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CD-ROM SYSTEM
AND GAMES!

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ELECTRONIC GAMING MONTHLY

THE ULTIMATE 16-BIT SEQUEL!!

TEENAGE MUTANT NINJA TURTLES 3

EXCLUSIVE PIX FROM EGM!!

SUPER MAPS AND TIPS!!

Batman 2 • Super R-Type
Rolling Thunder 2 • GI Joe 2
Sonic the Hedgehog
Golden Axe 2 • Terminator 2
Ninja Gaiden 3 • Y's 3

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November, 1991



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A stylized world map with a grid overlay, featuring the text "FROM NOW ON THERE WILL BE ONLY ONE SUPERPOWER." The map is rendered in a dark, almost black color with a glowing, light blue or cyan outline. The grid lines are thin and light blue. The text is centered and written in a bold, white, sans-serif font. The overall aesthetic is futuristic and high-tech.

**FROM NOW ON
THERE WILL BE ONLY
ONE SUPERPOWER.**

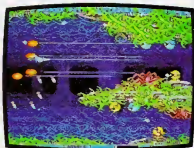
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Wield your whip with heroic skill as you use it to swing over bone chilling traps and hundreds of ghost freaks, living corpses, spitting lizards, the strange metamorphosing dog-rats and more.

Strike back against gruesome torments like the Tongue Lasher, the Darkest Knight and the Bone-Afide Horseman. With a password you can pause to catch your breath, but considering what ultimately awaits you, it's just postponing the agony.

Available this December.



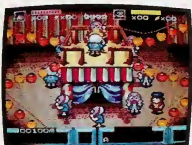
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CIRCLE #146 ON READER SERVICE CARD.

ELECTRONIC GAMING MONTHLY

The Last Word On Video Games

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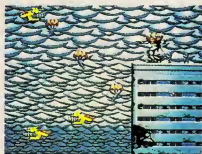
Behind the Screens

EGM takes you to Japan for an exclusive look at the development and unveiling of the first Sega CD-ROM game!

100

Leading Edge

Get the first glance on all the newest games and latest technology from the coin-operated video game world! In this new regular feature to EGM, we'll show you what's new in the arcades and showcase the hot new graphics and game play that only coin-op can deliver! Be sure to grab your V.I.P. pass and visit the AMOA arcade game convention and dig into the first pix of Konami's sizzling new Teenage Mutant Ninja Turtles 2 arcade game! Could this be the 16-Bit home version - you be the judge!



New in the arcades is Konami's Teenage Mutant Ninja Turtles 2! Check out our spread on this upcoming mega-hit as well as other games on display at the AMOA arcade game convention!



109

!! BONUS !! LYNX INSERT

Special to Atari Lynx owners, find a full 32-page mini-magazine with tips and previews of the latest games for the system! Must reading for every Lynx owner courtesy of Atari!

187

!! BONUS !! NEO-GEO INSERT

Tons of games and a special contest on the only 24-Bit system on the market!

Rip into an expanded International Outlook section with the first pix of great games like Xardion!

252

Super Play Pt. 1

Blast through the latest adventure of ninja master Ryu Hayabusa in the third installment of the popular video game series. Tons of maps and tips will help you guide our hero to victory over the forces of evil!

258

Super Play Pt. 2

The second chapter in our Sonic strategy blow-out brings you the next three levels of play as well as the tips you need to succeed! Let Sonic show you how!

264

Super Play Pt. 3

Blast your way into the heart of Bydo Empire and come back alive with our first Super NES Super Play! Tons of maps and tips to help you defeat the alien enemy once and for all - 16-Bit style!



A video game to match the movie hit!...It's almost like you're in the movie!™ NINTENDO POWER—July, 1991
 "You'll rob from the rich and give to the poor in this extremely detailed roleplaying adventure." GAMEPRO

ROBIN HOOD

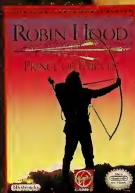
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Lead your band of merry men through one dangerous mission after another as you search for the evil Sheriff of Nottingham through the ancient castles and treacherous forests of medieval Britain.

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Scooter's dream starts where most games finish. After battling sharks, conquering space, surviving miniaturization, and getting lost in fantasy forest, our hero Scooter finds the treasure...**but gets to keep it!**

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- Interact with a variety of mysterious creatures
- Find the treasure within 12 hours of learning the Secret Password

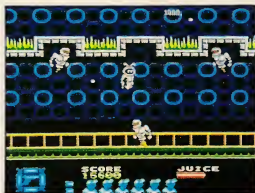


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DATE INFORMATION

- April 11, 1992 at 12 PM EST watch MTV from 12-1 PM or call 1-900-370-TREASURE any time during the competition period and discover the secret password.
- You will only have 12 hours to open the treasure vault (April 11, 1992 12 PM until April 12, 1992 12AM).
- To be eligible we must receive your official Treasure Master™ registration before April 8, 1992.

For more information call
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(Call will cost \$.50 per minute—ask your parents first.)



The Treasure Master™ competition is sponsored by American Softworks Corporation™, 228 East 45th Street, New York, NY 10017, which is solely responsible for the awarding of all prizes.

The decision of the Treasure Master judges shall be final and binding on all matters relating to this competition.

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November, 1991

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PICTURES WHERE THEY BELONG

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THE STATE OF THE INDUSTRY

It is a welcome honor to once again be contributing to the editorial page of Electronic Gaming Monthly magazine. Much has changed, both at EGM and in the industry at large, since the last time I contributed to this section of the magazine almost a year ago, but these important events have done nothing but strengthen my belief that video games are here to stay.

In your hands you now hold the largest video game magazine ever made for American game players. It's the culmination of many hours of fun and games, not to mention a strong commitment made to you by both the staff of EGM and the dozens of video game publishers that are now producing softs for systems ranging from the Nintendo to the Super NES. The industry recognizes the important role we play and many of the most important companies have chosen to use our pages to deliver their important messages to you.

From the very beginning of EGM our goal was to always deliver the hottest information, be it a game system in secret development or a hidden playing tip, and with dozens of exclusive announcements we feel we've fulfilled this job with info as good as can be found. EGM now has representatives in both Europe and Japan and has continued to expand its global reach by forming World-Net, a special organization of leading video game magazine publishers. We have always tried to be prompt in our reporting and, as always, we greatly appreciate any feedback you can give us on our performance.

We've also reached out to our advertisers to create interactive inserts that will not only attract you to new games, but will also be helpful in playing your favorite titles. In this issue Atari has provided you with a special 32-page mini-magazine that highlights their new library of games, not to mention similar supplements from SNK Home Entertainment and Electric Avenue.

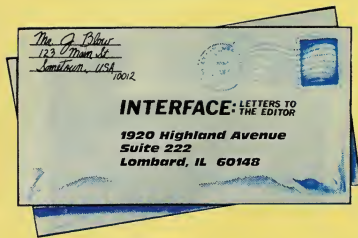
You'll also find a new regular feature in this edition of EGM! Through a special agreement with the American Amusement Machine Association, the governing body of the coin-op video game industry, EGM will represent the arcade game manufacturers with a section that focuses on the high-tech advances that these games possess over their smaller console counterparts. Be sure to check out our coverage of the AMOA convention as well as the first pix of Teenage Mutant Ninja Turtles 2!

Many of our most popular sections have also been expanded thanks to EGM's new size and scope! You'll find not one, not two but three Super Play specials, with mega maps and intense game tips on Ninja GaiDen 3, Sonic the Hedgehog and Super R-Type. Other features include Batman-The Return of the Joker, Rolling Thunder 2 and Super Ghouls and Ghosts which is part of our Super NES special.

In short, EGM gives you more! More tricks, more maps, more reviews and more pages! While other video game magazines are giving you less info and increasing their cover price by as much as a dollar, EGM is providing almost three times as much news, reviews and previews for the same low price! While it may not be true of the other guys, the only thing you'll ever see EGM increase is the size of the magazine!

I wish to thank you for supporting EGM over the past year and hope that you enjoy the many new and exciting additions we have planned for all of our video game publications in 1992. You can rest assured that EGM will remain the biggest and best thanks to your loyal support

Steve Harris
Publisher, Editor-in-Chief



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. Due to the high volume of mail received we regret that individual letters can not be answered.

MORE NEO-GEO..!

Back in March you published one of my letters to the editor. My question dealt with the reasons why you were giving so little coverage to the Neo-Geo system. You then said that you would be the sole magazine to rate their carts; you even reviewed Magician Lord and Ninja Combat. You said that I should not let my subscription die out because EGM would be reviewing the carts. Now it's almost September and there have been no more reviews. What happened?

Michael Daley
Long Beach, CA



The new 2 player action/RPG game - Crossed Swords for the NEO-GEO.

(Ed. We had planned to begin our NEO-GEO coverage that very next issue but it took longer than expected to arrange for loan carts. Rest assured, everything is now in place and our NEO-GEO coverage starts this very issue! Check out our exclusive 16 page NEO-GEO insert beginning on page 191! As usual, it's here first, and then only in EGM! Enjoy!)

ON THE TAKE?

Everyone knows that this mag has the best coverage, info, and pics. Many people, including me, usually use the ratings as a guide of what to buy, and also as reassurance of a new purchase. However, the fact that this (and all) mags run on advertisers' support stirs up an important issue: Do the ratings tend to support games from high-pay-

ing advertisers?

Renovation Products and Electronic Arts are two examples of (what looks like) strong advertisers. I own a Genesis and look at the ratings from games produced by these manufacturers. Sometimes, however, it seems as though these ratings are somewhat 'curved' for these companies. Are you urged by companies to rate games higher because they buy a lot of ads? How is this problem dealt with? Are ratings just unpressured, honest ratings or not? Or are there 'under-the-table' dealings with some or all of the companies? Let your readers know!!

Brian Gottlock
Nanuet, NY

(Ed. You bring up a lot of very good questions Brian. The two companies you mention are indeed 'heavy' advertisers in not only our magazine but also in most of the others. Are we influenced by that? Definitely not! Do we 'skew' our ratings for them? Again, no way! Check our track record. Budokan got a 3,3,4,5; Tour de Thrash got a 3,4,3,4; James Pond got a 4,4,3,6. Hardly impressive ratings! Final Zone for Renovation got a 4,5,4,5 - again well below average. Do the 'big' companies get good ratings - perhaps. But, not because they are influencing people. The large companies are the ones who can afford spending much more time (and money) in developing, programming, testing and fine-tuning their products. That is why John Madden gets all 9's and Gaiarens an 8,9,9,9. Our ratings

consist of 4 (not just one) independent opinions. Actually it's not hard to tell who is 'skewing' their ratings. Rent the game, evaluate it yourself and check how all the mags reviewed it. It won't be too difficult to tell who rates 'high'.)

THE GREAT DEBATE...

SUPER-NES vs GENESIS vs TURBO

Dear EGM, I was wondering what is better, Genesis Turbo or the Super NES.

Robby Carbone
Helmet, CA

(Ed. Way back in issue 8 we posed the question as to whether the TurboGrafx or Genesis is better. Now the S-NES is out and hundreds upon hundreds of letters have come in similar to the one above. Most players are very opinionated, usually in the direction of the system that they own. Below are three to start off the great debate. How do you feel? What are your opinions?)

When I saw the Super NES I couldn't believe my eyes! I have to tell you that it has the ugliest design since the Atari 2600 or Intellivision. They need to go back to the drawing board. If I had one I'd hide it under some sort of cover! Ugh! The Japanese Super Fami looks hot! Why did they make such drastic (and stupid) changes? The only good thing is the 6 button controller. And what's with the dorky name? Can't they do better than that?

Styling aside I think Nintendo is too late to even compete with the Genesis. Genesis is on their second generation of games while Nintendo is floundering around with losers that are plagued with slowdown and flicker. Genesis has the sports and RPG categories already locked up. For my money I'll take Streets of Rage over Final Fight; Gaiarens over Gradius 3 and Sonic the Hedgehog over Mario 4! The Genesis cruises at over 7 Mhz while the S-NES limps along at 3.5. Add in the CD-ROM to the Genesis and the S-NES is totally lame. There is NO comparison!

William Miller
Lawndale, CA

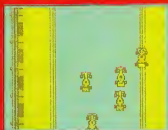
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Made in Japan

I own a Genesis and just bought the Super-NES. From the graphics, sound, play control and Mode 7, I believe that the S-NES blows the Genesis away. Don't get me wrong, I enjoy playing my Genesis and just bought some great games but it can't come close to what the S-NES can do. The graphics and sound are the best I've ever seen and heard, but the Mode 7 is what really puts the Genesis to shame. Yes, the Genesis can catch up to the S-NES but it will cost me another \$350 to get the CD-ROM. Granted there is some slowdown in some of the new S-NES games but if you recall the same problem occurred on the Genesis when it first came out. Give the S-NES programmers 6 months and they will solve the problem. Then where will the Genesis be? Having both, I'll take the S-NES any day!

**Brian McSwain
Sanford, FL**

What's the big deal? All I hear you do is rave over the Genesis CD-ROM. Then you say that most of the games will be Japanese RPG's and military simulations. And finally you say it won't be out until next summer! Forget that! The Turbo with it's CD-ROM will give you what you want **NOW!** They have the extra years of programming for their CD-ROM and it shows. Where can you get motion video in games (Sherlock Holmes)? Turbo! Where can you get the best sound (Y's 2)? Turbo! Where can you get the best action in a game (Valis 2)? Turbo! Add in the new games like Loom, Y's 3, Valis 3 and 4 and It Came from the Desert and you'll see there's no need to dream about what a nonproduction CD-ROM can do as you can have it all now with the Turbo!

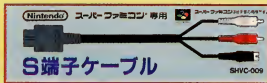
**John Sikes
Detroit Lakes, MN**

SUPER-NES IN SUPER VHS

I bought the Super-NES on it's release date and I worship it. Since I have a new monitor-style TV and I immediately hooked my S-NES using the audio/video cables. The graphics are crystal clear and the stereo is truly

mind blowing! According to an older issue of EGM, the next step up is to use the optional Super-VHS cable for this system. My question is, how much better can the picture get. Will the difference be noticeably better? Is the cable worth the extra 20 bucks?

**T.J. Rappel
Appleton, WI**



**The Japanese Super Famicom
Super-VHS cable works on the
Super-NES.**

(Ed. We have to agree that there is a world of difference between the standard channel 3 hookup and the one using the Audio/Video cable. The stereo sound and ghost-free picture is something that everybody should try.

The next step up - the Super-VHS cable does offer some improvement in the picture. The main difference is in the colors on the screen. There is somewhat less color fringing and overlap. Expect an improvement of about 10 to 15 percent. To many people this will not be noticeable. The price of the cable isn't overly excessive and it is worth trying. But don't expect to see a major improvement.)

MEGA-CD UPDATE..

Each month when I buy your magazine I find that issue is better than the previous. First I thought it was just due to the increase in size, but the content continues to improve also. I'm a devoted Genesis player and I find the MEGA-CD-ROM to be the ultimate accessory. Have you been able to learn more about this great item?

**Ron Ward
Newark, CA**



**Sega/Micronet invited EGM to try
out the new MEGA-CD-ROM.**

(Ed. Indeed we have! For the full story check out this month's EG Express column starting on page 38. Sega and Micronet invited the "most important magazines in the world" to learn about, see, and try out production number 001 of the MEGA-CD-ROM. Ten magazines from Japan, one from Taiwan and only one from the U.S. (guess who) were invited to attend this monumental announcement.

At this event Sega announced that the MEGA-CD-ROM will go on sale in Japan on December 2nd, plus or minus one week. All the specs announced previously have not changed and some further clarification and comparisons were made. Because of the huge 6 megabit of RAM, the MEGA-CD-ROM can produce motion video three times the size as those done in Sherlock Holmes for the TurboGrafx. Also with the ability to do biaxial rotation in hardware, arcade games like Assault can now be done. True flight simulators which require height, width and depth (the S-NES Mode 7 doesn't have the third dimensional capability) are possible for the first time on a cartridge machine.)

GREAT SEGA INSERT..!

I just got my copy of your October issue and I had to FAX you my comments. First, I get all three of the mags and I couldn't believe the difference: 82 pages, 118 pages and 204 pages. Your Sega insert (awesome!) was larger than your competition's whole magazine! I used to think that all mags were about equal but now it is clear who really leads the pack. Your Sonic mags have to be seen to be believed and the Star Wars and Empire coverage blew away those who had special coverage! How are you going to top this in November!

**Noah Freer
Los Angeles, CA**

(Ed. As you can see from this issue we did top October's 'telephone book size' mag. At 274 pages we have just created the largest issue of a U.S. monthly game magazine ever! Competition, what's that.)



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Thor Aackerlund

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FRUSTRATING GAME...

Since you claim to be the authoritative resource on video games, I am giving you your chance to solve my problem. I am having extreme difficulty in getting past the seventh level in Battletoads. It now is getting frustrating as I keep on dying and then have to start all over. It seems to take forever to get back to the seventh level just to try it again and die. Is there an easy way to get past this difficult spot?

Carl Leeb
Buena Park, CA

I really appreciate the special game tips you print, especially the maps and secret codes. I have been having trouble on Battletoads, however, and was wondering if you have found any special tricks or codes that will let me skip to the higher rounds so I don't have to continue restarting at the very beginning when all of my lives are gone. Can you help me?

Matthew Gold
New York, NY

(Ed. You're not the only players who have written in with problems on Battletoads. It is quite a difficult game and unfortunately, there presently aren't any known built in tricks like a level select for this game.)

There is help though, in the form of a brand new product due in stores shortly. It is called the Game Action Replay by Acemore International Ltd. of Harrisburg, PA. This spectacular device, as described in last month's EG Express column, allows you to store your position in any NES game (The memory is large enough to store your game up to 5 times!). With a battery back-up you can even remove the cart and it won't lose the information! So, in your case, you could get to your 'tough spot', save the game on the Game Action Replay cartridge and then continue playing the game. Should you die and lose all your lives you won't have to start the game back at level one. Access your saved position on the GAR and begin again from your last position! Best of all, the GAR is a licensed Nintendo accessory so there won't be any problems like the Game Genie had.)

EGM AT CES...

First off, I would like to tell you that I had the pleasure of attending the CES in Chicago. What an experience! I had a wonderful time seeing all of the games and new technology that your magazine had informed me about so long ago.

I also want to tell you how proud I am of your publishing power and generosity at CES. You guys were so much more popular than any other magazine booth. I was there the first day when you ran out of all your magazines. Then you brought cartons of fresh issues, and from out of nowhere there was a huge flood of people who practically crushed me trying to get their hands on one. They cleaned you out in about 10-15 minutes! From the looks of things you really were a hot item!

Cord Barrett
DeQuoin, IL


(Ed. We did have fun at CES and there was quite a rush to get our new (at the time) Terminator 2 issue. Over the period of the show we gave thousands upon thousands of copies away, including issues of our different magazines. You better get to our booth early at the January CES show Cord, because if the trade made a rush for our 'little' 128 page July issue, just think what they'll do to get our 272 page 'telephone book'!)

HOT NEWS

I have recently received your September issue and it's great. I like to look at the other mags too but they're just not the same. They don't have the news of tomorrow like you guys have. I was wondering, how do you guys get your news and who gets the information for you?

John Polson
Tampa, FL

(Ed. Getting the latest news is not a very easy thing to do John. It takes a lot of telephone calls and many special trips to where the action is happening. That could be anywhere from Japan to England. Luckily, we all get to share in writing the about the breaking stories from the industry!)



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CIRCLE #158 ON READER SERVICE CARD.



THE "CREW"

**S
T
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What's a publisher to do when he's got so many killer carts to choose from?!? Poor Steve has been blasting through the best of the Super NES has to offer!

**E
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Super Ed is a travelin' man this month, with trips around the world in search of the perfect video game. With a Mega CD-ROM under his arm (don't tell Sega), Ed is content.

**M
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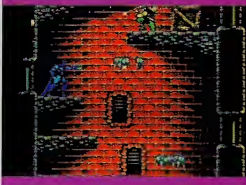
Martin thinks he's caught a stud now that he's mastered Super R-Type. Too bad he doesn't realize that he's been playing with the slow-motion button on!

**S
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X**

Sushi is still rubbing his head after mastering Street Fighter 2. He still thinks it will eventually surface on the SFX, but no one at Capcom will confirm this rumor...

Nintendo - Sunsoft Batman 2

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



The long awaited sequel to Sunsoft's hit game is here. Batman 2: Return of the Joker features larger characters than the first game as well as multiple scrolling backgrounds. The Evil Joker has returned and Batman must locate and defeat him. To do this, you must fight your way through 7 levels of action, past a whole new gang of bad guys to reach the ultimate goal - the Joker himself!

I really like the original Batman a lot and I have to say that the sequel lives up to the first game in most respects. The larger characters have much more depth and detail and although the overall goal remains the same, the extra enhancements that Sunsoft has made are welcome!

Batman 2 really shows just how far 8-bit power can go. The parallax scrolling is truly impressive-almost 16-bit quality. The Bosses are also detailed, with many different attack styles. Even though Batman has an entire arsenal up his sleeve, the theme of the cart is still exciting!

This cart has about the best looking visuals that I've seen on the NES. Despite the graphic improvement there is something missing from this sequel that made the first so good. The game play is limited to a walk and shoot contest with pretty graphics and shallow game play.

Batman is back, but he's had a face lift this time! This title could easily be called anything if the main character didn't look so much like Batman. The Batarangs are gone and now one of my favorite heroes is strutting around with lasers strapped to his arm. Not bad, just not what I expected.

Nintendo - Capcom GI-JOE 2

Type: Action Release: Oct.
Levels: 14 Difficulty: Avg.



The Joe team is back and this time they're backed by Capcom! Cobra Commander is at it again; trying to rule the world as usual. This time, however, he has raised the lost continent of Atlantis from the depths of the ocean, but why? You must help the Joes stop his plans and defeat the intense commanders of the Atlantis project to send the continent back into the sea. YO JOE!

Like its predecessor, GI Joe has all of the elements of a hot action title, with fairly crisp backgrounds and a variety of weapons, but the game just doesn't convey the same brand of excitement that you'd expect. The enemies have little personality and the play is far from challenging.

GI Joe - is a Real American letdown in this case. Even though the game allows you to pick your favorite muscle-bonded trooper, the graphics and music aren't as appealing as they could be. The gameplay, however, helps compensate for some of these shortcomings.

This sequel reminds me of the way the classic toy has changed from a foot to 3 inches tall. This cart just doesn't do justice to the GI Joe name. Sloppy controls and repetitive game play take away from any potential excitement. Typical for the NES! YO NO!

GI Joe isn't a bad cart at all with its Castlevania-type scrolling and action. Choose your favorite Joe? Cool! The graphics? Well, let's just say they're 8-bit. Ditto for the sound. Anyway, GI Joe is an action packed cart once you get the hang of the controls. Yo!

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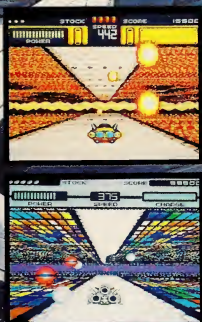
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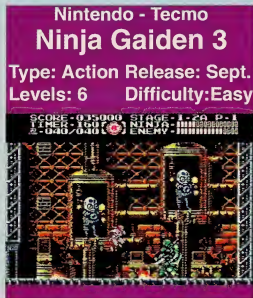
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CIRCLE #110 ON READER SERVICE CARD.

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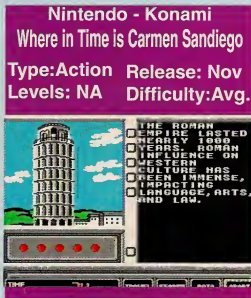
Ryu is back for the final installment of the Gaiden trilogy. With the same type of action as the first two carts, Gaiden 3 carries on the continuing adventures of Ryu Hyabusu and his dragon sword. This time, Ryu is up against an enemy tougher than any he has faced before. It includes all new bosses, enemies, and original levels and music. If you enjoyed the first two, then get ready for number 3!

What has to be the best of the Gaiden series, The Ancient Ship of Doom makes up for both the lack of difficulty and awkward controls that kept previous Gaiden games from being full tens! The theme has worn a little thin, but the action, sounds and graphics are still top notch!

Now this is a sequel! All of the classic power-ups and combat skills of the ninja master of the 8-bit market have still been retained. An all new novelistic plot has been added, along with new cinema displays as well. Everything from bosses to background are truly stupendous!

This is a player's game. Only 3 continues make this the perfect cart for those who've mastered the first two carts. Warning: this is a high stress cart, not recommended for wimpy gamers. Boasts great graphics and cool music, although the cinemas are kind of cheesy.

Ninja Gaiden 3 is a worthy challenge for anyone who has finished the previous quests. The graphics are the same, the music has that Ninja Gaiden "feel", and the control is comparable. I especially like the new power-ups and the cool levels. With only 3 continues, it's rough!



Are you looking for the famous computer title Where in time is Carmen Sandiego? Well its here for the NES. With the same game play from the computer version, this will probably draw the attention of the computer players, who may also be Nintendo fans. A faithful translation from the computer, with its first person perspective and role playing type theme, this might be one to check out.

The whole Carmen series has proven to be a big hit on computers, but the slow pace of the game and need to refer to outside source material detracted any real fun I was having on the quest. This title does have an important educational slant, but it's not for shooter fans!

A very important game for the NES. While it isn't a real action game, it does have enough of the action overtones to keep the pace of play quick and the need for interaction with the reference materials constant. A great learning game that's also a lot of fun.

Obviously a cart that will only reach a specialized group of players. Personally this game is a bit too boring and non-eventful for me. The mystery of finding Carmen is involving enough to draw you in, but this one will definitely not be a repeat offender in my book.

This title is a blast from the computer world of stardom. On the Nintendo, it comes off very well and offers a very interesting and sometimes educational quest for all players. The music isn't the best, and neither are the soundtracks, but the game play is easy to follow and fun.



With a combination of galactic conquest and ship to ship combat, Star Flight brings a very literal translation of the computer classic to Genesis screens. Patrol the universe, hunting out new planets, allies and enemies as you seek to expand your grip on power across the universe. With great attention to both the action, strategy and presentation, Star Flight duplicates the feel of the computer game.

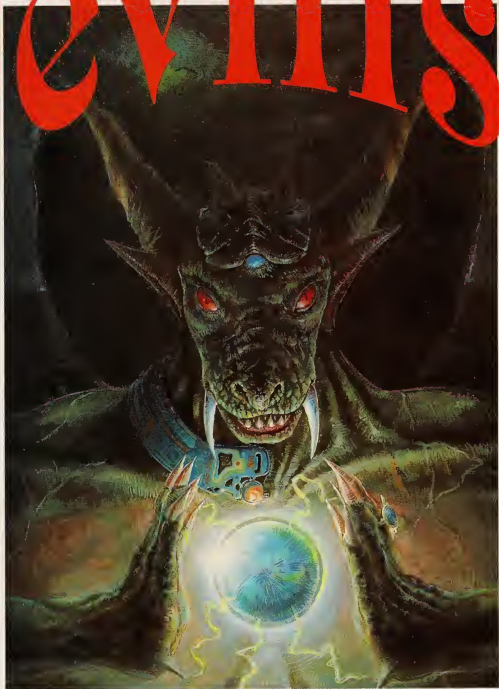
Star Flight uses the same concept we saw in Star Control, combining action with the strategy of conquering the galaxy. Star Flight, though, has a much more interesting display, better interaction between the action sequences and plotting the systems, and a much more appealing tone.

There is very little in the way of "intense" game play to be found in Star Flight, but the overall theme is executed extremely well. From the different types of strategy that can be employed to the occasional bout of combat, Star Flight represents a great example of a two theme hybrid.

At first I thought this would be another boring computer port and a waste of my time, but this cart shows a lot of promise. Exploring the solar system and landing on various planets is interesting and the game is highly detailed. Not spectacular but solid game play wins me over.

Another computer relative, Starflight blasts into regions unknown, displaying decent graphics and okay sound effects. No other Genesis exploration title goes into such detail, but maybe in the future, more designers will take the time to make good solid games like Starflight.

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CIRCLE #112 ON READER SERVICE CARD.



Genesis - Sega ToeJam & Earl

Type: Action Release: Sept.
Levels: 6 Difficulty: Easy



What happens when two hip rappin' aliens crash land on Earth? You can only find out in ToeJam & Earl. These two guys have to find the ten pieces of their spaceship, that have been scattered all over the game, to be able to return to their home planet. Sampled sound effects and humorous visual effects also add to the theme of this cart which tries to take the Genesis in a whole new direction.

Toe Jam and Earl is more of a testament to what the Genesis can do than a real game. The basis for the action, the duo's need to locate all the pieces of their ship, is really a window in which Sega throws some of the best graphics, sounds and music you'll ever see. Wears thin fast.

Master rapin' ToeJam and his big homey, Earl, are really one truly intense duo dealing with poofs, one liners, and an entire cast of silly characters (the boogie man being my favorite). Extremely long with some hilarious 16-bit add-ins highlight this truly funky and bodacious cart.

ToeJam and Earl are two really funny characters complete with funny animations and loads of other humorous creatures out to get you. Although I enjoyed most of this cart, especially the wacky sound test, it was just a little too weak in the game play department. Aloha!

If you are waiting for a hilarious game for the Sega Genesis, this is it! The graphics are goofy, the tunes are undisputably the funkiest anywhere and the humor is out of this world! I recommend it for anyone who likes a good laugh. Yo, Earl, who's Trixie? No hedgehogs 'round here...

Genesis - Renovation El Viento

Type: Action Release: Nov
Levels: NA Difficulty: Avg.



Set in the 1930's, El Viento by Renovation is a great action game for the Genesis. An evil storm is washing down upon New York. The worshippers of Hastur, an evil outer world being, are planning to sacrifice a young girl to resurrect their evil liege. A young woman named Annet, must destroy the cult and their ambitions to rule the world, wielding a boomerang and powerful magic.

El Viento has got one of the greatest combinations of hot graphics and play action I've seen in some time. While the theme is straight side-scrolling, the action is presented with smooth animations, plenty of risk incentives and more than enough challenge! A winner in my book.

They've done it again! Renovation will never quit making good carts, will they? El Viento has similar tie-ins with a Power Blade style of combat and a backdrop filled with alien factions and awesome cinema displays! Great graphics and incredible play makes this a winner!

This cart has great game play along with stunning graphics and superior tunes. The best thing in this cart is the explosions and awesome end Bosses. Wait until you see the bubble boss in motion, it's totally cool! Well-balanced game play makes this a superb action title.

El Viento is a great addition for anyone who liked Vals 3. The basic action is similar to that megahit, with intense magic options and well produced graphics and sounds. A killer cart from start to finish that impressed me from beginning to end! Thumbs up!

Genesis - Renovation Vapor Trail

Type: Shooter Release: Nov.
Levels: N/A Difficulty: Hard



Another shooter for Genesis! As a fighter pilot, you get to choose from three of the latest, state of the art fighters before your mission. Many different types of power-ups, and an overhead perspective also highlight this cart. Multiple scrolling backgrounds and a wide variety of enemy artillery, including ground, and air vehicles round out the targets! Toss in digitized sounds and you get Vapor Trail.

