SUSHI X
4	5	4	4

ULTRAMAN

Ultraman is coming to the video game world. This is Bandai's first Super NES title and it looks like it'll be a sleeper hit. You must battle against eight different monsters who are terrorizing the land. You're not just a normal super hero though, you have the ability to increase your size to gigantic proportions. You can use a vari-

ety of special attack moves like roundkicks, uppercuts, and jump-kicks as well as defensive moves like back flips and somersaults. To finish off the monsters you must use a special laser technique. Great animation of the huge characters and great sound make this a pleasant cart.

STEVE	ED	MARTIN	SUSHI X
6	7	6	6





DIMENSION FORCE

Dimension Force is a new overhead shooter for the Super NES from Asmik.



The game takes advantage of the special graphics modes of the Super NES. Very intense helicopter shooting action.



DREAM TV

This original action title for the Super NES from Trifix features an involving environment to explore and a variety of different game play options. Progress through caves, forests, and large dungeons.



HOME ALONE

Based on the hit movie, Home Alone from THQ lets you relive your favorite parts of the movie. Your parents have gone on vacation and left you home alone. You have to defend your house from thieves.



HYPER ZONE

HAL takes a different approach to the shooting theme with Hyper Zone. Hyper Zone is very similar to F-Zero utilizing the special graphics modes to produce a very intense effect. Unique and interesting.



LEGEND OF MYSTICAL NINJA

This totally original action cart from Konami has a lot of potential. It's filled with great graphics and has solid game play from beginning to end. It also features 2-player simultaneous game play.



CASTLEVANIA 4

Konami brings you the fourth installment to the Castlevania series. This looks like it's the best one yet! Incredible graphics and sound enhance the classic Castlevania game play. New weapons too.



CAVEMAN NINJA

You are Joe and Mac, two of the coolest cavemen in your time. Caveman Ninja from Data East has some of the best graphics ever seen in a home video game. Huge dinosaurs literally fill the entire screen.



SUPER GHOULS 'N' GHOSTS

This is truly one of the most amazing games on the Super NES. Mind blowing graphics, sterling sound and game play with a high level of difficulty blew us away in every way.



SUPER ADVENTURE ISLAND

Hudson is bringing the third installment of the Adventure Island series to the Super NES. Fantastic animation and soundtrack combined with great game play make this a cart to watch for.



LEMMINGS

Sunsoft brings the action of the mega popular computer game to the Super NES. You must lead a band of loyal lemmings through a land of danger and keep them from killing themselves.



PAPERBOY 2

This sequel to the classic coin-op features an all new neighborhood to explore and deliver papers to. Improved graphics and sounds plus a variety of new aspects to the game play make it even more fun.



ROBOCOP 3

The city is plagued by crime. It's going to take more than an ordinary cop to clean up the streets. Ocean is bringing Robocop to the Super NES and enhanced the familiar game play with 16-Bit graphics and sounds.



THE SIMPSONS

America's favorite cartoon is going to the Super NES. Acclaim uses the superior graphics abilities of the Super NES to bring Bart and the rest of the Simpson family to life. Incredible animation.



SMASH TV

Acclaim is bring the nonstop action of the arcade smash to the Super NES.

The game is a carbon copy of the coin-op, the graphics and sounds are virtually identical. Great futuristic fun for two players.





SPACE MEGA FORCE

Toho's first Super NES title is a great overhead shooter with tons of action and good game play. A multitude of weapons to choose from and great multilayered graphics blended with very intense game play.



RADIO FLYER

Here's a very original game for the Super NES from the Ocean. While all we have are a few preliminary screen shots, the game may play somewhat like Pilot Wings. A very interesting and unique game.



THE CHESSMASTER

If you want to challenge your mind rather than your reflexes, The Chessmaster from Software Toolworks. Game play takes place on a highly detailed three dimensional chess board. Hours of timeless strategy.



FACEBALL 2000

Based on the GameBoy title from Bullet Proof Software, FaceBall 2000 is sort of a modern day stress reliever. You're a smiley face with a bad attitude and you must go around a maze and blast your rivals.



SHANGHAI

Mediagenic is bringing the classic puzzle game to the Super NES. You must remove all the tiles by using strategy and cognitive thinking skills. New features let you change the tiles to your liking.

SUPER R-TYPE

This is the ultimate shooter. Incredible 16-Bit graphics and sterling sound combined with strategic game play and an arsenal of awesome weapons. Irem puts the best of both R-Type 1 & 2 into one amazing cart!



SUPER BATTLE TANK

Absolute Entertainment is bringing this tank simulation to the Super NES. The graphics are first rate and the game is very complex and realistic. A good simulation based on the war in the Gulf.



WANDERERS FROM Y'S

American Sammy is bringing this popular RPG to the Super NES. The graphics are a definite improvement over all other versions. The quest is still intact and the music is great too.



FORMULA 1

This spectacular new driving game from Seta takes advantage of the Super NES's special graphics modes to bring you the most realistic racing action ever seen. Great sounds also bring the game to life.



ULTRABOTS

Data East brings the fighting action of tank warfare into a different dimension. Get into your high tech walking tank and blast your opponents. Great graphics and sound bring futuristic tank warfare to life.



DRAKKHEN

Here's a new three dimensional role playing game from Kemco Seika. Based on the popular computer title, this translation has great first person scrolling and better graphics. Hours of involving game play.



FINAL FANTASY 2

Square is releasing the follow-up to their RPG Final Fantasy. Final Fantasy 2 will feature an expanded quest with hundreds of hours of game play and other enhancements like great graphics and superb sound.



AMERICAN GLADIATORS

Based on the popular TV show, this cart brings all of the action home on the Super NES. Events include the Eliminator, Joust, the Assault, The Wall, Powerball, and the Human Cannonball.



BILL LAIMBEER'S COMBAT BASKETBALL

Hudson is entering the sports theme with a futuristic contest of agility and reflexes. Fast paced action takes basketball into a new dimension on the Super NES.





LAKERS VS. CELTICS

Electronic Arts is determined to capture the power of the Super NES to make the most realistic sports titles ever. This translation of their great basketball game has improved animation and game play.



NOLAN RYAN BASEBALL

Romstar is releasing a baseball game filled with great game play and special cinema displays to heat up the action. A variety of other options are thrown in to give you one of the best baseball games around.



PGA TOUR GOLF

Also on EA's line up is a revamped version of PGA Tour Golf. This enhanced version features a cool new concept called Ball Cam in which you get the ball's perspective of the green after you make a hit.



SUPER NES PLAY ACTION FOOTBALL

Nintendo is bringing a 16-Bit version of their popular 4-player NES title to the Super NES. Improved graphics and game play as well as more plays make this one of the best football games on the market.



WWF SUPERSTARS

Acclaim brings you all the realism of the World Wrestling Federation with 16-Bit graphics and sounds. Features popular wrestlers like Hulk Hogan, The Ultimate Warrior, Mr. Perfect, and many others.



JOHN MADDEN FOOTBALL

Electronic Arts is bringing the ultimate football game to the ultimate video game system. Smoother scaling along with better graphics and sounds enhance the already classic game play.



THERE ARE MANY OTHER GREAT SUPER NES TITLES

- Capcom - UN Squadron
- FCI - Ultima: The False Prophet
- Savage Empire
- Martian Dreams
- Hal - NCAA Final Four
- IGS - Astralius
- Rocketeer
- Interplay - RPM Racing
- Jaleco - Super Bases Loaded
- Konami - Teenage Mutant Ninja Turtles 3
- Nintendo - Zelda 3
- Seta - Gleen
- Battlebull
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AND
CHOPLIETER 2
FOR GAME
BOY!! DON'T
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PREVIEWS AND
NEW
DEVELOPMENTS
IN PORTABLE
TECHNOLOGY!



