

DECEMBER, 1991
ELECTRONIC GAMING MONTHLY • SUPER FOOTBALL SPECIAL
NUMBER 29

WIN
GAMES
FEATURED IN
THIS ISSUE

BONUS! SPECIAL VIDEO GAME SUPPLEMENTS INSIDE!

NINTENDO • SEGA • SUPER NES • TURBOGRAFX • GENESIS • GAMEBOY • GAME GEAR • LYNX • NEO-GEO • ARCADES

ELECTRONIC GAMING MONTHLY

**FIRST LOOK AT A NEW EPIC
LEGEND OF
ZELDA 3[®]
A LINK TO THE PAST**

**EXCLUSIVE
STREET FIGHTER 2
STRATEGY GUIDE!**

**SONIC THE
HEDGEHOG 2!**

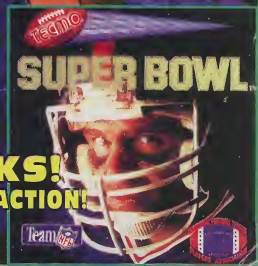
**MEGA MAN 4
CASTLEVANIA 4
TMNT 3
THE TERMINATOR
GALAXY FORCE 2**



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December, 1991

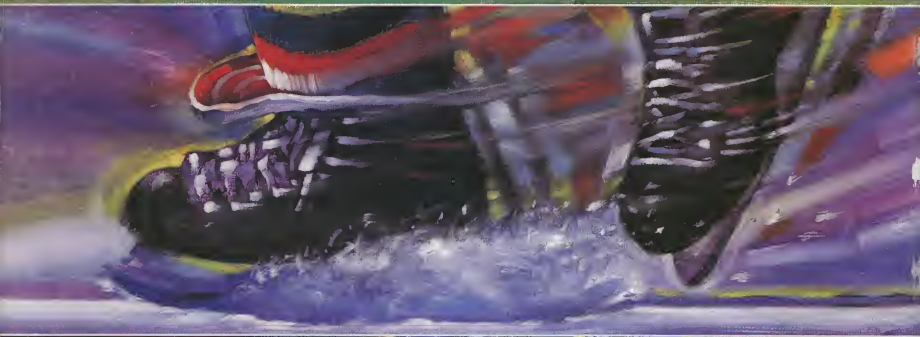


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basketball championship
or the 1993 Indy 500



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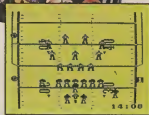
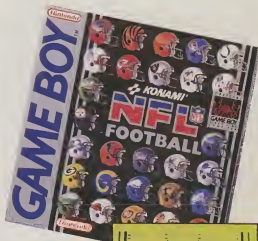
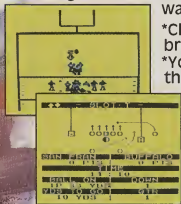
Lace up the cleats and pull down the helmet. You're about to get sandwiched by the most realistic assemblage of gridiron warriors this side of the Super Bowl.

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

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



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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.

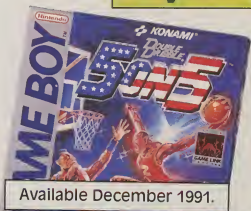
*On offense you can pass, free throw, jump shoot, and drive the lane against eight tenacious teams, each with different strengths and weaknesses.

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*Choose from three challenging levels of difficulty.

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



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*No include coach attire, two nights hotel and \$500.00 spending money. No purchase necessary. See game packs for details. Sweepstakes ends July 27, 1992. Valid in USA and Canada except Quebec. Void where prohibited. Sweepstakes offer valid only on Double Dribble® on NES™ blades of steel® and wood circuit series™ Game Boy games. Sweepstakes available dependent on timely release of games. Not sponsored by Nintendo. Konami® is a registered trademark of Konami Co., Ltd. Ultra and Ultra Game Boy are registered trademarks of Konami Corporation. Boulder Breakers, Sun Day, and Blades of Steel are registered trademarks of Konami, Inc. Basketball, NES™, 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. NES™ is a registered trademark of Nintendo of America, Inc. © 1989 Nintendo of America, Inc.

ELECTRONIC GAMING MONTHLY

The Last Word On Video Games

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Head editor Ed Semrad travels to the offices where magic is made! Get the inside scoop on what Sega may have in store for us in the next year, including a one-on-one conversation with the developers of Sonic the Hedgehog 2! Most reading you won't find anywhere but in the pages of EGM!

126 Street Fighter 2 Strategies and Tips - Part One

EGM blasts you into the arcades for the straight scoop on how to totally destroy one of the most awesome coin-ops ever made: Street Fighter 2! In the first of two parts, EGM pros show you how to master the incredible array of punches, kicks and magic used to defeat a seemingly endless stream of opponents. Learn all the special techniques you need to annihilate the competition!



Master the amazing moves of Street Fighter 2 with EGM's first arcade mega-strategy guide!

140 EGM's Pigskin Picks!

With the Super Bowl fast approaching and the wildcard spots up for grabs, EGM turns its attention to video football, examining some of the best titles for both 8-Bit and 16-Bit formats. Check out our lineup and get a first look at some of the best gridiron games due in '92, including John Madden '92 and Joe Montana 2!



240 Super Play

Finish off the Bydo Empire and clear the streets in our latest mega-map blow-outs! Learn the final secrets of Super R-Type and discover how to be tough enough to eliminate the big, bad Bosses in Streets of Rage! The ultimate maps and strategy guides - only in EGM!

COVER:

The Legend of Zelda - A Link to the Past graces the cover of EGM this month! Turn to page 42 for the first pix on this hot new 16-Bit sequel for the Super NES





"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

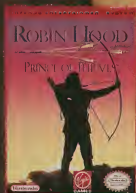
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It's up to you to guide him there to keep your share when the Treasure Master™ vault opens with the Secret Password on April 11, 1992 12 PM EST. You and Scooter will have to be in top training to get there first because it won't be easy.

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- Master all the wacky tools as you search for real treasure
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- You're given 12 hours to learn the Secret Password and compete to win Fantasy Prizes



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- *See official Treasure Master™ Competition Rules for complete details.
- Competition period is from 12 noon EST until 12 midnight EST on April 11, 1992. Watch MTV™ from 12-1PM on April 11, 1992 or call 1-900-370-TREASURE any time during the competition period and discover the Secret Password. **Call will cost \$.50 per minute. Children under 18 must ask their parents first. Average length of call is 3 minutes.**
 - This competition is open to all US residents except in those states where the competition is taxed, prohibited or restricted by law including the states of Arizona, Louisiana, Montana and Vermont.
 - Competitors should first check the availability of 900 exchange telephone service in their home locality prior to entering this competition.
 - To be eligible we must receive your official Treasure Master™ registration card by midnight EST April 8, 1992.

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1-900-370-TREASURE

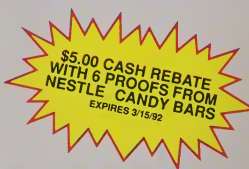
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Children under 18 must ask their parents first.

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

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PUBLISHER, EDITOR-IN-CHIEF

Steve Harris

EDITOR

Ed Semrad

ASSISTANT EDITORS

Ken Williams; Martin Alessi; Ron Marciniak;

Sushi-X; Ray Price; Mike Vallas; Terry Minnich

STRATEGY CONSULTANTS

U.S. National Video Game Team

FOREIGN CORRESPONDENTS

Robert Hoskin

Hideki Shikata

WORLD NET™ CONTRIBUTORS

CTW-England; The SuperFamicom-Japan;

Games-X - England; Joystick-France

Gamest-Japan; MegaDrive Beep-Japan

Playcorp-Australia; FamicomJournal-Japan;

Nintendo Magsinet - Sweden; ASM - Germany

LAYOUT AND PRODUCTION

Direct Contact, Inc.

George Mac, Associate Art Director

John Stockhausen, Ad Coordinator

CUSTOMER SERVICE

(515) 280-3861

NATIONAL ADVERTISING DIRECTOR

Jeffrey Eisenberg

Eisenberg Communications Group

2121 Avenue of the Stars, Suite 630

Los Angeles, CA 90067

Brandon Harris, Account Executive

(213) 655-5513

SENDAI PUBLISHING GROUP, INC.

Steve Harris, President

Mike Riley, VP Operations

Mark Mann, Financial Director

Cindy Polus, Financial Assistant

Harvey Wasserman, Newsstand Director

Harry Hochman, Circulation Director

Donna Cleppe, Circulation Manager

David Kamis, Manufacturing Director

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insert coin

THE EGM DIFFERENCE

As I sit back on Halloween night to assemble my monthly collection of gaming thoughts, I can't help but look back and where we've been in the last year. Being the last issue of 1991, I've convinced myself that there would be no better place to catalogue the achievements that the video game hobby has made in the past twelve months. By the same token, I've also decided to share some of my personal observations related to where the industry seems to be heading in 1992.

First and foremost, 1991 saw the first real explosion of 16-Bit interest, spurred on largely by Nintendo and the long-awaited release of their Super Nintendo Entertainment System. Coinciding with this unveiling, Sega promptly dropped their price below the \$150 mark, while NEC chopped the price of the Turbo down to half of what it was when originally introduced.

The appearance of 16-Bitters on the scene, combined with a general lack of initiative by most 8-Bit licensees, delivered the first nail in the coffin of the NES. Although there are still 30 million units in play, you can't help but wonder how many of the tried and true Nintendo users who had the cash and the broad interest in gaming to support the more obscure titles haven't already moved up to one 16-Bit system or the other. Sure, the NES still has plenty of life in it, but witness the actions of Nintendo themselves (releasing one game for the holiday season) and you only reinforce the idea that a handful of softys will continue to power the vast majority of the systems.

Last year also saw handheld gaming peak with the delivery of the Sega Game Gear. Now sharing shelf space with the likes of the Nintendo GameBoy and Atari Lynx, the variety of games and hardware configurations open to the player have never been greater.

We also got to meet some revolutionary game characters in 1991! Although we had all met Mario before, his latest adventure in 16-Bit provided a variety of all-new thrills. And don't forget Sonic the Hedgehog! His wayward manner and ultra-crisp graphics gave Sega the recognition that the company and its hardware have deserved for so long.

Where are we going in 1992 and beyond? CD games seem the natural progression, but not without some hitches. It's difficult for game companies to put the \$500,000 commitment behind a top quality CD-ROM or CD-I production (as opposed to \$100,000-\$150,000 for the average cartridge game) when the potential market is 1/100th the size the base of cart users. Price is also a factor, since most CD game players now range \$300.00 and up.

No matter what the new innovations are, or what the hot new character of 1992 may be, you can rest assured that EGM will be there covering it first! With a staff of avid game players, like you, we have the ability to spot the trends and hot new games of tomorrow, today. That's the EGM difference.

**Ed Semrad
Editor**

CRAZYLAND!

THE RIDE OF YOUR LIFE!



THE ULTIMATE AMUSEMENT PARK ADVENTURE!

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CRAZYLAND Features Great Roller Coasters and Exciting Horizontal and Vertical Scrolling!

Thrilling, Wild Amusement Park Action!

Welcome to CRAZYLAND!

Dewey's girlfriend, "Dixie" is suddenly kidnaped! He chases her to the amusement park, "Crazyland" and enters the gate, but it's very strange! No one is there! A mysterious air surrounds "Crazyland" and Dewey knows something is very wrong! Help him by riding the roller coaster and kicking the soccer ball to keep the enemies away!

- *Crazyland has 11 levels of fun: A space age roller coaster, thrilling amusement park, and much more!
- *Colorful, realistic graphics!
- *Comical, but dangerous enemies! They may look harmless, but watch out!
- *Dewey's strong point is his soccer skill! The more danger he faces, the more his power and the size of his soccer ball increases!

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Alright, here's your chance to sound off! Send us your compliments, complaints, gripes and overall opinions! We love to get 'em! If the editor likes your letter enough he may even print it! Send all letters to: Interface:Letters to the Editor, Sendai Publications, 1920 Highland Avenue, Suite 222, Lombard, IL 60148. Due to the high volume of mail received each week, we regret that individual letters can not be answered.



Street Fighter 2 is coming to the S-NES next summer!

(Ed. Well guys, there is good news all around! Capcom has confirmed that they are working on Street Fighter 2 for the Super NES. While a specific release date

isn't set yet, June 1992 has been mentioned. It will be a 2 player game and, depending on cost, there might be a special 6 button controller released for this super soft!

There will be a Street Fighter 3 but not for a while. The next martial arts game (at least for the Japanese market) coming from Capcom is Captain Commando. Terry Aki in Japan tells us that Capcom is working on new 32 bit arcade hardware and SF3 may be the first game for that system.

Also, make sure that you check out our new arcade section! We are working very close with the AAMA, and you will be seeing some very intense Arcade-Files in the coming months. We have upgraded our computer systems again, and we now can make maps and strategy guides of arcade games, just like we can with the video games!

What better game to start it off with than Street Fighter 2! We have 8 pages of all the moves and strategies to this awesome game!)

MEGA-CD UPDATE...

I like the way you have monthly updates on Sega's Mega-CD just as you did when the Super NES (Famicom) was being introduced. What is the latest info on this hot system? My biggest concern is if the Japanese unit will be the same as the U.S. system. I want to buy one in December but not if the U.S. one is different.

**Paul Daniels
Tampa, FL**

This letter that I am enclosing comes from Sega and specifically states that the Genesis is not compatible with the Mega-CD. Can you check into this and tell all your readers what you find out. As you can guess, this is a major issue to a lot of your readers!

**John Andonov
Shorewood, WI**



Sega's new Mega-CD is coming out in Japan in early December at a retail price of about \$370.

(Ed. Work continues on the tweaking of the software that will be built in to the Mega CD. For a detailed update of this super peripheral, be sure to check out our exclusive look at what is happening inside the top secret R & D labs of Sega of Japan. This is our Behind the Screens interview starting on page 115.

As to whether the Japanese and U.S. Mega CD-ROM units will be the same, officials at Sega still will not confirm or deny any system compatibility. We believe that, electronically, the systems will be the same but, since the U.S. unit doesn't exist yet in final form, there is no way to be 100% positive. Of course SOA will not admit that both CD-ROM units are the same because as soon as they do, players will buy the Japanese units and this is money that SOA will never see. If you really can't wait for the U.S. system, at least get a guarantee that if the systems are different, you can trade it in for a U.S. unit from the store you bought it from. Also remember that the CD unit is mechanical, and it, sooner or later, will need repair. Who will fix it? Not SOA.)

As for new games, Sega's first title (not Sim Earth) will be Woodstock: Funky Horror Band. It's another RPG, heavy in Japanese text. Earnest Evans still looks like the best CD to buy when the system comes out in December.)

STREET FIGHTER 2 FOR S-NES

My favorite arcade game is Capcom's Street Fighter 2. From what I see this is the hottest game in L.A. Can you tell me if there are any plans to bring it to a home system, and which system will it be?

**Brad Laporte
Los Angeles, CA**

Your arcade coverage is starting to improve. You are reporting on coin-ops monthly rather than just whenever there is a show. Great job as nobody devotes enough space to the arcade games. What is this "official coverage" that you claimed to have in your November issue?

**Robert McMillon
Denver, CO**

Sushi-X talked about Street Fighter 2 coming to the Super Nintendo a couple of issues ago. Is this true, and when will it come out? Will there be a Street Fighter 3?

**Sheldon Kohara
Honokaa, HI**

Hey, I've got a great idea. Your video game coverage is great as I like all the pictures you show. How about doing that for some of the hot arcade titles. How about a special section on Street Fighter 2 which shows all the special moves for each character? Then put in tips and strategies for beating the game.

**Brian Bozarth
Hockessin, DE**

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 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!



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1992 AWARDS???

I wonder if you guys forgot something. Last year your 1991 Buyer's Guide came out as your October issue. I just got the October 1991 issue and there wasn't any mention of your yearly awards? Did you forget to do them? Or did you quit doing them because the companies gave you too much heat for the 'worst' awards? I hope not, as you guys do the only honest awards around. By the way, if you did do them, who won the best game and best system awards?

D.J. Thomas
Houston, TX



**Who won best game of 1991?
Was it Nintendo's Super Mario 4
or Sega's Sonic the Hedgehog?**

(Ed. Not to worry D.J.! This year we did something different. Because there were so many new games this holiday season we just didn't have the space in EGM (even at 250+ pages each) to slip in a buyer's guide. Instead, check the newsstands at the awards, fact-files and reviews are now in their own 'extra' issue. This way everything is expanded and covered in the detail that you would expect from EGM. As to who won the best game of the year, and the best system of the year.....They're either Nintendo or Sega products.)

SLOW S-NES...

I am curious to know why Nintendo decided to put a slow processor in its S-NES. I would have thought that a lot less effort would have been needed had they based their system around an 80386 or 68000 series processor. I recently purchased the system and the game UN Squadron. The slowdown in the sprites was terrible. How can they fix what they have?

Doug Erickson
Chehalis, WA

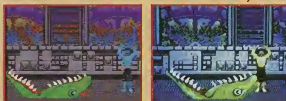
(Ed. You're not the only one who is wondering what's going on. We are getting a lot of letters like yours questioning Nintendo's wisdom. Of course they will never admit there is a problem, and it may be something that game programmers will be able to work out once they become more familiar with the system.

As food for thought though, the system was designed in Japan, and the typical Japanese player likes the RPG (Dragonquest, Final Fantasy etc.) game the best. The arcade type shooters, on the other hand, are way down on the popularity list. Could the player's preference have had any influence on the design of the machine?)

MONDU'S SLAUGHTER SPORT?

A couple of months ago I heard Mondu's Fight Palace by Activision was put on hold. Last month I saw an ad for Slaughter Sport by Razorsoft. This game sure looks like the old Mondu game. Is it?

Mark Dormitorio
Carson, CA



**Mondu's Fight Palace (left) and
Slaughter Sport (right)**

(Ed. As you can see by the pictures, Slaughter Sport does have some things in common with the old Tongue of the Fatman/Mondu's Fight Palace from Activision. Razorsoft did go back in and make changes which affected the length of the game, number of moves and spells though.)

NEC NEWS...

I am a proud owner of the TurboGrafx 16 and over the past 6 months I have noticed that there has been a lot of talk about all of the other systems upgrading their products. Sega has their Mega-CD and Nintendo has their Super NES. Why isn't NEC doing anything to improve their system? While I am happy with what it can do now, I am concerned that the Turbo may be left in the dust next year. Is

there anything new happening with the Turbo?

Tim Bassinger
Boise, ID

(Ed. We have to admit that NEC of America has been rather quiet about the future while Japan seems to be getting all the new products. Word has leaked out though that next year they will bring out the Super System Card, Version 3.0 to upgrade the memory of their CD-ROM drive. Perhaps more importantly though, is the fact that NEC of Japan is making NID (their interactive CD with data compression) a reality! A working prototype was shown at the International Electronics Show in Tokyo. Expect U.S. NEC to start talking about this at the January CES.



The new Super System Card, Version 3.0 coming to the U.S. soon!

CONTEST WINNERS!!!!

The winners to our Hudson Hawk contest which appeared in the June 1991 issue are:

GRAND PRIZE: Michael Easley, Woodland Hills, CA.
FIRST PRIZES: Elizabeth M. Cilla, Mastic, NY; W.M. Gladden, Raleigh, NC; Marvin Lowe, Cheyenne Wells, CO; Joyce Friebe, Kihel, Hawaii; Thomas Sander, Waddell, AZ.

SECOND PRIZES: Albert Ambrose, Brooklyn, NY; Laura Dobbie, Rogers, AR; Julie Hidreth, Jacksonville, FL; Jennifer Krass, Meriden, CT; Mildred Kray, Parma Hts. OH; James Las, Jersey City, NJ; Brenda Matchett, So. Padre Island, TX; Patrick Millburn, Redwood City, CA; Francine Minichio, Aurora, CO; Teal Potter, Snohomish, WA; Curtis Rabinak, Naperville, IL; Roberta Ruppel, Tampa, FL; Annie Welch, Dainierfield, TX; Jeff Wisselberg, South Glenshaw, CT; Merida Wilkewicz, Fort Worth, TX.

THIRD PLACE: Jo Ann Backman, Cathlamet, WA; Sean Branagan, Gainesville, FL; Carl Carlin, Pensacola, FL; Anita Craft, Waycross, GA; K. Dart, Dearborn Hts, MI; Bob Dougherty, Mayslanding, NJ; Angela Franco, Billerica, MA; Debbie Hall, Kerville, TX; Tom Herbert, Colorado Springs, CO; Ruth Hill, Keyport, WA; Cheryl Horton, Wichita, KS; Keneth Humphrey, Humble, TX; Shirley Johnson, Warminston, PA; Lois Knisley, Corylton, TN; Mildred Kovacs, Munster, IN; Carolee Lowe, Cheyenne Wells, CO; Marie Molzan, Belvidere, IL; Judy Mumme Tietich, NM; Mrs. Nell Netto, Salinas, CA; Janice Strell, Jericho, NY; Mary Vandeviver, Hilton, NY; Delfred Wauneka, Gallup, NM; Linda Webb, Dallas, TX; Beth Yedon, Wichita, KS; Howard Young, Seattle, WA.

The winner of the Turbo Express contest in the April 1991 issue was: Cathy Saltinato, Los Angeles, CA.



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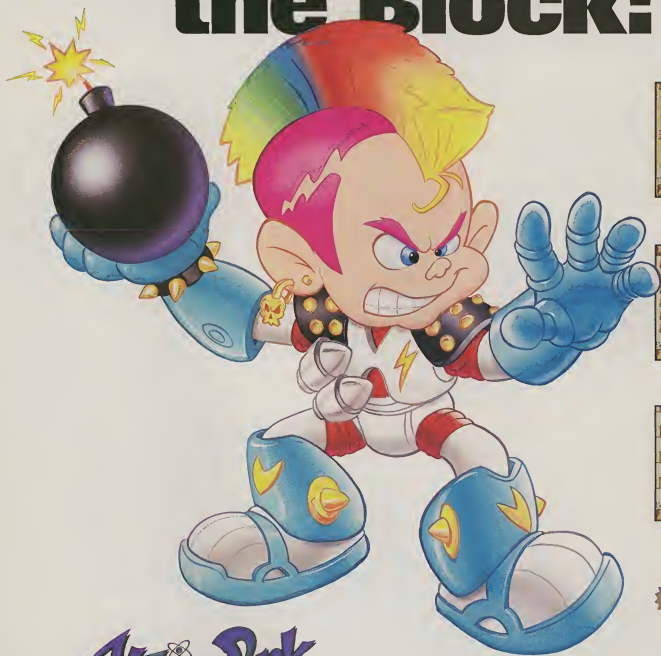
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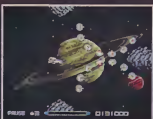
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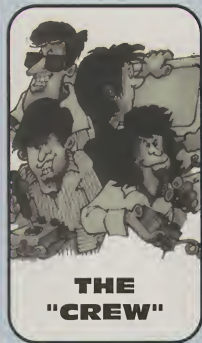
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THE "CREW"

**S
T
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V
E**

The big guy is getting ready to book the flight and be first in line to scoop up a new Mega CD-ROM in Japan! Will he let the rest of the "crew" play? No way!

**E
D**

With all the new Super Fami games coming out, our head ed. just doesn't know what to do! Having already scoped out the Mega CD-ROM, we think he's getting an ego!

**M
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What can we say, the boy can do it all! Martin is busy trying to finish up his work so he can turn his attention to his latest favorite, Thunder Spirits on the Super NES!

**S
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X**

Sushi is in seventh heaven now that EGM has expanded it's coverage of the arcade games. Check out his in-depth, two part story on the mega-hot Street Fighter 2!

Super NES - Square Final Fantasy 2

Type:RPG Release: Nov.
Levels: NA Difficulty:Hard



King	Fight	Ryno	3121 / 3489
Dart	Resa	2198 / 2442	
Sneek	Edge	138 / 2222	
Ninja	Rydia	1841 / 1841	
Itca	Kain	3127 / 3275	

Fans of the original Final Fantasy will be pleased to know that the sequel is out for their Super NES. The King of Baron is ordering his minions to steal crystals from innocent people to use for his evil purposes. Take the part of Cecil, the commander of the Red Wings squadron and for justice against your evil King of Baron. The Kingdom of Baron is depending on Cecil to stop the evil King.

Final Fantasy 2 can best be described in one word: epic! It's a well-known fact that I'm not into RPGs, but this cart has got something for anyone. You get incredible animations, sizzling sound and music and a game that is so involved, so intense, it has to be experienced!

Square has just redefined what the ultimate RPG should be like. With spectacular Mode 7 effects, outstanding graphics and a quest unequalled in a video game, the latest in the FF series really makes use of all the Super NES has to offer. Easily the best made to date!

I'm not into RPGs on any system, but this one isn't that bad. The graphics are pretty cool, especially when you are flying over the land in your airship. The music is incredible and sounds like an orchestra is inside your SNES. If you like these type of games you'll like it, I'm not thrilled.

This is a totally awesome RPG. The storyline is actually coherent and the plot moves along with a combination of speaking sequences and battles. Sure, there's plenty of the old build up your abilities and move up a level play, but within a framework like this, how can you go wrong! Tasty game!

Super NES - Nintendo SimCity

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



So you've wanted to build a city all your life, now is your chance with SimCity for the Super NES. However, you don't just build the city, you also run it. Everything in town is at your disposal, but you must make sure everything is in working order. Build houses, power plants, and police departments, but watch out! King Koopa might stroll through town destroying everything in his path!

Sim City is an interesting game that takes a lot of planning and strategy to succeed at. Like Tetris, Sim City requires forethought and the constant realization that one wrong step can spell catastrophe down the line. Not really my cup of tea, but an interesting change of pace.

No special effects here as this game is pure cerebral. It's a simulation, and what it sets out to do, it does perfectly. Every aspect of urban planning is built in and the interaction between physical and cultural phenomena is straight out of the textbook. Nothing has been overlooked!

This is a great adaptation of the computer game. The graphics and sounds are clean and the game play is almost perfect. This game may not be as intense as other SNES titles but it does have interesting game play that will keep your attention for a long time.

Sim City is sure to keep older game players and those who are into advanced puzzles like the Rubik's Cube entertained for hours. Personally, I'd just as soon have salt rubbed in my eyes. This game is slow and tedious and you can't even nuke the city when you get bored! Jeez!

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CIRCLE #110 ON READER SERVICE CARD.

LICENSED BY

Nintendo

Nintendo - Hot - B The Blue Marlin

Type: Sports Release: Dec.
Levels: NA Difficulty: Avg.



Hop in your boat and set sail for some serious fishing action. The Blue Marlin by Hot - B contains all the excitement of deep-sea fishing. Pick your lure and set the line. Struggle as you try to reel in an 800 pound blue marlin, or try for a white shark. There are many different fish and even more areas to fish from. Fans of deep-sea fishing will be pleased to know that The Blue Marlin is on its way.

This game, like its predecessor offers some of the most enjoyable fun you'll find on the NES. The game's not filled with wild graphics or intense action, but it does provide one of the most realistic sports simulations you can find in a video game. A challenging and addictive game!

This is a decent fishing simulation. Games have come a long ways since the older games where all you had to do is drop a line into the water and you'll catch anything. This version requires skill, patience and even a bit of luck if you want to catch the trophy sized fish.

This is a fishing game for the NES. A pretty unique concept for a video game. The graphics are decent and the sound is average for an 8-Bit cart. The gameplay is very good, but I found that driving my boat around in circles find fish cart get repetitive. Great if you liked Black Bass.

While Blue Marlin isn't going to win any awards for being the most overwhelming game, it does manage to dish up enough of a good time to make it stand out from a crowd of me-too titles. Not for everyone, but Blue Marlin, like Black Bass, is addictive and fun.

Nintendo - Hi Tech Expression Tom & Jerry

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



One of the original cartoon comedy teams, Tom and Jerry, now have their own game in which to live out their cat and mouse hijinks. You control Jerry as he searches for his nephew Tuffy. Tom has kidnapped Tuffy and locked him in the attic. Jerry must fight his way up to the attic and save his little nephew before Tom does something worse. Tom and Jerry has the fun of the cartoon in a video game!

I was deeply disappointed by this game. With the Tom and Jerry characters and their history of antics, you would think that a variety of great play mechanics would be created around their familiar storyline. Unfortunately, you get yet another scroller with little originality in play.

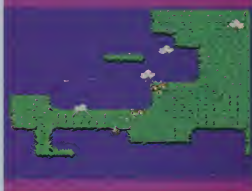
This is a fun cart to play. If you enjoyed the type of action found in Rescue Rangers then Tom and Jerry is right for you as this game combines the right blend of action and challenge. Good animations, decent game play and lots of fun for players of all ages.

I need a Geetar string! Sorry but this game just isn't complete without Jerry's uncle Pecos. Anyway, the graphics and sounds in this cart were only average. However the game play is very good and offers some challenge. Not an outstanding cart, but not that bad either.

What fun could have been had by Tom and Jerry. Instead of cool graphics and a variety of play techniques, this game offers up only a few original themes and incorporates them into game play that has been done over and over again. This one falls way short in my book.

Nintendo - Ultra Pirates

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



Take to the high seas, mate! Ultra's Pirates lets you become the swashbuckling captain of a pirate ship. Your mission has you looting towns and attacking other ships on your journey. You can explore many different towns to increase your booty. Cruise around the high seas looking for ships to loot as well as the towns. Ultra's Pirates lets anyone become a famous captain of a pirate ship. Aye Aye, Captain!

Although Pirates is daring enough to try new things with the NES, the lack of action and the repetitive nature that's found in most of the game play just slows down what could have otherwise been an enjoyable diversion. The whole package just comes apart in the end.

I can't get too excited about floating around, out on the sea. The ship to ship battles are OK but there just isn't enough action. It's a fair simulation however it moves too slow and it was hard to keep my interest. For military battle fans only. Too dry.

Pirates was a fun game to get into for awhile. The graphics are OK, and the sounds could be a little better. The concept behind the game is original and can be involving. The game gets repetitive after awhile and will only appeal to computer game players.

I'll admit that Pirates is not the type of game that I get into, but giving it credit, the game does take some unique play mechanics and roll them together into a cohesive game. The action does get too repetitive, however, and overall any real excitement is seldom found.

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CIRCLE #112 ON READER SERVICE CARD.

Genesis - Ballistic Mike Ditka Power Football

Type: Sports Release: Dec.
Levels: NA Difficulty: Avg.



Mike Ditka Power Football is the latest in the Ballistic series of sports games. Mike Ditka employs some interesting features, like the perspective view down the field and an enlarged view of the players throughout the game. In Mike Ditka, you can choose from many different plays from the selection screen. After choosing your play, head onto the field for some rough and tumble football action, the Mike Ditka way.

Although this is a fine job of rendering the football field as well as developing the actual plays, the thing they forgot to do was include the game play. The overall execution of this game tries to mirror the stunning qualities of Madden, but unfortunately comes up for a loss in every dept.

Mike Ditka ought to review the products that he puts his name on. His football game is not the best Genesis cart out there but it does have a good variety of plays to choose from. The action just doesn't get as intense as the others and it's at best only average.

I think that Ditka is a great guy and a good license for a football game, but this is a sad ripoff of John Madden. This graphics are choppy and the music is repetitive and annoying. There are a number of different plays to choose from, but with Madden 92 coming out, save your pennies.

This game sure tries to look like another Genesis football game, but the game play is no where near the same league. Ditka Football has some nice looks, but overall the game controls, plays and interacts with such a painful level of inadequacy, I couldn't even finish a game.

Genesis - Tengen RoadBlasters

Type: Driving Release: Nov.
Levels: 50 Difficulty: Avg.



Take to the road in the most dangerous race known. Tengen's home version has all the features of the arcade original. The roads are dangerous, with mine fields buried in the roads, turrets shooting at you, and other cars out to get you. The only thing that can save you is the special weapons and the much needed fuel globes. The arcade classic is now brought home for all Genesis players to enjoy!

Road Blasters has finally appeared on several formats and although I don't like to make direct comparisons, this is clearly the best executed and most fun of all the versions. This game makes excellent use of the Genesis to produce dazzling graphics and a great game!

You can't go wrong with an arcade hit that looks and plays as good as this one does. The overall theme of the coin-op has been retained while adding some nice visual touches that make the game stand out even more. Great challenge and a lot of interaction highlight this fine game.

Road Blasters is a cool game for the Genesis. The graphics and sounds are almost identical to the coin-op. The only complaint I have is that the game doesn't control as good as it should. The power-ups are all there and they've even managed to squeeze in all 50 levels.

Road Blasters has always been a favorite of mine in the arcade, so after some truly disappointing home versions I was very happy to see this game arrive. Not only are the graphics as smooth as they get on the Genesis, the play mechanics and overall execution were top notch!

Genesis - Sega Quackshot

Type: Action Release: Nov.
Levels: 9+ Difficulty: Avg.



Donald Duck is in search of treasure once again, this time for King Garuzia's Great Duck treasure. Donald's journey leads him to nine different lands, with his mischievous cousins, Huey, Dewey, and Louie. You're equipped with a plunger pistol that will allow you to sneak past enemies with a single blast, or use the plungers to scale the walls. Sega has turned another cartoon favorite into an action packed game!

Quack Shot is the best of the Disney games so far, featuring not only the best all-around graphics, but also the best play technique! It's your standard side-scorer to be true, but there are so many more options available to Donald that this game simply rises above similar efforts.

Quack Shot is one spectacular game. It has the same great game play as the original Mickey and that was one hard act to follow. Donald animates very well and the game doesn't get too difficult for the younger players. Great backgrounds!

I don't have anything against Donald, but Mickey's is just a much cooler hero. The graphics in this cart are very good, and the variety of the levels is also nice. The game play needs a little work as it tends to get repetitive after many levels. The music is kind of weak.

The only real problem I had with Quack Shot was the common nature of the game's goals which seldom change. The presentation is rendered nicely and the challenge, while a bit on the tame side, never lets up to the point of becoming boring. Keep 'em comin' Sega!

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CIRCLE #211 ON READER SERVICE CARD.

TurboGrafx - NEC Raiden Trad

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



The Earth's defense forces are quickly being wiped off the face of the planet. Hop in your fighter and set out to save the Earth from total disaster. The alien forces are tough, but you have many different weapons at your disposal, including lasers, spread-missile launchers, and the super bombs. So get ready for action in NEC's first 6 meg card in Raiden Trad. The Earth is depending on you!

Shooters are my specialty and RaiDen is a winner. The Turbo version captures all of the frantic intensity of the coin-op, with close to perfect graphics and game play. The selection of weapons is implemented well and the general round progression is executed on target!

Raiden for the Turbo is one fine vertical scrolling shooter. The action gets intense after a few levels and will challenge even the best of players. Great power-ups and weapons make this an equal to the older Blazing Lasers.

One of the most intense arcade games ever made is now one of the most intense Turbo shooters. Same cool weapons, same vicious end bosses, and the same nonstop action that made the coin-op so good. The graphics are good, but the sound leaves a little to be desired.

This is an all-out blast-a-thon where only one side survives. The sheer volume of targets and well balanced selection of power-ups and end Bosses make RaiDen a classics candidate. The graphics and sound are both top notch, and the game only wears thin after extended play.

Game Boy - Electronic Arts Jordan vs. Bird

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



Go one-on one with the NBA's top basketball players in Electronic Arts' Jordan vs. Bird. Choose to play as Michael Jordan or Larry Bird and go head-to-head in a grueling matchup or choose to enter the slam dunk competition and slam your way to the excitement of some real dunking action. For some half-court action on the small screen, tie those sneakers tight and get ready for some half-court basketball action!

This GameBoy sports title has possibilities, but never takes them anywhere. The graphics and sounds are strictly average and the overall appeal is further diminished due to a lack of real control of interaction between the GameBoy pad and the on-screen players.