Straight from the arcade we get Vapor Trail. Not the best game before and not the best now, but for a shooter this title does give a decent thrill. The action is heavy through most of the conflict, but the whole package just doesn't last long enough to earn it a higher review.

Even though this cart does boast some unique options (like 2-player combo action), it is still your basic shooter containing some of the expected assortment of weapons and power-ups. Not the best blast-em-up I've played, but no where near the worst either.

Vapor Trail is just not intense enough for my tastes. The graphics are decent and the music is OK, but the game is far too easy for an 8-Meg shooter. It's over before you know it, even sooner if two player go at it. What killed this cart is the consistently boring selection of power-ups.

From start to finish, Vapor Trail is an average shooter. The game's one plus, a two-player simultaneous option, is welcome, but it only really succeeds in making the cart easier. The game suffers from slow-down, flicker, and weaponry that has been seen many times before.

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CIRCLE #211 ON READER SERVICE CARD.

TurboGrafx CD - NEC Wanderers from Y's

Type: RPG Release: Nov
Levels: N/A Difficulty: Easy



Y's 3 continues the adventures of Adol, the legendary hero of Y's. Adol must once again rescue the people from turmoil. Armed with his sword, and all new magic, Adol is well prepared, but is it enough? This time the action takes place from a side scrolling perspective instead of the 3/4 top view as in the first disc. Animated cinema displays, and multiple scrolling back-grounds are also used.

While there's no denying the fact that CD games with long intermissions, music and sound are attractive, they need to be supported by good game play. Y's 3 is way too linear, with little quest left in the adventure. The action has been honed a bit, but it still is way too easy.

The magical power that is Y's has just returned! Even though this carries the name of one awesome RPG, it's just way to easy! Fortunately, the voices and plot make up for more than what is lost. It's a great sequel that all fans of the original should check out!

I think that this disc misses the high marks of the original. The music is phenomenal and really jams on a good stereo system. The game play, however, is extremely limited. There is little or no challenge here and the whole quest is too straightforward for an adventure game.

Finally! A title that betters its predecessors! The game play is much more challenging this time in the land of Y's! Now you swing your sword! About time I hate Hydlide attack methods to the max! The quest is pretty cool, but the music will blow you away!

Turbografx CD - NEC Valis 3

Type: Action Release: Nov.
Levels: 7 Difficulty: Easy



The adventures of Yuko and her Valis sword are continued in Valis III for the Turbo CD-ROM. This time, Yuko is forced into battling Glames, who happens to own the Leethus sword, the counterpart to Yuko's Valis sword. This time around, Yuko has the help of two new found friends who you can change into during play, one with a whip, the other with powerful magic. Animated cinema displays.

Valis 3 is really a good example of taking the benefits of the CD-ROM technology and pairing them with a very hot game. The quest, adventure, action, graphics, sounds, music and overall game play are killer from beginning to end. Give us more of this NEC and you can't go wrong.

This must be the month of the successive CD sequels! This game is truly a title and a half over the Genesis version, containing even more levels AWESOME cinemas, and some really intense game play with some great voice! I can't wait for the sequel!

Finally a Turbo game that blows away the Genesis version of the same name! Great music and cool cinema displays are definitely a step above the cartridge version. I don't like the mixed TurboChip/CD soundtrack, but it still sounds impressive. My one complaint is that it's easy.

Don't wait up! This is the best of the Valis trilogy yet! With number four coming soon, Valis 3 is a must for those who are looking to keep up with the series! Anyway, if you want to follow along with the story, pick up this game and grab some headphones. The tunes are superb!

Gameboy - Konami Blades of Steel

Type: Sports Release: Dec.
Levels: N/A Difficulty: Avg.



Grab your stick and get ready for Blades of Steel Gameboy style! With all of the options from the first cart and some new ones added in. You can select a practice mode that lets you hone your skills in the fight scenes and penalty shots, to make you the best on the block. With your video link, you can really blow away the competition. Take on the same teams that you put to shame in the Nintendo version.

Good game play is a constant in this game, but there are a few flaws. While the blowing that complicates some Gameboy titles with quick movements is evident, it's not as pronounced as it might be. I liked the Double Dribble style and additions of Blades - it's worth a look.

Blades of Steel is a great sports game that takes the GameBoy to the limit. Fast action with little or no smudging on the screen, combined with games within the game that include fight scenes, make Blades a winner with me. Good graphics and sound support the title.

Blades isn't that bad for a GameBoy title. The action is a little fast and blurs a lot but the game play is solid and fans of the NES cart will enjoy it. The addition of close-ups a la Double Dribble also adds to the game as does the two-player and practice modes.

I don't think I'll ever really like a GameBoy game. Personally, I wish Nintendo would make the Gameboy extinct and go for an 8-bit NES portable! The graphics aren't that hot and the music is irritating. It's far too difficult to follow the action on the GameBoy screen.

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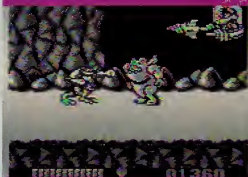
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KEMCO SEIKA

CIRCLE #211 ON READER SERVICE CARD.

Gameboy - Taito Battletoads

Type: Action Release: Sept.
Levels: 6 Difficulty: Easy



The Toads are back for more on the Gameboy. With the same basic theme found in the Nintendo 8-Bit adventure, the toads use all of the same unique fighting moves that they used in their first adventure. This is a whole new adventure though, with original levels and Bosses. The game still employs the same detailed graphics as its Nintendo counterpart, and no play control is lost in translation.

I loved the Battletoads on the NES and I think they hold up just as well on the Gameboy. It's one of the few action games that really has the power to pull you back for more. GB Toads shares a lot in common with its 8-Bit cousin and throws some new features in for good measure!

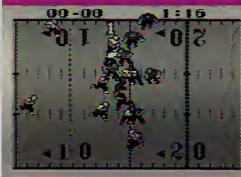
One of the best GameBoy games I've ever played! GB Battletoads takes the best portions of the original NES game and throws in just enough to make the adventure seem completely unique. A great game with all the back-up features done with a superb style!

The Toads actually make a pretty good GameBoy cart. The animations are still intact and the most of the funky moves are there as well. The music is well done and sounds great in stereo. The game play is just as intense as the NES version and well-deserving of the name.

The adventures of the Battletoads continues on the Gameboy! Too bad the Gameboy is so limiting or this would have been a great title! The graphics and music are ruined on this inferior system. Look toward the Super NES Battletoads, the GameBoy just doesn't do you justice.

Gameboy - Tecmo Tecmo Bowl

Type: Sports Release: Nov.
Levels: N/A Difficulty: Avg.



Another sports game on Gameboy! Take your video link and a friend and play Tecmo Bowl on Gameboy! Same game play as the Nintendo version, and the same graphics and music are utilized. Pick from all the plays that you used in the Nintendo version. Also has a one player option for when your friends aren't home. Take on the usual pick of teams that challenged you the first time around.

Tecmo Bowl, another great game on the NES, has been translated nearly perfectly to the GameBoy. From the ability to use your NES codes to a great look and play mechanic, Tecmo Bowl is one of the best sports games I've played for the handheld Nintendo system. File it under hit!

Another great game from Tecmo! Tecmo Bowl is a fantastic translation of football from the programmers of one of the best sports simulations ever. Tecmo Bowl features the great looks, easy game interaction and the same codes as its 8-Bit brother to produce a superior hand-held cart!

For some reason, football on the GameBoy just doesn't sound right. This cart is good, but nowhere near the NES version. The fact that you can use all of your old codes from the NES version really adds to this cart, but despite some nice play, it remains too slow for me.

Tecmo Bowl never impressed me on the NES, and with the low-tech afforded by the GB the title appears even worse! Tecmo Bowl was just slightly above average as an NES title, but on the Gameboy, Tecmo Bowl falls way short of scoring the same big points.

Game Gear - Sega Ninja Gaiden

Type: Action Release: Nov.
Levels: N/A Difficulty: Hard



The quest of Ryu Hyabusa is coming to the small screen. Sega is bringing us Ninja Gaiden Game Gear. A whole new world is opened for Ryu when he enters this game. With shorter levels, and a different type of play control, this game is definitely a change from the Nintendo version. Ryu retains his wall climbing skills, but his sword slash has changed, and he has all new weapons.

This game has an awkward look and style that reminds me more of Strider than Ninja Gaiden. That aside, Ninja Gaiden for the Game Gear is a nice addition to the portables growing list of action carts, but it still comes up short on game play and, in some areas, graphics.

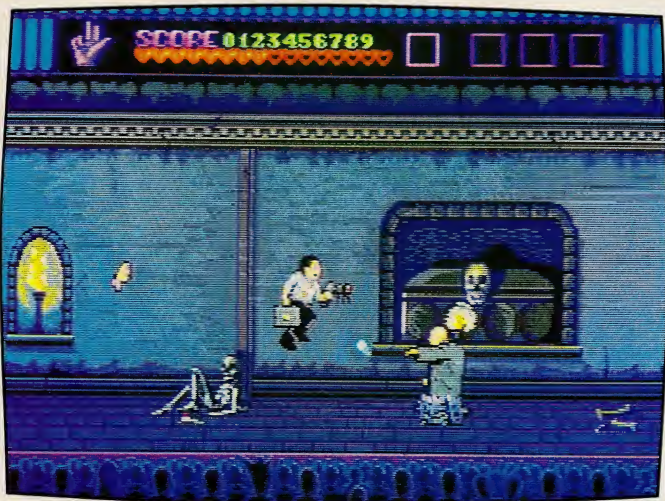
Although it plays very differently from the original Ninja Gaiden series or even the arcade version (which the Lynx is based on) for that matter, GG Gaiden still has many special features that elevate its game play almost to the same level as its namesake!

This cart is just Strider with a stronger license, namely the mega popular NES hit. What's the matter Sega, don't you have any faith in your own titles? Good graphics and game play make this one of the better GG carts. The game is too easy and a password was not needed.

Ninja Gaiden is a good title for the Game Gear. It pulls off some awesome tricks for a newcomer to the portable scene. The graphics are good, and the music is well done. The original is still the best, but when you need nina fun on the go, this is a good title to turn to.

JUST TRY TO BEAT

The Addams Family™



Fester's memory is shot. And so are you if you're not careful.

AT THEIR OWN GAME.

You're Tully. You're a lawyer. And you're a goofball. At least that's what the normal all-American family, the Addams Family, thinks.

Luckily Gomez thinks you're O.K. He'll give you part of his treasure, that is, if you can outwit his eccentric clan.

Get ready for surprises as you search through their sprawling 30-room mansion. Some family members will give you clues. Some won't! But don't expect Thing™ to lend



Gomez sharpened his sword. Fester loaded his shotgun. Thing even got a manicure. Let the games begin.



Now's the time to decide. If you want to play it safe, don't even go through the gate.

you a hand, or Pugsley, for that matter. He's got a chemical arsenal waiting in his diabolical lab. It could be an explosive situation.

In this game, the stakes are high. Defeat Gomez and the treasure's yours. If you can't beat 'em, join 'em. You might fit right in.



Free music CD + Graphics sample disc inside specially marked TurboGrafx-CD players.



NEC



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CIRCLE #101 ON READER SERVICE CARD.

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FOR SPECIFIC PRODUCT INFORMATION CONTACT THE COMPANIES LISTED BELOW.
The information below was supplied by each of the individual companies, and is current as of September 23, 1991.

NINTENDO

Barbie

Hi Tech - Action

Bard's Tale

FCI - RPG

Eliminator Boat Duel

Electro Brain - Action

F - 15 Strike Eagle

Microprose - Action

L'Empereur

Koei - RPG

Motorcity Patrol

Matchbox - Action

Pirates

Konami - RPG

Return of the Joker

Sunsoft - Action

Ryne Sandberg Plays

Bases Loaded 3

Jaleco - Sports

Space Shuttle Project

Absolute - Action

Star Wars

Lucasfilm - Action

Super Spy Hunter

Sunsoft - Driver/Action

Tom and Jerry

Hi-Tech - Action

Uncharted Waters

Koei - RPG

Vice: Project Doom

American Sammy - Action

Where in time is

Carmen San Diego?

Konami - Educational

SUPER NES

Actraiser

Enix - Action

Bill Laimbeer's

Combat Basketball

Hudson - Sports

Final Fantasy 2

Square - RPG

Paperboy 2

Software Toolworks - Action

RPM Racing

Interplay

Super Ghouls & Ghosts

Capcom - Action

EA SN™

ELECTRONIC ARTS SPORTS NETWORK

HOT PICK OF THE MONTH

GAMEBOY

Altered Space
Sony Imagesoft - Action

Atomic Punk
Hudson - Action

Brain Bender
Electro Brain - Puzzle

Choplifter
JVC - Action

Dick Tracy
Bandai - Action

Final Fantasy Adventure
Square - Adventure

Final Fantasy Legend
Square - Adventure

Fortified Zone
Jaleco - Action

Jordan VS Bird
Electronic Arts - Sports

Marble Madness
Software Toolworks - Puzzle

Pyramids of Ra
Matchbox Toys - Puzzle

Robocop 2
Ocean - Action

Turrican
Accolade - Action

GENESIS

Bonanza Bros
Sega - Action

Buck Rogers
Electronic Arts - Action

El Viento
Renovation - Action

F - 22 Interceptor
Electronic Arts - Simulator

Heavy Nova
Bignet - Action

Mercs
Sega - Action

Pit Fighter
Tengen - Atari

Quack Shot
Sega - Action

RBI 3
Tengen - Sports

Roadblasters
Tengen - Action

Robocod - James Pond 2
Electronic Arts - Action

Shadow of the Beast
Electronic Arts - Action

TURBOGRAFX-16

Addams Family
NEC CD Rom - Action

Cadash
Working Designs - Action

Raiden
NEC - Action

Turrican
Accolade - Action

LYNX

Bill & Ted's Excellent Adventure
Atari - Action

Stun Runner
Atari - Action

Tournament Cyberball
Atari - Sports

GAME GEAR

Berlin Wall
Kaneko - Action

Develish
Sages Creation - Pinball

Ninja Gaiden
Sega - Action

Space Harrier
Sega - Action

Super Golf
Sages Creation

NEO GEO

20/20 Baseball
SNK - Sports

Crossed Swords
SNK - Action

Fatal Fury
SNK - Action

Mystic Wand
SNK - Puzzle



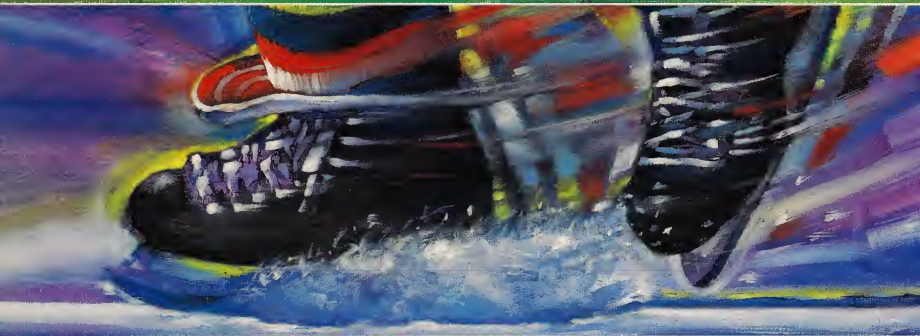
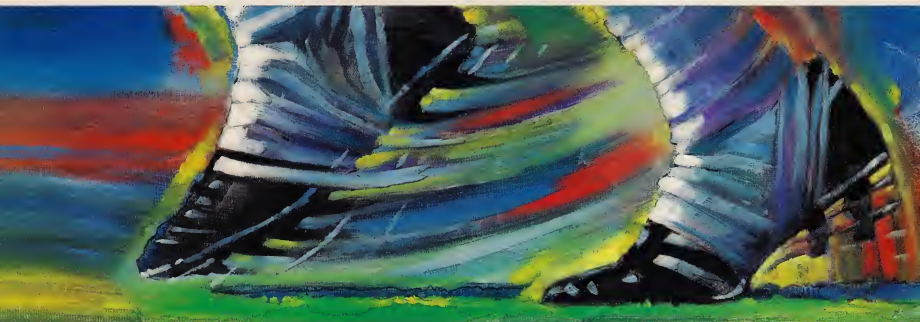
LAKERS VS. CELTICS™ AND THE NBA PLAYOFFS



Match up 10 NBA teams in this full court, 5-on-5 basketball game. Includes recognizable signature moves; Jordan's Air Reverse, Isiah's Spinning Lay-up, Barkley's Gorilla Dunk, and Robinson's Windmill Slam. This is the most realistic basketball game for the Sega™ Genesis™ System!

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Triple Sweeps
and win tickets to a
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you'll never forget!**

Choose between a Trip for two
to a 1993 professional hockey or
basketball championship
or the 1993 Indy 500.

IT'S CRUNCH TIME

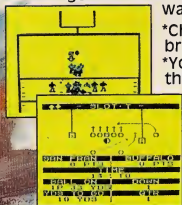
Lace up the cleats and pull down the helmet. You're about to get sandwiched by the most realistic assemblage of gridiron warriors this side of the Super Bowl.

*Choose from 28 franchises in this 11 vs. 11 player brawlfest.

*You're in complete control when gunning for the goal posts. Use bootlegs, laterals, post patterns, and bombs to blow you over the adversary and into the end zone.

*Cut check football at its nastiest when you're on defense. Blitz, pick off passes, and cut down the quarterback.

*Use Game Link™ to take on a friend or play a competition crushing computer.



BUCKLE ON YOUR BLADES

You're about to skate into a whole new arena. The NES™ classic, Blades of Steel®, has just made a power play into your Game Boy®.

*Choose between eight of the nation's hottest teams: Chicago, Los Angeles, Vancouver, Montreal, New York, Edmonton, Minnesota and Toronto.

*Face off on either Junior, College or Pro levels.

*Hone your fighting, slap shooting, and goal tending skills in the practice mode.

*Penalty shots and sudden death overtimes are common in your quest for the cup.

*Win a trip and tickets to a Pro-Hockey championship playoff game.



PUMP UP THE HIGH-TECH HI TOPS.

Get ready for high flying, profiling pro hoops! All the rim rockin' action of this NES™ classic is stuffed into an intense 5 on 5 test of Game Boy hang time.

*Watch the cameras zoom in when you go airborne to dunk.

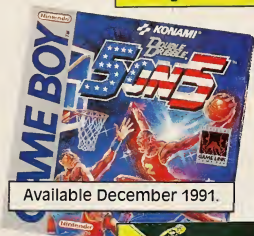
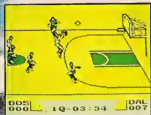
*On offense you can pass, free throw, jump shoot, and drive the lane against eight tenacious teams, each with different strengths and weaknesses.

*If you hope to hold your own on defense you must master rebounding, and stealing.

*Play against the computer, or use the Game Link to force feed the ball to a friend.

*Choose from three challenging levels of difficulty.

*Win a trip and tickets to a Pro-Basketball championship playoff game.



Available December 1991.



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Prices include cash advance, two nights hotel and \$500.00 spending money. No purchase necessary. See game packs for details. Sweepstakes ends July 31, 1992. Valid in US and Canada (except Quebec). Void where prohibited. Sweepstakes offer valid only on the purchase of new 5 on 5™, Blades of Steel™ and World Circuit™ Game Boy games. Sweepstakes available dependent on timely release of games. Not redeemable for cash. Konami® is a registered trademark of Konami Co., Ltd. Ultra™ and Ultra™ are registered trademarks of Konami Software Corporation. Double Dragon™, 5 on 5™, and Blades of Steel™ are registered trademarks of Konami. Nintendo Game Boy™ and the official logo are trademarks of Nintendo of America Inc. © 1991 Konami of America Inc. Team names and logos are the registered trademarks of the NFL and teams depicted. NFL™ is a registered trademark of the National Football League. © 1991 Konami, Inc. All Rights Reserved.

CIRCLE #146 ON READER SERVICE CARD.

GAMING GOSSIP

...Super NES Has Rocky Start...New Games From Japan...Lynx Software...64-Bit Jaguar Update...
Super Nintendo Goes Coin-Op...More Sequels For Nintendo 8-Bit...

...Drop your lasers and fire your smart bombs! Quartermann has returned with a bag full of the hottest little secrets in the video game biz! The industry's been buzzing with insider info this month and the Q-Magnum has got it all in the only gossip column that doesn't use slow-mo...Whoa Nintendo, did you commit a faux pas and how! The new Super NES, which yours truly reported last week was compatible with the Super Famicom, has one slight problem running around inside its computer brain - it won't work on certain televisions made before 1985! While this problem is rumored to be corrected when the second batch of Super NES machines appear, several television broadcasts have already leveled their own firepower at the big 'N' because of the incident. And with Sega absolutely destroying Nintendo with their hyper cool comparison ads, you've got to wonder if Nintendo remembered to check the flight list before taking off...Games, games, games! On the red phone to head editor Semradius in Japan, the Q-Meister has learned that several high profile titles are now on their way to the states! Leading the pack are the Teenage Mutant Ninja Turtles coming to the NES for their third adventure! With a new style of play that combines the role-changing of the first with the action and graphics of the second, this cart sounds most sharp indeed. Also on the play list are Street Fighter 2 for the Super NES, Mega Man 4 for the 8-Bit, and a flood of reflective donuts, er, I mean CD games for the new Sega Mega-CD driver! Check out a full report on the show with special commentary by our man in Japan, Terry Akiil...

...Speaking of new games, Atari is set to unload a flurry of Lynx games ranging from Pit Fighter to a special hand-held version of Tecmo's latest ninja bloodbath, Ninja GaiDen 3 - The Ancient Ship of Doom. Can't wait to see 'em boys...While we're on the subject of Atari, Quartermann has the latest low-down on the Jaguar super system! Seems Atari is trying to make the game system, which is rumored to be nearing completion, much more than your everyday walk in the park, run-of-the-mill 64-Bit video game console. No, Atari is rumored to be making their new Jaguar a computer too! And what's more, you'll be able to not only play cartridges and possibly CDs, you will even be able to play VHS tapes! With two 32-Bit processors and a revolutionary graphics chip, the Jaguar has the potential, but it's not going to succeed without focus! Quartermann gives a big thumbs down to the idea of a video game system that plays computer games or a computer system that doesn't have the power to do my taxes. An Atari VP who leaked the Jaguar news to the Q-Mann said the company may keep the future of the Jaguar quiet until Atari can clearly see the direction the biz is buzzing and that no official press conference would be occurring soon. Right, better keep the PC on the QT or it may leak to NEC and that VP would go MIA when the arrives DOA...

...Get ready to play the best Super NES softs before they're released in the arcade! Mocking the success that the company's had with their 8-Bit coin-op model called the Play Choice-10, Nintendo is getting ready to flood arcades with upright 16-Bitters that play hits like Super Ghouls and Ghosts and U.N. Squadron. It's a cool concept but the controllers are just too hard to play with! It feels like someone stole my controllers and super glued them to the floor...Did you know that in Europe the Teenage Mutant Ninja Turtles are called the Teenage Mutant Hero Turtles. Why? Do they have a problem with ninjas? Let me guess, you can plunk down 40 quid for Hero GaiDen? No way...Sorry Doc, but someone should sue you for malpractice! Did you cheat your way through medical school or what?...

...Get ready for some rockin' sequels coming for the NES in '92! From the Turtles to Mega Man to GaiDen to Tetris the games seem to be getting slightly fewer and far between for this 8-Bit workhorse, but they're definitely improving on style. And no, it's not Face-Tris, Word-Tris, Wei-Tris or even Miss-Tris coming to the Nintendo, it's a whole new Tetris game called Tetris 2 - Bombliss! Looks hot...My screen says 'Game Over' (only because I beat the game of course) and it's time for me to fly. Until next time, don't lose the grip on your joystick and try not to lose your EPROMs...

- QUARTERMANN

BEHIND THE SCREENS AT MICRONET OF JAPAN

"THE MAKING OF MEGA-CD GAMES" - PART 1

The countdown for Sega's MEGA-CD-ROM has already begun! In previous issues of EGM we have discussed all of the technical specifications of this extraordinary system but what hasn't been talked about are the details behind the new software that will drive this powerful peripheral. This software has remained a secret until now! EGM has traveled to where the system will be launched - Japan - and brought back top secret info from two companies now working on Mega-CD softs. This month we interview the key people at Micronet of Japan while next month we'll go inside Sega itself to unlock the mysteries surrounding this new system and games.

MICRONET OF JAPAN

The first stop is Micronet, located in the city of Sapporo on Hokkaido - one of the northern islands of Japan and hundreds of miles from the booming metropolis of Tokyo. Micronet was established in 1983 when Mr. Akihiko Murakami started a small company to make entertainment software for personal



Micronet's president - Mr. Akihiko Murakami, at a recent press announcement, talks about their new MEGA-CD-ROM game - Heavy Nova.

HEAVY NOVA

computers. The next year Mr. Isao Nakasugi was hired as chief programmer and game designer. Since then, Micronet continued to grow steadily up to the 30+ employees currently on staff.



Micronet's first Mega Drive Game - Curse.

MEGA DRIVE PROGRAMMING

Jumping ahead to 1986 when Sega's 16-Bit was in final development, Micronet moved from computer software to cartridge software. Taking a chance on this new market, Micronet brought out the intense shooter, Curse. After a strong performance, Micronet followed Curse with a puzzle game called Junction and then the military simulation cart Ambition of Caesar. The company topped them all, however, with a great translation of the arcade game Raiden. The company also started several Game Gear projects also.

CD-ROM...THE FUTURE

With several successful Mega Drive games under its belt, Micronet was not a company standing still. Having watched the PC Engine CD-ROM do well in Japan, they were one of the first companies to see CD-ROM as an



Mr. Yuichi Suzuli and Chief Programmer Isao Nakasugi take time out to go head-to-head in a game of Heavy Nova.

important part of Sega's future and immediately signed on board when the MEGA-CD-ROM was announced. That commitment took place nearly one year ago.

However, Micronet understood that the new system, while more powerful, would possess new challenges for the developers now



One of the first MEGA-CD games that will come out - Heavy Nova by Micronet of Japan.

(Continued on page 44)



THIS IS

*This is power.
This is control.
This is graphic.
This is energy.*

*This is Ballistic™.
A new line of games.*

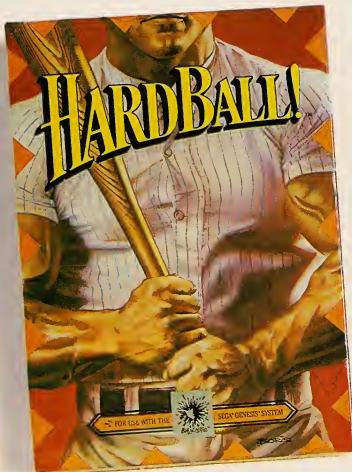
*High-end games.
Created to redefine*



TH
meg
“fan
imp
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bala

AND IT'S A

*the boundaries
of graphics, sound,
animation and
playability. Five new
titles. Five new
ways to experience
everything your
Sega® Genesis®
system was meant
to be.*



TH
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base

IS STAR CONTROL™. The first 12
 rabbit game. In a word *GamePro* calls it
 "tastic." *Game Players* says "Even more
 ressive than the size of the game, though,
 e game itself." Star Control is the perfect
 nce of interstellar combat and strategy,
 placing you as the
 ulti-
 mate starship
 warrior—fighting in
 a galactic war of
 epic proportions.

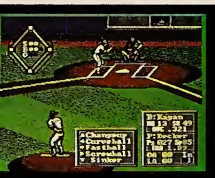


Explosive combat in the 27th century.



WHOLE NEW

IS HARDBALL!™ The first eight
 rabbit baseball game. The best selling base-
 simulation of all-time. *Mega Play* calls it
 phenomenal baseball game for the Genesis.
 offers everything you could ask for in a
 eball game and more. Superb graphics.”
 HardBall! puts you in
 control of 26 big league
 rosters in an action-
 packed quest for a
 World Series ring.



1 million fans can't be wrong.





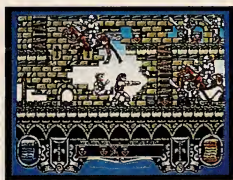
The full-metal dude with an attitude.

THIS IS TURRICAN.™

The most destructive force since RoboCop™ and Terminator.™ In your Chromidium armor,

you challenge evil with the most devastating arsenal of firepower in the galaxy. *Mega Play* calls it “the ultimate action game for Genesis. There’s a huge variety of weapons and techniques you must master to beat this challenging and great playing cart...I love this game!”

WAY TO



Do battle in 256 medieval locations.

THIS IS ONSLAUGHT.™

An enormous universe of magic and might. *Electronic Gaming Monthly* calls it “beautifully

detailed.” *High End* says that “there is so much action being thrown at you at one time, that it makes the name of the game highly appropriate.” You are cast in a barbaric struggle across a medieval wasteland. A bloodthirsty rabble has ravaged your kingdom. Now you must reclaim it.

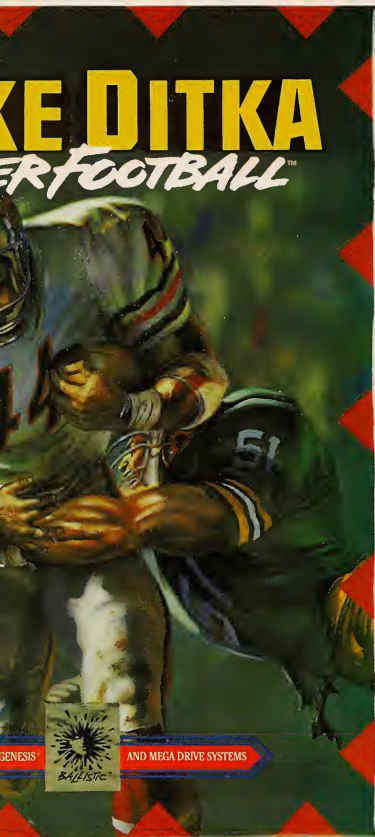
THIS IS MIKE I

The first eight megabit football game. I the Genesis. Bigger and badder than any Better music and sounds—including Chicago Bears head coach “Iron” Mi



DITKA POWER FOOTBALL™

The only 100% brand new football game coming out this season for
winning the competition can muster. Better graphics. Better animation.
The digitized voice of Jim Tunney, 31-year veteran NFL referee.
The Ditka says it best: "This game kicks butt and takes names!"



*This is the
free poster
offer.* One of
five 38" x 26"
posters of
package art by
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*Boris Vallejo can
be yours free with
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This is electric.
This is Ballistic. And it's a
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No other football game can touch it.

CIRCLE #201 ON READER SERVICE CARD

The image features a repeating pattern of stylized human faces, each enclosed within a starburst or sunburst shape. The faces are rendered in a minimalist, high-contrast style, showing only the basic outline of the head and facial features. The starburst shapes are composed of numerous thin, radiating lines that create a sense of motion and energy. The color palette is limited to bright yellow and orange, set against a plain white background. The overall composition is dynamic and visually striking.

BALLISTIC.

(Continued from page 37)

program for this new format. Having seen the preliminary specs on the MEGA-CD-ROM, chief programmer Mr. Isao Nakasugi realized that, with the advanced capabilities of biaxial rotation, scaling and zoom, learning how to program the MEGA-CD-ROM was going to be difficult. Add to that, the fact that Sega hadn't finalized the specs or provided a development system. Sega's best recommendations on how Micronet could proceed was to treat the game as a high memory cartridge and, when the development system became available, the digital audio and effects could be added later.