ACCLAIM'S
DOUBLE DRAGON 2



ACCLAIM'S
THE SIMPSONS



OCEAN'S
ROBOCOP 2



EXCLUSIVE
PICS FROM
THE
NINTENDO
TOY SHOW
IN JAPAN!

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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CIRCLE #125 ON READER SERVICE CARD.

PORTABLE SCREENS



THE YEAR OF THE SEQUEL!!

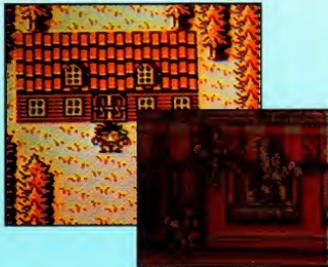
The years 1989 and 1990 saw the rise of incredible popular GameBoy hits like Double Dragon, Teenage Mutant Ninja Turtles, Nemesis, and Robocop. Now, as we rush headlong into the nineties, sequels are beginning to flood the market. Sequel titles are popping up everywhere, and very few original hits are to be found. Double Dragon 2, TMNT 2, Nemesis 2, and Robocop 2 are just a few titles scheduled for a fall release, with more on the way.

Not only are GameBoy titles being rehashed, but even some smash NES games are being converted to the portable format, disguised as sequels. *Metroid 2: The Return of Samus* is a classic example. Even though the game claims to be a sequel, the overall game play and powerups are identical.

Some super-power hits are good enough to stand alone, like the upcoming *Castlevania* series for the GameBoy. *Castlevania 2* proves to be worthy of its heritage!



Metroid II: The Return of Samus



Final Fantasy II and Double Dragon II

The game control, graphics, game play, and soundtracks are drastically improved over the previous title, showing that not all sequels are boring and unimaginative. Along the same lines, *Double Dragon 2* is a true sequel, bearing all new moves, graphics, and soundtracks.

Of course, most of the entertaining titles on the way are either sequels or NES to GameBoy conversions. *The Simpsons* is one such conversion. *The Simpsons* for the NES is based on alien mutants trying to conquer Earth while *The Simpsons* for the GameBoy is based on the evil Summer camp. The graphics and game play are alike, but the plots are completely different. *Choplifter 2* is coming soon, but its sports game play, graphics, sounds, and levels almost identical to the original.

Some other titles to appear soon include: *Battleloads*, *Bomberman*, and *Bo Jackson's 2 in 1*. One noticeable trend in portable gaming is the conversion of popular movie titles to the on-the-move format.

Hudson Hawk, *Home Alone*, *Rocketeer*, *Robocop (1 and 2)*, and *The Terminator* are all big buck films with big buck contracts for their title rights. So far, the entry into the video game field hasn't been very successful. Perhaps after seeing the downfall of previous titles on the NES, Genesis, and TurboGrafx, licensees may learn that big names don't necessarily make big games. Some titles have suffered due to a lack of planning and organization. A game based on a box office hit should reflect the time and effort of the film.

As of this date, licensees for the Lynx and Game Gear are not in a hurry to add movie titles to their list of portable fun. Nintendo has a virtual monopoly on these games, and they are feeling both the benefits and ramifications of "movie games." Thus far, Game Gear titles are strictly limited to Sega Master System games, while Atari continues to develop their own software, ranging from original concepts to a few coin-op translations like *Ninja Gaiden* and *Pacland*.

Also, neither of these two superior systems has cranked out sequels to their smash hit games. No word exists on a *Chip's Challenge II* or *Blue Lightning II*. Game Gear seems to be heading down a steady path of rehashed SMS games, but original titles aren't far behind. The Turbo Express faces a similar dilemma: no original titles. Well, the nineties are still young, and the future promises a large treat for us all.

FACT-FILE

Manufacturer: Konami
Machine: GameBoy
Cartridge Size: 512k
Number of Levels: 5
Theme: Action
Difficulty: Average
Number of Players: 1
Available: August

Castlevania II BELMONT'S REVENGE™

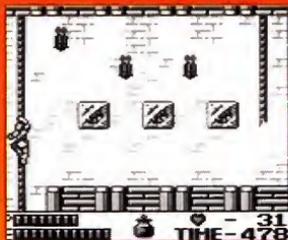
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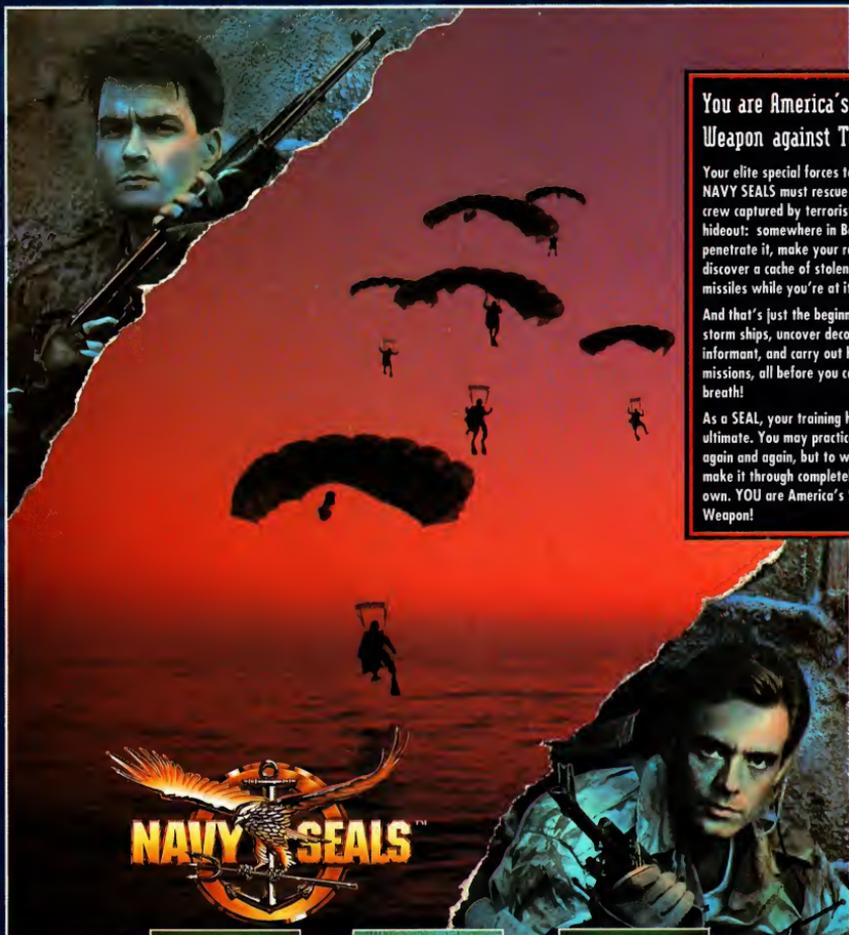


DRAC IS BACK! AND HE'S NOT HAPPY...

Dracula has been trying to be reborn ever since his castle was destroyed as a result of his battle with Christopher. Fifteen years later a ceremony is held honoring Soleiyu, the son of Christopher, who will be the next vampire hunter. Dracula has been waiting for this time because in order to return to Earth, he must use the power of Soleiyu. The next day four castles appear while Soleiyu disappears into the fog. Now a new battle must begin...

SECRET ROOMS!!





