

THE BIGGEST
AND BEST
VIDEO GAME
MAGAZINE!

BONUS MAPS FOR BATMAN AND QUANTUM FIGHTER!

NINTENDO · SEGA · TURBOGRAFX · GENESIS · GAMEBOY · LYNX · ARCADES · JAPANESE

ELECTRONIC GAMING MONTHLY

EXCLUSIVE FALL PREVIEW!!

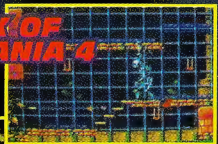
EGM SCORES BIG WITH DOZENS
OF HOT NEW HITS!!

**SUPER GHOULS & GHOSTS,
FANTASIA, BONK'S REVENGE,
VAPOR TRAIL PLUS MORE!!**

NEW FOR NINTENDO!!

**CONTRA FORCE, BASES LOADED 3,
STAR TREK, TROG, ROBIN HOOD,
GB SIMPSONS, GB TURTLES 2**

**FIRST PIX OF
CASTLEVANIA 4**



**EGM PREVIEWS
BATMAN 2-
RETURN OF THE JOKER**

\$3.95/\$4.95 Canada/£2.50
July, 1991



EGM EXCLUSIVE!!

**TERMINATOR 2™
JUDGMENT DAY**

Cover Art (c) 1991 Carolco Pictures Inc. (U.S. & Canada),
Carolco International N.V. (All Other Countries). All Rights Reserved.

TWO CRASH COURSES THAT

Take two courses that cover a lot of ground in a hurry. Konami® brings NASCAR® endorsed, smash and crash stock car warfare to the NES™ and Game Boy.™ Winston Cup Champion Bill Elliott helped design the ultimate driving experience, complete with functional instrument gauges, authentic pit stops, 200 mph duels for pole position, spin-outs and a mind blowing first person perspective. You actually feel like you're in the roll cage of a real racer!

Slide into one of three asphalt eating stock cars—Ford Thunderbird, Chevy Lumina or Pontiac Grand Prix (or an Oldsmobile Cutlass for Game Boy). Adapt your beast by

adjusting gear ratio, spoiler angle, tire stagger and transmission to the hairpin turns of Sears Point and Watkins Glen or the high banked ovals of Daytona and Talladega (or Atlanta for Game Boy). Then get ready to scrape sheet metal against Bill Elliott and 14 of the nation's nastiest NASCAR drivers, either in single races or the grueling Championship Season.

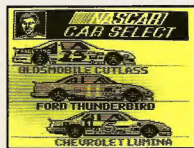
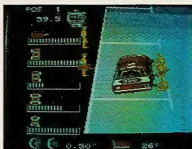
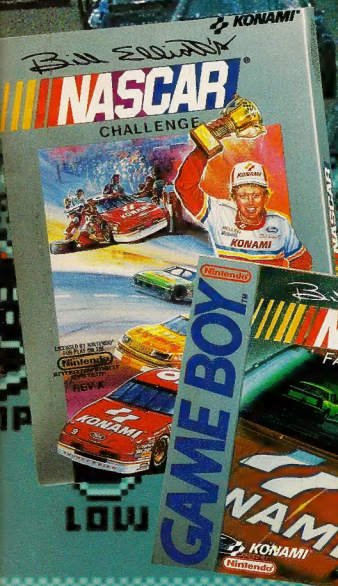
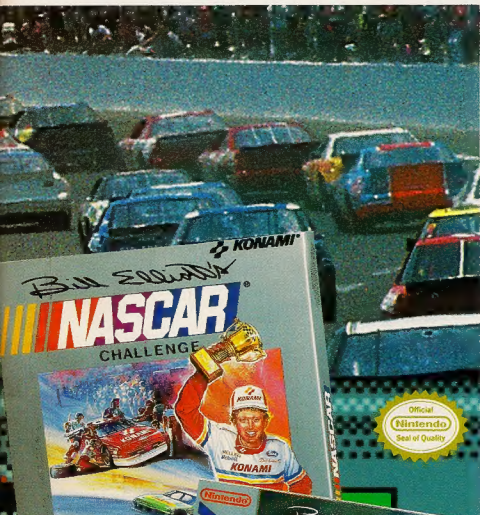
Then, when you become a gifted gear jammer, enter the Konami Bill Elliott's NASCAR Challenge™ Contest. Send in your best NES or Game Boy Championship Season score. We'll fly the eight hottest prospects, four for the NES and four for Game Boy, in on Midway Airlines®



WILL DRIVE YOU STEER CRAZY.

to meet Bill Elliott and witness the 1992 Daytona 500. Then, each player will compete on the Bill Elliott game version on which they qualified. The winners receive a Ford Thunderbird Super Coupe! Even if you don't have the point standings for Daytona, you can still win a Bill Elliott/Konami Racing Team jacket or a Bill Elliott NASCAR Racing™ LCD hand held game. See game pak for contest details. So racers, start your engines, you're competing to capture the flag as well as the Ford.

WIN A 1992 FORD THUNDERBIRD



Contest ends 7/22/91. Void in Maryland, Vermont, Quebec and where prohibited. Rules and entry form available inside specially-marketed packages. Konami™ is a registered trademark of Konami Industry Co., Ltd. Bill Elliott's NASCAR™ Challenge™, Bill Elliott's NASCAR™ Fast Tracks™ and Bill Elliott's NASCAR™ Racing™ are trademarks of Konami Inc. Bill Elliott name and likeness and NASCAR trademark usage, by license of Advantage Management, Inc., Nashville, TN. Nintendo™, Nintendo Entertainment System™, Game Boy™ and the Official Seal are registered trademarks of Nintendo of America, Inc. © 1989 Nintendo of America, Inc. © 1991 Konami Inc. All Rights Reserved.

Game Counselor Line (709) 215-5111

COMING TO GAME BOY IN AUGUST

ELECTRONIC GAMING MONTHLY

The Last Word On Video Games



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

DEPARTMENTS

8 Insert Coin

The Consumer Electronics Show is only days away! Ed talks about what will and won't be there.

12 Interface

Readers want to know more about the S-NES, Sonic and the history of video games.

18 Review Crew

The Crew tells which of the new games are worth buying.

28 Software Calendar

EGM and Vic Tokai present the games of July.

30 Gaming Gossip

There is a lot of pre-CES gossip and Quartermann tells all!

38 International Outlook

EGM continues its exclusive coverage of the new games of Japan!

128 High Scores

Check out the latest High Scores and see which game is the next contest.

FEATURES

34

EG Express

The unveiling of the Super NES is just days away. EGM tells and shows all!

46

Super Famicom Times

Super Ghouls and Ghosts, Super Castlevania and Super Adventure Island are all coming to the U.S.!

52

Next Wave

Get a sneak peek at the hot new games that will be at CES!

66

Tricks of the Trade

Secret codes and tremendous tips that will blast you past the enemy and on to higher scores!

74

Behind the Screens

EGM visits the company that invented the PC Engine - Hudson of Japan.

82

Taking Control

Looking for a new controller? Check out the newest sticks for your favorite system.



Super Ghouls and Ghosts for the S-NES! (Page 48)

88

Terminator 2

LJN is doing the NES game based on the new movie. See what is involved in getting the rights to do the soft!

94

Nintendo Player

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

106

Outpost: Genesis

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

112

Gear Up!

Sega brings out a pair of new softs for their new color portable!

114

Sega Masters

Spiderman is the new 8 bitter for summer.

116

Turbo Champ

Who says there aren't any new carts? How about TV Sports Hockey and Bonk's Revenge?

118

Game Boy Club

Altered Space and Fortified Zone are the small screen hits this month.

120

Super Play

Walk through the last four levels of the Caped Crusader's Genesis hit. Also, take a look at HAL's super sleeper mega hit Quantum Fighter.

COVER:

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

Trifix
ENTERTAINMENT INC.

ARE YOU GAME ENOUGH TO TAKE ON THE TOWERS?

Eight colossal towers that almost crack the sky! You and Julius - the Anupian Hybrid - are charged with the task of collapsing the alien towers. As Julius climbs and leaps across the face of each tower, he is confronted by potent and very deadly adversaries. Their mere touch will cost you your life! Yet, somehow, you must reach the tower's top in order to detonate your powerful D-Bombs. Your courage, skill and determination will guide you to the summit of Castelian.

CASTELIAN[®]



LICENSED BY

Nintendo

Nintendo®, Game Boy™, Nintendo Entertainment System® and the official seals are trademarks of Nintendo of America Inc. © 1989 Nintendo of America Inc. The names Castelian® and Julius® are proprietary to Trifix Entertainment Inc. and Rollogame Ltd. TRIFIX ENTERTAINMENT INC., 5756 Royalmount Ave., Montreal, Quebec, Canada, H4P 1K5

CIRCLE #184 ON READER SERVICE CARD.

RENOVATION DOES WHAT



And seven year olds. And 22 year olds. And even the old-timers at Video Games & Computer Entertainment. Where they awarded Renovation Products with the Best Science-Fiction Video of 1990 for Whip Rush — one of seven heart-pounding titles currently released.

If that isn't enough, Whip Rush was awarded the "Standard of Excellence" award from SEGA.

Which goes to show, when you're a winner, you're bound to make some waves.

We're making waves with other hot action games like Final Zone, Arrow Flash and Granada.

You can blow enemy ships into oblivion with our #1-rated 8-meg shooter — Gaiaras. If action adventure is your thing, then Valis III is awesome. *(It's the 8-meg sequel to the other great Valis games.)*



NINEYEAROLDS WANT.



Excellent	8	Excellent	8
Outstanding	9	Excellent	8
Outstanding	9	Very Good	7
Outstanding	9	Excellent	8

**ELECTRONIC
GAMING
MONTHLY**

You'll face a wild, imaginative assortment of fierce enemies in Gain Ground (*for two players*). Whip Rush, the award-winning sci-fi adventure game will blow you away! Arcus Odyssey (*soon to be released*), is a killer 8-meg role-playing action game. And with Dinoland (*another soon to be released game*), you can join Dinobunz and his friends on a wild, prehistoric adventure — pinball style!



Our critics have spoken. And we say "thanks."

For the hottest SEGA™ Genesis™ games — you can count on Renovation Products.

Hang on to your controller, 'cause Renovation does what nineyearolds want.



RENOVATION
PRODUCTS™

987 University Ave., Suite 10
Los Gatos, California 95030

WHIP RUSH, FINAL ZONE, ARROW FLASH, GRANADA, GAIARES, VALIS III, GAIN GROUND, ARCUS ODYSSEY AND DINOLAND ARE LICENSED BY SEGA ENTERPRISES, LTD. FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM. SEGA AND GENESIS ARE TRADEMARKS OF SEGA ENTERPRISES, LTD.

THE GAMEPRO™ NAME AND LOGO ARE TRADEMARKS OF IDG COMMUNICATIONS/PETERSON/DOUG, INC. ELECTRONIC GAMING MONTHLY IS A TRADEMARK OF SENDAI PUBLICATIONS, INC. VIDEOGAMES & COMPUTER ENTERTAINMENT IS A TRADEMARK OF L.F.P., INC.

© 1991 RENOVATION PRODUCTS, INC. RENOVATION PRODUCTS, INC. IS A SUBSIDIARY OF TELENET JAPAN LTD.



1991
GAMING MONTHLY
July, 1991

A SENDAI PUBLICATION

PUBLISHER, EDITOR-IN-CHIEF

Steve Harris

EDITOR

Ed Semrad

ASSISTANT EDITORS

Ken Williams

Martin Alessi

Sushi-X

David White

Mike Riley

STRATEGY CONSULTANTS

U.S. National Video Game Team

FOREIGN CORRESPONDENTS

Robert Hoskin

Hideki Shikata

LAYOUT AND PRODUCTION

Direct Contact, Inc.

George Mac, Associate Art Director

Marty Kuklinski, Technical Director

John Stockhausen, Ad Coordinator

CUSTOMER SERVICE

(708) 647-7038

NATIONAL ADVERTISING DIRECTOR

Jeffrey Eisenberg

Eisenberg Communications Group
2121 Avenue of the Stars, Suite 630
Los Angeles, CA 90067

Brandon Harris, Account Executive
(213) 655-5513

SENDAI PUBLICATIONS, INC.

Steve Harris, President

Harvey Wasserman, Circulation Dir.

Steve Keen, Newsstand Dir.

Marilyn Berger, Circulation Manager

John Stanford, Manufacturing Dir.

Cindy Polus, Financial Dir.

DISTRIBUTED BY

WARNER PUBLISHING SERVICES, INC.

ABC AUDIT APPLIED FOR

Electronic Gaming Monthly is published 12 times a year by Sendai Publications, Inc. Electronic Gaming Monthly subscription rates for U.S.: \$23.95, Canada and Mexico: \$34.95, and all others by air mail only: \$80.00. Single issue rates: \$3.95. The editors and the publisher are not responsible for unsolicited materials. No part of this publications may be reproduced without the expressed written permission of Sendai Publications, Inc. Copyright 1991, Sendai Publications, Inc. All rights reserved. All materials listed in this magazine are subject to manufacturers change and the publisher assumes no responsibility for such changes. Printed in the USA. Printed with pride!



IT'S SHOWTIME..!

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

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

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

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

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

Ed Semrad
EDITOR

Play Beetlejuice, Beetlejuice, Beetlejuice

on your NES, NES, NES.

It's show time—
courtesy of
Me—the "Ghost
with the most!"



How'd you
like to help
me scare
those city

folks out of your house
and *their* wits?

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



gonna love the
Afterlife Waiting
Room) taking on

Killer Giant Beetles, Legs

Without

Heads
and other
grosome



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

Here's a tip: Buy scares
from the Recently
Deceased Information
Booth, they're your best
weapons. So, join

me in the Neither-
world... and make



my
millennium!



Licensed by Nintendo
for play on the
Nintendo
ENTERTAINMENT
SYSTEM



Beetlejuice TM & ©1991 The Geffen Film Company. All rights reserved. Nintendo®, Nintendo Entertainment System® and the official seals are trademarks of Nintendo of America Inc. LIN® is a registered trademark of LJN Ltd. ©1991 LJN Ltd. All rights reserved.

CIRCLE #150 ON READER SERVICE CARD.

**BAN
DAI**

The

ROCKETEER



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

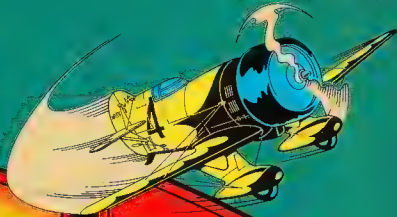
Licensed by Nintendo for play on the Nintendo Entertainment System.
Bandai is a registered trademark of Bandai of America, Inc.
©The Walt Disney Company.
Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America Inc.

Nintendo Licensed by Nintendo for play on the
ENTERTAINMENT SYSTEM™

**FREE FULL COLOR
CIRCULARS PLUS 12 ISSUES
OF "BGN" BANDAI GAMING NEWS
HOT CODES, TIPS & NEWS. SEND \$3.00 FOR S&H**
SEND TO:
BANDAI AMERICA "BGN"
12851 EAST 166TH STREET
BOX: 700
CERRITOS, CA 90701

NAME _____ **AGE** _____
STREET _____
CITY _____ **STATE** _____ **ZIP** _____
PHONE _____

ETEEER





Alright, here's your chance to sound off! Send us your comments, complaints, gripes and overall opinions. We've got to get you in the editor's office your letter enough, he may never print it. Send an address to: Interface: Letters to the Editor, Sendak Publications, 1920 Highland Avenue, Suite 222, Lombard, IL 60148.

WHO INVENTED VIDEO GAMES?

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

Burt Ranton
Boston, MA

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

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

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

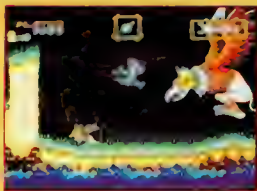
details needed for your paper were sent out in early May well before your deadline.)

MORE S-NES GAMES!

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

Eric Newberry
Guntown, MS

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



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

THE JOKE'S ON US!!

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

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

(Ed: Magic!?)

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

Robert D' Amico
New Haven, CT

(Ed: Oops!)



A REAL TRICK!

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

Larry Townsend Jr.
Middletown, CT

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

Enjoy
Hudson

ADVENTURE ISLAND II™

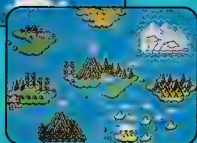


More Fun in the Sun with Adventure Island II™

Break out the sunscreen and take off for Adventure Island II.™

That Evil Witch Doctor's at it again. He's grabbed your latest honey and *dares* you to do something about it. ☐ But this is no day at the beach. You've gotta fight your way past EIGHT treacherous islands! Including a Dinosaur Kingdom with some of the creepiest critters ever to slither across a video screen.

Volcanoes. Avalanches. Giant Scorpions. Killer Cobras. We're talkin' one tough Witch Doctor here! And the action really heats up with a new vertical/horizontal scroll. Plus, stage select lets you control play. ☐ ADVENTURE ISLAND II. A sure-fire scorcher! Look for it wherever you buy the best video games.



LEARN HOW TO PLAY NINTENDO
GAMES WITH THE
Nintendo
ENTERTAINMENT
SYSTEM™



PRODUCED BY
HUDSON SOFT

Hudson Soft USA, Inc.
400 Oyster Point Blvd., Suite 515
South San Francisco, CA 94080

Hudson Soft is a trademark of Hudson Soft Co., Ltd. Adventure Island II™ is a trademark of Hudson Soft USA, Inc. Nintendo® and Nintendo Entertainment System® are registered trademarks of Nintendo of America, Inc.

CIRCLE # 109 ON READER SERVICE CARD

SUPER SONIC!!

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

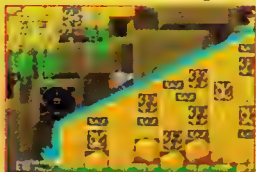
**Russell Hayes
Clinton, MS**

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

**Kurt Schaeffer
New York, NY**

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

**Mark Powell
Los Angeles, CA**



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

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

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

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

TURBO EXPRESS PRICE HIKE!

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

**John Zontrergs
Bergensfield, NJ**

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

GREAT INTERNATIONAL COVERAGE!!..

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

**Andrew Ellington
Nashville, TN**

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

WANT TO PLAY
MEGA DRIVE games on GENESIS
OR
PC ENGINE games on TGX 16,
CALL US.....

We Sell and Rent:
Neo Geo, Super Famicom, CD Rom, PC Engine, Turbo Grafx 16, Genesis and Mega Drive.

M.D. SPECIAL

Arrow Flash	39 95	Ghostbusters	49 95
Curse	39 95	Hell Fire	49 95
Danwin 4081	39 95	Magical Boy	49 95
D J Boy	39 95	Micky Mouse	49 95
XDR	39 95	Monster Lair	49 95
Bat Man	49 95	Rastr Saga II	49 95
Crack Down	49 95	Shadow Dance	49 95
Cyber Ball	49 95	Sinder	49 95
Dangerous Seed	49 95	Gaiarses	74 95
Dynamite Duke	49 95	Lady Wrestling	74 95
ESWAT	49 95	Rainbow Island	74 95

All games and converters special price mailing service provided with no charge Please call for details.

KITTS COMPANY

2301 Brimley Rd. Unit 117 Scar Ont CANADA M1S 5B8
Tel. 416-754-9563 Fax 416-754-9564
Mon Sat Noon to 9:00 PM.

CIRCLE #183 ON READER SERVICE CARD.

Nintendo

ELECTRONIC GAMES ETC...

ALL VIDEO GAME STORE

We have THE LARGEST SELECTION and
LOWEST PRICE in town

NEO GEO
GENESIS
SEGA GAME BOY
SUPER 32X
GENESIS
SUPER 32X
GAME GEAR
SUPER FAMICOM
USED - NEW

W We Buy Your Used Game or
System for Highest Price

ELECTRONIC GAMES ETC.
We are specialized
in Japanese & American Games & Systems

For Fast Overnight Delivery Call
(818) 766-2368
Custom Service Call
(818) 766-2905
6316 Laurel Canyon Blvd
North Hollywood, CA 91606
FAX (818) 766 1883

SEGA
GENESIS
16 BIT GENIUS

ATTACK FIRST. ASK QUESTIONS LATER.

New! For Your Sega Genesis™ Genesis™ System.



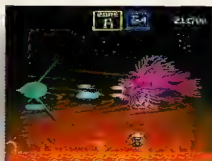
Fight to keep the demonic harbingers of doom from taking control of the earth for all eternity.



Join in a desperate attempt to rescue what remains of the once proud civilization of Darius.



Be a part of the elite fighting squadron to lambast alien invaders right out of the galaxy!



TAITO
THE ONLY GAME IN TOWN™

Licensed by Sega of America, Inc. for play on the Sega™ Genesis™ System. Sega™ and Genesis™ are trademarks of Sega of America, Inc. Taito; The Only Game in Town™; Sagala™; Rastan Saga II™ and Space Invaders '91™ are trademarks of Taito America Corporation. Taito ©1991. All rights reserved.

CIRCLE #161 ON READER SERVICE CARD.

GENESIS ON RGB...!

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

Pete Tager
Charleston, SC

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

Jackie Woo
San Francisco, CA



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

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

DECEPTIVE PIX??

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

Josh Maxwell
New York, NY

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

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



Mappy Land on the Game Gear development system.

THE NEWEST, & FIRST!

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

Frank Kahn
Wheeling, WV

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

Shawn Gaynor
Covington, KY

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

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

THE EGM RAP...!

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

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

(Ed. Great job!)

ARE YOU GAME FOR THIS?

Start your own used video game mailorder company.

The Home Arcade International Exchange™

makes it as easy as selling magazine subscriptions!

- You supply the customers.
- We will supply quality tested and carefully packaged used games directly to your customers
- Not a franchise. You're the boss, with no expensive inventory to invest in or maintain.

We don't make money until you make money!

For more information, write to:

The Exchange™
Suite 485
2351 College Station Rd.
Athens, GA 30605

CIRCLE #196 ON READER SERVICE CARD

Blow it!

Don't blow it!



If you blow it you could end up as dinner!

Dare to visit Tasmania, an Australian island inhabited by weird wild animals and bizarre carnivorous creatures! A boy struggles to survive in these strange and dangerous jungles "down under." Guide him on his perilous quest to find the elusive Tasmanian tiger, while ferocious Tasmanian devils try to eat him. Don't blow it! Get *Tasmania Story* and get ready for Tasmania Mania!



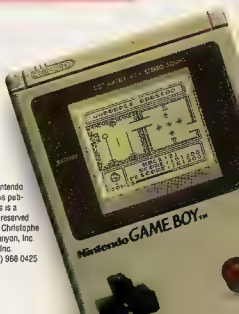
You have to blow it to win the game!

Enter a wacky world where your ghost's breath moves a fragile bubble around candle flames, fans and spikes. Wind your way through the maze-like halls. But pop the bubble and you blow it! Challenge *Bubble Ghost*, an a-mazing puzzle that will blow your mind and leave you breathless!



FCI 
Not Just Kid Stuff

Nintendo, Game Boy and the Official Seal are trademarks of Nintendo of America, Inc. ©1989 Nintendo of America, Inc. Bubble Ghost is published under license from Infogrames 1989, 1990. Infogrames is a trademark of Infogrames, S.A. Used with permission. All rights reserved. Licensed in conjunction with J.P. International. Original concept Christophe Andrien. Tasmania Story ©1990 is a trademark of FCI/Pony Canyon, Inc. FCI is a trademark of Fujiankee Communications International, Inc. 159 East 52 Street, NY, NY 10022. Consumer Information (708) 968-0425





ABOUT OUR RATINGS:

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

**S
T
E
V
E**

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

**E
D**

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

**M
A
R
T
I
N**

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

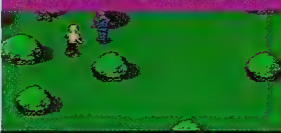
**S
U
S
H
I
-
X**

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

Nintendo - LJN

Bill & Ted

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



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

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

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

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

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

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

Nintendo - Tradewest

High Speed

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



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

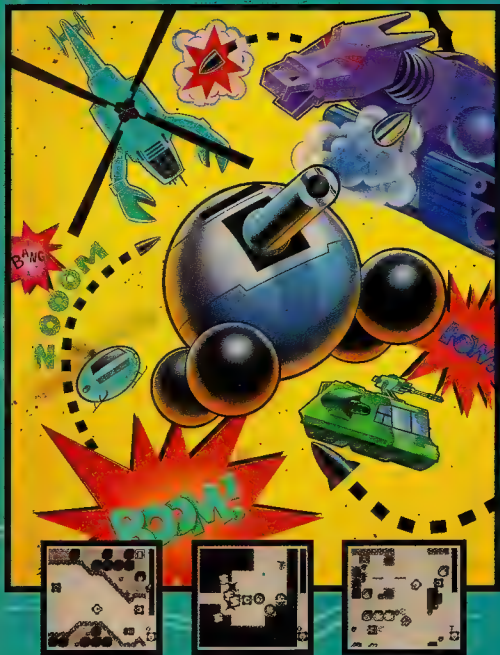
If you already have Pin-Bot, then you'll know exactly what to expect from High Speed. The set-up is the same, only with a new playfield and the inclusion of some new bonus rounds. The game looks good but the play is a little frustrating when the game quits becoming a pinball title.