HEAVY NOVA CD

With a solid commitment behind CD-ROM, Mr. Nakasugi started on the game design. Inspired by the computer version of Prince of Persia, Mr. Nakasugi aimed for the same style of fluid animation and smooth scrolling that Persia boasted. Since the method of creating this type of special effect (rotation, scaling etc.) was not available, (Sega had not decided on the amount of internal CD-ROM memory until just before the system's unveiling at the Tokyo Toy Show in June) Mr. Nakasugi set out to make a more conventional type of game but with more attention paid to accomplishing the ultra smooth animation. Not content to just make another side scrolling shooter (which isn't as popular in Japan as it is in America), Mr. Nakasugi set out to add extra features that would make the game special and



The headquarters of Micronet of Japan, where the Heavy Nova game was developed for CD-ROM!

different from the rest. With extra memory available, he decided to add a two player 'battle' mode that not only would add more variety but, by bringing in two players, his Heavy Nova title would become a game that players would want to share with their friends even after they beat the standard adventure.

Having decided on the format, Mr. Nakasugi set out to work on smoothing out the character animations in Heavy Nova. In normal cart games, where programmers must work with a limited amount of



The all important audio portion of the CD games are first recorded on Digital Audio Tape (DAT) and then converted to CD with this development system interface.

memory, the on-screen character moves along by just 'sliding' his feet forward and backwards. When this technique is 'printed' on the screen fast enough it gives the illusion of walking. In Heavy Nova the on-screen character actually picks up his feet and walks like we do. The result is a very dramatic difference in the way on-screen characters animate and interact. Also, extra attention was given to the multi-levels of parallax scrolling that serves as a backdrop to the action.

The audio portion of the game has been created, from the start, in

true digital format as well since memory is not a problem with CD games. A total of 15 full length soundtracks were created, with Mr. Nakasugi himself responsible for six of the soundtracks and the Studio River Kids (a popular group in Japan) supplying the remaining nine tracks. All were recorded directly to Digital Audio Tape and converted to CD format through the new Sega CD development system. The result is background music of such high quality that it has to be heard to be believed!

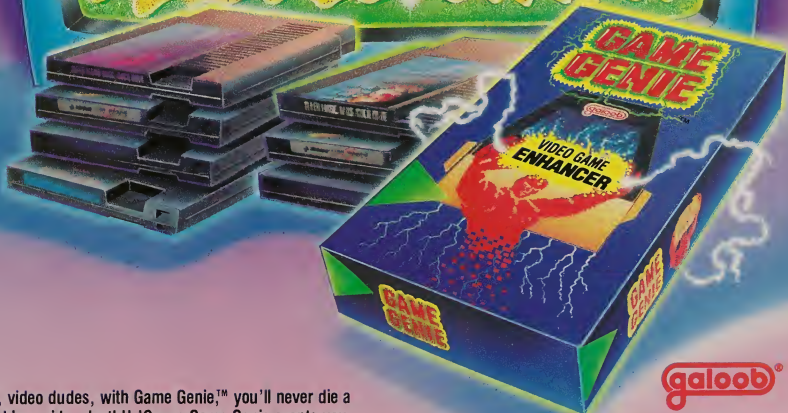
Now, 8 months after the initial programming began, Heavy Nova is finished and in Sega's hands for approval. Judging from the comments of the editors of all the Japanese game magazines in attendance during the CD's unveiling, Heavy Nova will be one of the 'hottest' new games.

But this intense CD-ROM game will only be seen by game players in Japan. Fortunately, Micronet's U.S. subsidiary - Bignet (headed up by Mr. Kyozo Okazawa), will be converting the exceptional Heavy Nova adventure and converting it into an 8 Meg cartridge game for December release here in the America. Even without the digital audio, the graphics, animation and game play of this super cart are of such high quality that it truly stands out from the crowd. With plenty of action and challenge, Heavy Nova the cartridge is sure to capture as large of an audience here as the CD-ROM title will in Japan!



The MEGA-CD-ROM will take both a cartridge and CD.

OVER 25 MILLION LIVES WILL BE SAVED



Yo, video dudes, with Game Genie,[™] you'll never die a reckless video death!! 'Cause Game Genie grants you stellar video powers on most popular video games for the Nintendo Entertainment System.[®]

Like, you may live forever, never die! Or, you can get unlimited firepower and super jumps!! Maybe even moonwalk the most triumphant game characters across the screen — or program them to do much more!

So you may ask, 'What is the key to this most awesome power?' The power codes, dude! Thousands of 'em that allow you to unlock all these excellent secrets!

So party on, with Game Genie — and save that most righteous life of all — yours.

CIRCLE #212 ON READER SERVICE CARD.



Radical firepower.



Create your own effects.



Live forever!

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SEGA AND MICRONET GIVE EGM EXCLUSIVE LOOK AT THE FIRST PRODUCTION MEGA-CD-ROM AND GAMES

On September 6, 1991, Sega, in conjunction with Micronet of Japan, debuted the world's first production Mega CD-ROM drive to the key editorial press. Also on display for editorial evaluation was one of the first CD games, Heavy Nova from Micronet.

For this monumental event, only twelve magazines and several newspapers were invited to attend. From Japan, the magazines included: Megadrive Beep, Famicom Sushin, The Super Famicom, Megadrive Fan, Hippon Super, GameBoy, Popcom, Login, OHI X and Comptique. Taiwan Electronic Entertainment also attended and from the U.S. EGM stood as the only representative to be invited. A spokesperson stated "...we feel that the best way to demonstrate the amazing performance of the MEGA-CD-ROM was to invite the editorial staff of the main magazines of the world and to have them try the product out first hand." When questioned further, he stated that "...Electronic Gaming Monthly, because it is the only United States magazine that covers international hardware and software, was the logical choice to represent that country..."

From Sega, Mr. Kazutaka Yano, Manager of CP Planning and Con-



Mr. Kazutaka Yano of Sega demonstrates the new MEGA-CD-ROM.



The options select screen on the production MEGA-CD-ROM.

trol Division, brought the first Mega CD-ROM (serial Number 001). Mr. Akihiko Murakami, President of Micronet of Japan, provided his company's Heavy Nova game. The press conference was held in Sapporo, Japan.

Now that the MEGA-CD-ROM is in production with an on-sale date in Japan of December 2, 1991 plus or minus one week) Sega is now talking price. While still tentative, the unit is currently scheduled to be 49,800 yen (about \$370). As typical with most Japanese video game hardware, there will not be a game packaged with the MEGA-CD-ROM. On or around the December 2nd date though, several companies are planning to have CD software available. Micronet will have Heavy Nova; Wolf Team will be showing Earnest Evans and Faria while Hot-B hopes to have Detonator Organ. Sega's own projects - Sim Earth, Dark Wizard and 3x3 Eyes: Devil Legend, are in various stages of development and haven't been given official in-store dates. At least one, probably Sim Earth, would have to be available by the time the hardware gets in the stores. Some licensees are expressing concern about getting

software out this year because MEGA-CD development systems have not been available until just recently. To compensate for this, some companies began development of their first games in 8 megabit cartridge format and are planning to add the audio portion



Heavy Nova by Micronet will be one of the first MEGA-CD-ROM games to come out!

of the game when the CD development system becomes available. At that time they will quickly add CD soundtracks and voice to fill up the game disc.

Also, since CD's are a new format for Sega, it is quite possible that there may be delays in getting a pressing plant lined up to stamp out the new games by December.



EGM makes the news in Japan! In this photo, reprinted from a newspaper covering the event - EGM Editor Ed Semrad, goes head to head against the Editor of Hippon Super on the new CD-ROM game Heavy Nova.

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CIRCLE #138 ON READER SERVICE CARD.

MEGA CD-ROM HYPER ATTAX

With development of Sega Mega CD-ROM titles just now getting into full swing, our editorial ambassadors in Japan are getting the first sneak peeks at some of the hottest Sega 16-Bit games ever. One



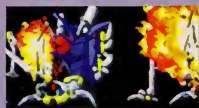
The full screen intermissions utilize detailed animations as well as music and voice effects!

of the early entries that will be available for play on Sega's new super system in Hyper Attax!

An incredible blend of action and adventure, Hyper Attax promises to deliver not only some of the most intense first-person shooting action (using the Mega CD's incredible scaling abilities) but also employs super cool intermissions complete with music and voice. Now in pre-production, Hyper Attax looks good!



The intermissions are incredibly detailed!



Hyper Attax uses scaling throughout!

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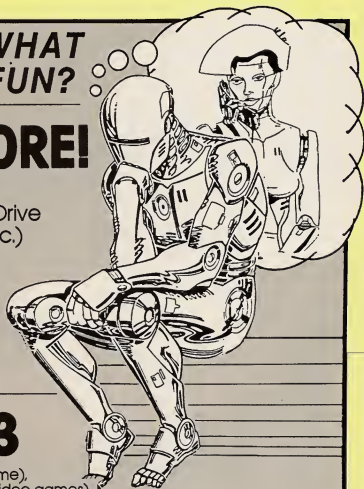
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As the long journey through space concluded, the spaceship Monotros was returning home unscathed. The tired crew was anxious to return to the mother star, Volified.

But... an unknown alien force had already been there. Shocked and confused, the Monotros crew saw Volified had been completely annihilated. A life scan of the mother star indicated that the entire population had been terminated.

A desperate Monotros crew orbited Volified for a final time. Suddenly a glimmer of hope emerged. An S.O.S. signal was being transmitted from deep below the surface where the aliens now reigned. There are survivors! Fighters report to briefing!

"Intelligence reports inform us that the enemy has formed a defense squadron containing

three levels of fighters. There are sixteen zones that are in enemy hands. Each zone contains a force led by a commander that has orders to fight to the death. You must eliminate the commander and salvage as much of each zone as possible!"

"Monotros will be able to provide a safety force field on the perimeter of each zone. As fighters, your job is to extend the force field and eliminate the enemy. Be sure to watch your timers and your back! The enemy strikes quickly. Be on the lookout for special weapons that may be found and used to your advantage. Engage the rescue mission and save the survivors of Monotros!"



TAITO
THE ONLY GAME IN TOWN™

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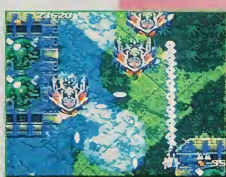
CIRCLE #161 ON READER SERVICE CARD.

THE SUPER FAMICOM TIMES

BLAST THROUGH THE MUTANT BACTERIA!

This sequel to the popular Mega Drive shooter Aleste features enhanced graphics and a superior soundtrack with digitized music and sound effects. The game play features a wide variety of different weapons that can be selected to power-up your ship. There is also a special feature that lets you adjust the shot control patterns. This provides more control of your firepower and makes destroying the end Bosses easier. The graphics are truly some of the best to be seen in a Super Famicom shooter. Boasting layer upon layer of parallax scrolling and tons of enemies simultaneously attacking, this cart should prove to be one of the most intense shooters ever made for Nintendo's 16-Bitter! The music is also on a masterpiece level with multiple tracks for each round. Toho's initial effort for the Super Fami, Super Aleste shows this company is on the right path.

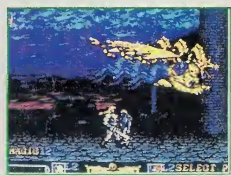
SUPER ALESTE 8 MEG TOHO 1992



MAGIC SWORD 8 MEG CAPCOM 1992

TAKE THE SWORD OF VICTORY!

Capcom is bringing their arcade smash, Magic Sword, to the Super Famicom. You choose between either a male warrior who wields an axe or the female warrior who is skilled with the sword. Travel through a ravaged land, destroying monsters and other foes as you try to make it to the castle of the main Boss. Along the way you can free captured characters that will join you on your adventure. Not only do you receive extra help, but also the extra firepower needed to complete this excellent arcade translation.

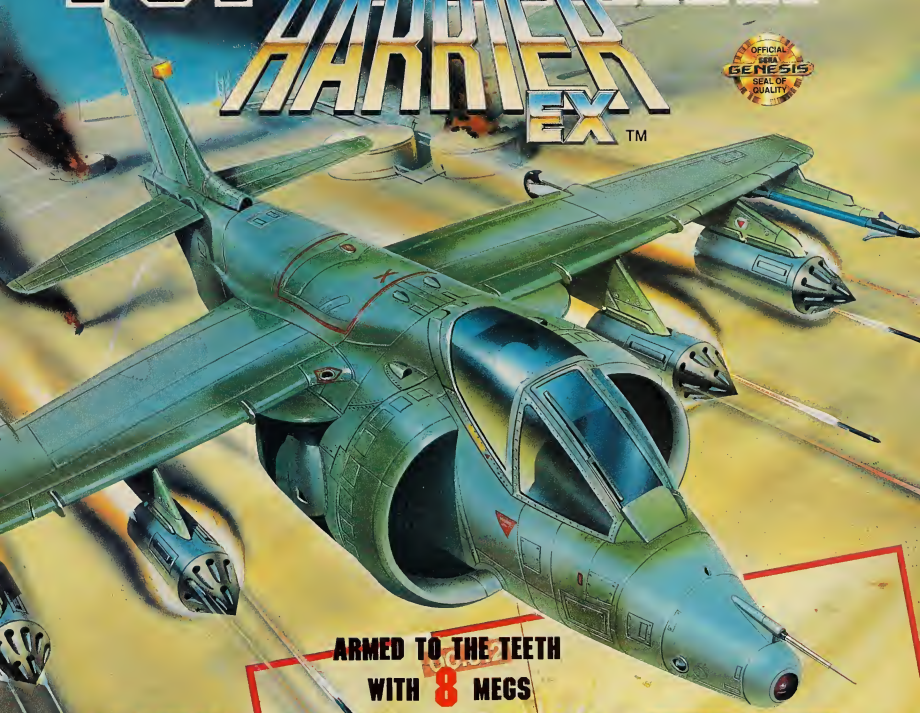


Choose either a male or female warrior at the beginning of play!



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CIRCLE #195 ON READER SERVICE CARD.

8 MEG

XARDION

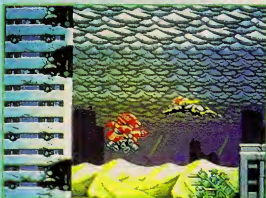
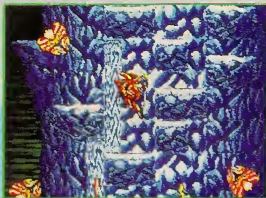
ASMIC

DECEMBER 1991

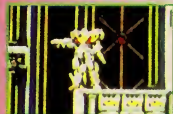
EGM EXCLUSIVE!!**TRANSFORM!**

This new action cart from Asmic boasts great graphics and interesting game play unique to the Super Famicom. You can choose from a variety of different robots that utilize advanced weaponry to get the point across. With a odd assortment of obstacles in your way, you must battle through different levels ranging from steamy jungles and eerie caverns to icy mountains and huge skyscrapers.

Each of the Xardion robots has special abilities allowing it to transform into powerful weapons capable of destroying the enemy. They can also use a variety of different weapons located throughout each round. Xardion has incredible graphics and super play from start to finish - soon for the Super NES!



There are many different robots that the Xardion force can choose from!

**SUPER PINBALL**

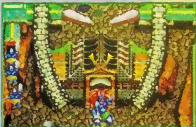
4 MEG

NAXAT

1992

PINBALL ACTION - 16-BIT STYLE!

Naxat is bringing full-out pinball action to the Nintendo Super Famicom! This new cart boasts unique play as well as some interesting game play you're not likely to find in the silver-ball tables in the arcades! With incredible background settings and targets that include monsters, Super Pinball should be a hit with any pinball fan!

**TOP RACER**

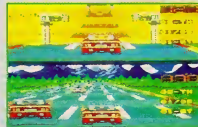
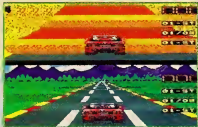
4 MEG

KEMCO

DECEMBER 1991

GENTLEMEN, START YOUR ENGINES!

This new driving game offers split screen 2 player simultaneous action - a first for the Super NES! There are 20 different cars to choose from, each with different acceleration and overall abilities. Choose between an automatic or 5 speed transmission as you race across eight different tracks covered with snow, rain and even darkness!



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Arise brave warriors, your skill is about to be tested! Baarogue the Destroyer has captured lovely princess Sarasa, and it is up to you to rescue her and defeat him.

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Hurry, for Baarogue's power grows by the second and soon no one will be able to halt his advance!

The hit Taito arcade game is now available exclusively for the TurboGrafx™-16!



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CIRCLE #20 ON READER SERVICE CARD

NEXT WAVE

NEW SOFT NEWS

Tons of new products are coming at you soon! From the S-NES you can expect to see NCAA Basketball from HAL America; Super Off Road, Jack Nicklaus Golf and Super Battletoads by Tradewest; as well as Xardion from Asmik and Test Drive by Ballistics.

The NES is alive and well too, as new games continue to flood onto shelves. Blue Marlin, the sequel to Black Bass, will arrive soon from Hot-B as will Danny Sullivan's Indy Heat from Tradewest and Bio Force Ape from Seta.

Genesis owners should also be prepared for some really hot softs that push the 16-Bit technology to its limits. Get ready for Test Drive and Winter Games from Ballistics; Back to the Future from Arena; Zombie High and Beruit Breakout from Electronic Arts; Lemmings from Sunsoft and a new 'art program' called Sega Art Alive from Sega themselves.

And on the GameBoy Absolute will do Turn and Burn while High Tech Expressions has GameBoy versions of Barbie and Tom and Jerry.

TERMINATOR, LEGEND OF THE MYSTICAL NINJA, D-FORCE, DARKWING DUCK, RAIDEN, CHUCK ROCK, IMMORTAL, JOE MONTANA 2, MARIO LEMIEUX HOCKEY, SUPER GOLF, DOUBLE DRAGON 2, BLASTER MASTER BOY, NINJA GAIDEN SHADOW, PRINCE OF PERSIA, BILL AND TED'S EXCELLENT ADVENTURE

MENU

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Super NES

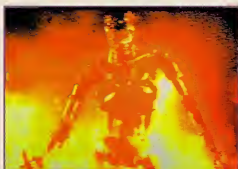


TERMINATOR Virgin Games/Genesis

"I'll be back..." - and this time in 16-Bit! That's right, the killer cyborg from the future will soon smash his way onto your Genesis screen! You are the brave Kyle Reese who has been transported from a future ruled by the sinister machines of Sky-Net to protect the Sarah Connor, the unknowing mother of the resistance leader! Patterned off the movie, you must fight your way into the main fortress of Sky-Net to procure their time traveling equipment and stop Cyberdyne Systems model 101 from striking at Sarah first! Choose from a variety of weaponry and blast your way through multiple time zones to insure that the Sarah, and the future, aren't terminated! Great cinema displays and incredible music round out this 8-Meg monster that lets you live the movie!



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CIRCLE #192 ON READER SERVICE CARD.

DIMENSION FORCE

Asmik / Super NES

The use of the Super NES's special mode 7 has yet to be used as well as it is in Asmik's new D-Force!

In D-Force you guide a specially designed heli through relentless levels of attacking warships, monsters and even dinosaurs! You even operate in three dimensions with control over your altitude as well as your position on the screen during battle!



LEGEND OF THE MYSTICAL NINJA

Konami / Super NES

The gaming gurus of Konami have successfully translated this truly impressive cart to the Super NES. Fill the role of a dynamic ninja duo as they take on a whole continent filled with dangers and challenge. Lots of different power-ups and cool Bosses highlight this magnificent title!



Fight in both side-scrolling screens where you must leap and bounce through the game's many obstacles and tough Boss opponents...



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DARKWING DUCK

NEC/TurboGrafx

The caped avenger of the latest cartoon serial will soon be coming to the Turbo! The crime league known as FOWL is up to their old and sneaky tricks again and you are the only one that can stop their dastardly plans in this high action game!



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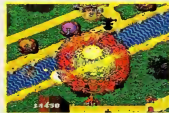
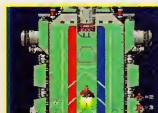
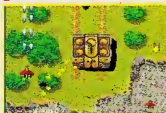
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NEC/TurboGrafx

The popular coin-op blaster is now being scaled down into the Turbo's most powerful card configuration yet, a mammoth six-banger that features all of the action and excitement from the quarter-muncher!

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SEPTEMBER

Game	Date	Time	TV	View	Price	Code
1	9/1	7:00 PM	ESPN	TV	\$19.95	101
2	9/2	7:00 PM	ESPN	TV	\$19.95	102
3	9/3	7:00 PM	ESPN	TV	\$19.95	103
4	9/4	7:00 PM	ESPN	TV	\$19.95	104
5	9/5	7:00 PM	ESPN	TV	\$19.95	105
6	9/6	7:00 PM	ESPN	TV	\$19.95	106
7	9/7	7:00 PM	ESPN	TV	\$19.95	107
8	9/8	7:00 PM	ESPN	TV	\$19.95	108
9	9/9	7:00 PM	ESPN	TV	\$19.95	109
10	9/10	7:00 PM	ESPN	TV	\$19.95	110

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3	1B	RED SOX	10-10
4	2B	RED SOX	10-10
5	3B	RED SOX	10-10
6	SS	RED SOX	10-10
7	LF	RED SOX	10-10
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CIRCLE #150 ON READER SERVICE CARD.

THE IMMORTAL

Electronic Arts/Genesis

If you're ready for some intense blood and guts action 16-Bit style, then The Immortal is your ticket. Make your way through pitfalls, look out for horrors like the giant worm, will 'o wisps, goblins, and other creatures from beyond the undead. Look for an abundance of depth to the game as well as a variety of perspectives that are sure to deliver a nice angle to the action!



The action is set in a close perspective with detailed graphics conveying the gruesome tone of play. From grunts and groans to exploding heads can be found in this unique new cart!

CHUCK ROCK

Virgin Games/Genesis

Back in the days when man was finding out just who he was came along a fellow by the name of Chuck Rock! This bad boy has lost his girlfriend to the clutches of one of the most wicked of all the cavemen and it's up to you to get her back. Use your super strength to help save her by tossing boulders or, if you're in the mood, try some belly-busting stomach attacks! Chuck Rock is prehistoric action at its best!



You have many different styles of attacks. You can pick up boulders to toss or use your huge belly as a deadly form of attack to rid the world of the dangerous dinos!

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CIRCLE #215 ON READER SERVICE CARD

DOUBLE DRAGON 2 Acclaim/GameBoy

The sequel to Technos' classic arcade game has just made it's debut on the GameBoy! All of the most memorable moves are back

in this high action title. Free the streets from the grips of a vicious street gang out for blood and return peace to your neighborhood. Great graphics and multiple levels of challenge round out this superb example of just how good a Game-Boy game can be!



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complete for par against the best in the world! Modify your perspective and clubs in the latest sports title for the color handheld and the first that let's you go for a hole-in-one!



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		TOTAL	P
TEE	1	2	2
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PAR	4	3	3
SCORE	+	2	



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Super Ghouls' Ghost
Joe & Mac
Lemmings

SUPER FAMICOM

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Spanky's Quest
Dragon's Eye
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Pro Soccer
Super Tennis
Hyper Zone
Super E.D.F.
Super Aleste
Super Formation Soccer
Dragon Slayer
Jerry Boy
Dimension force
Kunio Kun
F-1 Exhaust
Area 88
Gradius III
Super Contra 4
T.M.N.T. 4
Super R-Type
NEO GEO
Burning Flight
Crossed Swords
Super Baseball 2020
Eight Man
Robo Army
Power Bowl
Fatal Fury
Legend of Success Joe
Basketball
Power Kick
Sen Go Ku
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Ghost Pilot
ASO 2
Blues Journey

NINJA GAIDEN

Tecmo/GameBoy

EGM EXCLUSIVE!!

One of the most successful video game titles ever has just been translated to the GameBoy. The warrior Ryu must take on all new forces of evil and defeat them once and for all! You will need to use all of your ninja skills, including a special grappling hook to latch on to the ceilings! Flip onto bars and swing your mighty katanna blade across the deadly foes who seem to attack from every direction! Finally, unleash the power of the ninja magic using your incredible training!

Don't count the enemy out, however, for they have a devastating army of their own! Some characters will wield huge machine guns while others will try to attack you with their destructive flame throwers and giant missiles. Grab your sabres and take on the deadliest forces of them all - the end Bosses that each wield even more firepower! Great graphics and Ninja GaiDen game play combine to make GB GaiDen a top notch effort!

LEVEL 1



In the first level, You'll meet up with missile firing turrets, grenade tossing enemies and many more different characters including a leaping Boss that hangs from the ceiling!

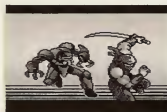
LEVEL 2



Level 2 contains many more nasties like flame throwing creeps, machine gunnin' thugs, and an army with huge flamers and a major additude! The Boss has a little pal that will slow you down.

INCREDIBLE INTERMISSIONS LET THE STORY UNFOLD...

The presence of the many cinema scenes allow the GameBoy to visually plot the storyline! All of the stunning style of the original is back including these super cool pix!



BLASTER MASTER BOY

Sunsoft/GameBoy

The classic cart Blaster Master has been changed and reduced in size to fit perfectly inside the successful GameBoy. You'll need to lay down bombs to uncover hidden items and bonus rooms filled with many different weapons and items. If you get lucky, you'll find statues that will give you special items that normally won't be found during play!



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CIRCLE #157 ON READER SERVICE CARD.

BILL AND TEDS' EXCELLENT ADVENTURE

Atari/Lynx

Most Triumphant dude! The big brains have thought up another exciting title to their growing library of Lynx games. Take the role of the most bodacious duo traveling into the past to search through time zones of past to look for items and familiar faces. The overhead perspective of the game compliments the RPG play style. Cinema displays are found all through the game, not to mention the most excellent one's favorite phrases!



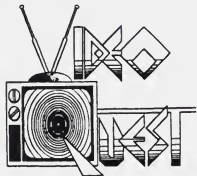
PRINCE OF PERSIA

Virgin/GameBoy

This classic cart is finally coming to the GB! You are cast in the role of a prince who is searching through a high tower to locate a variety of different enhancements! As you race up the stairs to locate higher and even more challenging levels, a number of villains will attempt to stop your progress. The animation of the different characters is top-notch and the depth of play always remains wide and diverse.



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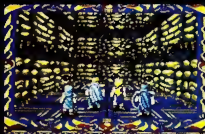
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OCTOBER

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- Wonderboy 5 (Act.)
- Beast Warriors (Str.) 8M
- Kabuki (Act.)

NOVEMBER

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- Growl (Act.)
- Majura (Act.)

TESTA

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- Double Dragon (Act.)

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OCTOBER

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- Mike Ditko Football (Sport.)
- Quad Challenge (Drv.)
- Dark Castle
- Vapor Trail (Str.) 8M
- Road Rash (Drv./Fing.)
- Star Flight (Stg.)
- M.E.R.C.S. (Act.) 8M
- ToeJam & Earl (Act./RPG)
- Slaughter Sport (Sport.)

NOVEMBER & BEYOND

- Pit Fighter (Fing.)
- Quack Shot (Act.)
- Master of Monsters (Stg.)
- RBI 3 (Sport.)

- Paperboy (Act.)
- Joe Montana II (Sport.) 12M
- Death Dual (Stg.) 8M
- Diplomat (Pinball)
- Earl Weaver Baseball (Sport.)
- J.V. Wrestling (Sport.)
- Shadow of the Beast (Act.)
- The Immortal (RPG)
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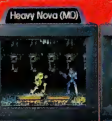
OCTOBER

- Cross Sword
- COMING SOON
- Eightman
- Fatal Fury
- Magic Wars
- AVAILABLE NOW
- Alpha Mission
- Blues Journey
- King of the Monsters

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- Quiz
- Mohjang
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- Magician Lord
- Baseball Stars

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OCTOBER
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Hyper Zone
Home Alone
Pit Fighter
Castlevania
Ultimania
Extra Innings
Final Fantasy

NOVEMBER
Super Ghouls & Ghosts
Bomberman
Darius Twin
Super Battle Tank
PGA Tour Golf
Paper Boy

DECEMBER
D-Force
UN Squadron
Tyson's Power Punch
Leg of Mystical Ninja

TO BE ANNOUNCED
Bill Lambeis Basketball
Joe & Mac
Equinox
Simpsons
Smash TV
Revolution of Shredder
Jon Madden Football
Hook
Lakers vs. Celtics
WWF Superstar
Y's III
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Formula One

**How Many Levels
Are In This Game?
I Get To Go
To DIE HARD**

SUPER Famicom

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Hyper Zone
Super Tennis

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Raiden
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Time Crisis II
Poems of the Angel (SCD)
Prince of Persia (SCD)
Iraider (M. Card)
Monster Plo Wrestling
Super Metal Crusher

NOVEMBER
Shadow of the Beast (SCD)
Lord of Vices (SCD)
Fighting Run
Zio T-1 (SCD)
Doraemon

DECEMBER
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Dragon Slayer (SCD)
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(Nintendo/Super NES)

99 Mario Trick - Go to the level in world 6 shown in the map. You must have Cape Mario to do this trick. Get the P-Block and go down the grey tube. Once in the gray tube, grab the second P-Block and jump off the edge. Hug the right wall until you see the seventh opening in the wall that is filled with 1-UP mushrooms. Float into the passage and grab the 1-UPs. When you come out of the tube, go to the left and repeat this for 99 men.



SUPER MARIO WORLD

(Nintendo/Super NES)

Secret Power-Up room - Make sure that you have Cape Mario when you enter the first ghost house in world 2. Run all the way to the left and fly straight up the left side of the screen. Land on the platform above and run to the right. You will find 4 blocks with 1-UP mushrooms and a door. Finish the level and a hidden dot will appear on the map. This is a power-up room that will help you very much. After you power up, go back in for another 1-UP mushroom.

POWER-UP!



Run to the left and fly up to the hidden platform!



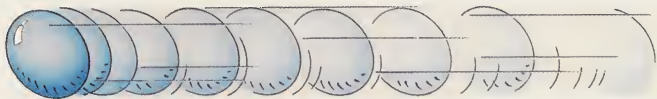
POWER-UP!



When on the platform, run to the right and fall off. You'll see blocks and a door!



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CIRCLE #113 ON READER SERVICE CARD.



Become a winged-man!



Jump into the pool Penguin!

PILOTWINGS

(Nintendo/Super NES)

Bonus Stages - Get to the bonus stages by accomplishing special maneuvers on the Rocketbelt and Parachute rounds. Ignore the rings and other objectives in these rounds and maneuver your character over the moving platform in each level. If you can land on this portion of the target area, you will be taken to the bonus stage with a perfect rating of 100 points!

When you are using the Rocketbelt and get this bonus, you will be transformed into a winged man! While in this special mode, try to jump onto the trampolines and hit the power P's before landing in the middle of the target.

When you enter the bonus stage in the parachute rounds, you transform into a penguin who must high dive into a multi-point pool! The waters are separated by ropes which each designate different extra point values!

Mike Dyer

Roanoke, VA



BONK'S REVENGE

(NEC/Turbografx 16)

Bonus Stages - There are several bonus rounds within Bonk's Revenge that can be accessed by holding button 2 and pressing RUN on the Mode Select screen. A bonus stage practice menu will appear and you can select any of your favorite special levels!