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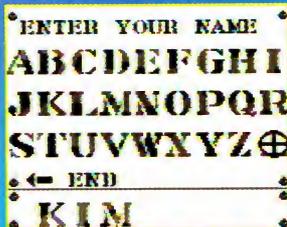
FACT-FILE

Manufacturer: JVC
Machine: GameBoy
Cartridge Size: 512K
Number of Levels: NA
Theme: Shooter
Difficulty: Moderate
Number of Players: 1
Available: August



PREPARE FOR LIFT OFF!!

Finally, the long-awaited sequel to Choplifter is making its way to the Nintendo GameBoy!! This time, make your way through enemy encampments and foreign bases rescuing your commandos from evil armadas! You have two weapons at your disposal, your trusty bombs and machine gun. Your best chance at staying alive will be determined by your skill and cunning. If you lose too many comrades, it's curtains for you!! You cannot withstand too many hits from tanks, planes, birds, guns, walls, and lightning storms. Watch your life gauge carefully and search for the life star which repairs your helicopters damage. Lift off!!



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LIFE

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LANDING

Watch out for those trees!



SAVED!!

Bring the soldiers back home!

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CIRCLE #156 ON READER SERVICE CARD.

FACT-FILE

Manufacturer: Atari
Machine: Lynx
Cartridge Size: 1 Meg
Number of Levels: 1
Theme: Racing
Difficulty: Average
Number of Players: 2
Available: August



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DRIVING WAS NEVER THIS HARD...

Only one system could possibly tackle the coin-op translation to a portable and it's the Atari Lynx! Utilizing the Lynx's scaling feature to the max, Hard Drivin' is a visual treat for all ages. The instant replay feature is accurate and fun to watch, especially after a fateful dive over a ledge or too short a jump. Take on the speed track to test your skill at high speed driving. Or, if you're game, try out the stunt track and test your courage. Hard Drivin' will make you or break you. Real physics add to the game play.



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BOOOOHER	15000
TIGER	10000

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PREVIEW SECTION



ADVENTURE ISLAND II HUDSON SOFT

A surprise at the CES show, Adventure Island II makes the translation to the handheld format with very little loss of detail! All of the power ups are retained perfectly!



AEROSTAR VIC TOKAI

Aerostar is different from most shooting games in that the player must try to reclaim the Earth from alien forces that have taken control in the absence of humans.



BO JACKSON'S 2-IN-1 THQ

Like the famous athlete, this Gameboy cartridge allows the player to participate in both baseball and football. The baseball game is 3D and the football is overhead.



DOUBLE DRAGON II ACCLAIM



The second installment of this Double Dragon series more than lives up to its reputation. Superb control, graphics, and sound!!



CYCLE GRAND PRIX IREM

In the spirit of Sega's Hang On comes Cycle Grand Prix by Irem. Make your pitstops, change tires, refuel, and get ready for the most intense racing action on GameBoy!



FINAL FANTASY LEGEND II SQUARE SOFT

The Final Fantasy story also continues on the NES with Square Soft's release of Final Fantasy Legend II. Square Soft plans to release both a hint book and comic.



FACEBALL 2000 BULLETPROOF

A combination of hide and seek and tag, Faceball 2000 features first person perspective. Up to four people can play, and the game takes place in real time. Faceball features over 80 levels.

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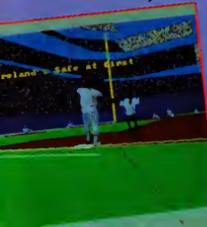
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HATRIS BULLETPROOF

Translated from the computer game, *Hatris* is a worthy sequel of *Tetris*, following similar guidelines. Move the falling hats to match other headressings of like design.



METROID II NINTENDO

The long awaited sequel to the blockbuster Nintendo Entertainment System cartridge is here, but this time, on the GameBoy screen. All new enemies and obstacles await!!



HOME ALONE THQ

The movie was great! Don't you wish you could play it at home? Well, now you can, on the GameBoy!! Keep the robbers at bay with your cunning and wit.



HUDSON HAWK SONY IMAGESOFT

Another movie title has been converted into the portable format! Find a way into the museum and steal the precious artifacts within! Watch out for dogs!



ISHIDO ACCOLADE

Ishido finally hits the Gameboy screen! Perhaps even more enjoyable on the go, *Ishido* uses a gameboard that you must fill with tiles of different styles and colors.



LUNAR CHASE NINTENDO

Another 3D shooter in the tradition of the coinop *Star Wars*, you must guide your ship in a first perspective and pilot a maze to reach your objective.



HUNCHBACK OCEAN

Travel through the forest and over the hills as the *Hunchback*! Ring the huge bells to advance to the next area. Another innovative product from Ocean.





TMNT II ULTRA

Look out! The Teenage Mutant Ninja Turtles are back on the scene, and are ready to rock and roll with the Footclan, Shredder, Kang, and Splinter!



BILL AND TED ACCLAIM/LIN

Awesome! Those radical time-travelling dudes are having an Excellent Gameboy Adventure! Wipe out heinous enemies in a race against time with Bill and Ted!



THE SIMPSONS ACCLAIM/LIN

No way, dude! Bart and Lisa are trapped in a Summer Camp of Evil! Help them escape by picking up flags and battling end bosses!



DICK TRACY BANDAI

Tess Trueheart has been kidnapped! It's up to you, Dick Tracy, to rescue her! All of the original enemies and character are back in this GameBoy version.



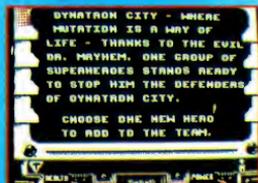
FASTEST LAP NTVIC

NTVIC's Fastest Lap is an authentic Formula-1 racing simulation. An added feature is that players can design and build their cars from the tires up and race them.



ROBOCOP II OCEAN

Robocop must protect Old Detroit once more, and destroy the rouge Robocop II.



WORD HAI MELDAC

Ever like scrabble as a kid? How about Word Hai for GameBoy! Challenge the computer in a game of unscrambling letters.



THE SUPER FAMICOM TIMES

THE ULTIMATE ADVENTURE AWAITS...

The ultimate adventure is about to begin on the Super Famicom. The highly anticipated Zelda 3 is finally here! Once again, you are a brave hero you must go about the vast land of Hyrule. Destroy evil creatures and collect Ruples to help you buy supplies and weapons. The obvious enhancements are the extremely colorful and detailed graphics. The new level of detail makes the quest seem even more realistic. Link must not only endure hordes of monsters, but he also has to deal with the forces of nature. Thunderstorms, caves, deserts, forests, you name it and Link will have to overcome it. The audio has also been refined, with rich background music for each area of the game. The quest is massive, four times larger than the previous two carts. There are a ton of new items to find as well. A truly remarkable game that will definitely be worth the wait.

ZELDA 3
8 MEG NINTENDO DECEMBER 1991



Link must travel through a whole new adventure filled with hazards. Link not only has to battle many varieties of monsters lurking about Hyrule, he also has to deal with the forces of nature.



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4 MEG**SUPER PRO WRESTLING
HUMAN****1ST QUARTER 1992****GET INTO THE RING.**

Here is the latest Super Famicom wrestling game from the development team Human. Super Professional Wrestling will feature a large variety of moves. Each move will be executed with different button combinations giving the player more control over the game than ever. While there aren't any famous names in this cart, what you will find is solid wrestling action for one or two players. Great animation and sound effects add to the realism.