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

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

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

TRAX



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

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

Lots of play options!

1. Single play action against Akuda and his entire Clown Force.
2. One-on-one play against a friend using a Game Link cable.
3. Head-to-head against your Game Boy and its own group of tanks.
4. Up to four players in direct competition using the Nintendo Four Player Adapter.

So grab your Game Boy and make TRAX!



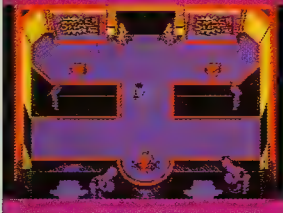
CIRCLE #110 ON READER SERVICE CARD.

7873 S.W. Cirrus Drive, Building 25F, Beaverton, Oregon 97005 Tel. 503/644-4117 Fax. 503/641-5119

© HAL America, Inc. 1993. All rights reserved. Nintendo, Game Boy and the Official Seal of Quality are trademarks of Nintendo of America Inc. © 1991 Nintendo of America Inc.

Nintendo - Acclaim Smash TV

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



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

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

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

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

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

Nintendo - Ultra Base Wars

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



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

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

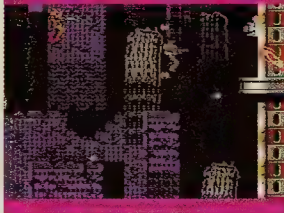
Wow! Now this is a game which even 'normal' baseball fans can get into. While deceiving at first glance, if you give it a try it will grow on you. With lots of different pitching features, no two games are ever the same. The parts shop is a nice touch but for the full effect try the pennant race!

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

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

Nintendo - Natsume S.C.A.T.

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



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

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

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

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

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

HAL AMERICA

PINBALL



Revenge of the Gator™
Pinball for Game Boy



ROLLERBALL™
Pinball for NES

The pinball game of
the '50s meets the technology of the '90s.

Hal America brings pinball to NES™ with
Rollerball, and to Game Boy™ with

Revenge of the 'Gator. Multi-screen, vertical

scrolling pinball guaranteed to challenge any player, beginner or
pinball wizard. The most life-like movement and game play of any video pinball game.

GamePro magazine says "Revenge of the 'Gator's snazzy little reptiles show off Game Boy™ at its best".*

According to Game Players Magazine, "Rollerball is truly a dream pinball machine".*

- Simulates real flipper action
- Realistic ball action
- Head-to-head competition
- Bonus play



"Gator selected #6 all time best
Game Boy™ Title by Nintendo
Power Magazine."



HAL AMERICA INC.

The Funatic Specialists™

7873 S.W. Cirrus Drive, Building 25F • Beaverton, Oregon 97005 • Tel 503/644-4117 • Fax 503/641-5119

Nintendo, Game Boy and the Official Seals are trademarks of Nintendo of America Inc. ©1991 Nintendo of America Inc.

CIRCLE #110 ON READER SERVICE CARD.



Licensed by



Nintendo - Konami Bill Elliot's Nascar Challenge

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



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

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

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

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

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

Turbografx 16 - NEC J.B. Harold

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



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

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

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

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

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

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

Genesis - Treco Street Smart

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



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

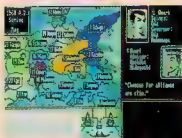
Here's a game that tries to be Final Fight for the Genesis. It has a nice look and feel to it, but the diversity in the rounds and the opponents you face isn't great enough to keep it from becoming repetitive. There are some nice touches, but most of this has been done better before.

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

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

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

KOEI Double Dares You!



Nobunaga's Ambition II®

In this enhanced sequel, test your mettle and your strength as you play a Daimyo warlord fighting for control of Japan! To assist you in your conquest, samurai will advise you and ninja assassins will try to disrupt your adversaries! In battle, lead your troops on a surprise night attack or force your enemy to retreat behind his castle walls! Warriors, weapons and the world are at your disposal, use them well and become master of Japan!

- 400 characters, 2 scenarios, 5 skill levels
- 3 meg game with battery back-up save feature
- Nintendo's new MMC-5 chip for fantastic graphics and detail

Licensed by Nintendo
for Play on the

Nintendo

Nobunaga's Ambition®

If you're ready to test your military and diplomatic prowess this game's for you! As one of the first strategy simulation games available for Game Boy, you can now command your forces anytime and anywhere! Conquer your enemies and defend your territory as you fight for control of Japan!

- GameLink option allows 2 players to compete in head to head combat
- 1 meg, 64K of RAM, battery back-up saves up to 3 games

1560	500	Oda	
400	100	Yoda	
100	100	Men	20
25	20		
20	50		
85	25		
90	15		
Willary	10		
Yoda	10		
Polgansel	10		
Other	10		



Romance of the Three Kingdoms II - Coming in August



Bandit Kings of Ancient China - Join the heroic struggle of the bandit kings as you fight to restore the glory of the Song Empire. Truth and justice will prevail and in the end the evil minister of war, Gao Qiu, will be defeated!



Genghis Khan - Conquer or be conquered! As the notorious Genghis Khan, lead your army across vast continents, conquer those who oppose you and attempt to build your own empire stretching from the Orient to the Middle East!



Romance of the Three Kingdoms II - Relive the past where only the strong survive! Remake history by trying to become the leader of a world torn apart by civil war!

We Supply The Past, You Make The History!

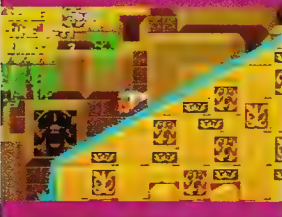
KOEI CORPORATION One Bay Plaza, Suite 540 1350 Bayshore Highway, Burlingame, CA 94010 (415) 348-0500

Nintendo, Nintendo Entertainment System, Game Boy and the official seals are trademarks of Nintendo of America Inc.

KOEI

Genesis - Sega Sonic the Hedgehog

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



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

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

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

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

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

Genesis - Sega 688 Attack Sub

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



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

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

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

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

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

Gameboy - Ocean Navy Seals

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



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

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

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

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

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

SOFTWARE ETC

SAVE \$10 ON SEGA GAME GEAR AND GENESIS GAME SYSTEMS.



SEGA GAME GEAR



SEGA GENESIS



SAVE \$5 All Sega Genesis and Sega Game Gear game cartridges in the store are sale priced an additional \$5.00 below their everyday low price at Software, Etc. Choose from great titles like these:



Software, Etc. is video game headquarters for systems and game cartridges. Take advantage of this great offer by bringing this coupon to the Software, Etc. store nearest you today! Offer good through July 13, 1991.

991 8563

SOFTWARE ETC

OVER 225 STORES NATIONWIDE.

SAVE \$10 WITH THIS COUPON on Sega Genesis (SKU 603-8255) or Sega Game Gear (SKU 608-9054) game systems. Coupon required at time of purchase for discount. Photocopies not accepted. Limited one coupon per system. Limit one coupon per customer. To validate, please complete:

Name _____

Address _____

City _____

State _____ Zip _____

Age _____ Store # _____

Machine Type: Game Gear Genesis

Offer valid through July 13, 1991 or while supplies last.

SOFTWARE ETC

EGM

FOR STORE NEAREST YOU CALL TOLL-FREE
1-800-328-4646

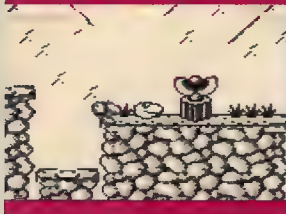
Have your zip code ready. Some inc game titles or orders by phone.

CIRCLE #193 ON READER SERVICE CARD.

© Sega Genesis and Sega Game Gear are registered trademarks of Sega of America, Inc.

Gameboy - Tradewest Sneaky Snakes

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



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

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

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

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

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

Lynx - Atari Warbirds

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



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

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

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

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

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

Lynx - Atari Ninja Gaiden

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



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

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

Ninja Gaiden on the Lynx is probably the best version (part of) of the original arcade game. It also has the smoothest scrolling and best animation of all the Lynx titles. Very intense action for the time being and not a cakewalk as some of the other games were.

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

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

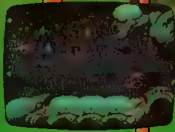
SEGA
GENESIS
MULTIMEDIA CORPORATION

Wings of Wor™

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

You are "Wor", a winged soldier summoned to destroy the evil creatures of Iccus. You must soar through six Iccus domains including the Death Crown, Ghost Warrs, Castle of Fear, Hallway of Hairy Mutant Bloodstream, and finally high

above the clouds. You will come face to face with giant bone creatures that are so gruesome you can't even look at them. But be strong and continue on, your people are counting on you.



WARNING: Avoid eating before playing this game

©1991 Sega Enterprises, Ltd. In the U.S.A. and Canada: SEGA GENESIS SYSTEM™ is a registered trademark of Sega Enterprises, Ltd. In the U.S.A. and Canada: SEGA GENESIS™ is a registered trademark of Sega Enterprises, Ltd. In the U.S.A. and Canada: WINGS OF WOR™ and WINGWORKS™ are trademarks of Sega Enterprises, Ltd. For more info: 213-926-0947

CIRCLE #191 ON READER SERVICE CARD

ELECTRONIC GAMING MONTH

THE GAMES OF JULY 1991...

FOR SPECIFIC PRODUCT INFORMATION CONTACT THE COMPANIES LISTED BELOW:

NINTENDO

Battletoads

Tradewest - Action

Bill & Ted's Excellent Adventure

LJN - Action

Castellan

Triffix - Action

Family Feud

Gametek - Family Fun

Harlem Globetrotters

Gametek - Sports

Jeopardy

Gametek - Family Fun

Lone Ranger

Konami - Action

Mutant Virus

American Softworks - Action

Rainbow Island

Taito - Action

Vice - Project Doom

American Sammy - Action

Wheel of Fortune 2

Gametek - Family fun

GENESIS

688 Attack Sub

Sega - Simulation

Arcus Odyssey

Renovation - Action/Adv

Dino Land

Renovation - Pinball

Fantasia

Sega - Action

Onslaught

Accolade - Action

Phantasy Star 3

Sega - RPG

Street Smart

Treco - Action

Twin Cobra

Sega - Action

Turrican

Accolade - Action

Ultimate Qix

Taito - Puzzle

EXTRA! EXTRA!

Vic Tokai Salutes The Heroes of Operation Desert Storm

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

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

Licensed for play on

Nintendo
ENTERTAINMENT
SYSTEM[®]



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

The information listed above was supplied by each of the

V & VIC TOKAI INC. PRESENT...

APPEARING IN LOCAL STORES NOW!

TURBOGRAFX

TaleSpin

NEC - Action

TV Sports Basketball

NEC - Sports

MASTER SYSTEM

GAMEBOY

Battle Unit Zeoth

Jaleco - Action

Fastest Lap

NTVIC - Simulation

Fortified Zone

Jaleco - Action

Info Genius

Gametek - Educational

Navy Seals

Ocean - Action

The Punisher

Acclaim - Action

Spud's Adventure

Atlus - Adventure

LYNX

Castle Quest

Neo-Geo

READ ALL ABOUT IT!

COMING SOON!

AEROSTAR

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

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



GAMING GOSSIP

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

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

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

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

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

- QUARTERMANN

THANK YOU!!



ELECTRONIC GAMING & SETA MONTHLY

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

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



here's what the
CRITICS
are saying about

**TURBO
GRAFX
16**

**TurboGrafx-16
GAMES**



- Aerobics™**
"...one of the best shooters... It's all here—great detailed graphics, huge difficult bosses and great game play with a learning curve that leaves to the hard side which is a welcome addition to a harm game. The weapon power-ups are awesome!...Very challenging and very impressive!..."
—*Electronic Gaming Monthly*
- Alien Crush™**
1989 Best Simulation Game —*Video Games & Computer Entertainment*
- "Alien Crush features finely detailed creatures reminiscent of the film *Battle Beyond the Stars* and some of the finest music ever heard in video games...It's downright eerie."
—*Video Games & Computer Entertainment*
- Battle Royale™**
"This wrestler has lots of different characters and plenty of rip-roaring action 'mano a mano' as well as great 'free for all'...Great music, statistics and even the messages fight for the rights to each figure. It has it all."
—*Electronic Gaming Monthly*
- "A rock 'n' sock 'n' frae-for-all...the graphics are nicely detailed and sharp-looking...add it to your collection. This is a great party game."
—*GamePro*
- Blazingazers™**
"The Ultimate space shooter! Nine levels of pulsating aliens, advanced weaponry, and enormous bosses! A total blast from top to finish!"
—*Electronic Gaming Monthly*
- "One of the fastest-paced games for the TurboGrafx-16, Blazingazers will keep you going for hours..."
—*Video Games & Computer Entertainment*
- Bloody Wolf™**
1990 Best Arcade Action Game Award —*Game Player's Magazine*
- "Bloody Wolf is a cool Commodore-style shooter that combines a frantic shoot-'em-up game with dual goals... One of the best Turbo games I've played, combining Genies with 16 bit graphics, but contains a much more expansive environment to explore. Tons of power-ups and challenging bosses make Bloody Wolf a delight to behold!"
—*Electronic Gaming Monthly*
- Bomberman™**
"If you like crowds, this is one of the most fun multi-player games around. For beginning gamers or anyone looking for an addictive, relatively simple to play puzzle game, Bomberman is a blast."
—*GamePro*
- Bonk's Adventure™**
1990 TurboGrafx Game of the Year Award —*Game Player's Magazine*
1990 Most Exciting New Theme Award —*Electronic Gaming Monthly Magazine*
1990 Special Achievement Award —*OMNI Magazine*
1990 Best Action Video Game Award —*Video Games & Computer Entertainment Magazine*
- "NEC scored a hit with this card, and rightfully so. Bonk's Adventure has...technique as well as good looks...unique...an all new type of video game adventure!"
—*Electronic Gaming Monthly Magazine*
- "Bonk's Adventure has all the ingredients to become not only a successful game, but also the best installment of a successful series of games. The main character is cute, the hood-busting is superb, and the creatures and situations are inventive. The fact that you can reverse direction and go backward in this game is another strong point. The graphics are sharp and well-drawn!"
—*Game Player's*
- Bravoman™**
"A unique approach to an action game. Super graphics."
—*Electronic Gaming Monthly*
- China Warrior™**
"Not just another shoot-'em-up game, this one shows the characters in amazing detail. Fight your way to the end, collecting treasure and clear moving objects."
—*Video Games & Computer Entertainment*
- "Kung' kung' 'em up that uses extremely large characters. The detail is extraordinary—you can even see your hero bleed from his mouth as he gets beat up."
—*Electronic Gaming Monthly*
- Chow-Man-Fu™**
"...the whole look of this vast (550-screen) game is decidedly off the wall, with screen after screen of bizarre, weird, and silly stuff rendered in colors of eye-popping brilliance. This game could be a real sleeper."
—*Game Player's*
- Cratermaze™**
"Cratermaze is a game that will appeal to the whole family, thanks to its good graphics, interesting animation and splendid sound effects."
—*Video Games & Computer Entertainment*
- Cybercore™**
"...Cybercore is a fast-action shoot-'em-up that's challenging enough to tax even veteran gun hands. Its combination of detailed graphics and interesting sound effects make it a game that you'll return to often."
—*Video Games & Computer Entertainment*
- Deep Blue™**
"Patrol the ocean depths in your mechanized sub-fish, blasting all types of marine life. Capturing power capsules lets you modify your weapons list. The music is well done and

- prophesied and colored. There aren't many underwater video games like this one is nearly in a class by itself."
—*Video Games & Computer Entertainment*
- Devil's Crush™**
1990 Best Simulation Game Award —*Video Games & Computer Entertainment Magazine*
1990 Excellence Award —*Game Player's Magazine*
- "Devil's Crush is a perfect example of why video pinball was such an exciting potential...the movement of the ball and the action of the flippers are so realistic that it plays just like any arcade pinball machine... You'll definitely want to see Devil's Crush for yourself."
—*Game Player's*
- "A combination of realistic pinball action and bizarre (inspired) graphics make Alien Crush the best word in video pinball...and finally, that sequel's been hatched. Devil's Crush for the TG-16... Devil's Crush is a must-have for those who enjoyed Alien Crush. It's loaded with more clever animation, impressive graphics and fast frenetic action than the original... a more clever animation, impressive graphics and fast frenetic action than the original."
—*Video Games & Computer Entertainment*
- Double Dungeons™**
"...the 2-D maze effect is done very well... A good 2-player game... A split-screen window also allows two people to explore independently."
—*Electronic Gaming Monthly*
- Dragon Spirit™**
"Became a wizard superb and destroy the evil that has invaded your land! Hard-hitting action with power-ups, bosses, and more!"
—*Electronic Gaming Monthly*
- "Instead of fighting a dragon, you are one in this game. Fly through the sky, shooting down enemies and bombing various types of monsters, while you pick up crystals for extra power. Your dragons can grow up to three heads and acquire all kinds of weapons, even shooting flames!"
—*Video Games & Computer Entertainment*
- Dragon's Curse™**
"Dragon's Curse is a good looking, action-packed game that's perfect for hard core TurboGrafx-16 warriors. Heavy-duty 'hacker' and 'hewer' is the order of the day. Dragon's Curse won't drag on."
—*GamePro*
- Dungeon Explorer™**
"Dungeon Explorer is the perfect hybrid of action and adventure... outstanding graphics help complement this card that guarantees a long quest and plenty of thrills."
—*Electronic Gaming Monthly*
- "...up to five people can play, helping one another out by taking on the various enemies that cross each other's path. One, for instance, can play the part of a wizard casting spells to save your little band of souls. If your magic fails, you can always resort to good, old-fashioned swording."
—*Video Games & Computer Entertainment*
- Fighting Street™**
"Originally called Street Fighter in the arcade, this CD-ROM game features real voice and orchestrated music that's just like the quarter-muncher!"
—*Electronic Gaming Monthly*
- "This CD-ROM game pits you against four large opponents. Unlike it set using kicks, jabs and outright punches. The detailed, colorful graphics are supplemented by real music and voices from the CD player."
—*Video Games & Computer Entertainment*
- Final Lap Twin™**
"...so whether you want straight up on hills racing, or an unusual four-wheeled adventure let Final Lap Twin take you for a ride!"
—*GamePro*
- "Select your track and head out in your open-cockpit formula race car... Steer, shift and brake your way across the finish line. The screen is divided into two halves that allow player against computer or two-player mode."
—*Video Games & Computer Entertainment*
- Final Zone II™**
"Final Zone II is another great CD game for the TurboGrafx-16. The graphics are great, the voices are excellent... This game is fast and there is a lot of action."
—*Electronic Gaming Monthly*
- "...CD-based shooter, gives you five characters, seven levels of action, an elaborate story, map screens, and high-fidelity sound effects that take full advantage of the CD's awesome audio capabilities."
—*Game Player's*
- Galaga '80™**
"Originally...in the arcade, this superb space carrier flies nothing in the transition."
—*Electronic Gaming Monthly*
- "Galaga '80 is an excellent shoot 'em up."
—*Video Games & Computer Entertainment*
- J.B. Harold: Murder Club™**
"Combining digitized video, CD quality stereo music plus true human voice... you have to go out and sound the pavement, search for clues, interrogate suspects and gather enough evidence to make an arrest."
—*Electronic Gaming Monthly*
- J.J. & Jeff™**
"...the overall game play and hidden goodies are what make this game a winner..."
—*Video Games & Computer Entertainment*
- "J.J. & Jeff has a lot going for it...it's challenging without being ridiculously difficult. And it's definitely addictive."
—*Game Player's*

King of Casino

"...I just have to admit that **King of Casino** is the most complete gambling simulation I've seen. From cranking into a fancy hotel to haunting slots in a casino, it's all here."

—Video Games & Computer Entertainment

Last Alert!

"...Aesthetically cinema-type intermissions and real videos. Last Alert! is a very good CD game with good animation. The potential for CD technology saves another one with this good shooter."

—Electronic Gaming Monthly

Legendary Axe™

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

"Legendary Axe has a little of everything, loads of axe-swinging action, layer upon layer of high-quality music and smooth, colorful animation. The combination of those elements brings this action adventure to the top of the class in a video game."

—Video Games & Computer Entertainment

Legendary Axe II

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

—Game Player's

Military Madness™

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

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

—Game Player's

"Military Madness is a game that puts you at an exciting and unpredictable strategic combat situation. Terrific sound, sound, realistic battle simulations, and awesome graphics are only a few of the reasons why Military Madness is an interesting addition to any TurboTron collection."

—GamePro

Monster Lair™

1990 Best Shooter Game —OMNI Magazine

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

—GamePro

Moto Racer™

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

—Video Games & Computer Entertainment

Neotopia™

"If the TurboTron is your first home game machine, don't miss Neotopia."

—Video Games & Computer Entertainment

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

—Game Player's

Ninja Spirit™

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

1990 Excellence Award —Game Player's Magazine

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

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

"Target! Buckle up, this is your martial arts action. Awesome weapons and power-ups are exciting ninja action. Excellent graphics and authentic Japanese BGM. Great gameplay and cool bosses. Best Turbo card yet!"

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

"Ninja Spirit is so good that it might even appeal to gamers who don't think they like ninja games. In fact, even you, and the challenge you'll find is more difficult as the game goes on. Ninja Spirit is probably the best martial arts game to purchase so far on the TurboTron-16 —and one of the best on any video game system."

—Game Player's

Power Ball™

"...the best action (and game) on Power Ball on the TurboTron-16 system. Power Ball has outstanding graphics — on some locked shots you can see the crystals on looking at some boxes. Most of the game is played from an overhead perspective, when you're ready to hit, a small screen inset opens up showing your stance and the power ball. The game is quick-paced and fairly realistic. One nice feature is that after you hit a shot, the overhead view tracks the flight of the ball. Power Ball should keep you glued to your screen."

—Sports Illustrated

Psychosis™

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

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

—GamePro

R-Type™

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

—Electronic Gaming Monthly

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

—Video Games & Computer Entertainment

Sherlock Holmes Consulting Detective

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

—Electronic Gaming Monthly

Space Harrier™

"...they tuned to NEC's dreamer for arcade quality Space Harrier action, and you can save this old hanger for yourself!"

—GamePro

Splatterhouse™

1990 Best Coin-op Game Award —Video Games & Computer Entertainment Magazine

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

—Electronic Gaming Monthly

"Talk about freedom and suspense, wow! Splatterhouse has plenty to go around. Excellent graphics and challenging game play make this seven-level nightmare come true...Very entertaining."

—GamePro

Super Star Soldier™

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

—Electronic Gaming Monthly

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

—GamePro

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

—Video Games & Computer Entertainment

Super Volleyball™

"...Incredible, gorgeous graphics...The best sports game I've played for the TG. 'Hell stuff all!"

—Digital Games Review Digest

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

—Game Player's

"Super Volleyball brings the popular sport to the TurboTron-16 with all in all, a comfortable user interface and, most of all, loads of authentic action scenes. In fact, Super Volleyball is a good, challenging simulation. If you're a fan of watching the take your piece among the world's volleyball heroes, Super Volleyball may be right in your league."

—Video Games & Computer Entertainment

Takin' it to the Hoop™

1990 Best Sports Game Award —Game Player's Magazine

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

—Game Player's

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

—GamePro

Tiger Road™

"A wealth of vertical and horizontal scrolling adventures...sharp graphics and sound...bosses rans and secret ways...keep up both strategy and options."

—Electronic Gaming Monthly

Timeball™

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

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

—GamePlayer's

TV Sports Football™

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

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

1990 Excellence Award —Game Player's Magazine

"TV Sports Football has been built around a unique Turbo feature — a player simultaneous action. It's such it's a lot of fun with everybody getting into the action...think of it as a party football game."

—Electronic Gaming Monthly

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

—Game Player's

Vegeus Tactical Gladiator™

"Vegeus is a fighting vehicle like none you've seen before. It can glide swiftly, jump, leap out by through any...it's a category unto itself...there's plenty of good stuff. Fast-paced action up, but the buy...is how well you strategize."

—GamePro

"The game play makes Vegeus a solid fun game...that will keep you bouncing on your robotic toes."

—Video Games & Computer Entertainment

Victory Run™

"Probably one of the best driving games to come along for any system. Victory Run has true 2-D effects, including hills and curves, and enough variety in the courses to keep you occupied for some time. The car handles like a race car and the power drifts are better than any racing game on disc...Very addictive!"

—Electronic Gaming Monthly

"This high-speed game is a version of the Paris-to-Boston road race. You start off by checking up on some like breaks, suspension and more than 700 through the great outside of Paris. Colorful screens will take you from mid-day to night and back to morning. Controls fit you accurately, brake and shift gears will displays give you constant updates on your speed and engine RPM."

—Video Games & Computer Entertainment

World Class Baseball™

"This game allows two players to compete against one another, or one against the computer. You get the best seats in the stadium, behind the catcher, or an overhead view. Digitized views were added to the realism, along with realistic career-mode manager and player movement."

—Video Games & Computer Entertainment

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

—Game Player's

World Court Tennis™

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

—Electronic Gaming Monthly

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

—GamePro

Ys™ - Book I & II

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

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

1990 Best Role Playing Game Award —OMNI Magazine

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

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

"This graphic adventure is one of the most detailed, involved games I have ever played...It has the best musical soundtrack I have ever heard! The dozens of scenes are all on the CD. It will have you give 10 to 10 for the sound/music rating, than the best best game I ever play with great music will probably get a 10. This is the best game I've so good. I have myself watched it over and over again. It's the best reason to buy the TurboTron-16 player if you don't have one. No one can claim that CD-ROM games are just as genuine as their cassette."