Robert D'Amico

New Haven, CT

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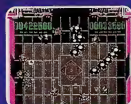
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MUTOID MAN...TOO LATE!



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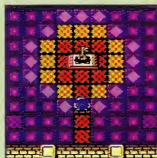
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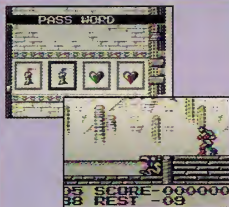


LOLO 3

(Hal America/Nintendo)

Special Password - To easily skip the first three levels of this game, enter the number 2 in all of the password spaces. As you enter the first two levels, you will see the egg and key waiting for you. Collect these items and go to the third stage and you will be able to build the rainbow bridge.

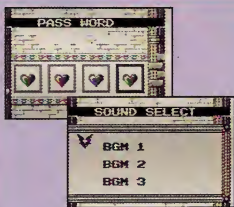
Dan Anderson
Millstadt, IL



CASTLEVANIA 2

(Konami/GameBoy)

Extra lives - In the beginning of the game go to the password option and there will be four boxes. Press up on the control pad to scroll through the different icons. Put a candle in the first two boxes and a heart in the second two boxes. Now you will be able to start your adventure with a full supply of nine lives!



CASTLEVANIA 2

(Konami/GameBoy)

Sound Select - In the beginning of the game go to the password option and there will be four boxes. Press up on the control pad to scroll through the different icons. Put a heart in all four boxes. You will see a box that says "Sound Select". Now you can scroll through the game's three different musical selections as you prepare to play!



F-ZERO

(Nintendo/Super NES)

Gain Lap Time - In Port Town II, there is a way to get ahead of the competition! Get a Super Jet, then head to the left after passing the finish line. Activate the Super Jet just before you get to the jump ramp and quickly angle to the right to fly to the opposite side of the track!

TOTAL AIR

SUPERIORITY



The US Air Force won't have the F-22 until 1994, but the

EA Air Force has it today! ☆ Take control of America's newest Air Superiority fighter in the first combat flight simulator for the Sega Genesis. ☆ Hit the

afterburners and roar into battle against multiple land, sea, and air targets in four areas of the world. ☆ Feel the G-forces pull at your body as you loop to close in on a MiG or turn to strafe a SCUD missile base. ☆ The F-22 has it all!



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SUPER R-TYPE

(Irem/Super NES)

Level Select - To select any level in the game, hold down the 'R' button on the top of the control and press UP on the pad nine times. You will hear a tone that indicates that the level select has been activated. Now press START and then pause the game. Hold the 'R' button down again while at the same time depressing the 'A' button. While holding both buttons down, press SELECT. In the lower-left hand corner of the screen you will see a set of numbers indicating on what level play will begin. Simply press UP or DOWN on the control pad to select from any game level!



OUTRUN

(Sega/Genesis)

Reveal Hidden Airships - In the game Outrun, there are three special airship icons that have been hidden within this intense driving game!

The three different airships include a small blimp with the Sega logo across its face, a jet plane and lastly a spaceship! How do you reveal these special icons?

If you follow the course on the map shown here, you will be able to see these ships fly above as you pass through each section.

There is only one catch, however, you must NOT crash into anything or the airships will not make their special appearances!



This special trick will allow you to go into battle with an original set of

weaponry each and every time! A different game every time you play!

GRADIUS 3

(Konami/Super NES)

Random Weapons - Start a one player game and go into the Edit Mode under weapon select. Once in Edit Mode, press the control pad to the RIGHT and select your weapons. Once in this section, press the X and Y buttons repeatedly and you the system will automatically choose the weapons for you at random.



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CIRCLE #157 ON READER SERVICE CARD.

GRADIUS 3

(Konami/Super NES)

Reset from Controller - Are you tired of getting up to reset your machine? Well for this game you can do it right from your controller. Hold buttons L, R and START at the same time and then press SELECT.



Tired of where you're going in Gradius 3?



Use this trick to restart from your controller!

GRADIUS 3

(Konami/Super NES)

Super Demo - Have you ever wondered how good a player you could become? Well you might want to set a new goal when you see this demonstration of dodging firepower. This Super Demo is a very intense display of massive weaponry, but don't worry, this game's no wimp! To access this incredible demo, all you have to do is hold down the A button at the introduction screen and keep it held until the demo starts - then the fun begins!



LOOK OUT!

This special demo features the hottest player ever!

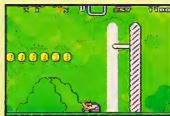


CASTLEVANIA 2

(Konami/Gameboy)

Secret Password- Go to the password screen and put this code in the boxes. Put a heart in the first box, an eyeball in the second box, a candle in the third box and leave the fourth box empty. Now press the START button and you will be put in the beginning of Dracula's castle. Put an eyeball, heart, candle and heart in the four boxes and you will be in the room with the final boss, Dracula!

Tommy Wong
Brooklyn, NY



SUPER MARIO WORLD

(Nintendo/Super NES)

Bonus Items - This is an easy way to save power-ups for later use. At the end of every level of play, try carrying a turtle shell, a P-block, or an enemy through the high bar and into the next round. It will turn into a power-up item that you may either use at that time or save for later.

Willie Scover
Ft. Lauderdale, FL

GRADIUS 3

(Konami/Super NES)

Bonus Stages - There are some bonus stages hidden throughout the levels of Gradius 3. To find them, just steer your ship into the areas shown below. The bonus warps will automatically swallow you up and the rounds begin once you enter the correct areas. These stages are filled with power-up enhancements, free lives and, luckily, there are no enemies!



Do your best to get through these levels, because there are plenty of power-ups that will strengthen your ship!



Have no fear; you can go through these passageways without worrying about crashing!



REVENGE OF DRANCON

(Sega/Game Gear)

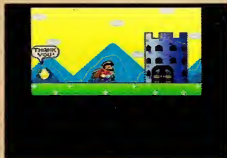
Bonus Round - Here is how to reach the bonus round in Revenge of Drancon for Game Gear. After you pass the sign with the number 2 on it that's shown above, you'll come to a snail on the ground. Right above it is a banana in a tree. Kill the snail and jump high to get the banana. After you grab the banana, a red bag appears where the banana was. Grab the bag and Ronnica will escort you to the bonus game. While you are in the bonus round, do not grab the red bag unless you want to leave the special stage.

Gerard Sanchez
Bronx, NY

SUPER MARIO WORLD

(Nintendo/Super NES)

Get Back in Castles - As you have probably noticed with this game, you can go back to any level that you have completed. The castles, however, are not so easily accessible the second time around. When your character is on top of the castle in the map screen, just press the 'L' and 'R' buttons at the top of the controller at the same time.

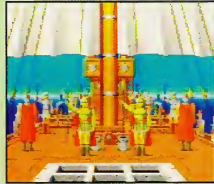
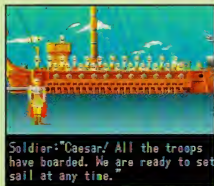


WARRIOR OF ROME

(Micronet/Genesis)

Password for Ending - This is a code to let you see the very ending of the game. At the title screen, select the password option and use the code: GREBDQ3QNE.

Abraham Lin
Stratford, CT



SAINT SWORD

(Taito/Genesis)

Passwords - To blast your way deeper into this exciting new game, just turn to these pass codes:



Walter Shields
Tinley Park, IL

Advance to higher levels with these special codes for Taito's new Saint Sword game for play on the Genesis!



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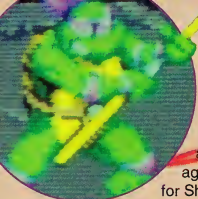
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CIRCLE #207 ON READER SERVICE CARD.



The heroes in the half shell are back in the arcade again! Ready for Shredder and his evil gang of thugs, the subterranean quartet must foil yet another one of the masked villain's schemes for domination while restoring peace to the streets!

The basic theme of the second Teenage Mutant Ninja Turtles arcade game remains similar to the original. Pick any one of the four hard-backed reptiles and hit the streets! You must use your ninja skills as well as your weapons if you are to stop the

followers of Shredder, including new opponents that hail from the stars!

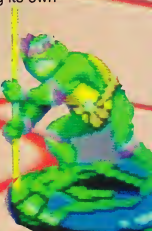
With even more detailed graphics scrolling by as the backdrop to the action, Teenage Mutant Ninja Turtles introduces the familiar "gang-play" game mechanics that let you and your friends take on the enemy as



Fight to keep the streets safe!

Shredder's misguided minions. Only together, with your combined strength, can you defeat the powers against you and eliminate the Shredder's threat once and for all.

Each of the multiple levels of play are comprised of several action sequences that take place before a scrolling background setting. These scenes take you from the city streets to a sailing ship, with each successive level presenting its own unique dangers and challenges. After beating your way past the forces of evil, you will confront an end Boss enemy that possesses even



TEENAGE MUTANT NINJA TURTLES THEIR SECOND ARCADE

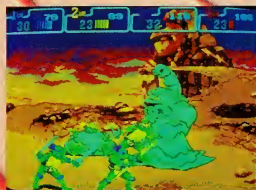


Take to the streets to defeat Shredder's evil clan!

one lean, mean and very green fighting machine!

Each of the different Turtles, ranging from Leonardo to Raphael, possesses unique fighting abilities and ninjitsu weaponry that can be used to even out the most lopsided confrontations. Each of the game rounds is comprised of a variety of attacks from

more powerful capabilities. The Bosses are all very tough, requiring multiple hits to vanquish!



Turtles...Meet Mr. Slime!

The graphics in the new Teenage Mutant Ninja Turtles game, like its predecessor, are first rate. The detail in both the Turtles and their enemies is exceptional, with superior animation that provides a very fluid look and feel to the game. Advanced features, such as scaling and rotation are also used in abundance to add to the overall effect of the game. Instead of simply besting some challengers into oblivion, our heroes can now throw the enemy right off the screen! The



Check out the incredible graphics in this scene! The animation and backgrounds are top notch!

Other supporting features to be found in the upcoming arcade sequel include more voice, superior sound effects and all-new music!

INJA TURTLES

ADVENTURE

enemy now comes hurling off of the screen and straight toward you! This dazzling effect has to be seen to be believed!



The Bosses are Incredibly Huge!

The basis of an upcoming home sequel, Teenage Mutant Ninja Turtles 2 will most certainly become an immediate smash! With the advanced technology and crisp graphics, however, it is doubtful the full intensity of the game can ever be captured in a cartridge. Be sure to experience the full scope of the Turtle's second adventure, and get a taste for what the 16-Bit translation may be like when it's released next year! From beginning to end, this action game is all-out intensity!

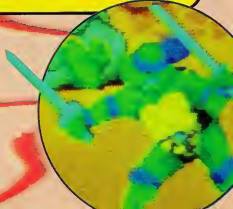
THE TURTLES RETURN!!

Making their second appearance in the arcades is only the tip of the trouble Konami plans to get the quartet of half-shelled heroes into in 1992! From a third installment on the Nintendo 8-Bit to a whole new adventure rumored to be patterned off of their upcoming coin-op sequel, the Teenage Mutant Ninja Turtles will see an abundance of active duty against Shredder and Co.

Leading off the pack will be the long-awaited third chapter in the Turtles saga. This game will reportedly combine many of the most popular themes from the first two games against a totally original action backdrop.

Teenage Mutant Ninja Turtles Part Three will give you the ability to choose from any one of the four crime-fighters at any time. The majority of play will maintain the side-view perspective from the arcade versions, although new power-ups and enhancements will be included. The graphics and animation of the new 8-Bit game will also be improved according to the company.

Our secret sources have managed to obtain the first photo of this exciting new game! What do you think?



OFFICIAL
COVERAGE!

AMOA

THE FUTURE OF VIDEO GAMES...

Every year the leaders of the coin-operated video game industry gather to show off their latest and greatest new high-technology games! In this issue we preview some of the more innovative arcade titles, with more next issue!

Leland Corporation

DRAGON'S LAIR II

Dirk the Daring returns in the awesome sequel to the original Dragon's Lair laser disc video game! The evil wizard Mordroc has kidnapped Princess Daphne and only Dirk can save her. But this is no ordinary quest because to rescue Daphne, Dirk will have to fight the minions of the wizard and travel through time in search of his love.

Dirk begins his quest by visiting historical hot spots like the Garden of Eden, Beethoven's studio, and the Pyramids of Egypt to try and find Daphne. The action comes to

a thundering conclusion against Mordroc in his castle!

Like the original Dragon's Lair, Dragon's Lair II uses the most advanced laser disc technology available. The hardware driver

for the laser disc has been totally redeveloped for even more reliable interaction and smoother play!

Live the adventure once again with Dirk and family as he lives his most exciting quest!

Taito

DOUBLE AXLE



All-out road warfare in Taito's new Double Axle!

Monster Trucks and off-road madness come to life with Taito's Double Axle! This isn't just a regular cross country trip, though,

because to make it here you have to drive over everything in sight! Pound your way over trees, houses, and cars! The more you crush, the better you score, but you do have a time limit on each race. If demolition isn't your



Duke it out with real gloves against some of the meanest video game characters!

thing, you can choose a sprint race where the tables are turned and you must avoid the road traffic!

TAITO

SONIC BLAST MAN

Not just another fighting game, Taito's Sonic Blast Man gives you the chance to really go out and hit someone! Put on the boxing gloves attached to the machine and choose the opponent you want to go up against. Then, hit the punch pad as hard as you can!



Down the hatch! Poor Dirk is in trouble again!



THE NINJA KIDS

Four-player simultaneous fighting action comes your way with the exciting Ninja Kids from Taito. These aren't just regular kids, but



Awesome graphics are combined with four-player action!

ninja masters! Each of the kids has his own weapon and special ninja power to help him defeat the scores of oncoming enemies. The game has all sorts of wild power-ups to help you get the quartet of super heroes to the end of this adventure!

Atari

ROAD RIOT 4WD

This wild two-player driving game really brings the feel of the big race

to the arcade! The game uses growth motion (similar to Pit Fighter) to make the figures on screen as real as possible! There's also a special speaker built into the chairs that give you a jolt whenever you get hit by another car to increase the impact of play!



Blast through the race past other competitors!



The ultra-cool linked version of Road Riot offers head-to-head play!

Instead of having both players use the same monitor, Road Riot gives each player their own view of the action! Two player video games have never looked so good!

Your vehicle can skid, roll, jump, and if you're not careful, crash and burn. The steering

wheel even vibrates just like in a real racer! Begin your Road Riot battle on the novice track then work your way through the 11 different advanced courses to victory!

STANDINGS IN LAST RACE



At the conclusion of each race enjoy your ranking with advanced digitized graph-

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Dino Land
Earl Weaver Baseball
El Nino
Fantasia
Guardian Angels
The Immortal
Jesse The Boy Wrestling
Soccer
Star Fight
Warrior King
Task Force Horn
Thunder Fox
Turbo Fox
Vapor Trail
Vulcan
Warrior of Rome
and more

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Wonder Boy
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Psychic World
G-Loc
Chase H Q
Super Golf
Crankin'
Woody Pop
Pop Breaker
and more

PC ENGINE

Legend of Hero
Tom Me
Sagat Moon
Burning Angel
Overdrive
F.I. Circus '91
W-Ring
Populous
Santi Dragon
Dragon Breed
Bones & Revenge
OverMazeD Man 2
Jacob Chase
Parasol Star
Power Shift
Outrun
Ghost Ship
Blue Bird
and more

NEO-GEO

Burning Fight
Burning Fight
Blues Journey
Igei
Sinder
Aldynes
Guardian Angels
King of Monsters
Sengoku
and more

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Electronic Gaming Monthly 103

STEEL TALONS

Similar to Road Riot, Steel Talons is a dual monitor sit down game for two players. Talons is also equipped with speakers in the seats to zap you when you take a hit. However, instead of growth motion, the game uses 3-D polygon figures to give it a more realistic look.

You've got the option of flying your helicopter on missions alone or with a friend. There's a training mission to get you started plus twelve more missions to keep you



Steel Talons comes complete with one of the hottest cabinet/control interfaces!

blasting against your enemies. If you've got a personal grudge to settle, you can even go head-to-head with an opponent!

The cockpit of your helicopter is designed to be as realistic as possible with authentic controls. You can also play in third or first person!



Ultra high-tech graphics produce settings like this!



Lock your guns on target and blow the enemy away!



Side-scrolling action meets some of the best graphics ever seen!

Irem

GUNFORCE

Continuous alien assaults on the Earth have forced humanity to create an international strike force. This team, called Gunforce, has been created to stop the aliens from trying again. Since the planet's survival depends on the outcome of this war, the largest, most complete arsenal of weapons available has been created and are at your disposal.

Gunforce features two-player simultaneous action. The game gives you the chance to plan out your battle strategy with tactical weaponry of several types. The battle plans have six stages to take you right to the heart the enemy.

American Technos, Inc.

WRESTLEFEST

The WWF stars come out for battle in the new American Technos machine, WrestleFest. This new game has a whole bunch of new characters, like Jake "The Snake" Roberts, Mr. Perfect, and the Legion of Doom as well as some brand new techniques!

Now, up to four people can wrestle at the same time! You have two different modes of play to pick from. You can try your luck at the Tag



Avoid an assortment of obstacles as you maneuver your fighter through space!

Namco

STARBLADE

Sit down in this wild space flight simulator from Namco and get ready for some intense video action. Namco's Starblade is an action game that looks like nothing you've ever seen before! You'll have to contend with masses of flying space

debris and huge space cruisers out to end your adventure from the very start of play!

You have to get through a variety of stages, each with a specific armada of weapons or obstacles which must be overcome!

Survive this onslaught and blast your thrusters to make it to the various planets within your grasp.

Charge your shields, arm your weapons and obliterate the outer space opposition!



The screen explodes with fiery polygon graphics!



Take on the enemy battle cruiser!





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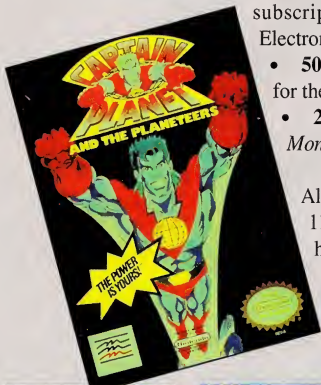
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THE POWER TO SAVE THE PLANET IS YOURS!

ENTER THE CAPTAIN PLANET CONTEST TODAY

Captain Planet needs your help, so hurry and send him your best idea to Save the Planet! Big or small, global or local - your idea is important and could win some great prizes!

- **10 - 1st Prizes:** The Captain Planet Package; which includes: Captain Planet and the Planetegers Nintendo Entertainment System game from Mindscape; a hand-held Captain Planet electronic game from Tiger Electronics; a Captain Planet action figure and accessories, a year's subscription to *Electronic Gaming Monthly* Magazine; and an Electronic Gaming Monthly T-shirt!
- **50 - 2nd Prizes:** The Captain Planet and the Planetegers game for the Nintendo Entertainment System!
- **25 - 3rd Prizes:** A year's subscription to *Electronic Gaming Monthly* Magazine; and an Electronic Gaming Monthly T-shirt!



All entries must be 100 words or less, typed on an 8 1/2" X 11" sheet of paper. *You* can make a world of difference! So, hurry and enter today! Include your name, address, city, state, zip, phone, and age, and send your entry to:

**Electronic Gaming Monthly,
1920 Highland Ave. #300
Lombard, IL 60148**



Official Rules

1. You must be 17 years or younger as of March 1, 1992 to enter. One entry per person. In 100 words or less, describe your idea to "Save the Planet." Entries will be judged on the following criteria: 1/3 Creativity; 1/3 Practicality; 1/3 Originality. Entry must be the original work of the entrant.
2. Entries must be hand-printed or typed on a piece of plain white paper (no larger than 8 1/2" X 11"). Include your name, phone, address, birthdate, and signature.
3. Send your entry to *Electronic Gaming Monthly*, 1920 Highland Ave., # 222, Lombard, IL 60148. All entries must be postmarked by March 1, 1992 to be eligible. Not responsible for late, lost, mutilated, or misdirected mail. All entries and their contents become the property of Mindscape Inc. and cannot be acknowledged or returned.
4. Contest is open to residents of the U.S. or Canada, excluding employees (and their immediate families) of The Software Toolworks Inc., *Electronic Gaming Monthly*, and their affiliates, subsidiaries, advertising, independent judging and promotion agencies. Contest is void where prohibited or restricted by law. All federal, state, and local laws and regulations apply.
5. Judging of entries will take place on April 15th, 1992 by a qualified panel of independent judges whose decisions are final.
6. All prizes will awarded. No cash payments or substitutions will be made in place of the prizes. All applicable taxes are the responsibility of the winner.
7. Winners will be notified by mail April 28, 1992 and will need to execute a qualifying affidavit, to be returned within 14 days or another winner will be chosen.
8. 10 - FIRST PRIZES: The Captain Planet Toy Package which includes The Captain Planet NES game, a Captain Planet hand-held electronic game, a Captain Planet action figure and accessories, a one year's subscription to *Electronic Gaming Monthly*, and an Electronic Gaming Monthly T-shirt; total approximate retail value \$128.75.
- 50 - SECOND PRIZES: The Captain Planet NES game, approximate retail value \$49.95.
- 25 - THIRD PRIZES: a year's subscription to *Electronic Gaming Monthly*, and an Electronic Gaming Monthly T-shirt, total approximate retail value \$38.90.
9. Winners agree that the sponsor, and its affiliates and their agencies and employees shall not be liable for injury, loss or damage of any kind resulting from participation in this contest or from acceptance or use of the prize awarded. With parental or guardian consent, names and pictures may be used in connection with the contest and its results in a future issue of *Electronic Gaming Monthly* and in all media for advertising and/or trade purposes without further compensation.
10. This contest is sponsored by Mindscape Inc., a Software Toolworks Company, 60 Leveroni Court, Novato, CA 94949. For a list of winners, send a stamped, self addressed envelope to: SAVE THE PLANET WINNER c/o *Electronic Gaming Monthly* Magazine, 1920 Highland Ave., #222, Lombard, IL 60148. Request must be received by March 1, 1992.

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WIN GREAT GAME PRIZES SEE INSIDE!

The Best Just Better

LYNX



THE WORLD'S BEST VIDEO GAME MACHINE JUST GOT BETTER!

THE MOST ADVANCED GAME SYSTEM!

BEST VALUE!

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GAME PREVIEWS FOR WINTER 1991-92

ANNOUNCING THE LYNX PHONE HOTLINE

ADVERTISING SUPPLEMENT

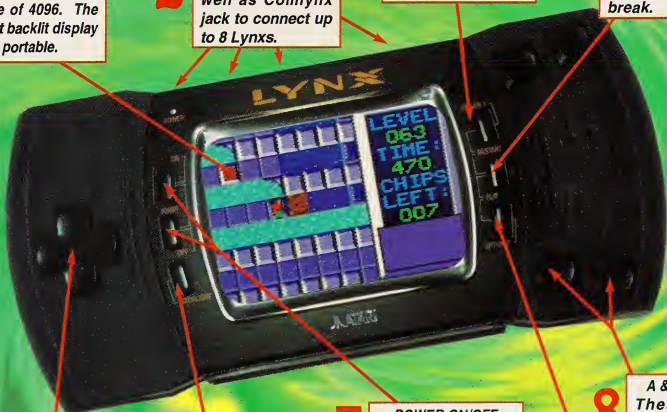
THE BEST GAME MACHINE MADE JUST GOT BETTER!

1 FULL COLOR HI-RES SCREEN
16 colors on-screen from an available palette of 4096. The largest backlit display of any portable.

2 CONTROL PANEL
Brightness control, AC and headphone jacks as well as Comlynx jack to connect up to 8 Lynxs.

3 OPTION 1
An action button. When used with pause, restarts the Lynx.

4 PAUSE
Stops the action while you take a break.



5 Control Pad
The advanced Lynx controller provides 8-way interaction.

6 BACKLIGHT BUTTON
To conserve battery energy when the game is paused, you can turn the screen off and not lose the game. This is an advanced feature!

7 POWER ON/OFF

8 A & B BUTTONS
These buttons control the on screen action.

9 OPTION 2
An action button, and when used with the pause button, flips the screen from right- to left-handed play and vice versa.

The awesome Lynx handheld game system has been redesigned into a lighter, more compact machine. This advanced portable system still plays the same great Lynx games as before! This design not only adds to the overall comfort of Lynx gaming, it increases the overall

playability and attractiveness of this incredible portable!

Some of the best new features to be found on the new Atari Lynx include a special battery-saving backlight feature. Now you can walk away from an active game without draining the batteries. Another unique option is the ability

to switch from right to left-handed mode. With the flip of a switch, players can rotate the Atari Lynx and play their favorite game titles left-handed without losing any of the comfort or style that the Lynx has to offer!

30 ROCK SOLID HITS!

TOUGH AS GRANITE...

For years, the standards of excellence at Atari have remained hard to crack. The Atari Lynx has a concrete base of games aimed at all age groups and interests. Action games, strategy games, adventure games, sports games; the Atari Lynx has it all! These 16-bit titles are available now, and you've just barely scratched the surface of Atari Lynx entertainment! Check it out if you're ready for the world's first portable 16-bit system!

Hard Drivin'

THE TITLE
SAYS IT ALL!



Here it is! The first true polygon technology driving simulation ever, complete with two race tracks, each designed for either speed or stunt driving. After the first test run you'll feel the difference in handling and performance. Choose from either automatic or manual transmission to create the effect you desire. Watch those turns closely, and keep an eye on the recommended speed limit - they are the key to success! Look out for the cow!



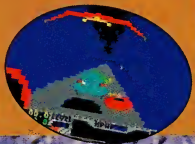
STUN RUNNER

360°
ACTION!

Vertigo, anyone? If you thought racing games were enough, how about a game where you can drive upside-down?



Imagine tunnels of winding, spinning colors, snaking through cities and mountains of the future! Utilizing the amazing Stun Runner hyper-car, you can skim the edge of doom and race your way through hazards at lightning speeds!

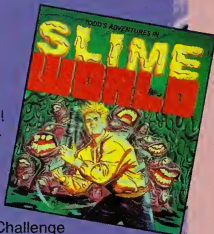


TODD'S ADVENTURES IN

SLIME WORLD

ALIEN GOOBERS!

Yuck! This goo is everywhere! You are Todd, brave adventurer extraordinaire, on the slippery planet of Slime World. Try to escape the icky globe by reaching the exit located on the far end of the planet. Challenge



six different levels
of ooze!



Have friends join in!
COMPUTER MAP



A MAN IS A DOG'S BEST FRIEND...

Or something like that. Anyway, your best buddy, Scraps, is dog-napped by a gang of mean scrapyard rats, and it's up to you to save him. Follow his gang into the junkyard and 6 multi-level worlds. Battle the bad guys with bone crushing bottles and cans!

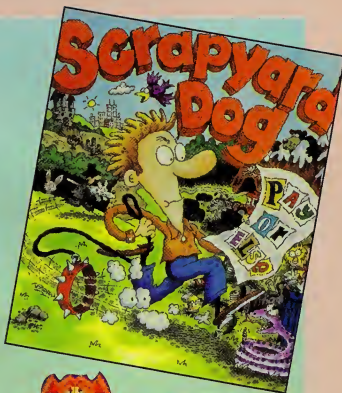


Scrapyard Dog is jammed with high-paced action guaranteed to rock your world!

The action scrolls smoothly from left to right, and certain areas hold special secrets. Be sure to check every nook and cranny.

From start to finish an endless array of opponents and obstacles will stand between you and your pup! Besides the rat gang, you have to avoid wicked birds that would love to befool you, sharp cranes that try to skewer you, and tar piles that threaten to drag you down.

With an incredible array of action and adventure, **Scrapyard Dog** is one game that requires plenty of fancy footwork! Use your jumping skills, fast fingers and a calm head to outsmart the baddies and overcome the obstacles waiting at the end! Don't give up, Louie!



LEVEL 1-1

On the first level of **Scrapyard Dog**, try your aim on the rat thugs lurking behind garbage cans. Grab money everywhere for

points and learn to dodge the birds. The end rat has a really big gun and isn't afraid to use it whenever you get near!



You'll need attack moves and jumping skills here.



LEVEL 1-2

The birds are the greatest threat. Beware the cranes and grab the hidden invincibility to finish up the round quickly and easily.

Enter trash cans to find the secret storerooms and pound out even more points and power-up enhancements! Hurry, Scraps is waiting for you!



Be prepared! There's a lot of ground to cover here!



LEVEL 1-3

Here's a real challenge! Even more enemies are waiting to pounce on you. A cat perches in high places and waits until you are

underneath. Use your bottles wisely in this level and try to nail the cat first! Quick, Louie, your poor pooch needs you right now!



There's danger everywhere you turn, Louie!



SHANGHAI™

CAN YOU BEAT THE DRAGON?



Take one look at Shanghai and you'll think, "another colored tile game," but if you sit down and play it you'll find a whole new experience! Shanghai is

a veritable brain teaser, challenging you to remove every tile. Bounded by strict rules of tile movement, you'll quickly find yourself playing a game filled with intrigue!

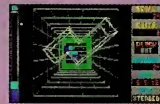


BLOCK OUT

THE 3RD DIMENSION

The Atari Lynx blasts into the third dimension and beyond with **Blockout!** Utilizing the awesome scaling features of the

Lynx, **Blockout** faithfully reproduces the feel



of the coin-op original! With options enabling over 100 different difficulty levels, **Blockout** is an excellent strategy / matching puzzle game for anyone!



BLUE LIGHTNING

FIGHT IN THE DESERT

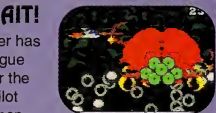
Voted Best Hand-Held Game of the Year, **Blue Lightning** offers the best dog-fighting experience ever! Weave in and out between mountains, trees, and oncoming missiles, blowing away enemy fighters at the same time!



Check out the awesome scaling and detail!



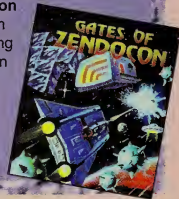
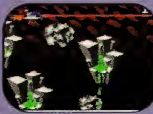
Refuel after each mission and prepare to attack!



SPIDER BAIT!

An evil space spider has woven his web of intrigue and deception to conquer the universe! Only you can pilot through the 51 known dimensions in search of the wretched fiend and destroy its

horrible plans for all life! Featuring a handy password option and two difficulty levels, **Gates of Zendocon** has enough side-scrolling shooter action for anyone with guts!



The President's daughter has been abducted, and only you, the **Electrocop**, can free her! Search the abandoned research lab, breaking codes, grabbing advanced weaponry, and face the vicious robot guards who await inside!



AVAILABLE NOW!! AVAILABLE NOW!! AVAILABLE NOW!! AVAILABLE NOW!! AVAILABLE NOW!! AVAILABLE NOW!! AVAILABLE NOW!! AVAILABLE NOW!! AVAILABLE NOW!! AVAILABLE NOW!!

AVAILABLE NOW!! AVAILABLE NOW!! AVAILABLE NOW!! AVAILABLE NOW!! AVAILABLE NOW!! AVAILABLE NOW!! AVAILABLE NOW!! AVAILABLE NOW!! AVAILABLE NOW!! AVAILABLE NOW!!