**8 MEG****DUNGEON MASTER
VICTOR MUSICAL INDUSTRIES****FOURTH QUARTER 1991****AMAZING MAZES!**

This spectacular 8-Meg role playing cart is based on an old but popular computer title of the same name. You must enter into a labyrinth of mazes filled with monsters, mummies, and other untold horrors. Collect treasure and helpful items from open chests in the mazes. Be careful what you touch or open because there are traps everywhere. Great 3-Dimensional scrolling simulates the effect of walking through a real dungeon. Keep your party alive by giving them enough food and water and medicine to heal the injuries incurred in battle. This cart promises hundreds of hours of mystery and adventure for the most dedicated role playing fans.

4 MEG**SUPER FORMATION SOCCER
HUMAN****FOURTH QUARTER 1991****GO FOR THE GOAL!**

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(Sega/Genesis)

Stage Select - You can select any level you want in this amazing game. To do this simply go to the title screen and press UP, DOWN, LEFT, RIGHT. You will hear a small ringing sound and then all you have to do is hold button A and press START.

Addison Yip
San Francisco, CA



SONIC THE HEDGEHOG

(Sega/Genesis)

Max Out Your Lives - You can max out your lives in many different places in this great game. Here's the easiest one we've found. Play up to level 1-2. Once on this level you must get the 1-UP on top of the loop to loop. Get the invincible stars and jump over the lamp post. Collect over 100 rings for an additional 1-UP and then throw yourself onto the spikes. When you start your next life you will be able to repeat this all over again. Repeat until you have as many lives as you want!



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DUNGEON EXPLORER

(NEC/TurboGrafx-16)

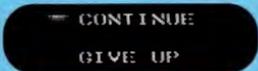
Special Code for Mighty Warlock - If you would like to have an extremely strong character from the beginning of the game use the code COEAM MODAO. You will become a Warlock at the 17th level and should be able to fly right through the game now.



LAST ALERT

(NEC/TurboGrafx-16 CD-ROM)

Super Power Up Trick - There is a way to get a maximum level character very early in the game. First you must play through the game up to level 3. Once you are in the scene where the stealth fighter is taking off, start destroying as many jeeps and armored vehicles as you can. Keep doing this until your time runs out and then continue. With each experience level you gain, use the more powerful weapons to increase the number of points gained each time you continue.



Keep continuing and destroying jeeps to build up to maximum level.



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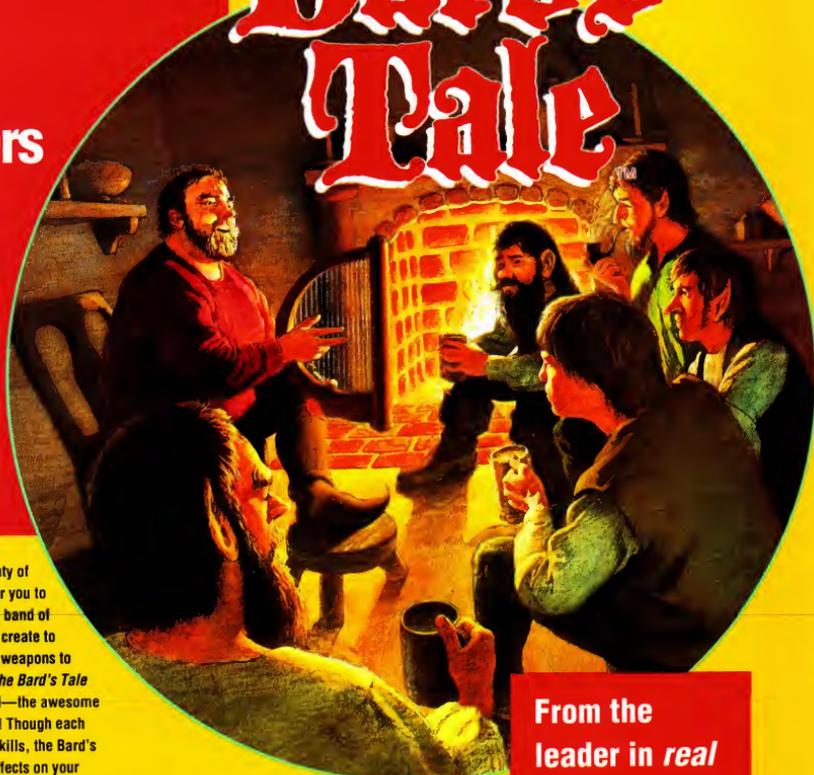
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SONIC THE HEDGEHOG

(Sega/Genesis)

Secret 1-UP and Power Sneakers - At the beginning of this level roll into a ball and hit the spring board. Push to the left to land on the platform. You will get a 1-UP and a pair of Power Sneakers. You can also use this level to max out your lives!



THE LAST NINJA

(Jaleco/Nintendo)

Invincibility Code - To become invincible in this martial arts adventure go to the password screen and use all H's except for the fourth to the last which should be a zero.



Craig Bachelder
Davenport, IA

HHHHHHHHHHHHH

GG SHINOBI

(Sega/Game Gear)

Sound Test - At the title screen hold UP and press START and you can listen to all of the great music in this cart.



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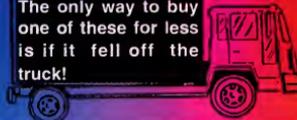
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98 Electronic Gaming Monthly

WHOMP'EM

(Jaleco/Nintendo)

Secret Sound Test - At the title screen press and hold the A and B BUTTONS on controller 2 and press START on controller 1. The Character on the screen will smile and then bow his head, keep holding the A and B Buttons until the Sound Test appears. Now you can listen to any of the music tracks or sound effects used in the game.

Scott Cameron
Nottingham, PA

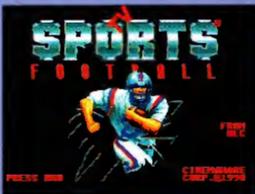


TV SPORTS FOOTBALL

(NEC/TurboGrafx-16)

Multiple Player Championship Code - If you would like to play in a championship game along with other players then use the code PTVY.

Herold Riley
New Haven, CT

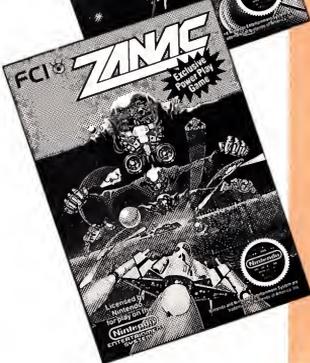


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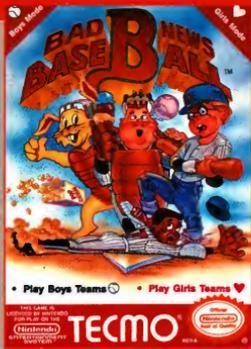
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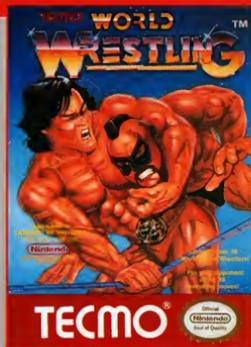
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Rules: All entries must be postmarked by September 30, 1991 to be eligible for the third drawing. All previously accepted entries are eliminated after each drawing is completed. The decision of the judges in the selection of the winners is final. Neither EGM nor the judges will be liable for lost or misdirected mail. No purchase is necessary to enter. Multiple entries are allowed, but only if sent under separate postage to: EGM Great Game Give-Away, 1920 Highland Avenue, Suite 222, Lombard, IL 60148. The specific titles of the Nintendo game paks contained in the Nintendo game packages is up to the judges. Employees and families of Sendal Publications, Inc. are not eligible to enter. Deadline for third drawing is September 30, 1991. Grand Prize Winner is selected at random from the previous 15 winners on October 15, 1991. The title of the arcade game awarded is up to the judges. Void where prohibited. *\$10,000 value based on MSRP of all products awarded.