—Leo Pappas, Video Games and Computer Entertainment

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

—Electronic Gaming Monthly

"If you're a role-play adventure who's been waiting for a reason to invest in a TurboTron-16 CD-ROM unit, here it is. To get into all the great plays, engaging RPG game play and a brain draining quest..."

—GamePro



TurboExpress™

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

1990 Best Game of the Year —Chicago Tribune

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

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

—Los Angeles Times

"...a hand-held game machine that boasts high-quality color graphics and superior sound. Even better, it gets the same graphics as the NEC TurboTron. As a system enhancement, it's the best you can get for the price. Unfortunately, the system has proved to be so popular that you might have to wait to get your hands on one; stores don't get their stocks quickly."

—Chicago Tribune

"This powerful pocket system is the most remarkable kind-hand to yet appear, with several amazing features that elevate it above the rest of the pack...First and foremost is the quality of the screen display...the second, and most important, feature is the Express' ability to play all existing TurboTron-16 games software. This instantly gives the Express the longest library of any portable system. The price is okay, but the upgrade price who wants the best, the TurboExpress is the ticket to ride. BEST NEW SYSTEM OF THE YEAR."

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

TurboTron-16 System

Monthly (also plays Kevin Kline's *Who* has to defend his house against a pair of...bumbling burglars in the movie *Home Alone*...)...it's the only game in the line to get his own TurboTron-16 video game system."

—New York Times News Service

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

—San Francisco Examiner

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

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

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

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



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

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



The Super Nintendo will be in the stores this Fall!

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



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

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



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

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

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



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

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



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

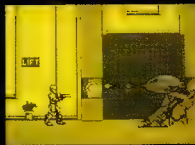
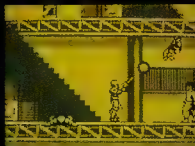
ROBOCOP



ON THE
GAME BOY



ocean



ORION
PICTURES CORPORATION

RoboCop TM and © Orion Pictures Corp.
All rights reserved. Nintendo,
Gameboy and the official seals are
trademarks of Nintendo of America, Inc.

1855 O'Toole Ave., Suite D-102 San Jose, CA 95131

CIRCLE #192 ON READER SERVICE CARD.

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

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

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



Look for this sticker on specially marked packages.

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

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



The Bonk SuperSet includes the most popular Turbo accessories!

Electronic Gaming Monthly

scheduled for release this fall.

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



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

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



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

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

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

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



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

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

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

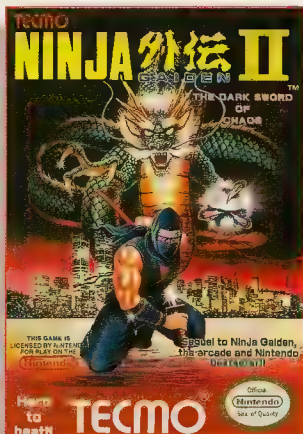


The JB Turbo adds auto fire to the standard SF controller!

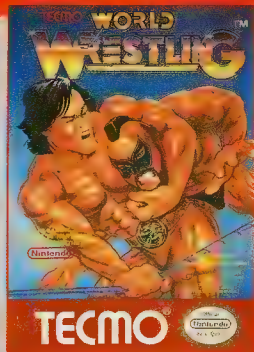
YOU'VE TRIED THE REST NOW PLAY THE BEST!



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



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



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



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

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



TECMO



INTERNATIONAL OUTLOOK

NEWS, Previews and Info From Around the Electronic Gaming World

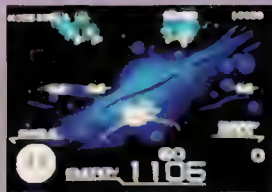
Dozens of New SF and Mega Drive Softs Coming this Summer!

CSK/Mega Drive GALAXY FORCE

2

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

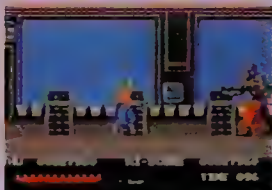
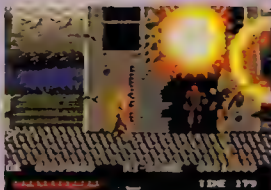
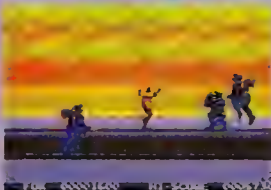
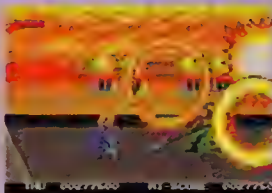
Extremely detailed graphics place this cart in a class by itself!



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

Taito/Mega Drive THUNDER FOX

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



Light Boy is Bound to Attract Attention!



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



LICENSED BY

Nintendo

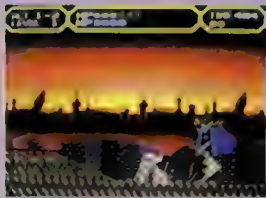
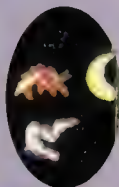
VIC TOKAI INC.
22904 Lockness Ave., Torrance, California 90501
TEL: (213) 326-8880

Nintendo®, Game Boy™ and Nintendo Entertainment System® are trademarks of NINTENDO OF AMERICA INC. LightBoy™ is a trademark of Nintendo licensed exclusively to VIC TOKAI INC.

CIRCLE #125 ON READER SERVICE CARD.

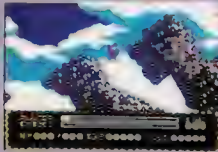
Hudson/PC Engine VALIS 4

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



Tonkin House/FamiCom Y'S 3

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



Taito/GameBoy ELEVATOR ACTION

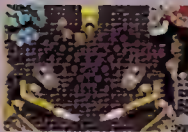
NES veterans will remember this title as one of the first generation of games. Taito has shrunk the soft down to GameBoy size and will be bringing it out later this year. Your mission is to find the secret papers hidden in one of the rooms and then make it down to the ground floor where your getaway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



Tecno Soft/Mega Drive DEVIL'S CRUSH

The spectacular PC Engine/TurboGrafx pinball game is now coming for both the Mega Drive and the Super Famicom.

Expect to see more action and animations with additional demons patrolling the playfield. More bonus rounds and extra bumpers will be new features.



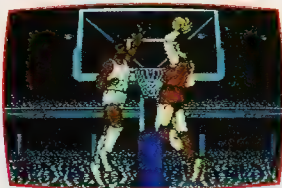
IT'S ULTIMATE BASKETBALL™

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

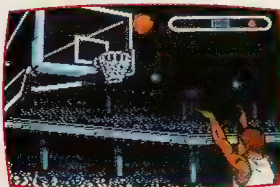
Want close ups? Go for the slam or a 3-pointer and let the full-screen animation blow you away!

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

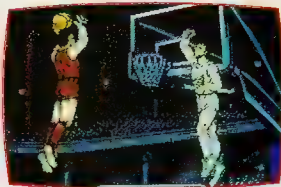
It's all jam packed into one NES cartridge, pro-basketball at your fingertips!



Zoom into the action



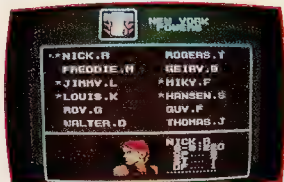
Be a part of the action—not just a spectator



See your shots-up close and personal



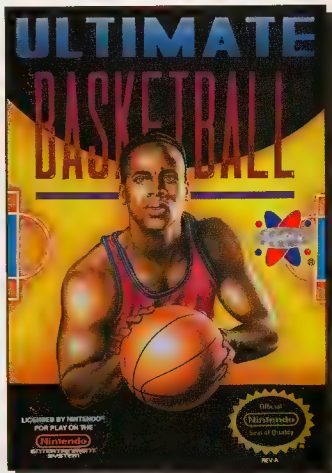
You control full court movement



Pick your starting line-up



Team up with a friend against the computer



American Sammy Corporation

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

ULTIMATE BASKETBALL™ is a trademark of American Sammy Corporation. Nintendo and Nintendo Entertainment System® are registered trademarks of Nintendo of America, Inc.

FINAL SOLDIER

Hudson Soft of Japan / P.C. Engine

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

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



VERTICAL



LASER



FLARE



ENERGY

THE SUPER SMART BOMB



LEVEL ONE



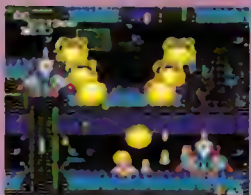
LEVEL TWO



LEVEL THREE



LEVEL FOUR



ROLAN'S CURSE

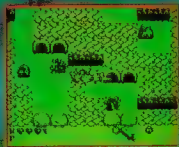


The land of Rolan has been cursed by the evil Emperor Barius, and now, hundred of dark creatures roam free in the country.

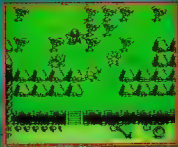
Enter the land of Rolan with a friend, solve the mysteries of the countryside mazes, and destroy the origin of the dreaded curse!

for
you

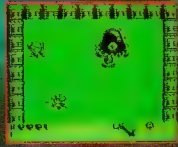
GAME BOY



Fight alone or with a friend and play with a friend.



Try to discover an arsenal of weapons to use!



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



American Sammy Corporation

2421 205th St., Suite D-104, Torrance, CA 90501

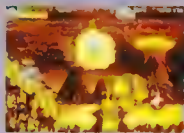
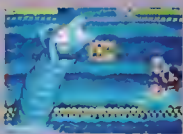
Phone: (213) 320-7167 • Game Tips: (213) 320-7362

CIRCLE #118 ON READER SERVICE CARD



Deco/Super Famicom JOE AND MAC

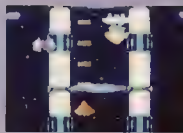
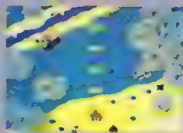
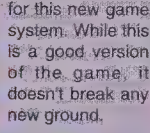
Many of the Super Famicom games are just rebashes of older Famicom games. Not so for Joe and Mac (Caveman Ninjas in the U.S.). This unique soft starts with a clean slate and ends up with a comical adventure involving cavemen as the main characters. It's a great 2 player game with humorous animations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



Toei/Super Famicom RAIDEN DENSETSU

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

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



Buy Direct ...
... Save Big !!!

NINTENDO

SEGA • GENESIS • ATARI
TURBO GRAFX • NEO GEO
G • A • M • E • S

(Sample Listing)

Thousands In Stock

TITLE	SPECIAL
Genesis System ...	165.00
Turbo Grafx	139.00
Simpson NES	37.00
Startropics NES	39.00
Super Mario 3 NES	44.00

Call for Big 12 page catalog

Enclose \$1, or 4/25¢ stamps for handling

Video Vending Distributing

400 North Main, Box 1151
Mitchell, SD 57301
1-605-996-9043
Orders Only 1-800-666-4683

CIRCLE #187 ON READER SERVICE CARD.

JAPAN VIDEO TORONTO, CANADA

1-416-488-3455 (CALL FOR PRICES & INFO)

MEGA DRIVE / GENESIS GAMES AROUND \$49.99

Edonon
Midnight Resistance
Sector 8 (Mega)
Phonix Star II
Sonic the Hedgehog
Kontaku
Sardemone
Braving Dames
Pitfighter
Sperm Land
A-um Storm
IV Wrestling
Koushi II
IgaGai
F.I. Baseball 3
Galaxies (Mega)
Darius II (Mega)
Foko Lobovitch
Kettei Ichi
Alphab Sub
PowerRif
Cosette
Dons Castle
Monster Ichi
Kingade Angel
Laris
Aerobiker, etc
Converter to play
MD on Genesis
MD Special \$89.00 Call

PC ENGINE / TURBOGRAFX GAMES AROUND \$49.99

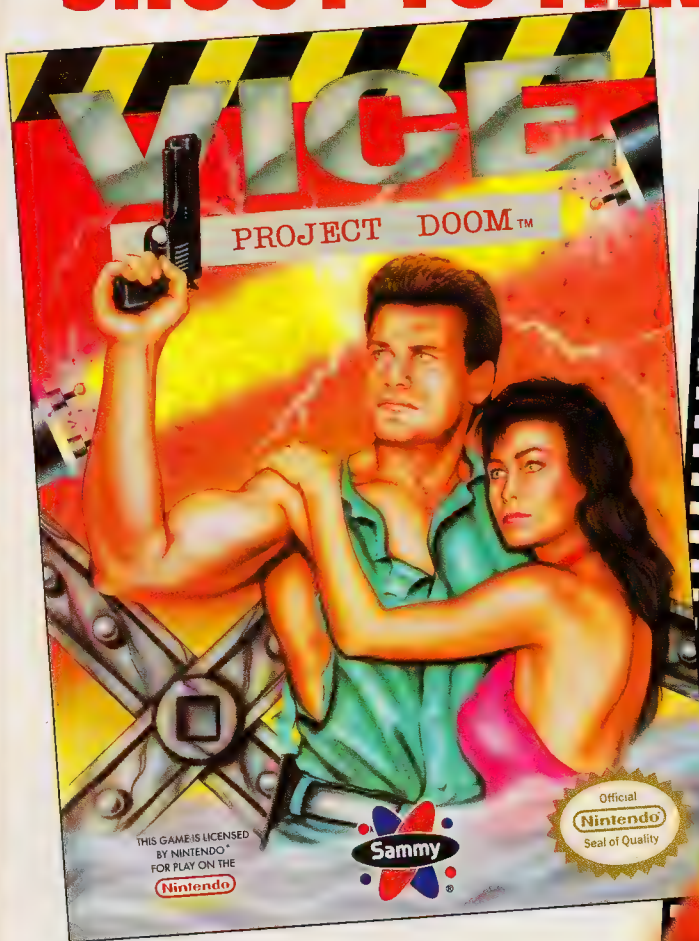
Book II
Jockie Chon
Chase HQ II
Pac Baseball
Dead Moon
Wakururu Legend
Bubble Bobble II
Talespin
1943
Overhauled Man 2
Road Spirit CD
Red Axel CD
Yu II CD
Vektor II CD
Cyber City 808 CD
Aeriger CD
Lezion CD
Downcast II CD
Dinosaur CD
Socarrus Special CD
Adventure Boy II CD
Hellfire CD
Mander City CD
Sherlock Holmes CD
It Came to Desert CD
Hellfire CD, etc
Converter to play
PC on TurboGrafx
PC Special \$49.99 Call

Game Genie
Super Famicom
Comega System
SuperGrafx
TurboGrafx
Turbo Express
Neo Geo System
Lynx Gameboy
Sega Game Gear
Super Famicom Game
Miro A
Pit Fighter
Final Fight
Ghost & Ghosts 3
Zaxxon
Ultis Man
Euro Golf
Ghouls II
Super Defender
Neo Geo Games
Cyberio
Superspy
Blitz Jansary
Bowling
Ballistic
Golf
Mission Land
Nam 75
Basketball Stars
Hyper Combat, etc
Japanese Magazines

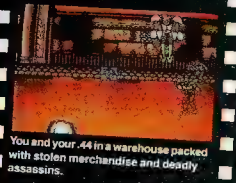
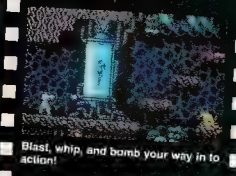
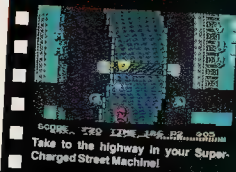
We accept credit cards or money orders, in JAPAN VIDEO
P.O. Box #7002, Yonge / Eglinton Postal Outlet
2280 Yonge Street, Toronto, Ontario M4P 1K0

CIRCLE #135 ON READER SERVICE CARD.

SHOOT TO THRILL!



THIS GAME IS LICENSED
BY NINTENDO™
FOR PLAY ON THE
Nintendo



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.

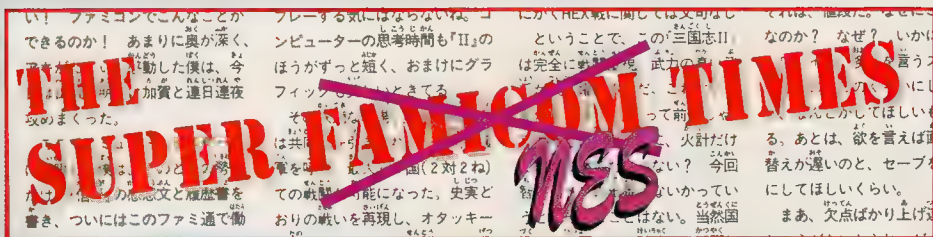
A new force has risen and Hart finds himself plunged into a conspiracy of terror!!



American Sammy Corporation

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

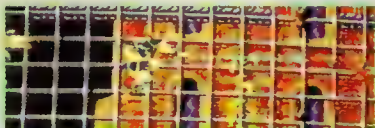
SAMMY™, VICE: THE PROJECT DOOM™ are trademarks of American Sammy Corporation. Nintendo and Nintendo Entertainment Systems® are registered trademarks of Nintendo of America, Inc.



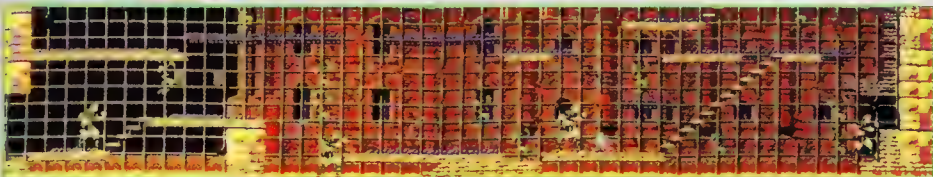
VAMPIRE HUNTING 16-BIT STYLE

A whole new adventure awaits you as the evil Count Dracula terrorizes the Belmont family once again. Castlevania 4 is the latest cart for the Super Famicom from the wizards at Konami. Dracula is up to his old tricks and this time you must go through haunted forests, eerie caverns, and creepy cemeteries before meeting up with the old bloodsucker himself. The graphics are truly amazing, the variety of colors and detailed shading make these some of the best graphics on the Super Famicom yet! The music has been revamped and the sound effects are extremely realistic. The end bosses are awesome and the game play is challenging just like the previous Castlevania games. This a hot one and will probably be one of the best Super Famicom titles of the year in Japan and the U.S. as well.

4 MEG CASTLEVANIA 4 KONAMI DECEMBER 1991



AWESOME END BOSSSES!!!



To BE The Man, You Gotta Beat

"THE MAN"

STREET SMART™



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



TRECO

2421 205th Street, Suite D-204, Torrance, CA 90501
Phone: (213) 782-6960 • Fax (213) 320-2597

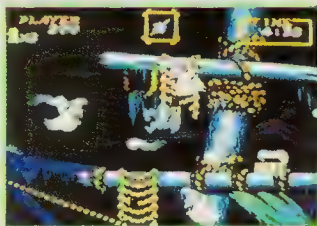
Licensed by SEGA Enterprises Ltd. for play on the SEGA GENESIS System.

"SEGA" and "GENESIS" are trademarks of SEGA Enterprises Ltd.

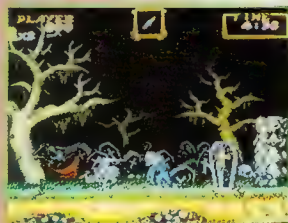
"Street Smart" is a trademark of TRECO Corp. Ltd.

SUIT UP FOR AN ALL NEW GHOULS AND GHOSTS ADVENTURE!

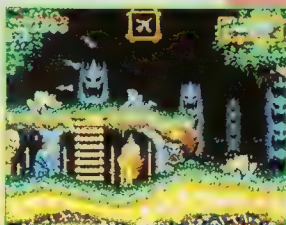
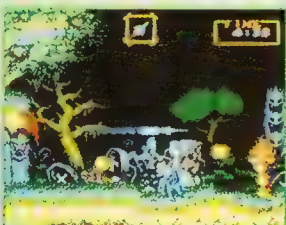
Arthur's back and he's ready to do battle with a whole new crew of ghosts and goblins in an all new adventure for the Super Famicom. The story is pretty much the same: defeat the minions of evil and rescue your main babe from the head bad guy, whoever he is. The graphics in this game totally blow the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



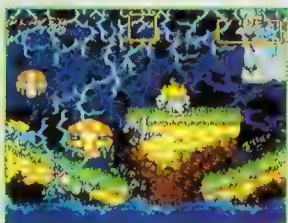
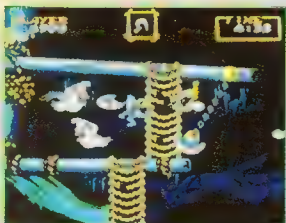
The best Ghouls and Ghosts adventure ever!



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



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



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

COMPARED TO
BATTLETOADS, TURTLES
SEEM LIKE POND SCUM.



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

 TRADEWEST



SUPER ADVENTURE ISLAND

4 MEG

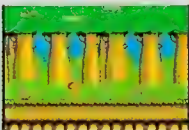
HUDSON

1ST QUARTER 1992

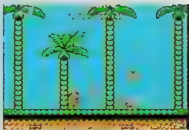
THE ADVENTURE CONTINUES IN 16-BIT.

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

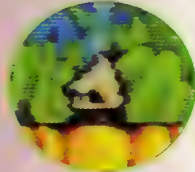
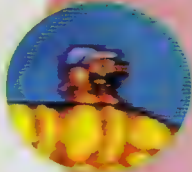
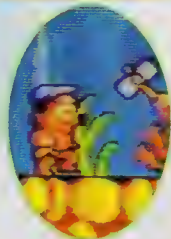
ADVENTURE ISLAND



ADVENTURE ISLAND 2



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



BILL LAMBEER'S COMBAT BASKETBALL

4 MEG HUDSON 1ST QUARTER 1992

FUTURISTIC BASKETBALL ACTION!

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



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



SIMCITY

4 MEG NINTENDO 1ST QUARTER 1992

BUILD YOUR OWN CITY!

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



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



MYSTERIUM™

TIRED OF THE SAME OLD GAMES?

*Asmik is Leading the
Way in Role-Playing
Action Games!*

- *Innovative 3-D View*
- *Create 150 Different Items
Through Alchemy*
- *10 Incredible Levels*
- *Role-Playing Action, a New
Category Brought To You
Exclusively by the Video Game
Leader Asmik!*

Looking for great game deals, tips and secrets? Be a charter member of the Asmik Klue Klub. The first 2,500 members will receive a FREE Gift!
It's easy - just purchase any Asmik game and fill out the enclosed reply card or send in the proof of purchase to the address below.

TOP SECRET



Asmik
Corporation of America

KLUE KLUB

50 North La Granga Blvd.
Suite 214, Beverly Hills, CA 90211

*Mysterium™ is based on the
medieval art of alchemy
(al-ke-me), the magical
power of converting
metals into gold.*

*Ages have passed and
alchemy is forgotten...
now you have learned the
basics of this lost art from
Hermetrix™, the Master
Alchemist.*

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

LICENSED BY

Nintendo

Official
Nintendo
Seal of Quality

Asmik
Corporation of America

GAME BOY™

NEXT WAVE

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

MENU

Nintendo	
Sega	
TurboGrafx	
Genesis	
GameBoy	
Lynx	
Game Gear	
Neo-Geo	
Arcade	

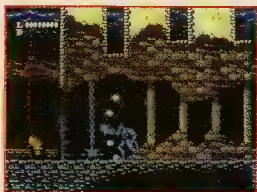
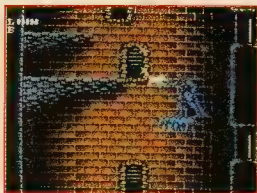
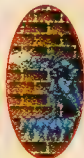
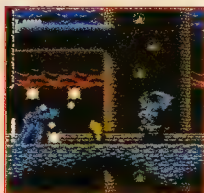
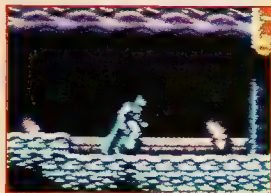
NEW SOFT NEWS

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

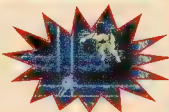
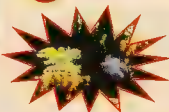
BATMAN, RETURN OF THE JOKER

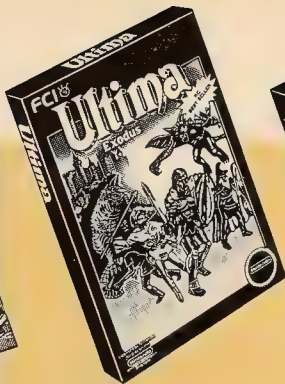
Sunsoft/Nintendo

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



This version will be based on the DC comics!