CHOMP!

Pacman makes his debut to the Atari Lynx in **Pacland**, a scrolling action game based on the popular coin-op title and car-

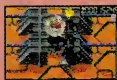


toon series. Smooth graphics and gameplay make **Pacland** a hit for all ages!



PILOT FOR HIRE...

Did you say money? If so, here's your game! You are hired by the Zarlor empire to destroy the Medicant tyranny. So you loot and pillage the planet in the wake of destruction? I'm sure they won't mind, but if you play with a friend or two, make sure they are on your side.



Ms. PAC-MAN



DOUBLE CHOMP!



The Queen of video games is back for more on the Atari Lynx! Cool intermissions, good graphics, multiple levels, and perfect sound effects make **Ms. Pac-man** a classic arcade translation to the Lynx! This time, the patterns have been changed for those of you who mastered other imitations. **Ms. Pac-man** is out to prove that she is not just a femme Pacman!



THE BEST

OF THE BEST...

You are the best Robosquasher on Earth, so the Federation has recruited you to be their warrior in

Fight a friend with the Comlynx!



the battle with the Rebellion! Keep the red ball in play with your paddle, trying to catch your enemy off balance to splat 'em good! Grab the power ups to help your cause to win planets and cut off the Rebellion in their tracks. Awesome scaling!



XENOPHOBE



Kill or Be Killed!

Up to 4 players can join in the excitement of the arcade translation of **Xenophobe**. Exterminate the aliens infesting multi-layer star ships and planets!



SCORCHING NEW LINE-UP!

BURNING THE CHARTS!

Thanks in part to high consumer response and a professional programming team, over twenty new titles are storming the Atari Lynx! Due later in the fall and winter, these games are quality through and through, tested by professional gamers and techni-



cians for logical errors and playability. There's no need to look anywhere else for 16-bit excitement! The Atari Lynx is the only true 16-bit system that goes where you do, with product support unmatched by few. Do you want arcade and original titles? Look no further...

CABAL

A MAD MAN'S DREAM...

Guerilla war at its best! You are a mercenary hired to infiltrate and destroy

the headquarters of a mad man bent on conquering the world. His outer defenses are too strong for aerial or ground attacks, so you are forced into stealthy maneuvers. Take out each defensive bunker and head to the next exciting challenge. The final fortress awaits your arrival! Shoot buildings and enemies to gain power ups and medical attention. Learn

to master the somersault defense. The special scaling and 3D graphics are superbly done!

Coming 4th Quarter 1991.



killer bees and the punk rockers. The rampaging musclemen will be happy to grind your face into the turf and break your board in two! If that's not enough, wait until you face the challenge of the slalom, the jumping course, the high speed ramp, and the halfpipe trick contest! Other skaters are here, too, and they don't want you to win. In fact, they do anything to knock you off your board and slow you down. This is the ultimate skateboard action!

Coming 4th Quarter 1991.

720°

I'M DIZZY...

The arcade classic is now hitting the Lynx! The amazing skateboard stunt game will have the same test tracks, overhead 3D view as the original! 720° is still a multi-scrolling extravaganza, scrolling in any direction smoothly and cleanly. All of the original power ups are still present, from super powered jump shoes to ultra quick boards. Grab money and perform tricks to enter four contests in each area. While you're at it, beware the



VIKING CHILD

BORN WARRIOR

Enter a land where dragons run free and fairies may be found in your soup. Kings still reign supreme and wizards are found around every corner. Your fair princess has been captured and is being held in the castle of an evil sorcerer. You are the **Viking Child** - son of a viking warrior and you are honor bound to rescue her (besides she's a good-lookin' babe)! Start

out with nothing but your trusty sword, and fight your way through cities, caverns, and castles, gaining treasure and items all the way!

Coming 3rd Qtr 1991.



VINDICATORS



INFILTRATION!

Ever wanted to take control of the most powerful super tank in the galaxy? Probably, so get ready! **Vindicators** is set in a futuristic city overrun by a ruthless tyrant. Its your job to vindicate the city from his grasp. Of course you'll need a little help along the way, so grab a Comlynx cable and have a friend join in! Remember to pick up fuel and weaponry along the way, but don't squander your time! This Atari coin-op to Atari Lynx conversion leaves nothing behind! All

of the original gameplay, graphics, and music is here, completely restored!
Coming 1st Qtr 1992.



DIRTY LARRY

SUPER COP!

Take the role of Dirty Larry, the baddest of the good cops! He's out to rid the city of evil and wrongdoing while a mysterious crime lord attempts to loot the city for all its worth! Challenge multiple levels while patrolling the streets. Each



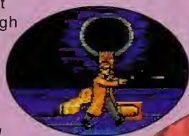
area consists of a side-scrolling level filled with danger! Punks and

evil henchmen lurk around every corner. Even suicidal arsonists will try to put you on ice. Luckily you will have plenty of support with weapons galore and medical supplies strewn everywhere! Control huge on screen characters as you punch, shoot, and blast your way through each section.



Watch out for the arsonists!

Grab the power-ups to boost your bullets and other weaponry that you'll use in your quest to best Mr. Big!



THE WAREHOUSE!

The Warehouse areas



are loaded with obstacles like crates and machinery. The crooks have some pretty ugly weapons and can use powerful grenades to put

you out of commission!

Avoid these hazards as you work your way through the round, but be sure not to ignore the special enhancements that are strewn across the level. Grab every power up that appears and take the criminals down with some cold-fisted justice!



THE MOST INTENSE ACTION EVER SEEN ON THE ATARI LYNX!

THE MAIN DRAG!

Now that you're out in the open, the enemies are coming from all sides!

Punch, shoot, and bomb your way through the hordes of criminals and psychos to

reach your goal at the end.

Nearly every type of enemy is present here, and they come out in groups of three or four! Medicine is hard to find also, so bone up your

courage and keep firing!

Be especially careful of the suicidal arsonists!

They will fry you to a crisp!



THE SUBWAYS!

The bad dudes are driving off the good citizens of the city in the subway! Clean up this disgusting garbage and make the subways safe again! Psycho baseball sluggers are controlling the train and they plan to

make a grand slam out of you! Keep them at bay with your gun or bombs. Your fists are no match for solid oak! Other enemies are weaker, but they move fast and have

weapons that can be thrown or shot, like a knife or gun. Use



your impressive martial arts to disarm them and just plain ruin their day!

LOOK FOR LARRY COMING 4TH QTR 1991.



DIRTY LARRY

LYNX CASINO

PLACE YOUR BETS!

Now the Las Vegas experience can follow you home with **Lynx Casino**! If you feel you have a hot hand, try your luck at the craps table! Or, if you've got that ace up your sleeve, the poker and black jack tables are waiting. Once you've gotten some spare change, stroll over to the slot machines and try for the

jackpot! To really get some big bucks, master the roulette wheel! Check out the casino action and try your luck! You've nothing to lose in this garden of chance, but you have everything to gain!

Coming 3rd Qtr 1991.



AWESOME GOLF



FORE!

Bring home real golfing excitement with **Awesome Golf** for the Atari Lynx! This simulation lets you adjust your stance, choose your club, check the wind, and control your swing. The golfer animation is unbelievably smooth and the ball physics are realistic! Play in the U.S.A., Japan or England.

Coming 4th Qtr 1991.



GRIDIRON ACTION!

Good day, sports fans! It's the 21st century, and **Cyberball** is here! Robots replace men in this football free for all too tough for mere flesh. Defuse the nuclear ball and score to gain money credits for upgrades and recruiting. You go from plastic to platinum when you upgrade, but even a platinum



Defuse that ball before it blows!

robot will explode if it's caught with a critical ball! To top it off, you get to call all of the plays as well. Use a crushing defense, a passing offense, and go for the end zone! One to 4 players can play at once!

Coming 3rd Qtr 1991.



TOURNAMENT CYBERBALL

THE NEXT GENERATION OF GAMES IN ALMOST THERE!

XyBOTS

MAZES!

Fresh from the arcade comes Xybots! This scaling land of mazes is a perfect trans-

lation of the coin-op! All of the original powerups, enemies, and weaponry are here. The amazing detail and smooth graphics are mind-blowing to say the least! Any fans of the coin-op will want this great 1 or 2 player game!

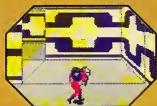
Buy power ups after each maze with coins

found in the levels.

Coming 3rd Qtr 1991.



Awesome scaling!



BASKETBRAWL

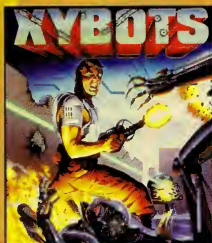


CRUISIN' FOR A BRUISIN'?

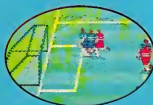
Ready for a rough, tough game of Basketball... with no rules? Knives and fists are common on this court, and mercy is a wimp word.



Keep an eye on the ball and your back as you race down to score! No ref is present, so fouls are a thing of the past. Do you want to win? Then get down and dirty and punch out your opponent to steal the ball! For 1 to 4 players! Coming 4th Qtr 1991.



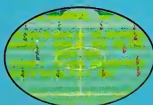
WORLD CLASS SOCCER

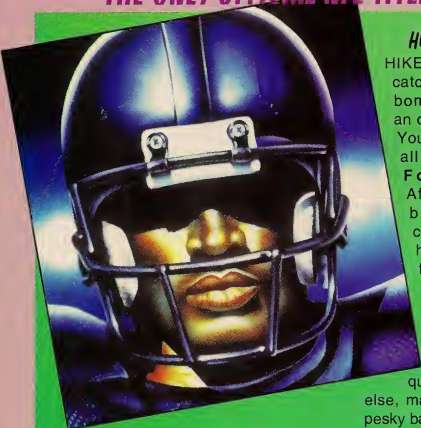


GOAL!!

For the ultimate in realistic soccer action, grab World Class Soccer! Up to four players can join in with the Comlynx cable and rip up the field! The action scales in and out with close up action shots of place kicks, head butts, and drop kicks! If you play against the computer, get ready for a challenge! Only top-notch players can win!

Coming 3rd Qtr 1991.





HUT ONE! HUT TWO!

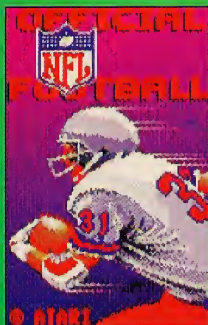
HIKE! Run for a touchdown, catch that long bomb, or try an option play! You can do it all in NFL Football! After every bone-crunching hit, you can feel the grit and sweat dripping off your war-torn body! You call the plays! Send your corner back out for the quick interception. If nothing else, maybe you can knock that pesky ball loose with a super-powered tackle. How about the quarterback? He looks like prime sack-bait. Go for it! On offense, always



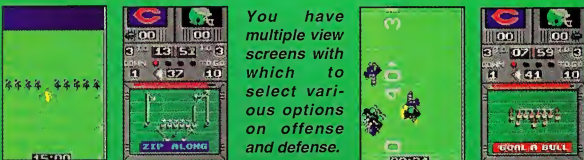
look over your shoulder before throwing that fateful pass which can win or lose a close game.

The timer is always ticking, so don't waste valuable time deciding on your next move. Sometimes gut instincts are best, so sit back and enjoy the high resolution graphics, realistic game play, and the cool scaling

for ball control! No other football title comes close. NFL Football is one of the best sports 1 or 2 player titles available for any video game system - now on the Atari Lynx so you can take the game with you!



NFL Football is a side vertical scrolling game, and the perspective scales in and out depending on where the action is. There's no telling when a hot play will erupt in your face! Keep your eyes on the ball and take it down the sidelines!



You have multiple view screens with which to select various options on offense and defense.

REAL FOOTBALL ACTION!

HOCKEY

HAT TRICK!

Icing! Checking! Penalty! Grab your hockey stick and play **Hockey** on the Atari Lynx! This is true 16-bit hockey action as you hit the ice and chase the puck. You quickly get the feeling of skating on ice with the realistic play mechanics. When the game

gets a little rough, you may just get into a nasty slugfest with your opponent! Battle it out in a closeup panorama, punching and ducking every blow! The action never stops!

Coming 4th Qtr 1991.



OOF!!

TOKI



MUTANT MAYHEM!

You are the good mutant Toki, and you have been turned into a monkey by an evil wizard. You begin your quest to save your girl in the forest, and work your way through caverns and mountains! The enemies you destroy leave behind power icons which can change or power up your attack. Based on the arcade coin-op, **Toki** is sure to succeed!

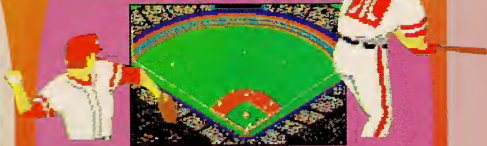
Coming 4th Qtr 1991.



Will Toki triumph or will evil reign supreme?



BASEBALL HEROES



GRAND SLAM!

To round out the existing and upcoming Atari Lynx sports titles, Atari presents **Baseball Heroes** for the Lynx! Listen to digitized voices and the crack of the bat! Sound effects never seemed this real! Then, watch the ball scale when you blast it out of the hemisphere! Check your player stats to see your strengths and weaknesses, then choose your starting lineup. Play ball! *Coming 4th Qtr 1991.*



GEO DUEL

3D ACTION!

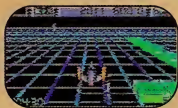
By far one of the most intense 3D games. Geo Duel utilizes the Lynx's hardware scaling to the max! You pilot your ship over a city, zapping the

enemies that approach from every angle. You may trap your opponent and smash him into oblivion, if you desire. Behind you, up to four opponents with individual views are racing to catch you! If they do, you and your ship are instant

space dust! Grab weapon power-ups that float by and destroy enemy walls in this futuristic first-person game.

Available
April 1992

Catch floating weapon icons to change or increase your weapon's strength.



RAI-DEN



Code Blue!

Gear up for Atari's arcade translation, Rai-Den, a vertical-scrolling shooter with the best arsenal of weapons anywhere. Challenge the huge round bosses to one-on-one air combat, where only the victor flies away alive!

Supporting this incredible shooter are not only a

vast array of enemy weaponry, but also one of the best selections of power-up enhancements that you'll find in any video game!

With its intense blast-em-up action and superior graphics and animation, Rai-Den has no equal.

Available June, 1992

HYPERDROME SCORE!

In the 22nd century sporting games are being replaced by faster-paced, robotic versions.

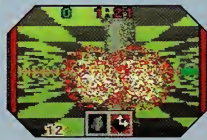
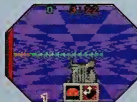
Hyperdrome is a future soccer game where you ride in a robot shell. The play field is a large double grid, and you fly in the center. When you pick up different objects,



each with a different value, you must shoot or carry them toward your goal. After rearing up for the smash, blast the object in the goal for mega-points and a quick celebration. Still, you don't have all day to

make your shot. The timer is constantly ticking away, and if it reaches zero, you forfeit your possession. Shoot an opponent and steal his merchandise to put in your own goal for even more points!

Available March 1992



THERE'S NO SUBSTITUTION FOR ATARI QUALITY!

PIT FIGHTER

GRUDGE MATCH!

Hey, you! Wanna fight? If so, take the kid gloves off and grab **Pit Fighter!** Using digitized graphics from the arcade classic, **Pit Fighter** is a fighting gamer's fantasy! Each contestant has his or her fighting style with individual strengths and weaknesses. When he's down, go on and pelt him with a few cheap shots. Brutality wins bucks in the pit! Of course, the



Executioner (the final obstacle) has a horrible fate in store for you... if you even make it to this pinnacle of strength! Pick Kato for speed, Ty for overall excellence, or Buzz for obliterating power!

Available March, 1992.



Awesome digitized graphics and scaling!

HYDRA

THE ONLY HOPE

You are the lifeline to the Resistance troops fighting far across the ocean. You must safely transport supplies and ammunition back and forth from headquarters to the front line in your hydro-plane. The enemy knows your mission and is waiting to stop you cold. Blast them out of the water and the sky to reach your final destination. Grab weapon icons to power ups your guns for a more effective attack. Don't miss the final assault, it's worth the wait.

Available March, 1992



ROLLING THUNDER

SPY TIME

You are the number one secret agent of the world. You never get shot, you always get the bad guys. Still, you are a one-girl guy, and she means a lot to you. So, when you learn of her kidnapping, it stands to reason that you'll stop at nothing to get her back!



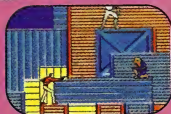
Using your gun and amazing agility, go after your woman and blast the robotic thugs holding her. Who is the mastermind behind it all? Nobody knows, but you'll be the first to find out! Near-perfect scrolling added with excellent sounds combine to make

this a faithful translation of the arcade classic.

Available February, 1992



Check the doors for more ammo!



STRATEGY SESSION!

CALL THE ATARI HOTLINE!

Here are some top gaming tips to raise your scores to new heights! Even the best gamers can get lost in a huge planet like *Slime World*, or flattened by alien pests in *Xenophobe*. Now the Lynx Hotline is available for tips and strategies:

**1-708
CRY-LYNX**

(2 7 9 - 5 9 6 9)

CALIFORNIA GAMES

BIG BONUS POINTS - Get a huge amount of points (279 to be exact) immediately after the second hump! To accomplish this great feat, you should follow these important steps:

1. Perform a loop right from the beginning and hop to the first hill. 10 points so far.
2. Stop at the top at take a breather. Start up again and try to land squarely on the little ramp below. This will give you an extra boost of speed and 13 more points.
3. Right at the last second before your bike plummets over the drops, do a loop. If you did the jump correctly, you will touch down on the tip of your bike's front tire twice, then quickly spin forward and land squarely on the second hill! After you recover, look at your score: 270 points!!



A humble beginning...



We're off to the races!



The first jump of fate!



279 bonus points!!

CHIP'S CHALLENGE

SECRET MANDLEBROT PROGRAM

Enter the secret code MAND to view and adjust the hidden Mandelbrot program!

PLEASE ENTER THE CODE OF THE STARTING LEVEL OR PRESS FIRE TO BEGIN

CODE: MAND



HIDDEN CODES

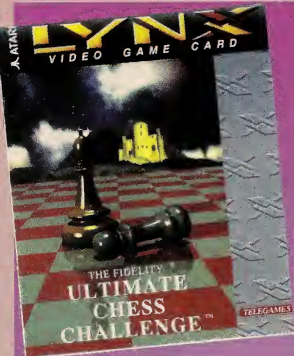
The special level CYPHER is actually composed of the letters of level codes! Take a really close look at the passageways and you'll gain the codes to levels 82, 137, and 146. Level 146 is a special world of four of the hardest challenges yet!

ZARLOR MERCANARY

SECRET LIFE PROGRAM

From the character select screen, hold down the OPTION 1 button, press the joypad UP, DOWN, LEFT, RIGHT, and UP. The screen will change to the life program. This program will simulate a bacteria colony, calculating life death, and rebirth depending on isolation, over-population, and perfect harmony!





*THE FIDELITY
ULTIMATE CHESS
CHALLENGE*

Based on the powerful Fidelity Electronics chess computer programming, the Fidelity Ultimate Chess Challenge is the most powerful chess game ever!



Face the master or another player in a race against time or patience! The options screen lets you make the next move!



Attempt to neutralize the mutant Qix and its offspring the Sparx by claiming their territory before they destroy you. The practice mode will hone your skill.



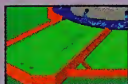
Challenge over 256 levels! For one or two players.



QIX

TELEGAMES *FIRST... ..BEST!* **TELEGAMES**

KRAZY ACE



This is the first miniature golf game for the Lynx!



Genuine putting skill is required to navigate this treacherous miniature golf course! Alligators, gorillas, and other mysterious wonders lurk around every corner, just to make your golf game miserable! For one to four players!

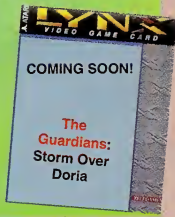


**THE
GUARDIANS:
STORM OVER
DORIA**

The Guardians have been summoned to the Kingdom of Doria to help overthrow Quellin, an evil magician who has kidnapped Prince Creshin and stolen the Crown of Versailles. The mystical crown gives its wearer the power to control weather! The Guardians must locate the Prince and the Crown to defeat Quellin, or witness the destruction of Doria! The Guardians is in a 3/4 overhead perspective, and players must learn new spells,

gather items, and look for clues to the Crown's whereabouts. Along the way, fight over 23 different monsters, use multiple weapons, and talk to anyone moving.

Guardians is the first REAL RPG available for the Lynx, set to arrive during February of 1992!





THE OFFICIAL 1991

LYNX CONTEST

OVER \$2500 IN PRIZES!

Enter the **Official 1991 Lynx Contest!** Simply answer all six questions on the entry form, mail it in, and you will be eligible to **win up to \$2500** in Lynx hardware and games. Enter before **January 31, 1992**. Winners will be selected by *Electronic Gaming Monthly Magazine!*

The **GRAND PRIZE WINNER** will receive the *complete* New Advanced Atari Lynx video game system, containing the Lynx Carrying Case, Lynx Pouch, AC Adapter, Auto Cigarette Lighter Adapter, Comlynx Cable, *plus* a complete library of *all* Lynx titles available, 39 titles in all! *In addition*, the **GRAND PRIZE WINNER** will receive a \$100.00 certificate for purchase at any Toys-R-Us store.

GRAND PRIZE 1 WINNER



1 Which of these advanced features is standard on the Atari Lynx™?

- A. 3.5" full color screen (regard of any handheld) D. Full 16-bit processor
B. Hardware scaling E. Stereo sound (no external speakers)
C. Adjustable backlit screen (with battery power control) F. All of the above

2 In Lynx CHIPS CHALLENGE™ video game, Chip is a distant admirer of what member of the Bit Buster Club?

- A. Madrina D. Cher
B. Melinda E. Twiggy
C. Roseanne F. None of the above

3 The Lynx video game system is expandable with which of the following accessories?

- A. Kit Carrying Case D. Comlynx™ Cable
B. Pouch E. Auto Cigarette Lighter Adapter
C. AC Adapter F. All of the above

4 How many Lynx video games titles are available now?

- A. 5 D. 27
B. 7 E. 13
C. 10 F. 9

5 From this list of HOT soon to be available Lynx video games, which game has robots playing a football free-for-all in the 21st century?

- A. Xybots D. Vindicators
B. Skateboardz E. 720°
C. Tournament Cyberball F. Toki

Which two Lynx titles do you most want to own?

6 1. _____ 2. _____

Name _____

Street Address _____

City _____ State _____

Zip Code _____ Age _____

One winner per household.

Each of the three first prize winners selected will receive the Hot New Advanced Atari Lynx video game machine, A Lynx AC Adapter, and *any two* Lynx Video Games of their choice, *plus*, a \$50.00 certificate for purchase at any Toys-R-Us store!

1ST PRIZE 3 WINNERS



The five second prize winners selected will receive *any two* Atari Lynx Video Games of their choice.

2ND PRIZE 5 WINNERS



MAIL YOUR ENTRY TO:
The Official Lynx Contest
1920 Highland Avenue
Suite 222
Lombard, IL 60148

PREPARE FOR TWO OF THE HOTTEST THIRD PARTY TITLES TO DATE!

ROBOTRON

2084

In the far future, man has created a superior race, a race that determines that humans are inefficient, and therefore must be exterminated! Due to a genetic error you have bestowed the power to destroy the master race so humans may live. Stop the Robotrons and save the Human Race!



Surrounded!
Blast your way free!



Rescue the humans in a last ditch effort to save them from extinction! The Brainiacs turn human into mutants programmed to kill! Good Luck!



CRYSTAL MINES II

Hey! Watch your step! You almost blew it! Here in the Crystal Mines caverns, every step can have a downfall, every move a mistake, every leap a lesson. So the next time you feel like just jumping and running, you better head for a different game! Crystal Mines II is only for those of us with patience and skill. Move those rocks to find the way out or die trying!



COLOR DREAMS

SHADOWSOFT!! COLOR DREAMS!! SHADOWSOFT!! COLOR DREAMS!! SHADOWSOFT!! COLOR DREAMS!! SHADOWSOFT!! COLOR DREAMS!! SHADOWSOFT!! COLOR DREAMS!!

KLAX



**565,000
POINTS!**

This is by far the best Klax trick yet! Drop the blocks as shown to get massive points!

APB

FOR HIGHER POINTS - The best strategy is to obtain your quota first, then pick up money bags. When your quota is full, everything is double points. If you pick up a \$5000 money bag, you get \$10,000!!



CALIFORNIA GAMES - HALFPIPE



MEGAPOINTS - Get up speed and hold your turn as long as possible for 999 points.



BILL & TED

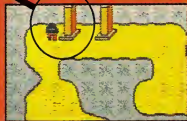
AVOID THE TIME PARADOX - Throughout your travels, you have an invisible enemy, time! If you take an object from one era and forget to replace it, you create a time paradox and lose! The first instance of time paradox occurs if you forget to replace the staff note by the pillar.

HEY DUDES, IT'S US! THE STAFF IS IN THE LARGE PYRAMID. BUT THE FIRST STAFF YOU WILL SEE IS BOGUS!

(REMEMBER TO HIDE THIS MESSAGE FOR US EARLIER, DUDES.)

BONUS HINT: Remember the Gold Nugget you bribed the Egyptian guard with? You need to find a suitable replacement...

The staff note holds valuable information from yourselves, dudes! Use it, then put it back where you found it (so you can find it again, of course).

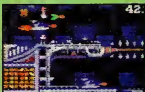


GATES OF ZENDOCON

HIDDEN STAGE - On the level TRYX, if you immediately move down and to the right, you will pass through the floor and find a secret exit. This will transport you to a nameless level filled with the faces of the game's creators! Blast them for powerups and points!



Be ready to pick up the weapons and powerups when you fight the faces of the creators!



FIRST PIX OF NEW SUPER NES 16-BIT GAMES!!!

FROM THE EDITORS OF ELECTRONIC GAMING MONTHLY

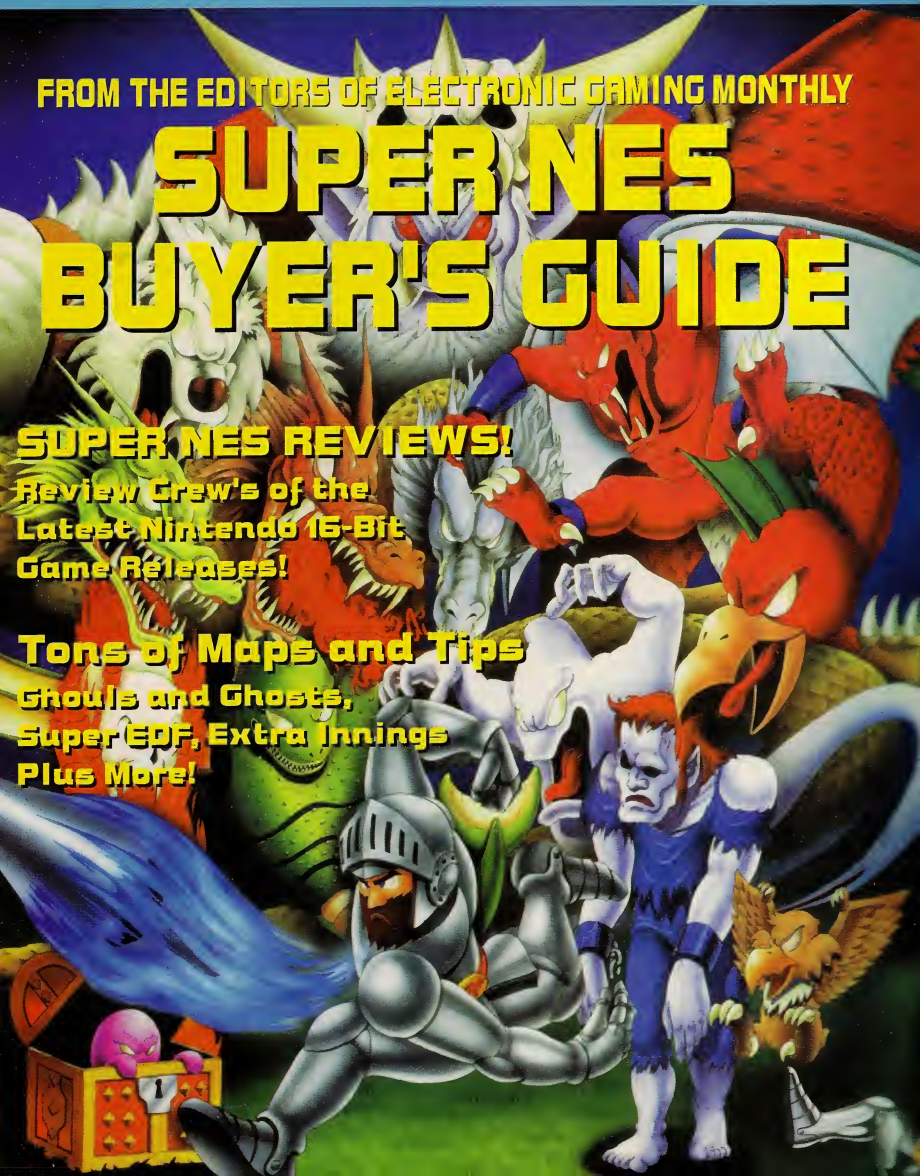
SUPER NES BUYER'S GUIDE

SUPER NES REVIEWS!

Review Crew's of the
Latest Nintendo 16-Bit
Game Releases!

Tons of Maps and Tips

Ghouls and Ghosts,
Super EDF, Extra Innings
Plus More!



"WOW!"

...THE HOTTEST GRAPHICS WE'VE EVER SEEN!"

—*GamePro TV*

"...INTRODUCES A SENSE OF REALITY NEVER BEFORE SEEN ON THE SUPER NES™!"

—*VideoGames and Computer Entertainment Magazine*

"SETS A NEW STANDARD IN VIDEO GAME ANIMATION... SUPERB! LIKE PLAYING THE MOVIE!!"

—*Game Players Magazine*

"AWESTRUCK!"

—*Electronic Games Monthly*



T H E R O C K E T E E R



For the Super Nintendo Entertainment System.



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CIRCLE #127 ON READER SERVICE CARD.

SUPER NES BUYER'S GUIDE



SUPER 16-BIT HARDWARE! SUPER CHARGED GAMES! SUPER NINTENDO!

A new era has dawned on the video game hobby and its potential impact may very likely dictate the future of gaming as we know it today. With advanced game hardware available from Sega and NEC, Nintendo has at last made their own launch into the 16-Bit arena with their new Super NES!

Unlike any other consumer game system before it, the Super NES captures the crisp color and detailed graphics that today's players are demanding. In addition to the basic improvements in sights and sounds over the blockbuster NES, however, Nintendo has thrown some extra goodies into their machine that are guaranteed to help it stand apart from the crowd.

First and foremost, Nintendo has given their new hardware the extra muscle it needed to accomplish advanced special effects like scaling and rotation. These two features, when activated through the software, allow the Super NES to display visuals unlike anything you've ever seen before!

Secondly, Nintendo hasn't lost sight of the fact that music, sound and speech can play an important supporting role in the success of a video game system. They're to be commended on the audio chips inside the Super NES which, represented by games like Actraiser and Final Fantasy 2, blast out the best tunes I've ever heard from a home system - including some CD-ROM games!