Games, games and more games! It was a great event! For the first four days in June that's all your EGM staff was doing - playing games. Not just any games, but all of the carts that will be coming out in the next six months. Hundreds and hundreds of great, average and bad softs - we played them all. And, in the EGM tradition, we were there with our cameras and film. After the dust settled on the fourth day we walked away exhausted and with over 1500 pictures so you can see what is coming out in the future.

SUPER NINTENDO

As expected, the S-NES made it's formal debut at the SCES. It, will sell for \$199 and Super Mario



The S-NES is one month away!

World is in the package. Nintendo says the S-NES should start appearing in the stores sometime in September.

But as good as the hardware is (and it is!) it's the software which will determine if the system will sell. Nintendo is doing everything it can to get as many games out this year. Unfortunately since there is a learning curve in programming for any new system, quite a few



Sega's new Mega-CD-ROM is capable of rotation, scaling and zoom!



keep the 30 million owners happy for quite a while. Great sequels are on their way. Batman 2, Ninja Gaiden 3, Mega Man 4, Wizards and Warriors 3 and Contra Force are but a few. Original titles include Star Wars, Bio Force Ape and Over Horizon.

GENESIS

Sega really came out swinging as they had a side-by-side comparison between Sonic and Mario 4. Mario did not look very impressive in this light! Sega had other great softs. Mercs, Golden Axe 2 and Quack Shot were exceptional as was Rolling Thunder 2, Turrican and Vapor Trail. But the best was not even on the show floor. Sega had their long awaited CD-ROM player (Mega-CD) tucked away in a back room. It wasn't running but it was there to look at (it wasn't until the Tokyo Toy Show when we could get a hands-on-test).

TURBOGRAFX-16

NEC's major software release was the great sequel to Bonk. Also shown were portions of their new CD-ROM games - Lords of the Rising Sun, It Came from the Desert and the Addams Family. Their multi-player sports series had Kick Boxing, Champions Forever Boxing and Davis Cup Tennis. On the hardware front, NEC had a demonstration of their new NID CD data compression technology. They are now able to pack in 100 times the info than before. Seventy two minutes of full screen, full motion video are now possible! Their new CD-ROM2, PC Engine Duo, or 2 megabit Super System Card were nowhere to be seen but in Japan, they were the hit of the Toy Show!

games that we saw at the show could just as easily have been done on the older NES. But there were a lot of good games. Super Ghouls and Ghosts and Super R-Type were phenomena! F-Zero and Pilotwings really demonstrated the abilities of the S-NES. And Final Fantasy 2 took RPG's to a new level of excellence. Familiar names are coming back in much improved form on the new system. Look for titles like: Castlevania 4, Super Adventure Island, Gadius 3, The Simpsons, Smash TV, and Sim City. Check out our 16 page buyers guide starting on page 59 for a complete description of the system and games!



Sunsoft is bringing Batman back in Return of the Joker for the NES!
NINTENDO ENTERTAINMENT SYSTEM

Although Nintendo's main focus at the SCES was the S-NES, the old NES is far from dead. There were plenty of great softs on display to



NEC had Bonk's Revenge for the Turbo.

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NINTENDO PLAYER



BATMAN - RETURN OF THE JOKER Sunsoft

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WIZARDS AND WARRIORS 3 Acclaim

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This new action title for the NES features extremely intense game play. You must blaze through each level fighting mutants and other dangerous enemies.

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May the force be with you as you go up against Darth Vader and the dark side. Four first person 3-D scenes highlight this much anticipated NES game.



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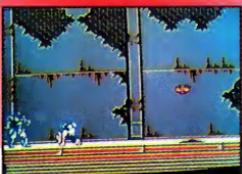
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Golden Axe II
Leader Board Golf
Mickey Mouse
Psychic World
R-Type
Shinobi
Super Monaco GP
*and last minute releases
*Japanese game gear titles
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Chase HG
Devilish
Gear Stadium
Headbutter
Joe Montana Football
Junction
Kinetic Connection
Mappy
Pro Breaker
Pengo
Power Golf
Punch
Tennis
Wonderboy
Woody Pup
*and latest from Japan

LYNX \$34 - \$39

Blockout
Blue Lightning
California Games
Ms. Pacman
Ninja Golden
NFL Football
Paperboy
Rampage
Road Racers
Robo Squash
Rygar
Ultimate Chess Challenge
Wastick
*and last minute releases
*and all of the older titles
*buy/sell used - call

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II Came from the Desert
Jack Nicklaus Golf
JB Harold Murder Club
Lost Alert
Magical Dinosaur Tour
Sherlock Holmes
Valls II
Yo Bro
Y's Book I & II

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G-LOC
Golden Axe
Golden Axe II
Leader Board Golf
Mickey Mouse
Psychic World
R-Type
Shinobi
Super Monaco GP
*and last minute releases
*Japanese game gear titles
*Buy/Sell Used - Call

GAME GEAR (Japan) \$39

Baseball
Chase HG
Devilish
Gear Stadium
Headbutter
Joe Montana Football
Junction
Kinetic Connection
Mappy
Pro Breaker
Pengo
Power Golf
Punch
Tennis
Wonderboy
Woody Pup
*and latest from Japan

LYNX \$34 - \$39

Blockout
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HANDHELD SYSTEMS

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SYSTEMS

Coregraf 189
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MONSTER IN MY POCKET

Konami

Based on the well known toy, this action game has you shrunk down to the size of the toy itself! Search through your own home fending off an invasion of enemy creatures.



LORD OF THE RINGS

Interplay

Soon, NES players will be treated to this highly detailed quest to once again free your homelands. Detailed graphics and decent game play complement this title.



OVER HORIZON

Hot - B USA Inc.

Earth is once again in the grip of an intergalactic empire bent on conquering the planet. Many powerups are at your disposal to blast away the empire once and for all.



TOM AND JERRY

Hi Tech Expressions

Everyone's loved Cartoon dueling duo will be heading to the NES. This cute title casts you as Jerry. Tom is causing you trouble, and you want to get your revenge!



TOXIC CRUSADERS

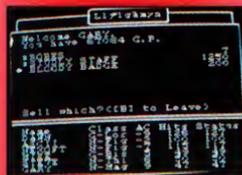
Bandai America

Take the role of Toxi, out to stop the dastardly plans of Dr. Killimoff. Use your trusty mop in the ultimate battle against evil. Get ready, because it's clean up time!

WIZARDRY

Asell

You are a novice magician in this huge RPG. Use your spells and other weapons to fend of the forces of doom. Many statistics involved makes this one of the better titles.



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Upcoming Reviews for **TG16**: Bomberman, Sherlock Holmes, JB Harold Murder Club, TaleSpin, and TV Sports Basketball. For **NES**: Rocketeer, Base Wars, Laser Invasion, Lolo 3, Family Feud, American Gladiators, 3 Kingdoms 2, Metal Storm, Lone Ranger, Battleloads, Power Blade, Rainbow Islands, Faria, and RBI 3. For **Genesis**: Abrams Battle Tank, Star Control, Hardball, Wings of Wor, Pac Mania, Arcus Odyssey, Air Buster, Rastan Saga 2, Sonic, Ultimate Qix, Sagaia, Fantasia, Bimini Run, Phantasy Star 3 and Space Invaders '91. Call or write for all their review codes!

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VTR User Guide, 300 Crescent Ct., Suite 1300, Dallas, TX 75201.

Verdict TeleReviews
For Players. By Players.



BLAZE BUSTERS Nexoft Corp.