Jordan vs. Bird is not to be considered the best basketball game made for the GameBoy. The action moves somewhat slow for GB standards and the computer opponent is slow but still unfair at times. This cart will deliver some B-ball thrills to hardcore fans.

If you saw this cart, you wouldn't want to be like Mike. The graphics are slow and choppy and the game control is not responsive enough for an intense game, and the sounds are only average. Having two superstar licensees on your sports game does not make it a winner.

Don't bother with this game unless you're really into basketball hardcore. The graphics, sounds and game play are all lacking in one important area or another and the general appeal of the game is so limited that even with head-to-head play you feel like you're missing something.

Lynx - Atari Stun Runner

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



Take the part of the Stun Runner on a mission like you've never seen before. The Lynx version has the same look and feel of the popular arcade version. Race your way through seemingly endless tunnels to reach your final objective. Scale the walls on high speed turns to keep your speed. Use your lasers to blast obstacles out of your path, but if you happen to miss your target, be thankful for shields.

This game is a very good translation of the coin-op with many of the update problems that plagued Hard Drivin' now removed. The action and overall theme is not that exciting, however, and despite some truly incredible small screen graphics, I lost interest in Stun Runner fast.

Stun Runner is a good rendition of a futuristic type driving game. The countdown timer adds challenge as does all of the enemy craft that appear in your way. There certainly are enough levels but the difficulty doesn't substantially increase as you get deeper into the game.

Stun Runner is one of my favorite arcade games and now it's one of my favorite Lynx games. Cool scaling and ultra fast game play makes this one of the most intense carts for the Lynx. Excellent digitized voices complement this already superior game.

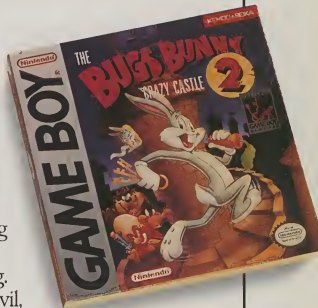
If you're into the wicked visual style and action of the arcade Stun Runner, then the Lynx won't disappoint. It's as close as you can get, although there are some areas that don't come off quite as well. If flying down a tube and wasting opponents turns you on, look no further.

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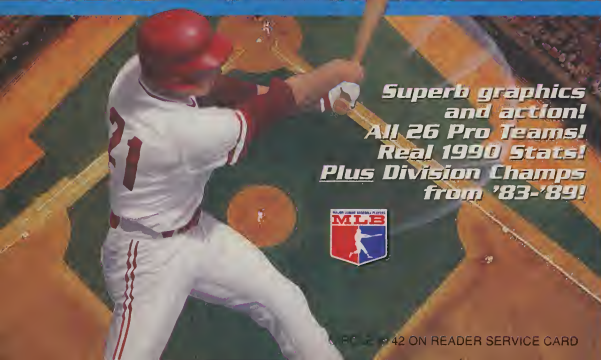


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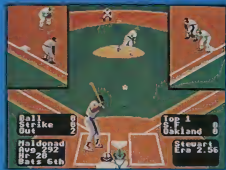
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ELECTRONIC GAMING MONTHLY & ELECTRONIC ARTS SPORTS NETWORK PRESENT...

THE GAMES OF DECEMBER 1991...
APPEARING IN LOCAL STORES NOW!

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 October 23, 1991.

NINTENDO

- | | |
|--|--|
| <i>Batman: Return of the Joker</i>
Sunsoft - Action | <i>Simpsons: Bart vs the World</i>
Acclaim - Action |
| <i>Dragon Fighter</i>
Sofel - Action | <i>Snow Brothers</i>
Capcom - Action |
| <i>Eliminator Boat Duel</i>
Electrobrain - Action | <i>Tailspin</i>
Capcom - Action |
| <i>F - 15 Strike Eagle</i>
Microprose - Simulation | <i>Tecmo Super Bowl</i>
Tecmo - Sports |
| <i>Golf Grand Slam</i>
Atlus - Sports | <i>Tiny Tunes</i>
Konami - Action |
| <i>L'Empereur</i>
Koei - RPG | <i>Treasure Master</i>
American Softworks - Action |
| <i>Motorcity Patrol</i>
Matchbox Toys - Action | <i>Uncharted Waters</i>
Koei - RPG |
| <i>Shatterhand</i>
Jaleco - Action | <i>Wurm</i>
Asmik - Action |

SUPER NES

- D - Force*
Asmik - Action
- Super Baseball Simulator 1.000*
Culture Brain - Sports
- Super Castlevania 4*
Konami - Adventure
- True Golf Classics: Waialae Country Club*
T & E - Sports
- Ultraman*
Bandai - Action
- Wanderers from Y's 3*
American Sammy - RPG/Adventure
- Zelda 3: A Link to the Past*
Nintendo - Adventure

GAMEBOY

- Brain Bender*
Electro Brain - Puzzle
- Faceball 2000*
Bullet Proof - Action
- Fighting Simulator*
Culture Brain - Action
- Pyramids of Ra*
Matchbox Toys - Puzzle
- Roger Rabbit*
Capcom - Action
- Turtles 2: Back from the Sewers*
Konami - Action



ELECTRONIC ARTS SPORTS NETWORK

HOT PICK OF THE MONTH

ACCESSORIES

Carry All Deluxe
Ascii - GB Case

Showcase
Ascii - GB Case

Bright Boy
Naki Ind. - GB Light

Power Boy
Naki Ind. - GB Batt Pak

Power Gear
Naki Ind. - GG Batt Pak

GENESIS

Art Alive
Sega - Edutainment

Back to the Future 3
Arena - Adventure

Battle Master
Arena - RPG/Adventure

Beast Warrior
Renovation - Action

Buck Rogers
Electronic Arts - Action

Fighting Master
Treco - Action

Heavy Nova
BigNet,USA - Action

John Madden '92
Electronic Arts - Sports

Mario Lemieux Hockey
Sega - Sports

Master of Monsters
Renovation - Action

Pit Fighter
Tengen - Action/Sports

RBI 3
Tengen - Sports

Robocad
Electronic Arts - Action

Slaughter Sport
Razorsoft - Sports/Action

Star Odyssey
Sages Creation - RPG/Adventure

Trouble Shooter
Vic Tokai - Action

Warsong
Treco - Strategy

Y's 3
Renovation - RPG/Adventure

TURBOGRAFX-16

Andre Panza Kick Boxing
NEC - Sports/Action

It Came from the Desert
NEC CD Rom - Adventure

NEO GEO

Fatal Fury
SNK Home - Action

Robo Army
SNK Home - Action

Thrash Rally
SNK Home - Action

GAME GEAR

Junction
Bignet,USA - Puzzle

Sonic The Hedgehog
Sega - Action

Space Harrier
Sega - Action

LYNX

Awesome Golf
Atari - Sports
Hard Drivin
Atari - Sports

Checkered Flag
Atari - Sports
Ishido
Atari - Puzzle

MASTER SYSTEM

**Donald Duck:
The Lucky Dime Caper**
Sega - Adventure

Sonic The Hedgehog
Sega - Action



Now your competition adjusts to your play calling. It's the most intense action you can get.



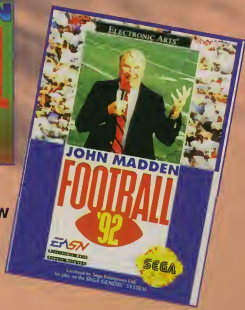
Watch the momentum shift after the hardest hitting play in football - the ol' quarterback sneaks to the hospital.



Talk about IN YOUR FACE! Instant replay gives you the ultimate replay (again).



New teams, new plays, new moves! Over 20 new features! But action speaks louder than words. Play the game. It's awesome!

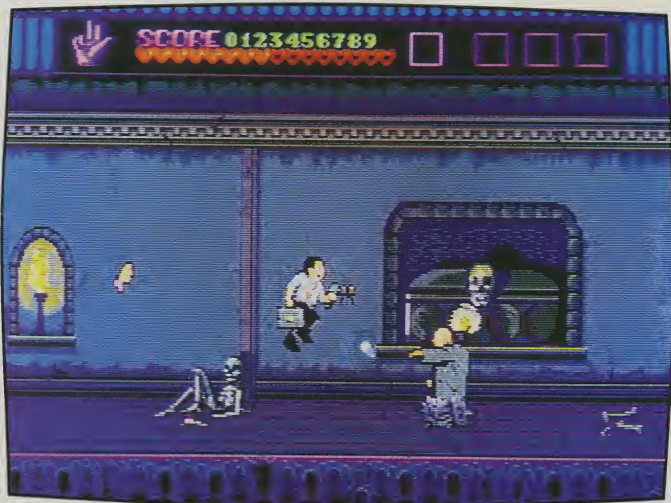


JOHN MADDEN AND EASH ARE TRADEMARKS OF ELECTRONIC ARTS. SEGA AND GENESIS ARE TRADEMARKS OF SEGA ENTERPRISES, LTD.

CIRCLE #111 ON READER SERVICE CARD.

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.



A Paramount Communications Company

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CIRCLE #101 ON READER SERVICE CARD.

GAMING GOSSIP

...Update on Sonic the Hedgehog 2...Contra 4 Preview...Batman 2 on 16-Bit...Lynx Upgrades to Jaguar...
...Sony Begins CD Development...Nintendo 8-Bit Tape Driver...Super NES Delays...

...Get ready for light speed all you little Quartermaniacs! The Q-Mann has returned with two scoops of the hottest gossip from behind developer lines. Try to keep control of your joysticks, kiddies, because this time I've got some real treats in store for all my faithful gaming gurus...The Q-Meister has just obtained some super secret info on the hush-hush sequel to Sega's mega-hit, Sonic the Hedgehog! Sonic the Hedgehog 2, rumored to be sub-titled Escape From Ring Zone, will hit mid-summer as a totally blown-out CD-ROM extravaganza! Sonic loses his cool in a variety of worlds filled with rotation! Our renegade anti-hero even scales the second time out, thanks to the advanced processors employed by the Mega CD-ROM. In certain parts of the game, Sonic will grow in size as he collects special objects! Can't wait to do the Mega Sonic Smash!...In other Mega CD news, Sega is rumored to be readying several of their all-time classics for a compilation disc of the ten best Genesis titles ever made! No details on price, but you can expect to see the disc appear around the same time the machine hits next year...

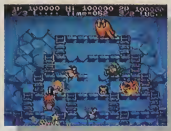
...Rumors are flying that Sony is getting ready to duke it out with Nintendo over the big N's decision to skip the Sony shop and fly into the CD-I format with competitor Phillips. Although the Play Station has yet to see the light of day, both Sony and Phillips recently unveiled their own CD-I formats in Japan and the U.S. The jury's still out on the Sony unit, but the Phillips driver, which hit with a handful of game titles, is finding few players because of its high price tag! Sorry Sony, but the Q-Mann thinks you scored a direct hit by going solo...Don't worry guys, Martin's going for the pizza in Vegas! Keep the fish outta my pie!...In the latest of Quartermann's Jaguar coups, yours truly has learned that Atari's super 64-Bit system of tomorrow will reportedly be able to perform yet another stunning feat! With the help of a special adapter, the Jaguar will let Lynx owners play their hand-held softs on the big screen! This is going to be great when Atari finally decides to release their latest super charged console...

...In hot game news, the Quartermann has managed to get the straight scoop on a number of super secret projects now in the works! Among the super softs you'll be playing in the months to come include Contra 4 for the Super NES, the 16-Bit update to the all-out champ of shoot-em-out combat! Also on the Super NES schedule is Batman-Return of the Joker from Sunsoft! Set to go head-to-head with Konami and Sega for 16-Bit Batman battles, the dark knight veterans have some special surprises in store for Super NES owners...Now the big news on the Sega 16-Bit front is a great new game that you'll never see called Uncle Al's Bigtop Fun! The latest gaming super hero, Uncle Al uses his super powers to smash little men with bow ties into oblivion! A great showpiece from VaporWare!...Don't hold your breath, more Super NES titles are being delayed...

...New hardware in development behind closed doors includes the long-awaited 8-Bit upgrade for the NES! Instead of a CD storage device, however, the developers have chosen audio tape - with games coming round by round from your tape player to the game system! This is an idea that's too wild, too cool and way too late...Another peripheral upgrade comes from the import market, where a special Game Gear/Master System translator cartridge has appeared from the Frenchies! Plug the translator into your Game Gear and plug your Master System carts into the buffer for some way-out 8-Bit fury! The Quartermann gives a big thumbs up to the idea of a converter and a big thumbs down to Sega for not bringing it out themselves...Back to the home front, the Q-Minor has learned of a special add-on that will speed your Super NES along at a zippy 33 MHz (up from the super slow 3.58MHz). While this device has yet to be seen in action, those in the know have told Quartermann that the artificial slow-mo that fills games like Super R-Type disappears when this powerful peripheral is put into action. More to come...

...Other news to use comes from NEC, who have a secret plan up their sleeve to convert you to the Turbo...Get set for a jammin' variety of movies to games next summer! Among the future hits now in development are Lethal Weapon 3, Robocop 3 and even possibly an Aliens title! Can't wait, 'til next time I remain...

- QUARTERMANN



breakthrough in video game fun!

Pick up that sledge hammer and self. You're in for a real

Berlin Wall is so you'll be down walls Scramble screens!

brace your-workout! fresh, knocking to get to it. through those

Up, down, in, out, over, under and through The Wall.

But watch out! Those escape patterns change every time! And enemies are everywhere! Tunnel down, fill in the holes,

give 'em the slip. . .and bury them! Berlin Wall

is made especially for your

GAME GEAR system,

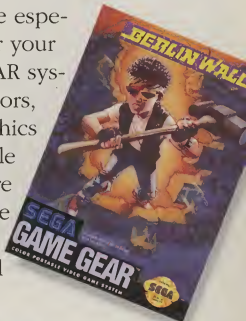
with live colors, awesome graphics

and incredible play. If you're

a kid on the go, take

Berlin Wall

with you.



GAME GEAR™
COLOR PORTABLE VIDEO GAME SYSTEM

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CIRCLE #103 ON READER SERVICE CARD.



"And it isn't *Toto*, either, you fool," I snarled at the science officer. But I had this sinking feeling. We'd just completed planetary mining operations. Time to return to base and trade for weapons and some equipment (hmmm, maybe better shields?). I was half



9 unique alien races, each with their own language and culture.

musing about the mission to save the universe. Half thinking about *Darlene-β*, a Denebian clone I'd met last run in.

We'd been out for days, exploring 270 star systems and 800 planets. Having hit everything from



270 star systems and 800 planets, 8 Ultra-Compression™ mega with battery backup.

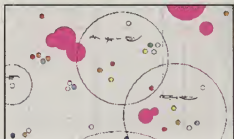


Unload your starship's arsenal in real-time combat against alien warships.

"This Ain't Kansas And The Alien Off Your Port Bow Ain't Dorothy."

jungles to deserts, oceans to icescapes. And weather that went from awful to worse. We'd met seven of the galaxy's sentient species but these guys were different. They had to be one of the other two. Of course, I'd never finish the mission unless I parleyed. But I had only seconds to decide. Besides, I've always had an itchy trigger finger.

Visit your retailer or call 1-800-245-4525 anytime.



Starmap, clockbook and mission guide included. Plus a special addition to the manual from Robert Silverberg.

SEGA
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SONY UNVEILS PLAY STATION TECHNOLOGY AT INTERNATIONAL ELECTRONICS SHOW

Sony of Japan has just introduced their new CD-ROM drive at the 1991 International Electronics Show. This trade show was held in Tokyo during the first week of October. Set up much like our Consumer Electronics Show, this is the time when all of the manufacturers of electronic products in Japan have the chance to demonstrate the newest advances in technology.

One area which received considerable attention from the majority of the major hardware companies is the development of new video storage and retrieval devices.

Sony, in particular, unveiled an early version of the technology which will be incorporated into their CD-ROM drive. Officially called the Play Station, this CD-ROM system will ultimately be combined with Nintendo's Super Famicom for use in the home. Sony envisions that this combination, while opening up the doors for companies to create software for an ultimate game system, will have other broader uses which are best called multi-media. Up till now the video game format was limited to just simple games due to cartridge memory (12



Sony of Japan unveiled their long awaited CD-ROM drive at the International Electronics Show in Tokyo.

megabit), but with the CD's huge memory capacity (4,000+ megabit), massive amounts of text can be stored on a CD. For example Sony states that all 26 volumes (32,000 entries) of the Compton's Family Encyclopedia will fit on one CD! Other discs that Sony plans on bringing out include the Software Toolworks World Atlas, Microsoft's Bookshelf 1991 edition (a dictionary, thesaurus, world almanac and book of facts), languages of the world, National Geographic's Mammals of the World, Mixed-Up Mother Goose and a music sampler. There also will be games, however specific titles were not announced at the show. Sony is now signing up companies to prepare new software for it's upcoming Play Station.

As to specifications on the Play Station CD-ROM, the information is slowly trickling in from our sources in Japan. As best as we can tell, the Play Station CD-ROM will not have the advanced biaxial rotation and scaling features as found on Sega's Mega CD-ROM, rather it will be configured more on the lines of a dependable mass storage device. It is quick, clocking in at a minuscule 1/3 of a second!

We thought the Sega unit was fast, but that now is a 'slow' 1 second. As to memory buffer size, Sony is currently listing theirs at only 64 kbits. We believe, however, that before they put their system into production, this number will be increased to the 2 - 4 megabit range.

On the down side Sony does have to solve the problem of not having the software support from Nintendo and many of its licensees, but they will have the advantage of getting their Super NES compatible CD-



The initial software includes an encyclopedia, and a world atlas.

ROM in the stores from 6 months to a year before the Nintendo-Phillips unit comes out. It will be an interesting battle to see who will be king of the Super NES CD-ROM hill. With the unit out in the open now, expect to see updates on this super system monthly!



The first batch of CD software will be educational related rather than entertainment based.

SONY CD-ROM SPECIFICATIONS:

Data Transfer Rate:
Sustained.....150 KB/sec.
Burst..... 600 KB/sec.
Access Time:
Average.....0.34 sec.
Full Stroke.....0.53 sec.
Buffer Size: 8 KB

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!

Game Genie[™] works on many game titles for the Nintendo Entertainment System.[®] Not all effects can be created at the same time, and some effects are not available on some games. Game Genie is a product of Lewis Galoob Toys, Inc., and is not manufactured, distributed or endorsed by Nintendo of America Inc. Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America Inc. Game Genie and Galoob are trademarks of Lewis Galoob Toys, Inc. ©1991 Lewis Galoob Toys, Inc. All Rights Reserved. U.S. Patent Pending.

MAJOR HARDWARE MANUFACTURERS SHOW NEW CD-I COMPATIBLE MACHINES

Besides Sony, there were several other companies which had prototype CD-ROM hardware in various stages of development at the International Electronics Show in Tokyo. Of those which had units on display, almost all of the companies have chosen to adopt the CD-I format as the standard, and at least for the present, this Interactive format seems to be the one which has the best chance to be the world standard for video media storage.

Phillips, the company which developed the CD-I format, was there with its model CDI-910. This is the unit which currently is in production here in the states.

The CDI-910, and all of the other units which will be CD-I compatible, will be able to play all 3" and 5", CD-Audio discs, CD+Graphics discs and visuals, Photo CD discs (Kodak) and CD-ROM-XA "bridge" discs. The latter format is the one which will 'cross over' into the video game media and the one which Nintendo has announced that they will use to develop their CD-I video games. Besides by being able to play all of the current audio CD formats and sizes, the



NEC surprised the industry with a working prototype of their new data compression CD technology.

CDI-910 does come with enough built in memory to efficiently handle any software currently in existence or in development. On board the system there is 8 megabits of RAM plus 64 kbits of non-volatile RAM. This is in addition to 4 megabits of built-in ROM!

With specs like these it isn't too surprising that major electronic companies like Panasonic, Sanyo and Victor (JVC) have decided to back the CD-I format. Both Sanyo and Panasonic had prototype systems under glass at the show. To further advance the new CD-I format, a consortium of software developers has already organized to promote the new media.

On the software side, there are a few discs already out in the stores although none are video game oriented entertainment discs. Treasures of the Smithsonian, A Visit to Sesame Street, ABC Sports Golf, Cartoon Jukebox and Time Life Photography are a few of the currently available discs. Nintendo intends to bring to the CD-I format discs which will utilize the popular video game characters - Mario and Zelda. Golgo 13 is another title that is to be converted and enhanced to the CD-I format.

CD-I aside, one of the big surprises of the show was a new

working CD-ROM technology by NEC. Tentatively called CD-ROM Multi Media Player, (MMP-1) this system was not compatible with CD-I, or any other known CD format, however, it is a working version of the NID (New Interactive Display) technology that NEC showed at the Summer CES. To this end NEC has decided to continue with digital data

compression in order to pack even more data on to the standard 5" CD disc. This NEC feels is necessary as their multi-media goal is to have full motion video rather than just still frames. With



Both Sanyo (left) and Panasonic (right) had CD-I units on display.

their data compression, NEC can pack in 60 minutes of broadcast quality full motion video rather than just a few seconds without data compression. The NEC unit was fully operational, and an RPG was playable as the MMP-1 has an input port for the PC Engine controller.



Some of the new CD-I titles planned include a visual history of F-1 racing, a tour guide of Hawaii, Golgo 13 and a video Mahjong disk.



Note the PC Engine controller in the new NEC CD-ROM unit.

F-15 STRIKE EAGLE™



"Major Wild Bill" Stealey, President of MicroProse.

Real Pilots Don't Just Play F-15 Strike Eagle, They Help Design It

Meet "Major Wild Bill" Stealey:

"Life for a fighter pilot is that gut-wrenching adrenalin rush you get when going supersonic with heat-seeking missiles hot on your tail, pulling into a hard turn while warning displays light up the cockpit — and as an Air Force Academy grad with over 4,000 hours of military flight, I ought to know! Real pilots know that feeling, and real pilots also know that *F-15 Strike Eagle* is the only NES™ game to deliver the authentic dogfighting experience, because *F-15* is designed by *real* pilots, and *real* military simulation experts. Find out for yourself. Play *F-15 Strike Eagle* and see what real dogfighting is all about."

For the Nintendo Entertainment System. For the latest information on release dates and availabilities, call MicroProse Customer Service at 301-771-1151, 9 am to 5 pm EST, weekdays. © 1991 MicroProse Software, Inc. Nintendo and Nintendo Entertainment System and NES are trademarks of Nintendo of America Inc. This product is not affiliated or endorsed by the U.S. government or any branch of the service. Bill Stealey is a Lt. Colonel in the United States Air Force Reserve (USAF).

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Football so real, it even comes with a mouthpiece.

Any video game can give you a taste of real football. But only one serves up a whole mouthful. New, Joe Montana II Sportstalk Football™ from Sega Genesis.™ The first sports video game with an ongoing play by play announcer's voice.

Now you can get complete coverage of all the hard-hitting action. Instantly. Just like real, professional football on TV. "The blitz is on." "Dumped at the twenty." "Signals for the fair catch." Our man behind the microphone tells you when the second-

ary is closing in, where a receiver's open, when there's a man in motion. And delivers a truckload of halftime recaps and stats.

And like real football on TV, you get the big picture, too. During a play, the game automatically zooms into a dazzling close-up. You see every diving catch, pulverizing tackle and explosive charge up the middle. You even get instant replays.

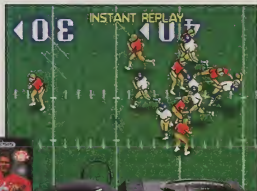
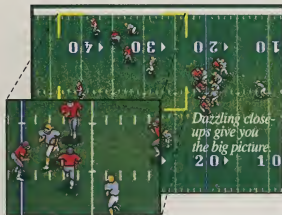
Battle your way through a 28 team league to the championship. Play on the same side as your buddy—

you're the quarterback, he's the receiver. Call your strategy with over 50 plays—in snow or rain. On grass or artificial turf. You get all the excitement, all the bone jarring intensity of the game itself. Plus a whole lot more.

So remember, if you want real football action, the name of the game is Joe Montana II Sportstalk Football. Anything else is all talk.



**JOE MONTANA II
SPORTSTALK
FOOTBALL™**



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Leading the 16-bit revolution.™

INTERNATIONAL OUTLOOK

NEWS, Previews and Info From Around the Electronic Gaming World

EGM EXCLUSIVE!!



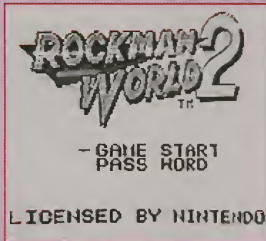
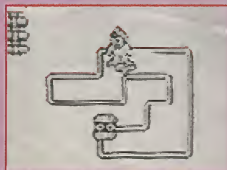
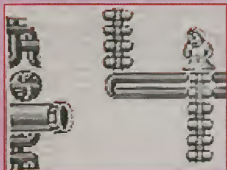
Clash man lives in a world where climbing is crucial to your success!



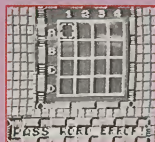
The world of the Airman is a deadly battle in the skies!

Capcom / GameBoy ROCKMAN WORLD 2

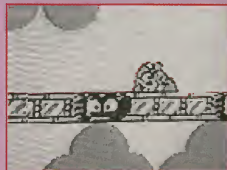
While in Japan last September, our editors spotted Capcom's newest Game Boy soft. Change the name from Rockman to Mega Man and you have the Capcom US Spring release! This scaled down version of Rockman 2 contains four of Dr. Wily's robots, Clashman, Airman, Woodman, and Metalman. Just like in the previous games, whenever you defeat an end boss you will obtain his power-up abilities! You can still get assistance from Rush, and Rockman even has the slide move in this excellent translation of the original, scaled down for the GameBoy!



Choose from four deadly opponents. Clashman, Woodman, Metalman, and Airman.



Rockman 2 uses a password code similar to those found in other Mega Man games.





RAIDEN™



©MICRONET 1991

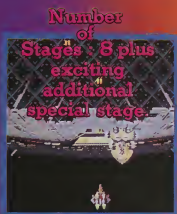
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No-1 popularity long
after debut at arcades!*

A.D.2090

The world is attacked by aliens from outer space. The world has united forces which fight back fiercely. Top world scientists have analyzed wreckage of enemy planes shot down, and created a supersonic fighter bomb called "Raiden".

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

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



Number of Stages: 8 plus exciting additional special stage.



8-MEGABIT MEMORY FOR ONE PLAYER

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WARRIOR OF ROME™

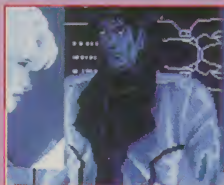
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FOR ALL ON THE SEGA GENESIS SYSTEM

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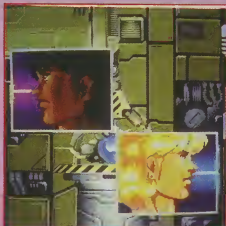
Irem / PC Engine Super CD-ROM2 R-TYPE COMPLETE CD

Take on the Evil Bydo Empire CD style! R-Type Complete CD employs all of the features that made the first R-Type so popular, but this time it is enhanced in every way, thanks to the power of CD-ROM. You and your R-9 ship are fully loaded and ready to take on any surprises the Bydo Empire has to throw at you as well as spectacular CD-ROM musical scores and vibrant fully animated intermissions!



Incredible graphics are used throughout the game!

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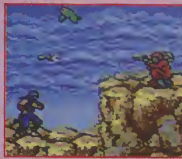


Hudson / PC Engine NINJA GAIDEN

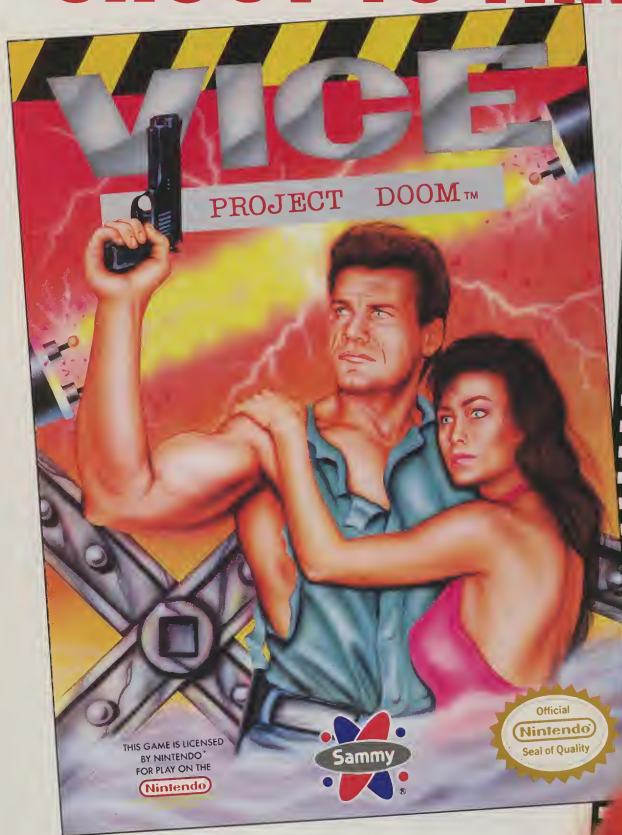
Hudson is bringing the popular Ninja Gaiden series to the PC Engine! While similar in style and appearance to the NES version, the graphics have been revamped with more colors and detail. Your quest takes you to many different lands to defeat the evil Jaquiu, who has put your father under his control. PC Engine owners should not miss this one!



Everything from the cinema displays to the end Bosses have been faithfully translated.



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Take to the highway in your Super-Charged Street Machine!



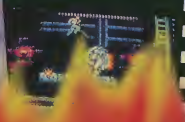
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You and your .44 in a warehouse packed with stolen merchandise and deadly assassins.



A storyline to keep you plastered to the action.



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

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



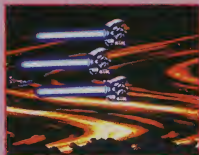
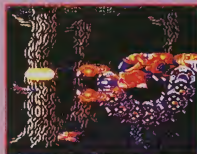
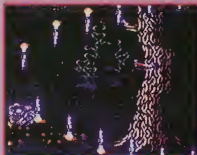
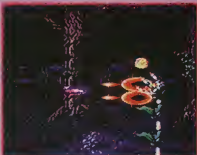
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Toshiba Emi / Super Famicom THUNDER SPIRITS

The mega-popular Thunder Force 3 is being translated for the Super Famicom! Most of the levels found in the Genesis version are here as well as a few new levels for even more intense action! Even Gorgon, with his compliment of fantastic fire effects, is back and has never looked better! Definitely a Super Famicom cart all shooter fans should watch for!



The end Bosses are even more impressive than the Genesis version of TF3!



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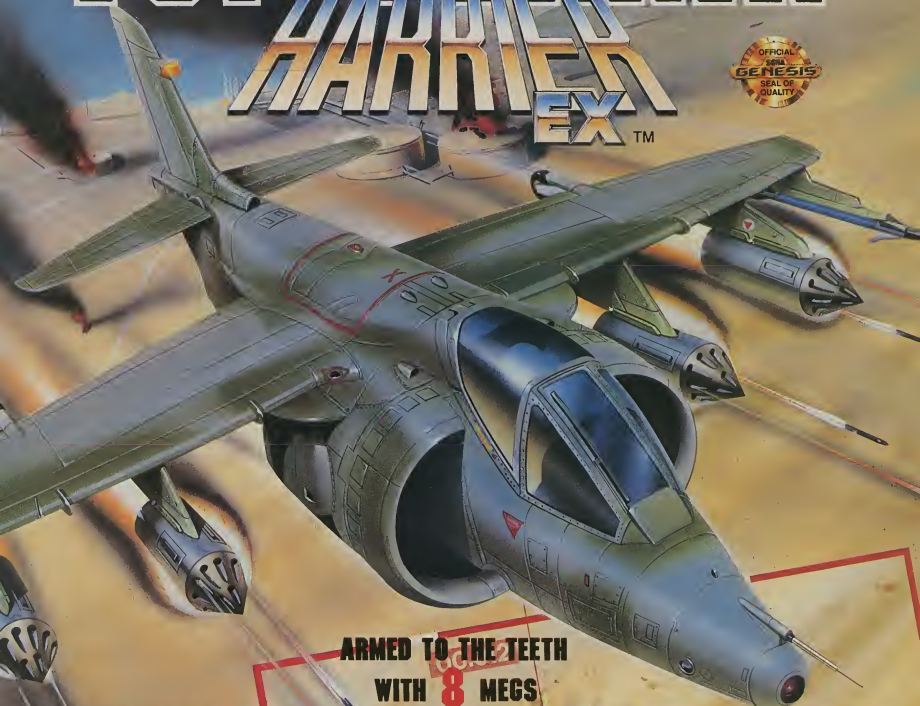
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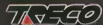
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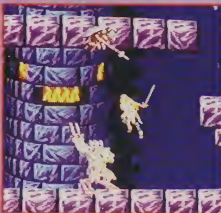
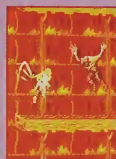
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Dahna offers a totally unique gaming experience to Mega Drive enthusiasts. Choose between three effective weapons: a morningstar whip, iron spear, as well as your trusty sword. Take on a host of evil creatures as you progress through the well animated and challenging levels. Highly detailed graphics and great game play complement this hack and slash tour-de-force.



Outstanding graphics and displays are just a small part of what this incredible cartridge uses to compliment solid game play!



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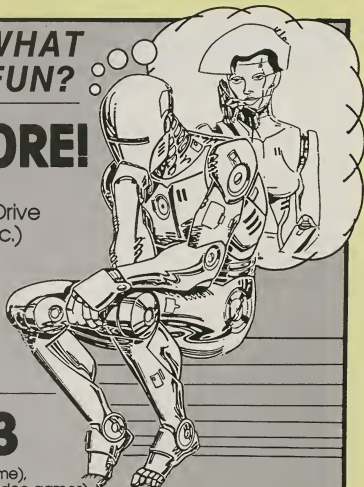
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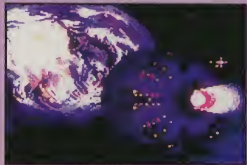
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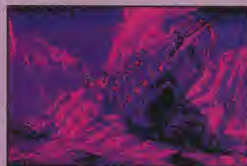
Sega / Mega CD-ROM WOODSTOCK: FUNKY ROCKY HORROR BAND

Sega's heavy duty RPG's - Dark Wizard and Three Eyes won't be ready till next year. What players will get from them in December is a cute RPG where an alien rock and roll band crash lands on Earth. They can't leave until they find all 6 of their band instruments. Music is the key in this game as the type and length of tune you play determines how strong your magic is.

THE CAST OF CHARACTERS:



Oh, Oh...Captain, there's a
guidance system malfunction!



We've crashed! Where are we?
What planet are we on?



Captain, we can fix our ship
but we have to find our
band instruments before we
are able to take off. They
must be somewhere on this
planet!



Some of the people of
Earth will help the aliens in
their quest to find their lost
instruments.

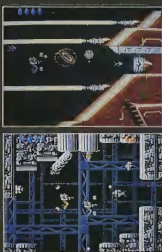
The Future's A Blast!

It's the year 2029 and humanity faces certain extinction! An alien force led by their Supreme Commander Vile Malmort is positioned to destroy the Earth.

The President has little time to act. He assembles the greatest scientists from around the globe to stop this menace. From their laboratory came mankind's last hope- the members of S.C.A.T.

The Special Cybernetic Attack Team has one goal; the utter destruction of the alien fleet. " They've sent an armada to conquer us. We've sent two warriors from S.C.A.T.... It should be a fair fight."

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- 1 or 2 player cooperative play.



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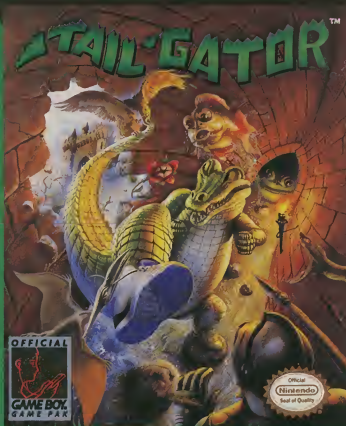
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- Password feature returns you to all the excitement!



