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# ELECTRONIC GAMING MONTHLY

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CHAMPION EDITION

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- SPECIAL EGM REVIEW!
- INCREDIBLE STRATEGY GUIDE!



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May, 1993

Volume 6, Issue 5



05





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Game Player's Magazine '91

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# INSERT COIN

## WE'RE SORRY FOR BEING HONEST...

Last week I got my first experience at being on the road. I flew out for the Sega/Capcom press conference that unveiled the 'unsecret' Street Fighter 2 CE. After the conference I called up some of the companies in the San Francisco area to stop by for a visit. After the normal social greetings, the subject always got around to one common subject - game reviews. "Why did our game only get a 4?" was the standard question. Unfortunately, the answer was the same also. "The game only deserved a 4." While not the first time I had to answer for a low review, as phone calls come in every week about items published in our magazines, but telling it to people face to face is something different. It's not an easy thing to say to a product manager sitting across the table, who has probably hundreds, if not thousands of hours, and an equal amount of money invested in making a game. It is doubly tough because companies know that a low number review will mean smaller sales in the stores, not only from fewer players buying the games, but also from smaller initial purchases from the larger retail chains. We happen to be the major source of information for many of the video game buyers. They take our reviews into consideration when they make their nationwide purchases. It is quite a responsibility but in the goals that Steve set years ago, our reviews will always represent our honest, unbiased opinions of the games. This attitude also carries through all of the sections in the magazine. While other magazines may have a more upbeat attitude, and every game gets smiling faces, that type of facade is easy to see through and players start to ignore the ratings and quickly lose faith in the integrity of the magazine.

The same attitude goes towards the editorial. I could play it safe and just tell you what is in this issue. But that just repeats the table of contents. Rather you will see opinions about the industry here. Sure I get a lot of angry calls and letters from the companies and readers about anything negative that I wrote regarding a particular system or game, but these editorials aren't just random thoughts from someone new to the industry. I'm one of the old timers, having been to over 25 Consumer Electronics Shows, and dozens of Japanese and European trade shows. After a while it isn't too hard to be able to read between the lines to see what a company is really saying or doing.

Most importantly, many of the editorials represent what our readers are saying. I read each and every letter that you send in, and you, the readers do have a voice in the industry. If we get a thousand letters from Super NES players who are worried that the mighty Nintendo may take out the blood and fatalities in Mortal Kombat (as we have) that message will be passed on to the powers that be at Nintendo. It may not make a difference to the Big 'N, but we are here to get the message to them. So keep your letters coming in. It does make a difference! Don't just stop there, though. We are starting to offer more controversial subjects in our letters column. Let us know your opinion. And finally, take a moment to let us know what you think of the magazine. We are constantly evolving, and with your input, the biggest and best will stay on top.

Ed Semrad  
Editor

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adamantium

Claws make  
as they  
extract their  
revenge.



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The final battle takes place on Asteroid M. Defeat Magneto's Acolytes and the Master of Magnetism appears.

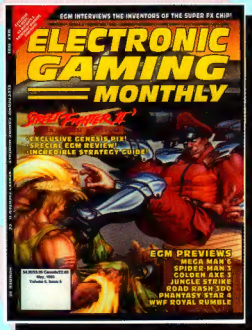
**SEGA**  
GENESIS



**MARVEL**  
COMICS



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STREET FIGHTER 2 Champion Edition for Genesis! Check out this exclusive!

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We've got the hot new pix for Street Fighter 2 on the Genesis. This Champion Edition is sure to blow your mind!

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# ELECTRONIC GAMING MONTHLY

## THE BIGGEST AND BEST!!

### FACT-FILES

#### SUPER NES TIMES

**112**

Save the Rairatto System from the clutches of the evil Emperor Androv in StarFox with the new Super FX chip! Mario takes a back seat to his brother in Mario is Missing; see if you have what it takes to be the Ultimate Fighter; spin to take out your foes in Taz-mania, and prey on the aliens with your extensive weaponry in Aliens vs. Predator. Plus, the action, magic and fun of Brawl Brothers, Spellcraft and Super Widget.

#### OUTPOST SEGA

**128**

Take command of special forces in the action-packed sequel Jungle Strike. Get ready for some futuristic combat in Cyborg Justice! Or, if you're in the mood for some sports competition, try to ace your opponent in Amazing Tennis, clobber your rival in American Gladiators, or batter up for R.B.I. '93. Plus, 2Galt and Sorcerer's Kingdom. For the Sega CD, C+C's Make Your Own Music Video will really make you sweat! Plus, trouble in the Old West with Mad Dog McCree.

#### TEAM DUO

**142**

Destroy the Gofer Empire in Gradius 2, the sequel to the arcade classic Lifeforce. Take a shot at Riot Zone and Bonk 3, too!

#### NINTENDO FORCE

**146**

The Ultimate Team has arrived: Battletoads and Double Dragon fight the Dark Queen together. Ante up for Casino Kid 2 by Sofel.

#### CLUB GAMEBOY

**150**

Those tough-skinned frogs are back! Battletoads for the GameBoy in this issue, and get your gloves laced up for Ring Rage!