Here's your chance to be that fireman you always wanted to be. Rescue poor innocent civilians and douse flames in this interesting game for your NES.



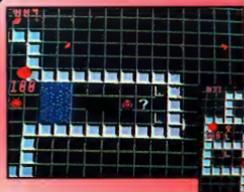
CRAZY LAND NTVC

Like wild and weird lands? Then just pop in this cart and kick back. Crazy Land boasts incredibly ridiculous lands with some strangely weird beasts. A cart worth a good look at.



ATTACK OF THE KILLER TOMATOES THQ

This new title is based on the Saturday morning cartoon. You are a young boy out on a mission to stop an invasion of mutant veggies from total Earth domination!



CHIPS CHALLENGE Bullet Proof

Commonly known to Lynx players, now NES players will have their chance at this puzzle title. All you have to do is to get finish a maze, but a variety of methods are needed.



CONTRA FORCE Konami

Konami has once again graced NES players with an excellent action game. This cart has you out to stop enemy forces from control of the planet. Sure to be a hit!



BIG NOSE Camera

Like nosing around in the bad guy's business? In this game you can, in a BIG way. You and your shnoz have to sniff out an enemy infested island to rid the land of the intruders.



COWBOY KID Romstar Inc.

Hey cowboy fans, here comes one game for NES players that's really good old western fun. Journey through towns and search the land for deadly ranch rustlers.





HAMMERIN' HARRY

Irem America Corp.

Based on the smash arcade hit, Hammerin' Harry pits you against an evil construction boss trying to take over the city. Have Harry use his hammer to smash the bad guys.



ELIMINATOR BOAT DUEL

ElectroBrain

Take to the water in this high speed action cart. Race against your opponents and go for the prize, if you win it you get to keep your life.



HOME ALONE

THQ

Based on the popular movie, this is your chance to save the house from burglars. Help Kevin set traps and thwart the con men attempting to rob the house.



SUPER REAL GOLF GRAND SLAM

Altus

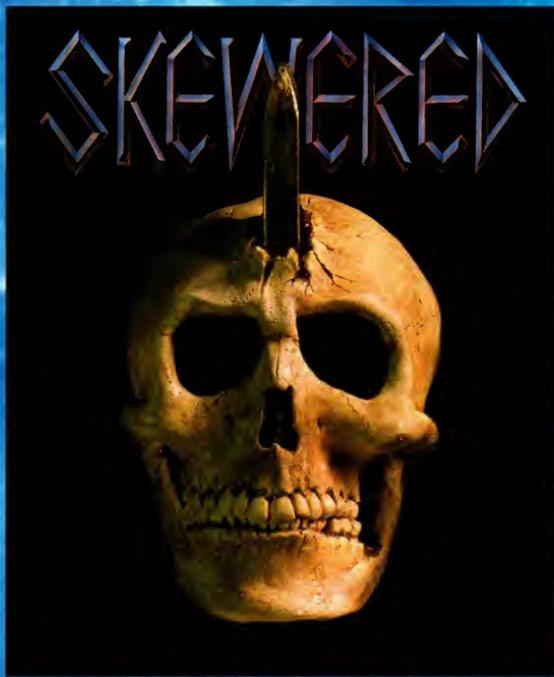
You have complete control to choose the grip, the stance, the club and the type of shot. This game is for 1 to 4 players.



GODZILLA 2

Toho

This is the sequel to the popular NES title. Godzilla must save the world from invading space aliens.





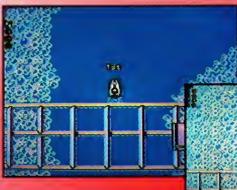
HOOK Sony Imagesoft

Sony Imagesoft is going to create a video game around the upcoming movie. Little was available for review at the CES but Hook is expected to be a side scrolling action game.



TINY TOON ADVENTURES Konami

Cartoon characters come to life in this new action game. Collect keys from Monty's mansion and rescue Babs. Six levels include hidden rooms and varied backgrounds.



PARADISE ISLAND NTVIC

Hop into your hydrofoil and race against several computer opponents. The courses are varied and involve more than flat out speed. Finish in the top three to be able to move on to the next race.



ULTIMATE AIR COMBAT Activision

Take off into the wild blue yonder in your state-of-the-art jet fighter, as the enemy has invaded and you must protect the skies. Track the bogies on your radar and lock on to them for a kill.



WHERE'S WALDO THQ

The popular mind puzzle game is coming to the NES. Find Waldo among dozens of other similar looking people as you race against the clock. Variable difficulty settings.



KUNG FU Z Irem

Head out into the dark and dangerous streets of the city. Use your kung-fu skills to protect yourself from the onslaught of enemies who are out to finish you off.



TROG Acclaim

The cute arcade game of the same name is being translated for play on the NES. Avoid the cavemen as you progress through the maze on the screen. Fun for players of all ages.





WHERE IN TIME IS CARMEN SANDIEGO Konami

The popular computer game is coming to the NES. Besides being fun tracking down the criminals, the game is also educational. Learn history and geography while you play.



ROGER CLEMENS MVP BASEBALL LJN

Batter up! Get ready for some of the most realistic baseball action ever to come to the NES. Great graphics, good player control and a realistic simulation of the sport!

MATCHBOX LIGHTNING Matchbox Toys

The well known die-cast mini cars are now on the NES. Race around different tracks trying to stay in the top 3 finishers.



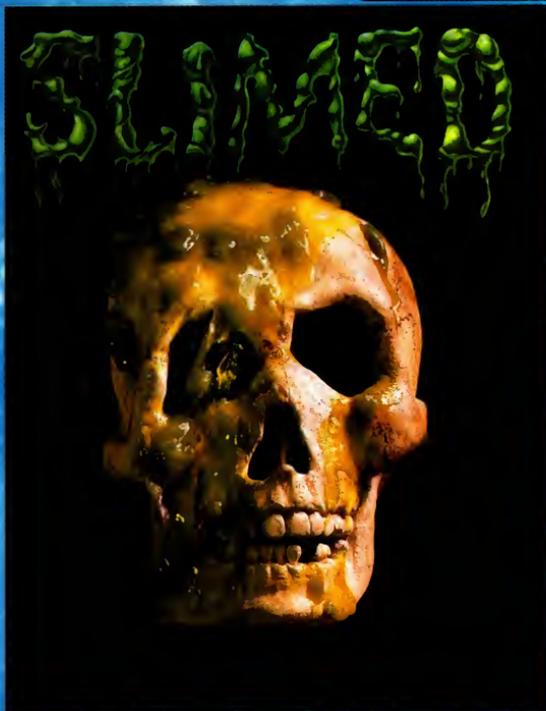
BUCKY OHARE Konami

Become a new super hero in this cute and comical action game.



GUN NAC Nexoft

Nexoft has one of the best outer space shooters for the NES at the CES. Featuring a wide variety of weapons and power-ups, this cart will prove to me more than a match for even the best of players.



TURBO CHAMP



ADDAM'S FAMILY NEC

The movie is coming in December as will the great CD action game. Loads of digitized graphics and special effects will make this one of NEC's finest.



NIGHT CREATURES NEC

Play the part of various animals as you explore the countryside. Avoid the hungry wild animals who are out looking for a free meal.



IMPOSSAMOLE NEC

Impossamole is a new side view, horizontal scrolling action adventure cartridge game from NEC. Play the part of a friendly mole as you search above and below ground for treasures.



IT CAME FROM THE DESERT NEC

Combine real actors with a graphic adventure game and put it on a high memory CD and you will have one of the most innovative games ever created.