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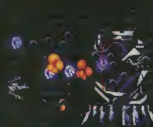
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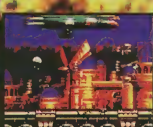
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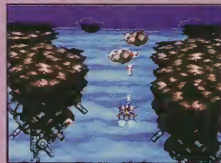
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Konami /Super Famicom AXELAY

Another 'secret project' we ran across in Japan was a new super shooter from the experts at Konami. This one is going to make up for all that was lacking in Gradius 3 as it contains even more intense shooting action. Expect to see the very best the Super Famicom can do as now the programmers have had time to figure out the system! The game was in a very preliminary alpha version but what we saw was equal to an arcade machine. The power ups are designed like those in the Gradius series but the weapons are all new and much more powerful. The backgrounds are unbelievably detailed and even exceed those found in Super R-Type. The end bosses are full screen and even when the action gets intense there is not a trace of flicker. The U.S. Konami has not decided whether this shooter will appear on these shores, but we hope they take a long hard look at the ultimate in shooters!



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Our 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.

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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

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CIRCLE #161 ON READER SERVICE CARD.

NEC Avenue/PC Engine SPACE FANTASY ZONE

What do you get when you combine the cuteness of the little Opa-Opa from Fantasy Zone with the spectacular action/shooter Space Harrier? NEC Avenue (the branch of NEC which is responsible for doing the 'translations' from other systems to the PC Engine) is showing us a new version of Fantasy Zone which is exciting and very challenging. Spectacular backgrounds and explosive action help make this a must have game for all who want to put their lightning-quick reflexes to a test. The Buy Shop (Weponalds - a spoof on McDonalds) is more of the cuteness that NEC Avenue is known for! Of special importance are the huge bosses that don't seem to die very easily.



Hot-B/Mega Drive STEEL EMPIRE

As the name implies, it's you against a whole armada of huge steel warships which look like something from an old Buck Rogers movie. Even though they look ancient, they are loaded with some of the most devastating weapons in the universe. Power-up your ship as often as you can because you'll need all the help you can get to make it through this gauntlet of immense alien firepower. Make it through the level only to run into a multi-screen long boss!



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Overwhelmed? Fear not, for this quest allows two brave souls to venture forth simultaneously via the TurboTap™!

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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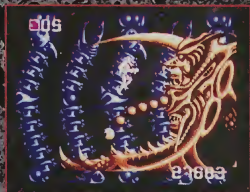


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ELECTRONIC ARTS

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○ CIRCLE #111 ON READER SERVICE CARD



NEXT WAVE

EGM EXCLUSIVE!!

AYRTON SENNA'S SUPER MONACO GP 2

EGM has just learned from its sources that Sega recently hired the 1991 world champion Formula One race driver - Mr. Ayrton Senna as the development supervisor for Sega's newest racing game - Ayrton Senna's Super Monaco GP 2.

This new super simulation will be programmed for the Genesis, Sega Master System 2, Game Gear and Mega Drive game systems. The 16 bit versions and the Master System cart will be released in March 1992. The Game Gear version will come out in July 1992.

Here's the scoop. The 16 bit version will be 8 meg plus a battery. The Master System and Game Gear versions will be 2 megabit carts. The 16 courses in the 1991 F1 GP Series will be programmed in as will a few extra courses designed by Mr. Senna himself. The battery backup will allow the player to save their best records and positions in various races for continuation of play at a later point in time. More next issue!

ZELDA 3; LEMMINGS; SUPER OFF ROAD; PAPERBOY 2; WORLD LEAGUE SOCCER; ROCKETEER; MOTOR CITY PATROL; BUCKY O'HARE; NIGHTSHADE; DEFENDERS OF DYNATRON CITY; HOOK; ROBODOD; TROUBLE SHOOTER; ART ALIVE; GROWL; BUCK ROGERS; F-22 INTERCEPTOR; GG SONIC THE HEDGEHOG; CRYSTAL MINES 2; FACEBALL 2000; THE PYRAMIDS OF RA; JORDAN VS BIRD; STAR TREK.

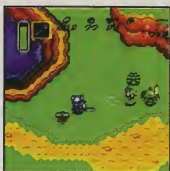
MENU

Nintendo
Sega
TurboGrafx
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GameBoy
Lynx
Game Gear
Neo-Geo
Super NES



THE LEGEND OF ZELDA® - A LINK TO THE PAST™ Nintendo/Super NES

The third in the Zelda series will make its debut on their Super NES this Fall. This time the plot changes, as you are not looking for the Triforce of Power, but rather, you will travel back in time to the land of Hyrule before it was destroyed by the evil wizard, Ganon. You will be aided by all new allies that you must find and locate as you proceed on your quest. Battle the minions of evil and use new spells, magic and powerful weapons to help protect you in your travels. Expect to see a lot of spectacular Mode 7 effects, as you proceed through an adventure four times the size of the last game!



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Magician Lord



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NAM-1975

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CIRCLE #114 ON READER SERVICE CARD.

LEMMINGS

Sunsoft/SuperNES

Take a bunch of mindless rodents, give them a bunch of tools for survival and what do you get? Lemmings! This cute game involves little rodents with green hair that can't survive without your help. You must protect the lemmings by leading them away from the danger and by using the icons at the bottom of the screen to have the lemmings perform different functions such as digging, building, climbing, and others. Having trouble? Just nuke them all!



Lead the lemmings through 125 levels of pure Insanity! Don't let them fall through the floor or drown in the water! You need a specific percentage of lemmings to make it to their home or you won't be able to continue to the next level. Their survival depends on you!

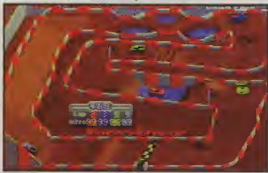
SUPER OFF ROAD

Tradewest/Super NES

Drive in one of the toughest races you will ever experience! Super Off Road will test your driving skills with some of the nastiest bad boys to ever drive a 4 x 4 truck. Wind through bumpy mud tracks in a road race to the finish. Collect Nitros to boost your power and put you ahead of your opponents. When you win a race you can increase your top speed, get better tires, buy more Nitros and many other parts so you can win the next race with ease. The more races you win, the more credits you get toward purchases that will increase the power of your truck. Try to get either first, second, or third place or you will not qualify for the next races. It's racing action at its best, so gear up for the long haul! Just like the great arcade version!



As you race, try to lap the other players. Use your Nitros wisely, as they can only be used once.



HotHotHot

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SOFTWARE ETC.

EGM-12

PAPERBOY 2

Software Toolworks/Super NES

Paperboy is back and this time he has even more obstacles to deal with. These include haunted houses with gargoyles that shoot at you, forts that shoot cannons, baby carriages, tire rolling men, and plenty of other humorous displays. You can choose to be a paperboy or a papergirl. Deliver the papers to the people on your route and be a menace to the people who are non-subscribers. Get big points for throwing the papers in the mailboxes. You also get points for breaking windows and hitting people who get in your way. Make sure that you deliver papers to the subscribers on your route or you will take the risk of getting fired! Try not to crash too many times because that will also get you canned. Avoid your obstacles and make it through the week to advance to other streets.



Do you really want to hit that car? The guy underneath it wouldn't appreciate it very much!

Expect more challenges and more variety, with left and right sidewalks in this version. Go through a massive obstacle course in order to make your way through the neighborhood.



WORLD LEAGUE SOCCER

Software Toolworks/Super NES

He kicks and he scores! A soccer game has made its way on to the Super NES. Choose your team from the list of countries and then go at it with some of the best players you will ever come across. Watch your goalie as he dives for the ball and listen to the crowd roar as you cause a foul by tripping another player. Watch the map in the corner of your screen to see where the ball, players, and goals are so you can be sure to be on top of the ball at all times. Play exhibition games or go for the tournaments and play against the best of the best. Great challenge awaits you, so get your gear together and go for the goal!



Fouling the other team will give them the ball, so stay close to your opponents, but try not to trip them. Great overhead views put you in the middle of the action!



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SEE DETAILS INSIDE!



TERMINATOR 2TM :
JUDGMENT DAY



MASTERS OF THE GAME

MASTER THE GAMES!

Welcome, Game Masters, to a special sweepstakes edition of the hottest newsletter covering the hottest games! In this issue, prepare to power up and rip into the very best that the NES, Game Boy, and new Super NES have to offer, with special previews of sizzling game favorites that are destined to become classics! From the time traveling warfare of Terminator 2: Judgment Day to the colorful antics of Bart Simpson to great sports action on the court and on the diamond, Acclaim/LJN has something for everyone!

Be sure to check out the special previews of Acclaim's first 16-Bit blockbusters for the new Super NES! Populous, Super Smash TV, and WWF Super WrestleMania! We're blown away by the incredible graphics, sounds, and game play this new machine possesses, and we're sure you'll be equally impressed with the arcade-quality graphics and action of our latest line-up of video game favorites!

Also be prepared for a slew of new game maps and special "Master Tips" that are guaranteed to boost your scoring skills!

So, sit back, tear open the pages and let MASTERS OF THE GAME fill you with all the firepower you need to locate and defeat the hottest video games in the galaxy!



16-BIT
SUPER ACTION



EXCELLENT NES ADVENTURE!

That most triumphant time traveling duo are now ready for an adventure on both your NES and Game Boy video game systems!

Bill S. Preston, Esq. and Ted Theodore Logan are about to embark on their most excellent quest yet, courtesy of LJN! In this totally bodacious game, you're cast as the lead singers of the Wyld Stallions on a whole new adventure through time!

Travel in your most cosmic of time warping phone booths to visit the greatest moments of history. Explore six different worlds of adventure to collect items and connect the clues from the most famous dudes in history like Joan of Arc and Napoleon. But be sure to get them back in time or the curtain will come down on the Wyld Stallions! Most heinous!

Be a part of history and help save the world in this most excellent of RPG's for your NES! Excellent!

A MOST TRIUMPHANT GAME BOY JOURNEY!

Once again, the world as the future knows it is in great peril! The evil DeNomolos has created evil Bill and Ted robots and sent them back to get rid of the real Bill and Ted! In order to save the future and themselves, Bill and Ted must travel the circuits of time and gather the stolen time fragments. Along the way, our most excellent compatriots must avoid Billy the Kid, the Grim Reaper, the Executioner, and even Granny S. Preston Esquire! This quest will require more than just skill. You need brains to figure out some of the complex rooms! Party on, dudes!

An evil plan to destroy your future? Bogus!



ACCLAIM & LJN HALL OF FAME

Game	Player	Score
Narc	Josh Friess	2,021,150
IronSword	Jeff Adkins	1,314,416
Total Recall	Brian Stark	999,810
Bigfoot	Andrew Botteicelli	61,160
Nightmare on Elm Street	Jay Kosier	Finished

Send your comments and high score photos to:
MASTERS OF THE GAME
P.O. Box 606E, Oyster Bay, NY 11771

THE ACCLAIM HOTLINE
Call 1-516-624-9300 for
game assistance.

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The Masters of the Games are waiting to help you!

COUNSELOR'S CORNER

YOU CAN WIN!!

Check out page 16!

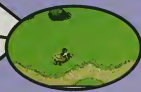
You could win the Bill & Ted's Bogus Journey VHS home video!



Gippyup! Jump on the horse and try to stay until the end. You'll get a bonus!



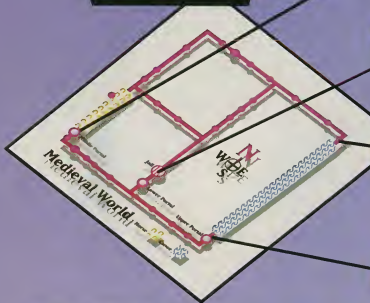
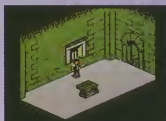
This is the jail. Be sure to have plenty of keys or you'll get trapped here!



You can find the item you're looking for next to the rock near the river end.



Take a ride in the rapids! Jump in the canoe and get a bonus at the end.



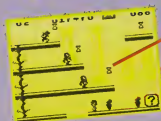
EXCELLENT!!
You finished an area, and now you get to take a break and jam as the Wyld Stallyns! Most triumphant!

MASTER TIP #784

If you're being chased, use the pudding. The natives will run for it and leave you alone!



Level 3-1 : Look for the goblets and make for the exit fast! Many items are strewn about everywhere!



Level 2-1 : Gather the stars and avoid Billy the Kid stalking the area. He shoots some deadly bullets!



Walking on the conveyor belts isn't easy!

You'll lose your ground if you stand here too long.



TERMINATOR 2 JUDGMENT DAY

BASED ON THE
BLOCKBUSTER MOVIE!

YOU'LL BE BACK!

It is the future and THEY have won. Now it's up to you to save mankind either on your NES or Game Boy systems.

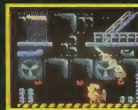
Led by the computer cunning of Sky-Net, the Cyberdyne network of Terminators has spread across the world, laying waste to the planet and the people that opposed it. Only through the leadership of one brave rebel,

John Connor, will mankind become victorious in combat and topple the machines. As Sky-Net collapses, they send a new Terminator, a T-1000, made of liquid metal, back in time to eliminate a young John Connor before Sky-

Net computers are even invented. If the Terminators succeed in stopping John Connor, in the present or the future, the machines will reign supreme.

Based on the blockbuster movie, Terminator 2™: Judgment Day© from LJN brings all of the incredible sights and sounds to your NES and puts you in control. Fighting against the robots in the future wasteland, you control the T-800 on its quest to stop the T-1000 and save John Connor. Combining state-of-the-art graphics with an intense array of weapons and action, Terminator 2: Judgment Day captures the excitement of the movie and lets you determine the future of mankind!

T2



BEETLEJUICE



THE GHOST WITH THE MOST ON THE NES!

He's wild! He's crazy! He's dead! He's Beetlejuice™, the spookiest bio-exorcist this side of Saturn! He's also the star of one of LJN's hottest NES games. As Beetlejuice, scare your way through eight horrific levels, including the graveyard (it's so nice this time of year!)



Here's a shop for the Recently Deceased...

Buy scares to spook the spook!



Grab the key and enter the locked door.



Battle it out with this slimy cavern creature.



Does this sandworm look hungry to you? Uh, oh!

YOU CAN WIN!!

Check out page 16!

An authentic Terminator 2 T-800 mask.



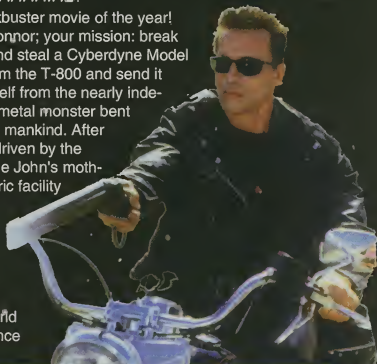
SARAH CONNOR
She gives you clues and tips along the way.



JOHN CONNOR
The T-800 must save him from death.

SAVE MANKIND!

Take control of the blockbuster movie of the year! Start the game as John Connor; your mission: break into the Cyberdyne labs and steal a Cyberdyne Model 800 Terminator. Reprogram the T-800 and send it back in time to save yourself from the nearly indestructible T-1000, a liquid metal monster bent on destroying the future of mankind. After saving John from a truck driven by the T-1000, you need to rescue John's mother, Sarah, from a psychiatric facility nearby. Then, when the gang's all together again, make plans to destroy the Cyberdyne research labs! With any luck, the Terminators will cease to exist, and the world will be safe for mankind once more!



In order to pass the Skynet defenses, you need to destroy the shield power generators.

These generators must be destroyed in the correct order or the reactor core will undergo a

massive meltdown. Go from largest to smallest, as shown in the map above and below.



Of course, no maniacal entity would leave its facilities unguarded! The Skynet computer

has posted hundreds of Cyberdyne T-101 cyborgs to stop you from getting to the main

lab. Inside, you may find a T-800 and reprogram it to protect John Connor in the past. Good Luck!



Buy tons of skeleton scares at the first Shop (it's the easiest place to collect bugs) to defeat this pesky Deetee.



The kitchen has sprung to life! Banish the ghostly demons and clean up this mess!



Fix the pipes before the ghosts come rushing through! Plush them down the drain.

HORRIFIC GAME BOY HIJINX!

Follow the misadventures of Beetlejuice on the small screen as you attempt to rid your house of the evil entities that haunt it! Use scare techniques, beetles, and even turn the tides on a ghostly overflow! Solve puzzles and attempt games of chance to earn more points and extra turns. This is certainly the Game Boy Game with the Name to Fame!



TEST YOUR LUCK AND SKILL!

This ghostly haunting is causing the china to move! Dish out your own scares!



The laundry room is haunted, too! Take the clothes to the cleaners with your scares!



Catch the drops before they flood your home! Beware of the flashing haunted drops!



ARCH RIVALS

SLAM! DUNK! PUNCH!

This is super sports action like you've never seen it before! Straight out of the arcades comes Arch Rivals, an all-out basketball game filled with unique and exciting features! You're in control of the lay-ups, dunk shots, and other B-ball action in this fast-moving sports contest. The rules are familiar, but the fouls are gone as you fight your way to the basket, literally! In addition to passing and shooting, you can punch or lunge your way past the opposition and across the court! Complete with great graphics and smooth animation, Arch Rivals is a true basketballw!!!

MASTER TIP #613

To drop down your opponents shorts, hold down the B button and tap the A button!



ALL-STAR CAST!!



TYRONE
This guy really "blocks" the lane! Hard!



VINNIE
He's a real team player with skill!



MOOSE
Moose is the experienced shooter!



HAMMER
He can nail them from anywhere!



LEWIS
This dude is also known as Mr. Moves.



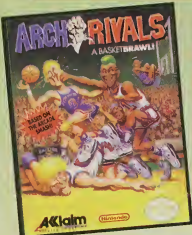
MOHAWK
The meanest of the bunch. Look out!



REGGIE
Used to be the All-Star's All-Star.



BLADE
He has all the moves and all the lades.



One winning tactic is to give the ball to your teammate, run off the screen to your basket, then have him pass to you for the score!



On the NES

WRESTLEMANIA

CHALLENGE

Climb into the ring with the likes of the Million Dollar Man, Big Boss Man, Ultimate Warrior, or even the immortal Hulk Hogan in this hard-hitting and action-packed game for your NES system! Master the moves, learn the special techniques, and pin your opponent in this highly detailed wrestling extravaganza!



HULK HOGAN



ULTIMATE WARRIOR



RANDY SAVAGE



ANDRE THE GIANT



BIG BOSS MAN



HACKSAW JIM DUGGAN



The action is in the middle of the ring and on the canvas!



Spring from the top rope to catch your enemy off guard.



Use a well executed body slam to weaken your opponent.



On the Game Boy

Pack up your gear and head on the go with WWF Superstars™! Take on the likes of Hulk Hogan, Ultimate Warrior, and Mr. Perfect! The Million Dollar Man will put in his two cents too in this marvelous wrestling bash with your favorite WWF stars!



These moves are devastating!



Get back in the ring fast!

YOU CAN WIN!

A special autographed Legion of Doom poster and foam shoulder pads!

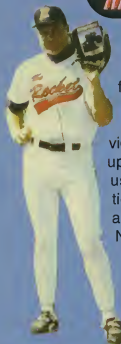
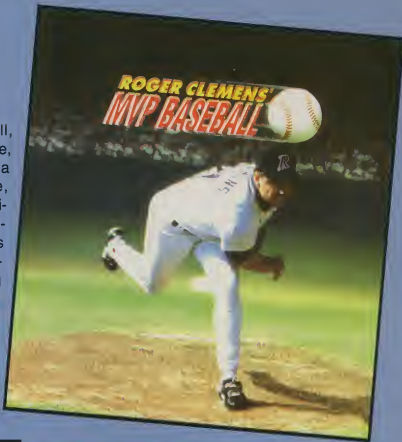


Check out page 10!



Listen to the pre-match victory speeches from both wrestlers!

ROGER CLEMENS' MVP BASEBALL



STRIKE OUT!!

With Roger Clemens' MVP Baseball, you're in control of every part of the game, from pitching to hitting to fielding! Using a revolutionary new graphics technique, Roger Clemens' MVP Baseball uses individual "over the shoulder fielding" and close-up plays instead of the handful of angles used by other so-called baseball simulations to provide the most realistic looking and playing sports game available on your NES! In fact, enjoy actual pointers from Roger Clemens himself! Plus, with all the subtle features of baseball intact - from bunting to stealing base - as well as one or two player options, LJN's latest addition to the line-up is a grand slam home run!



IT'S THE WIND-UP!



THE PITCH!! THE SWING!!



IT'S OUTTA HERE!!



HOME PLATE
The catcher must always be aware of the base runner in case of a steal or tag situation.



FIRST BASE
The first baseman generally sticks to the bag to retrieve the force out or line drives.



SECOND BASE
Since the second baseman floats between first and second, his position is important.



CLOSE UP PLAYS AT THE BASE
Control the slide and tag as you try to make that winning play.



CHOOSE YOUR LINE UP
You have 26 excellent teams to choose from, each with a complete roster of players!

MASTER TIP #801

Fielding takes practice, but if you can learn to jump and slide, you'll be making the plays like the pros!



THE STADIUM



HIT LIKE A PRO!

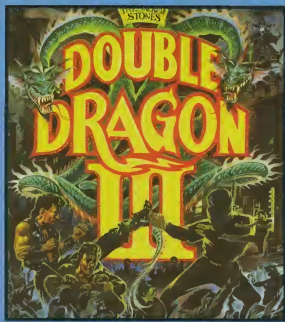
No matter whether you smash a grand slam or bunt to first, the strategy remains the same: keep the ball away from your opponent! Try to use the wide open lanes shown in red as guides.

YOU CAN WIN!!

Check out page 10!

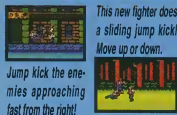
An authentic Roger Clemens autographed baseball!





THE LATEST AND GREATEST CHAPTER IN THE DOUBLE DRAGON SERIES!!

In the third instalment of the popular Double Dragon trilogy for your NES, Billy and Jimmy Lee must travel the world in search of not only Marion, but the mysterious and powerful Sacred Stones as well! Complete with great new graphics, moves, and action, Double Dragon III sends our martial arts heroes around the globe, featuring some of the most deadly opponents yet! Warriors Chin and Ranzou, however, join your quest when bested and add to the selection of moves you can use against the enemy! All the mystery and excitement of the first two games multiplied times three!



This new fighter does a sliding jump kick! Move up or down.

Jump kick the enemies approaching fast from the right!



The alley is an excellent place to practice the cyclone kick.



Some of the fighters carry a Sai. Grab it to do real damage!



These guys carry bottles. Try using the somer-assault.



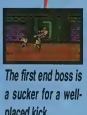
The enemies know the double jump technique very well.



Get ready for a quick ride up-stairs! The end boss is near.



Take on Chin in his home. He holds a grudge against you.



The first end boss is a sucker for a well-placed kick.

SOMER-ASSAULT
Do a flip and grab your opponent's hair for a devastating mid-air body throw!



DOUBLE JUMP KICK



MASTER TIP# 462

With two players, you and a friend can perform the ultimate martial arts maneuvers! To do the double jump kick, jump into your partners arms! To do a double cyclone kick, just do a normal one together!

DOUBLE CYCLONE KICK



DUNK!

Ever wanted to play your favorite basketball star? Now you can with All-Star Challenge for the Game Boy! Pick your pro and jump into head-to-head action!



MASTER TIP #469

Wait until the height of your jump to take your shot. You'll get the best shot!

Based on
the Arcade
Megahit!



BIG MONEY! BIG PRIZES!

It's the blood and guts game show of the future - Smash TV! The NES version of the coin-op of the year, Smash TV displays more enemies and action on the screen at one time - with no flicker - than any other NES game on the market!

You're the contestant in this "survival of the fittest" competition against an awesome array of mutant monsters! With weapon in hand, you must conquer a succession of arenas filled with more enemies than you can count on your way to the final confrontation with the Big Bosses (and we do mean BIG). Along the way you collect power-up enhancements that will increase the destructive ability of your weapons as well as special prizes like new cars, toasters, gold bars, and cold, hard, cash!

So enter the world of Smash TV! We guarantee you'll love it - if you get out alive!



HUGE BOSSES!

NAME: Mutoid Man

MODEL: Hyperdyne 211

WEIGHT: 72 tons

WEAK POINT: Use all of your resources on his soft belly.



Here's where it begins.

The first room will test your abilities as a Smash TV Warrior. You should avoid doom easily.

Grab the weapons for solid protection.



Grab the treasure to increase your winnings! A living warrior is a rich one!

The Total Carnage room sends hundred of enemies at you! You can't even breathe in these close quarters.

YOU CAN WIN!

Check out page 16!

The official
Smash TV
Hammer!



Follow multiple paths along your journey to Mutoid Man!

Suicidal bomb dudes come out in droves! Watch for flying debris.



Mutoid Man has been waiting! Grab the weapons early.



The tanks are easier to destroy with a hyper cannon gun.



In the TV studio, your prizes will be tabulated and tallied.



BIG-TIME KICKS ON GAME BOY

Now you can take all the adventure of the Double Dragon™ series with you in this incredible Game Boy sequel! With fantastic graphics and game play throughout, Double Dragon II: The Revenge™ follows the continuing confrontations of Billy and Jimmy Lee.

After defeating the Black Shadow Warriors, Billy and Jimmy Lee joined the dojo of the Scorpions. Their sensei, Gordon, took them under his wing and made them instructors of their elite fighting machine. After the jealous Scorpion, Anderson, eliminated another instructor, he blamed the brothers. Now, you must help Billy and Jimmy Lee discover the truth behind the betrayal. You must overcome a seemingly endless variety of enemy agents as you press towards the final fight with your rivals. Fantastic animation and scrolling for the Game Boy and solid punch-em-up action combine to make Double Dragon II one of the best games available for the Game Boy system!



The boxer at the end of this level is simple enough with a few well-placed kicks.



This boss packs a knife, but you can overcome the odds with an uppercut.



MASTER TIP #015

The enemies are more vulnerable when they are down! To make your fights short and sweet, perform the body smash when they are stretched out on the floor! In most cases, the enemy will be wiped out.



Knock him down, then jump on him for a wicked body smash attack!

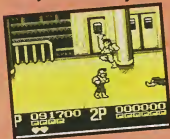


Back in the alleys of a new suburb, you come closer to the truth than you expect. Keep moving!

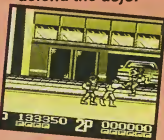
You suspect the trouble originated at the dojo, so you must fight your way there quickly.



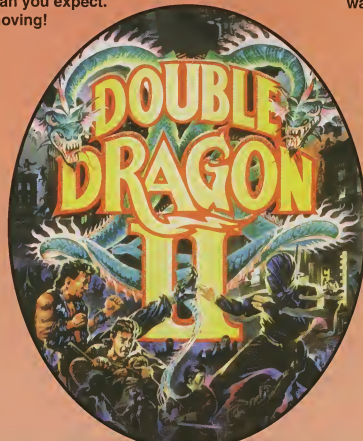
You're almost to the dojo! Get ready!



The bosses return to defend the dojo!



This boss will crush you under his weight!



YOU CAN WIN!!

Check out page 16!

A MACHO martial arts package!



PREPARE TO BE PUNISHED!

You are Frank Castle, a.k.a. the Punisher™! Your family was wiped out by drug lords, and you've dedicated your life to getting revenge -- Punisher style! The worst of them all, Jigsaw, has started a huge drug operation that affects even young children at the local mall. Bring down your own brand of justice with the help of your friendly neighborhood Spider-Man! It's time to show these drug pushers who's really the boss!

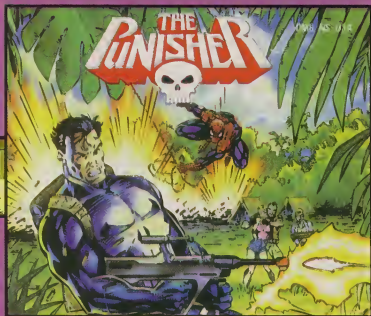


Blast out the windows and doors to find the secret power ups!

Watch out for this sniper hiding on the escalator. He's deadly.

Right before the end, you can find the secret 1up hidden there.

Take on the gang leaders with the help of your pal Spiderman!



Clean up the town with two of the best heroes in the business!



MASTER TIP #896

Shoot everything in sight! 1ups are hidden everywhere!



MUTANT MAYHEM!

As Wolverine™, a hot-tempered member of the mutant band of heroes, the X-Men, your mission is to infiltrate the fortresses of Magneto, the most dangerous mutant to stalk the Earth! Sabretooth, a fierce mutant menace, is waiting to rip you into shreds! Use your indestructible adamantium claws to return the favor and destroy the plans of Magneto once and for all.



These robots phase in and out. They can shoot.

This tasty hamburger will cure some of your wounds.

This robot is hard to destroy. Jump over it to the ledge.

This flying duo will cause you nothing but problems.

As strong as an ox, these gunners drain your energy quickly!

Take the top road to reach the hidden 1up in the corner.



above the ground. Try to build your berserker power!



LEVEL 2

Fly through the air with the greatest of ease high

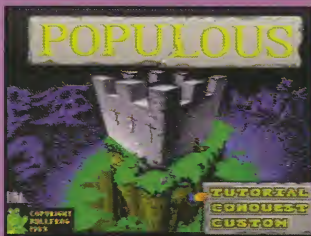


YOU CAN WIN!

Check out page 16!

A collector's edition X-Men novel autographed by Tom DeFalco!

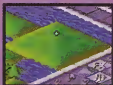




Provide the guiding hand over the land in this popular simulation that puts you in charge over the destiny of a computer-generated society! Control the weather, food, and supplies to foster goodwill and spread harmony throughout the regions you control. Be careful, however, for an evil force that possesses the same powers as you will try to undo your utopian societies and bring chaos down upon your people. Only with strategic planning can you overcome this force and succeed in bringing happiness to each of the game's 900-plus worlds, even the crazy video world! With fantastic 16-bit scrolling graphics and enough play to challenge even the most advanced gamers, Populous is an excellent addition to the Acclaim library of supercharged 16-bit titles!



The Knight is a destructive force all on his own!



Try this trick to raise land quickly or you won't prosper.



Castles are powerful strongholds that protect your people!



Earthquakes are great for destroying castles!

MASTER TIP #326

To raise land quickly, find water. Then, raise the land twice. Next, lower the land once. You have now created a rather large chunk of inhabitable land in only three turns! Try the opposite to lower mountains!



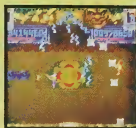
16 BIT

SUPERIOR GRAPHICS SUPERIOR SOUND SUPERIOR ACTION



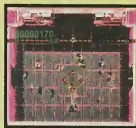
Merging the fast-moving shooting action of the arcade with 16-bit graphics that duplicates the coin-op, Acclaim's new Super NES version of Smash TV has got it all! As the main contestant in a mad match up of game show and blast-athon, you must use your futuristic weapons and your

TOTAL CARNAGE!



wits to overcome multiple levels filled with vicious creatures. Work your way through these catacombs to reach the enormous bosses that lay waiting to confront you at the conclusion of each level! Pick up some prize money and merchandise along the way and cash in when the boss is defeated. Acclaim's 16-bit version of Smash TV comes complete with everything found in the arcade super hit! Incredible graphics, fantastic sounds and play mechanics that are so intense, you may start looking for a place to put the quarters!

I LOVE IT!



I'LL BUY THAT FOR A DOLLAR!



Challenge tons of hair-raising levels on your way to becoming the best Smash TV contestant ever! Victory!



The cyborgs just keep piling on! With a friend's help, you may just make to the ultimate boss -- the M.C.!



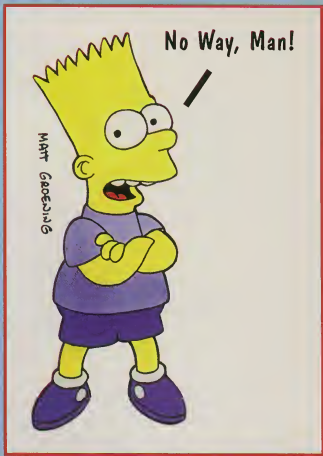
GOOD LUCK... YOU'LL NEED IT!

SUPER NINTENDO
ENTERTAINMENT SYSTEM

SPECIAL SNEAK PREVIEW!

BART TAKES THE SUPER NES!

Take a quick look everybody! Your favorite cartoon character is on his way to the Super NES. With hits on the NES and Game Boy systems, A 16-bit adventure couldn't be far away! Take on Bart's worst foes with the help of his best friends! Charged with awesome graphics and spectacular sound that only the Super NES could deliver, 16-bit Bart action never looked so good!



GREAT GRAPHICS

SUPER WWF WRESTMANIA

Action even filters outside of the ring! Take your opponent to where he's least effective!

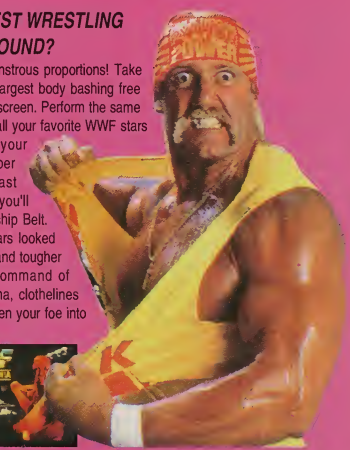
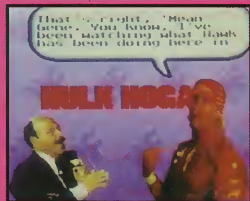


Get ready for some real pounding! Here comes Jake the Snake Roberts!



READY FOR THE BEST WRESTLING ACTION AROUND?

Here comes a wrestlefest of monstrous proportions! Take on the wrestling warriors in the largest body bashing free for all ever to hit the Super NES screen. Perform the same outrageous, acrobatic moves of all your favorite WWF stars and come out on top! Throw your opponent out of the ring in Super WWF Wrestlemania! Be the last man standing in the ring, and you'll receive the coveted Championship Belt. Never before have the WWF stars looked so real! They're bigger, badder, and tougher than ever before. You're in command of power slams that rock the arena, clothelines that sting, and suplexes that flatten your foe into submission.





GANG WAY, MAN, BART'S ON YOUR NES!!

Talk about trouble! Our hero, Bart Simpson, was leisurely walking down a street in Springfield when he overheard some strange voices. Looking over a fence, Bart put on his trusty X-ray glasses and saw aliens planning to take over the Earth! Without his glasses, they looked like normal human



beings. It's up to you to guide Bart in his quest to stop the invading aliens from building their ultimate doomsday weapon! No way, man!



MASTER TIP # 087

Stand in front of the movie theater when the timer reaches either 400 or 200 and a purple Boy Scout will appear!



After you call Moe, he will come after you. He has a purple shirt...



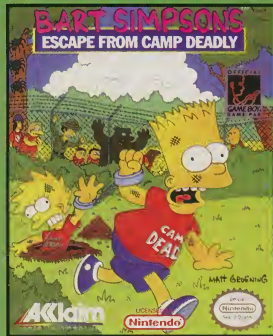
Grab hidden coins throughout the level in bushes. You can buy things with them.



You can get rid of purple objects in other ways than painting them. Try different ways!

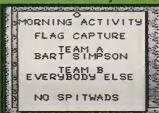


You can't paint the awning, but you can wash off the wet paint. Get a wrench...



YIKES! THERE'S MORE BART ON THE GAME BOY!

Oh no! Bart and Lisa are trapped in the dreaded Camp Deadly! Ironfist Burns will be happy to make their stay a very long one! Help Bart and Lisa escape the clutches of this evil dictator-type dude. Have food fights, climb trees, play capture the flag (against the whole camp), and take on the camp bullies! The entire camp (except Lisa) is after you, so take 'em on and cowabunga, dude!