FCI Phone Counseling **HOTLINE** (708) 968-0425 8 am - 7 pm Central Standard Time

- Get the latest tips, scores and info about FCI video games
- Find out about new FCI games
- Put your name on the FCI mailing list

FCI

FujiSankel Communications International, Inc.
150 East 52 Street, NY, NY 10022

Dr. Chaos, Zanic and Lunar Pool are trademarks of FujiSankel Communications International, Inc. Ultima is a trademark of Richard Garriot. MagMax and Seicross are trademarks of Milton Bussan Co., Ltd. These games are all licensed for play on the Nintendo Entertainment System®

BASES LOADED 3

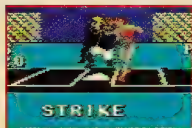
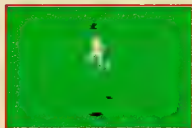
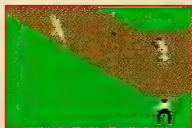
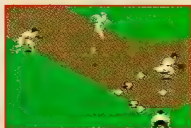
Jaleco/Nintendo



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



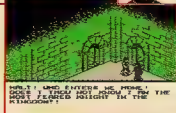
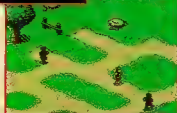
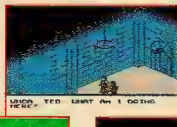
Note the great over the shoulder view of home plate.



BILL AND TED'S EXCELLENT ADVENTURE™

Acclaim/Nintendo

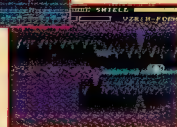
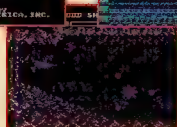
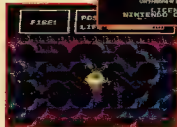
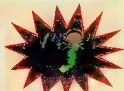
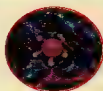
Famous people from our past have been kidnapped and placed in different time periods. Play as Bill or Ted and travel back in time to find the misplaced people. But they like it where they are and many will be hard to locate. Deal with the local customs and people of each time period as best as you can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



W.U.R.M.

Asmik/Nintendo

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



SUMMER 1991 THE ADVENTURE CONTINUES

DRAGON WARRIOR III™

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

N. McQuaid, Oceanside, CA.

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

T. Schreyer, Alberta, Canada

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

J. Johnson, Kansas City, MO

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

M. L. Masterson, El Cajon, CA

ENIX PROUDLY PRESENTS DRAGON WARRIOR III

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

You create the legend!



**ENIX AMERICA
CORPORATION**

Licensed by Nintendo® for play on the



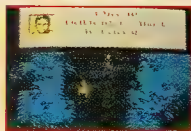
Nintendo® and Nintendo Entertainment System® are registered trademarks of Nintendo of America, Inc.



STAR TREK

Konami/Nintendo

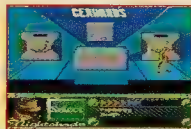
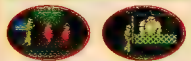
Where has the time gone? It's hard to believe that Star Trek is 25 years old but it is! Konami is bringing out a NES version of the popular TV series and you, as Kirk, must battle the familiar Klingons and Romulans while exploring distant worlds.



NIGHTSHADE

Konami/Nintendo

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

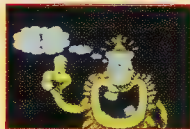
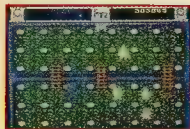
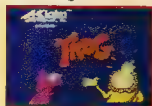


NOTE: These shots are preliminary and subject to change.

TROG

Acclaim/Nintendo

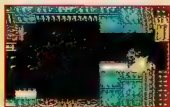
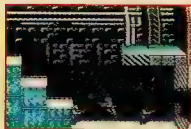
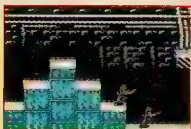
Acclaim has grabbed the rights to the humorous maze/chase arcade game of last year. In this, you are a cute dinosaur and must gather the eggs on the screen while avoiding the one eyed cavemen who are patrolling the same area. Turn into a Tyrannosaurus Rex and chase the cavemen for a short time!



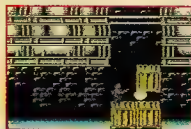
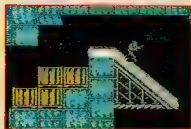
CONTRA FORCE

Konami/Nintendo

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



Great 2 player game!



NOTE: These shots are preliminary and subject to change.

Tail Slamming Action From Natsume!

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

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

- Battle hoverships for long range attacks!
- Password feature allows you to all the way!



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

TAIL GATOR

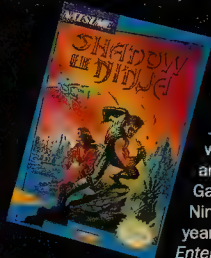
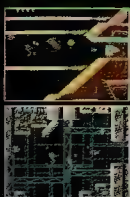
OFFICIAL
NINTENDO
Seal of Quality

OFFICIAL
GAME BOY
GAME PAK

The Future's A BLAST!

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

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



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

S.C.A.T.
SPECIAL CYBERNETIC ATTACK TEAM

OFFICIAL
NINTENDO
GAME

Nintendo, Game Boy and Nintendo Entertainment System are trademarks of Nintendo of America Inc.
Natsume is a trademark of Natsume Inc. ©1991 Natsume Inc.

NATSUME Serious Fun™

Natsume Inc. 1243A Howard Avenue
Burlingame, California 94010
Hotline: (415) 342-9231

**FREE
T-Shirt Offer!**

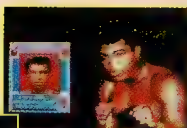
To receive a free Natsume T-shirt, send 3 3PC labels from any Natsume product with \$2.00 (for postage and handling) to:
Natsume T-Shirt Offer, 1243A Howard Avenue, Burlingame, CA 94010. Allow 4-6 weeks for delivery. Offer good while supplies last.
SEE YOUR LOCAL RETAILER OR CALL (415) 342-9231 TO ORDER. (OFFER ENDS ON FEBRUARY 28, 1991)

CHAMPIONS FOREVER OF BOXING

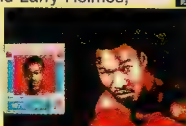
NEC/TurboGrafx



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



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



TV SPORTS TENNIS

NEC/TurboGrafx

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



At Home Entertainment Direct you will experience a difference; In attitude, In service, In product knowledge. Our company refuses to sell you short on proper service. Let our actions speak as loud as our words. If you have suggestions that will help us to better serve you, call us at 415-375-8000. H.E.D. now sets the standard in customer service.

When you shop with Home Entertainment Direct, you will not only receive great service, but excellent pricing and availability. We specialize in the following product areas;

- Sega Genesis Products
- Super Famicom Products
- Neo-Geo Products
- Game Gear Products

Call for your **FREE** price guide of our products. This list includes release dates, pricing and availability. We sell new products only. We do not buy or sell used merchandise.

This Month's Special!



STAR CONTROL!
Ballistic brings you the first
12 Meg game ever released for the
Sega Genesis!
Only \$65.00

HomeEntertainment
DIRECT



MasterCard & Visa
Kindly Accepted.
We are open Mon.-Sat.
8 a.m. to 5 p.m.
Sunday 12 p.m. to 5 p.m.
Pacific Standard Time

415-375-8000

CA Residents, Free Shipping Out of State, add \$3 UPS Ground or \$5 for Blue Label Second Day Air. Call for mail order information.

NOW
AVAILABLE

BIMINI RUN™



Bimini Run is a trademark of Nuvision Entertainment, Inc.

**A unique, action-packed,
high-seas adventure!**

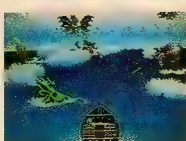
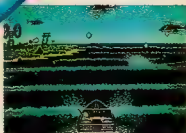
Experience the awesome power of your high speed performance boat! Pilot her across uncharted waters as Kenji Ohara pursues the evil "Dr. Orca," in search of his island hideaway. Save your kidnapped sister and destroy his diabolical plan to take over the world!



**The challenges
are formidable!**

Evade and destroy his fleet of killer boats and choppers. Beware of the dreaded Bimini Triangle where strange sea creatures and wild sea conditions threaten your survival.

© 1987 Nuvision Entertainment, Inc.



**New generation games
from Nuvision
Entertainment!**

A breakthrough in realistic game experience presents new and exciting challenges and adventures for hundreds of hours of involving game play. A truly unique game for the Sega® Genesis® System.

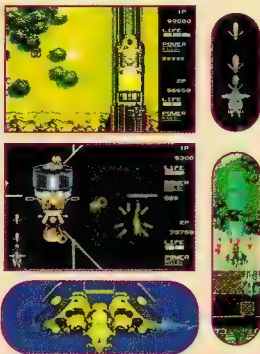
 **NUVISION**
ENTERTAINMENT INC.

P.O. Box 5064, Westport, CT 06881

VAPOR TRAIL

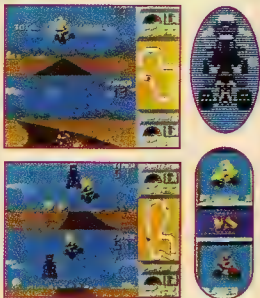
Renovation/Genesis

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



QUAD CHALLENGE

Namco/Genesis



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

KICK BOXING

NEC/TurboGrafx

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



463 Wheeler Rd., Monroe, CT 06468

Kartridge King

- ★ CARTRIDGES
- ★ CDs ★ SYSTEMS
- ★ ACCESSORIES
- ★ GREAT PRICES! ★
- ★ NEW - USED (BUY/SELL)
- ★ NINTENDO ★ GAMEBOY ★ SEGA ★ LYNX
- ★ GENESIS ★ TURBOGRAFX (CD) ★ NEO GEO ★ M/C
- ★ PC ENGINE ★ SUPERGRAFX ★ GAME GEAR ★ VISA
- ★ MEGA DRIVE ★ FAMICOM ★ SUPER FAMICOM ★ C.O.D.

LOW - LOW - PRICES!!!
ON SELECTED TITLES

GENESIS - STARTING AT \$21 - NEW!
NINTENDO - STARTING AT \$15 - NEW!
GAMEBOY - STARTING AT \$13 - NEW!
TURBOGRAFX CD-ROM - NEW LOW PRICE!!!

Use our bulletin board (203) 261-2659 (9 p.m. - 11 a.m. EST) for downloading or uploading game beating tips, latest release dates & ordering just released games!

INFORMATION (203) 261-7656 (11 a.m. - 9 p.m. EST)

TOLL-FREE ORDERS ONLY **1-800-477-KART(5278)** 11 a.m. - 9 p.m. EST

THIS TINY GAME HAS 1,253 ENEMY SOLDIERS, 392 TIME DELAY BOMBS, 140 LASER CANNONS, 28 SINKHOLES, AND ONE KICKBUTT ATTITUDE.



BUT IT STILL HAS ROOM FOR YOU.

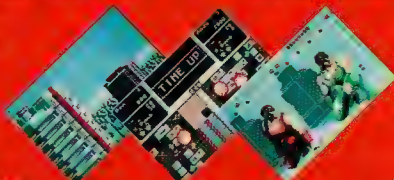
Give or take a few enemies, time delay bombs, laser cannons, and sinkholes, but who's counting. Because you'll need all your skills, good judgement, and quick reflexes to crack this game.

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

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

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

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



SAVES
CREATION™

CIRCLE #112 ON READER SERVICE CARD.

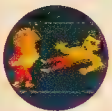
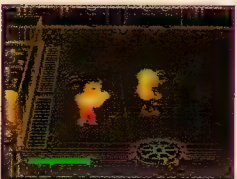
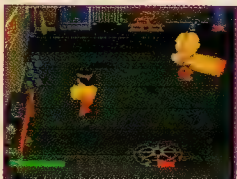
2062 Valley View, Suite 2507, Garden Grove, CA 92643, (714) 893-0301

Crack Down is a registered trademark of Sega. ©1995 Sega. All rights reserved. Crack Down is a trademark of Sega. Sega Genesis is a registered trademark of Sega. Sega Genesis is a registered trademark of Sega. Sega Genesis is a registered trademark of Sega.

KAGEKI

Sages Creation/Genesis

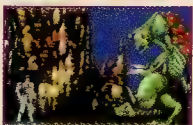
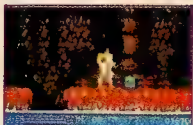
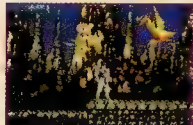
Sage's has a new boxing-type game where your only weapon is your fists. Take on the gang thugs first for practice. Develop enough technique and speed and only when you are good enough will one of the 9 bosses appear. Watch out as they don't play fair. Some will throw fire bombs or exploding oil cans!



SAINT SWORD

Taito/Genesis

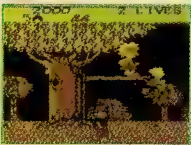
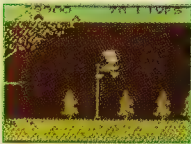
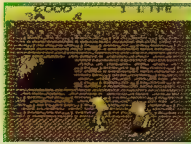
Taito has a new side scrolling action/adventure game which features detailed multi leveled backgrounds, huge enemy bosses and a quest similar to that found on Rastan. Get the life capsules which appear from some of the monsters you defeat for more energy, and search for the stronger swords to help you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



THE SIMPSONS

Acclaim/GameBoy

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



Buy 2-Get 1 FREE!

Selected Games

**TRADE-IN YOUR UNWANTED VIDEO GAMES OR SYSTEMS
& SAVE \$5 - \$100.00 FOR EACH ONE WE NEED!**

New & Used Video Games & Systems

Mega Drive • Nintendo • Genesis • Sega • Game Boy • Turbo Graphics
Neo Geo • Lynx • Japanese Games & Systems

Radio Controlled Vehicles & Models

Skateboards • Clothing • Sneakers

HO/RC HOBBIES

VIDEO GAME TRADE-IN CENTER

982 Monroe Ave. • Rochester, N.Y. 14620

(716) 244 - 8321

ORIGIN

Origin software is copyright ©
Clay Johnson and Origin Systems, Inc.
©1988 Origin Systems, Inc.



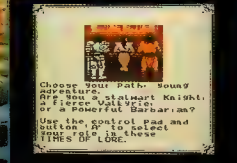
LORE

MAY YOUR CHALLENGE BE CROWNED WITH SUCCESS!

ENTER THE KINGDOM OF ALBARETH!

An action packed fantasy role-playing game that lets you adventure in strange and far away lands with super graphics and super fun! Travel along seashores or explore desert ruins. Test your strength, skill, and courage using your sword and wit against your enemies in Times of Lore!

Times of Lore is a real-time action game that lets you experience an epic story with you as the hero! The fantasy role-playing game filled with endless fantastic excitement!



Nintendo and the Nintendo logo are registered trademarks of Nintendo. ©1991 Nintendo. Origin Systems, Inc.



TOHO CO., LTD

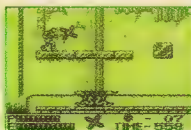
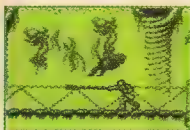
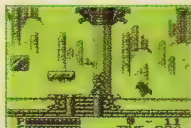
TIMES OF LORE™ is a trademark of **ORIGIN SYSTEMS, INC.** ©1991 **TOHO COMPANY, LTD.**
2049 Century Park East, Suite 490, Los Angeles, CA 90067 Contact: (213) 277-1081

CIRCLE #141 ON READER SERVICE CARD

CASTLEVANIA 2

Konami/GameBoy

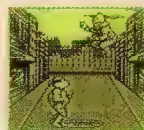
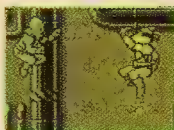
Old Drac is back and after the Belmonts again. Grab your trusty whip and head out in search of the Count. As in the first game, you must climb, jump and run through a series of levels loaded with pitfalls and tons of bats, rabid dogs and eerie ghouls. Keep an eye out for the secret rooms loaded with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



TEENAGE MUTANT NINJA TURTLES 2

Ultra/GameBoy

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



or 1-203-388-6741
or Fax 1-203-388-0084
Ultimate Game Club
1491 Boston Post Road
Old Saybrook, CT. 06475



Ultimate Game Club

1-800-Buy-At-Game-Club

1-800-289-2842

We promise:

1. We'll match any price any time on in stock merchandise.
2. We'll ship any game to you faster than anyone else; sometimes that same day!
3. We stock more games, been in business longer, & satisfied over 1000 customers.
4. If your order is over \$50 you won't pay more for UPS Ground or US Mail shipping than your local sales tax.
5. If you buy over \$200 worth of games you'll receive up to a 20% discount, free shipping & a free Ultimate Hint Book.
6. If you order over \$500 worth of games you'll receive up to a 30% discount.
7. If you don't receive your game in 30 days you have the right to cancel your order and get a prompt refund.
8. We sell only authorized licensed legal products.
9. Our Mega Drive adapter converts Mega Drive games to play on Genesis for only \$29.99. Our PC Engine converter lets you play PC Engine games on your Turbo Grafx for only \$69.99. And both are guaranteed for life!

Call 1-900-TIP-LINE

For the latest Hints, Tips, Strategies, Passcodes, a Free Membership, New Games, New Release Dates and more information to make your gaming experience complete!

Specials this month

Expires 8/30/91. Call a salesperson for details.

1. Turbo Grafx systems for only \$99.99!
2. Turbo Grafx CD Rom System for \$299.99!
3. New Turbo Grafx Games only \$19.99. Choose: Pacland, Victory Run, Galaga 90, Final Lap Twin, Alien Crush, World Class Baseball or Tennis.
4. New Turbo Grafx Games only \$29.99. Choose: China Warrior, Crater Maze, JJ & Jeff, Vigilante, Fantasy Zone, Deep Blue, Takin it to the Hoop.
5. Buy 4 new PC Engine games & get the PC Converter free!
6. Buy 2 Mega Drive games & get the Mega Adapter free!
7. Buy 1 new Genesis games & get the Ultimate Hint Book free!
8. Buy 2 new Nintendo games & get the Ultimate Hint Book free!
9. Buy 4 Super Famicom games get one free!
10. Super Famicom only \$199.99 when you buy 10 Super Famicom Games.
11. Super Grafx only \$199.99 when you buy 5 Super Grafx games.
12. Buy 5 new Japanese CD games & get one free.
13. Genesis Systems for only \$149.99!

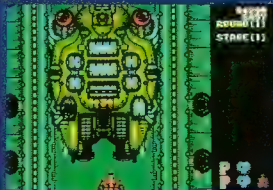
FROM THE EDITORS OF ELECTRONIC GAMING MONTHLY

MEGA PLAY

6 ISSUE
SUBSCRIPTION
• ONLY \$14.95 •

The Ultimate ALL-SEGA Magazine!

Finally, a magazine made exclusively for owners of the Sega Master System and Sega Genesis! Introducing Mega Play, the first full-color publication with all the tips, tricks, reviews, and previews a Sega fan could ever want! Each quarterly issue of Mega Play is packed with behind the scenes info and photo-spreads of the latest 8-Bit and 16-Bit sensations. And since it's from the editors of EGM, you know Mega Play is a magazine you can trust! To get the most out of your Sega system, you **NEED** Mega Play!



- * TIPS, TRICKS, AND SECRET STRATEGIES ON YOUR FAVORITE NEW GAMES!
- * plus GAME MAPS, NEW INFO, COSSIE, HIGH SCORES and more for your SMS and GENESIS!

- * HONEST MULTI-REVIEWS BY FOUR TOP PLAYERS!
- * FIRST-LOOKS AND PREVIEWS OF NEW MASTER SYSTEM AND GENESIS GAMES!



I WANT MEGA PLAY!

Please start my introductory subscription to MEGA PLAY - the ALL-SEGA GENESIS and MASTER SYSTEM magazine!

Name _____

Address _____

City _____ State _____ Zip _____

Please include \$14.95 for your subscription and mail to:
Sendai Pub., 1920 Highland, Suite 222, Lombard, IL 60148

Make check or money order payable to Sendai Publications. Canada and Mexico add \$10.00. All other foreign add \$20.00. Please allow 6-8 weeks for your first issue. Bi-Monthly issues will be mailed thereafter.

CIRCLE #138 ON READER SERVICE CARD.



TRICKS OF THE TRADE

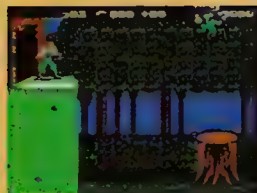
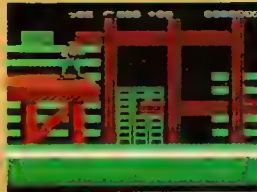
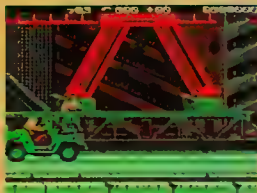
TOP SECRET VIDEO GAME TRICKS, CODES AND STRATEGIES



MIDNIGHT RESISTANCE

(Sega / Genesis)

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



ADVENTURE ISLAND 2

(Hudson / NES)



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

CAPTAIN SKYHAWK

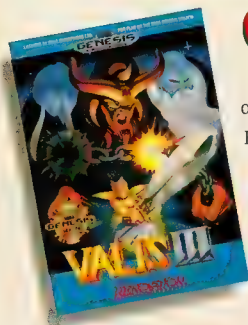
(Milton Bradley / NES)



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

Dare to wield the sword of Valis!

8 MEG POWER



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

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

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

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



RENOVATION
PRODUCTS

987 UNIVERSITY AVE., SUITE 10, LOS GATOS, CA 95030 408/395-8375



SEGA GENESIS

Receive a \$10 Bonus when you sell back 5 or more Genesis cartridges.

We Sell Used / We Buy	We Sell Used / We Buy
Alabama Battle Tank	34.95/18.00
Air Battle	29.95/15.00
Afterburner II	29.95/15.00
Air Driver	24.95/10.00
Alex Kidd	24.95/10.00
Alex Kidd's Amazing Golf	29.95/15.00
Arrow Flight	29.95/15.00
Atomic Robo Kid	24.95/10.00
Bar Man	44.95/25.00
Battle Squadron	29.95/15.00
Blimp Run	29.95/15.00
Bubbler	24.95/10.00
Burning Force	29.95/15.00
B. Douglas Boxing	29.95/15.00
Castle of Illusion	37.95/20.00
Columns	29.95/15.00
Crack Down	29.95/15.00
Cyberball	29.95/15.00
Dick Tracy	29.95/15.00
DJ Boy	29.95/15.00
Dynamite Duke	29.95/15.00
E. Swat	29.95/15.00
Fantasia	44.95/25.00
Fatal Labyrinth	29.95/15.00
Final Zone	29.95/15.00
Fins Shark	29.95/15.00
Floppy	19.95/7.00
Forgotten Worlds	24.95/10.00
Galaxy	37.95/20.00
Gain Ground	37.95/20.00
Ghostsbusters	24.95/10.00
Ghosts N Ghosts	24.95/10.00
Golden Axe	29.95/15.00
Grand Prix	29.95/15.00
Hard Drivin'	29.95/15.00
Hellfire	29.95/15.00
Herzog Zwei	29.95/15.00
Insector X	29.95/15.00
Inhodo	24.95/10.00
James Bond	29.95/15.00
Joe Montana F1B	29.95/15.00
John Madden F1B	37.95/20.00
Junction	29.95/15.00
Lakers vs. Celtics	37.95/20.00
Last Battle	19.95/7.00
Midnight Resistance	37.95/20.00
Monomarch	24.95/10.00
MUSHA	29.95/15.00
Mythic Dragon	24.95/10.00
Pol. vs. Baseball	37.95/20.00
PGA Tour Golf	37.95/20.00
Phantasy Star II	29.95/15.00
Phantasy Star III	49.95/25.00
Phelios	29.95/15.00
Populous	29.95/15.00
Rambo II	24.95/10.00
Rastan Saga II	37.95/20.00
Revenge of Shinobi	24.95/10.00
Shadow Blaster	29.95/15.00
Shadow Dancer	24.95/10.00
Sonic Hedgehog	44.95/25.00
Space Hammer II	24.95/10.00
Space Invaders 37	29.95/15.00
Stormer	37.95/20.00
Strider	37.95/20.00
Super Hang On	24.95/10.00
Super Hydrant	24.95/10.00
Super Monaco GP	29.95/15.00
Super Thunder Blade	24.95/10.00
Sword of Sodan	29.95/15.00
Sword of Vermillion	34.95/18.00
Target Earth	24.95/10.00
Technoop	34.95/18.00
Temple Trap II	19.95/7.00
Thunder Force III	34.95/18.00
T. Lasorda Baseball	29.95/15.00
Trampoline Terror	24.95/10.00
Trutdon	24.95/10.00
Vellis II	37.95/20.00
Warrior of Rome	37.95/20.00
Whip Rush	24.95/10.00
Wings of War	37.95/20.00
Zany Golf	29.95/15.00

MICKY MOUSE: CASTLE OF ILLUSION

(Sega / Genesis)

Max Out Your Lives - Play the game until you are on level 2-2. Just before you get to the Exit, you'll see a Jack-in-the-Box. Kill him and walk to the left and you'll get a bag of power-ups and 1000 points. Now walk back to the right and stop at the question mark. Go back to the left to get another 1000 points. Mickey gets an extra life every 50,000 points so repeat this trick until you have ten lives.

Sebastian Moreno
Miami, FL

BONUS

Receive a \$10 Bonus when you sell back 5 or more Genesis cartridges. Return this coupon with your cartridges.