BOMBERMAN 2 NEC

The sequel to the original Bomberman is coming on card for the Turbo. Similar in concept to the first but with new mazes that offer more challenge.



LORDS OF THE RISING SUN NEC

Another CD-ROM game from NEC, but this time it is a military simulation of immense proportions. Protect your bases while attacking the enemy encampments.



NEO·GEO



LEAGUE BOWLING SNK

Bowling has never been so much fun! With memory size not a factor, more attention can be paid to the little details that make the difference between a good and a great game!

GHOST PILOTS SNK

One of the most intense vertical scrolling shooters ever!



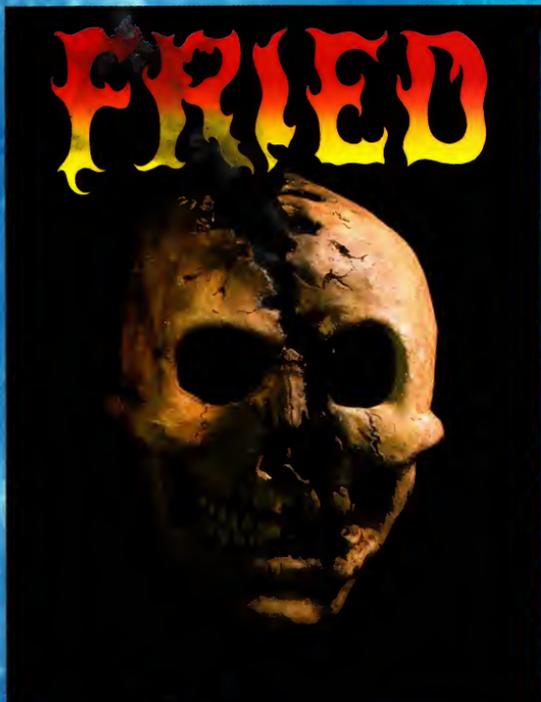
LEGEND OF SUCCESS JOE SNK

Yet another good arcade-home game from SNK. Put on your gloves for some of the best boxing ever.



SEN GO KU SNK

One of SNK's best action games yet. Huge bosses and constant action will challenge you every step of the way!



OUTPOST GENESIS



GOLDEN AXE 2 Sega

As good as the first game was, the sequel is that much better. With smoother animation, better game play and graphically intense magic spells, GA2 will be one of the hottest Genesis softs this fall!



MARVEL LAND Namco

Looks are very deceiving with this cart. While appearing like a 'cute' game, this soft requires great technique to master the different levels. Definitely worth trying!



ROLLING THUNDER 2 Namco

Just barely in the arcades and Namco is already programming a home version. Easily one of the best playing games at the show and promises to be a hot cart this winter!



TOEJAM AND EARL Sega

Sega is betting the farm on this title. Sonic it isn't, but it is a quest that you can play over and over without repetition. Search through multi levels looking for the 10 pieces of your ship.

QUACK SHOT Sega

Hot on the heels of Mickey comes Donald Duck! The same attention to detail is built into this soft. Very smooth animation, great graphics and a 'fun' quest!



MERCS Sega

One of the most action intensive shooters in the Sega booth. Lots of weapons and power-ups. Extremely huge bosses to blow away, if you survive to the end of the level!





BEAST WARRIOR Renovation

Wrestle War it isn't, but it is an alien-type wrestling game. Choose your beast and take on the best in the galaxy. Some unique moves make this a good game.



GROWL Taito

A new martial arts game, of the Double Dragon genre, from Taito featuring new and innovative moves.



MARIO LEMIEUX ICE HOCKEY Sega

Sega billed this one as "Now play Super Mario on the Genesis." Jokes aside, this is a very good, and fast moving hockey game. Great close-ups!



MASTER OF MONSTERS SAGES CREATION

A strategy/RPG game using the 'hexagon-type' grid battlefield. Zooms to side view for fighting scenes.



PIT FIGHTER Tengen

Progress is slowly being made in getting digitized fighters to animate smoothly in a cartridge game. Still a demo but looks good!



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RINGS OF POWER

Electronic Arts

Electronic Arts is readying a new quest type game drawn in a 3/4 overhead diagonal view that gives a pseudo 3-D perspective. Search for the missing rings of power.



PAPERBOY

Tengen

Hop on your bike and hit the sidewalks in order to get all your papers delivered to your customers. Watch out for dogs, cars and wild lawnmowers as you ride down your route.



SHADOW OF THE BEAST

Electronic Arts

The popular computer game is coming to the Genesis. Battle with huge beasts as you progress through your quest. One of the best computer conversions to date!



VAPOR TRAIL

Renovation

The spectacular Data East arcade game is being done by Renovation for the Genesis. Constant action, tremendous firepower make this one of the best shooters yet.



ROAD BLASTERS

Tengen

The futuristic racing/shooting coin-op is being converted to the Genesis by Tengen. Smooth scaling and good control make this cart one of the best racing games around.



RAMPART

Tengen

Tengen grabbed the rights to this popular Atari Corp. coin-op and they have succeeded in duplicating the feel and play of the arcade game. A good 2 player game too!



SLIME WORLD

Treco

Best known as an Atari Lynx title, Treco is thinking about sprucing it up, lengthening it, and bringing it out as a Genesis soft. Looks good and plays well to boot!





BATTLE MASTER Electronic Arts

Another computer conversion from Electronic Arts. Assemble your party and head out on your quest. Look for armor and weapon upgrades to help you win the battles.



VALIS SYD Renovation

One of the older PC Engine versions of the popular Valis series is now coming to the Genesis. While not as sophisticated as the newer Valis 3, this version still has the action which made the series popular.



BLUE ALMANAC Sages Creation

A new quest/adventure game that combines the challenge of a Vermilion with the battle scenes of a Phantasy Star. Power-up in the cities to prepare for the battles in the country.



TASK FORCE HARRIER EX Tresco

One of the best vertical scrolling shooters to come along in quite a while. Offers a wide variety of weapons and power-ups. Challenging game play that isn't too easy.



VASUM Tresco

Also known as Dando, this quest/adventure game has been coming for about a year. It's ready now and it was worth the wait! It's a longer than average quest that's not too easy to solve.

Death Duel Razorsoft

It's a first person perspective shooter that is different from any other game made. In the Razorsoft tradition, Death Duel promises to offer more realism to a typical shooter.



EL VIENTO Renovation

Renovation has a new side scroller which looks and plays very much like the newer games in the Valis series. Good moves and challenging game play.





THE BERLIN WALL Kaneko

Similar in game design to the old Space Panic for the Colecovision, this version has you and a friend running up and down ladders. With your hammer smash the enemy in your way.



BUCK ROGERS Electronic Arts

Play the part of the popular superhero as you patrol the outer limits of our galaxy. Blow away any enemy who challenge you because it's kill or be killed!



CROSSFIRE Kyugo

Known as Super Airwolf in Japan, this overhead view, vertical scrolling shooter packs constant enemy action in this 4 meg package. Good graphics and smooth scrolling.



DECAPATTACK Sega

Sega went to Japan and converted their Magical Hats cart into something that the U.S. would like. And they succeeded! Decap. is a humorous quest/adventure for all ages.



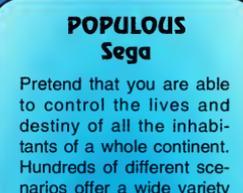
PAT RILEY BASKETBALL Sega

It was popular on the Genesis and Sega has detuned it a bit to work on the Master System. Featuring good close-up slam dunks and fast 2 player action.



OUT RUN Sega

The popular arcade game is being shrunk down to fit in the Game Gear! Great racing action on the go! Race the clock to make it to your next checkpoint before time runs out.