Lisa has a present for you. Use them sparingly.



Grab the flags and make for the first boss!

Only the bee suit will protect you from bees.



Watch out for the three-eyed fish!



GREAT HEAD-TO-HEAD ACTION!

Leaping its way from the arcades and into your home on the NES is Trog, the primordial caveman-crunching maze game! You control Spike and Bloo, two dinosaurs who must maneuver through an island maze filled with eggs, obstacles and Trogs who are looking for roasted dino! It's your job to avoid the dangers, like tar pits and holes, as well as the Trogs, to gather all the eggs and exit the island intact! Grab a pineapple and the tables are turned as your timid little dinosaur becomes a monstrous, man-eating Tyrannasaur out for some tasty Trog tidbits and a higher score! Explore 51 Trog-infested levels, and watch as Trog learns new ways to catch his meal - you! Other power ups and secret warps round out this easy to learn but highly addictive video game hit!



MASTER TIP #753

The key to getting a huge score lies in grabbing the pineapple every time it appears!



Transform and eat, eat, eat!!



Now your score is blossoming!



DIAMOND MINE!
MOVE FAST! The points really add up quick!



BARBEQUE!
Scorch those pesky Trogs to dust!



BURP!
You got eaten! Next time, punch him first!

BART VS. THE WORLD

BART IS BACK!

Bart has won his family a trip around the world by drawing a rather homely picture of Homer's boss, Mr. Burns. In revenge, Burns sends his own family members around the world to destroy the Simpsons! Travel around the world collecting pieces of art, Krusty the Clown icons and most of all, avoiding the insidious Burns family! It's up to Bart to save the Simpsons once again!



The first boss is only vulnerable when he lets down his fan shield.

In the ice caverns, you can find Marge Simpson. She'll help you.



Okay, Bartman! Take on the third level!



MATT GROENING



Journey down the Great Wall of China on your skateboard!



Mr. Burns plots his next plan against the Simpsons! Go Bart!



Solve puzzles, play trivial pursuit, and test your skills along the way!

YOU CAN WIN!

A six foot standee of Bart Simpson!



Check out page 16!

MASTERS OF THE GAME SWEEPSTAKES

SWEEPSTAKE QUESTIONS

1 GRAND PRIZE

3 FIRST PRIZES



HOME ENTERTAINMENT
CENTER AND
COLLECTOR'S MERCHANDISE

- ☆ Autographed Baseball ☆
- ☆ Basketball ☆
- ☆ X-Men Book ☆
- ☆ Legion of Doom Poster ☆
and more!

COLLECTOR'S
MERCHANDISE
FEATURED IN THIS ISSUE

15 SECOND PRIZES

100 THIRD PRIZES



YOUR CHOICE OF ANY 3
ACCLAIM OR LJN GAMES



ACCLAIM/LJN
T-SHIRT

1. **TO ENTER:** NO PURCHASE NECESSARY. Enter "The Masters of the Game" Sweepstakes by completing an official entry form, or by printing your name, complete address, and the correct answers to the first questions on a 3" x 5" piece of paper. Mail to: "The Masters of the Game" Sweepstakes, P.O. Box 8198, Grand Rapids, MN 55745-8198. Mechanically reproduced, mutilated, ransomed, or illegible entries will be disqualified. Sponsor is not responsible for loss, theft, postage due or misdirected entries. Entries must be received by 11/1/92. Limit one entry per household.

2. **PRIZE DRAWING DETAILS:** Prize will be awarded in a random drawing conducted on or about 11/16/92 from among all entries containing the correct answers by Mattel-Kane, Inc., an independent judging organization whose decisions are final. No substitutions or transfer of prizes permitted except if prize is unavailable, sponsor has right of substitution of prize at equal value. Odds of winning a prize will depend upon the number of eligible entries received. By entering the sweepstakes, entrant consents to the use of his or her name and/or photograph without additional compensation, in any publicity carried out by Acclaim Entertainment, Inc. related to the sweepstakes. Winner may be required to complete an Affidavit of Eligibility/Release form within 14 days of receipt. Failure to return the affidavit in the time noted will result in the disqualification of the entry and an alternate winner will be selected. Winners will be notified by mail.

3. **PRIZE:** (1) Grand Prize, Home entertainment system plus a series of collectible merchandise (combined approximate retail value \$1,200.00). (3) First Prizes, a series of collectible merchandise (approximate retail value \$105.00 each), (15) Second Prizes, 3 Acclaim NES games (approximate retail value \$105.00), (100) Third Prizes, Acclaim T-Shirt (approximate retail value \$5.95). Collectible merchandise includes items such as an autographed baseball, T2 Mask, autographed Legion of Doom poster and shoulder pads, plus six other items.

4. **ELIGIBILITY:** Sweepstakes is open to residents of the United States and Canada. Employees of Acclaim Entertainment, Inc., their affiliates, subsidiaries, participating retailers, advertising/promotion/publicity agencies, Mattel-Kane, Inc., printing suppliers and the immediate families of each are not eligible. If winner is a Canadian resident, he/she will be required to answer a time limited, mathematical skill testing question. Sweepstakes void in Quebec and wherever else prohibited, restricted or taxed by any law. Sweepstakes subject to all Federal, State and Local laws and regulations. Taxes on prize, if any, are the sole responsibility of the prize winner.

5. **WINNERS LIST:** For the name of the major prize winners available after 11/16/92, send a self-addressed, stamped envelope to: "The Masters of the Game" Winners, P.O. Box 94, Oyster Bay, New York 11771.



Whether you're defending the human race in Terminator 2, handing off space mutants in Bart vs. the Space Mutants, bashing some heads in WWF Royal Rumble, or proving the survival of the fittest in Smash TV, you'll find all of the portable Super Play action you crave right here!

1. Granny S. Preston Esquire makes her appearance in which of these time traveling games?
a. Bill & Ted's Excellent Video Game Adventure
b. Bill & Ted's Excellent Game Boy Adventure
c. Bill & Ted Go to Washington

2. Wolverine's indestructible claws are made from which substance?
a. Kryptonite
b. Adamantium
c. Lepidopteran

3. In Terminator 2: Judgment Day for Game Boy, which Terminator must you reprogram and send back in time?
a. T-800
b. T-1000
c. T-42

4. In Bart Simpson's Escape From Camp Deadly, who is the only one that is not against you?
a. Nelson the Bully
b. Ironfish Burns
c. Lisa Simpson

5. The revolutionary new fielding feature in Roger Clemens' MVP Baseball is known as?
a. over the shoulder fielding
b. through the loop fielding
c. break dancing

6. NBA All-Star Challenge features how many NBA stars?
a. 0
b. 25
c. 27

7. How much does Mutoid Man—from Smash TV fame—weigh?
a. 70 tons
b. 72 tons
c. he has mass but no weight

8. Which of the following warriors do not come to the aid of Billy and Jimmy Lee in Double Dragon III for NES?
a. Hiryu
b. Ramzou
c. Chin

9. What is WWF superstar Jim Duggan's nickname?
a. The Barber
b. Hacko
c. Macko Man

10. How many individual games (including NES, Game Boy, Super NES and hand-helds) are featured in this newsletter?
a. 27
b. 28

Enter me in the Masters of the Game Sweepstakes! I have answered all 10 questions.

Name _____
Address _____
City/State/Zip _____
Age _____

Send To: The Masters of the Game Sweepstakes
P.O. Box 8198
Grand Rapids, MN 55745-8198


Place answers here: (Letters Only)

- | | | | |
|----------|----------|----------|-----------|
| 1. _____ | 4. _____ | 7. _____ | 10. _____ |
| 2. _____ | 5. _____ | 8. _____ | |
| 3. _____ | 6. _____ | 9. _____ | |

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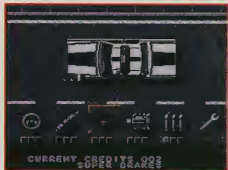
suspense as you fly against airplanes, have a shooting match in a hangar, avoid men with parachutes, and much more. Your girlfriend is depending on you.



MOTOR CITY PATROL

Matchbox/Nintendo

Crime is growing in the city. Hardened and dangerous criminals are running rampant. Robbers and speeders are all over the city and it seems like nothing will stop them from breaking the law. It's time to call in the Motor City Patrol. Get in your squad car and hit the streets because you have got a quota to meet. Stop the speeders from causing havoc all over the city. Pull them over and get points to meet your quota. The criminals are driving red cars, so be sure to turn on your siren and pull them over before they escape the city. The more criminals that escape, the more demerits you will get and the more chance you have of getting fired!



Patrol the city and search for lawbreakers. Each day you will have a quota that you will have to meet. If you catch a large number of criminals, you will get credits that will allow you to make enhancements to your police car.

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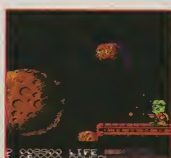
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BUCKY O'HARE

Konami/Nintendo

Bucky's crew is captured by the Toad menace! You must explore four different planets to locate and free your comrades from the mutoid thugs holding

them hostage! Run, jump and shoot through challenging obstacles and use your super jump to get past any tight situations.

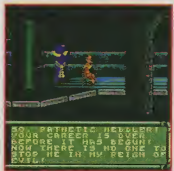


NIGHTSHADE

Ultra/Nintendo

Crime is taking over the city! The local hero, Vortex, was captured and slain and now the very concept of law and order has disappeared in the chaos. Metro City is under siege from the various crime bosses fighting for control and without the help of Vortex, the grand metropolis will fall to the torrent of crime. During these dark hours another guardian of good must be found to replace this void. It is time for Nightshade.

Help Nightshade travel through the different parts of the city as you act upon the vow made to protect the innocent. Locate the cruel overlord of the underworld, Sutekh, and destroy his minions, while grabbing up the various power-up items that appear during your quest. Combining action and adventure, Nightshade challenges you to test of wits as well as reflexes as you set out to uncover the mysteries behind Sutekh's strange powers.



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Here's a street fighting game that'll knock your socks off. New, Streets of Rage from Sega Genesis.™ You get a total of 40 individually controllable attack moves. Upper cuts. Head butts. Flying double knee attacks. Neck grabs. Jumping pile drivers.

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HOOK

Sony Imagesoft/Nintendo

Play the role of Peter Pan in this Nintendo game based on the movie of the same name. Fight in duels with Captain Hook's henchmen and follow the map of NeverLand to stop the treacherous Hook from learning of it's secrets. Battle with Hook himself and declare NeverLand safe again. But be careful, as Captain Hook has some of his own tricks up his sleeve. You might end up walking the plank!



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This sizzling sequel brings back "The Future of Law Enforcement" to face his greatest challenge ever! ROBOCOP returns to rid the lawless streets of Detroit of the deadly new chemical, "Nuke." In 15 slammin' levels, you'll have the firepower of an entire army battalion — which you're going to need, because when OCP unleashes Cain, it's a final struggle of robo-power versus robo-power.



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TROUBLE SHOOTER

Vic Tokai/Genesis

It seems that horizontal shooters now come a dime a dozen, but here is one with a noticeable twist. Two teenage girls are on a mission. Hired to rid the world of an evil robotic force, the two set out on their journey. You control both of the girls at the same time. One can turn and fire behind you to avoid those backstabbers. Great action!



What a twist! The other girl can turn around and shoot behind you as a defense mechanism!

ROBOCOD

Electronic Arts/Genesis

It's a fish; no it's a robot! Wrong again. It's Robocod, the sequel to James Pond! James has a few new tricks up his sleeve, not to mention new looks. He now has a

suit that can make him stretch to nearly unlimited heights! Jump on your enemies and put them out of commission. This is one crazy platform game that has dazzling graphics and

hilarious game play. Gain invincibility, wings and a number of power-ups.



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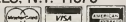
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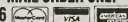
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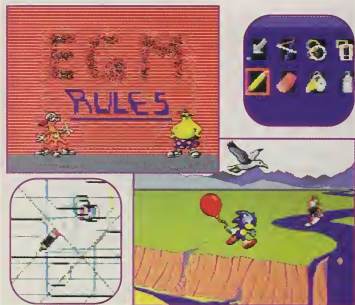
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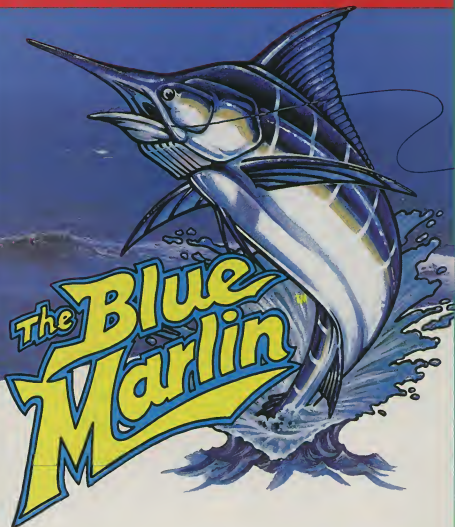
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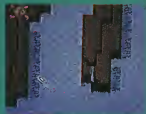
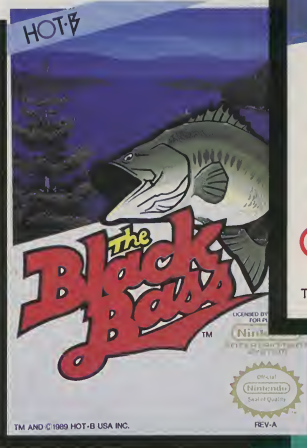


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SONIC THE HEDGEHOG

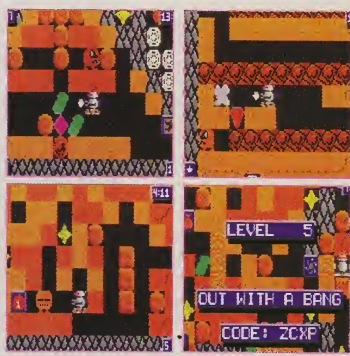
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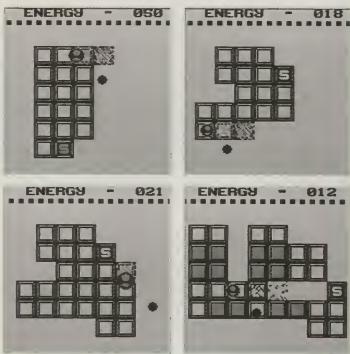
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Matchbox/GameBoy

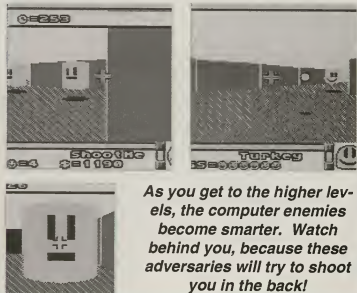
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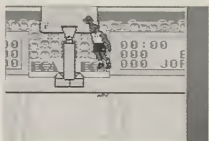
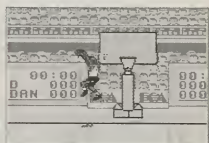
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Translated
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NOVA**

Get
It

A

**DIE
HARD**



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Be Yours! Put A Mega CD
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Hurry Up, Turn The Page!



Christmas Looks Hotter Than Ever At . . .

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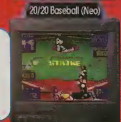

Wow! A Steady Flow Of Quality Games! And In A Couple Months You Can Throw It On A CD! 32 Bit Here We Come!

SEPTEMBER	Tetsa
Galaxy Force II (Str.) 8M	Task Force Harrier (Str.)
Rent-A-Hero (Act./RPG) 8M	Double Dragon (Act.)
El Viento (Act.) 8M	DECEMBER
Master Of Weapon (Str.)	F-1 Grand Prix (Dr.) 8M
M.E.R.C.S. (Act.) 8M	Golden Axe 2 (Act.)
SpaceShip Gamera (Str.) 8M	Woodstock: Funky Horror Band (Adv.) CD
OCTOBER	Ernest Evans (Act.) CD
Devils Crash (RPG)	Nostalgia (Act.) CD
Y's III (Act./RPG) 8M	Heavy Nova (Act.) CD
Wonderboy 5 (Act.)	Detonator Organ (Adv.) CD
Beast Warriors (Fmg) 8M	Vois Fortsum Soldier (Act.)
Kabuki (Act.)	Exile (Act/RPG)
NOVEMBER	Steel Empire (Str.)
Rolling Thunder II (Act.) 8M	Super Fantasy Zone (Str.)
Caliber 50 (Act.) 8M	Techno World Cup '91 (Spt.)
Fighting Masters (Fmg)	Dahna (Act.)
Growl (Act.)	
Motora (Act.)	



CALL FOR DATES AND LOW PRICES!
SEGA is Closing Out This Year With A Sonic Boom! And Next Year Looks Even Better With The CD-Rom And Lots Of 12-Meg Games! Alright!

SEPTEMBER	Paperboy (Act.)
Turmoil (Act.)	Joe Montana II (Spt.) 12M
Marvel Land (Act.) 8M	Death Dual (Slg.) 8M
Arcus Odyssey (Act./RPG) 8M	Dinoland (Pinball)
Raiden (Str.) 8M	Earl Weaver Baseball (Spt.)
Thunder Fox (Act.) 8M	J.V. Wrestling (Spt.)
Decap Attack (Act.)	Shadow of the Beast (Act.)
Ms. Pacman (Act.)	The Immortal (RPG)
OCTOBER	Streets of Rage (Act.)
Fatal Rewind (Act.)	El Viento (Act.) 8M
Mike Ditka Football (Spt.)	Growl (Act.)
Squad Challenge (Dr.v)	
Dark Castle	
Vapor Trail (Str.) 8M	
Road Rash (Dr.v./Fmg.)	
Star Flight (Slg.)	
M.E.R.C.S. (Act.) 8M	
Tejlam & Earl (Act./RPG)	
Slaughter Sport (Spt.)	
NOVEMBER & BEYOND	
Pit Fighter (Fmg.)	
Quack Shot (Act.)	
Master of Monsters (Sg.)	
RBI 3 (Spt.)	




Alright! Ninja Gaiden And Lots Of New Games! You'll Be Up All Night!

OCTOBER	Artiel
Puff & Puffier	Aleste
Ninja Gaiden	Berlin Wall
Galaga '91	DECEMBER
Frogger	Donald Duck
Axe Battler	Space Harrier
NOVEMBER	Alien Syndrome
Kun's Game Heaven	Fly



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Yeah! The Powerful Portable Finally Has The Games!

SEPTEMBER	With Child
Turbo Sub	OCTOBER--NOVEMBER
Checkedred Flag	Awesome Gold
Ishido	Blood & Guts
Scrapyard Dog	Hockey
OCTOBER	Stun Runner
Hard Drive	Hyperdrome
Rolling Thunder	
Bill & Ted	

Lots Of Games, Huh? Try To Control Yourself!

Coming On Strong! 20/20, Cross Sword, Eightman, Just What The Doctor Ordered!

OCTOBER	Sengoku
Cross Sword	Leaguo Bowling Quiz
COMING SOON	Mahjong
Eightman	Ninja Combat
Fatal Fury	Nom 75
Magic Wand	Magician Lord
AVAILABLE NOW	Baseball Stars
Alpha Mission	
Buss Journey	
King of the Monsters	

COMING THIS YEAR:
Football & Hockey!

Point Me To DIE HARD!
What An Ad!




Mega Drive games are playable on the Genesis with a Mega Drive Converter. PC Engine games are playable on the TurboGrafx-16 with a PC Converter. Japanese CD's are compatible with the TurboGrafx-16 CD-Player. Not for further information on compatibility.

JOE & MAC (SF)

Lagoon (SF)

Magic Sword (SF)

Nosferatu (SF)

Silva Saga (SF)

Super Fero Pro Wrestling (SF)

Super Formation Soccer (SF)

Xardion (SF)

F-1 Exhaust Heat (SF)

SUPER NES

**It Looks A Little Weird, But It's Here!
Bring On The Games!**

SEPTEMBER

Pilowings
F-Zero
Populous
R-Type
Grodus 3
Final Fight
Actolizer
Sim City

OCTOBER

Hole in One
Hyper Zone
Home Alone
Pit Fighter
Castlevania
Ultimaton
Extra Innings
Final Fantasy

NOVEMBER

Super Ghosts & Ghosts
Boxer Legend
Dorkus Twin
Super Bottle Tank
PGA Tour Golf
Dazzler Boy

DECEMBER

Diabolo
UN Squadron
Tyann's Power Punch
Leg of Mystical Ninja

TO BE ANNOUNCED

Bill Lombardi Basketball
Joe & Mac
Equinox
Simptoms
Smosh TV
Revenge of Sheedler
Jon Madden Football
Holek
Lokers vs. Celtics
WWF Superstar
Y's III
Magic Sword
Super Battle Toads
Robo Cop 3
Rocketeer
Formula One

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



SEPTEMBER

Pro Soccer
Super EDF
Jenny Boy
Hyper Zone
Super Tennis

OCTOBER

Super Ghosts & Ghosts
Castlevania 4
Raiden
Lagoon
Joe & Mac
F-1 Exhaust Heat

NOVEMBER

Nosferatu
Musha
Pro Football
Super Five Pro Wrestling
Super Cup Soccer
Dungeon Master

**SF Is In Full Swing!
Check Out All This New
Software For Christmas!**

LEMMINGS

DECEMBER

Thunderscripts
Top Racer
Fighting Warrior
Fist of the North Star
Battle Commander
S.T.G.
Super Formation Soccer
Adventure of Zol Jiro
Xardion

Great
Prices!



Coyoon (PC)



Fighting Run (PC)



Magical Chase (PC)



Raiden (PC) (M Card)



PC ENGINE & CD ROM PC Engine is Making A Monster Come-Back! We're Seeing The Best Games Yet, And The Super CD Is Here!

SEPTEMBER

World Jockey (Std.)
Magical Chase
Raiden (M. Card)
Neutopia II (Act./RPG)
Dragon Egg (Act.)
Masokatsuna (Act.)

WORLD CHAMP

World Jockey (Std.)
Magical Chase
Raiden (M. Card)
Neutopia II (Act./RPG)
Dragon Egg (Act.)
Masokatsuna (Act.)

SEPTEMBER

World Jockey (Std.)
Magical Chase
Raiden (M. Card)
Neutopia II (Act./RPG)
Dragon Egg (Act.)
Masokatsuna (Act.)

NOVEMBER

World Jockey (Std.)
Magical Chase
Raiden (M. Card)
Neutopia II (Act./RPG)
Dragon Egg (Act.)
Masokatsuna (Act.)

DECEMBER

World Jockey (Std.)
Magical Chase
Raiden (M. Card)
Neutopia II (Act./RPG)
Dragon Egg (Act.)
Masokatsuna (Act.)



SUPER GRAFX

All Games On Special

Battle Ace (Std.) 8M
Ghosts & Ghosts (Act.) 8M
Aldays (Std.) 8M
Darius (Std.) 8M
1941 (Std.) 8M
Grand Zort (Act.) 8M

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Super EDF (SF)



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Till Blast
Ya!

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Space Ship Game (M)



Vidif Fatam Solder (M)



Prince of Persia (PC-CD)



Etern & Alora (PC-CD)



Double Dragon (PC-CD)



Devil Hunter (PC-CD)



Castlevania 4 (PC-CD)



Browning (PC-CD)



Shubbin Man 1 (PC-CD)



Zero Wing (PC-CD)



TRICKS OF THE TRADE

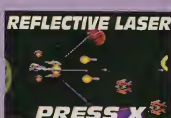
TOP SECRET VIDEO GAME TRICKS, CODES AND STRATEGIES

SUPER R-TYPE

(Irem/Super NES)

Weapon Select & Full Power-Up - With this awesome trick you can fully power-up the weapon of your choice complete with droid and two bits! Begin this trick at the title screen by pressing DOWN, R, RIGHT, DOWN, RIGHT, RIGHT, DOWN, RIGHT, DOWN, DOWN. You will hear a noise like the start chime, then press START to begin the game. After the game has started, pause it, and hit

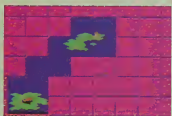
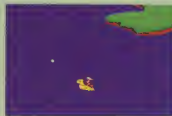
R, RIGHT, DOWN, Y, DOWN, RIGHT, DOWN, LEFT, RIGHT, DOWN, RIGHT, RIGHT, and then press the buttons for the laser & missile of your choice. You **MUST** select a laser **FIRST, AND THEN** a missile. After you have done this, pause and take out the enemy! You can use this trick with every new life! (You can also use this trick with the level select printed in EGM #28.)



TOEJAM AND EARL

(Sega/Genesis)

Hidden Level - In Toejam and Earl, it is possible to get to an island with pretty hula girls inviting you in for a hot bath, and a lemonade stand to provide you with an extra life! To do it, get to the bottom, left of the island, activate either the Icarus Wings, or the Inner Tube to get over the water. Then go through (or over) the water and you'll find a hidden island. Fall through the hole in the center of the island, and you'll be in the Hidden level.



Here is the power-up island.
This will help you on your quest.

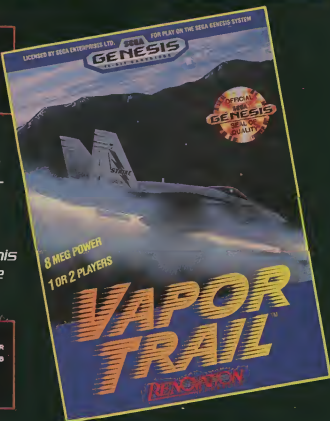
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It's 1999. A terrorist group called DAGGER is holding the entire planet hostage, under threat of using nuclear bombs to destroy the world's great cities. Your elite Special Forces air unit,

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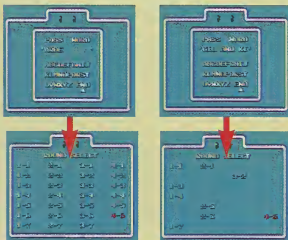
SUPER R-TYPE (Nintendo/Super NES)

Fade The Music - On Super R-Type, if you go into the sound test, you can get professional access to the game sounds for music recordings! After you activate your music, hit the RIGHT button. This will make the music fade out. Each time you hit the button, the faster the music will fade.

John Catalano
Chicago Ridge IL



Zip past the multiple levels of Marvel Land with this trick!



MARVEL LAND

(Sega/Genesis)

Stage Select - To blow your way through the multiple levels of Marvel Land, try these secret codes! When in Normal Mode, simply enter the password screen and use the code ARDE. If you want to play in the Digest Mode you should input the code GIL AND KI. Once this is done you will be transported to a level select screen where you are offered the round of your choice!

Jacob Rohrer
Stockton, CA

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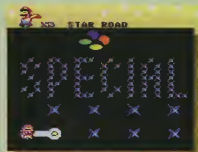
Super NES is Here!

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ORDERS ONLY

10 a.m. - 8 p.m. EST

10 a.m. -
9 p.m. EST



SUPER MARIO WORLD

(Nintendo/Super NES)

Change The Music - It is possible to change the music when you reach the "SPECIAL" screen show above! To do this you must first get to the special screen and, instead of going into a world, simply let the music play out. After waiting for a few minutes, you'll notice that the tune changes! See if you can guess what familiar music that starts playing on the SPECIAL screen.

Return of the Swordsman

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Adol, the hero of Ys, has returned for his greatest challenge!

With his traveling companion, the ex-thief, Dogi, they set out to destroy an evil force that has entered the Kenai Region. Dogi's hometown of Sarina lies in the heart of the invaded realm and the Wanderers are ready for action!

Join them as they battle the forces of darkness in lands filled with mystery and menace. Go from the top of a blizzard swept peak to the core of a volcanic dungeon. Arm yourself with a variety of magical weapons and potions to conquer the wicked army of the night. Unlock the secrets of a corrupt empire while uncovering clues to the identity of the malevolent force that is guiding the evil warriors of the Dark World.



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SIM-CITY

(Nintendo/Super NES)

999999



Start off with a fresh new game.



Next, pick out your land for expansion.



Start laying down all those fire and police stations and railroad tracks.

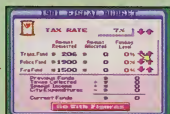
Start with \$ 999,999 in your account - SIM CITY might be a very rough game for first-timers but we've just discovered a super-financial income boost! To do this, you must first start off your city by using up all of the money in your account. In doing this you can only build fire houses and police departments. To spend the remaining small amount of your money, build a few railroad tracks. If a few dollars still remain, remove a few of the railroad tracks. Your account must be exactly \$ 0. Next, wait until the end of December when you get your tax info screen. Don't do anything! Press and keep holding down the L or R button then exit and go to the game screen. With the L or R button still pressed, again, re-enter the Tax Info screen, and now adjust your transportation, police, and fire department funding levels to 100%. Now, exit the info screen and then simply let go of the left button. Wait a few seconds and you will then have an account of \$999,999.00 dollars. If you don't like all the fire and police stations just bring in the bulldozer! With all this excess cash at your disposal, you can now build that ultra-high tech Megalopolis!



After you let go of the LEFT button - WHOAH!



Before you let go of the LEFT button. . .



Hang loose until December comes with your tax report.



While holding the LEFT button exit the tax report screen and then reenter it.



Change all the payrolls to 100%, then exit.

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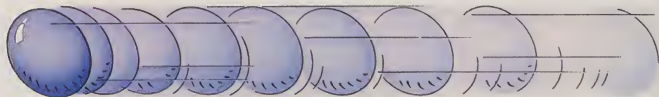
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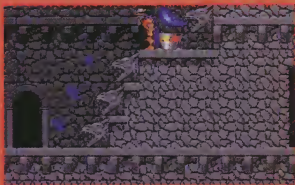


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NOT FOR PANSIES!

WINNING SECRETS!

HERE ARE THE CODES & TIPS TO GUIDE YOU THROUGH 10 MASSIVE LEVELS OF FINGER SMASHING ACTION!



In Stage 2, stand on the left tip of the boots when trading water for the boots and you won't get burned to a crisp by the gargoyles.

In Stage 2, to rescue the fourth fairy, trade the boots for the key then go to the right, open the door and jump over the bees to get the fairy.



In Stage 6, it seems like the fairy can't be rescued, but if you simply touch the left chain from the outside you will set the fairy free.

In Stage 7, to rescue the second fairy, touch the left chain from the outside to get the key, then fall off the ledge and hold the pad to the right to open the the door.



EXTRA LIVES!



Pause and press A, A, A, A, C, C, B, B, B, C, A, to get an extra supply of lives anytime during the game.

LEVEL SELECT!



Pause and press C, B, B, B, A, A, A, A, C, C, A, A, A, A, to instantly advance to the next level.

MORE TIME!



Pause and press B, A, A, A, C, UP, UP, UP, A, A, A, to reset the time whenever it's about to run out.

For Your Information: In Stage 4, rescue the first fairy then go to the right, pick up the boots, jump on the statue then jump to the left and you will be able to stay off of the screen for a few seconds.



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Kick, punch, slug, ram your opponents into some of the most awesome asphalt-eating wrecks you'll ever see.



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Race through five levels of difficulty guaranteed to keep you on your toes, elbows, knees, face and butt.



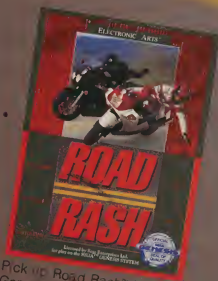
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Below Is A Partial Listing

Call For Games Not On List

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TITLE	BUY/SELL	8/22	Mega Drive Converter 16	Aerostar	10/20	PC Engine Converter 29	Call For Low Prices	Banzer 10	10/22
Adventure Island II	17/33	Punisher	7/15	688 Attack Sub	20/47	Amazing Penguin	5/10	Aero Blasters	12/32
Adventure of Lolo II	20/33	Quantum Fighter	7/22	Abrams Battle Tank	12/22	Alien Crush	4/10	Alien Crush	4/10
Adventure's Grand Prix	12/30	Raid For Fire	10/29	Air Buster	15/32	Battle Royale	10/26	Devil's Crush	10/26
Ar Civalz	12/28	Rainbow Islands	11/23	Alien Storm	17/35	Battle Bull	7/19	Blazing Lazers	5/15
Arkanoid	25/79	RBI Baseball III	18/31	Arrow Flash	10/29	Blitz Unit Zepho	8/22	Bloody Wolf	8/22
Bandi Kings	15/23	Rising Rangers	10/28	Battle's Adv	18/39	Bombman	12/22	Bombman	12/22
Baseball Simulator	16/32	Rockin' Kats	15/35	Bimini Fun	12/29	Battles Of Steel	10/22	Bork's Adventure	8/19
Baseball Stars	15/35	RoboCop 2	17/27	Block Out	14/29	Bo Jackson, 2 In 1	12/24	Bork's Revenge	17/37
Basees Loaded II	10/24	Rocketeer	19/38	Centurion	12/29	Bubbie Bobbi	7/10	Boxy Boy	11/20
Baseways	14/38	Romance of 3 Kings	12/28	Crackdown	14/29	Boy's Crazy Castle	7/18	Bravoman	4/12
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BEHIND THE SCREENS AT SEGA OF JAPAN

"THE MAKING OF MEGA-CD GAMES" - PART 2

The Sega Mega CD-ROM is perhaps the most technically advanced system to come out in years. Although it was formally introduced in June, there still is a lot of mystery surrounding this phenomenal peripheral, its capabilities and the software that will be coming out for it. To get the whole story, EGM has contacted the key people in the world - the ones who would know the inside story on the Mega CD-ROM. To bring you up to date:

Last month we interviewed the developers and programmers at Micronet - one of Sega's Mega CD licensees.

This month it's the main person at Sega of Japan who was instrumental in the actual development of the Mega CD-ROM.

And look for the third in the series, coming in the February issue, - an interview with the people at Sega of America who will be responsible for the systems that you and I will play!

SEGA OF JAPAN

While in Tokyo, the editors of EGM



Mr. Tomio Takami, Manager, Consumer Products Research and Development Labs, and a preproduction sample of the Mega CD-ROM.



contacted Sega of Japan hoping to be able to ask a few questions about their new CD-ROM. As luck would have it, we not only were able to get our questions answered, but we also were



The recordable CD's Sega uses to make masters of its Mega CD-ROM games.

allowed to have an exclusive interview with the key person - Mr. Tomio Takami, responsible for the creation and development of the Mega CD-ROM. In addition, Sega of Japan granted us a sneak peek at what is going on in the main Research and Development lab at Sega!

MEGA CD-ROM

Mr. Takami states that work first began on the Mega CD-ROM almost two years ago. At that time the goal was to produce a unit that was equal in performance to the PC Engine CD-ROM and sell for

about 20,000 ¥ (\$150). Price was to be a major factor and, also, since the PC Engine CD-ROM had only 0.5 Megabit of memory, a Sega CD-ROM with 1 Megabit could be produced at that price. However, after learning more about the PC Engine CD-ROM



After the intro screen the CD-ROM switches to the main menu where you can play the CD games or access the audio CD controls.

The Sega engineers noticed that there were faults with that system.

Access time was quite slow and because the internal memory was small, the CD-ROM had to load in more data about every minute. This was a problem that had to be fixed in Sega's unit.

The second improvement that



Turn on the Mega CD-ROM and it's new logo scales, rotates, twists and zooms around the screen.

(Continued on page 122)



THIS IS

The image features a repeating pattern of stylized fireworks. Each firework is a circular burst of radiating lines, with a white silhouette of a human face integrated into the center of the burst. The faces are shown in profile, looking to the right. The fireworks are rendered in four colors: purple, red, and magenta. The word "BALLISTIC." is printed in a large, bold, black, sans-serif font across the middle of the page. The background is a light cream color.

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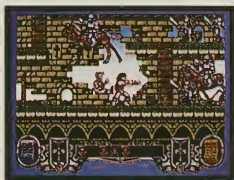
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detailed.” *High End* says that “there is so much action being thrown at you at one time, that it makes the name of the game highly appropriate.” You are cast in a barbaric struggle across a medieval wasteland. A bloodthirsty rabble has ravaged your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

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No other football game can touch it.