In short, the Super NES, which EGM previewed over two years ago, has lived up to the promises that Nintendo made. That's not to say the system isn't without its shortcomings. The most important flaw in the Nintendo 16-Bitter is the unit's inability to display a large number of different items on the screen at the same time. From the initial games that we've previewed, a combination of flicker and game slow down has occurred that severely detracted from our overall enjoyment of the games. This is especially true when the game throws more objects on the screen to make contest even more challenging. Game players don't want to finish their new games overnight and when some of the titles actually get easier, because of unexpected slow-down, it defeats the purpose.

Despite such problems, many new and exciting possibilities are now open to game developers and players alike as we enter the next phase of video gaming with the Super NES!

SUPER NES

NOW FOR THE SUPER NINTENDO ENTERTAINMENT SYSTEM!

POPULOUS™

SUPER NINTENDO
ENTERTAINMENT SYSTEM



Level and cultivate your land for civilization to flourish.



There is strength in numbers...as your population grows, so does your supreme authority.



The power to unleash volcanoes, earthquakes and floods, all for the sake of goodness, is yours.



Adapt your strategies to meet the challenges of 10 formidable terrains and over 900 worlds.



Acclaim
entertainment, inc.

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Nintendo



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CIRCLE #199 ON READER SERVICE CARD

162 Electronic Gaming Monthly

SUPER NINTENDO IT'S HERE!!!

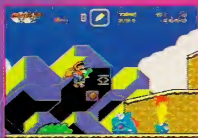
The Long awaited Super NES is finally available to the U.S. gaming public. The first few pieces of this fantastic unit hit the store shelves on August 23rd, 1991. Nintendo, however, released the first production run without any heavy fanfare or spectacular announcements. The original system known as the Super Famicom in Japan was uncovered by EGM over 2 years ago in an article that detailed the marvelous features of the machine. Ever since the

knowledge of this system was exposed, an unparalleled anticipation has been building even though Nintendo denied the very existence of a 16-Bit system in development. Now the 8-Bit market is on its lasts legs due to

petition from the super successful Sega Genesis and the TurboGrafx-16. Nintendo has unleashed their weapon and the real 16-Bit battles begin this Christmas as gamers and parents are faced with a choice high powered video game systems. The Super NES is the only home video game system capable of performing true scaling and rotation functions. The results are truly phe-



Nintendo's Super NES



Super Mario World



F-Zero



Pilotwings

nominal and titles such as Nintendo's F-Zero and Pilotwings are perfect examples of these advanced effects. The Super NES also has the largest palette of colors available on any existing 16-Bit system. Compare a whopping 32,768 colors to Genesis and TurboGrafx-16's palette of only 512 colors. Unfortunately the Super NES also has the largest price tag among the competing 16-Bit systems. Coming in at just under 200 dollars. The machine also has a very bad problem with flicker and slow-down when a large number of characters appear on the screen. Regardless, the next Nintendo is here!

IT'S ULTIMATE BASKETBALL™

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

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

When your men start to drag, you can substitute some fresh blood. It's all jam packed into one NES cartridge, pro-basketball at your fingertips!



Zoom into the action



Be a part of the action—not just a spectator



See your shots—up close and personal



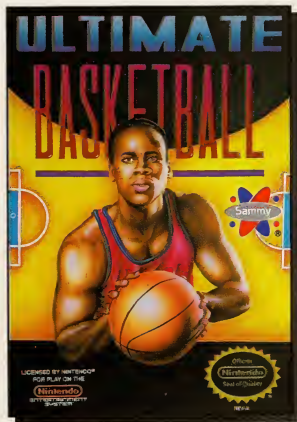
You control full court movement



Pick your starting line-up



Team up with a friend against the computer



American Sammy Corporation

2421 205th St., Suite D-104, Torrance, CA 90501
PHONE: (213) 320-7167 • GAME TIPS: (213) 320-7362

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**BAN
DAI****ULTRAMAN**

- Detailed 16-bit graphic
- Realistic sound effects
- Dynamic action
- Monstrous creatures

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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Cerritos, CA 90701.

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Zip _____ Age _____
Phone _____



LICENSED BY



MAN



Gigantic and treacherous aliens are invading Earth. They are destroying our cities and leaving chaos around the planet. There is only one hero powerful enough to eradicate these creatures...**ULTRAMAN!!** Part human, part super being, he's got what it takes to eliminate the evil aliens once and for all. Ultraman uses his special weapons along with martial arts, wrestling, and street brawling skills to fight off each attacking monster.

SUPER NES REVIEW CREW

Q
-
M
A
N
N

Yes, the one and only Quatermann DOES play games as well as hunt for gossip! He's still 'jammin' to Super Ghouls although he's now using his behind the scenes contact to rip apart the ultimate Super NES cart to come from Konami!

M
A
R
T
I
N

With most of the new Super NES softs behind him, Martin is now turning his attention to the Super NES adaptation of one of his all-time favorite video games, Thunder Force 3! With Thunder Spirits in his hands, Martin couldn't be happier!

E
D

Just back from Japan, Ed is still carrying the jet lag in his rapid fire finger. Perhaps that could explain the lower scores he's been posting on Castlevania 4, or maybe he just realized that the Super NES control pad doesn't have a slow-mo!

S
T
E
V
E

The head editor and top dog is about to go crazy! Putting together the largest video game magazine has taken its toll on Steve's game time, but EGM's main man is still pounding the points on Super NES favorites like U.N. Squadron!

Super NES - Konami Legend of the Mystical Ninja

Type: Action Release: Oct.
Levels: 24 Difficulty: Avg.



The second in Konami's Super NES releases, the Legend of the Mystical Ninja throws almost every game theme you can think of into the same pot, throws in several unique features and stirs them together in a multi-round quest to stop a horde of sinister forces.

Either alone or with a friend, you must overcome the dangers presented and locate a myriad of hidden items and games to win!

What a game! Talk about overkill, Mystical Ninja has it all! From cameo appearances of your all-time favorite Konami hits to some solid one and two player options, this game has it all! The graphics are too cheesy for me, with lots of pastels, but besides that it's killer!

This cart has the kind of game play that made the NES carts so fun to play. There are plenty of different options and little bonuses such as a miniature arcade that actually lets you play games. Cool graphics and an awesome soundtrack make this one of the better Super NES games.

Finally, a unique game that has all sorts of neat and amazing tricks that will dazzle your mind! Hilariously cute and comical creatures and play that is really impressive. Even the short games that you can play (from pong to the actual Gradius) are a great addition! Kudos for Konami!

Legend of the Mystical Ninja is an overwhelming game with fast action and dozens of special playing features. While the game is a gem in the one-player mode, the whole pace of play really picks up when a friend joins in! Despite the odd graphics, a great game!

Super NES - Capcom U.N. Squadron

Type: Shooter Release: Now
Levels: 10+ Difficulty: Easy



Based on the sleeper Capcom arcade title, U.N. Squadron mixes intense shooting action with just a drop of strategy against a battlefield setting. As a pilot from Area 88, you must repel an enemy invasion advancing by land, sea and air with your fleet of special aircraft. In addition to the main contest, you must also collect the bounty for destroying each opposing vehicle and use that money to upgrade your craft.

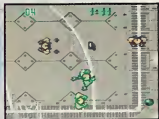
U.N. Squadron is a pretty cool Super NES title with a smooth set-up and hard delivery. But overall I really didn't get down away by anything in the game. The weapons upgrades were nifty and the bounty-hunter aspect of play was original, but the action never totally clicked.

A shooter for the Super NES that isn't plagued with the annoying "slow motion" found in Super R-Type and Gradius 3. Spectacular graphics and sounds as well as a huge arsenal of weaponry make this the most impressive shooter available yet. I wish it was a little more intense.

Capcom is really looking to be one of the best SNES producers yet! UN boasts some very impressive features that most shooters loose out on, like a choice of planes, weapons, and levels. The backgrounds are great, but the cart is a little on the hard side. Still a winner!

I totally enjoyed this horizontal shooter. From the style of play that lets you select your targets (as well as pick the difficulty of the opponents) to the multiple plane and weapon upgrades to the sterling graphics and sound support, U.N. Squadron was a blast to play! Just a little too easy.

WHAT FOUL?!



BILL LAIMBEER'S *Combat Basketball*

No personal fouls and plenty of excitement highlight this bone-crunching futuristic basketball title! Dodge missiles, saw blades and more as you pound your way through the most intense contact sport ever created.

- Fast one-on-one action!
Play against the computer or a friend (1 or 2 player).



SUPER NINTENDO
ENTERTAINMENT SYSTEM

- Super League Mode! Make your own team by buying and selling players. Up to eight people can play in the same league!
- Battery back-up lets you save your league for future grudge matches!



HUDSON GROUP
HUDSON SOFT

HUDSON SOFT USA, INC.
400 OYSTER POINT BLVD. SUITE 515
SOUTH SAN FRANCISCO, CA 94080
(415) 871-8895

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Super NES - HAL America Hyper Zone

Type: Shooter Release: Nov.
Levels: 8 Difficulty: Avg.



Hyper Zone blasts you into the future where racing takes on a whole new meaning. As you wind your way down the various patterns that present themselves, open up with your firepower and clear a path of safety for your ship! Defeat the enemies and upgrade your vehicle as you prepare for the ultimate shoot-out on the futuristic roads of the Hyper Zone!

While the first impression you get from Hyper Zone is one of total awesomeness, the three-dimensional tunnel vision effects wear thin quickly. Peel the pretty picture away and what you're left with is a repetitious fire-fight with a lack of power-ups and fewer special features.

Hyper Zone has the looks and sounds of F-Zero, but the game play is extremely limited. You never turn left or right, the game is always straightforward and gets repetitive rather early. The graphics are cool, but there is just not enough game there to hold my interest.

This game was seriously influenced by other pseudo-first person perspective shooters like Space Harrier. Despite this, HAL started with a unique setting for their blast-a-thon, but instead of taking the concept in a new direction, we get the same old thing. In the end I was Zoned out!

Hyper Zone has some cool looks to it, as well as nice sound, but the game play is just too repetitive. I really liked the execution and concept behind the car, but I was always hoping for more power-ups, more options and more game play. Good, but it could have been better.

Super NES - Capcom Super Ghouls & Ghosts

Type: Action Release: Nov.
Levels: 15 Difficulty: Avg.



If you've played Ghouls and Ghosts on the Genesis, then you know why it was a hit. This game is not just a translation but instead a whole new adventure created just for the Super NES. All new levels and Bosses, complete with a mix of new and old, populate this cart. Scaling and rotation are also used to their full extent to send Sir Arthur the Knight on a quest to save the Princess that is filled with danger!

This is definitely the best version of Ghouls and Ghosts to date, with plenty of action, options, power-up and wicked Bosses. The adventure is long as well, so you're sure to get your money's worth. The lack of verticle firepower is a nasty turn of events, but it's blue ribbon otherwise.

I never thought that I would look back and think the Genesis version of Ghouls and Ghosts was cheesy. After playing this cart from beginning to end the difference is like NES and Genesis. Great sights and sounds are backed by solid, super challenging game play.

Awesome, awesome, awesome! As the Genesis game did for its system, the SNES version is truly one of the most impressive carts to date! Everything from screen rotations to blizzard backgrounds to storms at sea are in this cart! A bit hard, but the challenge is welcome!

This has got to be one of the most awesome games you could ever buy for a home system. It takes a little while to get used to the fact that you can't fire up and down, and there is a fair level of challenge, but for the giant Bosses and great game play I can live with the minor drawbacks.

Super NES - Acclaim Populous

Type: Strategy Release: Nov
Levels: 900+ Difficulty: Hard



Populous has remained a favorite of game players ever since its original introduction on the PC. You are cast in the role of a creator of worlds who must build and populate the lands. Provide the inhabitants of each land with the necessary weather conditions and create a climate conducive to growth. Be wary, however, since there is another who will try to destroy and dismantle all that you have created.

This game has most of the strategy overtones that appeal to computer gamers. I, on the other hand, am not a computer game fan, so it shouldn't be surprising that Populous, which has already worn out its welcome on half a dozen other formats, failed to impress me.

Good translation or not, I don't like this game at all. It's repetitive, boring, and noneventful. The graphics are not Super NES quality and soundtrack is nonexistent. Don't waste your time trying to be a god and don't waste your money on this cart. Poor game, poor theme, poor Populous.

Fans of the PC version will be doing flips for this cart! Even though the game is a bit tedious, it still represents an original concept that takes some thought to win. Not only do you have over 900 worlds to conquer, but also different backdrops help change the repetitive nature.

Populous is one of those games that you either like or hate...I don't really mind so much the concept behind the game, but the overall execution is just a little too slow for a blaster veteran like myself. It's not a good game or a bad game in my book - it's just Populous.

PICK YOUR PATH
THROUGH THE
PLANETS

2 PLAYER
OPTION



TAITO™
THE ONLY GAME IN TOWN.

GALACTIC GUNNERS



DARIUS TWIN™

"So you're the new hot shot pilot for the Galactic Federation, aye? Well lend an ear rookie and learn a few things from a veteran galactic gunner.

First of all, those Silver Hawk warships you'll be flying aren't toys. They are sleek shifty, state of the art battle cruisers with a load of firepower. You'll need every bit of it too! That evil tyrant, Belser, and his metal monster spacecrafts, will fire weapons you've never seen before. And if your maneuvers are any slower than light-speed, you'll be nothin' but space sparks.

Your only chance to save the planet Darius and restore order in the galaxy, is by keeping

our pilots alive. I've seen plenty of good pilots go by the wayside because they hit the panic button as soon as they got a glimpse of those oversized monster ships. In other words, keep your composure kid. It's also a darn good idea to fly your missions with a good buddy. After all, any good pilot can use a trusty wingman.

Well kid, it sounds like they're calling your number. I hope we get a chance to talk again. Good luck, rookie!"

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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CIRCLE #161 ON READER SERVICE CARD.

Here Comes The



There Goes The

Uh-oh. There's a new Paperboy.[®] And he has a route in a nice new neighborhood.

Or shall we say, it was a nice new neighborhood. Because he's now delivering to both sides of the street. He's breaking windowpanes, knocking old couples

out of swings, and ricocheting papers from flower pots into mailboxes.

Right in the middle of all that havoc, he's liable to suddenly do a good deed that actually gets his name in the paper.



New Paperboy.



Neighborhood.

But there's a lot more about Paperboy 2 that's grabbing the headlines. Like the fact that you can be a Papergirl, at the touch of a button.

Paperboy 2 is somewhere in your neighborhood now. Look for him at Toys "R" Us, Kay-Bee Toy, Target, K-Mart,

Captron, Electronic Boutique, Babbages, Software Etc., Childworld, Sears and Fred Meier. Or call 1-800-234-3088 to order. But don't miss him. Given the chance, he certainly wouldn't miss you. Available on Super NES, NES[®] and Game Boy.



FACT-FILE

Manufacturer: Capcom
Machine: Super NES
Cartridge Size: 8 Meg
Number of Levels: 16
Theme: Action
Difficulty: Hard
Number of Players: 1
Available: December



Super GHOULS'N GHOSTS



ARTHUR'S BACK!!!

The princess has been captured once again in this sequel to the popular *Ghouls and Ghosts*. This time, however, Arthur has revealed to all in a big way on the new Super NES!

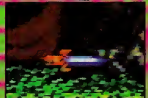
The evil Sargius has vowed revenge on Arthur for defeating Loki, and now the demon plans to exact his revenge by kidnapping the Arthur's love. The princess, it seems, is the only one who knows how to defeat this new evil, but she needs Arthur's help to get the job done. Only with her Goddess Bracelet will our hero be able to put an end to Sargius and his evil ways.



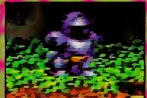
Each level of this new game has two sections just like the original *Ghouls and Ghosts*. There are 15 sections in all, but you must visit most of them twice before your final confrontation with Sargius.

TREASURE CHESTS

There are many different things that you can get in the treasure chests. Watch out, though, because some of them can be harmful!



Most of the weapons you find are hidden in the chests...



If you lose your armor you might find it in a chest...



You must have on the iron armor to get this armor...



You will have special magic when wearing gold armor...



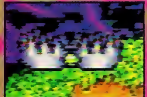
This shield lets you get hit once before losing your armor...



Use this to repel the enemies shots without losing armor...



The wizard will change you into many different things...



Watch out! Not all of the chest are helpful!

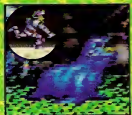
GODDESS BRACELET

The only weapon that can defeat Sargius! You will see this only after talking with the Princess.



THE MAGICIAN!

Yes, he's back and this time he has a few more tricks up his sleeves. He'll change you into different things depending on what armor you have.



THE SIEGE CRAFT WEAPONS!

As in the original "Ghouls" games, there are many different weapons that you can retrieve during your quest. Each one of these weapons has its own unique abilities, with some more effective on Bosses while others are deadlier to regular beasts.

Also, Super Ghouls has added a new type of bronze armor that will give your weapon a boost while you search for the gold armor that will endow Arthur with special forms of magic!

SWORD



FLAME SWORD



LIGHTNING



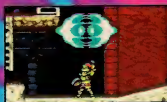
SABER



MAGIC SABER



WHIRLWIND



DAGGER



MAGIC DAGGER



DRAGON WIND



SICKLE



MAGIC SICKLE



TORNADO



CROSSBOW



MAGIC CROSSBOW



THUNDER



AXE



MAGIC AXE



SUN BURST



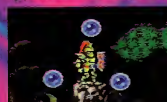
FIRE WATER

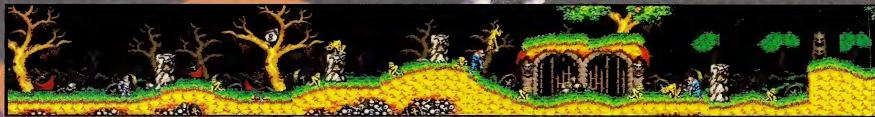


FIRE FOUNTAIN



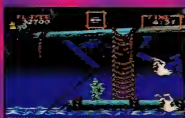
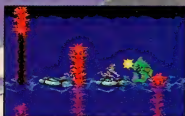
FIRE SHIELD





Level 2

The rapid fire of the dagger is useful in this level because the ghosts tend to gang up on you as well as being useful against the Bosses! Make sure to jump around to find the treasure chests.



**LOOK
OUT!!!!**

The ship isn't very stable and it tends to sink making the water level rise. Just make sure you're on high enough ground when this happens or it's adios Arthur!

BOSS 7

BOSS 3

BOSS 5



BOSS 4

BOSS 2

BOSS 6



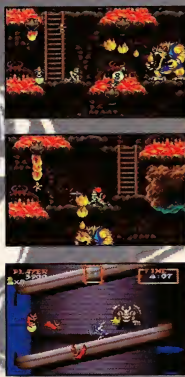
BOSS 1





Level 3

Don't take the shortness of this level too lightly. There are some very difficult jumps to make, so make sure you've mastered the special double jump technique to get that extra height and extra length out of each jump. Approach the end Boss slowly and then open up full blast with the daggers. This will be the quickest way to bring the monster down and progress to level four.



Level 4

This level uses the Super NES's special mode 7 to the max! Don't get caught spending all of your time looking at the effects either, because the attack patterns of the enemies are very aggressive in this region. Pay attention to the path that you can take in the spinning caverns and try to grab up the crossbow weapon along the way. The Crossbow is the best power-up to use against the big bad Boss at the end of the stage.



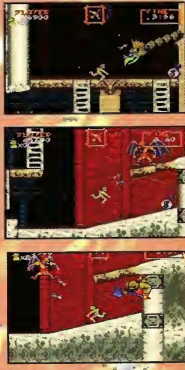
Level 5

Brrrrrrr, boy is it cold in here! Make sure Arthur has his armor and his anti-freeze throughout level five. The armor will come in real handy because despite the fact that their breath is frozen, the monsters are deadlier than ever! As in previous stages, the Crossbow is a very effective weapon against the Boss. Try to use the weapon and have it powered-up by the conclusion of the round.



Those deadly red devils are back in Super Ghouls and Ghosts! Those annoying little devils from the previous two 'Ghost' games are back and as mean as ever! Watch out because neglecting these nasties can turn this level into a nightmare almost instantly! To take out the devils as well as the Boss, grab up the Crossbow weapon and power it up with the Green Armor! This combination will work best for Arthur!

Level 6



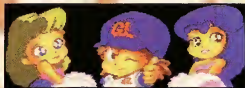
Level 7

This is it! The final confrontation with the evil masters behind the plan to capture the Princess is in sight! But before you can take on the denizens of darkness, you must fight your way through the game, acquire the "Goddess Bracelet" and take it into the final stage where the battle between good and evil will be fought.



FACT-FILE

Manufacturer: Sony Imagesoft
Machine: Super Famicom
Cartridge Size: 4 Meg
Number of Levels: 13
Theme: Sports
Difficulty: Average
Number of Players: 1 or 2
Available: December '91



HEY BATTER, HEY BATTER, SWING BATTER!

Pick up your catcher's mitt, strap on your batting glove, pick up your favorite team hat, and get ready to play ball! Extra Innings represents one of the first baseball entries for the Super NES. From the scaling and rotation of the title screen and playing field to the multiple angles of play, Extra Innings sends pitches at you at speeds of over 100 mph and gives you the opportunity to be a hero at America's favorite pastime.

With 14 different teams to choose from, Extra Innings provides options for practice or tournament play as well as a special edit mode capable of developing an entire team!

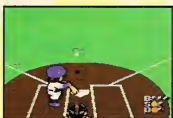
With additional abilities for solo or team play, not to mention some very sharp graphics and sound, this 16-Bit baseball title has its bases covered!



After you decide the type of game you want to play, select from any one of Extra Innings' 14 ball teams!



Be careful when taking on the opposing team! The players may look small, but they have the power to send the ball anywhere in the park!



When you enter the game edit mode, you can create your own names and positions. With this feature it is possible to form your own league!



EXTRA INNINGS

Here are the two perspectives that the game can be seen from. The first is the screen that you bat from. The second one is the one that you use to field.



FACT-FILE

Manufacturer: Interplay
Machine: Super NES
Cartridge Size: 4 Meg
Number of Levels: NA
Theme: Racing
Difficulty: Average
Number of Players: 1-2
Available: January '92

R. P. M. RACING

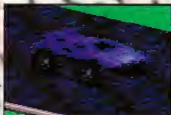
FIRE, EXPLOSIONS, AND RACING?!?

The mean dirt slinging machines of the slam-and-mud fest dragsters are hitting the screens on your Super NES! Choose from three wild and rip-pin' metal monsters! Each one of these totally devastating vehicles has the ability to tear up the track in its own special way, however, so be sure to pick carefully! One you're in the seat as a truly awesome four-wheeled warrior, it's out for blood in one of the wildest and most intense races ever!

Don't come to this competition expecting some simple walk around the oval, either. The terrain out there has a lot of nasty surprises ranging from sandpits to ice, with a few death-defying jumps thrown in for good measure. With enemy drivers out for blood and car customization, RPM roars!

CHOOSE YOUR MONSTER MACHINE!

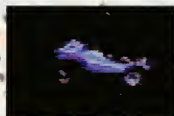
Choose between one of three different rad machines and tear up the track!



THE LAB



TRUCK



DRAGSTER

BUY YOUR WAY TO VICTORY!

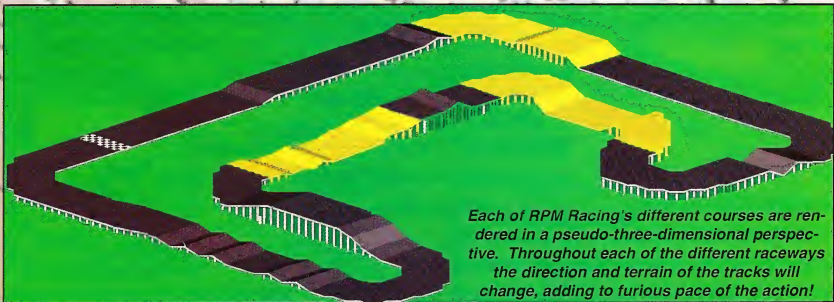
After each race, apply your prize money to more powerful weapons and tires as well as other items that will allow you to increase your abilities and performance!



WATCH OUT FOR ANY RACEWAY DANGERS!



DO YOU DARE TO TAKE ON THE MOST CHALLENGING RACEWAYS EVER SEEN IN '16-BIT'?



Each of RPM Racing's different courses are rendered in a pseudo-three-dimensional perspective. Throughout each of the different raceways the direction and terrain of the tracks will change, adding to furious pace of the action!

NOT THE WAY

TO PLAY THE HOTTEST ARCADE GAMES AT HOME.



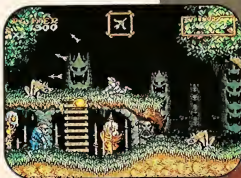
The arcade is still a way cool place to hang with your friends. But you can't always be there. You can however, play Capcom's new 16-bit games with 32,000 colors, smooth 3-D scrolling, and killer sound, while hanging out on the sofa at home. It's the next best thing to being there.

SUPER GHOULS 'N GHOSTS.

Three years ago, Sir Arthur rescued Princess Guinevere from the evil ruler of the Phantom Zone. Since then, he's acquired some very powerful weapons to defend his kingdom, in case it happens again. Well, it has. And this time, Sardius must be destroyed once and for all. It'll take every bit of magic you can conjure to escape the witches, ghosts and snapping skulls. But you can't stop until you complete your quest.

Skulls and zombies fall from the sky as the ground shifts around you—better watch your step.

Ghosts appear—and disappear on the haunted seas, use your haunted sickle and you may survive—without it, say goodbye!



THE
TO PLAY THE HOTTEST



WAY

ARCADE GAMES AT HOME.



More Mad Gear Gangers await on the subway. Punch their lights out before Broadway. Or, you'll be underground forever.

FINAL FIGHT.

The Mad Gear Gang has turned Metro City into a lousy place to live. Punks, wrestlers

and swordsmen lurk in every alley, subway and behind every garbage can. They've even kidnapped Haggar's daughter Jessica. But Haggar, Cody and his friends aren't going to take it lying down.

You can help them by using every punch, throw and kick you've got to eliminate these madguys for good.



Cody's lethal flying kick is just one way to get rid of the Mad Gear Gang.

U.N. SQUADRON.



Mercenaries have taken the entire country of Aslan hostage. Except for one tiny airfield they missed—the best fighter planes in the world. To save the country, you'll fly the dogfight of your life, as enemy missiles and laser cannons hammer your F-2D Tigershark. Of course, you have lasers and bombs

of your own.

The freedom of millions depends on you, so strike hard and strike often.

At the oil refinery, the only way to slip away from enemy attack helicopters is to blitz 'em with cluster bombs.

Use your A-10A ground attack fighter's Mega Crush Weapon to dodge anti-aircraft missiles that appear from behind the trees.



CAPCOM
USA

ARCADE
SERIES

FACT-FILE

Manufacturer: Jaleco
Machine: Super NES
Cartridge Size: 8 Meg
Number of Levels:
Theme: Shooter
Difficulty: Moderate
Number of Players: 1
Available: November

SUPER

E.D.F.

BLAST AWAY THE ALIEN INVADERS!!!!

Super E.D.F. is coming for Super NES. All the action and speed of the arcade are here. Little is lost in the translation. Scaling is used and there are more power-ups than there are in the arcade version. The weapons left from the arcade are still intact. Each weapon you pick can be powered up five times, for a total of 40 different weapons. The story is that you have been sent by the Earth Defense Force to save it from an alien invasion. To do this, you have to blast through multiple levels, and mini bosses before you reach the final confrontation with the leader himself!

GET MORE LIFE

After you are level five, you will get another life bar every time you go up a level. You can get up to five bars of life.



AWESOME WEAPONRY

At the beginning of each level you can pick from eight weapons. Each weapon has 5 levels of power, and to increase the power you have to kill enemies. If you change your weapon it will be at the same level of your previous weapon.

VULCAN



LASER



ATOMIC



HOMING



EXPLODE



S. LASER



PHOTON



GRENADE



COOL OPTIONS!

When you are level five you can use your options in four different ways.

UNION



ROLLING



SHADOW



HOMING



STAGE ONE - HIGH ABOVE THE CLOUDS



STAGE TWO - THE CITY RUINS



STAGE THREE - THE CAVERNS



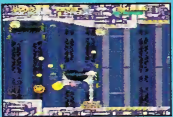
STAGE FOUR - THE MOBILE SPACE COLONY



STAGE FIVE - THE OUTER DEFENSES



STAGE SIX - THE FORTRESS



THE ONLY COMPLETE GUIDE TO SUPER NES VIDEO GAMES

SUPER NES BUYER'S GUIDE

SPECIAL 16-BIT NINTENDO PREVIEW!!

**ZELDA 3
SUPER MARIO 4
FINAL FIGHT
GRADIUS 3
SUPER R-TYPE
CASTLEVANIA 4
PILOTWINGS
ACTRAISER**

**SUPER
GHOULS & GHOSTS
MAPS AND TIPS**

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AND PREVIEWS!!**



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6 ISSUE
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- *Reviews of the latest games by our special four-person review panel that includes the famous Quartermann!*
- *Exclusive previews of new games in both America and Japan!*
- *Tips, tricks and secret strategies, complete with game maps, that will let you score higher almost immediately!*

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Ultima® Runes of Virtue™

An FCI original from the creators of Ultima



- Powerful 1 meg chip with battery back-up saves play positions.
- Hours of exciting one player action in over 170 levels.
- Two players can compete or cooperate for up to 80 unique levels with the Game Link.



"Finally there's an adventure for Game Boy to rival the scope and excitement of such NES™ hits as The Legend of Zelda:®" (Nintendo Power, Vol. 23, April 1991)

The exciting world of Ultima games comes to Game Boy for 1 or 2 players. Now get the adventure of Ultima in an all new portable game! The villainous Black Knight has stolen the eight runes of virtue! It's your quest to get them back. Guide your character on a heroic quest through the lands and dungeons of Britannia. Who will you choose to be: Mariah the Mage, Iolo the Bard, Dupre the Fighter or Shamino the Ranger? Explore the dungeons, discover magic weapons and potions, and battle an overwhelming variety of monsters: bats, rats, jagers, gremlins and wizards.

Ultima Runes of Virtue is a completely new game designed exclusively for Game Boy by the original Ultima designers. You'll enjoy the same hours of challenge and adventure that you've come to expect from an Ultima game.

A Lord British Game



FCI 
Not Just Kid Stuff

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FACT-FILE

Manufacturer: Sunsoft
Machine: NES
Cartridge Size: 4 Meg
Number of Levels: 7
Theme: Action
Difficulty: Moderate
Number of Players: 1
Available: December '91



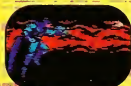
BATMAN

Return of The Joker

THE DARK KNIGHT RETURN

The streets of Gotham are once again in a state of chaos. The maniacal Joker has assembled his army of thugs and sent the Gotham crime rate soaring. The police can do nothing and the only one who can stop the Joker's sinister plans is Batman. Join the Caped Crusader in this new adventure that introduces new characters and special weapons developed by the Bat Computer. Fight your way through the Joker's heavily armed super fortress and go face to face with the meanest villain ever on the NES.