Used TurboGrafx 16 Cartridges

Aerobuster	34.95/18.00	Neotopia	29.95/15.00
Alien Crush	29.95/15.00	Ninja Spirit	29.95/15.00
Battle Royale	34.95/18.00	Psychics	29.95/15.00
Bloody Wolf	29.95/15.00	R-Type	29.95/15.00
Bombman	34.95/18.00	Shanghai	29.95/15.00
Bonk's Adventure	24.95/10.00	Smarston	34.95/18.00
Bonk's Revenge	24.95/10.00	Sonic Spinx	29.95/15.00
Boys Core	29.95/15.00	Splatterhouse	29.95/15.00
Devils Crush	29.95/15.00	Super Star Soldier	34.95/18.00
Dragon's Curse	29.95/15.00	Tiger Road	29.95/15.00
Jack Nicklaus Golf	29.95/15.00	Timberlake	34.95/18.00
Legendary Axe I	24.95/10.00	TV Sports Football	29.95/15.00
Legendary Axe II	29.95/15.00	Vulgus	
Military Madness	24.95/10.00	Victorious Gladiator	34.95/18.00

We also BUY BACK Nintendo Cartridges

Titles in **ITALICS** are new and may or may not be available, please call for availability. All used Genesis TurboGrafx 16 cartridges must include box and manuals. All used Cartridges have a 90 DAY WARRANTY and are subject to availability. Although all titles are subject to change without notice, most prices in this ad will be effective July 1-31, 1991. We reserve the right to allow any sale or purchase. Allow 7 days for personal checks to clear, send money order for faster processing. Due to the nature of game cartridges, we are unable to give returns. For shipping, add \$5.00 for the first cartridge and \$3.00 for each additional. Alaska/Hawaii \$10.00 out. Call for rates and \$10.00 flat. When calling back cartridges, titles not listed will be paid for our current price list. To receive prices in this ad you must include the title, Dept. # and full name on the OUTSIDE of your postage. No city, state or zip. Add postage number on a piece of paper on the INSIDE of your package. Fill out the coupon below for your FREE copy of our price list. If you are unsure about any of our titles, promotions or prices, please call.

Send your Cartridges/Orders to:

BRE Software
Dept. EM7
352 W. Bedford, Suite 104
Fresno, CA 93711
Credit Card Orders: (209) 438-4263
24 Hour Recorded In Line: (209) 432-2644

Try our BBS
(209) 432-2194
BRE Software
Dept. ECT
P.O. Box 25151
Fresno, CA 93729

For a catalog of Genesis TurboGrafx 16, Lynx Nintendo, and Super Nintendo products send Name, Complete Address and \$1 for Postage and handling to:

PC/MAC/INT. 160 GIGS • 2000+ TITLES • PAL/NTSC • REGION FREE
GENESIS • TURBOGRAFX 16 • LYNX • SUPER FAMICOM • MEGADRIVE

GAMEXPRESS

Large Titles from Japan & USA on affordable prices.
Top titles like Mega Man & Pac-Man for Use Games.
Call for Latest Titles • Prices • Specials.

GENESIS
LYNX
MEGA DRIVE

DR. EGG
SUPER FAMICOM

SEND TO GAMEXPRESS
11300 N. Central Exp. #100 • Fresno, CA 93729
11300 N. Central Exp. #100 • Fresno, CA 93729

Arr. Controlling Request
11300 N. Central Exp. #100 • Fresno, CA 93729
11300 N. Central Exp. #100 • Fresno, CA 93729

Name _____
Address _____
City _____ State _____ Zip _____ EGM70 _____

LATEST TITLES • LOWEST PRICES
EXPRESS SERVICE • VISA • M/C • C/D
FREE SHIPPING IN CALIFORNIA

11390 VENTURA BLVD., SUITE 1
NORTH HOLLYWOOD, CA 91604

TWO NEW LOCATIONS SOON IN SOUTHERN CALIFORNIA (LA & ORANGE COUNTY)

HOURS MON-SAT-10,7, SUN-11-5 PST

ORDERS: 818-760-GAME (4263)

CUSTOMER SERVICE/INQUIRIES: 818-760-4263 ext. 99

DEALER WHOLESALE INQUIRES WELCOME - FRANCHISE OPPORTUNITIES AVAILABLE

SYSTEMS (NEW/USED)

Nao Geo	new \$359	used \$199
MegaDrive	new \$169	used \$119
Genesis	new reduced	used call
Super Famicom	new	used call

MD/Genesis Control Pad \$28
MD S.H.A.R.K. \$28
HAPP Pro Control \$29
BESHSU Striker \$29
Sega Pad \$39
MD XE-1 Joystick \$49
Genesis Arcade \$58

PORTABLE SYSTEMS

TurboExpress	Scale
Game Gear	\$89
Lynx	\$99
Game Boy	\$149

* and much more in our catalog
* and more accessories in our catalog

CONVERTERS

MegaDrive/Genesis Converter (Play Mega Drive on the Genesis)	\$29
PC Engine/Fam. \$25	\$25
PC Engine/TurboGrafx Converter (Play PC Engine on TurboGrafx)	\$35
PC Engine/TurboGrafx Converter (Play PC Engine on TurboGrafx)	\$35

NEW GEO

new \$394	used \$199
new \$344	used \$199
new \$244	used \$149
new \$244	used \$149

LYNX & GAME GEAR

new \$344	used \$199
new \$244	used \$149
new \$244	used \$149
new \$244	used \$149

ACCESSORIES

New Geo Access. call	call
PC Engine Access. call	call
TOX Access. call	call
TOX CD Player	\$399
160 Modem	\$129
MD CD Rom	soon

Latest Titles from Japan

League Bowling	Scale
Joy Joy Kid	Scale
Blues Journey	Scale
King of Monsters	Scale
Sengoku	Scale
Samurai Fight	Scale
Alpha Mission	Scale

GENESIS games \$10
MegaDrive games \$10
TurboGrafx games \$10
PC Engine Games \$10
Super Famicom Games \$10
NEO GEO Games \$20
Super Famicom Sys. \$40
NEO GEO Sys. \$40

Systems not in mail
LOWEST PRICES WE MATCH PRICES

DEAD HEAT SCRAMBLE

The road is rough
and turns are slick,
so survival of the fittest is
the golden rule of
this fast-paced
fun! (No! Scramble!)

Control your car, race against the clock
and finish first. Race directly with the
other player!



LICENSED BY
Nintendo



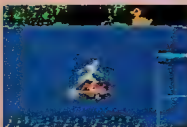
Toei Animation Co., Ltd.
© 1990, COMPACT SYSTEMS, © 1990, NINTENDO OF AMERICA, INC. © 1990, ELECTRO BRAIN CORP. DEAD HEAT SCRAMBLE, ELECTRO BRAIN CORP. AND THE ELECTRO BRAIN LOGO ARE TRADEMARKS OF ELECTRO BRAIN CORP. NINTENDO, GAME BOY AND THE NINTENDO OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO OF AMERICA, INC. NISSAN TRADEMARK AND VEHICLE DESIGN USED BY PERMISSION OF NISSAN MOTOR CORPORATION IN USA. NISSAN DOES NOT COMPARE UNLESS DRIVING.

The game play is controlled by the
Compact Game Boy console.

SILVER SURFER

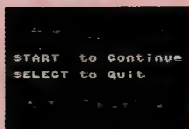
(Arcadia / NES)

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



BE
INVINCIBLE
OR HAVE
UNLIMITED
CONTINUES!

KJTTJK



SJM333

TWIN COBRA

(Sega / Genesis)

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

CREDIT 14



TWIN COBRA

(Sega / Genesis)




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



VIDEO GAMES GALORE!

One of the Largest Selections of Mega Drive and Pc Engine Games!

CALL
FOR THE LATEST
GENESIS GAMES!

SPECIALS OF THE MONTH	
 Blue Blink (like Mario 3).....	59¢
Tales of the Monster Path.....	49¢
Side Arm Special (cd-rom & 2 games in 1).....	44¢
 New Zealand Story.....	59¢
Magical Boy Hubs.....	59¢
 Gradus 3.....	74¢
Pilot Wings.....	59¢
SD Gray Battle.....	59¢
Act Razor.....	74¢

SUPER FAMICOM..... CALL!

ADAPTORS: Turn your TURBOGRAFX into a Pc ENGINE..... CALL!
Turn your GENESIS into a MEGA DRIVE..... CALL!

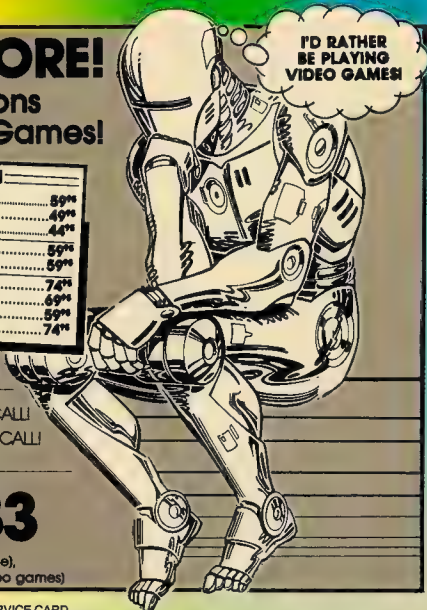
CALL TODAY!

1-(516)-795-4583

HOURS: Mon. thru Fri. 12pm to 9pm (Eastern Standard Time),
Sat. 11am to 7pm (Eastern Standard Time), Sun. CLOSED (playing video games)

CIRCLE #178 ON READER SERVICE CARD.

I'D RATHER
BE PLAYING
VIDEO GAMES!





Fist of the North Star

VS. MODE: Go head-to-head with a friend and create an invincible "dream team" of warriors, each with a special mode.

PRESENTED BY



ELECTRO BRAIN

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

© Toei Animation Co., Ltd.

TOEI ANIMATION CO., LTD. - TOKYO, JAPAN / SHANGHAI, CHINA - TOEI ANIMATION 1991
 TOEI ANIMATION / MADE IN JAPAN / 100% PRODUCTION BY TOEI ANIMATION
 "FIST OF THE NORTH STAR" IS A TRADEMARK OF TOEI ANIMATION CO., LTD.
 A PRODUCT OF TOEI CO., LTD.



LICENSED BY



BOMBERMAN

(NEC / TurboGrafx 16)

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



E. A. Clare
LA, CA



MUCCLEVN

Check out the water creatures in level 3.



R0CCNNZV

Back to dry land in the desert on level 4.

TEENAGE MUTANT NINJA TURTLES 2

(Konami / NES)

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



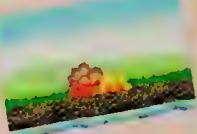
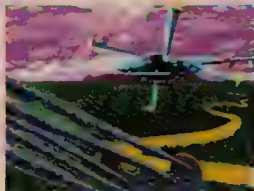
Now you can have the best of both worlds!

STAGE SELECT
10

TWIN COBRA

(Sega / Genesis)

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



WIN A FREE GAME FROM EGM!!

We want you to play like a winner, and we're ready to pay! Give us your tips and clues, your secret continues, level selects, power-ups, passwords and codes! If we print your tip, we'll give you credit in these pages as well as a free game of our choice (you can pick the system)! Send all tips to Tricks of the Trade, 1920 Highland Ave Suite 222, Lombard Il, 60148. Get the best tips anywhere and get a great game as well from the magazine that's first with the best secrets on all the game systems - EGM!

Sendal Publications, Inc is not responsible for the submission of similar or identical tips or tricks, and is not obligated to award the game carts to those people who submit information that has already been printed or was previously located by the staff of the magazine or any affiliated publication or media source. In the case of two identical tips being submitted, the first tip received will be chosen as the winner. Final selection of games is up to us. Void where prohibited by law.

GO! GO! TANK



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



LICENSED BY

Nintendo

Official
Nintendo
Seal of Quality

© 1991, Game Boy, Game Boy logo, and Game Boy logo and design are trademarks of Nintendo of America, Inc.
© 1991, Game Boy, Game Boy logo, and Game Boy logo and design are trademarks of Nintendo of America, Inc.
© 1991, Game Boy, Game Boy logo, and Game Boy logo and design are trademarks of Nintendo of America, Inc.
© 1991, Game Boy, Game Boy logo, and Game Boy logo and design are trademarks of Nintendo of America, Inc.
© 1991, Game Boy, Game Boy logo, and Game Boy logo and design are trademarks of Nintendo of America, Inc.

The Game Boy

© 1991 Nintendo of America, Inc.

BEHIND THE SCREENS AT HUDSON SOFT

"CONVERTING GAMES FOR THE AMERICAN MARKET"

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

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

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



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

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

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

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

HUDSON GROUP
HUDSON SOFT

BLOBERT IS BACK!

DAVID CRANE'S THE

RESCUE OF PRINCESS BLOBETTE™

New For
GAME BOY

That's right, jelly bean-loving Blobert (Blob, for short) and his faithful black and white companion are back for a brand new adventure! This time, the intrepid heroes take

STARRING



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

Join our heroes as they encounter secret

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

But all is not lost—two share a very special secret: With each flavor of jelly bean the boy sees Blob, Blob will magically transform into a different shape. That's what our intrepid pair get past just about anything the Alchemist can conjure up!

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



© 1990 Absolute Entertainment, Inc. All rights reserved. Absolute Entertainment™ is a registered trademark of Absolute Entertainment, Inc. All other trademarks are the property of their respective owners. Game Boy and the Official Seal are trademarks of Nintendo of America Inc. © 1990 Nintendo of America Inc. All other trademarks are the property of their respective owners.

CIRCLE #151 ON READER SERVICE CARD.



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

Developing the PC Engine with NEC...

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

Japanese versus American Tastes, the Similarities...

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



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



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

Japanese versus American Tastes, the Differences...

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

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

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

RU A GENESIS GENIUS?

PART 2

What's your story?

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

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

G.A.T. QUESTION #8

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

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

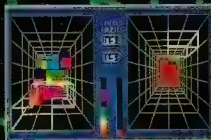


G.A.T. QUESTION #9



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

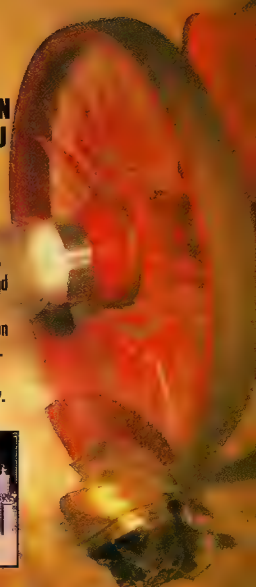
- A. Nearly 750 combinations of blocks and pit layers.
- B. 11 challenging skill levels.
- C. A centerfold from the Pork Farmers Journal.
- D. A "rep" for being addicting.
- E. All of the above except for the picture of the pig.



G.A.T. QUESTION #10

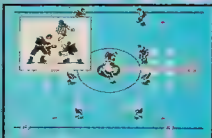
Q **IN**
CENTURION
THE ONLY THING YOU
CAN'T DO IS:

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



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

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



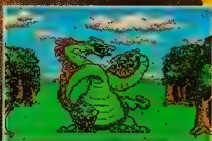
Q: **IN PGA TOUR® GOLF,** HOW CAN YOU FINISH IN THE MONEY?

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



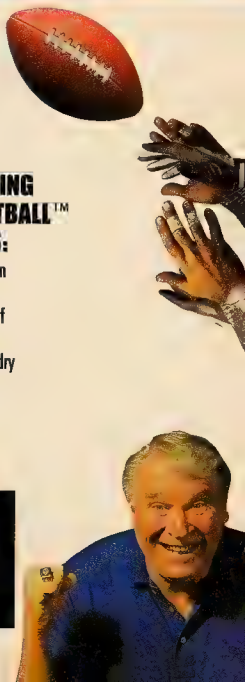
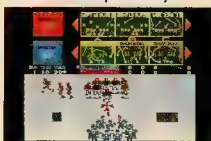
Q: **IN MIGHT & MAGIC® YOU SAVE THE MYSTICAL LAND OF SORON FROM A CENTURY OF EVIL WHILE PLAYING:**

- A. Six different fantasy tales in a hand of heroic adventurers.
- B. Yaihtee™ with nasty boys.
- C. Dodgeball in traffic.
- D. Stairway to Heaven 326 times on the accordion.
- E. Knobby the woady slug.



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

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



THINK YOU'RE SMART? NOW GET SMARTER. GET REAL GAMES FROM ELECTRONIC ARTS.

SEND IN YOUR ANSWERS AND SEE THE ENTRY FORM
BELOW TO FIND OUT WHAT
YOU CAN WIN.



FAST FINISHER BONUS

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



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

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

WATCH FOR G.A.T. QUIZ PART 3

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

BE A GENESIS QUIZ WIZ.

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

- IMMORTAL™** —The dungeon combat adventure with full screen combat and so many ways to go: fried, scorched, lashed, stomped, spored, skewered, slimed. It's not when. It's how.
- ROAD RASH™** —A dating, no-holds-barred superbike road racing challenge. Knee-dragging danger. Anything goes—even the rules!
- KING'S BOUNTY™** —The conquest adventure game. Plays like an RPG. Challenges like a strategy game. Lead and battle 25 classic fantasy creatures.

Your Answers

#8 _____ #9 _____ #10 _____ #11 _____ #12 _____ #13 _____ #14 _____

Name _____

Address _____ Apt. _____

City _____ State _____ Zip _____

Phone _____ Age _____

Send completed G.A.T. Quiz to:

G.A.T. Quiz, Electronic Arts, 1820 Gateway Drive, San Mateo, CA 94404-2497

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

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

Sage and Generals are trademarks of Sage Enterprises Ltd., London, UK, and the USA. Phantasy, King's Bounty, Football, Road Rash, The Immortal, and Centurion: Blood of the Mountain are trademarks of Electronic Arts. PGA TOUR is a registered trademark. NFL Hockey is a registered trademark of the National Hockey League. Chicken, Mad & Magic, King's Bounty, James Bond, and Secret of Sodor are trademarks of Hasbro Entertainment Inc. New World Computers, Inc. New World Computers, Inc. Millennium (owned by Electronic Arts) and Landscape Software, Inc. respectively. Landscapes of Electronic Arts, their respective or affiliated companies are not depicted. ©1991 EA

EA
ELECTRONIC ARTS®

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

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



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

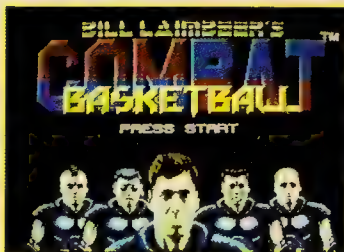
Another interesting barrier Hudson Soft of America must contend with is the fact that some Japanese words and phrases don't have an English equivalent. If a game contains a number of these odd peculiarities, the game may need a completely new scenario. Often times, a game is given a new scenario regardless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

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

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

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

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



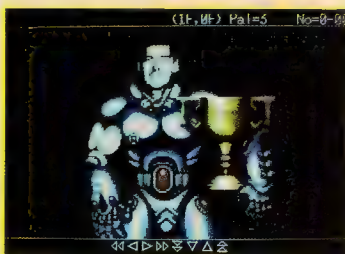
Because of this, Hudson Soft of America only support Nintendo 8-bit and Super NES games at this time.

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

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

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

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



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

CHIPS & BITS • CALL 802-767-3033

SEGA GENESIS		GENESIS SHOOTERS		GENESIS SPORTS		TG16 SHOOTERS		TG16 CD GAMES	
GENESIS System	\$179	After Burner 2	\$42	Arnold Palmer Golf	\$46	Aero Blasters	\$49	Fighting Street	\$47
Arcade Power Stick	\$43	Air Buster	\$43	Budokan	\$46	Blasting Lasers	\$37	Final Zone 2	\$47
Control Pad	\$20	Arrow Flash	\$44	Buster Douglas Boxing	\$42	Cyber Core	\$47	It Came from Desert	\$47
GENESIS ROLE PLAYING		Battle Squadron	\$42	Cyberball	\$42	Deep Blue	\$29	Jack Nicklaus Golf	\$44
Dando	\$49	Burning Force	\$29	Hardball	\$46	Dragon Spirit	\$37	JB Harold	\$47
Faery Tale Adventure	\$42			Jesse The Body Ventura	\$46			Last Alert	\$47
Fatal Labyrinth	\$36			Joe Montana Football	\$42			Magical Dinosaurs	\$47
King's Bounty	\$36	<p>This is the best Baseball game yet for GENESIS. The best graphics and the best game play.</p>		John Madden Football	\$42			Monster Lair	\$47
Might & Magic 2	\$59	HARDBALL		Lakers vs Celtics	\$42			Sherlock Holmes	\$47
Phantasy Star 2 or 3	\$59	Crossfire	\$46	NHL Hockey	\$46			Vallis 2	\$47
Super Hydlife	\$49	Abrams Battle Tank	\$59	Pat Riley Basketball	\$42			Yo Bro	\$47
Sword of Vermillion	\$59	Death Duel	\$59	PGA Tour Golf	\$42			Y's Book 1 & II	\$47
GENESIS ADVENTURE		Dynamic Duke	\$42	Powerball	\$45			GAME GEAR	
Alex Kidd Castle	\$35	Elemental Master	\$56	RBI 3	\$49			Game Gear	\$149
Alien Storm	\$42	Fire Shark	\$43	Super Volleyball	\$35			TV Tuner	\$89
Arcus Odyssey	\$58	Forgotten World	\$48	Soccer	\$35			AC Adapter	\$12
Atomic Robo Kid	\$49	Galaxias	\$56	Tommy Lasorda Baseball	\$52			Battery Pack	\$49
Batman	\$42	Hellfire	\$43	Zany Golf	\$24			Car Adapter	\$27
Bean Ball Benny	\$42	Insector X	\$44	GENESIS SIMULATION				Carrying Case	\$15
Brimin Run	\$42	Musha	\$49	688 Attack Sub	\$59			Deluxe Carrying Case	\$25
Crack Down	\$44	Phelios	\$29	Abrams Battle Tank	\$49			Deart to Gray Cable	\$11
Dark Castle	\$46	Raiden Trad	\$56	Air Diver	\$44			Dragon Crystal	\$29
		Road Blasters	\$44						
<p>This 8 Meg shooter is awesome, with loads of powerups, full screen bosses, levels and great music.</p>		Sagaia	\$43	<p>This 12 Meg space game offers a 3D star map, multiple ship types, 3D attack, gravity, and great graphics.</p>					
GAIARES		Space Harrier 2	\$37	STAR CONTROL					
Dick Tracy	\$42	Space Invaders	\$38	Blindal	\$42				
E-SWAT	\$42	Super Thunder Blado	\$37	Hard Driving	\$47				
Fantasia	\$42	Task Force Harrier Ex	\$56	Paperboy	\$39				
Final Zone	\$44	Thunder Force 2	\$37	Road Rash	\$46				
Gain Ground	\$42	Thunder Force 3	\$49	Road Rash	\$46				
Ghostbusters	\$42	Truxton	\$37	Super Hang On	\$37				
Ghouls 'N Ghosts	\$48			Super Monaco GP	\$42				
Golden Axe	\$52	<p>This 8 Meg adventure has cool graphics, good control, music, & cinema displays.</p>		TG16 HARDWARE					
Grenada	\$44	Whip Rush	\$34	TurboExpress	\$299				
James Pond	\$39	Wings of War	\$46	Turbo AC Adaptor	\$25				
Jacky Mouse	\$42	GENESIS STRATEGY		Turbo Car Adaptor	\$29				
Mystic Defender	\$48	Berlin Wall	\$39	Turbo Graf 16	\$93				
Onslaught	\$43	Blockout	\$39	Turbo GrafX CD Player	\$29				
Rambo 3	\$45	Centurion Defender of Rome	\$42	TurboBooster	\$32				
Rastan Saga 2	\$42	Columns	\$39	TurboBooster Plus	\$46				
Revenge of Shinobi	\$52	Herzog Zwei	\$39	TurboCar	\$ 9				
Shadow Blasters	\$44	Istiod	\$43	TurboPad	\$19				
Shadow Dancer	\$42	Junction	\$38	TurboStick	\$18				
Sonic the Hedgehog	\$49	Klax	\$44	TurboTap	\$19				
Spartan	\$45	Ms Pac Man	\$35	TurboVision	\$90				
Stormlord	\$49	Novus it	\$37	TG16 STRATEGY					
Strider	\$56	Star Control	\$56	Bomberman	\$39				
		Star of Rome	\$59	Boxyboy	\$37				
<p>The best roleplaying game yet, 14 towns, 14 dungeons, 30 spells, 12 weapons, & 20 special items.</p>		Zoom	\$30	TG16 KICK & PUNCH					
WORD OF VERMILLION		GENESIS KICK & PUNCH		Chun Kik	\$29				
Swamp Thing	\$45	DJ Boy	\$49	Chun Kik	\$29				
Sword of Sodan	\$42	Kageki	\$54	Chun Kik	\$29				
Target Earth	\$47	Last Battle	\$42	Chun Kik	\$29				
Techno Cop	\$47	Moonwalker	\$42	Chun Kik	\$29				
Vallis 3	\$56	Pit Fighter	\$49	Chun Kik	\$29				
Wardner	\$46	Slaughter Sport	\$46	Chun Kik	\$29				
				Chun Kik	\$29				

Most items shipped same day. Cartridge Shipping UPS Ground \$35 / Order: PO Box, APO, FPO \$4 / Order: 2 Business Day Air \$5 / Order. Air Mail to Europe \$12 Minimum. Air Mail to Canada \$6 / Order: HI, AK, PR Surface \$6 / Order. HI, AK, PR 2 Day \$10 / Order. Call for hardware shipping rates.