CIRCLE #201 ON READER SERVICE CARD

(Continued from Page 115)

Sega wanted to make was to add hardware scaling and rotation as this was a desirable function found on their arcade games but lacking on their Mega Drive. This would involve adding another chip and also increase the cost of production. Still, it was a feature that had to go in in order to keep their system as technologically advanced as possible.

However, even with another chip set to do the massive amounts of extra scaling and rotation calculations, the main Mega Drive CPU was slowing down. This led to the addition of a separate CPU in the CD-ROM to allow the combo unit to do two things at once. Since they had to add another processor, Sega opted for a new state-of-the-art 68000 chip that would run at a speedy 12.5 MHz.

With the unit nearing completion, Sega learned that NEC/Hudson was working on a memory upgrade to their CD-ROM. Hearing that the new memory was to be in the 2 to 4 Megabit range for the PC Engine upgrade, Sega decided to increase theirs to 6 megabit.

With all the changes, it was no surprise that the price was far from the original \$150. Now it was closer to \$370. After doing some market research Sega learned that while the game players considered \$370 to be a lot of money, the majority of the serious players would still buy the CD-ROM because of the added features.

MEGA-CD SOFTWARE

No matter how technologically advanced a system may be, without good software to back it up, the



Sega's first CD-ROM game: Woodstock - Funky Horror Band, is a quest/RPG game.

system will not sell. This is especially important in Sega's case Mr. Takami states, because of the high price of the new system. Unfortu-



Sega's second title, another RPG, will be 3 x 3 Eyes.

nately, because the system is coming out so soon, the game developers and programmers haven't had sufficient time to learn the new system. Fortunately RPG's are the most popular games in Japan and they do not require a lot of special effects to make a good game. The main problem is time, as CD software requires considerably more effort than a normal cartridge based game. Mr. Takami states that Sega's third RPG title - Dark Wizard has an in-house staff of 10 people not including the animators, voice actors and musicians. Even then, it will take 1 1/2 years to do the game. In contrast, Phantasy Star 3 took a smaller staff only 10 months to finish.

Besides Sega there are about 40 companies which have signed up to do Mega CD-ROM software. These include Namco, Taito, Sunsoft, Game Arts, Treco, JVC and Koei. Since the CD-ROM format is considered by Nintendo as a non-competitive system, Nintendo licensees like Koei, are able to make Mega CD-ROM games.

Besides Sega's Woodstock: Funky Horror Band, five other CD games will be coming out in December when the system gets to the stores. They include Earnest Evans (action) by Wolf Team, Lunar (RPG) by Game Arts, Nostalgia (mystery) by Sur de Wave, Heavy Nova (action) by Micronet and a Nobunaga war simulation by Game Arts.

As the programmers become familiar with the new system then

more ambitious efforts including some of Sega's arcade titles will start to appear. Sega has Power Drift scheduled for a CD release in April or May and Sonic the Hedgehog 2 for some time later in 1992. JVC plans to enhance Prince of Persia and this cart is scheduled for release in spring.

As to game prices, Mr. Takami says that the cost of making the CD is somewhat lower than a cartridge but the cost of development and programming is much higher. He does not believe that the new CD softs will be significantly cheaper than the current price of



The arcade classic - Power Drift will be coming to the Mega CD-ROM system in late spring.

cartridge based games.

Even with it's lofty price tag, Sega's Mega CD-ROM is a good example of what a company can do given enough time and technology. The Mega CD goes beyond just being another peripheral. When added to the game system it not only expands the memory capability, but it dramatically improves the overall performance of the Mega Drive/Genesis. This is going to be one hot machine when it makes its appearance in the U.S. next year!



Heavy Nova by Micronet will be one of the first action games out for the Mega CD-ROM.

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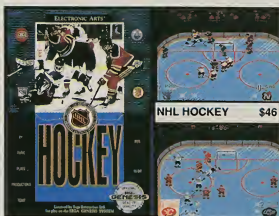
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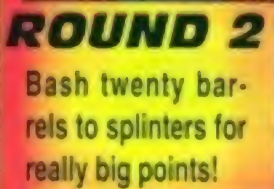
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SHORT KICK 100 PTS	FRONT KICK 300 PTS	ROUNDHOUSE 500 PTS	JAB 100 PTS	STRONG 300 PTS	FIERCE 500 PTS	STAND
LOW KICK 100 PTS	FOOT SWEEP 300 PTS	POWER SWEEP 500 PTS	LOW JAB 100 PTS	LOW STRONG 300 PTS	UPPERCUT 300 or 500 PTS	LOW
JUMP KICK 100 PTS	JUMP KICK 400 PTS	SPIN KICK 500 PTS	JUMP JAB 100 PTS	JUMP STRONG 400 PTS	JUMP FIERCE 300 PTS	JUMP
KNEE SLAM 100 PTS	FLYING KICK 500 PTS	FLYING KICK 500 PTS	FLYING JAB 100 PTS	FLYING STRONG 500 PTS	FLYING FIERCE 500 PTS	FLYING

RYU



Ryu is a defensive fighter, using techniques and well-timed attacks to over power his opponent. He lives for the fight.

SPECIAL MOVES

FIREBALL 500 PTS	HURRICANE KICK 400 PTS @	DRAGON PUNCH 1000 or 300 PTS
 D,DR,R,P	 D,DL,L,K	 The Dragon Punch (Sheng Long) is the most powerful attack.

 L or R, K LEG TOSS 1000 PTS	 L or R, P BODY THROW 1000 PTS
 L = left R = right U = up D = down C = hold 2 sec. A = any direction DR = down right DL = down left	

SHORT	FORWARD	ROUNDHOUSE	JAB	STRONG	FIERCE	
BODY KICK 100 PTS	FACE KICK 400 PTS	ROUNDHOUSE 500 PTS	JAB 100 PTS	SIDESWIPE 400 PTS	UPPERCUT 500 PTS	CLOSE
BODY KICK 100 PTS	SPIN KICK 300 PTS	ROUNDHOUSE 500 PTS	JAB 100 PTS	UPPERCUT 300 PTS	BACK PUNCH 500 PTS	STAND
SWEEP 100 PTS	REVERSE SWEEP 300 PTS	POWER SWEEP 500 PTS	LOW JAB 100 PTS	LOW JAB 300 PTS	UPPERCUT 500 PTS	LOW
HIGH KICK 100 PTS	HIGH KICK 400 PTS	POWER KICK 500 PTS	JUMP JAB 100 PTS	JUMP STRONG 400 PTS	JUMP FIERCE 500 PTS	JUMP
KNEE BUTT 100 PTS	FLYING KICK 300 PTS	REVERSE KICK 500 PTS	CHOP 100 PTS	STRONG CHOP 300 PTS	FIERCE CHOP 500 PTS	FLYING

GUILE



Guile relies on counter attacks to win his bouts. His Somersault Kick is a devastating blow to his opponents. He is out for revenge against M. Bison.

SPECIAL MOVES

BACK DROP 1000 PTS	BODY SLAM 1000 PTS	SOMERSAULT KICK 1000 PTS	SONIC BOOM 500 PTS
 L or R, P	 L or R, P	 D,C,U,K	 L,C,R,P
 L or R, K SIDE SWIPE 500 PTS	 L or R, K KNEE THRUST 400 PTS	 A,K AIR BREAKER 1500 PTS	 A,P AIR SLAM 1500 OR 2000 PTS

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SHORT 200 PTS	FRONT 100 PTS	ROUND 200 PTS	JAB 100 PTS	STRONG 100 PTS	FIERCE 200 PTS	STAND
SHIN KICK 100 PTS	LOW KICK 200 PTS	SLIDE 300 PTS	JAB 100 PTS	STRONG 200 PTS	FIERCE 300 PTS	LOW & CLOSE
SLIDE 100 PTS	SLIDE 100 PTS	POWER SLIDE 300 PTS	LOW JAB 100 PTS	LOW STRONG 100 PTS	LOW FIERCE 300 PTS	LOW
JUMP KICK 100 PTS	JUMP KICK 200 PTS	SUPER KICK 400 PTS	JAB 100 PTS	STRONG 200 PTS	FIERCE 400 PTS	JUMP/FLYING

DHALSIM



Dhalsim is a limber dude determined to spread discipline throughout the world. His pliable limbs are deadly.

SPECIAL MOVES

YOGA NUGIE 500 PTS+100 @	YOGA FLAME 1000 PTS	YOGA FIRE 500 PTS
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SHORT	FORWARD	ROUNDHOUSE	JAB	STRONG	FIERCE	
KNEE SLAM 200 PTS	BODY KICK 400 PTS	SPIN KICK 500/400+100 PTS	BODY CHOP 200 PTS	SIDE CHOP 300 PTS	POWER CHOP 100 PTS	CLOSE
SHIN KICK 200 PTS	CHEST KICK 300 PTS	FACE KICK 400 PTS	PUNCH 200 PTS	REVERSE PUNCH 300 PTS	FIERCE PUNCH 100 PTS	STAND
LOW KICK 200 PTS	LOW KICK 300 PTS	LOW KICK 400 PTS	LOW CHOP 200 PTS	LOW PUNCH 400 PTS	LOW PUNCH 100 PTS	LOW
JUMP KICK 200 PTS	JUMP KICK 400 PTS	JUMP KICK 500 PTS	JUMP CHOP 200 PTS	JUMP CHOP 300 PTS	JUMP CHOP 100 PTS	JUMP
KNEE THRUST 200 PTS	JUMP KICK 300 PTS	JUMP KICK 400 PTS	SUPER CHOP 200 PTS	SUPER CHOP 400 PTS	KILLER CHOP 100 PTS	FLYING

ZANGIEF



Zangief is a Soviet wrestler out to do his country proud by defeating the renegade M. Bison. He's as strong as an ox.

SPECIAL MOVES

PILEDRIEVER 1000 PTS	SCREWDRIVER 2000 PTS	SPIN PUNCH 500 @PTS	FLIP THRUST 500	BODY THROW 500
WHIP SMASH 1000 PTS	BACK DROP 1000 PTS	BRAIN BUSTER 1000 PTS	SWAN DIVE 400	SHIN DIVE 500
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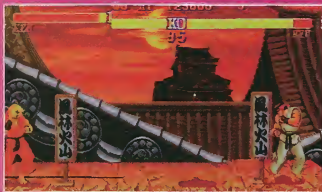
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TIPS FOR STREET FIGHTERS IN TRAINING



1. **Basic/Defense:** Learn to block high or low quickly, calmly and accurately. If you react spastically, your character will jump by accident. Get used to how the joystick works. Imagine the joystick is your character. For instance, push it to the upper right diagonal your character will jump up to the right. When your character gets reversed and is on the other side of the screen, remember that the moves are the same but directly reversed on the joystick layout!

2. **Control Combinations:** Street Fighter II requires numerous joystick movements in combination with precise timing using the attack buttons. All special techniques and some of the more special moves are accomplished by pressing the attack button at the completion of the joystick motion! Early button presses mean missed moves.

3. **Throws and Grabs:** To succeed in Street Fighter II, you must master the Grab and Throw techniques. To grab or throw, your character must be within its throwing range. Then, push the joystick left or right and then press the throw button to grab and toss the opponent in the desired direction. Dhalsim and Honda have the longest regular throwing range, roughly two inches, while Zangief's special Screw Driver Attack is even further - more than three inches! Of course, Zangief's move is much more difficult to execute and master! Sometimes, you can purposely take a hit just to throw the opponent.

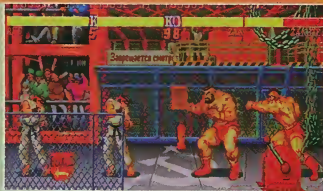
4. **Counters:** Learn the moves that counter the opponents attack the most efficiently and have the least chance of causing damage to you! For example, if Ryu jumps over Ken's head, Ken could try to counter Ryu by performing a Dragon Punch, or maybe even a simple Fierce Punch would do the trick while being the least riskiest.



5. **Special Attacks:** Learn the special attacks each character possesses by practicing them repeatedly. Learn timing, as well as where and when to perform the special attacks. For example, bad timing for Ken or Ryu using a Fireball or Dragon Punch means bad news because you'll leave them vulnerable to a devastating attack! Characters like Guile, Honda and Blanka all require you to charge up energy before you can attempt their special attacks by moving the joystick in certain directions. You can work on charging energy while trying other moves like jumping, low kicks and punches. Using this approach, you can make Guile throw Sonic Boomerangs one after the other. Blanka will have enough energy to do the rolling attack ten or more times in one roll! The joystick technique for both Guile's and Blanka's special moves are the same.



6. **Cheap Shots:** Even though making cheap shots might not fit your Street Fighter II morals, many other players will not hesitate to use these tactics to finish off characters (including your own!). Cheap shots are very difficult to escape and be very frustrating, especially after losing repeatedly because of them. In order to escape an opponent's trickery, you must first learn how to perform them yourself! After you can manage your own cheap shot creations, you'll quickly understand how to time them effectively and nail your opponents to the ground! Although you may lose all your friends while practicing on them, think of the satisfaction you'll get when that tough opponent gets a taste of their own medicine!



7. **New Combo's:** Try to learn new combinations that other players don't think of using; most players use and expect the same old techniques. Even a rookie player can take out the local champ with some well timed new combos!

8. **Know The Enemy:** Having trouble with that pesky Blanka? Well, then start practicing using him! By learning how to play tough to beat opponents, you can learn their weak points and exploit them when they are on the receiving end of your fists!

STREET FIGHTER 2 TOURNAMENTS

Capcom U.S.A. will be holding a California State Street Fighter 2 Tournament at the end of the year - the first prize is a Street Fighter 2 coin-op machine! The Northern Semi Finals will be held in mid December at Milpitas Golfand, and then the Southern Semi Finals and California Grand Finals will be held at Yellow Brick Road Family Amusement Center in San Diego on January 3rd and 4th 1992.

FOR MORE INFO CALL THE CAPCOM STREET FIGHTER 2 TOURNAMENT HOTLINE AT (408) 562 - 9767

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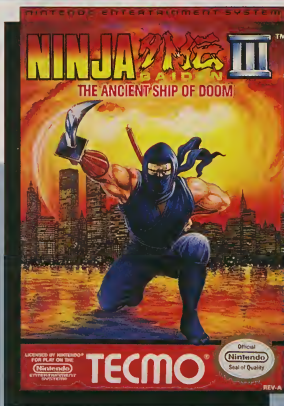
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TOTAL CARNAGE

The Makers of Smash T.V. Have Created a New Arcade Game That Lives Up to Its Name!

In 1999, after a major world war, a country in the Kookistan desert begins to cause trouble in that corner of the world. Reporters and camera crews from all of the major networks rush to the scene and are sending back stories of incredible terror and destruction. Just as Candy Blitzzen, ace reporter for BNN is about to leak the cause of the trouble, she is captured on live television. It's time for the Doomsday Squad!

That's the story behind Total Carnage, the new mega-arcade game from Midway. With game play that's similar to Smash T.V., Total Carnage offers more gut-wrenching action than any other quarter muncher out there! The Doomsday Squad, the heroes of this intense game are Major Mayhem and Captain Carnage. Even with their skills and the vast supply of weapons available to them, it'll be a tough job to rescue the reporters and topple General Akhboob from his seat of power.

Like Smash T.V., Total Carnage uses two joysticks for movement and firing. However, you also have a button that lets you drop bombs with a devastating effect. Also like Smash T.V., there are bonus items

and weapons you can pick up for extra points and more effective attacks.

Another thing that Total Carnage has in common with Smash T.V. is developer Mark Turmell. Turmell was the force behind Smash T.V. and he led the team that made Total Carnage.

To help him create the right atmosphere for the game, Turmell got help from programmer Shawn Liptak. Liptak assisted on much of the game, including designing the electrocu-

tion sequence and some of the other brutal aspects of the game play.

Players of Smash T.V. will recognize many of the sounds in Total Carnage, because Jon Hey did the audio portions of both games. Total Carnage has many of the same sounds, but there are some new ones to correspond with the new enemies and obstacles present.

The action in Total Carnage really lives up to its name. The deadly bombs that you drop



The development team of Total Carnage (from left to right) Tony Goskie, Shawn Liptak, Jim Gentile, Mark Turmell, Jon Hey, John Tobias.

cause your enemies' limbs to fly off into the air. Your own deaths can be pretty intense and gory as well! Stepping on a land mine shoots you high into the air minus most of your chest, while failing to break out of the straps that hold you into the electric chair turns you into a crumbling skeleton.

The intense artwork was designed



Orcus is an awesome end boss that you'll meet about one fourth of the way through Total Carnage.



Mayhem and Carnage have to rescue themselves from Akhboob's electric chairs!



One of the more spectacular deaths comes from stepping on a land mine.

by Tony Goskie, Jim Gentile, and John Tobias.

This super hot action game should be coming to the arcades in the first quarter of 1992. Don't miss it!



Total Carnage has awesome intro and cinema displays!

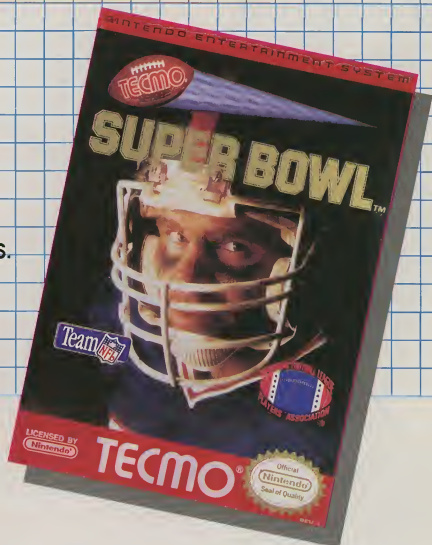
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"Cool...An upgraded 'Street Fighter'. This game screams 'abuse me!' ~ Brian Cosgrove, Game Reviewer

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- 18 Murderous Opponents!
- 306 Bone-Crushing Moves!
- 6 Megabit Action!
- 16 Bit Graphics!

1 SURVIVOR

th!

EGM'S

PIGSKIN PICKS!!

While football may hold second place to baseball as the video sport of choice, but that in no way diminishes the important niche that the game fills. Owners of 8-Bit systems were never given a wide gambit of different football titles to choose from and most of those that did appear, with the possible exception of Tecmo's highly playable Tecmo Bowl, fell way short in both graphic presentation as well as interaction.

With the advent of 16-Bit game systems like the Genesis and Super NES, however, a broad variety of gridiron game carts will soon appear. Each of these titles take advantage of the obvious superiority in graphics and animation that the higher end system have to offer, not to mention the incredible audio effects like speech that 8-Bit units could only dream about.

With the football season in full swing and the Super Bowl approaching, Electronic Gaming Monthly has wrestled up the best that this new breed has to offer! In the following pages you'll see some of the hottest pigskin play that you can find on a home system, including special previews of John Madden '92, the update to one of last year's best sports games by Electronic Arts, and incredible first efforts on the Super NES!

ALL-NEW TYPES OF GAME PLAY!

With the extra abilities that 16-Bit systems provide, the new generation of video football games provide an

unparalleled level of quality. In addition to the intense graphics, new football carts such as Joe Montana 2 and Mike Ditka Power Football each use new play techniques and original programming to enhance the realism and overall interaction that the games provide.

REAL SOUNDS, REAL VOICE

One of the most remarkable new achievements in sports video games can be found in Joe Montana 2, the sequel to the well-received football face-off of last year. Montana, which is being released in tandem on the Genesis and Game Gear, takes the 16-Bitter to all-new heights with a feature that includes an actual play-by-play sportscaster following the flow of the action! No matter what your on-screen characters do, the Montana 2 cartridge is right there with crystal-clear calls!

INTENSE GAME PLAY

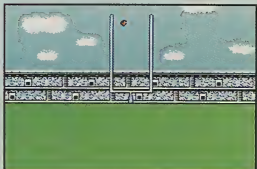
From the new Madden to the new Montana, video football games have reached an all-new level of sophistication. Judging from the new entries we received, including Super Tecmo Bowl - a game with graphics and play so good it beats most of its 16-Bit competition, we think you'll agree that the sport of football has never looked better.



In Madden '92, Electronic Arts has improved graphics and play!



Joe Montana 2 uses multiple perspectives and real voice!



The graphics and play of Super Tecmo Bowl rival the 16-Bitters!

The Bard's Tale

Where
monsters
finally
face
the
music!



You'd expect a great role playing game to have plenty of monsters and creatures for you to conquer. You'd expect the band of six hardy adventurers you create to have magical powers and weapons to wield in battle. But only *The Bard's Tale* brings you the unexpected—the awesome weapon of magical music! Though each of your team has unique skills, the Bard's songs have *devastating* effects on your fearsome foes. Dragons, spiders, trolls, and orcs face the music each time they encounter your freedom fighters. Hone your skills in magic and combat as you search for gold through the incredible maze of the city's 16 levels of dungeons and catacombs. Destroy the monsters with magic and music. *Let The Bard's Tale begin!*

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FACT-FILE

Manufacturer: EA
Machine: Super NES
Cartridge Size: 5 Meg
Number of Levels: 8
Theme: Sports
Difficulty: Average
Number of Players: 1 or 2
Available: December

SUPER NES JOHN MADDEN FOOTBALL

4th DOWN AND GOAL TO GO!

It's the thrill of Football all over again - this time on the Super NES! John Madden Football for the Nintendo 16-Bit represents the first sports title for that platform by the Electronic Arts Sports Network. Judging by this first entry, EA should have an equally successful foray into the Super NES sports genre!

With hard hitting action and a wide variety of plays, Madden allows you to grab a friend and take on the baddest teams in the NFL. Or, if you want to play solo, the computer will offer up a formidable opposition. With digitized voices and an instant replay feature, this cart takes the Madden play mechanics and adds even more! From an instant replay feature that allows you to play, fast-forward, rewind, pause, and frame advance the game "footage", to a demo feature that lets you sit back and watch the action unfold! Choose from pre-season, regular season or playoff options. Pick your playfield (Turf or grass), alter weather conditions (fair, mud, or snow), and take control of your favorite football teams!



Madden for the Super NES takes advantage of many advanced Nintendo 16-Bit functions!



ALL-NEW REALISM!

Expanding on the excellent leaps in execution and play mechanics that were originally introduced to the Sega Genesis, John Madden Football for the Super NES takes these concepts even further with realistic

graphics, sound effects and play! From the roar of the crowd to the wide array of visual presentations that the Super NES has to offer, this game takes football to a whole new level! Field kick offs, block punts and throw for the bomb in John Madden Football!



EGM'S PIGSKIN PICKS!

INSTANT REPLAY!



Using mode 7, the instant replay feature scales back to repeat...



and adds a special "control box" to the play window, superimposed over the action...



...then you can control the "film" by playing in reverse or even frame by frame!



Let the computer select if today would be a nice day for a game or not!



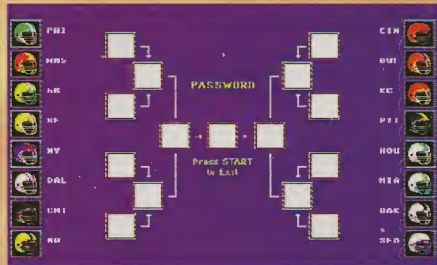
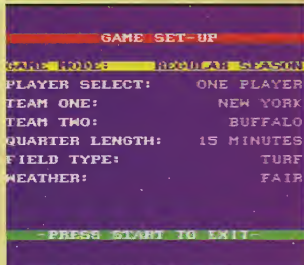
Alter the field conditions by selecting between natural and artificial turf!



The weather will affect the movement, control and overall team abilities!



You can direct the power and direction of your kick!



If you pick the playoff option, you can go right into a chart 3 screens wide, that helps you see the pattern of teams that are on their way to the super bowl. This one is not yet been started, but it will soon be filled with teams battling for the title of Super Bowl champions. You pick your team and then another will face you.

EGM'S PIGSKIN PICKS!

FACT-FILE

Manufacturer: Tecmo
Machine: NES
Cartridge Size: 2 Meg
Number of Levels: NA
Theme: Sports
Difficulty: Easy
Number of Players: 1 or 2
Available: December '91

TECMO SUPER BOWL

THE SUPER BOWL!

Do you remember last season when you won the Tecmo Bowl? Now it's the start of a new season and, thanks to the wizards at Tecmo, the game is even better!

Play against the real teams and real players in a gridiron contest so intense it rivals anything the Nintendo has seen before! With digitized voices and the familiar play control of the first Bowl, the interaction in Super Tecmo Bowl will make you feel right at home!

Super Tecmo Bowl is filled with a wide assortment of all new music during play scenes, new passing and running plays, and new stats that range from an injured list to mid-game scores to play by play updates!

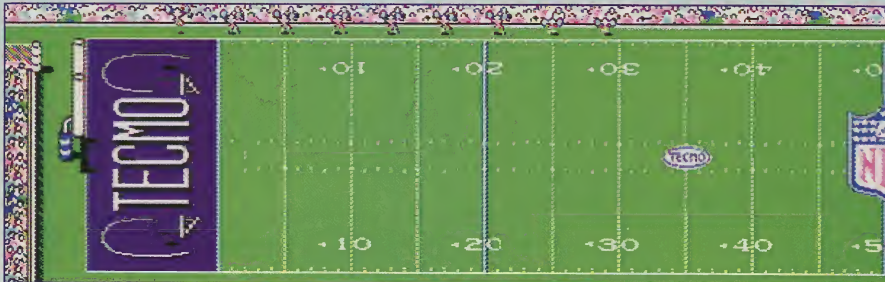
Take this proven package and throw in truly spectacular animated cinema displays and action that moves faster than a lot of arcade titles and you get a sequel that's even better than the original!



CHECK OUT THESE



AWESOME CINEMA DISPLAYS



EGM'S PIGSKIN PICKS!

FACT-FILE

Manufacturer: Sega
Machine: Genesis
Cartridge Size: 8 meg
Number of Levels: NA
Theme: Sports
Difficulty: Average
Number of Players: 1 or 2
Available: Spring '92

PLAY BY PLAY!!

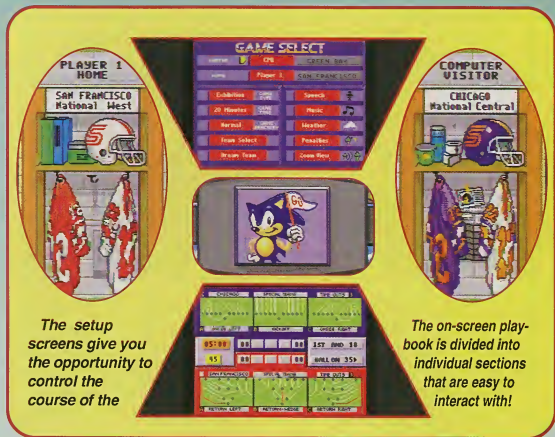
Yes, that's right, Joe Montana is back for his second stab at 16-Bit football in Joe Montana II: Sports Talk Football.

As the name implies, this game uses an extensive array of real speech to further support the game play. While playing, the announcer keeps you apprised of the on-field action with a steady stream of real voice play by play. Everything is included in this exciting new video football, with complete phrases and a halftime "talk" show accompanying the detailed gridiron gladiators!

More conventional features include animated cinema displays of the crowd and referee, and even a cameo appearance by Sonic!

An intricate option screen also allows you to select the field, manage players and, if you don't like the commentary, turn off the voice.

With the added realism afforded by the real voices and scaled play, Joe Montana 2 comes off looking, and sounding, great!



The setup screens give you the opportunity to control the course of the

The on-screen play book is divided into individual sections that are easy to interact with!



At the start of play a more panoramic view of the field is used...

One of the more advanced features of Joe Montana 2 is the pseudo-scaling and zoom. When a player approaches or is near the football, the screen shifts to show you a close-up of the action. This provides a better view of the game play and creates a more realistic view of the game!



...until the ball is introduced into play and the screen isolates the action!

EGM'S PIGSKIN PICKS!



Real Speech!



This television anchor man continuously reports on the game. Throughout the game he provides his own play-by-play commentary! This man truly loves to talk!

During the halftime show, the Sega sportscaster reports on first half statistics and other important facts!



The fans show their appreciation by cheering and screaming whenever a great play is made!



Get ready for some real fan appreciation whenever you score! Also don't be surprised if you see some familiar faces... like Sega's own Sonic the Hedgehog!

Cinema Displays!

This game has some spectacular cinema displays to help show penalties, scoring and the general mayhem you'd expect to find at any pro outing! adding to the action. The displays are fluid in movement and there are enough of them to satisfy even the most demanding critics of football - be it the video version or the real thing!

The referee makes all of the calls in animated cinema displays! The referees use the same familiar hand signals you'd see in a real game!



EGM'S PIGSKIN PICKS!

FACT-FILE

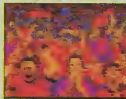
Manufacturer: EA
Machine: Genesis
Cartridge Size: 4 meg
Number of Levels: NA
Theme: Sports
Difficulty: Average
Number of Players: 1 or 2
Available: Spring '92

PASS THE PIGSKIN!!

Football fans rejoice, John Madden is back again in John Madden Football '92. This version contains several new features not found in the now-classic original.

From the instant replay feature that allows you to review your last play with special rewind, play and frame-by-frame controls to cinema displays of Coach Madden and roaring crowds, John Madden '92 takes all of the proven play concepts and award-winning interaction of the first game and broadens the scope in every direction!

John Madden Football '92 brings hard hitting football action to new heights with its smooth scrolling and great game play! Fans of the first Madden game, as well as new video football enthusiasts, simply MUST NOT MISS this incredibly fun sports game!



The crowd cheers when you're on the move!



And boos when ever you give up the ball!



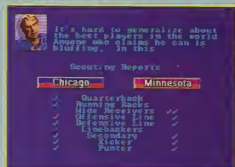
Get ready for a show in the endzone whenever you score!



NEW INTRO SCREENS



The new game setup screen makes it easy to choose from a variety of fields, teams and options that each affect play!



Look at the scouting report to judge your opponents really are. These overtones add more strategy to Madden '92!

Instant Replay



The control box allows you to review the last play in amazing detail!



Great cinema displays show the game action from beginning to end! The displays are animated with great detail!



EGM'S PIGSKIN PICKS!!

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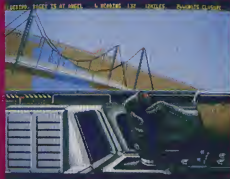
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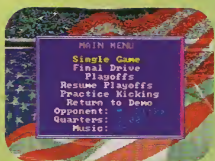
Manufacturer: Ballistic
Machine: Genesis
Cartridge Size: 8 Meg
Number of Levels: NA
Theme: Sports
Difficulty: Moderate
Number of Players: 1 - 2
Available: Now

A REAL FOOTBALL EXPERIENCE!

Get ready to experience the bone crunching thrills of real football in Mike Ditka Football. This game has all kinds of features every football fan will enjoy. For the novice video football player, there options that allow you to adjust the difficulty of the passing game. You can also practice kicking with any team to master the art of the long range field goal! Test your skills in a single face-off or play an entire season in the playoff mode. Digitized voices call the plays and optional music throughout expand upon the game play even more. Other features include time-outs, substituting players and real division teams. Additional statistics screens allow you to track your progress just like the pros do! With Mike Ditka Football, you get it all!

MIKE DITKA POWER FOOTBALL

OPTIONS AND STATS



Pick your season!



Additional play options!



Select your plays!



Player and team stats!



Turnovers, including interceptions, can only be overcome with skilled play!



Look out for hard-hitting tackles!



Face off at the line with a full compliment of computer and player controlled teams!

EGM'S PIGSKIN PICKS!

READY TO GET ROUGH AND TOUGH?



Be careful or you could lose players!



Call in new plays during regular and post-season!



PASSING



The passing mechanism in Mike Ditka Power Football allows you to run plays from a series of specially scripted routines. With a full screen of opponents, you can perform hand-offs, short screen passes or even long bombs all the way downfield!



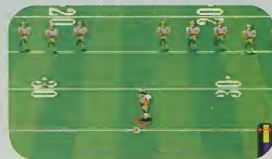
KICKING PLAYS

Mike Ditka Power Football provides a number of different perspectives in the kick-off and field goal modes. The action plays well in both, although the field goals offer a more detailed look at the action!

CALLING PLAYS



The variety of strategies designed in the Mike Ditka Power Football play-book allows for a wide array of playing possibilities. Huddle up and select from the option windows. Then move to the line and adjust your positioning to reflect pressure from the opposition!



EGM'S PIGSKIN PICKS!

THE GREATEST PLAY IN FOOTBALL HISTORY.

Brace yourself for the brand new version of the game awarded Genesis "Game of the Year" by Game Player's.

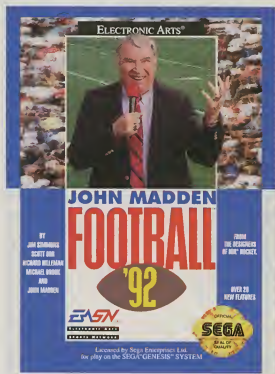
John Madden Football™ '92. It doesn't get any tougher than this.

Madden '92 delivers the most guts in SEGA GENESIS football. Twenty-eight updated pro teams, plus a new All-Madden squad. The latest plays, schemes, and formations including the Run and Shoot, 3-4 defenses, and a fistful of new

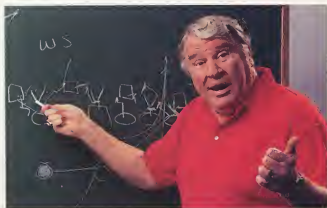
Madden plays like Tuf Bronco and Hail Mary.

And the tough got even tougher in Madden '92. Now your competition adjusts to your playcalling. Call a play once too often, and you'll get planted in the turf. Permanently. It's the most intense football action you can get. And action always speaks louder than words.

So Madden '92 is flat-out the most realistic game this side of Sunday afternoon.

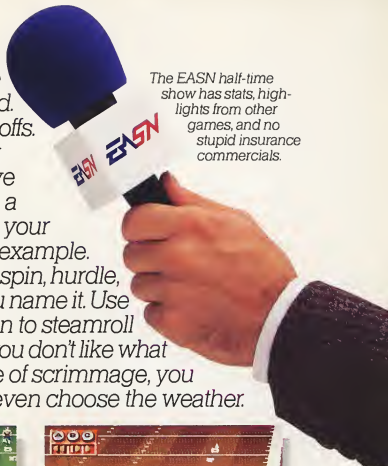


Each team roster is packed with 35 men, each man rated on six different attributes. Some are more durable; others, better on grass; others, better in mud. Play to their strengths, and you'll make it to the playoffs.



Coach Madden's drafted a whole new game this year including the Run and Shoot, 3-4 defenses, and much more.

Besides calling the shots, you have more moves than a cheerleader. Take your running back, for example. You control every spin, hurdle, cut back, dive, you name it. Use the "oomph" button to steamroll for a first down. If you don't like what you see at the line of scrimmage, you can audible. You even choose the weather.



The EASN half-time show has stats, highlights from other games, and no stupid insurance commercials.



This season's a lot tougher. Call a play once too often and you'll get planted in the turf.



Watch the momentum shift after the hardest-hitting play in football: the ol' quarterback sneak to the hospital.



Talk about in your face. Instant replay gives you the ultimate payback hit.

EASN gives you better coverage than a nickel defense. The latest sack dance. Touchdown boogies. Injuries. Penalties. The gamesavers. The goats. Close-ups that zoom right in on critical first down measurements.



Every boo, cheer, or gasp from the crowd.

All the details and grit of the sport itself.

Any play can be instantly replayed. So you can analyze blown assignments in slo-mo or frame by frame. After every drive, Madden delivers stats and summaries.

Quit talking and get a real piece of the action.

Visit your local EA dealer or order by phone any time: (800) 245-4525. And make Madden '92 your number one pick.



ELECTRONIC ARTS®

John Madden Football is a trademark of Electronic Arts. Sega and Genesis are trademarks of Sega Enterprises, Ltd.