**CHECK OUT ALL OF BATMAN'S
EXCITING NEW MOVES!!!**



SLIDE MOVE

Batman has a cool new slide move that he can use to attack or dodge enemy fire.



WHERE DOES HE GET THOSE WONDERFUL TOYS!

SPREAD GUN



WAVE BEAM



CRUSHER



HEAT SEEKERS



HOLD THE BUTTON DOWN FOR A SUPER POWERFUL MEGA-WEAPON!!!



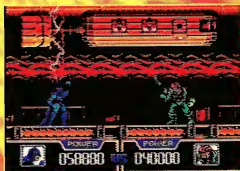
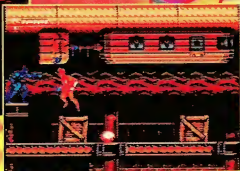
Before fighting the enemy, Batman charges up with power from above!



Level One concludes with a climactic battle on the Joker's airship!



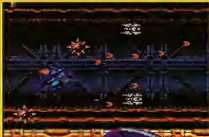
This Boss is extremely easy if you use the Crusher power-up. Keep a close eye on your power meter during the fight.



LEVEL TWO



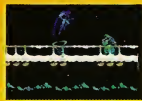
In the second half of this level, Batman flies with a rocket pack. Don't worry, there's no end Boss here!



LEVEL THREE



Watch out for the slippery ice bridge and spiked ceilings. Try to stay behind the Boss when he fires at you.



LEVEL FOUR



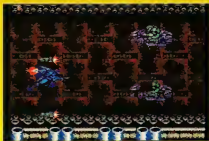
Infiltrate the warehouse and progress deeper into the Joker's lair. Use the Crusher to disarm this deadly Boss.



LEVEL FIVE



Search the Gotham sewer system for the secret entrance to the Joker's hide-out. Get ready to fly again!

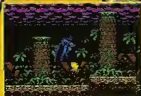


LEVEL SIX

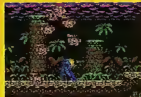
LEVEL SEVEN



You're almost there! The dangers are even greater now as you battle tanks and other heavy artillery.



This is the last level before you go face to face with the Joker himself! Be sure to have the Crusher weapon!



SUPER WEAPON!

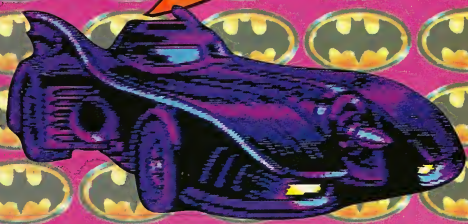


If you collect eight of these icons, Batman will get a special gold suit which makes him invincible and gives him rapid-firing capabilities.

PASSWORD FEATURE!!!



Be sure to write down the password to start again!



FACT-FILE

Manufacturer: Capcom
Machine: Nintendo
Cartridge Size: 2 Meg
Number of Levels: 12
Theme: Action
Difficulty: Moderate
Number of Players: 1
Available: December '91

YO JOE!!!

Cobra Commander lives! The island of Atlantis has been raised with the ancient power source used to revive the sinister serpent himself! Now the evil Cobra plans to reassemble his forces and use his new found power to destroy the world! Luckily, the Joe team is hot on his trail, led by General Hawk! With the rest of the Joes and a little help from you, the team must infiltrate the heavily guarded Cobra stronghold and destroy the alien power source.

This won't be an easy task, even for the skilled GI Joe members! Cobra has also taken hostages and they must be located and freed before the power base is destroyed. It's a race against time and the enemy as you and the Joes face the destruction of the known world!

ONE YEAR AGO, THE JOE TEAM ATTACKED AND DESTROYED COBRA COMMANDER'S MAIN BASE ON AN UNCHARTED ISLAND IN THE ATLANTIC, UNKNOWN TO ANYONE AT THAT TIME. THE ISLAND HAS ACTUALLY ALL THAT REMAINED OF LOST CONTINENT OF ATLANTIS. AFTER THEIR DEFEAT, COBRA UNearthED AN ANCIENT POWER SOURCE AND FOUND THAT THEY COULD USE IT TO REVIVE COBRA COMMANDER!

GI JOE

A REAL AMERICAN HERO™

THE ATLANTIS FACTOR

COMPANY PROFILE: GENERAL HAWK AND THE G.I. JOE STRIKE TEAM!



ROAD BLOCK

Each of the different members of the Joe team pos-



HET SUIT



DUKE



GENERAL HAWK

sesses skills that you can take advantage of!



SNAKE EYES

G.I. JOE TRAINING & SKILLS



PUNCH:

Use for close combat! Stop Cobra with your skills!



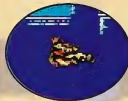
WAVE PUNCH:

A quick blast with an intense energy pulse!



KICK:

The Joe's karate skills are the best! Use in close!



JUMP KICK:

Nice attack against harder Cobra opponents!



POWER-UP YOUR WEAPONS TO INCREASE YOUR ABILITIES



PROJECT: ORBIT STATION

Don't worry Joes, you'll get help along the way from Stalker in the orbiting base. From high overhead, Stalker will provide the Joe team with strategic information on breaking through the Cobra defenses and how to strike and the alien power source now fueling the enemy. Don't be afraid to take Stalker's advice and whatever you do, don't ignore his calls. With his info the Cobras don't stand a chance against the assault allied against them! Remember, knowing is half of the battle!

COBRA STRONGHOLDS:

Run through the deep, dark jungle



Watch for robotic spheres while you go on the platforms



The enemies are everywhere!



Cobra troops on hovercrafts will appear



Hostages are located around the Cobra base.



Ammo

Life

Power

Star

LOOK FOR THESE ITEMS TO HELP YOU DEFEAT COBRA!

WATCH OUT FOR THE COBRA BOSS!!



LEVEL ONE BOSS



LEVEL TWO BOSS



LEVEL THREE BOSS



LEVEL FOUR BOSS



LEVEL FIVE BOSS

FACT-FILE

Manufacturer: Asmik
Machine: Nintendo
Cart Size: 2 Meg
Number of Levels: 20
Theme: Action
Difficulty: Average
Number of Players: 1
Available: Now

WURM

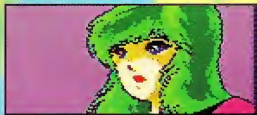


DIG UP A NEW ADVENTURE!

WURM is the latest action-adventure title that combines multiple styles of play with a storyline filled with detailed cinema intermissions.

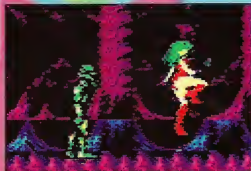
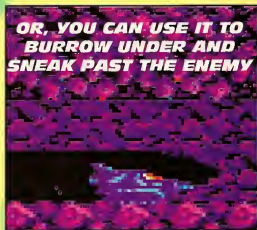
You assume the three tiered role as the leader of a group of explorers who take on a mission that leads into a maze of underground caverns. As your mission progresses deeper into the subterranean, you come up against the nastiest of enemies while collecting a myriad of interesting artifacts. These items play an integral role in the mystery that serves as the central theme of the game.

With your friends captured, you must proceed into the underground to locate their position as well as eliminate the forces that stand in your way. Wurm uses many different types of game play that include action sequences where you pilot a drill, take off on foot with a hand weapons and a mean kick, as well as a first-person dual against the enemy in a side-scrolling environment!



SIZZLING CINEMAS

THREE TYPES OF ACTION!



Be aware of your position at all times while in the caverns. You cannot attack them from under a rock, but the enemy can successfully strike at you - even through the rock obstacles. Be especially careful when on foot to avoid the alien bats, they will move in very fast, and zap a lot of energy if they make contact!

CHANGE THE COURSE OF EVOLUTION...

PLAY TROG!



That crazy, one-eyed cave-man, Trog, is hungry...and dinos Spike and Bloop know what that means: **RUN FOR YOUR LIVES!**



Don't be the main course in Trog's Stone Age feast!

Change the course of evolution: Don't become Trog's Stone Age Feast! Instead, race through 50 fun-filled islands, witnessing the greatest inventions of all time: fire, the wheel, the pogo stick (the pogo stick?)—all invented by Trog to catch his dinner—you!



Trog discovers fire and the Bar-B-Que... all in one day!



Munch on a pineapple and become a Trog-stompin' T-Rex!

Save the Dinosaurs...or you're extinct!



Don't stop now—you've got 50 action-packed islands to explore!

WIN A **TROG!**
ARCADE GAME!
SEE DETAILS
ON BOX



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SEE SPECIALLY MARKED BOXES FOR ENTRY DETAILS.

Win a video arcade game! NO PURCHASE NECESSARY. For a complete set of rules send a self-addressed, stamped envelope to: "Trog Arcade Game" Rules, P.O. Box 94, Oyster Bay, New York 11771. WA and VI residents need not include return postage. Sweepstakes ends 12/31/92. Void in Quebec and wherever else prohibited. Not sponsored by Nintendo™.

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CIRCLE #150 ON READER SERVICE CARD.

SCRATCHING ATV BEASTS



Screaming all-terrain vehicles claw for traction on a snaky dirt track. Racing these beasts demands your sharpest animal instincts and lightning reflexes. Slam into rises and conquer huge jumps. Downshift and countersteer in tight corners. Coax knobby tires to grab for traction through hairpin turns. Control four-wheel drift and torque up to brain-warping speed!

QUAD CHALLENGE powershifts you across America's greatest dirt tracks. Select one of four ATVs - each with its own combo of speed and

handling. Then blast your way through 9 grueling tracks against a friend, or play the Circuit Championship - a 16 track password race to glory.

For more information write:
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CIRCLE #140 ON READER SERVICE CARD.



LEAP INTO ACTION!



Incredible dangers await you, Prince Talmit, as you set out to rescue the wildest amusement park ever built - **MARVEL LAND!**

Dodge massive enemy assaults while hanging on to rollicking roller coasters. Take tremendous leaps between gigantic Ferris wheels! Escape King Mole's wrath by diving through hidden warp doors that teleport you instantly throughout the park.

As Prince of the Dragonmen, your mission is to defeat monstrous Bosses by outwitting them in challenging games such as Musical Holes. Use your greatest weapon, the power "Spirit Whip" to

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destroy all invaders in this **8 MEGABIT** wonder from Namco! Get set for fantastic Bonus Round action in the Namco Light Parade and earn Big Points! Death defying adventure awaits as you struggle to liberate **Marvel Land** from the clutches of the evil Mole King.

For more information write:

Namco Hometek, Inc. 3255-1 Scott Blvd.
Suite 102 Santa Clara, CA 95054-3013



namco

The Game Creator

FACT-FILE

Manufacturer: Namco
Machine: Genesis
Cartridge Size: 8 Meg
Number of Levels: 11
Theme: Action
Difficulty: Hard
Number of Players: 1 or 2
Available: December

YOU MAKE THE FIRST MOVE!!!

The popular arcade game Rolling Thunder, now has a sequel that you'll find only on the Genesis.

It's the end of the 20th century and a mysterious force has been snatching satellites out of orbit. The world-wide flow of information and commerce has been disrupted, plunging the population into chaos! Only after the World Criminal Police Force investigated these strange disappearances did the diabolical plot behind this sinister plan appear. A terrorist group called the "Geldra" has surfaced again and only with your help with the true nature of their plot be uncovered!



CHOOSE BETWEEN TWO DIFFERENT CHARACTERS.

At the onset of play you have to choose between the World Police Force's two top operatives. If you're really good you can take on the Geldra solo, while in the two player mood you and your partner double your firepower to take out the enemy and restore peace as a team! Good luck!



SELECT YOUR AGENT



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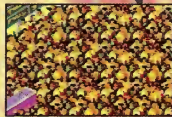
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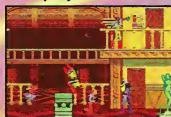
THE ENEMY STRIKES BACK!

Rolling Thunder 2 opens with the destruction of the Earth's advanced satellite communications and weapon-relay systems! Awesome cinemas!



TWO-PLAYER SIMULTANEOUS!!!!!!!

Rolling Thunder 2 offers a unique feature that you don't see in many video games today - full two-player simultaneous action! Team up with a friend and combine your firepower to take out the enemy and blast through the multiple levels of play with the odds on your side! After all, two guns are better than one!



POWERFUL WEAPONS

Like its predecessor, Rolling Thunder 2 features a variety of weapon enhancements that will power-up your firepower in a variety of different ways! Search out the advanced weaponry as you explore what's behind each of the doorways littered throughout the game! Keep an eye out on your ammo, because once you've spent your last shell it's back to the single shot power of your regular sidearm! Blow the bad guys away!



REGULAR SHOTS

Your regular gun fires regular slugs with no automatic options!



MACHINE GUN

This will give your gun rapid fire, but doesn't power-up your ammo.



FLAME THROWER

The flame thrower is very powerful but it has a limited range.



Lasers

This has the farthest range and is the most powerful, but it's difficult to find.



Light Boy is Bound to Attract Attention



HO! HO!... OH!!! My Vic Tokai LIGHT BOY makes Game Boy playing unbelievable! LIGHT BOY has been my number one request this year, keeping my elves busy until I took off tonight. The LCD screen is so much easier to see, because LIGHT BOY magnifies the screen 1.5 times. LIGHT BOY even comes with batteries and has replaceable lights that make it a great holiday gift (not to mention the ideal stocking stuffer). It's no wonder LIGHT BOY is bound to attract attention.

Replaceable Lights

1.5
Magnification



Batteries Included

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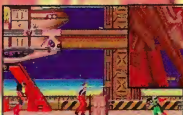
CIRCLE #125 ON READER SERVICE CARD.

ROUND 1



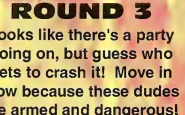
ROUND 2

You run into some deadly terrorist in this level so be careful! Fight your way past the dogs and blast the Boss with a Flamethrower!



ROUND 3

Looks like there's a party going on, but guess who gets to crash it! Move in slow because these dudes are armed and dangerous!



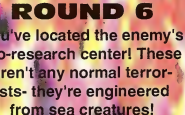
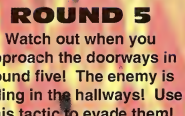
ROUND 4

You've located Gimdo's villa and infiltrated his underground base. Recon the area but watch out for the enemy sniper fire!



ROUND 5

Watch out when you approach the doorways in round five! The enemy is hiding in the hallways! Use this tactic to evade them!



ROUND 6

You've located the enemy's bio-research center! These aren't any normal terrorists- they're engineered from sea creatures!



GALAXY GAZETTE

Aerostar Blasts To Earth!



AEROSTAR

It has been many years since the Intergalactic Council allowed the earth to be populated after a series of devastating wars. In the years following our return we as a people have struggled for survival. The most difficult battle is still ahead. At this writing, mutant forces are wreaking havoc on our defenseless planet.

Our cry for help has not gone unanswered. The Intergalactic Council has made an effort to stop these violent attacks by deploying AEROSTAR. This state-of-the-art nuclear-generated vehicle of destruction is ready to face the most intense combat. Unfortunately, AEROSTAR is missing the most important factor—a pilot.

As the search for our defender persists, conditions on earth grow worse. The human people can only hope salvation is near.

Intergalactic Council Meeting Today.

Members from nine galaxies are here to discuss the future of our planet. They hope to reach an agreement on which to destroy the enemy. Earth leaders are expected to attend. Intergalactic attacks on Earth soon.



Manufactured by Nintendo of America, Inc.
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5901 L. Street, Irvine, CA 92618

ROUND 7



ROUND 8

The enemy is using their control over the communications network to broadcast false reports that have leaders on the brink of war! You must stop them!



ROUND 10

You've found the weapons in the hidden base! Use your enhanced weaponry to stop the enemy but be careful, the new terrorists are more powerful than ever!



ROUND 9

After entering the ancient pyramids you'll encounter enemy droids. You must stop them, before you are part of the permanent ruins of the pyramids!



ROUND 11

Finally, you've reached the last level! The opposition will stop at nothing to stop you now so be prepared for a tough fight against multiple enemies!



Keeping It Portable Was Tough...Until Now.



Expanding your Game Boy system does not mean giving up portability; not now. The rugged Light Boy **GAME KEEPER** is a durable and practically designed hard-shell case for everything you will need to get the most out of your Game Boy system.

With special compartments for your Game Boy, Light Boy, Rechargeable Battery Pack, Six Game Paks, Game Link, and Ear Phones, the Light Boy **GAME KEEPER** allows for on-the-go action. A port is even provided to allow the cord for the battery pack to pass through to Game Boy. If you have a battery pack, you can keep it inside the **GAME KEEPER** and still provide the power to keep your Game Boy going on the outside.

Never again will you have to sacrifice power for portability.

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CIRCLE #125 ON READER SERVICE CARD.

FACT-FILE

Manufacturer: Sega
Machine: Genesis
Cartridge Size: 4 Meg
Number of Levels: 9+
Theme: Action
Difficulty: Average
Number of Players: 1
Available: December '91

QUACKSHOT

WEB FOOTED WONDER!

Sega expands their line of Disney licenses with Donald Duck, in his first 16-Bit adventure! This time you and Donald must search for the elusive Great Duck treasure of King Garuzia. With the help of your nephews Huey, Dewey, and Louie, you'll travel throughout the world in search of this priceless gem.

Along the way, Donald will explore dark alleys in the big city as well as eerie castles and mysterious Egyptian pyramids. Your only weapon against the nasties that inhabit the pyramid is a special plunger-blasting pistol! Donald can use these plungers to scale up walls or freeze the enemy just long enough to make a safe getaway. Other power-ups include bubbles and corn shots that provide additional advantages against the wily Bosses!



Watch out for the countless opponents that appear!



Run along the rooftops to avoid the enemy attacks!



LEVEL ONE

Waddle through the city streets looking for clues to the treasure while fighting off the ruthless thugs hiding in the alleys. Take to the rooftops and hitch a ride on the cables to get across town in a snap!



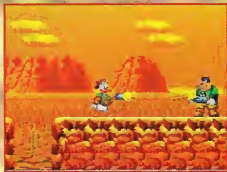


SPECIAL TECHNIQUES

There are a variety of techniques that Donald can use to further explore each level. The slide move allows him to squeeze through narrow passageways that lead to even greater mystery. He can also attach a plunger to the ceiling to escape the dangers below.



Watch out for the cactus!



Go head-to-head at high noon!



LEVEL TWO

Watch your step when you travel through the desert! There are many dangers ahead, so try to solve a few mysteries in the company of the booby-trapped ruins get you first!



Count Duckula's forest!



The Count's minions attack!



LEVEL THREE

As Donald explores the fog filled forest, he finds the entrance to the Count Duckula's castle! New enemies, from clusters of ghosts to evil skeletons that lob their heads at you, appear in this stage!



Look out on the ship!



Climb to the top of the mast!

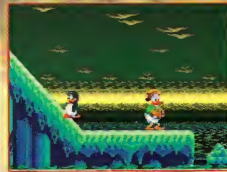


LEVEL FOUR

Search out the hull of this abandoned pirate ship and you just might find a secret or two! Keep your bill open for enemies trying to steal your loot. Be cautious Donald, who knows where you may end up next?



Watch out! The ice is slick!



Avoid the enemy and move on!



LEVEL FIVE

Look for hidden secrets in frosty icelands of Antarctica. Donald must contend with unfriendly penguins and savage seals to unlock yet another puzzle that will lead you to the missing fortunes!



FACT-FILE

Manufacturer: Virgin
System: Genesis
Cartridge Size: 8 Meg.
Number of Levels: 8+
Theme: Action
Difficulty: Average
Number of Players: 1
Available: December '91

UNGA BUNGA!!!

Me name Chuck Rock. Me big star of new TV game. Me call game Chuck Rock. You help me get past many jump and fight off big dinosaurs that fight me for control of my home.

Grab joystick to help Chuck Rock make it home safe. If you goof, poor Chuck Rock will have nasty fall. Or maybe hurt head. People at Virgin do good job of making Chuck Rock look nice. Me have great graphics and sound that are right out of stone age.

With many challenge and lots of fun, me new Chuck Rock game be big hit with all action game fans. Better hurry, though, Chuck Rock don't like walking under big dinosaur!



YOUR DINO BUDDIES!!



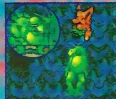
Use this guy to fly across impassable caverns!



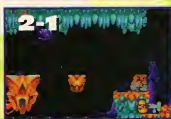
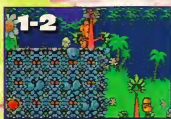
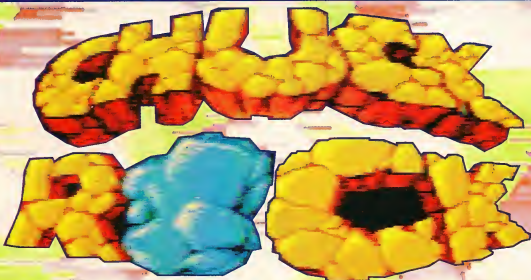
Throw a rock on his head to get a helpful lift!



A rock on the tail should make your trip a lot shorter!



Get a boost when you stand on his head!



LEVEL 1

Use this level to get familiar to the controls of your character. Learn how to use the rocks to protect yourself, kill enemies and how to use them to get on top of things. Rocks are the key to defeating the Bosses!

LEVEL 2

Level 2 requires much more skill to complete - be sure to practice your moves! Keep an eye out for hearts - they help you get your life back. Whack the Boss with your stomach, but pin him in the corner for best results.



FACT-FILE

Manufacturer: Sega
Machine: Genesis
Cartridge Size: 4 Meg
Number of Levels: 9
Theme: Action
Difficulty: Moderate
Number of Players: 1 or 2
Available: December

GOLDEN AXE II

THE AXE IS BACK!!

The people at Sega have been hard at work working on a sequel to one of the original Genesis games - Golden Axe. They've brought back the same characters and revamped them with new magic and special techniques, and they stuck them in new levels and put them up against a cast of even more deadly and powerful enemies. You are the only one who has the power to save the land from this evil shadow over the land.

TWO PLAYER SIMULTANEOUS

Like the original Golden Axe this version has the feature of playing with your friend simultaneously.



THE DUEL



You can practice beating certain enemies by having it out with them in a duel.

DRAGONS

Like the original version you can use the enemies pets to attack!



Use this guy to give your enemy a swift back kick in the face!



A nice whip of the tail should be enough to keep any enemy down!



The classic fire breath of a dragon can be a very useful weapon.

PALADIN




SWORDSMAN



AXEMAN





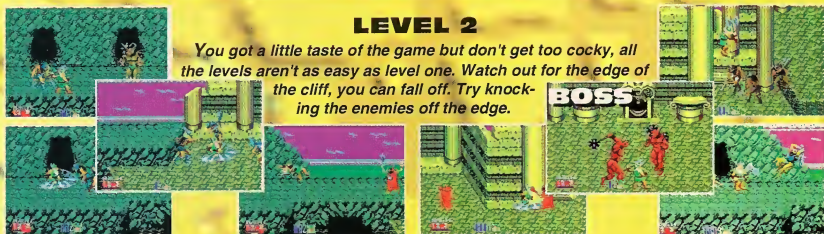
*Your dream of fighting the most infamous
pirate of them all is about to come true.*

*"Hook"
The Video Game
Coming Soon*



LEVEL 2

You got a little taste of the game but don't get too cocky, all the levels aren't as easy as level one. Watch out for the edge of the cliff, you can fall off. Try knocking the enemies off the edge.



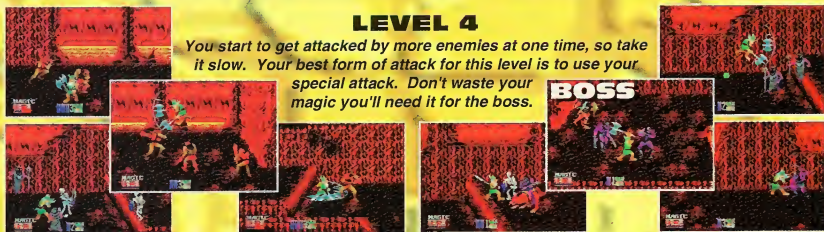
LEVEL 3

The start of this level is the hardest part. You have to make a very difficult jump. You must time it perfectly and jump right before you fall off. Use your jump attack to beat the boss.



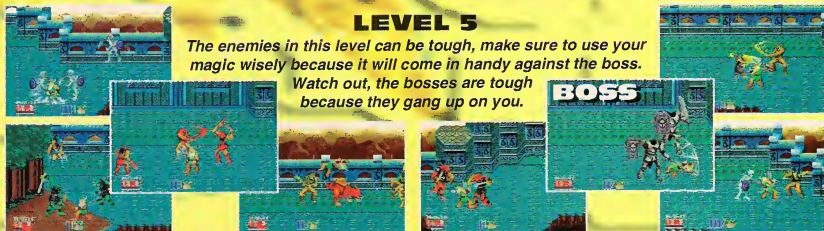
LEVEL 4

You start to get attacked by more enemies at one time, so take it slow. Your best form of attack for this level is to use your special attack. Don't waste your magic you'll need it for the boss.



LEVEL 5

The enemies in this level can be tough, make sure to use your magic wisely because it will come in handy against the boss. Watch out, the bosses are tough because they gang up on you.



LOOKS LIKE DRAC'S BACK IN TOWN.

Something immortal is lurking in the mountains above Transylvania. The Prince of Darkness has formed a monolith of unspeakable horror in the second ghastly adventure, *Castlevania II—Belmont's Revenge*. Four towering castles ridden with hideous creatures that would even make the mightiest of warriors cower in fear.

Nevertheless, Christopher Belmont must set out to face mobile brain matter, undead assassins, and the Iron Doll in the Stone Castle. Ghastly forces like Kumlo & Nimbler and flesh feeding jellyfish slither through the Cloud Castle. The Plant Castle is the horrific

home of Angle Mummy, carnivorous Wolf Spiders and other slimy swamp mutants. And an unspeakable array of acid spewing snake heads and moat monsters lurk in the Crystal Castle. It's crucial that you find power up items to attain battle axes and holy water, your only hope against this underworld army.

So grab your Mystic Whip and say your good-byes. Darkness will soon be upon you.



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CIRCLE #146 ON READER SERVICE CARD.

FACT-FILE

Manufacturer: Tengen
Machine: Genesis
Cartridge Size: 4-Meg
Number of Levels: N/A
Theme: Racing
Difficulty: Easy
Number of Players: 1
Available: Now

CRUSIN' WITH AN ATTITUDE AND A CANNON!

In the future the roads play home to the deadliest of criminals and only the most daring blacktop aces have the mettle to be Road Blasters. You're behind the wheel of one of the most advanced urban pacification sportsters ever created! With machine guns mounted on your hood and special enhancements like missiles close at hand, you must blast your way through civilian traffic to get at the bad guys in one of the wildest races the arcades have ever seen!

Standing between you and fame are an armada of motor bikes, armored cars, mines, spikes, and a variety of other highway hazards. It's a quick road to armageddon in this slick translation of the arcade original for your Sega Genesis!

WATCH OUT FOR HIGHWAY HAZARDS!!



Keep your eyes peeled for the different road obstacles!

Be careful! Many of the hazards will open fire on you!



Earn reserve fuel for every car killed!

YOUR BIG GUNS!!



U-Z CANNON



NITRO INJECTION



CRUISE MISSILE

There are many different weapons and speed-ups that are introduced into the action by an allied air drone! Take advantage of the weaponry and enhancements to turn the enemy into road kill!

Watch out for the road vermin racing next to your nitro burners! These nasty autos have their sights set on you so don't be afraid to fire! Look out for the civies that populate each race!



REGULAR CAR



ASSAULT CAR



ARMORED CAR

THEIR BIG GUNS!!

FILL 'ER UP!



Fuel is given each time you pass the checkered line or grab a colored orb!

YOU DID IT!



Spin to a halt when you reach the checkered goal!

THERE ARE THREE DIFFERENT SETTINGS!



BUBBLE CITY



FOREST SECTOR



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LIGHTNING TW

Create a World



ActRaiser! Awesome arcade-style graphics backed by monster symphony sound. So you think you've seen all the action? We'll see, hotshot. Finish our U.S. 16-bit blockbuster before 1992. We've drawn a line in the dirt, dare ya to cross it!



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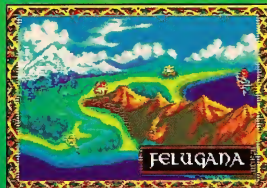
FACT-FILE

Manufacturer: NEC
Machine: Turbografax CD
Cartridge Size: CD-ROM
Number of Levels: N/A
Theme: RPG
Difficulty: Easy
Number of Players: 1
Available: Now

ALL GOOD THINGS MUST COME TO AN END.

For over three years since the forces of Darm and the evil side of the black pearl were dispelled from the planet. Harmony and tranquility have reigned. Even the daring Adol is enjoying the peaceful life with his faithful companion, Dogi. But those days are now past, for the homelands of Dogi are in peril! Crops are beginning to wither and die out, in addition to unusual creatures began hunting the lands at night. Could this be the resurrection of the forces of Darm once again? Now, brave Adol must leave his proud country behind to thwart this menace looming over the land of Felugana. Back in its new side scrolling panorama, Adol has hit the Turbo CD once again with all new CD quality music, voice, and adventure.

ENTER FELUGANA



Now, Adol has a whole new world to explore! Felugana contains many wondrous lands that range from the underground to ruins to even an ancient island!

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THE FORCES OF EVIL



The levels can contain up to two or even more boss characters!



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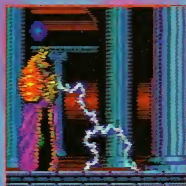
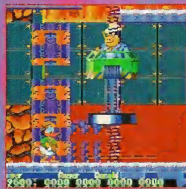
Get ready for the ultimate video game contest only from EGM! Each month we will be giving away one copy of each of the games profiled in our Fact File columns! To enter, simply detach the reader survey card, answer the questions and mark which system or systems you own. We will then award one lucky winner a copy of all of the games contained in our Fact-File section for the system indicated in question three! It's that easy! Act fast - the deadline for entering for our November games is December 1!

ENTERING IS EASY:

- 1) Fill out the Reader Service Card.
- 2) Answer the Survey Questions and Pick the Systems that You Own.
- 3) Mail your Readers Service Card to:
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P.O. Box 8965
Boulder, CO 80328-8965

Winners will be listed in the Jan. EGM!

Contest Rules:All entries must be received before December 1, 1991. EGM or the judges are not liable for lost or misdirected mail. One entry per person, multiple entries will be disqualified. Prizes are not transferable. Illegible or incomplete entries are ineligible. Void where prohibited. The decision of the judges is final. No purchase necessary to enter. Contest is not open to employees of Sendai Publishing Group, inc. or to members of an immediate family. Taxes are the responsibility of the winner. Approximate value of prizes is \$800 U.S.. Prizes provided by participating companies and Sendai Publishing Group. Prizes will be forwarded to winner when final production copies are available courtesy of Sendai Publications. One prize per household. Determination of winners will be made through random drawing. The decision of the judges is final.





**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 pecky creatures are back. And this time they're riding mutants. Giddyup.

BONK'S REVENGE™



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CIRCLE #101 ON READER SERVICE CARD.

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Pictured: Joe Montana Football*

Columns
(included with system)



Super Monaco



Shinobi



Castle of Illusion starring
Mickey Mouse



Slider



*Screens shown are actual Game Gear games photographed on a video monitor for reproduction purposes. **Available in November. SEGA, Game Gear, and all game titles are trademarks of SEGA of America, Inc.