Advertised prices are for new cartridges. Used software traded at \$25 to \$40 less than new price. No cash paid, store credit only. Used software sold at \$10 to \$25 less than new price. Shipping times not guaranteed. No returns accepted. Nothing is cast in stone. Everything is subject to change.

Visa & MC accepted. CODs \$4. Personal checks held 4 weeks. Money Orders treated as cash.

Chips & Bits Inc PO Box 234 Rochester VT 05767 • CALL 802-767-3033

TAKING CONTROL

ELECTRONIC GAMING MONTHLY'S GUIDE TO THE HOTTEST GAME CONTROLLERS!!!

FROM ACCLAIM...

Power Player

System: NES

Features: Wireless remote control up to 30 feet away, automatic shut off to prevent battery drain, lightweight design.

Double Player

System: NES

Features: Similar to the Power Player, except that this features two controllers instead of one, as well as rapid fire options on the A & B buttons and a slow motion feature.



FROM ACEMORE INTERNATIONAL...

Freedom Stick / Freedom Stick 16

Systems: NES / Genesis, TurboGrafx-16

Features: Wireless remote control with up to a 50 ft. range, microswitches for automatic rapid fire, large base surface are for stable play.

Supersonic - The Joystick

System: NES

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

A-Storm Ni-5 Jetfighter / S6 Fighter

Systems: NES / Genesis

Features: Sleek flight stick design, 6 microswitches for total control, pilot grip, futuristic base design.

A-Storm Ni-Pro

System: NES

Features: Autofire with speed select, microswitches, multiple fire buttons, suction cup base for high stability, LED indicators, unique design.



FROM BANDAI...

Super Controller

System: NES

Features: Attaches to the standard Nintendo controller to convert the pad into a small joystick. The most inexpensive joystick controller around!



BE HAPP-y HAPP Competition PRO Control Pads

SHOWN ACTUAL SIZE



NEW! SEGA GENESIS PROFESSIONAL CONTROL PAD

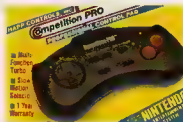
Slow motion and rapid fire. Individual turbo switches for each button. Blow away your competition. Get HAPP and be HAPP-y.

**"THE COMPETITION PRO
IS A WINNER ... IT'S A
BARGAIN ... WORTH
EVERY PENNY."**
GAMEPRO DEC. 1990

Available at Toys 'R Us, Electronics Boutique, and wherever HAPP CONTROL PADS and JOYSTICKS are sold, or call HAPP for your nearest retailer.

\$24⁹⁵
sug. retail

Can't find HAPP?
Call or write HAPP CONTROLS, INC.
106 Garlich Dr., Elk Grove, IL 60007
Phone: 708-593-6130
FAX: 708-593-6137



WITH AUTO FIRE! NINTENDO PROFESSIONAL CONTROL PAD

Slow motion and rapid fire, including auto fire. Drive your competition mad. Get HAPP and be HAPP-y.

SEGA GENESIS IS A TRADEMARK OF SEGA OF AMERICA, INC.
NINTENDO IS A TRADEMARK OF NINTENDO OF AMERICA, INC.
COMPETITION PRO IS A REGISTERED TRADEMARK USED UNDER
LICENSE FROM COIN CONTROLS, INC.

FROM BEESHU

Gizmo

Systems: NES Genesis TurboGrafx

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

Ultimate Joystick

System: NES

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

Zinger

Systems: NES, Genesis, TurboGrafx

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

Zoomer

Systems: NES, Genesis, TurboGrafx

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

Ultimate Joystick



Zingers



FROM BONDWELL - THE QUICKSHOT LINE

Maverick

Systems: NES, Genesis, TurboGrafx-16

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

Intruder 2 / 3

Systems: NES / Genesis

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

SuperCon

System: Super NES

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

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

Maverick



SuperCon



FROM ADVANCED GRAVIS...

Gravis NES Joystick

System: NES

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

Gravis NES Joystick



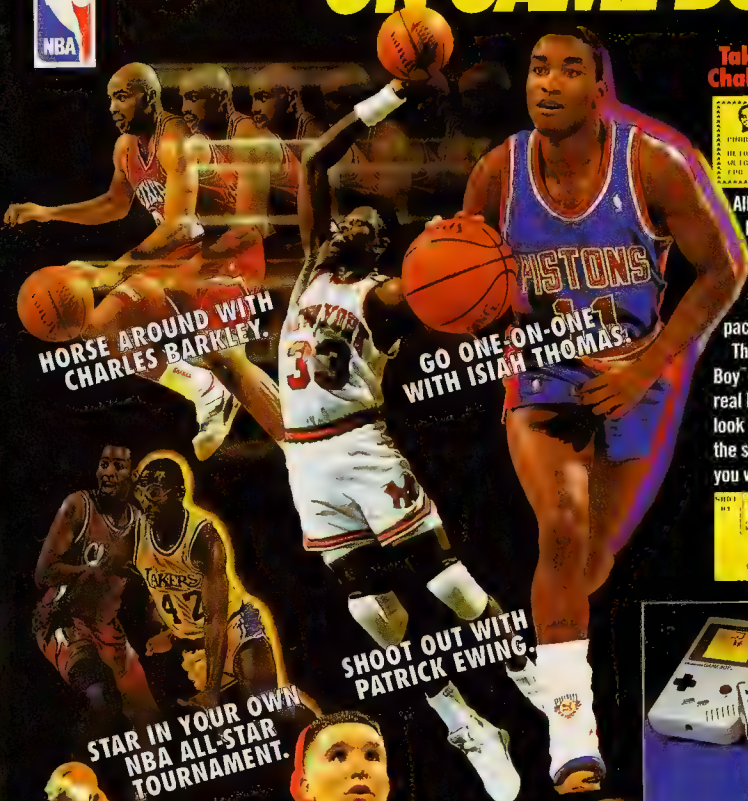
FROM HAPP CONTROLS...

Competition Pro Joypad

Systems: NES, Genesis

Features: Multi-functional turbo fire, slow motion selector, 8-way Superswitch, LED button indicators, 1 year unprecedented unconditional warranty, only Nintendo joy pad with Automatic Fire. The Genesis version features "the only Genesis control pad with slow motion"

THE NBA'S JAMMIN' ON GAME BOY!



HORSE AROUND WITH CHARLES BARKLEY.

GO ONE-ON-ONE WITH ISIAH THOMAS.

SHOOT OUT WITH PATRICK EWING.

STAR IN YOUR OWN NBA ALL-STAR TOURNAMENT.

MATCH FREE THROWS WITH CHRIS MULLIN.

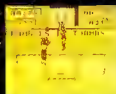
PLAY ALONE OR HEAD-TO-HEAD AGAINST A FRIEND.

Take the NBA® All-Star Challenge™ on Game Boy!



Hooked on Pro Basketball? Your best shot is LIN™'s NBA!

All-Star Challenge for Game Boy™ with 27 (not a misprint) of the NBA's greatest stars (one from every team) in five action-packed events.



This is Game Boy™ action for real basketball fans...the players look real...their moves look real, the sounds are real. So, what are you waiting for? The 24-second



clock is running and the action's **FAN-TASTIC!**



LICENSED BY
Nintendo



All NBA and Team logos duplicated are the property of the respective leagues and NBA Properties, Inc. and may not be reproduced without written consent of NBA Properties, Inc. Nintendo, Game Boy, and the official logo are trademarks of Nintendo of America Inc. LIN™ and NBA® All-Star Challenge™ are trademarks of LIN, Ltd. © 1991 LIN Ltd.

CIRCLE #150 ON READER SERVICE CARD.

FROM HAPP CONTROLS...

Competition Pro Joystick

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



FROM SUNCOM TECHNOLOGIES...

Bat Handle Joystick

Systems: NES, Genesis, TurboGrafx-16, Sega Master System

Features: Smooth, comfortable "bat handle" grip, 8-way movement, 2 quick action fire buttons, suction cup base, simple, effective control.



Red Ball Joystick

Systems: NES, Genesis, TurboGrafx-16, Sega Master System

Features: Basic arcade quality joystick with standard fire buttons on the base.

Super 3-Way Joystick

Systems: NES, Genesis, TurboGrafx-16, Sega Master System

Features: Select a bat handle, red ball or pistol grip handle, exclusive gate lock control for toggling between regular 8-way versus 4-way direction control.

Tac50 Tactical Audible Controller

Systems: NES, Genesis,

Features: Enhanced ergonomic design for left or right handed players, audible and tactical feedback allow players to "feel" the on screen action!

MANUFACTURER DIRECTORY
FOR MORE INFORMATION PLEASE CONTACT...

Acclaim LJN
71 Audrey Avenue
Oyster Bay, NY 11771
(516) 922-2400

Bondwell Industrial Co
47485 Seabright Drive
Fremont, CA 94538
(415) 490-4300

Nexoft Corporation
11448 Dunes Drive
Cypress, CA 90530
(714) 373-2072

Acemore International
Cameron Building
202 Walnut Street
Harrisburg, PA 17101
(717) 232-9688

Advanced Gravis
7400 MacPherson Ave
Suite #111
Burnaby, BC V5J-5B6
(604) 434-7274

Bandai of America
12201 E. 16th Street
Cerritos, CA 90701
(213) 426-0947

Beeshu Joysticks
930 Carter Road
Wintergarden, FL 34797
(407) 877-2100

Happ Controls
106 Garsch Drive
Eck Grove, IL 60007
(708) 593-6130

Suncom Technologies
6400 W. Great Point Rd
Naples, FL 34108
(708) 647-4040

Immediate Availability!
SUPER FAMICOM
\$399.99
OR
GAME GEAR
\$179.99

TV TUNER for GAME GEAR - \$179.99
Games for GAME GEAR from \$29.99

MegaGame Connector \$29.95

(Allow Mega Drive games to be played on Genesis)

PC-E Connector \$69.95

(Allow PC Engine games to be played on Turbo Grafx 16 units)

Special Bonus

with purchase of every converter you may get

Super Star Soldier \$54.99
OR
Shadow Dancer \$59.99

New Games

PC Engine

1943 Twins
Bank Adventure II
Boomer Man
Champion Wrestling
Columns
Dead Moon
Eternal City
Final March Tennis
Fornicator Soccer
Jockey Champ
Motorcader II
Overstated Man II
Populous
Power League III
Special Game Investigation
Super Darius
Super Thunder Blitzer
Toy Shop Boy
Wonder Boy
Down Load II
Hellfire
Virus III
YS III

Mega Drive

Advanced Super Strategy
Auro Blicher
Armies of Concor
Blue Almanac
Darius II
Elemental Master
(Thunder Force 4)
Fire Mustang
Gynoug
Hard Driving
Heavy Unit
Kaggle
Midnight
Resistance
Monster Hunter
Monster Lair
Raiden
Rainbow Island
Remnant of the Three Kingdoms
Sucker Air Wolf
Theater
Virus III
Viper
Wheelball

Super Famicom

3D Golf
Achtar
Aero BB
Big Blue
Darius Twin
Drakken
Final Fight
Formula Zero
Gadius II
Hole in One
Pilot Wings
Populous
SD Gundam
Sim City
Soccer
Super Mario Brother 4
Super Professional Baseball
Super R-Type
Super 88
Ultra Man

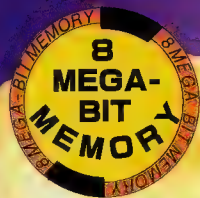
Coming up... CD Rom for Sega Mega Drive
Call for availability

Marketing International
416-321-6516

Fax: 416-293-1225

19 Millen Blvd. Scarborough, Ontario Canada M1V 4A2
Ontario residents please add 7% GST & 8% PST

Call or write for our complete catalog on Japanese game system and game cartridges of Super Famicom, PC Engine, Supergrafx and Mega Drive.



A NEW DOOR OPENS THE WORLD OF REAL-TIME COMBAT.

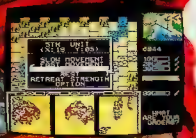
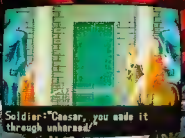
Place: The Mediterranean Sea
Time: The Golden Age of the Roman Empire

Encamped in the harbor town of Alexandria on the island of Crete is the illustrious Julius Caesar and his army. Now, off in the distance, a fleet approaches this peaceful city...

This warfare system offers you the simulation with four scenarios: a defensive battle, sea battle, land battle, and fortress battle.

Finish one scenario, and you're positioned perfectly to start the next... and to meet some of the most brilliant warriors in the known world.

Test your wits against one of the greatest military leaders of all time... can you defeat the invincible strategy of Julius Caesar?



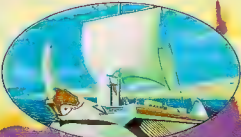
THIS GAME IS LICENSED BY SEGA ENTERPRISES LTD FOR PLAY ON THE SEGA GENESIS SYSTEM

WARRIOR OF ROME™ OF ROME



COMING SOON!

LICENSEE
MicroNet Co., Ltd.
101 BUKUROHAMI BLD. 5TD W15 CHUO-KU
MAYAGUCHI, HOKKAIDO, 054 JAPAN TEL (011) 561-1370



DISTRIBUTOR
BigNet U.S.A., INC.
388 MARKET STREET SUITE 500 SAN FRANCISCO, CALIF. 94102
TEL (415) 398-0300

AVAILABLE MAY 1991

LJN BRINGS THE TERMINATOR TO THE NINTENDO

By Mike Riley

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

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

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

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

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



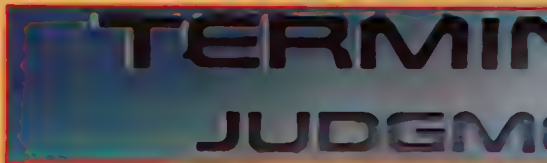
All Rights Reserved

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

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

Terminator 2: The Video Game

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



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

I'll Be Back...

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

such a classic, we knew the license value was there. And after reading the script, our design team was overflowing with ideas for a videogame." Having met those two important needs, Acclaim/LJN acquired the rights from Carolco to produce a videogame based on Terminator 2 and went straight to work. "The first item we had to consider of the movie to videogame treatment was which scenes should be in the game and which scenes had to be dropped. We decided that a Nintendo gamer would find more play value in the action and driving sequences in the movie as opposed to the scenes containing heavy dialog, so we began designing a large portion of the game around those two aspects." Paul continued to point out that it was important for Acclaim/LJN to be careful not to

upset the flow of the picture. "We want the player to enjoy the game as much as they enjoyed the movie, as if they were the movie characters themselves. It was important to prevent fragmentation of the storyline so that the game follows the movie as closely as possible. Because of this, the ending in the videogame is the same as the ending of the movie (if you can get there), and we think game players will be completely satisfied with the way we've integrated that aspect into our Terminator 2 game."

Acclaim/LJN is quick to point out



©1990 Carolco. All Rights Reserved.

TERMINATOR 2 THE NEXT DAY

©1990 Carolco. All Rights Reserved.

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



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



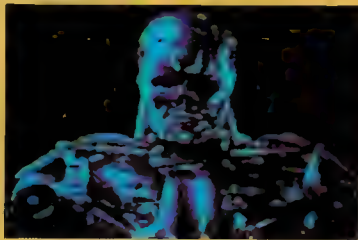
All Rights Reserved

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

Movie Treatment Considerations

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

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



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

Terminator 2 game to encompass."

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

they intend their target audience to be. If the game is designed with younger players in mind, it would be a cake walk for more

experienced joystick jockeys. And if the game were made for the seasoned gamer, the younger crowd would not enjoy the frustration associ-

ated with intense high level game play. One solution to this problem is to include a number of subtleties which may not be noticed by less experienced players but will be appreciated by advanced gamers. Parallax scrolling effects, additional bits of animation, layered backgrounds and the like are all design tricks incorporated especially for the older NES

players.

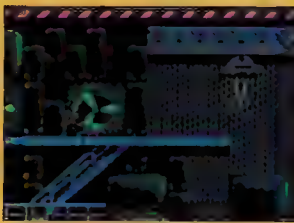
Still, as 16-bit videogame systems like the Genesis and Super NES gain popularity and acceptance among both videogame companies and videogame players alike, simple graphics and gameplay will not be sought after.

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

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

A Window In Time...

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



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

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

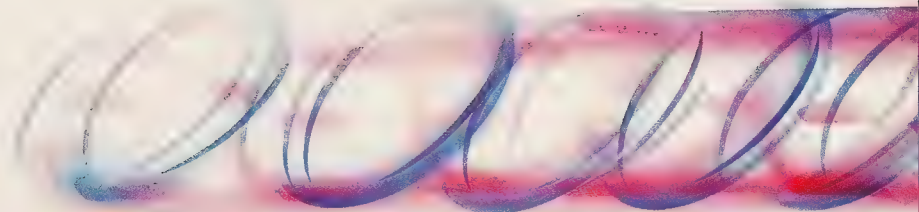
The design team at Acclaim/LJN



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

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

**GET
READY
FOR THE
SONIC
BOOM.**





IT'S STARTED. SONIC THE HEDGEHOG

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

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

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



IS OUT. AND NO ONE CAN STOP HIM.

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

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

Sega, Genesis and Sonic The Hedgehog are trademarks of Sega of America, Inc. ©1991 Sega of America, Inc., P.O. Box 2167, South San Francisco, CA 94080.

SEGA
GENESIS

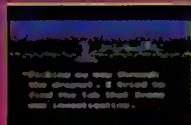
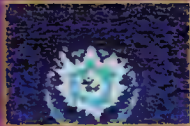
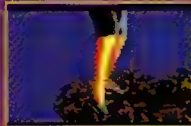
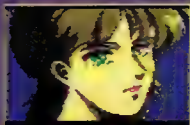


FACT-FILE

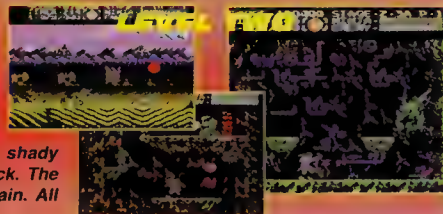
Manufacturer: Techno
Machine: NES
Cartridge Size: 2 Meg
Special Chip: MMC3
Number of Levels: 7
Theme: Action
Difficulty: Hard
Number of Players: 1
Available: July

THE THIRD TIME'S A CHARM!

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



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

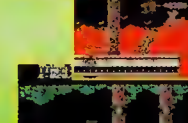
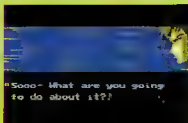
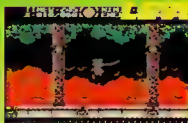
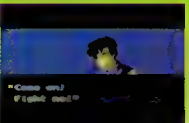


After checking out the strange lab, Ryu meets a shady character who needs him to go to the Castle Rock. The reason why eludes Ryu, and the man won't explain. All will be clear in Level Two!!

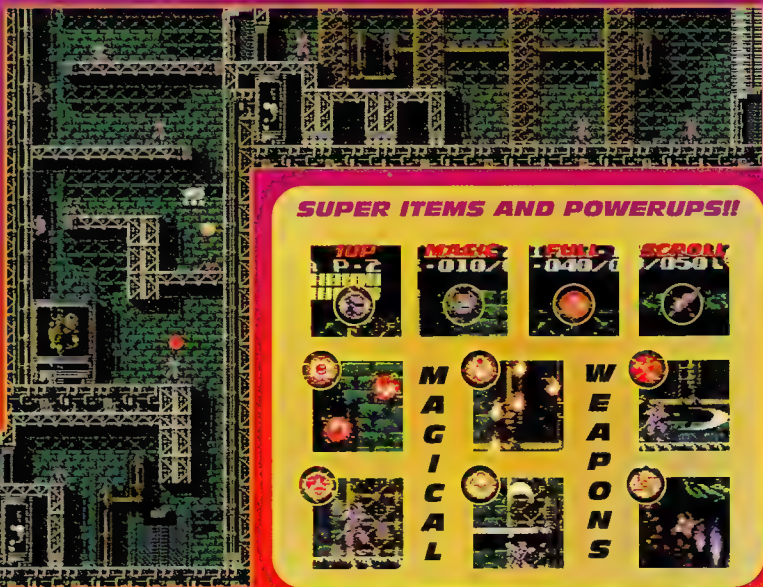




Guess what? Forrester makes his usual grand entrance! He has a dangerous mission for Ryu that involves the mysterious Castle Rock, known for its various traps and pitfalls. On to Level Three!!



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



SUPER ITEMS AND POWERUPS!!



MAGICAL

WEAPONS

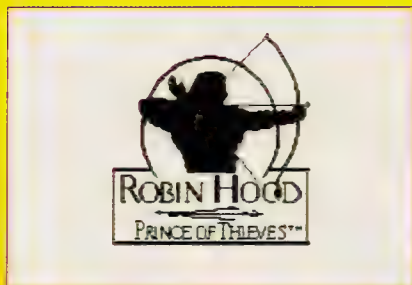
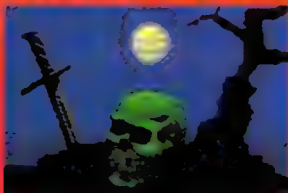
FACT-FILE

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



*With AN
ARROW...*

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



ESCAPE THE PRISON!



*Get the sword and
free yourself.*



*Free your friends and
they'll give you info.*



*Fight major battles
one on one here!*



*Almost free, but you
need a torch.*



*Find the torch by the
guard's still body.*



*Here's the hidden
passage. Good Luck!*



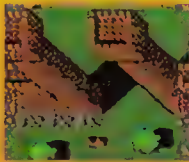
*This sub-
menu is for
using
items,
caring
for your
wounds,
and chang-
ing the lead
character.*



*The guards here
explode after 3 hits.*



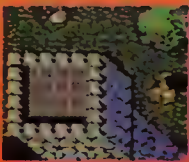
*Find potions and food
down here.*



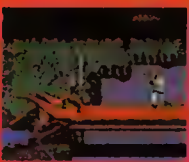
*Escape, and visit your
old stomping grounds.*



*Horse chase! Jump
over obstacles.*



*Visit Marian, and fight
Little John for honor.*



FROM THE EDITORS OF ELECTRONIC GAMING MONTHLY...

COMPUTER GAME REVIEW

and 16-Bit Entertainment

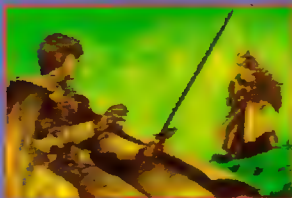
THE COMPLETE SOURCE OF COMPUTER AND 16-BIT GAMING!!

Introducing Computer Game Review, the leading magazine of computer and 16-Bit gaming! Not matter what computer or console you own, Computer Game Review covers it all in brilliant full color from beginning to end!

Computer Game Review delivers the very latest news and information on the greatest role-playing, sports, strategy and simulation software available for your MS-DOS, Amiga, Apple and 16-Bit game machines. Each issue is loaded with multiple-person reviews that show you the difference between what's hot and what's not, as well as maps and strategies that put you ahead of the game!

ALL NEW • ALL COLOR • ALL GAMES

- Honest Multi-Reviews that tell it like it is!
- Exclusive Previews of New Games and International Coverage From Europe & Japan!



- Special Maps that Show the Entire Game at a Glance!
- PLUS Game Tips and Strategies, Inside Information on Games In Development and much more!!

**SPECIAL
INTRODUCTORY
SUBSCRIPTION
OFFER!!
12 ISSUES
ONLY \$19.95!!**

YES!! I WANT TO SUBSCRIBE TO COMPUTER GAME REVIEW!
Please send me **TWELVE** issues for the low price of **ONLY \$19.95** - a savings of **OVER 50%** off the newsstand price!

NAME _____

ADDRESS _____

CITY _____ STATE _____ ZIP CODE _____

PHONE (____) _____ BIRTHDATE ____/____/____

Please include check or money order for \$19.95 (\$29.95 for Canada and Mexico, \$80.00 for all other foreign subscribers) and mail to:

**SENDAI PUBLISHING GROUP,
1920 HIGHLAND AVE., SUITE 222,
LOMBARD, IL. 60148**

Please allow six to eight weeks for your first issue to arrive

Offer expires August 31, 1991

GAME DUDE PAYS YOU MORE FOR YOUR USED GAMES!

BUY ☆ **SELL**
UP TO **\$75.00** AT SUPER
LOW PRICES

Nintendo®

SEGA™
GENESIS

**TURBO
GRAPHX**™

FamiCom
Mega Drive
Neo Geo
Pc Engine

*Thousands Of Games
IN STOCK!!*

Rare and Hard to Find Games!

JOIN THE GAME DUDE CLUB!

FREE - Membership!

FREE - Over \$30 worth of coupons!

FREE - Price catalog of all the games!

FREE - Game Dude 'HOT LIST'
New Hints, Tips and Pass Codes!

To Join Call Now!