CIRCLE #111 ON READER SERVICE CARD.

FACT-FILE

Manufacturer: Sega
Machine: Game Gear
Cartridge Size: 2 Meg
Number of Levels: NA
Theme: Sports
Difficulty: Easy
Number of Players: 1
Available: Spring '92

TAKE JOE ON THE GO...

Football games appear to be on the rise and their is no better way to enjoy fast paced football action than the portable way with Joe Montana Football for the Sega Game Gear.

This translation of the popular console title employs many of the same features found in the original Joe Montana, but has been scaled down in scope to accommodate the smaller proportions of the Game Gear display.

The game starts with a coin toss and your decision of fielding options. The team selection screen is completely menu driven and allows your choice of many different franchises, each with their own style of play.

While it does have some rough edges, Joe Montana is a great addition to the Sega line-up of games for the ever expanding Game Gear hand-held.

COIN TOSS!

Play begins with the coin toss! Pick either heads or tails to determine whether you will elect to receive or kick at the start of the game. Highly detailed graphics are used to represent the coin as it spins and ultimately falls on one side! There are a number of special touches such as these scattered throughout Joe Montana Football for the Game Gear, providing many unique features not found in most football entries!



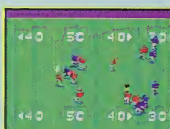
Joe Montana FOOTBALL



In the play select screen, pick from a variety of options!



The graphics of the field and players are rendered with detail!



Whether you run or pass, Joe keeps you in the game!



TEAM SELECTION!

The team selection screen allows you to choose the from the available teams that you wish to play as and against. The game allows you to choose from many different types of offense and defense by providing specific characteristics to each team.



INTERMISSIONS!

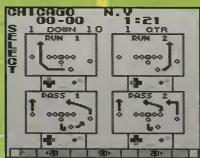
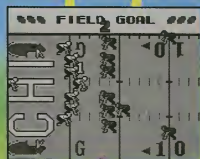
Joe Montana, in addition to presenting a challenging game of ball, supplements the action with some nicely drawn and animated intermission sequences after each score and at the end of play!

EGM'S PIGSKIN PICKS!!



FOOTBALL FRENZY

(SNK / NEO GEO)
Without a doubt this is the best looking football game ever seen on a home video game system. Incredible sights and even better digitized voices call the plays. For 1 or 2 players.



TECMO BOWL

(Tecmo / GameBoy)

An excellent translation of the NES hit! Great game play and fast action give you football on the go! Also uses the same passwords as on the NES version.



JOE MONTANA

(Sega / Master System)

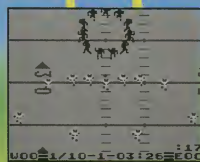
Joe Montana is making an appearance on the Master System 2. Features a wide variety of offensive and defensive plays to let you play like the pros.



SUPER PLAY ACTION FOOTBALL™

(Super NES / Nintendo)

Nintendo has created a sequel to their NES title. While it no longer has the 4-player mode, it does boast improved graphics and sounds.



BO JACKSON

(THQ / GameBoy)

Bo knows football, and baseball in this two-in-one cart. Featuring vertical scrolling game play and a coin toss. This cart also has an optional baseball game for a nice change of pace.



N.F.L. FOOTBALL

(Lynx / Atari)

This official NFL game has the real players that football fans love. Cool scaling of the field and a large playbook give you the realism of football on the go. Link up with another player for twice the fun.



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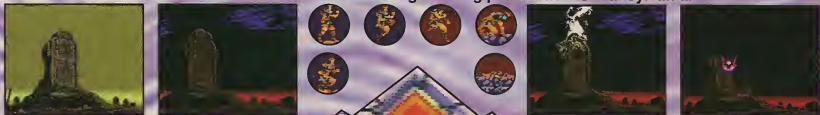
Gigantic and treacherous aliens are invading Earth. They are destroying our cities and leaving chaos around the planet. There is only one hero powerful enough to eradicate these creatures...**ULTRAMAN!!** Part human, part super being, he's got what it takes to eliminate the evil aliens once and for all.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

FACT-FILE

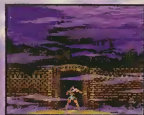
Manufacturer: Konami
Machine: Super NES
Cartridge Size: 8 Meg
Number of Levels: 10+
Theme: Adventure
Difficulty: Moderate
Number of Players: 1
Available: December

THE DRAC IS BACK!!!!

Simon Belmont has invaded the 16-bit market. That's right he's coming to you on the Super NES in with 16-bit graphics and sound. Every one hundred years the force of good start to weaken and the forces of evil become stronger and stronger. Also every one hundred years the power of dracula grows more and more. Each time he returns he is stronger then the last and that time is soon to come. It has been one hundred years since Simon Belmont defeated Dracula and saved Transylvania from sheer destruction. However, once again Transylvania is in danger. Dracula is back and he is out to get revenge against the Belmont family. The towns people now look to a new and more powerful Belmont to seek out and destroy Dracula. You, with your whip in hand, must seek out and destroy this evil and once again bring peace back to Transylvania.



Castlevania IV



THE MYSTICAL WHIP

Simon has learned how to do more techniques with his whip.

He can now use his whip in eight different directions. Also, after Simon uses his whip it will go limp and just hang down. Simon can twirl his whip around and use it as a form a attack.



ANCIENT WEAPONRY!

This version of Castlevania is like the others in that you will be aided by ancient weaponry along the way, however you can only carry one weapon at a time. This weaponry is most helpful against the bosses and sometimes they will be needed in the main level of action. In order to use these weapons you need to collect hearts. For every heart you can shoot out one of your weapons, and in order to collect hearts you need to look in the candles.

AXE



BOOMERANG



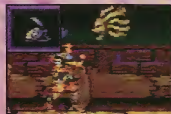
DAGGER



FIRE BOMB



WHIP



Simon can now use his whip to grab on to things and swing across from one platform to another. When Simon grabs onto the ring with his whip he can hang on as long as he wants

HELPFUL ITEMS!

These items will be very useful and you'll need most of them in order to finish the game. You will find these items hidden in the candles and hidden in walls. You have to whip the candles and the walls to make them appear. Grab them quickly because it will only stay on the screen for a few seconds, then it will disappear.

LITTLE HEART

Gives you one heart. It lets you use your special weapon once.



BIG HEART

This will give you five hearts toward your special weapon.



MONEY BAG

Get these to receive bonus points. The amounts vary.



CROSS

If you find this get it immediately because it will kill all the enemies on the screen.



MORNING STAR

When you die the morning star will power-up your whip.



INVISIBILITY POTION

When you grab this item you will be invisible for a short while.



SMALL PORK CHOP

Grab this to give you back some of your much needed life.



LARGE PORK CHOP

Whip walls and you might find this. It gives you back most of your life.



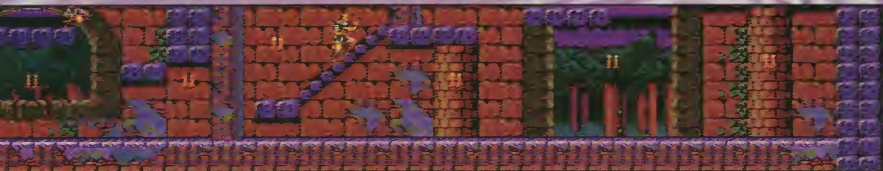
DOUBLE SHOOT

Allows you to shoot out 2 special weapons at one time.



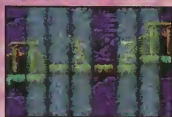
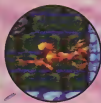
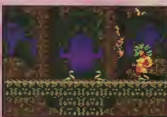
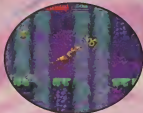
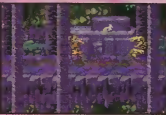
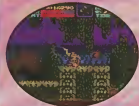
TRIPLE SHOOT

Lets you shoot out 3 special weapons at one time.



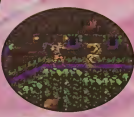
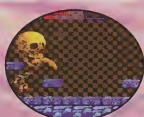
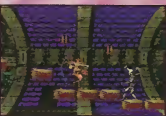
STAGE ONE

By the time you get here you should have mastered the new techniques of your wipe. If not this may be your last chance to. When you get to the boss, He'll come out on the right side. Get close to him and use your whip.



STAGE THREE

This level has some of the best graphics ever. There are times when there are 3 layers of parallax scrolling. Watch out for the enemies that are hiding behind the waterfalls, they may be hard to



STAGE FOUR

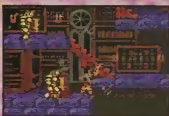
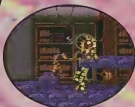
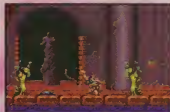
The mode 7 effects in this level are incredible. Watch out though, there so good that sometimes it starts to freak out or eyes, and you can't see the enemies coming. This boss will shrink in size if you hit him with your whip

STAGE FIVE

This is a short level, but a important level. This is the level that will lead you to the front porch of Castlevania itself. It maybe short, but it's not that easy.

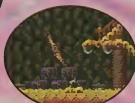
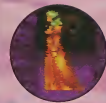
STAGE SIX

The levels in stage six seem to be resemble those of the levels in the first Castlevania. But of course, this levels have better graphics. The boss will dance circles around you if you start tripping over your feet.



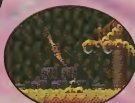
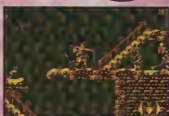
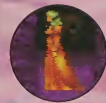
STAGE EIGHT

This level can be rough if you don't watch where your going. There are spikes everywhere. Take this one slow and try not to jump into any spikes. At the end of this level an old foe has a bone to pick with you.



STAGE NINE

This level is not on loaded with enemies, but money two. This levels is probably the funniest level to play because the effects of the gold coins are cool. The ghost in the background add to the fun.



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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CIRCLE #172 ON READER SERVICE CARD.

FACT-FILE

Manufacturer: Bandai
Machine: Super NES
Cartridge Size: 4-Meg
Number of Levels: 9
Theme: Action
Difficulty: Easy
Number of Players: 1
Available: Now

250 FT. TERRORS!

Since the first day a giant rubber monster devoured Tokyo, a countless stream of herculean heroes have stepped forward to battle their city smashing ways. Now you can assume the identity of one of the greatest monster mashers in history as Ultraman, an intergalactic nasty neutralizer! The video game for your Super NES has you battling a wild cast of nine monsters in a head-to-head kick and punch-em-up action contest with Tokyo as the backdrop!

YOUR LASERS



LASER 1



LASER 2



LASER 3



LASER 4

At your disposal is an assortment of different laser options. All are useful for wearing down the monsters, but only the fully-charged blast will destroy them!

ULTRAMAN

TOWARDS THE FUTURE

ALL YOUR MOVES!



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BACKFLIP



PUNCH



JUMP CHOP



BARRIER



KICK



JUMP KICK



R-KICK



UPPER CUT



THROW



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BATTER UP has hard-hitting power, screaming line drives, impossible diving catches and sizzling pitches. Whack that fast-ball into the grandstand! Hurl hair-raising curve balls past the batter. Leap to snag mile-high fly balls. You control the lineup, call in pinch hitters and relief pitchers, even bunt and steal bases. Choose from 14 teams, two stadiums, plus five and nine-inning games. With two Game Gears, challenge a friend to create your own world series.

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The Game Creator



PAC-MAN

Here's PAC-MAN, zipping around the maze munching yummy ghosts. If they catch him, he's ghostflakes! Chomp down power dots and fruit treats for big bonus points. Connect two Game Gears for extra ghost-mania. Choose different rounds to even up the competition. When you gulp a ghost, it pops up in your friend's maze. Then he's got double trouble, and you've got the points!

CIRCLE #140 ON READER SERVICE CARD.

Namco Hometek, Inc.
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GUDIS

Be careful! This Veggie has laser beams, a swiping tail and its tentacles that do big time damage!



BOGUN

This nasty gastropod has the ability to spray a toxic gas, as well as flog you with its whip-like antennae!



DEGOLA

The god of the Aborigines can fire lasers from its paws and use its spines as a rolling attack!



BARRANGAS

Barrangas breathes alien gases and has a huge tail with enough power to knock you off your feet!



KILLAZEE

You've finally reached the main Boss! This creature will attack with a variety of weapons, including fiery breath and huge blasters built into his arms. Killazee will also use his deadly horn to ram Ultraman as he leaps from side to side!



GUDIS 2

This veggie has gone hard core, having a pure energy clone attack with a strong club-like tail!



ZEBOKON

Born in the swamps, this fire-breathing nastie will ram you with its head and whip you with its tail!



MAJABA

One of the largest boss you'll ever meet! Majaba has eye lasers and a habit of leaping from side to side!



KODALAR

This brute not only can fire lasers across the ground, but also reflects your lasers back at you!





THE ILLUMINATOR™

A GAME BOY™ LIGHT ACCESSORY

Isn't it
time your
Game Boy™
came out
of the dark?



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Enter to win one of five
Super Nintendo® Entertainment Systems
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Super NES™ Give-Away, Forma Precision Plastics Inc., 1405 Marshall Street, Suite 212, Redwood City, CA 94063

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THE ONLY COMPLETE GUIDE TO SUPER NES VIDEO GAMES

SUPER NES BUYER'S GUIDE

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**EXCLUSIVE!
FOR SUPER
NES PLAYERS
ONLY!!**

Now there is a magazine made exclusively for owners of the hottest, most powerful Nintendo video game system ever made, the Super NES! A magazine with all the latest information, unbiased multi-person game reviews and spectacular maps and strategies exploding with point-pounding tips so incredible that only the editors of Electronic Gaming Monthly could put it together!

Turn to the Super NES Buyer's Guide for the best the 16-Bit super system has to offer! In each bi-monthly issue you'll find pages and pages of sizzling info packed with the most detailed full-color coverage on your favorite 16-Bit machine! With an exclusive focus on the best and worst the Super NES has to offer, the Super NES Buyer's Guide is the one magazine you can trust to get the most out of your Super NES system!

FROM THE EDITORS OF ELECTRONIC GAMING MONTHLY!!

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EACH ISSUE OF THE SUPER NES BUYER'S GUIDE FEATURES:

- *Reviews of the latest games by our special four-person review panel that includes the famous Quattermann!*
- *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!*

The Super NES Buyer's Guide is a Sendai Publishing Group publication not affiliated with or endorsed by Nintendo of America, Inc.

TAKE
THE
CHALLENGE!!

TAKE AN EXCLUSIVE LOOK AT THE MIRACLE KEYBOARD!

THE MINDSCAPE CHALLENGE

CHECK OUT THE
ALL-NEW
TITLES FROM
MINDSCAPE!

GAUNTLET II



THE MIRACLE PIANO
TEACHING SYSTEM

PAPERBOY



HELP CAPTAIN
PLANET SAVE
THE EARTH!



CHESSMASTER



CAPTAIN PLANET



© 1991 Mindscape, Inc. All Rights Reserved.

TAKE THE MINDSCAPE CHALLENGE!

No matter what you crave, non-stop action, in depth adventure, mind-numbing puzzles, or beautiful music, the Mindscape Challenge delivers! If you want to test your reflexes, try the arcade classic Paperboy or the new Super NES title, Paperboy 2! Perhaps you'd like to wet your whistle on the glistening Miracle keyboard interface for the Nintendo Entertainment System! If your brain needs a workout, play Game Boy Klax or Loopz for the ultimate puzzle challenge! Even better, try Chessmaster for the Super NES and take on the Grand Master! Meanwhile, Gauntlet II will fill your adventurous heart with glee while you attempt to grab all the loot you can and make it out of the endless labyrinth alive!

The Mindscape Challenge is a quest for maximum enjoyment. The sheer diversity of Mindscape titles opens the doors for a wide range of tastes. The choices and limitless, and the quality of each game title remains unchallenged! Whether you're zooming hundreds of miles per hour down a busy stretch of highway or sneak-

ing around the nearest corner in search of gold and treasure, you'll find exactly what you crave deep within the Mindscape Challenge!

Cool heroes like Captain Planet have joined the quest for fun and world preservation in a brand new NES title! Join Captain Planet and the Planetees in their mission to save Gaia, the Earth goddess, from becoming uninhabitable for human and animal life! Fight awesome bosses like Duke Nukem and Dr.

Blight! The power is yours!

The awesome Miracle keyboard is an innovative new peripheral for the NES that actually teaches you how to play the piano! Using a unique graphical interface in the form of interactive video, the Miracle guides you step by step through each lesson until you have full mastery of the keyboard and its various functions. It's sure to be a hot item this Christmas and in the future.

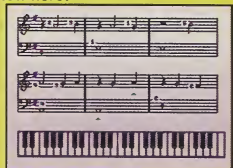
Imagine, all of the excitement and challenge you crave awaits within your grasp! Merely accept the challenge of the Mindscape Challenge, and all of your dreams just might come true!



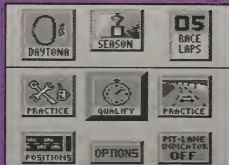
PAPERBOY is a classic coin-op available at home through the Mindscape Challenge. See page 6 for more info!



CAPTAIN PLANET takes the world by storm! Featured in his own TV cartoon series, a smash comic book, and now on the home video game screen, his message comes through loud and clear. Captain Planet and the Planetees are seeking to preserve Earth's delicate balance between purity and pollution. See page 12 for more on this hot new hero!



It's a Miracle! The new Miracle piano teaching system plugs directly into your Nintendo Entertainment System and requires no batteries or additional hookups! Do you want to be a rock star? Learn the most elegant instrument in the world quickly and easily! Better still, this amazing peripheral can stand alone has a powerful MIDI keyboard. Page 4 has the inside scoop!



DAYS OF THUNDER is an excellent example of how the Mindscape Challenge brings the movie experience home.

JOE GAMES
987 TOKEN LANE
VIDEOTOWN, HA 12345

GAMERS SPEAK

SOFTWARE TOOLWORKS
60 Leveroni Court
Novato, CA 94949

No opinion matters more than that of you, the reader, the gamer, the consumer! After all, it's the consumer who buys and plays the games, so there is no one better than you to reflect on the quality of Mindscape titles! Graphics, sound tracks, playability, and original theme - each category is painstakingly examined by the public and finally, judgement is passed. Will this game succeed? Will it fail? It's all up to you! Thus, here are a few of the hundreds of letters, postcards, and memos we've received, showing the consumer feedback on Mindscape products!

Dear Program Designer:

Great job on the Chessmaster 2100! Your advertising is correct. It is, I think, the finest chess program in the world.

Because you obviously are so interested in designing a first-class product that entertains and satisfies the user as well as to simply play great chess, I am offering a few minor suggestions for improvements to the next generation of the program. They are changes that I, as a regular user, would appreciate.

1. Please add a setting for a polite voice that only speaks to announce checks and checkmate, or perhaps after a move, say, "Your turn."

2. Allow a player to select a Chessmaster opponent based on approximate rating.

I was pleased to discover the Chessmaster will sacrifice a piece to gain position. This is as close to artificial intelligence as my PC has ever come.

Dear Folks,

I have been using "Mavis Beacon Teaches Typing" for about a month now on my C-64.

The reason for starting was that I am a student with a large workload. After this time my ability to type all letters has improved 100% (and symbols should get better with practice!)

My success prompts me to tell you all that the program runs just fine (no bugs, etc.) on my C-64 as on an IBM (I've got both). Thanks for the best typing tutor-machine or human, that I've ever had!

Dear Mr. Palmerton,

I am writing in acknowledgement of receipt of your letter and the copy of Chessmaster 2100 and I simply wish to thank you for same.

It works fine and I am thrilled with this Chess Game.

Thanks again.

I rarely take time to write a letter to any company unless I have a problem, but I am making an exception in this case. I just wanted to tell you how happy I am with Dollars & Sense version 5.0 for the Mac. I have been a Dollars & Sense user since it first was written on the Apple IIe. Version 5.0 on the Mac is great. I like the support for large monitors. I have a 16 inch monitor and when editing my transactions can see a full page of transactions at one time. I also like your intelligent editing icon "Edit Checkbook." I have I set to edit transactions for the last 15 days. And as in previous version, your use of Descriptors is very nice. I have been using version 5.0 for several months and have found it to be bug-free.

Most software houses seem to promote Quicken when you ask them what is available. I think you need to convince Egghead that Dollars & Sense is an excellent program and probably better than Quicken.

You might consider supporting CheckFree checking with Dollars & Sense. That is one selling point that other programs have.

To whom it may concern;

I have used Microsoft Works for over two years. But, after trying your Toolworks Office Manager, I have discarded Microsoft Works and now use Office Manager instead.

I use three different personal computers: (1) an IBM PS/2 with dual 3.5-inch floppy disk drives at my office, (2) a Tandy 1000SX with a 20 megabyte hard disk at home, and (3) a Tandy 1100FD notebook with a single 3.5 inch floppy disk drive while on the go.

I have found that by putting the Toolworks writer, filer, and calc program on separate 3.5-inch floppy disks, the Toolworks Office Manager can easily run on all three of these machines. I cannot say the same about Microsoft Works. The insert functions have been a great help in transporting my Works files into Office Manager.

I have been so happy with the Toolworks Office Manager, that I had to write. Thanks for a great product.

Send your tips, suggestions, and comments to:

SOFTWARE TOOLWORKS
60 Leveroni Court
Novato, CA 94949

IT'S A MIRACLE!

"Miracle is the best hardware/software combination that I have ever seen"

"It makes learning to play a positive joy"

"More than enough for the absolute beginner"

THE MIRACLE PIANO TEACHING SYSTEM



"A superb value for the money"

"[It] will start a revolution in computers"

"It is totally and utterly impulsive"

*- Gareth Powell
The Sydney Morning Herald*

DO YOU WANT TO BE A ROCK AND ROLL STAR?

Ever wanted to crank out a few tunes on a keyboard, but didn't know how? Well, if you own a Nintendo Entertainment System, a Super NES, an Amiga computer, or a PC compatible, you can pick up a Miracle keyboard and start learning to play the piano in mere minutes!

To start, just plug the Miracle into your NES or Super NES joystick port. Place the included Miracle program cartridge into the cartridge slot and get ready! Within hours, you will perform numerous one and two-handed melodies effortlessly!



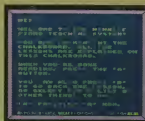
You can choose from 128 instrument sounds and effects to emulate, including the piano, guitar, organ, saxophone, and many others. The keyboard has built-in stereo speakers, a foot

pedal, and even stereo headphones for private listening.

You will learn how to properly place your fingers, how to sit, and



how to read musical notation! Since the keyboard is compatible completely with MIDI technology,



it may stand alone as a separate unit. It can be plugged into your favorite stereo system to enjoy the full effect of stereo sound.

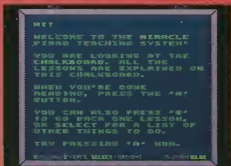
Each lesson is customized to fit your specific needs. It will analyze your performance and give you pointers on how to improve. The options are limitless! Maybe it really does take a Miracle to be a rock and roll star...





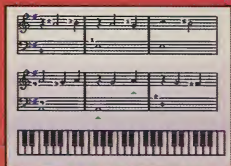
KEYBOARD

The keyboard consists of 49 full-size, velocity-sensitive keys. Each of the 128 digitized instruments and sound effects are reproduced faithfully every single time.



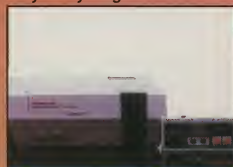
ONSCREEN TUTOR

The Miracle guides you step by step through each lesson! It even gives you pointers and encouraging words of advice. Follow the instructions carefully.



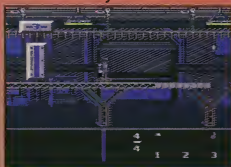
NUMEROUS OPTIONS

If you want to take a break from the lessons, you may, at any time, go to the options screen and listen to any piece of music available with the program!



NES INTERFACE

By connecting the Miracle to the NES (and soon the Super NES, PC compatibles, and AMIGA computers) you can visualize the beautiful tunes you are hearing.



INTERACTIVE VIDEO

With the video interface, learning to play the piano is fun! Play in the shooting gallery and other outstanding interactive keyboard games created to help you learn!



UNCHALLENGED QUALITY

Fully MIDI (Musical Instrument Digital Interface) compatible, built in 4" speakers, 128 digital sounds, sustain footpedal, 49 full size velocity keys, need we say more?

DO YOU REALLY WANT TO BE A ROCK AND ROLL STAR?

REALLY?

Okay! Run to the store and put your name down on the Miracle

Piano Teaching System! These systems are guaranteed to be the hottest items to hit the store shelves since the Nintendo itself!

No other accessory even comes close! The Miracle should price out at just under \$400, a real bargain considering the price of piano tutors nowadays. The Miracle won't last long in stores, and a waiting list is already forming.

Besides, a stand alone keyboards can easily cost three times that amount, and it can't

interface with the Nintendo Entertainment System. The Miracle keyboard will emulate 128 different instruments

and sound effects, so no instrument is out

your reach! With the Miracle's interactive Nintendo hook up, you will be guided step by step until you can play

very advanced pieces of music with or without accompaniment.

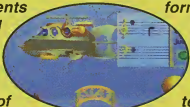
Take one look at the high quality keys (all 49 of them) and you'll be impressed! This is the reason

to buy a Nintendo Entertainment System! Of course, the Miracle will be available in nearly every

format varying from the new Super Nintendo Entertainment System to the powerful PC compatible systems. The Miracle will also run on the Mac computers and stand alone. Can any other keyboard accomplish this bold feat? I think not!

So, if you really want to be a rock and roll star, the Miracle is the right learning tool for you!

The Miracle will take a beginner and turn them into a winner!



PAPERBOY[®] 2 FOR THE SUPER NES[™]

PAPERBOY DELIVERS!!

Paperboy[®], perhaps one of the hottest arcade coin ops in history, is coming to the Super Nintendo Entertainment System! Super NES Paperboy[®] 2 brings the true arcade experience home and even adds some new twists and turns! Instead of just going up a one-way street, you get to turn corners and move freely about the screen! Of course, you can't backtrack, but you're so good, you won't miss your customers, right?

Paperboy 2 on the 16-bit Super NES is even better than the arcade! All new obstacles, bonuses, and clean graphics are all improved over the coin op original.



LOOK OUT FOR THESE HAZARDS ALONG YOUR ROUTE...



Mad Dog



Sewer Grate



Baby Buggy



Runaway Car



Rose Bushes



Road Curb



Demon Fire



Cannon Ball



Lawn Mower



Car Tire



Deep Hole



Crazy Kids



Metal Fence



Dog Patrol

...AND MANY, MANY MORE!!

KEEP AN EYE OUT FOR BONUSES!!

Super NES Paperboy is loaded with surprises and hard to reach bonuses. The way to really rack up points isn't just delivering your papers, but to stop crooks, smash the windows of non-customers, tame vicious dogs, and otherwise destroy any obstacles!



Window Smash



Mail Box



Car Hood



Dirt Jump



Sneaky Crook



Porch Swing



Garden Lady

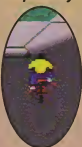


Pig BBQ



Bathing Beauty

Be a Paperboy!



Be a Papergirl!

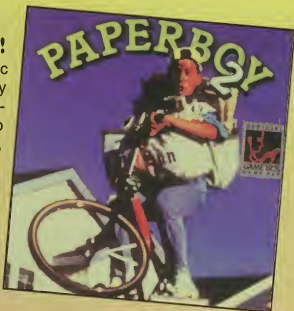


Game Boy
PAPERBOY 2

Super NES
PAPERBOY 2

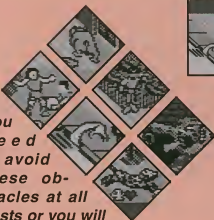
PAPERBOY® 2 ON THE SMALL SCREEN!

This awesome arcade classic has made into nearly every home video game format possible, and the Game Boy is no exception! On the small screen, Paperboy 2 comes off very well. In fact, the game has incredible control and graphics, something not found on many Game Boy titles. All of the original hazards and power ups are present, even the bonus rounds! Try to increase your subscribers, vandalize non-customers, and even stop burglars for really big points!



THINGS TO AVOID

You need to avoid these obstacles at all costs or you will lose a turn!



THINGS TO GET

These items and targets are what you should go for. They will get you the highest points.



BLACK CROW

PIG IN BARBEQUE

PORCH SWING



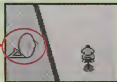
MAIL BOX

TARGET 2



GHOST

TARGET
(Only in the bonus area)



TRASH CAN

WINDOWS



EXTRA, EXTRA!

THE CHESSMASTER®

ON THE SUPER NES!

CHECK MATE!

Brace yourselves. The Chessmaster, the most challenging chess program ever created, is on its way to the Super Nintendo Entertainment System! The Chessmaster is the perfect title for the chess enthusiast. The Chessmaster is the perfect teacher and the most relentless opponent with over 150,000 classic openings, 16 levels of play (ranging from Newcomer to Grandmaster) and a special option that gives you hints in a tight situation. The Chessmaster will even let you watch while the computer computes each well-planned move! If you know nothing about chess, this is the way to learn. The Chessmaster will also play itself so you can get a feel for how a standard chess match progresses and matures. You can watch the action in either a 3D or 2D perspective, turn the board 90 degrees in any direction, and view the War Room, an area that displays the captured pieces and a thinking window! Hurry, The Chessmaster is waiting for your next move...



TWO PERSPECTIVES!

Only *The Chessmaster* has two different perspectives to choose from. Use 3D for the first person view, or choose the 2D perspective for the classical overhead view.



USE THE WAR ROOM!

The War Room will help you keep track of the moves you've made and let you see what your opponent is thinking. Here, the choices become simpler as you achieve a higher ranking.



AWESOME GRAPHICS!

The Chessmaster takes advantage of the Super Nintendo's incredible 16-bit graphics to the fullest! Choose from numerous richly designed pieces. Rotate the board to fit your personal needs. View the game from two perspectives. *The Chessmaster* is full of rich, lively colors bursting from the screen! You can pick from either classical pieces or fantasy characters drawn vividly and clearly.



BLITZKRIEG

One of the most powerful strategies ever to cross the board is Blitzkrieg. Blitzkrieg is German for "short war" and it couldn't be more aptly named. No other strategy forces checkmate in four (that's right, count 'em) moves! Of course, seasoned players know how to avoid this subtle trap, but sometimes you can catch your opponent off guard. This strategy works best as the white player. Here's the basic moves in a nutshell:

1) First, open with the pawn above



your King. Move it out two spaces. This creates an opening for the Queen and

White Bishop. Your opponent will ideally move his pawn up two spaces to block your pawn.

2) Second, take your Bishop and move it diagonally 3 spaces. This will concentrate your Bishop on the weak King's pawn, just above the Black Bishop. This pawn is the key to your victory.



3) Third, move your queen diagonally either 2 or 4 spaces. The first choice sets the Queen just below the weak pawn. The second choice puts the



Queen on a diagonal path to the pawn. The only way your opponent can protect the pawn

is to block the Queen and Bishop.

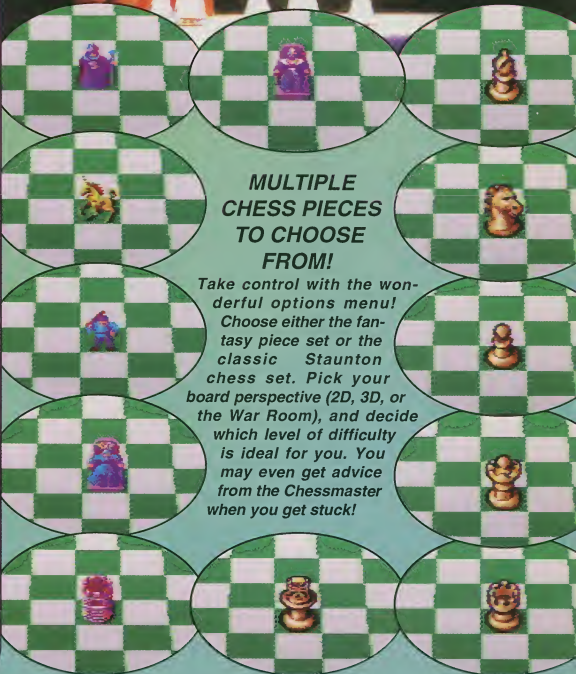
4) Finally, use your Queen to take the pawn! Your Bishop protects you from being taken by the Black King. Since the Black King was the only piece protecting the weak pawn, the King is trapped with no avenue for escape or rescue! Check-



mate! The basic idea behind Blitzkrieg is to exploit your opponent's weaknesses whenever possible. Try other variations of this strategy at any point.



THE
CHESSMASTER
"THE CLEAR WINNER
IN THE MARKETPLACE."
- Computer Gaming World



MULTIPLE CHESS PIECES TO CHOOSE FROM!

Take control with the wonderful options menu! Choose either the fantasy piece set or the classic Staunton chess set. Pick your board perspective (2D, 3D, or the War Room), and decide which level of difficulty is ideal for you. You may even get advice from the Chessmaster when you get stuck!



GOAL!

Sports titles are among the first to appear on the Super NES, and World League Soccer is among the first of them. Take the action down field as you race to your opponent's goal for a one on one confrontation! Some of the best scaling and animation effects are seen here on the Super NES. World League Soccer offers an



excellent options screen that lets you really take control of your team's abilities and skills. No other soccer game even comes close to the pure intensity and action of World Class Soccer!



Look for it in your local toy stores early next year! TM

WORLD LEAGUE SOCCER

EXTRA, EXTRA!

Read all about it! Paperboy 2 is available for the Super NES! For all of you who enjoyed the coin-op original, this sequel of sorts is guaranteed to please you! The graphics are, of course, superb, and the levels are harder! First, you must choose whether you want to be a paper boy or a paper girl. Then, pick your route! Easy Street is definitely the choice for the novice player, but even Easy Street is challenging! No longer are you limited to straight up and down streets. Now, your route has twists and turns, and more dangers than ever before! Keep an eye out for gargoyles with extremely bad breath! Or how about that paranoid dude who outfitted his house with cannons? Of course, the original hazards

are all present, including the rabid mad dogs and the crazy road hogs! It looks like the life of a paper boy (or girl) just isn't getting any easier! The object is the same: deliver papers and gain new customers, smash windows, stop burglars, and just make a mess. Oh well, a little vandalism never hurts in a video game...



PAPERBOY[®] 2

The Best
On the Super NES!

GEAR UP FOR THE
NEWEST SUPER NES
HITS!

THE CHESSMASTER[®]

Super NES
Smash Hits!!



THE GRANDMASTER...

Hey! Are you a Grandmaster at the game of chess? If you think so, challenge the The Chessmaster on the Super NES! If you really have what it takes, you should be able to beat the Grandmaster Level. Maybe. Even if you aren't a Grandmaster, The Chessmaster has 16



different levels of play, starting with the Newcomer level. The Chessmaster is a patient teacher and a ruthless enemy. Learn the game of chess through special tutorial sessions and by watching the computer think out its next strategy. Chess has long been an intimidating game for novice players, but no more! Even the



worst player can learn the intense strategies and complex maneuvers at your disposal. The Chessmaster is available now, and should be a definite addition to any gamer's library of Super NES titles! Chess is a thinker's game to top all others, and only The Chessmaster can challenge the best of all Grandmasters.

WING COMMANDER[™]



Commander in this three-dimensional battle with the invading alien forces!

Brilliant cinema displays highlight each break in the action, making the story unfold and telling you the next mission! Earn commendations, promotions, and increasingly better starfighters as the war progresses. On top of it all, Wing Commander sports some of the best music and sound effects ever

heard on the Super NES! Every piece is fully orchestrated and digitized to bring the true feel of the computer game home to the video game screen! Try it for yourself and feel the adventure!

PREPARE FOR TAKEOFF!

The highly acclaimed computer title Wing Commander is coming soon to the Super NES! Take control of the best space fighter in the 27th century! The evil Kilrathi are engaging the Earth in galaxy-wide space war! You are the Wing

COMING SOON!