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CIRCLE #107 ON READER SERVICE CARD.

FACT-FILE

Manufacturer: Sega
Machine: Master
Cartridge Size: 4 Meg
Number of Levels: 10+
Theme: Action
Difficulty: Easy
Number of Players: 1
Available: December

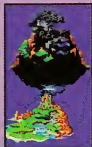
WARNING: HEDGEHOGS APPROACHING AT SONIC SPEEDS

You got it! That super speedy hedgehog with an attitude has just sped his way into the 8-bit market and does he ever have a job to do! It seems Sonic's friends are beginning to disappear from the homeland. Who could be behind such a plot except the evil Dr. Robotnik who is changing Sonic's buddies into robot slaves! Needless to say, Sonic don't play that game!

Use your fleeting footpower to run through totally new 8-Bit worlds not seen in Sonic's Genesis adventures! There's plenty of power-up items ranging from the super sneakers that give you all the super speed you need, to bubble shields that will help you survive longer!

All you 8-Bit bangers don't feel left out! Sonic is here to jam to some of the hottest 8-Bit action around!

In Master System Sonic, you have a special map that details your entire world! Journey to the Jungle, bridge, and sky base zone to deal with!



GREEN HILL ZONE



Based on the 16-bit version, this zone has you spinning and grabbing tons of rings as you try to get Dr. Robotnik's cruiser. Look out for the robotic beasties out to stop Sonic cold.



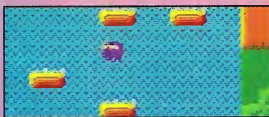
BRIDGE ZONE



Look out for the openings in the log bridges. You'll fall to your death if you are not careful. There are plenty of hidden items in the trees as well as secret areas, keep an eye out for special zones!

JUNGLE ZONE

Be wary of the water - the current can send you plunging down a waterfall!



SO



NIC

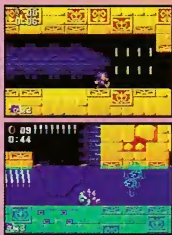


HE EHO



LABRYNTH ZONE

In this zone, Sonic will have to watch out for water domestic hazards and robotic foes through land and water sequences. Make sure that you have enough oxygen to last through the level or it's bye-bye hedgehog!



SCRAP BRAIN ZONE



The Scrap Brain Zone contains a mechanical twisting and turning maze that is filled with numerous conveyor belts, transmats and other unusual machines that will try to fry your quills off and turn you into a Sonic burger!

SKY BASE ZONE



Board this enormous airborne vessel and find Dr. Robotnic. It's all up to you now. Good Luck!

FACT-FILE

Manufacturer: Sega
Machine: Game Gear
Cartridge Size: 2 Meg
Number of Levels: 5
Theme: Action
Difficulty: Easy
Number of Players: 1
Available: Dec 1991

LIVE BY THE SWORD- DIE BY THE SWORD...

The master of ninjitsu, Ryu Hayabusa, is back in an all new adventure for the Game Gear. In this latest GaiDen adventure, Jaquio steps aside for Siragane who has taken control of world's nuclear arsenal! To defeat this ruthless terrorist, you must help Ryu overcome the hazards that stand between him and the legendary Dragon Sword. Siragane has sent a horde of his minions to steal the sword to guarantee his power and stop Ryu's progress!

Slash your way through 5 intense levels, fighting off pesky ninja drones and deadly end Bosses. Collect weapons along the way to improve your fighting skills as well as your chances of survival. From cinema displays to ninja weapons, GG Ninja GaiDen brings a new story to life!

LEVEL ONE

WORLD EXCLUSIVE!!!



NINJA GAIDEN



LEVEL ONE

LEVEL TWO



Fight your way through the jungle as ninja warriors leap from the trees above. Hit the Boss when he starts to swing at you.

Jump onto the moving cargo ships as you battle soldiers with machine guns and grenades. Slash the Boss when he peaks out.

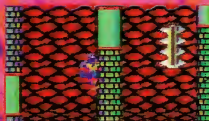
LEVEL THREE

LEVEL FOUR



Use your ninja skills to scale the skyscrapers while fighting kamikaze kung-fu masters and falling objects. Use stars on the Boss.

This level is short but the Boss you face is very powerful. There are two different ways to attack it but try using boomerang blades.



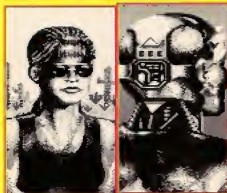
**CAN YOU
DEFEAT
SIRAGANE
AND SAVE
THE WORLD?**

FACT-FILE

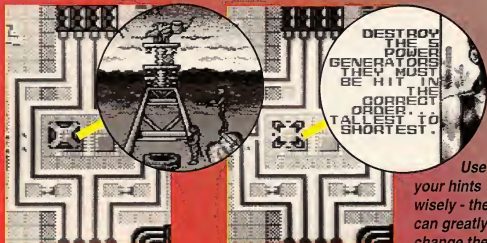
Manufacturer: LJN
Machine: Gameboy
Cartridge Size: 1 Meg
Number of Levels: 8
Theme: Action
Difficulty: Easy
Number of Players: 1
Available: December '91

THE BIG MOVIE ON THE LITTLE SCREEN

Another excellent movie title has arrived. Terminator 2 is here and it's ready for play on the Gameboy. Even though the game play is pretty fast, there is still little on-screen blurring. The cinema art is cool, and besides its action theme, it also has a puzzle theme to it as well. Connect the lines to make a circuit and reprogram the Terminator in the second level; you must do this before your time runs out. Terminator 2 will challenge the speed of your fingers, and the strength of your mind. There is also a variety of enemies and obstacles to overcome. You liked the movie, now here's the game.



CRACK THE MESSAGE BOXES!



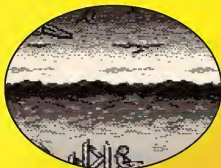
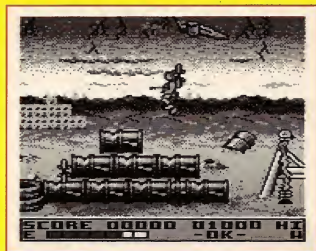
Find the hint boxes

Use your hints wisely

Use
your hints
wisely - they
can greatly
change the
outcome!



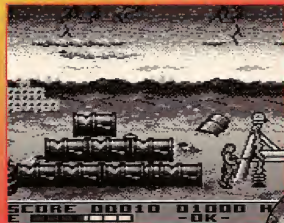
SKYNET ATTACKS FROM THE GROUND & THE AIR!



Jets will fly above and try to drop bombs on you, so be careful!

Cool Cinema Intermissions!

TERMINATOR 2 JUDGMENT DAY



If you don't destroy all of the generators, a force field will block your path to the end goal.

This is the screen the you, and the rest of mankind, definitely doesn't want to see...

WITH JOHN DEFEATED, SKYNET WAS ABLE TO OVER-POWER THE RESISTANCE THROUGH INSURING THE EXTINGUISHMENT OF ALL HUMAN LIFE ON EARTH.



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FACT-FILE
Manufacturer: Tecmo
Machine: NES
Cartridge Size: 3 Meg
Number of Levels: 29
Theme: Action
Difficulty: Hard
Number of Players: 1



NINJA GAIDEN III

THE ANCIENT SHIP OF DOOM

GET READY FOR SOME INTENSE NINJA ACTION!

Tecmo brings you the final chapter of their popular Ninja Gaiden series in the Ancient Ship of Doom! Ryu must once again battle the forces of evil and return peace to a world balancing on the edge of destruction! This time, however, he has to face his most deadly foe. Did Ryu really lose his sweet Irene at the hands of Jaquiro or is something sinister surrounding her disappearance. Only Ryu, with Dragon Sword in hand, can uncover the answers in this new Ninja GaiDen adventure!

USEFUL ITEMS

Not all of the Dragon crystal balls contain magic! You may uncover many other useful items in these crystals!



NINJA POWER
Gives you back 10 ninja power points.



NINJA POWER
Refills your ninja power points all the way.



MEDICINE
Gives back 6 units of strength.



DRAGON SCROLL
Increases your maximum amount of ninja points.



1-UP
Gives you one extra life.



DRAGON SWORD
Increase the power of your sword.

NINJA WEAPONS

Look for these special weapons inside the powerful dragon crystals!



THROWING STARS
This flies straight and takes 10 points to use.



FIRE WHEEL ART
Flies at an upward angle. You need 8 points.



FIRE DRAGON BALLS
Flies at a downward angle. You need 8 points.



VACUUM WAVE ART
Blades fly up and down. 10 points are needed.

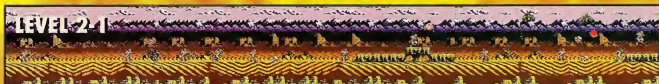


FIRE WHEEL
Fire revolves around you. You need 20 points.



BOSS 1

When the Boss lowers his shield, wack him with your sword. He will then shoot fire, which you must jump, and lower his shield again.

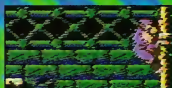


MOVE QUICK RYU!

Ryu must make his way through each level as fast as possible to succeed!

SPECIAL NINJA MOVES

Ryu can use his skills as a ninja to do many things that will help get you through this game. Master these skills for ultimate game play.



Like the original *Ninja Gaiden*, you can climb up and down the walls. In order to do this you have to jump onto a wall. This is very helpful on the levels that require you to work up from the bottom to the top!



Ryu can now grab things from underneath and scale across them. When you hang on these platforms, flip up and you will land on the top of them. This technique is very helpful in the later levels when there is no ground to walk on.



When you hang on a wall or below a platform, you can only use your ninja magic. Make sure that when you're in this position you don't get attacked by the enemy or you may be forced to use precious magic to dispatch them!



When you get to this point, stay at the top and jump to the right as soon as possible. After you get the 1-UP hurry and move to the left. You must hurry here or you'll sink into the lava!



BOSS 2

In order to beat this Boss you have to let him fly down to you first. When he gets down, he will stop and shoot. Hit him with your sword a couple of times and then quickly retreat to avoid his attacks! He will repeat this move and continue to give you the opportunity to attack!



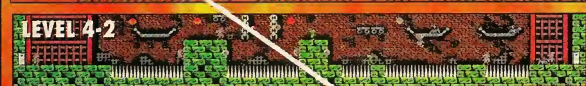


Swipe your sword when you jump over to the next platform to get the 1-up.



BOSS 3
It looks like there are two Boss at the ends

of this level, but in reality only one is real! The fake Boss can hurt you, but you can't damage him. The best way to defeat this Boss is to go in tight and nail him with your sword when he stops moving.



BOSS 4

This Boss takes time to beat and, unfortunately, you won't have much time left when you get to him so you'll have to be very aggressive. He attacks from below so make sure to be on firm ground or you won't be able to dodge him. Strike with your sword when he approaches from below. When he fires move in between his shoots then go in for the kill!

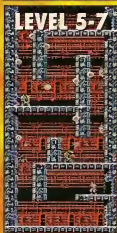


BOSS 5

This Boss takes a lot of patience and timing, but he can be beat. It is a good idea to have the



Fire Art wheel for this Boss to counter his ability to fly up in the air. The Fire Art Wheel will take care of this attack with no problem! Attack with several quick hits when the Boss returns to the ground then prepare once again for his counter!



This Boss requires a lot of technique to defeat. He will begin his attack on the opposite side of the screen and launch fireballs at you! When he does this, jump on the wall you are on. He'll then run towards the wall you are on. Jump back down and strike him with your sword several times before returning to the wall!



BOSS 7
Look for a chance to hit this enemy with your sword. After he has been hit twice, watch out for the lightning.

CLANCY
Stand on the ledge to jump up and hit him in the face. React quickly, however, since his shots fly from below!

?
Look out, this Boss is tough! First hit him in the face until it breaks, then hit him in the red nerve center.



THE END

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THE COMPLAINT DEPARTMENT...

We ordered a PC Engine and two video games from the Ultimate Game Club which advertises in your magazine. To date we have not received any of the items ordered. We sent them a check for \$400 which they cashed in a week but have not sent anything. We no longer want any of these items. We just want our money back. We have contacted the Better Business Bureau of Connecticut. They sent the game club three letters which have been ignored. You folks should not accept any more advertising from this company unless they are willing to do what their ads say. Please - if you can do anything to help us get our \$400 back we would be very grateful.

Brian Ray
Springfield, Nebraska

Never before have I written to a company with a complaint as disturbing as the one I am currently writing to you. I realize that you probably do not have much control over the business practices of your advertisers, but I do think when they are practicing deception and false advertising, you should be informed.

Recently, I allowed my 16 year old son to use my credit card to order two tapes from the Ultimate Game Club. I agreed to pay for overnight charges for him to receive the two games promptly. I live in Hawaii so sometimes it takes several weeks for items to arrive with the regular mail. After the order was placed, we began watching for the UPS truck anxiously after four days. Ryan called to double check the order after a few days. We were told that one of the games was on back order so he substituted. My son had called that morning to verify that it had been mailed, and he was assured that it had. The next day I received a notice from the company saying that we had to call them. We did and he was again assured that the tapes were sent. Later I was informed by a company representative that the tape in the American version was not available and had not been for some time, but for \$30 more we could have

the Japanese version. I was so upset, I asked her to just cancel the order. She said that company policy would not allow her to refund a credit on my Mastercard but she could issue a credit voucher.

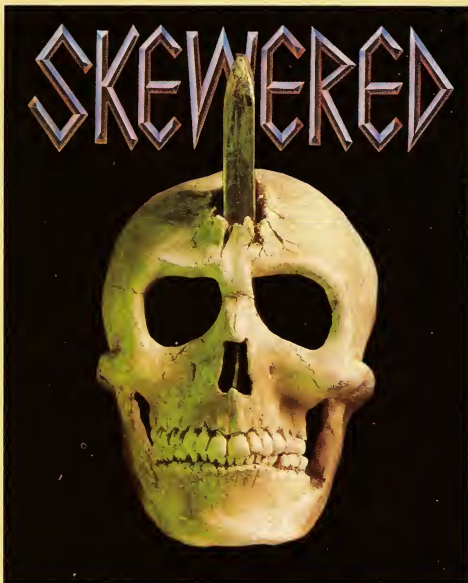
Magazines such as yours have a tremendous influence upon children, and I just cannot believe that you would condone that type of business practice. I am sending copies of this to every newspaper, game magazine, government office and Better Business Bureau.

I hope you publish this letter as a warning in your magazine.

Linda Hinson
Irate Customer

(Ed. We have received numerous complaints about the Ultimate Game Club and, as of the August issue, we have stopped taking their ads because of their questionable business practices such as those mentioned in these letters. Even though

other mags continue to publish ads from this company, we feel we must warn our readers about the problems which many people have had with the UGC. Ordering games by mail should not be a harrowing experience to our readers and, for the most part, mail order companies are honest and reliable, providing those far from cities with a way to get new softs. To help out, we here at EGM have established a procedure where we can 'check up' on the mail-order companies that run ads in our mag. While we can't endorse or guarantee the services of our advertisers, we are now requiring that mail order companies abide by important rules and we will reserve the right, as we have done with the UGC, to refuse advertisements from any company that doesn't measure up. If you have a problem with your order, contact our customer service line and we will do all that we can to help rectify your problems.)



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FACT-FILE

Manufacturer: Sega
Machine: Genesis
Cartridge Size: 4 Meg
Number of Levels: 20

Theme: Action
Difficulty: Moderate
Number of Players: 1
Available: Now

HOLY HEDGEHOGS!!!

Sonic is back and this time he's going to personally guide you through the next few levels of his wild game. The U.S. National Video Game Team will also help you increase your scores and learn all of the top secrets in this great cart. Warning: these tips may actually help you play better and we apologize in advance for Sonic, he has quite an attitude problem.

SPRING YARD ZONE 1 ACT. 1

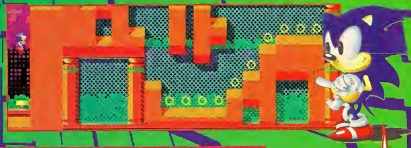
This level will make your head spin faster than Sonic in a speed tube! Hang to the right when you hit the first springboard and you'll find this level filled with goodies.



This one is pretty obvious, but if you missed it, hit the switch and then hop onto the platform to get to the top.



Hit this switch for a short cut to the end of the level. Now get going slowpoke!



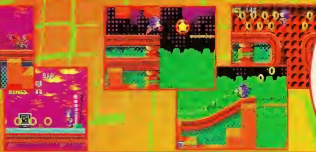
Halfway through this level, there is a hidden room filled with rings.

SPRING YARD ZONE 2 ACT. 2



Find this secret passage and it will let you bypass almost half of the level! You get a free life too - I'm sure you'll need it!

If you get the invincibility early in the level it will help you collect 100 rings as well as the 1-UP in the secret passage. This can be the start of a 1-UP loop that will let you max out your lives for the rest of the game.

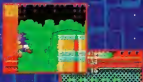


Near the end of this level there is a secret room. Only pros can make this jump. Think you're good enough?



SPRING YARD ZONE 3 ACT. 3

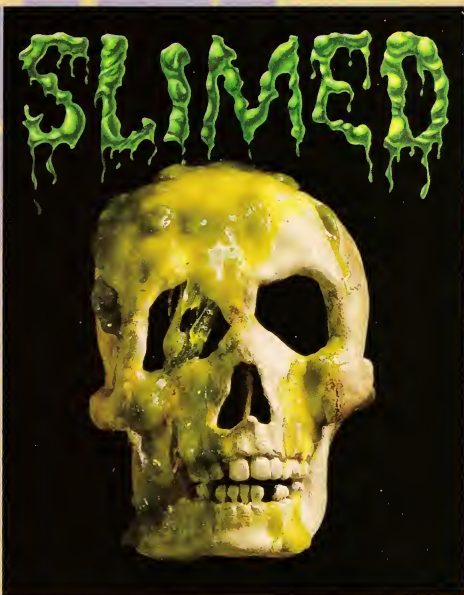
There are a number of secret rooms in this level. Some have rings and others have power-ups such as invincibility and super sneakers. When you finish you will be confronted by the 3rd Boss.



Pay attention and check all of the walls wiseguy!



When you speed down this hill be sure to hold the pad to the right so that you'll enter the hidden room.



BOSS 3

This boss is rather simple to defeat as long as you keep your cool.

Slay all the way to the left when you first confront him. Move to the next block as he tries to stab you and then jump spin to hurt him. You should be able to hit twice before he gets up again.



This guy is a wimp. Hit him when he comes down and when he goes up!

LABYRINTH ZONE 1 ACT. 1

This level has a few different mysteries to it. When you first start out, be sure to get the shield at the top and as you go through the level collect all the rings you can. There are over 100 for a free life!



When the water level starts to rise, hop onto the cork for a lift to the top. Watch out for spikes!



Give me a break! This is a little tricky but not too tricky for me. Hop up the elevator, don't use the springboard.

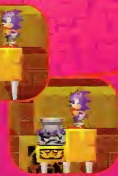


LABYRINTH ZONE 2 ACT. 2

This level is considerably larger than the first. Be sure to get the Invincibility starts at the beginning of the level, they will help you blaze through some tough spots. There are plenty of rings to collect, if you get them all you will earn a free life.



This section looks like a dead end, but if you look closely the wall can be opened with the hidden switch. I bet you think you're real clever for finding that one.



LABYRINTH ZONE 3 ACT. 3

At the beginning of this stage you must make a couple well-timed jumps in order to get into the rest of the level. There is a short-cut that you can take, but there's a 1-UP loop if you go the long way.



If you fall through the hole there is a short cut, go the long way for a 1-UP loop.



Get invincible early in the level.



If you don't make the jump you will keep falling and falling. Land on the ledge, open the secret passage by pressing the switch and simply run to right to pass!



BOSS 4

You don't even have to fight him this time. All you have to do is survive this narrow passage filled with jabbing spears and limited breathing space. If the water goes too far above your head, you might as well consider yourself a goner. If you make it to the top Robotnik will just fly away like a coward.



Hey genius, get the shield before you fight the boss.



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#2



#3



#4



#5



#6



#7



#8



#9

ENTERING IS EASY:

- 1) Look at the photos above.
- 2) Think up a wild, crazy, funky, unbelievable name for one or all of the monsters.
- 3) Send in, on a postcard: your name, address, age, phone number and the numbers of the photos you plan to name and the monster's names!
- 4) Mail your entry to:

Ultraman Name the Monster Contest
c/o Electronic Gaming Monthly
1920 Highland Avenue, Suite 222
Lombard, Illinois, 60148

Contest Rules: All entries must be received between October 10, 1991 and December 31, 1991. EGM or the judges are not liable for lost or misdirected mail. One entry per person, multiple entries will be disqualified. Prizes are not transferable. Illegible or incomplete entries are ineligible. Void where prohibited. The decision of the judges is final. No purchase necessary to enter. Contest is not open to employees of Bandai Publishing Group, Inc. or Bandai of America, or to members of an immediate family, or domiciled with employees. Taxes are the responsibility of the winner. Bandai of America reserves the right to cancel this promotion with appropriate notice. Value of prizes: Grand Prize: \$254 Ee; First Prizes \$95 Ee; Second Prizes \$120 Ee; Third Prizes \$20 Ee; Fourth Prizes \$3 Ee. Prizes courtesy of Bandai of America. One prize per household. Determination of winners: The judges will review all of the monster names submitted in this contest. Nine winners, one for each monster, will be selected for each of the two age groups. From these nine winners there will be a random drawing to determine who wins the prizes. The winners will be notified by mail and listed in the March 1992 issue of Electronic Gaming Monthly.

GRAND PRIZE

**(2 WINNERS):
A Super NES and
Ultraman Game
Cartridge**

**FIRST PRIZE
(14 WINNERS):
An Ultraman
Game Cartridge.**

**SECOND PRIZE
(2 WINNERS):
An Alien Remote
Controlled car.**



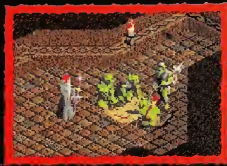
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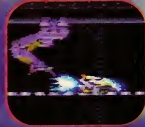
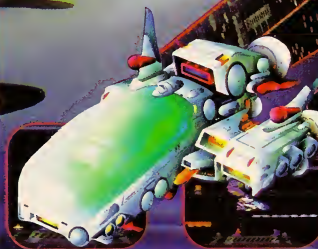
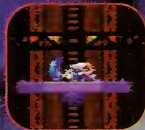
RATYAC

FACT-FILE

Manufacturer: Irem
Machine: Super NES
Cartridge Size: 8 Meg
Number of Levels: 7
Theme: Shooting
Difficulty: Moderate
Number of Players: 1
Available: Now

THIS BATTLE IS NOT AGAINST FLESH AND BLOOD!

That's right, you are about to go against the nastiest, meanest, ugliest group of alien warmongers in the galaxy. Somehow these slimy mutants known as the Bydo have constructed one of the most destructive star fleets in existence, and they're heading straight for the Earth. This time they could care less about the resources here as they are determined to put an end to the human race. The Earth Defense League has but one hope - a special prototype ship dubbed the R-9. You have been selected to pilot the R-9 and blast through the Bydo empire and rescue Earth from the oncoming menace. The U.S. National Video Game Team is here to guide you through this incredible firefight and come out playing like a pro.



LEVEL ONE

R-9 PROTOTYPE WEAPONRY

On each level you will be greeted by these Power Armor units. Destroy them to obtain different weapons and power-up items for the R-9.



REFLECTIVE LASER UNIT



RING LASER UNIT



HOMING MISSILES



AIR-TO-SURFACE MISSILES



SPREAD LASER UNIT



AIR-TO-SURFACE UNIT



MEGA BOMB UNIT



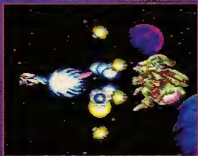
SPEED UP



BIT UNIT



ITEM



One well placed super plasma blast should easily obliterate this heavily armored robot.


BOSS ONE




This Boss is rather weak. Avoid him in the lower left hand corner of the screen and then blast him.



LEVEL TWO



When flying through this narrow passage use your droid as a shield for best results



Use Plasma Blasts to slice through these robots. Be careful, their missiles can go through the Force.



THE PLASMA CANNON

SUPER PLASMA BLAST

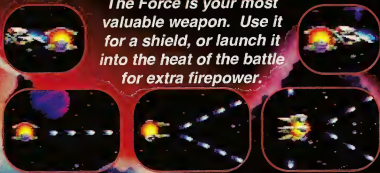


PULSE BEAM

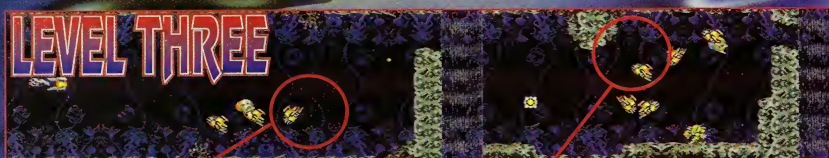
PLASMA BLAST

THE FORCE DROID


The Force is your most valuable weapon. Use it for a shield, or launch it into the heat of the battle for extra firepower.



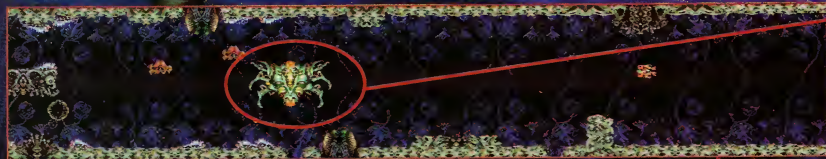
LEVEL THREE



These ships fly straight at you when you destroy them. Stay in the upper right hand corner of the screen and let the Force do the dirty work.



Hide in front of this rock on the ceiling while your Force droid takes care of the enemy ships. Watch for stay shots from below.





Fly through here as soon as possible and stay to the right, until you can safely back up.

One well placed Super Plasma Blast should take care of this nasty Bydo warrior.



Use Plasma Blasts to blow through these barricades. Watch for enemies from behind.



Beware of exploding geysers when you fly through the narrow spots.



Watch out for these pesky crustaceans. They drop from the ceiling with amazing accuracy.



This huge creature can really be a pain if you don't kill it quickly. Launch your Force Droid right into him and blast away. He should be gone in no time.



BOSS TWO

This Boss is big, but don't let his size scare you. When he opens his stomach to shoot, nail him with a Super Plasma Blast.



BOSS THREE

Avoid the Death Snakes that protect this Boss and go for the green eye with a Super Plasma Blast for instant victory.

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Video Game Team**



The U.S. National Video Game Team recognizes these players for their outstanding game playing achievements

U.S.A.

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M.U.S.H.A

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Castle Of Illusion

All entries by Dec. 15

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1. Teddy Meadows

155,997,820

- | | | |
|----|------------------|-------------|
| 2. | Joe Sou | 152,661,040 |
| 3. | Bernard Deguzman | 134,910,420 |
| 4. | Mike King | 134,122,800 |
| 5. | Stephan Krogman | 134,098,340 |

Game

Abadox
After Burner
Bad Dudes
Batman
Bural Fighter
Contra
Double Dragon
Double Dragon 2
Godzilla
Guerrilla War
Karnov
Marble Madness
Mega Man
Metal Gear 2
Paperboy
P.O.W.
Rad Racer
Rampage
Road Blasters
Rolling Thunder
Sky Shark
Star Soldier
Super Mario Bros. 3
Tetris
TMNT
Wizards and Warriors

Score

655,350
14,335,970
999,999
6,802,500
15,342,420
6,553,500
603,600
9,999,990
11,111,310
219,400
701,010
147,110
9,999,900
Finishad
191,300
311,500
62,403
42,989,983
999,999
92,100
1,043,570
6,090,000
9,999,990
855,781
9,999,900
999,999

Game

1943
After Burner
Arkanoid
APB
Diner(Pin)
Double Dragon
Hard Drivin'
Klax
Out Run
Robocop
Smash TV
Super Contra

Score

2,947,360
68,588,000
1,185,910
1,002,324
89,220,000
130,900
529,800
3,205,000
49,050,270
2,240,500
12,624,000(1 play)
10,640,310

Player

Kelly McKenzie
Jeff Yonan
Stephan Krogman
Jeff Arnsmeier
Kelly McKenzie
Josh Winter
Chad Hisad
Edouard Charbonneau
David Wright
Stefan Zarzynski
Edouard Charbonneau
Jason Turka
Jeff Adkins
Sergid Strugar
Glenn Stockwell
David Wright
David Wright
Stephan Krogman
Ralph Barbagallo
Edouard Charbonneau
Jeff Yonan
Kelly Mckenzie
Sergio Stugar
Gary Gold
Chris Hoffman
Jeff Adkins

Player

Brian Chapel
November Kally
Stephan Krogman
Greg Gibson
Steve Ryno
Brian Chapel
Jerry Landers
Leung Su Chin
Dan Lee
Stephan Krogman
Greg Gibson
Martin Alessi

Game

After Burner
Altared Beast
Black Belt
Double Dragon
Moonwalker
The Ninja
Pro Wrestling
Rampage
Rastan
R - Type
Shinobi
Space Harrier 3 - D

Score

13,572,900
234,400
999,900
627,000
21,020
1,924,650
996,400
998,155
31,193,900
1,128,500
1,165,750
35,297,970

Player

Christopher Sims
Alex Stamos
Rob Siagmann
Todd Feller
Vinca Tennant
Vinca Tennant
Vinca Tennant
Christopher Sims
Christopher Sims
Brian Gaudreau
Todd Bustillo
Dan Lee

Game

After Burner 2
Air Diver
Batman
Galeras
Ghouls & Ghosts
Last Battle
Moonwalker
Phelios
Ravage of Shinobi
Shadow Dancer
Strider
Thunder Force 3

Score

30,213,110
79,053,000
933,600
1,791,041
1,965,300
52,000
3,365,400
2,513,640
12,537,800
1,114,100
327,550
7,946,400

Player

Dan Lee
Steve Swetz
Todd Bustillo
Jim Hakola
Tovias MacPheerson
Aldan Low
Kin Yu
Tony DeSilvey
Steve Swetz
Chris DeSilvey
Tony Waltnska
Chris McHugh

Game

Allen Crush
Blazing Lazars
Bloody Wolf
Bonk's Adventure
Cyber Core
Galaga 90
JJ & Jeff
Legendary Axe
Monster Lair
Slide Arms
Space Harrier
Splattarhouse

Score

999,999,900
99,999,999
35,784,000
999,999
9,999,900
1,504,140
10,175,650
30,068,300
561,980
5,398,400
31,265,570
3,550,200

Player

Barry Bowman
Dale Scordino
Rikky Graham
Chris Hygard
Cyber Core
Jeff Yonan
Chris Camara
Ronald Winslon
Paul Cnker
Josh Winter
Jim Hakola
Jim Hakola
Jason Waltnska

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Rules - All scores on Castle of Illusion must be received by December 15, 1991. If maximum scores are reached, a drawing of all maximum scorers will be conducted to determine prize winners. All scores must be submitted on official Team entry forms an accompany a legible photo. Void where prohibited. Send SASE to High Scores, 1920 Highland Ave., Suite 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. Decisions of the judges will be final. For up to the minute high scores call 1-708-916-6474.

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