POPULOUS Sega

Pretend that you are able to control the lives and destiny of all the inhabitants of a whole continent. Hundreds of different scenarios offer a wide variety of simulations.



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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THE GUARDIAN ANGELS



THE GUARDIAN ANGELS Navision

This game was shown as a two screen demo only. Neither the game play nor the graphics were ready in time for the CES. It could be a good storyline for a martial arts soft.



MASTER POPULOUS Sega

This popular computer game has been translated for almost every system known to man. The Master System is no exception and here it is! It still is just Populous though.



Quad Challenge Namco

Hop on your ATV and get ready for some high flying, fast moving racing. Play solo or against a friend. With the split screen each can watch his own screen!



RBI 3 Tengen

The third in the popular RBI series is on its way for the Genesis system this fall. Better graphics, more features and good player control are improvements in the newest version.



THE KILLING GAME SHOW Electronic Arts

Based on the computer game of the same name, Electronic Arts is now bringing out a Genesis version. Good action with better than average graphics.



MIGHT AND MAGIC Electronic Arts

Again, Electronic Arts went to their vast reservoir of computer games and made a near carbon copy of the popular Might and Magic disk based software.



SUPER QIX Taito

Taito is bringing a revamped version of their arcade classic Qix to the Genesis. Featuring great graphics and cool backgrounds, Super Qix also has a variety of power-ups.



DEAD HEAT SCRAMBLE

The road is rough and
the turns are slick!
Survival of the fittest is
the golden rule in
Dead Heat Scramble!

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



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Game of the Month High Scores!!

This Month's Game...

Moonwalker

1. Kin M. Yu 3,365,400

2. Dan Overlander 2,226,900
3. Jonathon Paleologos 1,970,500
4. Bobby Tribble 1,404,200
5. Mark Lohr 1,369,340



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M.U.S.H.A.

All entries by Sept 15

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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!

NINTENDO

ARCADE

Game	Score
Abadox	655,350
Alter Burner	14,335,970
Bad Dudes	999,999
Balman	6,802,500
Bural Fighter	15,342,420
Contra	6,553,500
Double Dragon	603,600
Double Dragon 2	461,080
Godzilla	11,111,310
Guerrilla 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	62,403
Rampage	42,999,963
Road Blasters	999,999
Rolling Thunder	179,350
Sky Shark	1,043,570
Star Soldier	6,090,000
Super C	9,999,990
Super Mario Bros. 3	9,999,990
Tetris	784,537
TMNT	9,999,900
Wizarda and Warriors	999,999

Game	Score
1943	2,947,360
Alter Burner	68,588,000
Arkanoid	1,165,910
APB	1,002,324
Diner(PIN)	89,220,000
Double Dragon	130,900
Hard Drivin'	529,800
Klas	3,205,000
Out Run	49,050,270
Robocop	2,240,600
Smash TV	12,624,000(1)
Super Contra	Must play)

Player	Score
Kelly McKenzie	999,999
Stephen Krogman	999,999
Jeff Arensmeyer	999,999
Kelly McKenzie	999,999
Josh Winter	999,999
Chad Hiaad	999,999
Jaacou Turka	999,999
David Wright	999,999
Stefan Zarzynski	999,999
Ralph Mendea	999,999
Jaacou Turka	999,999
Jeff Adkins	999,999
Sergio Strugar	999,999
Glenn Stockwell	999,999
David Wright	999,999
David Wright	999,999
Stephen Krogman	999,999
Ralph Barbagallo	999,999
Edouard Charbonneau	999,999
Jeff Yonan	999,999
Kelly McKenzie	999,999
David Wright	999,999
Sergio Strugar	999,999
Royce Cannon	999,999
Chris Nygard	999,999
Jeff Adkins	999,999

SEGA
TURBO
GENESIS

Game	Score	Player
Alter Burner	13,572,900	Christopher Sims
Altered Beast	234,400	Alex Stamos
Double Dragon	610,370	Brian Godreault
Missile Defense 3-D	659,000	Joe Tadder
Out Run	55,626,340	Dan Lee
Rampage	795,460	Gerald Breheny
Rastan	31,139,300	Christopher Sims
R-Type	1,128,500	Brian Godreault
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
Alien Crush	999,999,900	Barry Bowman
Blazingazers	99,999,999	Dale Scordino
Bonk's Adventure	999,499	Chris Nygard
Cyber Core	999,900	Jim Hakola
Devil's Crush	999,999,900	Jim Polak
Dragon Spirit	639,670	Randy Lewis
Fantasy Zone	98,265,100	Brandon Fish
Fighting Street	547,600	Sergio Strugar
J.J. & Jeff	10,175,650	Chris Camera
Monster Lair	389,520	Terence Micharoni
Side Arms	6,386,400	Jeff Yonan
Victory Run	18 min. 00.13 sec	Stephen Shelton

Game	Score	Player
Alter Burner 2	29,017,840	Tony Deslvey
Altered Beast	4,682,500	Lee Venteicher
Air Driver	78,023,000	Steve Swetz
Columns	99,999,989	Keith Danforth
Curse	10,560,300	Jeff Hakola
Forgotten Worlds	1,694,100	Tony Deslvey
Ghostbusters	19,362,000	Kurt Schaal
Ghoula & Ghosts	1,965,300	Towie MacPhearson
Revenge of Shinobi	12,537,800	Steve Swetz
Target Earth	79,172,540	Randy Lewis
Thunderforce 2	6,776,350	Todd Bustillo
Truxton	3,331,050	Tony Deslvey

Rules - All scores on M.U.S.H.A. must be received by Sept. 15, 1991. If maximum scores are reached, the first five entries will be awarded prizes. 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 winner per household per year. Score rollovers will be treated the same as maximum scores. Decision of the judges will be final. For up-to-the-minute high scores call 1-708-916-6474.



Fist of the North Star

10 BIG BRAWLS FOR THE KING OF THE UNIVERSE!

NORMAL MODE: Challenge the computer!

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of warriors, each with a special power!

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This game pack for use with the Game Boy
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GAME OVER!



BLAST THE GULFER EMPIRE INTO SPACE DUST!

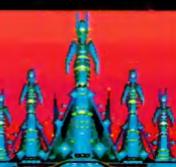
You are on a rescue mission. You must get rid of an evil intergalactic terrorist organization known as the Gulfer in order to save the Earth. Blast through 7 levels of the most heavily armed armada in the galaxy and come face to face with the Gulfer Emperor himself. The best bet is to have an extremely powerful weapon such as the F-Fusion or the T-Braster so that you can finish this battle on the side of victory.



The Gulfer Emperor will use the same weapon that you are using against it. Unfortunately, the more powerful you are, the more powerful it will be!



THE POWERFUL GULFER EMPEROR!



Take Your Game Boy Where It's Never Been Before.



CRYSTAL QUEST



We're talking about Dimension F—where hundreds-of-thousands of Crystal Quest gamers around the world have spent millions of hours catching crystals and blasting nasties. Ask any one of them and they'll tell you straight-up: You can't take your hands off of this nerve-racking chase through 99 levels of non-stop game action.

Sure, it starts out quick and easy—your grandma can probably hit Level 3. Your kid-sister, Level 16. But then it happens...your zoomin' around the screen totally out-of-control...nasties are everywhere—there's 12 different kinds protecting the crystals...digitized sound effects have your Game Boy jammmin' like you never knew it could...and all of a sudden...you're toast.

So take a deep breath—and make sure your Game Boy's got fresh batteries—before you launch your own Crystal Quest.



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