THE POWER



IS YOURS!™



KWAMESM

POWER OF EARTH
THE EARTH WILL DROP FROM
THE SKY TO DESTROY
ANYTHING IN ITS PATH. IT'S
VERY POWERFUL INDOORS.



LINKASM

POWER OF WIND
THE WINDS PROTECT
CAPTAIN PLANET AND CAN
CREATE A CIRCLING
TORNADO SHIELD!

HELP SAVE THE EARTH!

After receiving
the five rings of
power, the Planeteers go off in
search of polluters and environ-



EARTH!



WATER!

mental destruction. Among the
worst are Hoggish Greedly, Dr.
Blight, Looten Plunder, Argos
Bleak, and Duke

HELP

Gaia, the spirit of the Earth, has awoken from her century-long sleep only to discover the pollution and damage to the Earth by an oblivious mankind. As a last hope, she calls upon five youths from around the world and gives each of them one of the five Earth rings, each possessing a different magic power. Magically transported to



MA-TISM

POWER OF HEART
THIS NEWLY ACQUIRED
POWER LETS THE PLANETEERS
COMMUNICATE WITH
ANIMALS AND WILDLIFE.

Nukem. These eco-villians are trying to do anything in their power to destroy the Earth's delicate balance of the



HEART!



FIRE!

elements in favor of personal gain. It's up to you to seek them out and put their horrid dreams of polluted royalty to

GAIA!

Hope Island, the uncharted and unpolluted island far from civilization, the five Planeteers learn to use their acquired powers: Earth, Fire, Wind, Water, and Heart. By joining forces, they are able to call upon Captain Planet, the ultimate environmental superhero who possesses all of the powers of the five rings - magnified!

an end! Captain Planet has the power to uproot these plans with the power of the elements. Each power must be used at the right moment to insure



THE POWER!



WHEELERSM

POWER OF FIRE
SHOOTS FIREBALLS AND
OTHERWISE CONTROLS
FLAMES. IT'S DESTRUCTIVE IN
CLOSE QUARTERS.



GISM

POWER OF WATER
LET THE CLEANSING WATERS
PURIFY THE AIR OF
VILLANOUS ENTITIES AND
DISSIPATE POLLUTANTS.



WIND!

victory for the forces of purity. Hint: The wind shield is more than just a defensive weapon! Try it!

ENTER THE CAPTAIN PL

MARBLE MADNESS™

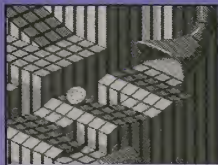


IT'LL CRACK YOU UP!

Marble Madness, the smash arcade hit, is now available for the Game Boy! In this game, you'll lose your marbles in more ways than one! You'll

go nuts trying to guide your glass marble down the fierce slopes and obstacle courses, thwarting dangerous drops and mischievous enemies all the way! Careful, the acid

edge! It'll take all of the skill you can muster to swerve your way around these threats and get to the goal in time! Losing your marbles shouldn't be this fun.



PAPERBOY® 2

READ ALL ABOUT IT!



Just when you thought it couldn't be done! Paperboy 2 is coming to the Game Boy! All of the new twists and turns are hitting the small

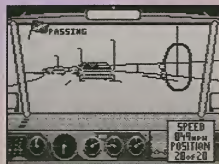
boy or girl, and hit the streets! This time, citizens aren't going to just sit and let you hit them! Some of them get up and storm after you! Better watch

your throw. Still, the challenge is not only greater, but it's deeper. The street twists and turns and the paper route gets more complex. Okay, enough reading! Start playing!



DAYS OF THUNDER™

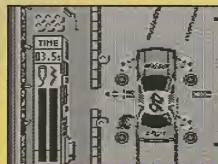
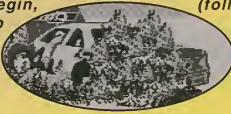
LIGHTNING FAST ACTION!



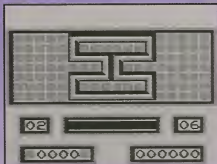
Buckle your seat belts and start your engines! Days of Thunder is guaranteed to be the best racing simulation on the Game Boy! When you first begin,

the repairs yourself! After that, enter the qualifying heat and earn a top starting position! Once in the big race, you should learn the art of drafting (following a

car so close, your car is dragged along by the air currents). Choose from 5 tracks and get ready to race!



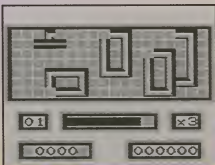
LOOPZ™



ROUND AND ROUND!

Ever feel like you're going in circles? With Loopz, that's exactly what you do! As you are handed pieces of different sizes and

shapes, you must create a loop, wiping out the board. Sound easy? Well, try again! These shapes aren't just plain old right angles! They tend to twist and turn in a snake-like way, and you'll need some quick fingers and a little brain power to figure out this puzzle extravaganza! Try to make it through all 10 tortuous levels, if you can. In the meantime, you can challenge the 2 bonus games and see if you are really up to the Loopz challenge. Complete with 3 one-player games and 2 strategic two-player games,



KLAX™



TILES ARE FOREVER!

At least it'll feel that way! When you play Klax, you must

catch different textured tiles and place them in rows, columns, or diagonals of three or more matching sets. Of course, at first it will seem easy, until tiles start flooding the screen and you begin to run out of room. Try to set up multiple Klaxes, setting off chain reactions, and creating the ultimate Klax, the "Big X." In certain levels, you can use the Big X to warp to higher levels! After the 100th level prepare yourself for a happy ending! You already know that you have fast fingers. See how fast your brain is.



PAPERBOY®



IT DELIVERS!

No need to worry, your local Paperboy is on the scene! The arcade classic blasts its way to the small screen in all its glamour. Take on some of the roughest paper

routes ever and attempt to deliver to the worst customers (and some nasty non-customers) in the city! These people aren't going to make life easy for you. They leave toys out and park their cars right in your path! Don't ever bother trying to get the motorists to stop! Kids love playing practical jokes on you, and guard dogs don't thrive on your company. So if you think you can handle the business, go on, take the challenge. Along the way, bust a few windows, knock over some trash, and show these folks who's the boss!



GAUNTLET II®



NO PROBLEM!

Straight from the arcade megahit, Gauntlet II is a near perfect translation to the small screen. In fact, the Game Link feature allows for four players to join in the fun! Travel through over 100 different mazes full of surprises, treasure, evil monsters, and more! Search for the magic potions to increase your abilities and maybe you'll earn a chance to go through the secret rooms! Snag power ups to help your quest and don't leave one monster standing if you can help it! Watch for the villainous thief who loves to steal your precious potions and keys. The mugger is here too ready to take your food away. Best of all the Gauntlet II excitement is preserved perfectly!



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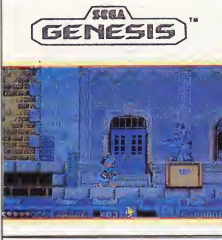
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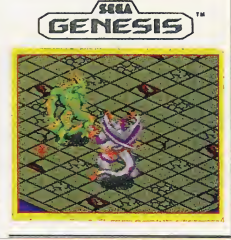
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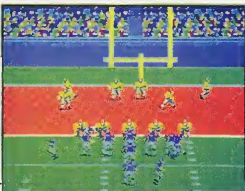
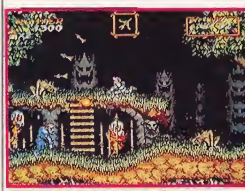


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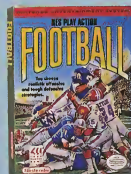
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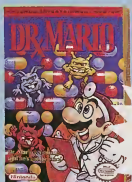
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FACT-FILE

Manufacturer: Konami
Machine: Super NES
Cartridge Size: 8 Meg
Number of Levels: 10
Theme: Action
Difficulty: Moderate
Number of Players: 1 - 2
Available: December '91

THE LEGEND OF THE MYSTICAL NINJA

CAN YOU SAVE PRINCESS YUKI?

During the peaceful times in the land of Horo-Horo a sudden disaster has struck. The ghost princess Yuki is missing and rumor tells that her kidnapers are a mysterious group of masked men working for the sinister Dragonbeast. Worst yet, the Dragonbeast is preparing to unleash a plague across the land. Use your ninja abilities and take on the personality of Kid Ying or journey with a friend as Dr. Yang in a two player game. It's up to you to defeat your enemies and collect the better weapons that are strewn about you on your adventure.

These additional risk incentives allow you to gather more powerful implements and combined with detailed graphics and play, make *Mystical Ninja* a winner.

ATTACK MOVES AND NINJA MAGIC



WARLOCK ZONE 1



Ghosts and wierdos will haunt you!

WARLOCK ZONE 2



This is no party, but it seems like it!

WARLOCK ZONE 3



It's time to break up this carnival!

WARLOCK ZONE 4



Rotating rooms! What's next?

WARLOCK ZONE 5



Test your jumping skills to the max!

WARLOCK ZONE 6



Watch out for ground and air attacks!

WARLOCK ZONE 7



Keep your balance or start swimming!

WARLOCK ZONE 8



Incredible obstacles appear to challenge you!

WARLOCK ZONE 9



Repeat your battles against the most difficult Bosses as well as a new Boss!

Will this ever end!?!

FACT-FILE

Manufacturer: Capcom
Machine: NES
Cartridge Size: 4 Meg
Number of Levels: 18
Theme: Action
Difficulty: Moderate
Number of Players: 1
Available: January 1992



BRIGHT MAN



MEGA INTENSE!!!

Get ready for the most explosive, action-packed Mega Man yet! This time our robotic hero combines the talents that you've mastered in the first three games with some even more incredible powers! Now, in number four, you must locate special weapons, explore another castle of creatures as well as take advantage of the RC robots created by Dr. Light! Toss in some ultra cool graphics, sterling game play and even more enhancements and you get the best Mega Man adventure yet!

We also get to learn some of the history behind our hero in part four. Through the use of some truly awesome cinema displays, you'll get the first look at how the household robots were turned into instruments of evil! You also get a chance to see how the warrior Rock became the mechanical Mega Man!

Even though time has passed since their last encounter, the action, graphics and play of Mega Man are better than ever in part four!

IV



NEW MEGA BUSTER

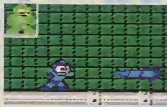
Mega Man comes equipped with an even more powerful blaster in part four! Power-up the buster three times:



Your mega buster is equip with the standard mega bullets!



Hold down the attack button to increase the Buster blast and power!



Delay your attack release longer and the shot power intensifies!

FIND MANY USEFUL ITEMS ALONG THE WAY!!

ENERGY PELLETS



Gives Mega Man back some energy. The big one gives you more.



WEAPONS CAPSULES



Gives back energy to your special weapons.



ENERGY



Refill your energy.



I-UP
Free Mega!

BALLOON ADAPTER



Grab it for balloon power-up!

WIRE ADAPTER



Provides you with the wire!

SUPER MEGA WEAPONS!!!

In the three previous Mega Mans adventures, it was essential to overcome the Bosses since you stole their powers! This unique feature is back in part four, with eight new Bosses and weapons! Also, like Mega Man 3, the latest game features the RC robots to help you out when things get tough! The same three Rush robots are back to help you above the ground and underwater! The RC robots are also retrieved from special opponents as well as two new bonus items! These

enhancements include a balloon adapter that will release a rising platform and a wire adapter which fires straight up and attaches to the ceiling! These two new power-ups are essential in getting certain locations in the game that are otherwise too high!

BRIGHT



This freezes the enemies on the screen but doesn't effect the bosses!

TOAD



Shoots a shell in the air that breaks into a deadly rain!

DRILL



A very powerful weapon used to get through barriers!

PHAROAH



Hold down the attack button to power it up!

RING



Fire to unleash a special boomerang weapon that returns!

DUST



Powerful and works great against the robot masters.

DIVE



This weapon seeks out the enemy, but it is very weak.

SKULL



This defensive item will create a shield of skulls around you!

R. COIL



Jump on him and he will shoot you high into the in the air.

R. MARINE



Gives you better control while fighting under the water!

R. JET



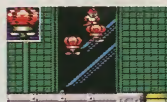
Ride his back to get past areas with no where to stand!

WIRE



Search the domain of Diveman to locate this enhancement!

BALLOON



Find this weapon when your searching for Pharaoh Man.



Begin your battles with Ring Man!



This level holds many surprises - explore!

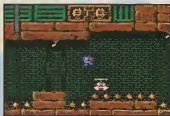
PHARAOH MAN



The enemies at the beginning of this level will strike at you from below so be especially careful! Watch your step in this tricky area and also make sure that you jump occasionally when walking in the sand or else the quicksand will start to pull you under! Use your



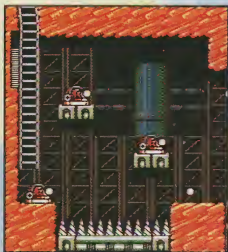
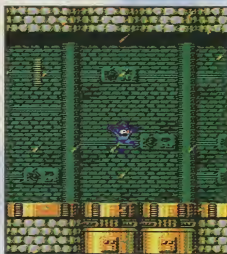
Mega blast to defeat Pharaoh Man at the conclusion of the round by being wary of his special Mega beam!



TOAD MAN

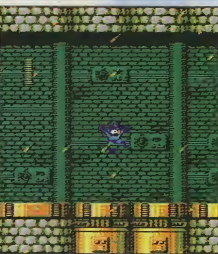


The rain in this level will slow Mega Man down. That makes it very easy for the enemies above to hit you. Be sure to activate the skulls when you arrive here! Also, don't stand in the water that is on the platforms because the water will carry Mega Man to the right side of the platform and into some deadly spikes!



RING MAN

This may be a little difficult at first, but once you master the play technique required to pass the Ring Man enemies you should have no problem at all! Don't take any of the platforms for granted, however, because they might just move out from under you! If this happens, run to either end of the platform - using the slide to speed your way if necessary!



DRILL MAN

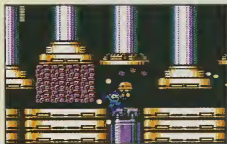


This is another useful level to come prepared with the skull! During this round you have to run under falling rocks. Be sure to have the skull power-up activated against the rocks that fall from above and don't jump too high because the ceilings are covered with drill bits.



DUST MAN

At the beginning of this level, you are going to have to make several jumps. Don't rush right into these jumps, however, because when you must move all the way to the edge until upcoming enemy appears! When he pops up, shoot him and then jump very quickly. The boss is going to try to suck you up with his vacuum so watch out!



Look out for the multiple hazards here!



Stay away from the Hoovers or its curtains!

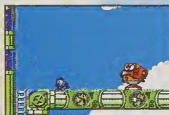
SKULL MAN



The new enemies that you meet in this round are quite difficult to best. Don't be fooled by the skeletons! Although they will fall apart when shot, they will quickly come back to life! The only way to defeat these undead nasties is to fully power-up your blaster and let 'em have it! One shot does the trick!



Battle your way underwater to Dive Man!



DIVE MAN

Don't try this level until you have the Rush Marine because almost the entire battle will take place underwater! The Rush Marine will help you with better control underwater! Be sure, however, that you have enough energy in the Rush Marine to take on the Boss or you'll find yourself in a Mega-sized load of underwater trouble!

MAIN FORTRESS!!

After beating all eight robot Bosses, you'll enter the main fortress of the mastermind behind the robot rebellion! Prepare to meet the deadliest enemy Mega Man has ever faced and learn the true story of your identity!



SECRET FORTRESS!

Don't think that the battle is over after beating the fortress! An even greater secret awaits!



FACT-FILE

Manufacturer: Nintendo
Machine: NES
Cartridge Size: 2 Meg.
Number of Levels: NA
Theme: Sports
Difficulty: Moderate
Number of Players: 1-2
Available: Now

MARIO OPEN GOLF

HOLE IN ONE!

You've seen him bashing blocks, tormenting turtles, killing Koopas and playing doctor, but now and then Mario likes to take some time off and relax with a round of golf. However, this version is much more detailed than other NES versions, and you will find the layout of the holes extremely challenging and worthy of any pro. Take on the best courses in the world and go up against computer players who play like they have been taught by the professionals.

Some features that set this cart above other golf games are the three dimensional perspective screen shots that appear when the ball is near the hole, a choice of a full set of clubs, and adjustments which allow you to control the speed of your swing and the angle at which you want to hit the ball.

These courses will give up very few birdies and then only to the experienced players. Definitely a game which you'll come back for more and more!



The three dimensional views are excellent!



The sandtraps are hazards to be avoided!



Pick your course...



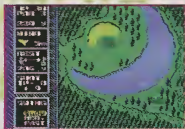
Select your clubs...



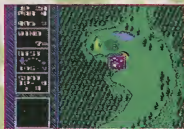
Check the score sheet..



Walk out to the first tee.



Water hazards everywhere!



Very narrow fairways.



First person perspective.



Small undulating greens.



Trees block your shots!



Play the best courses!



What a good shot!



Better luck next time

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.

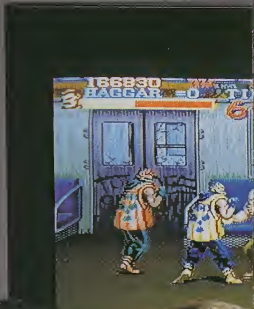
THE
TO PLAY THE HOTTEST

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, Sadius 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!



WAY

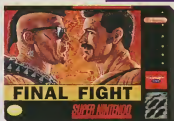
ARCADE GAMES AT HOME.



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 Hagggar's daughter Jessica. But Hagggar, 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—headquarters of the U.N. Squadron—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-20 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: Acclaim
Machine: NES
Cartridge Size: 4 Meg.
Number of Levels: 5
Theme: Action
Difficulty: Moderate
Number of Players: 1
Available: December

EGM EXCLUSIVE!!!

THE SIMPSONS™ BART VS. THE WORLD™ MATT GROENING

NO PROBLEMO DUDE!

Get set, because the folks at Acclaim have come out of nowhere with a brand new Simpsons' adventure! In a multi-format puzzle/adventure contest, you must control Bart Simpson, the small dude with an attitude, who's amazingly made it to the finals of a special Krusty the Clown art contest! The winner receives an all-expenses paid trip around the world courtesy of nuclear power-plant owner Montgomery Burns! While the success of Bart's stick figure por-

trait of Krusty as the winning entry remains questionable, Mr. Burns must fork over the dough to get the Simpson clan around the world as promised. Mr. Burns realizes, however, that a loophole exists in the contest that requires him to send his old foes the Simpsons', but nothing says he must bring them back! Use your puzzle solving and action game skills to overcome Mr. Burns and his relatives in multiple locations around the world!

PRACTICE MODE



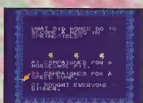
This is the classic shell game. Find Krusty's head under one of the shells to receive special bonus points!



Play a game of concentration! Match up the faces of the Simpsons' cast! Miss three times and it's over!



Try your luck at the slots! If you get three faces in a row, you hit the jackpot and receive even more points!



Test your knowledge of the Simpsons' TV show! Get three answers correct and the bonus is all yours!



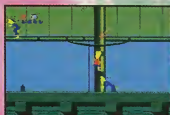
Shift the 15 pieces of three different puzzles around to form different pictures from the Simpsons' show!



LEVEL 1

Level one starts by familiarizing you with the basics of play! Level one contains each of the puzzle games as well as an action segment filled with

secret items! A special secret awaits on the ship, where you must fall straight down to reach your baby sister Maggie! Touch her and you'll get a special bonus



LEVEL 2

This level can be very tricky, but it's simple when you know what to do. First find Marge and then wait until she throws tennis balls at you. Bounce

them off your head into the Krusty statue. After the statue falls, go and find it. After this, jump to the top and move to the right to get to the level goal!



LEVEL 3

The game starts to heat up in level three now that there are two action sequences and one less puzzle. Enter the ancient pyramids and continue

to venture ahead until you encounter the Sphinx! In addition you must battle the Sphinx of Krusty and change into Bartman to safely exist the round!



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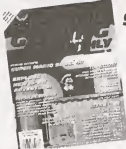
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WIN BIG WITH EGM!

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 December games is January 1!

The following companies are contributing to this contest: Electronic Arts, Tecmo, Accolade, Sega, Bandai, Konami, Capcom, Acclaim, American Softworks, Virgin Games, Bignet, NEC, Ultra and Irem.

ENTERING IS EASY:

- 1) Fill out the Reader Service Card.
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- Winners will be listed in the Feb. EGM!**

Contest Rules:All entries must be received before January 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.



FACT-FILE

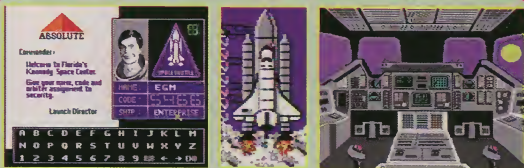
Manufacturer: Absolute Ent.
Machine: NES
Cartridge Size: 2 meg
Number of Levels: 6
Theme: Simulation
Difficulty: Moderate
Number of Players: 1
Available: Now

WE HAVE LIFTOFF!!

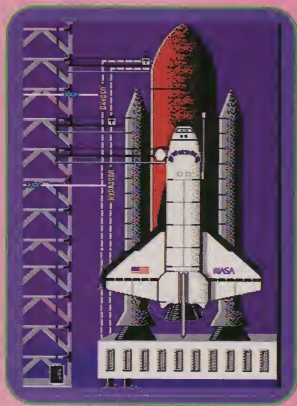
Experience all the thrills of a space shuttle mission without leaving the comforts of your living room! Absolute Entertainment has gone and programmed some of the actual U.S. Space Agency projects like rescuing a Soviet cosmonaut, recover and repair an SDI satellite and even building a U.S. Space Station.

Space Shuttle features 6 exciting missions, each with all the realism that Absolute is known for. Go through the preflight checks, get advice from real digitized voices from the mission control staff, and blast off on your mission. Best of all, as detailed as the missions are, you aren't required to memorize pages upon pages of documentation. All of the major controls are displayed on the shuttle guidance system window but like the real thing, it will take time to master the controls and to be able to maneuver the shuttle like a real astronaut.

Space Shuttle Project



Space Shuttle features a password option to let you start the game on the last mission you finished. Note the detail of the shuttle's cockpit. The layout mirrors the real thing and adds to the realism of the game.



Mission 1 requires you to place a satellite in orbit.



Mission 2 has you building a space station in orbit.



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And the results if you happen to fail!

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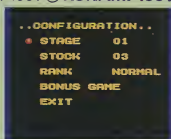
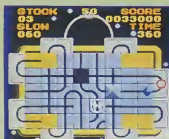
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Available
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FACT-FILE

Manufacturer: Am. Softworks
Machine: NES
Cartridge Size: 2 Meg
Number of Levels: 6+sp.
Theme: Action
Difficulty: Average.
Number of Players: 1
Available: Now

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For the first time ever, there is an NES title that could be more than what you bargained for! You're cast in the role of Scooter, your everyday hip hoppin'-wanna-be-rich-quick dude. The quickest path to your fortune is to explore the multiple levels of play for the riches that are scattered about. Each of the six different rounds contain not only great wealth, but incredible obstacles as well! Deal with the gruesome guardians of Treasure Master and you'll find yourself on top of the pack!

Each of the different game levels presents its own unique challenges. From action above the ground to under the water, Treasure Master uses many familiar game concepts and ties them together with detailed graphics and sound effects! These supporting features are incorporated into an adventure with many special features.



TREASURE MASTER

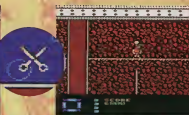
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LEVEL 1-1



The first stage takes place both above land and below the water! Search out the prizes among the magnets!

LEVEL 1-2



In this cavernous stage, you will need search out the waters and shores with your submarine!

LEVEL 1-3



The final stage of the first level presents some unique challenges. Be sure to use the previous two levels to familiarize yourself with the play mechanics as you fight your way to the passcode screen that, when unlocked, will let you battle for the game's incredible prizes!

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CHECK.

MISSION #1
LAUNCH SATELLITE



MISSIONS #2, #4 & #6
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MISSION #3
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MISSION #5
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ORBITAL
INSERTION



LIFT-OFF



REENTRY



FUEL & BOARD



LANDING

Discover once and for all if you've got "the right stuff" as you take daring space-walks high above the Earth's atmosphere to build an orbiting space station, rescue a stranded Soviet cosmonaut, and tackle risky satellite repairs. Then, when your missions are completed, prepare for a hero's welcome after you land at Edwards Air Force Base.

So if you think you've played a space game before, think again. When you're aboard **Space Shuttle Project**, you're seeing it like it is.

"... an 8-bit achievement. Spectacular."—Bill Kunkel, *megagaming*

Designed by John Van Ryzin.

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FACT-FILE

Manufacturer: Konami
Machine: NES
Cartridge Size: 4 Meg.
Number of Levels: 8
Theme: Action
Difficulty: Moderate
Number of Players: 1 or 2
Available: February '92



TURTLES FIGHT WITH HONOR!!!

Konami returns to the 8-Bit action/adventure market with a vengeance, packaged as Teenage Mutant Ninja Turtles 3! Packed with a variety of new features, TMNT 3 combines several of the proven features of the first two Turtles games, while throwing in new elements as well! Ranging from the Super Spin Kick to body slams, TMNT 3 is packed with awesome game play!

While the Turtles are enjoying a peaceful vacation, celebrating the defeat of the evil Shredder, the awesome foursome are rushed to the scene of a kidnapping! Poor April, the mutant's trusty cohort in crime-fighting, has been whisked away by Shredder and his evil minions! It's up to you to rescue her and get rid of the Foot Clan!

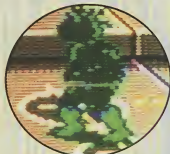


TEENAGE MUTANT NINJA TURTLES 3



OOOOOOOOOUUUUUUUUCH!

Konami has given the Turtles even more personality than their previous two adventures! By adding a variety of graphics, not only the enemies, but the Turtles themselves, must endure a variety of animated dangers—each rendered in comedic detail! The Turtles must avoid being electrocuted, torched, smashed, pummeled, and shell-shocked. Death isn't the only thing that brings out the best in the Turtles. Leave the controller idle for a few moments and the boredom starts to show!





Like TMNT 2, you can choose from one of the four Turtles at the beginning of the game. Each Turtle has different strengths and weaknesses. Leonardo has twin swords and is well balanced in all areas. Raphael is armed with sais and the fastest of the bunch. Michelangelo comes equipped with nunchakus and is tough and fast, while Donatello is the strongest but suffers from being a bit slower than his compatriots!



STAGE 1

Get ready to kick some major ninja butt. This level is packed with a number of pesky Foot Clan soldiers ready to do you in. Your first battle in this game will take place on the beaches of Key West. After you fight your way past the sandy beaches, you'll move on to the piers where



Rocksteady is waiting! He might know where to find April and the Shredder! The best way to defeat the enemies here is to use your weapon to knock them off the pier and into the water because, for some reason, the Foot Clan has never learned how to swim! Watch out for billboards on the piers, the Foot Clan will try to squash you by pushing them over. Rocksteady is very powerful but is defenseless against your jumpkicks - exploit this weakness every

chance you get!



TURTLE POWER!

The Turtles have been hard at work training in the martial arts since their last encounter with Shredder. Fortunately, they've picked up several new moves that will come in handy when dealing with Shredder's henchmen! Team up in two-player mode for even more damage!



HANG TEN!

Get those surf boards out and get ready to catch some major waves. Structured in somewhat the same manner as the skateboarding sequence from TMNT 2, this level is fast-paced and requires toned reflexes. Enemies will attack from front and back, so don't be surprised if you have to use a jumpkick or two. Halfway through this level a huge submarine surfaces to reveal even more deadly dangers! Watch out for flames and surprise attacks from the Foot Clan when you walk across the Submarine and be sure to take the thugs out as soon as they appear! No time for a pizza break here boy, so get kickin'!



FACT-FILE

Manufacturer: Sega
Machine: Genesis
Cartridge Size: 8 Meg
Number of Levels: 6
Theme: Shooter
Difficulty: Easy
Number of Players: 1
Available: January

THE FUTURE OF THE GALAXY IS IN YOUR HANDS!!

Finally, a coin-op that most thought would be impossible to translate into the tiny brains of our home systems has found its way onto the Sega Genesis system. Capturing some of the most spectacular graphics (albeit minus the crystal-clear scrolling of the arcade version) of the quarter sucking original, *Galaxy Force 2* is an 8-banger extraordinaire, with some fast paced shooting

action and a myriad of weaponry that almost makes the odds even!

Launch your attack against the galaxy's latest threat - the Routh Empire. These representatives of galactic evil have imprisoned star systems across the universe and, you guessed it, they now have their sights set on your home worlds in the Junos sector! With the fate of your people

GALAXY FORCE II

POWER-UP

Obtain these special icons and your shooting power will increase. Be careful though, it only last for a little while.



CHOOSE YOUR PLAN OF ATTACK!!

At the beginning of the game you get to pick from five separate launching points or levels. After you pick this first level and beat it, you will automatically be transported to the next round of combat. After you eliminate the alien scourge, your on-board computer will kick on the hyper thrusters for a final confrontation in deep space. Make sure that you have enough energy when you go into hyperspace because it's impossible to re-energize!



Pick the hardest level first so you'll have more power for the outer space fight!



YOU LIVE AND DYE BY THE AMOUNT OF ENERGY YOU HAVE!

You start the game with 1200 energy and once you enter combat this will begin to dwindle away. When you get hit by an enemy, you don't die, but instead lose energy. When you have no more



energy the battle is lost and the game is over. The only way to replenish your energy is by getting a certain amount of points as well as successfully destroy a designated number of aliens!



resting squarely on your shoulders, you must take to the stars and take out the enemy - one at a time!

The alien force massed against you is ominous in every sense of the word. From light snub fighters to heavy battle cruisers, the alien armada unleashed by the Rounth has only one directive: the total annihilation of the Junos people!

Each of the game's six levels of play presents an entirely new cast of enemy attackers as well as a separate backdrop for the action. Ranging from outer space to the lower atmosphere of your home worlds, these 16-Bit backgrounds present few dangers but are sometimes cool to look at. Don't get your mind off the war for too long, however, or you may find yourself (and what's rest of your fighter) floating home.

With little word of the advancing army, the greatest scientists of Junos put the finishing touches on your prototype fighter. Equipped with a dual pulse cannon and computer-aided missile systems, this new fighter was to be the pride of the Galaxy Force. Now pushed into active duty, you must not only take advantage of the incredible weapons of war at your disposal, but also special defensive systems that include a hybrid armored hull and plasma-based deflection screens. Both in combat and while traversing the corridors leading you safely out of each level of play, this shield will take that would send your ship across the universe in pieces. But look out, because once your deflector screens go down you're a sitting duck and one wrong move means the end of your flying days!

Although the Genesis version of Galaxy Force falls way short in the areas of motion control and scaling, not to mention a liberal loss of the detail that was so intricate in both the tunnel sequences and actual enemies, this lack of visual pizzazz doesn't destroy the overall enjoyment of the game. True, it's your basic first-person shooter, but the special features and interesting risk incentives combine with the all-out intensity of the action to give you a good idea what an all-out interstellar war would probably be like.

If you were a fan of the arcade title, don't miss your chance to give Galaxy Force 2 a spin at home. As long as you don't try to directly compare the complexity of the graphics and presentation, you'll probably find yourself enjoying the ride!

KILLING ENEMIES

The best form of attack in this game is the homing missiles. You can only shoot one group of missiles at a time, but you can select the number of rockets to be unleashed in each group. To unload multiple missiles, however, you must lock onto multiple targets. Once you're locked on you can hit your missile button once more to fire at these targets!



SHIELD

You begin your battles with a fully energized shield. As your craft takes additional damage, this energy is lost and, unfortunately, you can't get it back.



TIGHT SPOTS!

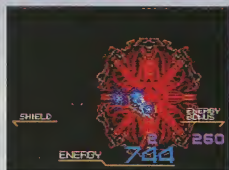
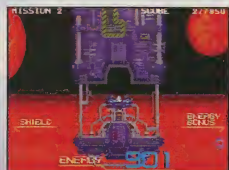
There are many places in this game where you have to be an ace pilot to get by without getting hit. Keep your eyes peeled and watch out for the tight spots!





SCENE 1

This is the easiest level, so you may want to save it for last. It is very important to have a lot of energy when you enter the canal on the conclusion of this round because it is very long and as soon as you come out there is a special control panel that must be destroyed! Try to shoot as many enemies that you can to replenish your energy cells - if you fail to you may not have enough power to best the next level of play!



SCENE 2

This level has by far the coolest graphics. The fire effects in this round are completely awesome. Don't let yourself get caught by all the good looks, however, because you're going to need sharp reflexes to take out the enemies. If you lose your targeting of the alien attackers your power will disappear in no time! Also, look out for the fire that shoots out from below, it leaves you with little time to react!



SCENE 3

At the beginning of this level immediately hit the ground and take out the multiple enemy targets residing there to build up your energy. Also there are plants that will shoot at you from the ground. When they attack, target them with missiles and let 'em have it! Remember that the part that is bombed will come back, giving you the option of bombing it again! Use this technique to rack up a ton of energy upon completion.

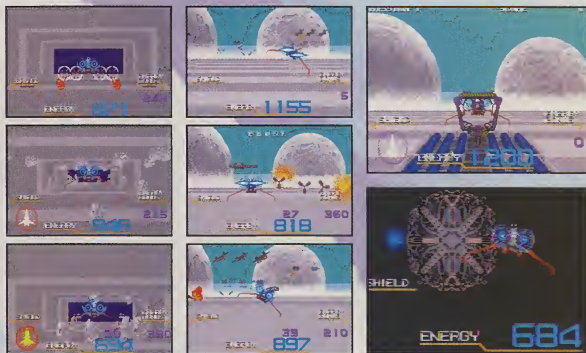
SCENE 4

This is the longest of the game's six levels, however the high volume of targets will award you with a generous energy bonus at the conclusion of the round. You may find that when you're flying, crystals pop up in front of your position. You must avoid obstacles such as these because they are indestructible! The easiest way to maneuver around these dangers is to stick to the closest side of the screen.



SCENE 5

Undoubtedly the hardest of the five planets on which you can begin your battles. This is the best place to start since there are fewer opponents and, consequently, less energy to collect. Keep your sights honed and blast any alien that wanders by! Be careful in the canal, because the extra rock formations make the corridors some of the most treacherous in the game! Once you start bouncing off the walls you're history!



SCENE 6— HYPER SPACE

The backgrounds in this level can be extremely deceiving. The patterns will often give the alien army protection and allow their weapon blasts to blend in with the surroundings. With a variety of dangers to avoid, including poles and enemy fighters, and with no way to power-up your shields, the odds are definitely against you. Maintain a steady trigger!



FACT-FILE

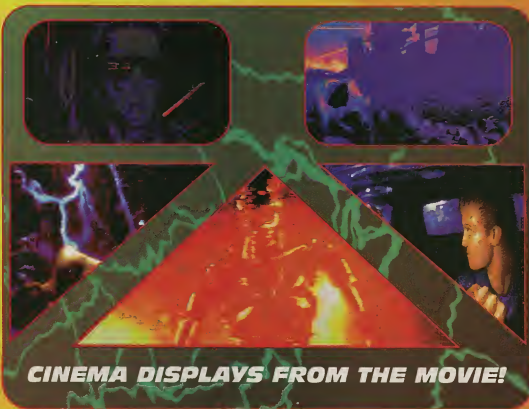
Manufacturer: Virgin
Machine: Genesis
Cartridge Size: 8 Meg
Number of Levels: 8
Theme: Action
Difficulty: Average
Number of Players: 1
Available: December '91

I'LL BE BACK...!

It is a world where mankind has no future. In the year 1997 the computers of Sky-Net looked to humanity as its only threat and devised the ultimate killing machine to destroy us all-The Terminators.