(818) 764-2442 Mon-Sat 9-5 PST

Fax (818) 764-4851

Game Dude

PO Box 8325EG

Van Nuys, CA 91409

Name _____

Address _____

City/State/Zip _____

ADVERTISER INDEX

Advertiser	Reader Service Card No.	Page No.
Absolute	151	75
Acclaim Entertainment	150	9,85
American Sammy	118	41,43,45
Anunziato Corp	178	70
Asmik	160	51
Bandai America	119	10-11
BigNet USA	175	87
BRE Software	190	68
Chips and Bits	134	81
Data East	116	0BC
Die Hard Game Club	131	126-127
Dreamworks	191	27
Electronic Games	186	14
Electro Brain	156	69,71,73
Electronic Arts	111	77-79
Enix	172	55
FCI	121	17
Game Dude	181	98
Game Express	171	68
Gametronix	179	111
HAL America	110	19,21
Happ Controls	189	83
Home Arcade Int.	196	16
Home Entertainment	173	58
HO/RC Hobbies	163	62
Hudson Soft	109	13
Japan Video	135	44
Kartridge King	182	60
Kitts Co.	183	14
Koei	166	23
Konami	146	2(IFC)-3
Marketing Int.	180	86
Natsume	126	57
NEC	101	32-33
NuVision	162	59
Ocean of America	192	35
Play it Again	129	105
Renovation	113	6-7,67
Sages Creation	112	61
Sega	107	91-93
Seta	117	31
Software ETC.	193	25
Sunsoft	164	130-131(IBC)
Taito	161	15
Tecmo	123	37
Toho	141	63
Tradewest	185	49
Treco	195	47
Trifix	184	5
Ultimate Game Club	130	64
Video Vend Dist.	187	44
Verdict Tele Reviews	168	113
Vic Tokai	125	28-29,39

NUMBER 2 !!

ELECTRONIC GAMING MONTHLY

\$10,000

GREAT GAME GIVE-AWAY

**ENTER
TO WIN ONE OF
THESE GREAT GAME SYSTEMS!**



NEW!!



Get set for the most spectacular video game contest ever! EGM is giving away more than \$10,000 worth of video games and equipment throughout 1991! We're giving away a slew of hard-hitting hardware and game softs to FIVE lucky readers in not one, not two, but THREE special drawings! Great prizes like a Super Famicom, Sega Genesis System, a NEC TurboGrafx-16, an Atari Lynx and special sets of 10 hot titles for the Nintendo Entertainment System!

And the excitement doesn't stop there! EGM is giving away a super GRAND PRIZE, a full-sized arcade video game, to one of these 15 champions!



Entering the EGM \$10,000 Great Game Give-Away is the easiest part of all! Simply detach the Reader Service Card from this issue, circling the appropriate reader service number for FREE GAME INFORMATION, and send it in for automatic contest entry!

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

**TRICKS
OF THE
TRADE**

**GAMING
GOSSIP**

**JAPAN
GAMING**

**REVIEW
CREW**

**NEXT
WAVE**

**SUPER
FAMICOM
TIMES**

**WHERE DO YOU TURN TO FOR THE FIRST INFO ON
ELECTRONIC GAMING REVIEWS, GOSSIP, TRICKS,
PREVIEWS, HIGH SCORES AND INTERNATIONAL NEWS?**

PICK UP THE PHONE AND BECOME A VIDEO V.I.P.!!

ELECTRONIC GAMING WEEKLY

1-900-740-7722

Introducing Electronic Gaming Weekly, the ultimate resource of video game information from the editors of Electronic Gaming Monthly magazine! Here's your chance to be an industry insider, listening in on the hottest news and getting the first-hand scoops before they hit the press!

With Electronic Gaming Weekly's explosive magazine format, you can instantly access the information that you want from the same menu of selections that you get every month in EGM!

So be in the know! Call to hear this week's issue of Electronic Gaming Weekly today!

ONLY \$1.00 PER MINUTE

**GET THE SCOOP ON THE HOTTEST INFO AS ONLY
ELECTRONIC GAMING MONTHLY CAN DELIVER!**



**Callers under 18 -
Be sure to get your parents
permission before calling.**

**A Service of
Audio Communications, Inc.**

FACT-FILE

Manufacturer: Koei
 Machine: Nintendo
 Cartridge Size: 4 Meg
 Special Chip: MMC 5
 Number of Levels: 6
 Theme: Simulation
 Difficulty: Hard
 Number of Players: 1 - 12
 Available: Aug, 1991



Ancient Chinese Secret, Huh?

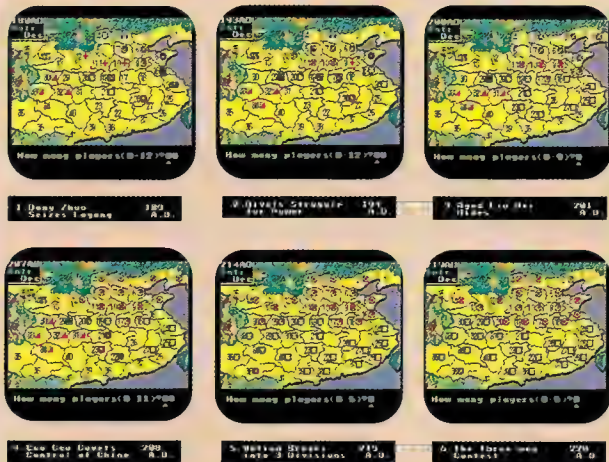
Not anymore, with the release of Koei's new NES title, Romance of the Three Kingdoms 2. Travel back to a simpler time, when the battle for power was fought on hallowed ground, not in the board room.

You can play against the computer or with up to twelve of your friends to see who can unite the fiefdoms of 3rd century China. There are six scenarios to choose from. All six are from the same period, but all are different.

The game has been enhanced with a new Mac style, menu driven play format that makes it very easy to get started. As in the first game, your goal is to unite China under one leader. You build up your kingdom by planting crops to raise money, and recruiting new warriors to battle on your side. You can spy on other kings and make treaties or declare war.

The times may have been simpler, or were they? Find out as you battle for control of 3rd century China.

THE 6 CHOICES OF BATTLE:



YOU COULD CHOOSE TO BE ONE OF THESE FIVE LEADERS



Your options are split into these eight categories.

Menu driven commands, similar to those used on the Macintosh computer, make the game very easy to start and play.

WHAT MAGAZINE HAS THE BEST INFO ON JAPANESE GAMES AND SYSTEMS!

Introducing...

SUPER GAMING

From the Editors of Electronic Gaming Monthly



**THE MOST COMPLETE
SOURCE FOR
INFORMATION, PHOTOS
AND RELEASE DATES
OF UPCOMING GAME
SYSTEMS, CARTS, AND
PERIPHERALS!**

**ORDER JAPANESE
GAMES DIRECTLY FROM
THE PAGES OF SUPER
GAMING! NOW YOU
CAN PURCHASE EXCIT-
ING FOREIGN GAMES
THROUGH THE MAIL!**



**HOT INFO • SECRET TRICKS & TIPS ON GETTING STARTED
FIRST LOOKS AT NEW RELEASES • MUCH MORE!**

MEGA DRIVE • PC ENGINE • SUPER FAMICOM

SUPER GAMING

Please enter my four issue subscription to Super Gaming, the Ultimate Video Game Preview Magazine! Enclosed please find my check or money order for \$9.95

I WANT TO BE A SUPER GAMER!

NAME _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

MAKE CHECK OR MONEY ORDER PAYABLE TO:

SENDAI PUBLICATIONS, 1920 HIGHLAND AVE, LOMBARD, IL 60148

GENESIS • NINTENDO • NEO GEO • PORTABLES

**BE THE FIRST TO KNOW
WITH SUPER GAMING...**

Are you the type of video game player who has always wanted to know about the latest games and systems but could never find a magazine devoted entirely to what's new and in the future? Not just games for the Genesis, Turbo and Nintendo, but also previews of Japanese titles that won't arrive on these shores for years - if ever!

Now the editors of Electronic Gaming Monthly, always the first word in video games, has created a magazine especially for you! Super Gaming will take you where no other game magazine has ever gone before, with the latest news and game previews for your Sega 16-Bit, NEC or Nintendo systems! With Super Gaming you will know about the hottest carts of tomorrow today, as well as new developments and game systems!

BECOME A SUPER GAMER!

Take advantage of this introductory offer and you can receive four full-color issues of Super Gaming weeks before it appears in the stores for only \$9.95! Become a Super Player today!

FACT-FILE

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



Something unseen
is in the air.
The prophecies
must have become a reality.

Beware, the Prophecy!

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

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

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

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

CHECK OUT THESE AWESOME GAME SCREENS!!



Visit the King to get instructions.



Arm yourself as soon as possible.



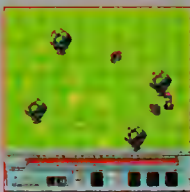
The magic ball is necessary to win.



The pass is necessary to get past the guard.



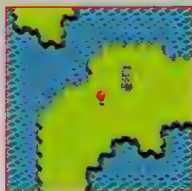
The screen switches perspective to fight.



Magic is very useful during battle.



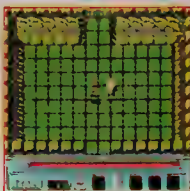
These towers hold an important secret.



In this tower you meet your first real challenge.



What is with this statue?



Move it to get by!



Battery power lets you see in the cave.

FACT-FILE

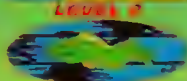
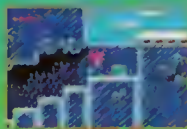
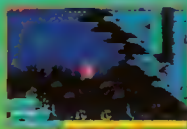
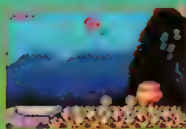
Manufacturer: Capcom
Machine: NES
Cartridge Size: 2 Meg
Special Chip: MMC3
Number of Levels: 6
Theme: Action
Difficulty: Moderate
Number of Players: 1
Available: July



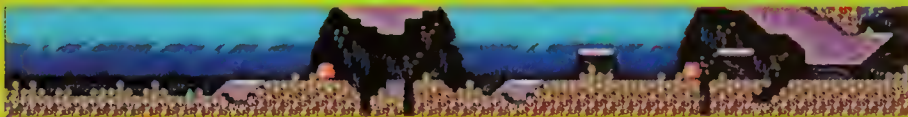
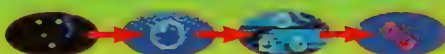
UNDER THE SEA...

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

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



The Red Ball increases your bubble powers.



Dig for hidden treasures and shells to help your quest!

FACT-FILE

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

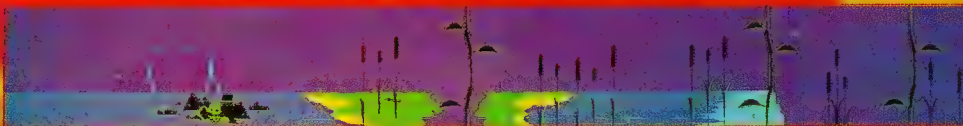
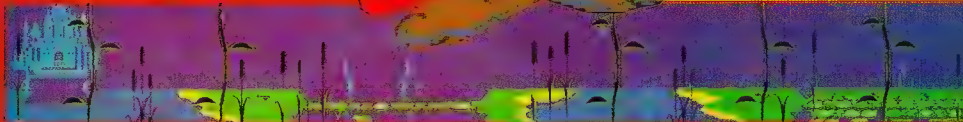
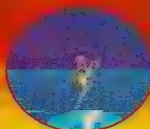
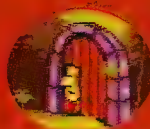
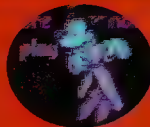
YEP, HE'S BAAACK!!

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

Fantasia

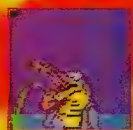
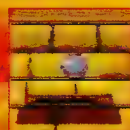
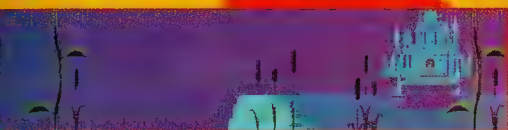
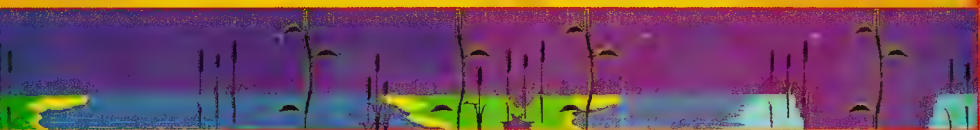
Fantasia has cute cinemas and wonderful graphics. *Fantasia* utilizes the color capabilities of the Genesis to the max and never looks back! The animations are highly detailed and smooth.

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





20 AWESOME LEVELS!!



FACT-FILE

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

FEEL THE RAGE...

A new crime boss has taken over the city! Even the police force is corrupt. Save the city from this criminal scum before it's too late!! Choose from three different heroes, each with their own specialized moves and abilities! Pick Wolf for power, Blaze for speed, and Hawk for all-around skill. Learn the numerous techniques of each hero, and use the one suited for you! Next, blast through 6 levels of non-stop fighting action as you race to reach the crime boss and end his reign of terror. It may be rough, so bring a friend along for 2-player simultaneous play! Just don't hit each other if you plan to win. Superb 16-bit graphics combined with the musical mastery of Yuzo Koshiro and Team Shinobi make Streets of Rage a raging hit!!!



HAWK

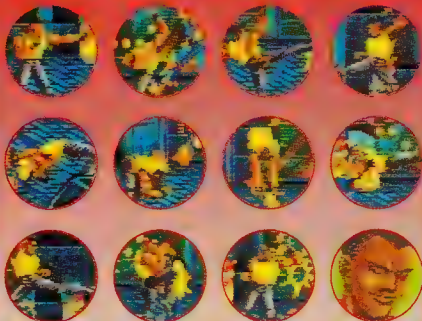
THE BEST OF BOTH WORLDS



BLAZE - AND THE SPEEDY BUT FLY!



WOLF - POWERFUL BUT VERY SLOW



THESE HEROES AND MORE IN
STREETS OF RAGE
PLAYERS: 1-2
MUSIC BY YUZO KOSHIRO
ART BY SHINOBU
16 BIT GRAPHICS
8 LEVELS OF NON-STOP ACTION
REACH THE BOSS AND END HIS
REIGN OF TERROR

THESE HEROES AND MORE IN
STREETS OF RAGE
PLAYERS: 1-2
MUSIC BY YUZO KOSHIRO
ART BY SHINOBU
16 BIT GRAPHICS
8 LEVELS OF NON-STOP ACTION
REACH THE BOSS AND END HIS
REIGN OF TERROR

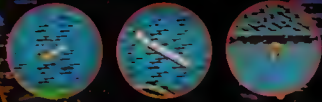
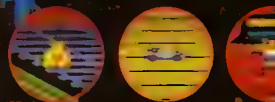
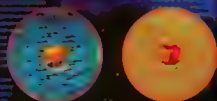
THESE HEROES AND MORE IN
STREETS OF RAGE
PLAYERS: 1-2
MUSIC BY YUZO KOSHIRO
ART BY SHINOBU
16 BIT GRAPHICS
8 LEVELS OF NON-STOP ACTION
REACH THE BOSS AND END HIS
REIGN OF TERROR





ITEMS

WEAPONS



FACT-FILE

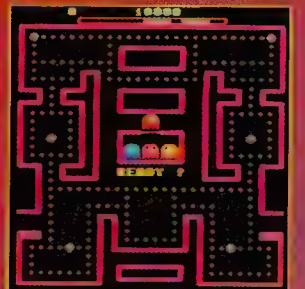
Manufacturer: Tengen
Machine: Genesis
Cartridge Size: 2 Meg
Number of Levels: N / A
Theme: Maze
Difficulty: Easy
Number of Players: 1 or 2
Available: July 1991

THE ARCADE CLASSIC!

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

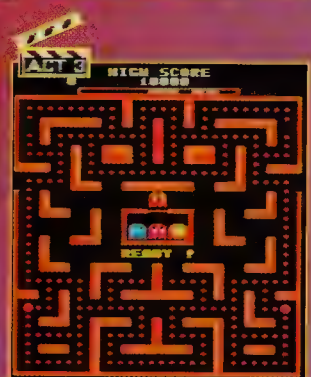
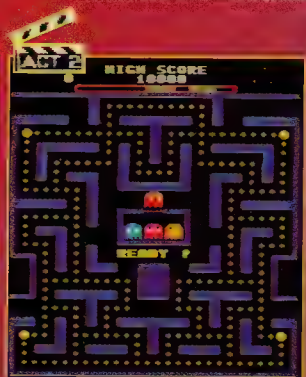
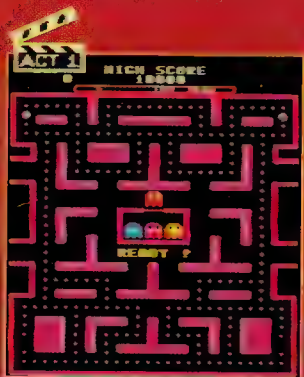


INTERMISSIONS!



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

FRUIT THAT WALKS!



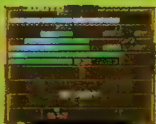
FACT-FILE

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

BREAK THE BLOCKS WITH WOODY POP!

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

These pests will
block your shots!



WOODY POP



Cannonball -
Destroys blocks with
one shot.



Fireball - Burns
blocks with one shot.



Size - Watch Woody
grow.

The Blocks

White - Takes one hit to destroy.

Blue - Takes multiple hits to destroy.

Green - Holds power-ups.

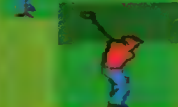
Red - Cannot be destroyed by Cannonballs.

FACT-FILE

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

FORE!

World Class Leader Board is the first of its kind for the Game Gear. It features four different courses, a putting green, and a menu on the left side of the screen shows the hole, the club you are using, distance and wind conditions. One to four players can compete in this enjoyable sports simulation.



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

WORLD CLASS LEADER BOARD™

FOUR COURSES TO CHOOSE FROM!



VERDICT TELEREVIEWS, INC.

PROUDLY PRESENTS



Eyewitness News



From the Summer Consumer Electronics Show® in Chicago

If you want the latest news on what happened in Chicago, you've got to call VTR. We've got reports on all the systems, all the games, all the coming attractions in the video gaming world. And it's available today! You can be among the first to know the hottest gaming info in the world! So don't waste another minute, or another second. Call VTR right now!

NES	
Subject	Code
New Licenses	999901
Accessories	999902
Sports Titles	999903
Action Titles	999904
Adventure	999905
Hot Rumors	999906

Genesis	
Subject	Code
New Licenses	999911
CD ROM Info	999912
Sports Titles	999913
Action Titles	999914
Adventure	999915
Hot Rumors	999916

TG16	
Subject	Code
New Licenses	999921
CD ROM Info	999922
Sports Titles	999923
Action Titles	999924
Adventure	999925
Hot Rumors	999926

Super NES	
Subject	Code
New Licenses	999931
Release Dates	999932
Sports Titles	999933
Action Titles	999934
Adventure	999935
Hot Rumors	999936

Neo-Geo	
Subject	Code
New Licenses	999941
Sales Update	999942
Sports Titles	999943
Action Titles	999944
Adventure	999945
Hot Rumors	999946

Other Info	
Subject	Code
Lynx	999951
Gameboy	999952
CDTV	999953
Game Gear	999954
T. Express	999955
Hot Rumors	999956

Just Dial

1-900-226-3431

1.25 for the first minute, .95 for each additional. If under 18, get parent's permission.

And don't forget all the other great VTR features, like over 240 game reviews, news updates, Recommended Game Lists and Sound-Off! For a complete VTR user guide, with a command menu, 240 review codes, a free phone sticker and more, just leave your name and address on the Sound Off. Or write to VTR at: 300 Crescent Ct, Suite 1300, Dallas, TX 75201.



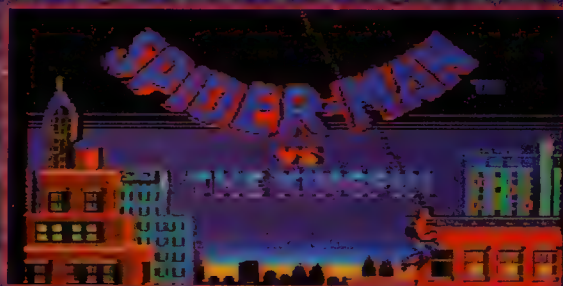
The VTR News Train
Catch It.

FACT-FILE

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

SPIDER-MAN THE TERROR IS ON!

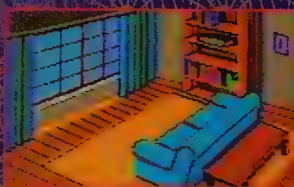
Wilson Fisk, the notorious Kingpin of crime has just broadcast to the world that Spider-Man has planted a bomb in New York which will detonate in twenty-four hours. The explosion would dump tons of radioactive waste on the city and make it uninhabitable. Now the whole of New York is after Spider-Man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



Framed!



Peter Parker: The Spectacular Spider-Man!

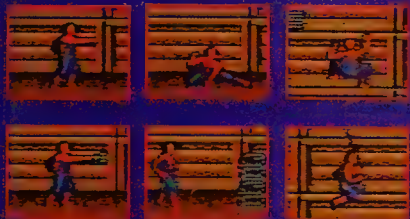


Dr. Strange gives you an amulet which allows to transport home.

Cinema clips help you through the mystery.

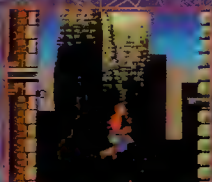
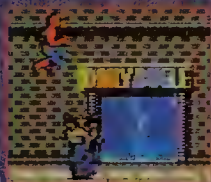
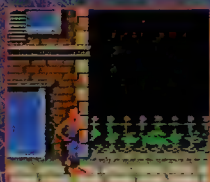


Amazing Moves!



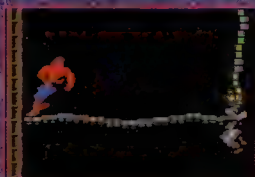
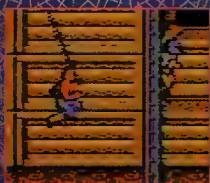
Classic Adversaries!





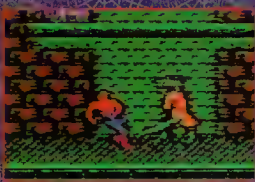
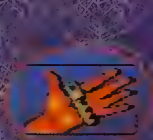
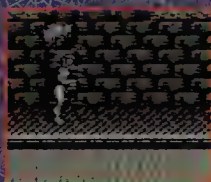
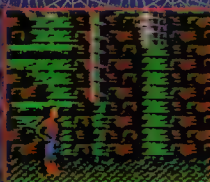
Level 1: The Daily Bugle

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



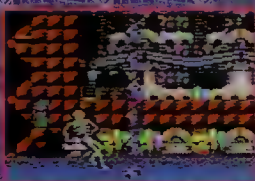
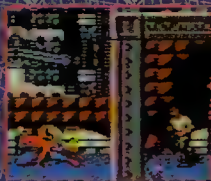
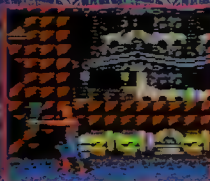
Level 2: The Warehouse

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



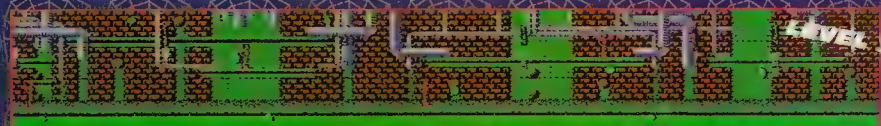
Level 3: The Sewers

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



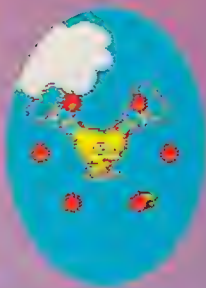
Level 4: The Power Station

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



FACT-FILE

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

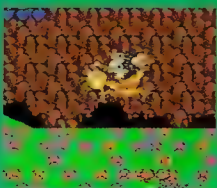
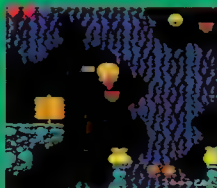
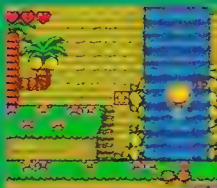


WHAT ARE YOU LOOKIN' AT, BUTTHEAD???

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

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

HERE ARE A FEW AREAS OF LEVEL ONE!!

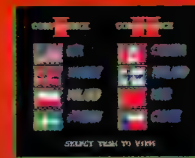


FACT-FILE

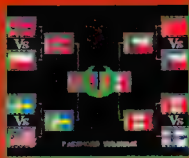
Manufacturer: NEC
Machine: TurboGrafx 16
Cartridge Size: 4 Meg
Number of Levels: NA
Theme: Sports
Difficulty: Average
Number of Players: 5 sim.
Available: July

FACE OFF!!

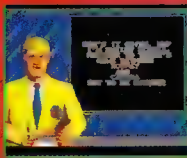
The TurboGrafx-16 line of sports games is widening once more. This time the word is Hockey. TV Sports Hockey to be exact. Fairly soon, the TV Sports series should be incredibly large, especially with the emergence of Tennis in the future and hockey presently. TV Sports Hockey features incredible graphics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



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



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



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



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



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



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



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



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



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

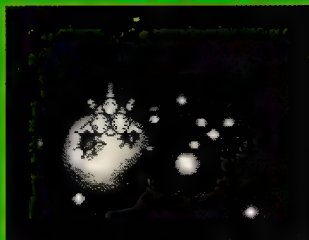


FACT-FILE

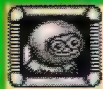
Manufacturer: Imagesoft
Machine: GameBoy
Cartridge Size: 512k
Number of Levels: NA
Theme: Maze Chase
Difficulty: Average
Number of Players: 1
Available: July

IS THIS SPACE TAKEN?