Following the plot and storyline of the classic movie, you assume the role of Kyle Reese, sent back in time by the leader of the human resistance, John Conner. You must overcome the Terminator terror of the future and take on the police and a lone Terminator in the past to keep Sarah Conner, the mother of John, alive.

Combining highly detailed action sequences using digitized graphics, incredible sound and voice tracks from the movie and game play that is sorely lacking on the Genesis, The Terminator successfully incorporates high action with adventure overtones. Toss in some digitized cinema displays from the movie to push the plot along and you get a solid action entry for the Genesis library!



CINEMA DISPLAYS FROM THE MOVIE!

LEVEL 1 - THE UNDERGROUND FORTRESS



In the first level you must fight your way through the maze of Sky-Net in search of the hidden

time displacement equipment. Blow up Sky-Net's reactor and time warp to the past!

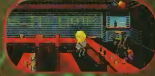
THE TERMINATOR

LEVEL 2 - FIND AND RESCUE SARAH!



In this level hit the streets of L.A. in search of Sarah. Blow away the thugs com-

ing at you as well as the cops hunting you down! Locate Sarah before she's captured!



LEVEL 3 - THE POLICE STATION



Having made it to the police station, you must find your way through the endless maze of corridors.



DETONATOR

MACHINE GUN

Throughout the game you can acquire new weapons and enhancements to aid you in your battle against the machines. Both in the future and in the present there are several types of firepower that can be collected.



YOU ARE THE FUTURE OF MANKIND!



THE STORY UNFOLDS AS YOU PROGRESS THROUGH THE GAME

FACT-FILE

Manufacturer: Bignet
Machine: Genesis
Cartridge Size: 8 Meg
Number of Levels: 8+
Theme: Action
Difficulty: Average
Number of Players: 1 or 2
Available: December 91

Battle of the 'bots!

If you're into robotics, and you're into fighting games, then this is the one for you. Heavy Nova utilizes a new type of character for a Genesis fighting game... a robot. Boasting 8 meg power, and smooth graphics, it seems like you're inside the game, watching the action take place. The countless fighting moves roll out very realistically, and count for a lot of the excitement in the game. Another addition is the one on one boss battles, in which the bosses use different fighting techniques than you, for an even wider variety of moves. Your missions throughout the game are really just training for the robot, so be alert. There are enemies large and small, and there are also many obstacles to overcome. After each boss battle, you learn a few new fighting techniques. There is also an impressive cinema display before the title screen appears.

HEAVY NOVA



LEVEL UP EXTRA ENERGY



MANY IMPRESSIVELY EXECUTED FIGHT MOVES!



Get level up capsules, and learn even more fighting moves!

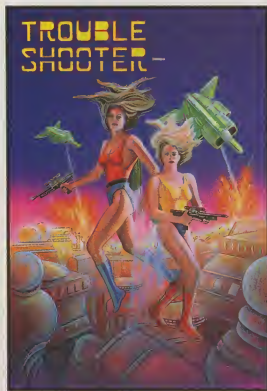


Your Opponents



Getting Into **Trouble** Has Never Been So Much Fun!

Madison and her faithful sidekick, Crystal, enter a treacherous robotic underworld to rescue Prince Eldon, who has been kidnapped by the mutant military weapons genius, Blackball. Will Prince Eldon survive? Can Madison destroy Blackball? And will the girls safely emerge from Blackball's evil empire? Only time will tell...



The "Getting Into Trouble" Contest

VIC TOKAI INC. and GAMEPRO® are bringing you the most radical Sega™ contest ever! Some lucky gamers will even get a chance to be on TV!! Interested?!? Read on...

Inside selected packages of **Trouble Shooter™**, there will be a Madison or Crystal Card. The five people who get a Crystal Card will win the totally hot Sega™ Game Gear™! Two special gamers who find the Madison card will not only get the Sega Game Gear, but will also be featured on the awesome, new TV program GAMEPRO!

Now for those of you who do not find a card, there is still another way to win. Simply look at the back of the **Trouble Shooter** box and answer the following question: Who contacts the **Trouble Shooter**? Mail your answer to:

Trouble Shooter
22904 Lockness Avenue
Torrance, CA 90501

Be sure to include your name, address, and phone number. The winners will be notified by phone and announced on GAMEPRO TV! All entries must be received by January 31, 1992. Now go out and get into **Trouble Shooter** and watch GAMEPRO. Getting into trouble has never been so much fun!



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CIRCLE #125 ON READER SERVICE CARD.

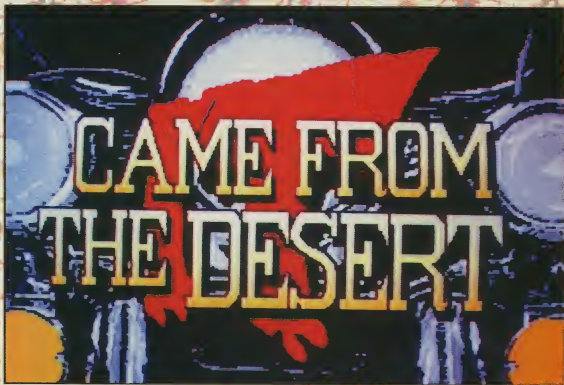
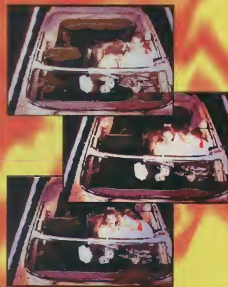
FACT-FILE

Manufacturer: NEC
Machine: TurboGrafx CD
Cartridge Size: CD-ROM
Number of Levels: NA
Theme: Adventure
Difficulty: Moderate
Number of Players: 1
Available: February 1992

...AND THE MEEK SHALL INHERIT THE EARTH...

After years of waiting, the long-awaited CD smasher has finally arrived!! Based off of the classic grade-B giant bug films like *Them* and the hit PC game *It Came From The Desert*, Cinemaware's last title is now in NEC's hands and they are using their CD-ROM power to the max! Though it has some ties with the Amiga version, this one is different - with a more involved plot, a larger cast of characters, and more places to go, not to mention live voice and perfect animation! You are cast as a young, 18-year-old boy who is just trying to make it in a small rural town that was used for nuclear testing. Now the radiation has caused a genetic mutation, creating colossal ants that threaten humanity!

AWESOME ANIMATION!



A TIME OF RECKONING...

It was a time when the human race was reaching its peak of technology - the construction of the atom bomb. Now, the bomb is being tested in a far away place near the tumbleweed towns of Lovelock and Borax. One of the chief pioneers of this testing was Dr. Horton T. Pandbourne, who has studied the effects of the blast for several years. Unfortunately, his records have helped him discover that the radiation from the blast can cause genetic mutation of living tissue. All of this was unaccepted by the scientific community and Dr. Pangbourne was called a crack-pot and a failure for stating that the biological system of the area could be dramatically changed by the intense radiation. Relieved of his post, the Doc now spends his time with a well-equipped lab to keep on studying the effects.

To this day, Lovelock was slowly slipping into a dark state of depression. Littered with suicides, theft, domestic beating, and murder, Lovelock is turning out to be the epitome of a fatalistic urban nightmare. The citizens, police, and others are ill-willed and are at the last depths of their sanity. Even the town is known as "The Atomic City" and even the buildings have names like the Atomic Lunch Cafe, or the Ground Zero Drive-in. This town is the prime example of the Atomic Age.

Enter Buzz Lincoln, an 18-year-old loner whose mother is a chain smoker and his father is a complete wimp. With his girlfriend Prissy at his side and his Harley Davidson motorcycle under him, he tries to make the best of his life, working for Dr. Pangbourne as an assistant. But all that was to change.

A new terror has just arrived - a terror beyond imagination, scope, and sanity. Only the Doc was able to foresee such an event. The radiation has caused a female queen ant to grow to massive proportions. As the huge mutants began tunneling under Lovelock, they started capturing humans and the queen - called "Antmind" - conditioned them into mindless slaves. Not only that, but she replaced them with synthetic replicas of the ones they captured on the surface. Their ultimate goal - to construct another A-bomb to destroy Lovelock, and to repopulate the world with a new order - The civilization of the insect world. The war has just begun!

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



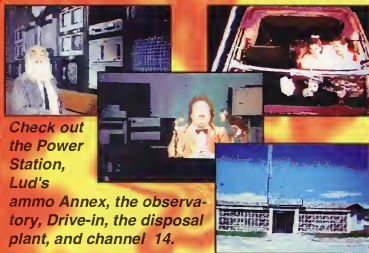
Batteries Included

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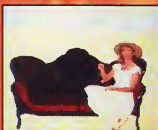


Check out the Power Station, Lud's ammo Annex, the observatory, Drive-in, the disposal plant, and channel 14.

In the abandoned town of Borax, you will find Clay, Marina, and Man O' Steel. This is where you can find most of the useful characters. Look on the outskirts of the town for some major focusing points of the game.



There are two sections to Lovelock - the buildings within and the surrounding structures. Be sure to check all of them to make sure that you don't miss any vital clues and items!



Be careful of the antimind. She will use nightmares to lure you to her.



Borax is now a ghost town, and there are only three buildings left, but there are three other places of interest outside of the town that are sure to harbor surprises!

Check out The Atomic Cafe where Prissy works, also present is the police, Sonny's slug a bug, and your home.



There are many places you can find like the Mine shaft, the Sand Flat, and the Barbecue pass. These terrains will lead you to different scenes and maybe even to some ants!



MEET THE ENTIRE CAST OF DESERT-DWELLING CIVILIANS.

THE MAIN CHARACTERS

Buzz Lincoln - The hero of the game and a loner.
Dr. Horton T. Pangbourne - A scientist that will help you analyze your findings.

THE BORAX CHARACTERS

Clay - A black, blind, wheelchair-ridden saxophone player that has an understanding of the desert.
Marina - A dashing young girl that will help Buzz feel better when stressed out.
Man O'Steel - A macho ex-surfer that will help you build up your stamina in the ongoing fight.

THE LOVELOCK CIVILIANS

Sheriff of Lovelock - Will become hostile if any comments are made about Lovelock's problems.
Lud - Owner of an ammo supply store and will sell to anyone for any reason.
Sonny - Is in charge of pest control and is after the hand of Buzz's girlfriend!

Prissy O'Donnell - Buzz's girlfriend who is very curious about Buzz's actions.

Buzz's Mother - This woman will hound you constantly and dominates Buzz's father.
Buzz's Father - By nature, a wimp. He will offer you pessimistic information and ideas.
Foundry Supervisor - He can help you with his ability to make anything out of steel!
Power Station Manager - A drunk that is very hostile towards Buzz.

Nicole O'Donnell - Prissy's younger sister. She has some connection with the Antmind.
Carl Meadows - A newscaster for channel 14 and is very obnoxious. Has a strange parrot.
Buzz's Fantasy Girl - This is the ideal girl that Buzz visualizes. Do not fall for her, for she is just a projected image from the Antmind to tempt you.

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.

8-MEG

DEATH DUEL

It Brings
Whole New
to Disarm



8 MEGABIT
16-BIT GRAPHICS

LICENSED BY SEGA FOR PLAY ON



This official seal is your assurance that this product meets the highest quality standards of SEGA. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

SUGGESTED FOR AGES 14 AND ABOVE.



ings A
w Meaning
Your Enemy....

**THE BODY COUNT
BEGINS IN JANUARY!**

FOR A FREE
DEATH DUEL POSTER
Send this form plus \$3.00 postage and handling to:
RazorSoft International • 7416 N. Broadway • Oklahoma City, OK 73116
Name: _____ Age: _____
Address: _____
Please Allow 4-6 Weeks For Delivery



CIRCLE #104 ON READER SERVICE CARD

FACT-FILE

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

SPACE HARRIER

THE SPACE HARRIER RETURNS

When Space Harrier 2 came out for the Genesis, it had the technology and blow-you-away graphics that Sega always delivers. That level of sophistication may seem less than average today, but the gaming gurus at Sega have managed to renew the Harrier attack on the small screen in their latest GG title, Space Harrier!

With all of its fast game play, and big Bosses, Space Harrier on the portable Game Gear comes close to duplicating the action of the arcade. The enemy characters attack with lightning speed, approaching in different formations while a variety of obstacles wiz by! Don't be fooled by the small screen, because Space Harrier packs plenty of firepower!



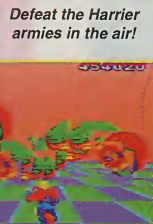
Most of the enemy characters are back!



Defeat the Harrier armies in the air!



Blast the first Boss away!



FIND A PATTERN

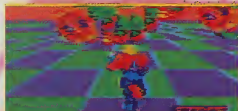
If you really want a hint to help you fight your way through the game, just move around in a counterclockwise circle to avoid enemy fire and defeat Bosses.



Don't be fooled! Some obstacles can be destroyed, while others, like the bigger tree to the right, won't go away!



PASSWORD FEATURE



If you die anytime after the first level, you can input a password to get you back to it without having to play through the whole game.



JOE MONTANA IS THE ONLY QB

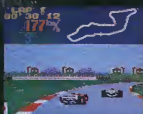


Pictured: Joe Montana Football*

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.

GOOD ENOUGH FOR OUR LINE.

Joe Montana quarterbacked his San Francisco team to 4 Super Bowl titles. Now, Joe Montana Football leads the Game Gear line of super video games. Game Gear's newest addition lets you call plays, scramble, pass and score just like Joe Montana, pro football's "Athlete of The Decade". But Joe Montana Football is just one of many stars in an all-star line-up. Game Gear has lots of super games with many more on the way. Games that test your intelligence, stamina, and reflexes.

TV Tuner



Simulated television picture.

That take you to fantastic worlds where sorcery and magic rule. Games of skill and chance. Popular arcade hits and some you've never seen before. 25 captivating titles available by Christmas. And Game Gear's color screen is sharp, bright and portable. So you can play anywhere, anytime. Game Gear, Joe Montana, and a full line of super titles. It's a sure winner. At home, and on the road.

GAME GEAR™
LEGENDARY SEGA GAME SYSTEM

World Class
Leaderboard Golf



G-LOC



Ninja Gaiden**



Space Harrier**



Solitaire Poker



except Castle of Illusion starring Mickey Mouse ©The Walt Disney Company, World Class Leaderboard ©Access Software, Inc. and Ninja Gaiden ©1988 Tecmo, LTD. All rights reserved. ©1991 SEGA of America, Inc.

CIRCLE #107 ON READER SERVICE CARD.

FACT-FILE

Manufacturer: Konami
Machine: GameBoy
Cartridge Size: 1 Meg.
Number of Levels: 6
Theme: Action
Difficulty: Easy
Number of Players: 1
Available: December

GO INTO BATTLE AGAINST THE "SHRED HEAD"

In their second foray onto the GameBoy screen, the Teenage Mutant Ninja Turtles are back and they mean business! The streets of N.Y. are once again in chaos, with a strange force attempting to take command of the population. The cops have no leads and with each new act of crime the people are demanding that something be done to stop the terror!



TEENAGE MUTANT NINJA TURTLES II

BACK FROM THE SEWERS



Although the police are in the dark, a quartet of subterranean super heroes have a pretty good idea of who's behind all the commotion. These four mean and green ninja machines must use their individual martial arts skills to wrestle control of the streets away from The Shredder's army of thugs and restore a new peace to the people of New York!

CHOOSE YOUR TURTLE!!

At the start of each level you can pick which weapons and skills you wish to possess by picking your favorite turtle! When you lose a life you can pick from the remaining turtles. If you continue you resume play from the last level.

RAPHAEL

DONATELLO



MICHAELANGELO

LEONARDO



FREE ONE OF YOUR TURTLE FRIENDS!

Don't worry if you lose a life because it's easy to return the turtles to safety. If you complete a level and you are missing one of the turtles, you will play a res-

cue game instead of a bonus game. You'll be given the chance to best a robot guard and save one of the turtles from its captors.

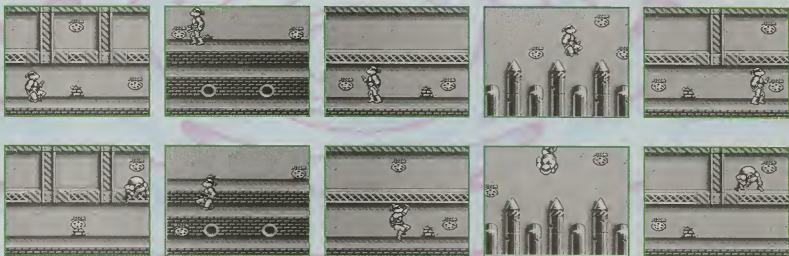




THE BONUS GAMES:

Every time you finish a level you can play a bonus game! To make it to the special play areas, however, you must have all four turtles alive after the Boss is beaten. While all the bonus games are essentially the same, the structure is different. You have a certain amount of time to collect as many

pizzas as possible. Move fast, or the pizza will disappear before you know it! Bonus points as well as additional life are awarded based on the number of pies collected during the time period. Master this technique because the quicker your actions the more life and points you get!



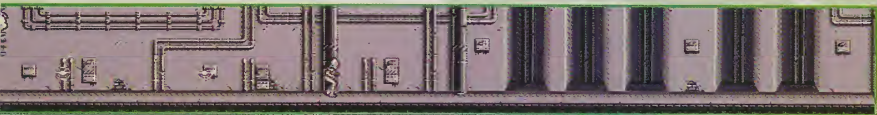
PIZZA! PIZZA! PIZZA!

Everybody knows that pizza is the turtles' favorite food, including the people at Konami! That could explain why pizza is the food that gives the turtles back their power. You get pizza from some of the foot soldiers and sometimes Splinter might leave a slice behind. A whole pizza gives you back more life then only the one slice, but no matter what toppings are used, don't pass it up!



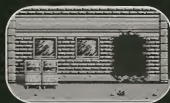
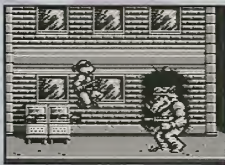
BREAK OUT OF YOUR DISGUISE!

The Shredder is back and it's time to show who the true heroes are. Don't hide any longer.

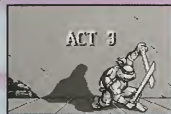


ACT 1**ACT 1**

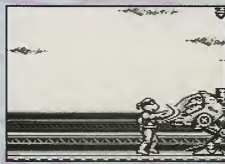
Although the first level of *Turtles 2* is easy than the following rounds by comparison, it still presents some unique challenges! As you approach the conclusion of Act 1, however, the game will get more difficult. Explore the sewers when the manholes come off for Pizza and beware of Rocksteady.

**ACT 2****ACT 2**

Take to the streets in the second level of action! Get ready to do some major shreddin' on your skateboard to get past Shredder's goons! Use your jump kick against the flying scooters and look out for Beebop at the end of the round! He can't wait to get his hands on your shell!

**ACT 3****ACT 3**

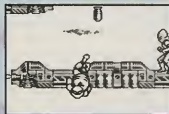
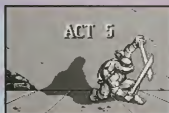
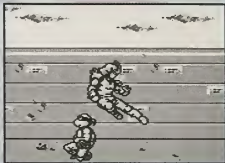
This is one of the longest levels in the game, so be sure you've got your entire clan just in case you run into a few snags! This is also a good level to search on since many of the Foot can be caught with Pizza! Krang is waiting for you at the end of Act 3 so be prepared!





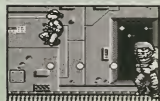
ACT 4

You're well on your way to finding the Shredder by the time you reach Act 4. Avoid the boulders in the beginning of the round by ducking when they bounce and jumping when they roll. In addition to facing the Shredder for the first time, you'll also face off against an angry alien out to stop you!



ACT 5

If you start to think you're losing your mind in a maze at the beginning of Act 5, don't worry! All you have to do to escape Shredder's trap is to move constantly to the left without falling. Not only will you fight a Rock Soldier here, but you'll battle the evil Baxter as well!



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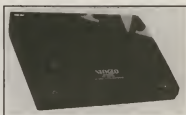
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SUPER RATYME

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

BLAST THE BYDO INTO OBLIVION!

It's time to get serious! No more messing around now that the Bydo have brought out the heavy artillery. Pilot the R-9 against a massive battle cruiser and destroy it's inner core before moving on to the complex Bydo Mining Zone that changes form to trap pesky starships. Once you've made it past the mining obstacles, you finally enter into the Bydo Empire Recycling Factory where you can put an end to the Bydo war machine. Finally, blast your way into the Bydo Lair and come face to face with the maniacal Bydo Emperor himself. It's not a pretty sight, but you must destroy him to save the earth. Blow out the game at the Pro level for the "real" ending!

BOSS FOUR



Fly inside the ship and blast the main reactor core. You must destroy all three sections with your Super Plasma Blast.

Watch out for the pink lasers that come from the right. Also beware of shots from behind!



Use your bit units to get rid of the guns below and watch out for the lasers from the right.

LEVEL FOUR

LEVEL FIVE



The first section you come to will move towards the left. Take either the upper or lower passage to get through.

Stay in between the two ledges until the wall moves back into place then fly through the upper or lower passage.



Use the bit unit to kill off the enemies that attack from above.



Take the lowest path possible and you will not be crushed.



Stay at the top of this section until the walls are in place. Any other path leads to death.

Destroy the last engine and the ship will open up. Go inside to destroy the core.



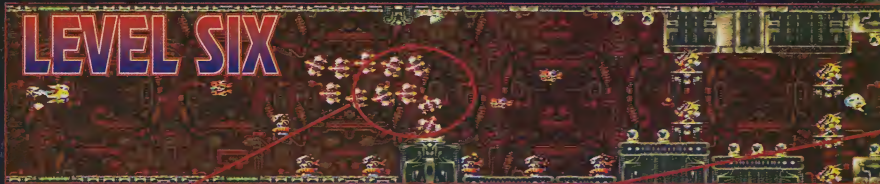
BOSS FIVE



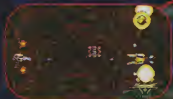
This Boss will scroll to the right at high speeds. Watch out for the walls and blast him in the eye for best results.



LEVEL SIX



Launch the Force Droid and keep it in front of your ship. It will take out nearly every enemy and destroy the bases.



If you have the Bit units when you get to this point, all you have to do is stay still and the falling objects will be destroyed as you watch for stray shots.



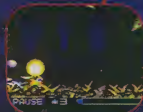
You can also stay still in this section and the falling objects will be destroyed by your Bit units.



LEVEL SEVEN



If you stay in the lower left hand corner of the screen you will be safe from any harm. Don't shoot at the giant death snakes or you might be crushed.



After the safe spot disappears, the screen will fill with mines and giant creatures. Try to destroy all of the creatures that come from the right. Be careful as many of the enemies will come from behind. Keep fighting, you're almost there!





Attach the Force Droid to the rear of your ship before going into this section. When

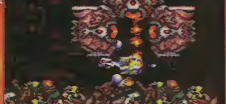
you are clear, attach it to the front again and continue the battle.



This mini-Boss appears at the top of the screen and shoots a strong laser!

The only way to avoid it is to go to the bottom and then fly up through the rings after the main beam disappears.

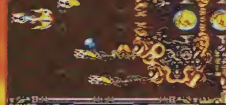
BOSS SIX



This Boss is extremely similar to the 4th Boss in the original R-Type. To damage it you must shoot it in the red eyes.. When the pieces separate, try to use a Super Plasma Blast. Watch out for the lasers, your Force will not absorb them.



BOSS SEVEN



You can release the captured R-9's with a Super Plasma Blast. Launch the Force into the Boss when he opens up and hide in the lower left hand corner of the area to finish off the last remnants of the Bydo evil!



U.S. NATIONAL VIDEO GAME TEAM'S

SUPER PLAY

SUPER STRATEGIES FOR WINNING BIG!

STREETS OF RAGE

FACT-FILE

Manufacturer: Sega
 Machine: Genesis
 Cartridge Size: 4 Meg
 Number of Levels: 8
 Theme: Fighting
 Difficulty: Moderate
 Number of Players: 1 or 2
 Available: Now

BECOME THE MASTER AND GUARDIAN OF THE STREETS OF RAGE

A war is raging on the city streets and the crime rate is soaring! The gangs are so strong even the police can't stop them! Three ex-cops Adam Hunter, Axel Stone, and Blaze Fielding have taken it upon themselves to get rid of the crime syndicate behind the terror! Streets of Rage is one of the hottest fighting games available for any system and now the U.S. National Video Game Team is going to take you into battle like never before. With perfect maps and the best tips and techniques, you should have no problems battling your way to the Big Boss who's behind it all.

ADAM


















AXEL


















BLAZE











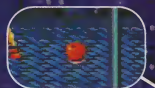




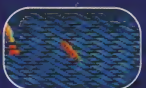




ROUND 1



You'll find this apple in the first booth. Get rid of all of the enemies before recharging your life.



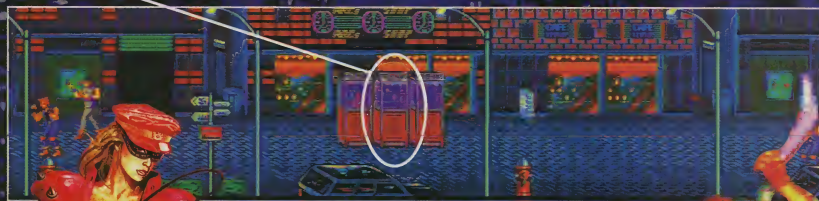
The bottle is a good weapon, but the lead pipe, which is just ahead of it, has a longer reach.



The two outer phone booths are empty but if you destroy the one in the middle, you will find an apple.



When this punk tries to throw you just hold UP and JUMP to land safely on your feet.



Get the meat fill, your life!



This guy looks a lot meaner than he really is. To insure your survival it is best to keep the meat on the screen until you are low on life. Grab the Boss and give him a couple knee slams and a backdrop for best results.



BOSS 1!

ROUND 2

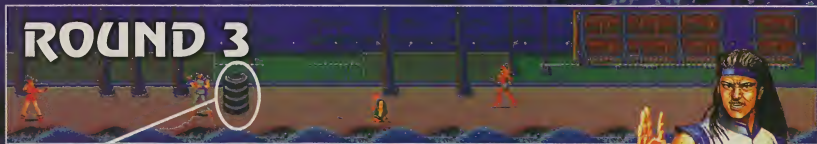


In this level there are many power-ups hidden under the cans.

The pepper will stun the enemies for a few seconds!



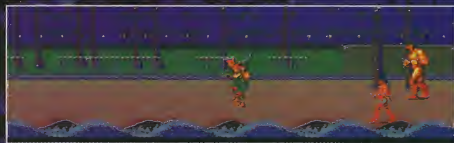
ROUND 3



The baseball bat will help you pass through the first part of this level. Try to defeat the enemies as they appear or they will follow and gang up on you making it harder to fight them off individually.



Get the meat after you've defeated the kung fu masters.



This Boss will try to run you over but he's really all brawn and no brains. Grab him and do two knee slams and a backdrop. Be careful because he'll try to throw you every time he gets back up.





Make sure that you get the 1-UP icon on this level.



BOSS 2!

To defeat this Boss all you have to do is grab him, do two knee slams, and then backdrop him. Keep the meat on the screen just in case you need to refill your energy.

ROUND 4



In this level the enemies are more numerous and tougher than before. Watch your back!

Look under the cones and barriers for power-ups.



Don't miss this valuable 1-UP!



This Boss is rather easy once you know his weak spot. Knock him down with a jumpkick and then rapidly knee slam him. Don't try to backdrop him or else!



BOSS 4!

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Super Mario World (S-NES)**
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- Jason Klinger** 999,999
- Patrick Reynolds 999,999
- Shawn Handyside 999,999
- Randy Bergerson 999,999
- Kenny Draper 999,999



ARCADE NINTENDO

Game	Score	Player
Abadox	655,350	Kelly McKenzie
Adventure Island 2	272,040	Edouard Charbonneau
Bad Dudes	999,999	Stephan Krogman
Batman	6,802,500	Jeff Aransmeyer
Burai Fighter	15,342,420	Kelly McKenzie
Contra	6,553,500	Josh Wintar
Double Dragon	603,600	Chad Hisad
Double Dragon 2	9,999,990	Edouard Charbonneau
Godzilla	11,111,310	David Wright
Guerrilla War	815,400	Stefan Zarzynski
Karnov	701,010	Edouard Charbonneau
Marbita Madnass	147,110	Jason Turka
Mega Man	9,999,900	Jeff Adkins
Metal Gear 2	Finished	Sergid Stuzgar
Paperboy	191,300	Glenn Stockwell
P.O.W.	311,500	David Wright
Rad Racer	82,403	David Wright
Rampage	42,899,963	Stephan Krogman
Road Blisters	999,999	Ralph Bergaglio
Rolling Thunder	92,100	Edouard Charbonneau
Sky Shark	1,043,570	Jeff Yonan
Star Soldier	6,090,000	Kelly McKenzie
Super Mario Bros. 3	9,999,990	Sergio Stuzgar
Tetris	855,781	Gary Gold
TMNT	9,999,900	Chris Hoffman
Wizards and Warriors	999,999	Jeff Adkins

Game	Score	Player
1943	2,947,360	Brian Chapel
After Burner	68,588,000	November Kelly
Arkanoid	1,165,910	Stephan Krogman
APB	1,002,324	Greg Gibson
Dinar(Pin)	89,220,000	Steve Ryno
Double Dragon	130,500	Brian Chepel
Hard Drivin'	529,800	Jerry Landers
Klax	3,205,000	Leong Su Chin
Out Run	49,050,270	Dan Lee
Robocop	2,240,600	Stephan Krogman
Smash TV	12,624,000(1 play)	Greg Gibson
Super Contra	10,640,310	Mertin Alessi

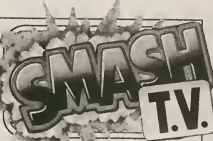
TURBO GENESIS SEGA

Game	Score	Player
After Burner	13,572,900	Christopher Sims
Altared Beast	224,400	Alex Stamos
Black Belt	999,900	Rob Slegmann
Double Dragon	627,000	Todd Feller
Moonwalker	21,020	Vince Tennant
The Ninja	1,524,850	Vince Tennant
Pro Wrestling	998,400	Vince Tennant
Rampage	998,155	Christopher Sims
Rastan	31,139,300	Christopher Sims
R-Type	1,128,500	Brian Gaudreault
Shinobi	1,165,750	Todd Bustillo
Spaca Harrier 3 - D	35,257,970	Dan Lee

Game	Score	Player
After Burner 2	30,213,110	Dan Lee
Air Diver	78,023,000	Steve Swetz
Batman	933,600	Todd Bustillo
Galaxia	1,791,041	Jim Hakola
Ghouls & Ghosts	1,985,300	Towles MacPheerson
Last Battle	62,900	Alden Low
Moonwalker	3,365,400	Kim Yu
Phelios	2,513,640	Tony DeSilvey
Revenge of Shinobi	12,537,800	Steve Swetz
Shadow Dancer	1,114,100	Tony DeSilvey
Strider	327,550	Jason Wallinska
Thunder Force 3	7,961,680	John Dakker

Game	Score	Player
Alien Crush	999,999,900	Barry Bowman
Blazing Lazar	99,999,999	Dile Scordino
Bloody Wolf	35,764,000	Ricky Graham
Bonk's Adventure	999,999	Chris Nygard
Cyber Core	9,999,900	Josh Wintar
Galege 90	1,504,140	Jeff Yonan
J.J. & Jeff	10,175,950	Chris Camara
Legendary Axe	30,058,300	Ronold Winslow
Monster Lair	561,090	Paul Cinkler
Slide Arms	6,396,400	Jim Hakola
Spaca Harrier	31,265,570	Jim Hakola
Splitterhouse	99,999,900	Chris Nygard

Rules - All scores on Super Mario World must be received by January 15, 1991. If maximum scores are reached, a drawing of all maximum scores 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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Turrican	Syd Valis	Cadash
Shadow of Beast	Wardner	Dodge Ball
Heavy Nova	Out Run	Fire Shark

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Cowman Ninja	Ninja Gaiden 4
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Super Baseball Sim	Pro Tennis
Adventure Island 2	Naxat Pinball
Speedball 2	Paperboy 2
Simpsons	UltraMan
Smash TV	UN Squadron
Super R Type	Pilot Wings
Wrestmainia	F-Zero Racing
Wrestmainia 4	X-MEN
SD Dodgeball	Madden Football
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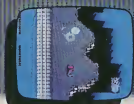
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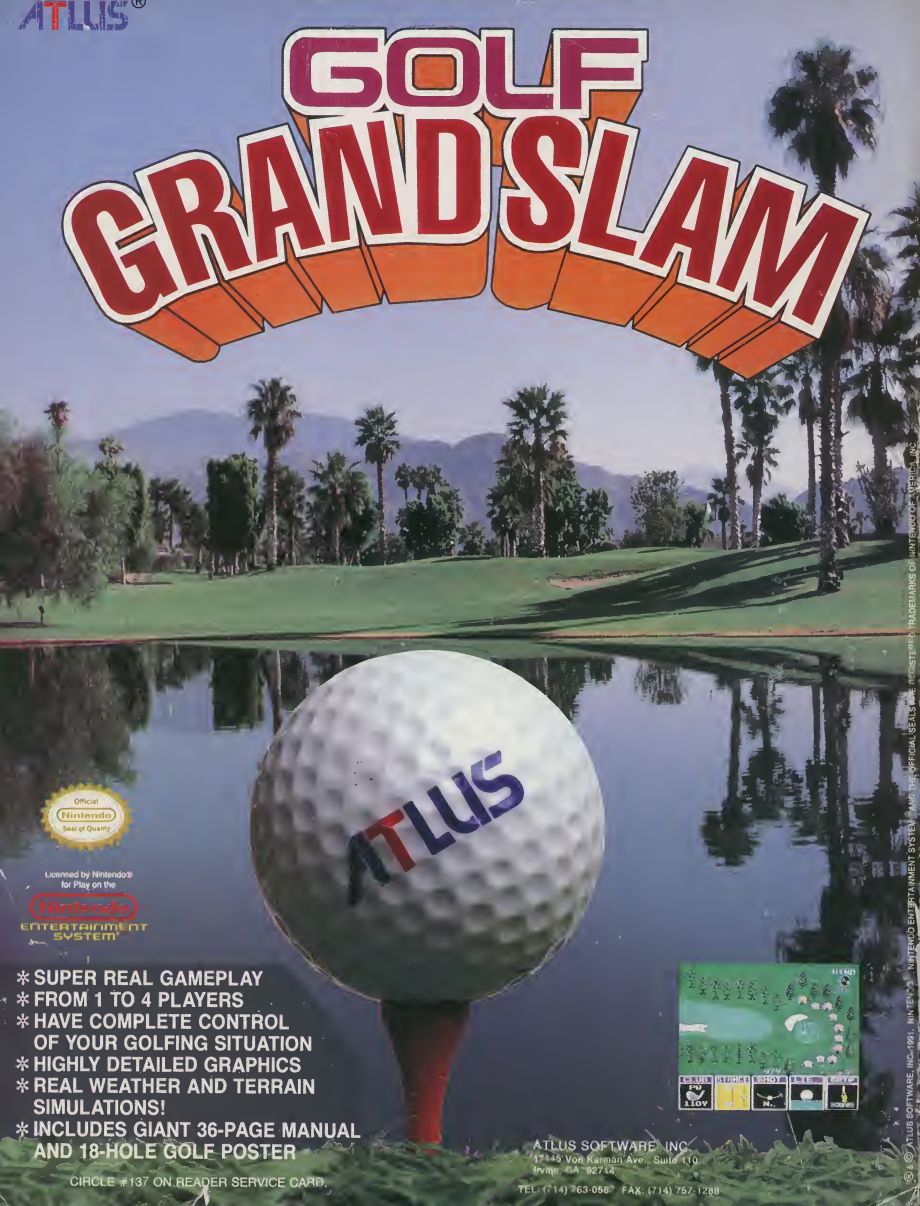
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