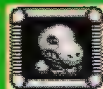
Apparently so. Far into the future, Humphrey, a brave astronaut, witnessed a humongous spaceship capture an Earthling. He immediately set out to rescue the captive and save the Earth. To achieve his goal, he must first explore the alien ship, through every nook and cranny, until he finds the items necessary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



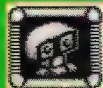
HUMPHREY
He's the bravest astronaut in the outer space.



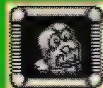
ZAKS
These are the extremely ugly alien captors.



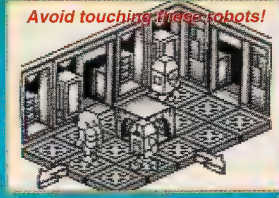
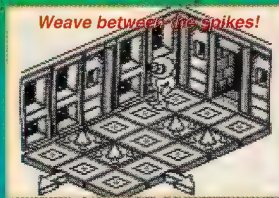
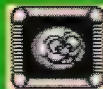
DROID TYPE 1
This is the ship's maintenance droid.



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



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



FACT-FILE

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

TAKE A STAND

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

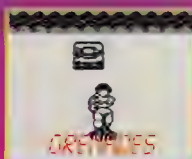
the key on each level so you can take on the boss of that level. The Bonus Zone also features multiple weapons, power ups, and a pause word option to save your game.



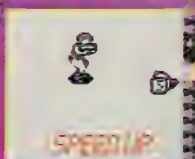
Use this submenu to change between heroes, view the overhead map, and see which items you have collected. If a hero is killed, you must change over to the other hero here.



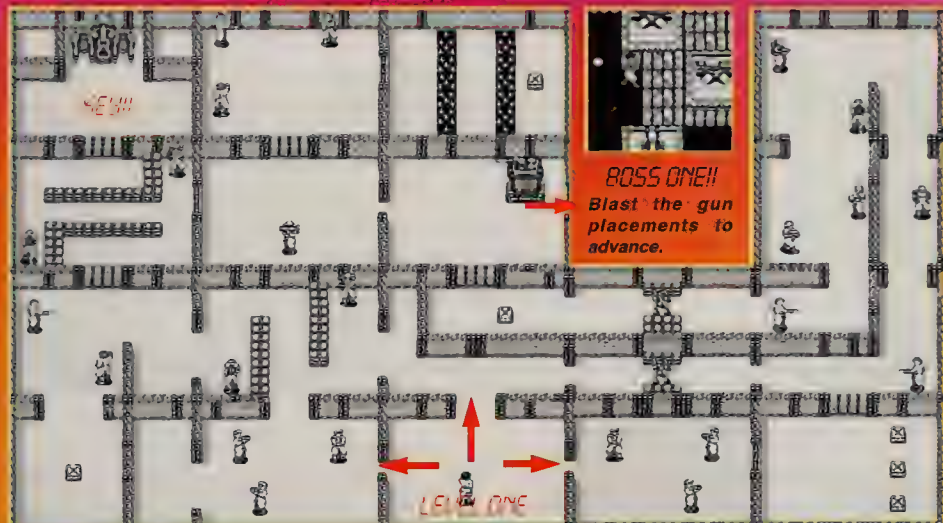
3 Way Shots are powerful against smaller weak enemies.



Grenades will wipe out the roughest end bosses in town!



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



U.S. NATIONAL VIDEO® GAME TEAM'S

SUPER STRATEGIES FOR WINNING BIG

SUPER PLAY BATMAN™



BRACE WITH BRAVE BY THE PALE MOONLIGHT

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

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

FACT-FILE

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

SPECIAL TRICKS!



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

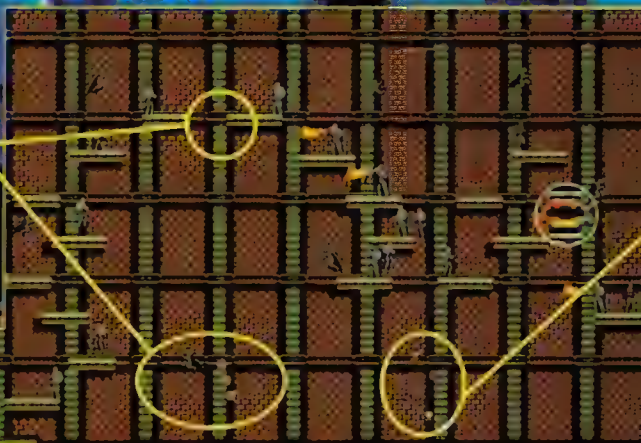


You can clear out your lives by 5 at this point in the game.

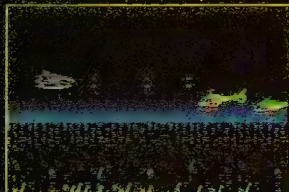


Make sure you get at least two 1-UPS on the way down.

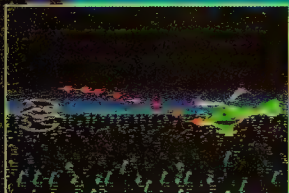
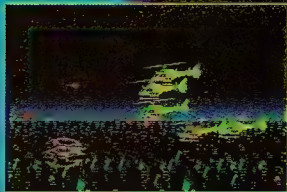
LEVEL 5: GOTHAM CITY STREET



LEVEL 6: IN THE SKY OVER GOTHAM CITY



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

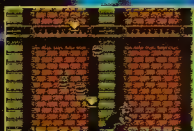


The patterns of the enemy copters are easy to figure out. The best strategy is to keep moving up and down on the screen. The boss isn't that tough. If you have 5 or 6 missiles you can blast him out of the sky rather easily. Nail him with constant machine guns and heat seeking missiles.

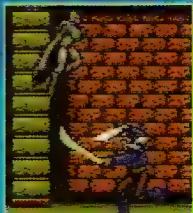


BOSS 6!!!

BATMAN™

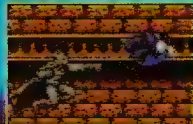


There are a number of power ups here, but they don't do you any good. If you jump down to get them you will die and lose them anyway. Forget about them.

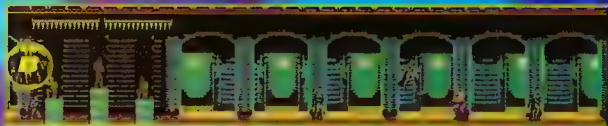
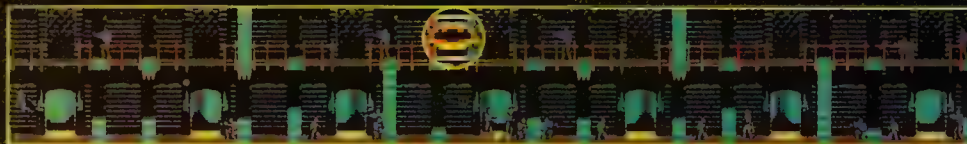


BOSS 5!!!

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



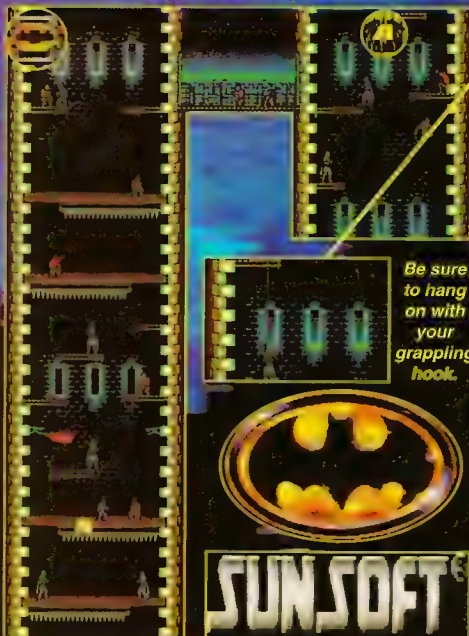
LEVEL 7-1: GOTHAM CATHEDRAL



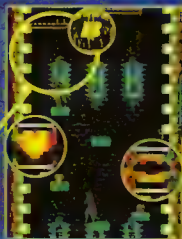
Batman must fight all the evil forces again!



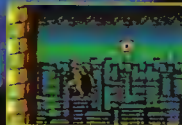
LEVEL 7-2: GOTHAM CATHEDRAL



Be sure to hang on with your grappling hook.

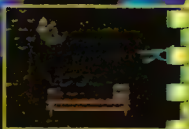


GET THE 1-UP!



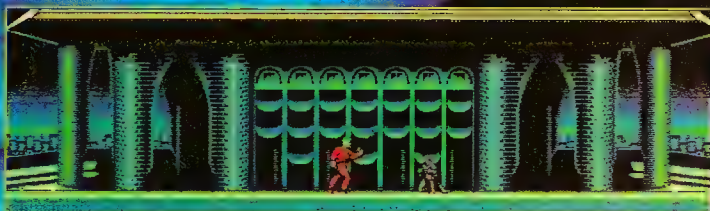
Jump off the ledge to get the 1-UP!

Flip over this bomb to get by without a scratch.





LEVEL 7-3: THE FINAL CONFRONTATION



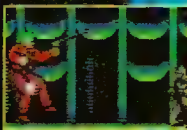
The Joker will attack you in two different ways. The first is with his huge gun, the second is with deadly blue flames.



**THE JOKER IS
EVER
DANCE WITH
THE DEVIL
BY THE
PALE
MOONLIGHT!**

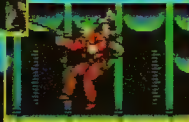


The Joker's attack is very aggressive and if you receive one then you will lose a life. If you have at least 10 Batarangs you should be able to defeat him using them. If you happen to run out of Batarangs, the best way to kill him is by jumping on top of him. These jumps must be timed right or you'll get hurt too. Good Luck!

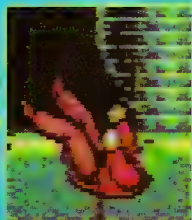


It is easiest to stay in one place and shoot him with Batarangs.

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



**CAN YOU
BEAT THE
JOKER AND
RESCUE
GODDAMN
CITY?**



U.S. NATIONAL VIDEO GAME TEAM
SUPER PLAY

STRAIGHT FROM
THE
U.S. NATIONAL
VIDEO GAME TEAM

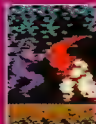
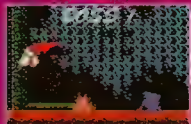
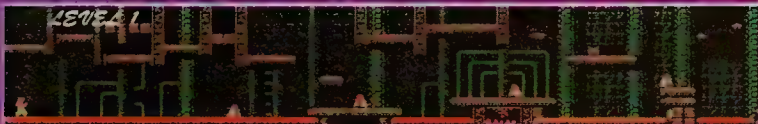


FACT-FILE

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

THE BATTLE FROM WITHIN

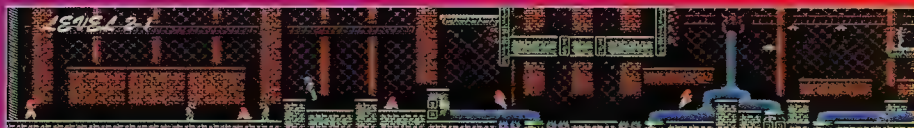
A deadly mutating virus has invaded the earth's defensive system computer. All anti-virus programs have failed to remove this destructive plague. A lone volunteer has the courage to go into the computer via an experimental and yet untested Image Transfer System. You have been sent in to destroy the virus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



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



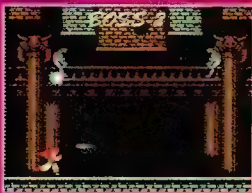
The easiest way to thrash this boss is to wack him repeatedly with your mane of fury.



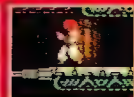
You can do a powerful kick when you are hanging on a platform.



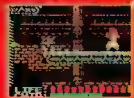
Kabuki is very acrobatic and is capable of climbing almost anywhere.



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



Watch out for the spikes that come from these platforms.



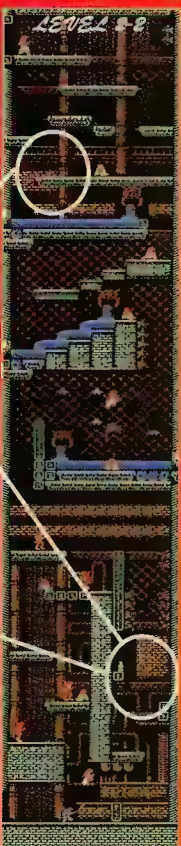
Jump over the spark that come from this hidden trap.



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



Jump to left and grab the Page.

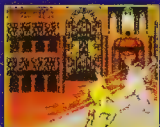




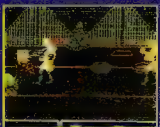
BLAZE (MD)



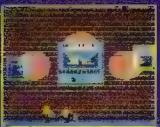
BARE KNUCKLES (MD)



BLUES ALMANAC (MD)



BLUES ALMANAC (MD)



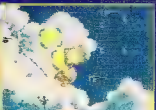
BLUES ALMANAC (MD)



BLUES ALMANAC (MD)

HARD SUMMER

Games Are Ready To Go! The Battle Lines Are Drawn!
 You Can't Afford To Get Em' All! DIE HARD!



SUPER FAMICOM

Hold on to your hat! It looks like winter is about to scare you right into your cozy! This what it's all about!

- 1000 City
- Super Pro Baseball
- Golden
- Goomba League
- Playball
- Super Ultra Baseball
- R-Type
- Super Ghosts
- And Ghosts
- Area 88
- Final Fantasy 4
- Dimension
- Force
- STC
- Raiden
- Joe & Mac
- Y's 3
- SD Doageball
- Goaman
- Strike Gunner

Pro Tennis

Naxat Pinball

Mario World

Burning Twin

Masters Golf

Hole in One

Ultraman

Pilot Wings

F-Zero

SD The Great Battle

Big Run

Actraiser

Gradus 3

Final Fight

Bombuzal

Jerry Boy

Drakken

Soccer

Dungeon

Master

PC Engine

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

Overhaul Man 2

Jazzes Chan

Legend of Hero

Tan no

Devil Moon

Burning Angel

Oxidea

F-1 Circus '91

W-Wing

Papaluz

Paradise Star

Power Drift

Outrun

Ghost Story

Blue Blinx

Saint Dragon

Dragon Breed

Snake's Revenge

SUPERGRAFX

1944

Strider

Aldynnes

Ghouls And

Ghosts

Grand Zort

Battle Ace

Darius +

PC Engine CD

With hardly anything new out in the U.S., Japan is going ballistic on great new releases. Check out some of these great titles!

Road Spout

Super Fantasy Zone

eggless

Y's 3

Die

Mianho

Rayxanber

Muzan

Grain Ground

Bananza Bros.

Forgotten Worlds

Demon Sword

Zero Wing

Devil Hunter

Yoko

Sorleifam

Valls 4

Shadow of the Beast

Loom

Warner's Forest

Ultra Box 4

PC Engine

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

Overhaul Man 2

Jazzes Chan

Legend of Hero

Tan no

Devil Moon

Burning Angel

Oxidea

F-1 Circus '91

W-Wing

Papaluz

Paradise Star

Power Drift

Outrun

Ghost Story

Blue Blinx

Saint Dragon

Dragon Breed

Snake's Revenge

SUPERGRAFX

1944

Strider

Aldynnes

Ghouls And

Ghosts

Grand Zort

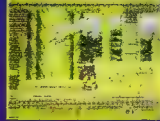
Battle Ace

Darius +

SYSTEMS & STUFF

Mega Drive	169.95
SG 3500	34.99
XE1-AP Scanning	129.99
MP Intelligent	169.99
Mega Drive CD	CALL
CoreGrafx	109.99
SuperGrafx	299.99
CD-Rom	79.99
Avenue Pad	44.99
Neo-Geo Gold05	79.99
Game Gear	159.99
Game Boy	79.99
New Lynx	99.99
PC 61	349.99
Turbo Express	CALL
White Game Gear	CALL
Panther	???

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



NEW RELEASES OR GAME PLAY INFO

818-774-2005

91356. If you are in the area, stop in and check out controllers and a full line of used games. Call for orders welcome!

NOW OPEN 7 DAYS

PC Engine

With hardly anything new out in the U.S., Japan is going ballistic on great new releases. Check out some of these great titles!

Road Spout

Super Fantasy Zone

eggless

Y's 3

Die

Mianho

Rayxanber

Muzan

Grain Ground

Bananza Bros.

Forgotten Worlds

Demon Sword

Zero Wing

Devil Hunter

Yoko

Sorleifam

Valls 4

Shadow of the Beast

Loom

Warner's Forest

Ultra Box 4

DIE HARD was at the CSG in Japan! Order your video tape today. See the games of the future... TODAY

CALL	29.99
CES Tape	24.99

here at DIE HARD we're dedicated to the game enthusiast. That's why you'll find it here first! You'll also find professional gamers to assist you in all your gaming needs. So if you're serious about gaming, look no further. DIE HARD IS THE PLACE!

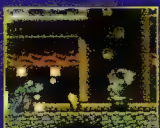
Well I have only been in it for 40. I'm willing to try under 1000.



BLUES ALMANAC (MD)



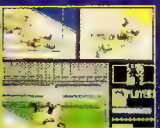
BLUES ALMANAC (MD)



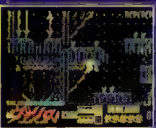
BLUES ALMANAC (MD)



BLUES ALMANAC (MD)



BLUES ALMANAC (MD)



BLUES ALMANAC (MD)

**The U.S. National
Video Game Team**



The U.S. National Video Game Team recognizes these players for their outstanding game playing achievements

U S A

TOP SCORE CLUB

VIDEO GAME HIGH SCORES Effective MAY, 1991

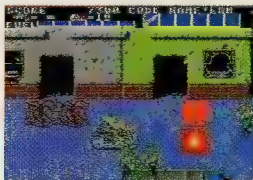
Game of the Month High Scores!!

This Month's Game...

BLOODY WOLF

1. Sean Moline 2,658,200

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



Send Scores For...

R-Type (turboGrafx)

All entries by Aug. 15

WIN BIG WITH EGM!!

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

ARCADE NINTENDO SEGA GENESIS TURBO

Game	Score
Abadox	655,350
After Burner	14,335,970
Bad Dudes	999,999
Batman	6,802,500
Bural Fighter	15,342,420
Contra	6,553,500
Double Dragon	346,450
Double Dragon 2	461,060
Godzille	11,111,310
Guerrilla War	219,400
Karnov	534,500
Marble Madness	147,110
Mega Man	9,999,900
Metal Gear 2	Finished
Paperboy	191,300
P.O.W.	311,500
Red Racer	92,403
Rampage	42,999,963
Roll Busters	999,999
Rolling Thunder	179,350
Sky Shark	1,043,570
Star Soldier	6,990,000
Super C	9,999,990
Super Mario Bros. 3	9,999,990
Tetris	784,537
TMT	9,999,900
Werewolf	228,800

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

Game	Score
Alter Burner	13,572,900
Altered Beast	234,400
Double Dragon	627,000
Moonwalker	21,020
Out Run	55,826,340
Rampage	785,499
Rastan	31,139,300
R-Type	1,128,500
Shinobi	1,165,750
Space Harrier	35,257,970
Thunder Blade	3,054,000
Time Soldiers	7,437,700

Player
Christopher Sims
Alex Stamos
Todd Feller
Vince Tennant
Dan Lee
Gerard Drahney
Christopher Sims
Brian Gredault
Todd Bustillo
Dan Lee
Bob McGuire
Rob Siegmann

Game	Score
Allen Crush	999,999,900
Blazing Lasers	99,999,999
Bloody Wolf	2,348,300
Bonk's Adventure	999,499
Cyber Core	999,900
Dragon Spirit	639,670
Fantasy Zone	98,225,100
Fighting Street	547,600
J.J. & Jeff	10,175,650
Monster Lair	138,820
Side Arms	6,396,400
Victory Run	18 min. 00.18 sec

Player
Barry Bowman
Dale Scordino
Ken Shulin
Chris Nygard
Jim Hakola
Randy Lewis
Brandon Fish
Sergio Stugar
Chris Camera
Terence Micharoni
Jim Hakola
Stephen Shelton

Game	Score
1943	2,947,360
After Burner	68,588,000
Arkamoid	1,165,910
APB	1,002,324
Diner(PIN)	89,220,000
Double Dragon	130,900
Hard Drivin'	529,900
Kix	3,205,000
Out Run	49,050,270
Robocop	2,240,600
Smash TV	12,624,000(1 Play)
Super Contra	10,640,310

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

Game	Score
Alter Burner 2	29,017,840
Altered Beast	4,682,500
Air Diver	78,023,000
Columns	99,999,999
Curse	10,560,300
Forgotten Worlds	1,694,100
Ghostsbusters	19,362,000
Ghouls & Ghosts	1,750,100
Revenge of Shinobi	12,537,800
Target Earth	78,172,540
Thunderforce 2	6,776,350
Truxton	3,331,050

Player
Tony Desilvey
Lee Vetteicher
Steve Swetz
Keith Danforth
Jeff Yonan
Tony Desilvey
Kurt Schaal
Steve Swetz
Steve Swetz
Randy Lewis
Todd Bustillo
Tony Desilvey

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

DO YOU PLAY VIDEO GAMES??

THEN YOU MUST SUBSCRIBE TO

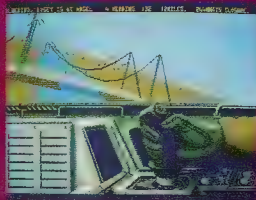
ELECTRONIC GAMING MONTHLY



Each big issue of **ELECTRONIC GAMING MONTHLY** is loaded with behind-the-scenes info, previews of unreleased games, and cart reviews that you can trust!

Also get exclusive U.S. National Video Game Team endorsements, contests, high scores, secret code trading cards, and tip booklets that have all the tricks and strategies you need to amaze your friends and play like a pro on all the newest games!

You get all this and more in each full color issue of **ELECTRONIC GAMING MONTHLY**... **THE video game resource!**



- * FULL COLOR!
- * TIP BOOKLETS!
- * PREVIEWS!
- * HIGH SCORES!
- * CODE CARDS!
- * CONTESTS!
- * PLUS MUCH, MUCH MORE!

I WANT TO PLAY LIKE A PRO!

YES! I want to subscribe to **ELECTRONIC GAMING MONTHLY** for the low price of **\$23.95** for a full year (that's 12 incredible issues for 50% off the cover price).

NAME _____

ADDRESS _____

CITY _____

STATE _____

ZIP _____

PHONE _____

BIRTHDATE _____

To order, Send the above form, with check or money order for \$23.95 to:
(Canada and Mexico \$34.95. All other foreign orders \$60.00)

SENDAI PUBLICATIONS, INC.
1920 Highland Ave
Suite 222 - Dept. A
Lombard, IL 60148



BAT



The Video
Comin

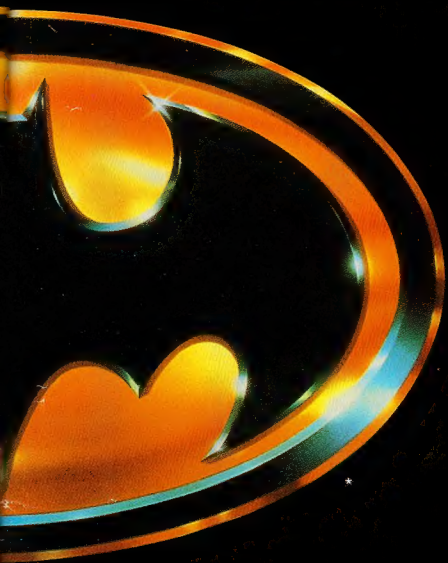


Sega™ and Genesis™ are registered trademarks of Sega Enterprises, LTD.

Sunsoft is a registered trademark of Sun Corporation of America.

SUN

MAN



o Game.
g Soon.

SOFT®

*indicates a trademark of DC Comics Inc. 1991.

Licensed by Sega Enterprises, LTD. for play on the Sega™ Genesis™ System.



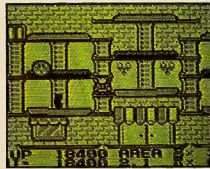
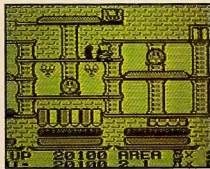
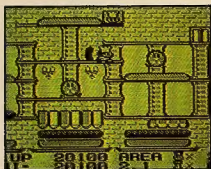
CIRCLE #164 ON READER SERVICE CARD.

GIMME' THE WORKS!



Today's Special: **Flame-broiled burgers piled high with all the works.** Peter Pepper, the burger chef is stacking these sizzling, mouth watering burgers with all the trimmings. But the grill is smoking from

the annoying food fiends – Mr. Egg, Mr. Wiener and Mr. Pickle—who are trying to slow down production. It's food flingin' fun for you and a friend with **BurgerTime Deluxe**, new from Data East.



LICENSED BY
Nintendo



Nintendo, Game Boy and the Official Seals are trademarks of Nintendo of America Inc. © 1989 Nintendo of America Inc. Burger Time Deluxe © and ™ 1991 Data East USA, Inc.

Data East USA, Inc.
1850 Little Orchard Street
San Jose, Ca 95125
(408) 285-7074

CIRCLE #116 ON READER SERVICE CARD.