#### SUPER GEAR

**156**

Brawlin' brothers Billy and Jimmy Lee are back for some more fighting action in Double Dragon from Virgin.



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Over 30 minutes of full motion animation!

Test your action-reaction skills with 3 levels of difficulty!

From Renovation / Wolf Team

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Can you and Time Gal brave the challenges and catch Luda before time runs out?

**Here's one date you won't forget!**



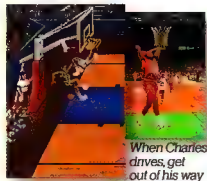
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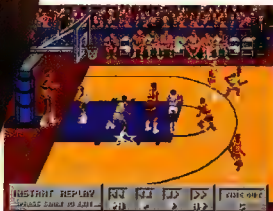
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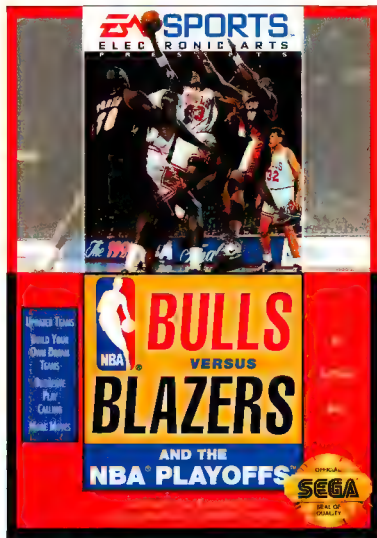


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# INTERFACE

## LETTERS TO THE EDITOR

Did something in this issue really get you thinking or burning? Put it down on paper or chisel it in stone and send it off to us. If we like what you write, we'll put it inside the pages of this magazine and try to spell your name right. If we don't like it, chances are we'll just run it as the Psycho letter. Remember that anything you write and send to us can be used in the mag whether you like it or not. Keep the Mushnick letters coming as we still are looking for one psycho that agrees with him. Send your letters and letter art to: Interface, Letters to the Editor, c/o Sendal Publishing Group, 1520 Highland Avenue, Suite 222, Lombard, Illinois 60148. And if you think we're going to answer your letter, guess again. Try your congressman.

### SF2 FOR GENESIS LIVES!

I have access to a computer bulletin board system and I have seen information that states Capcom will be bringing Street Fighter II: Champion Edition to the Sega Genesis. I own a Super NES and I feel that Capcom is abandoning me and all those who bought a copy of SF2 for the Super NES.

Mark Kurt  
Louisville, KY

I was wondering if Street Fighter II is coming out on the Genesis? I just love the game. My parents won't let me have two 16-Bit systems, so I was just wondering if it will be available any time soon. Also, what will be the meg of this cart and what kind of six button controller will come out for it?

Daniel Dresser  
Vacaville, CA

If Street Fighter is supposedly coming out on the Genesis, I have a few burning questions for you:

- (1) Could it ever be better than the current SF2 for the Super NES?
- (2) Will it have the same awesome music as the Super NES?
- (3) And even the most important question of all, will it be Champion Edition?
- (4) Will the SF2 CE Turbo version then come out for the Super NES? Thanks guys, I know you have the answers.

Mike Morino  
Ventura, CA



It finally happened! Street Fighter II CE is coming to the Sega Genesis in June!

*(Ed. As you can see by the cover of this issue, SF2 CE is indeed coming to the Genesis this June. Capcom officially announced the game on March 10, 1992 and at that time they also stated that a new Genesis version of their 6 button SF2 stick would be coming out later this summer. Sega also plans to have their 6 button controller out this summer. The Genesis SF2 CE will be 16 meg and Capcom states that it would cost the same as the Super NES version. From what we saw of the game the sounds and music are excellent. The control is good and the characters move very fast on the screen. The reduced color palette is noticeable but not objectionable. There will be improvements over the Super NES version (do a perfect round and the game says 'perfect') and it appears to be an awesome cart. As to a Super NES version... Capcom U.S. won't say, but sources in Japan are already talking about a new Super Famicom SF2 cart. Whether it will be Turbo CE or just CE has not been confirmed yet.)*

### STARFOX 2 IS ON ITS WAY!

I bought the Japanese version of StarFox and I think it's the most incredible game I've ever seen! The action is mind-boggling and the sound effects are some of the best ever! I would love to personally congratulate Nintendo for their excellent work in designing the SFX Chip for the best game on the market! Any word on a sequel?

Raymond Jones  
Beaver, OH

As soon as I saw your preview pictures of StarFox in the February issue, I just knew I had to run out to the store and purchase it as soon as it came out. Well, I did and I love it! The missions are all long and challenging and the music is way above average! My question to you is: how long has Nintendo been working on this elusive SFX Chip? It seems that StarFox has just grazed the surface of what this chip can do! Will there be a sequel or any other games like it in the future?

Erik Swanson  
Minneapolis, MN

*(Ed. Surprise! Nintendo didn't design the Super FX chip nor can they claim complete credit for StarFox! Both of these projects come from Argonaut Software in England! Check out our exclusive, revealing, Behind the Screens at Argonaut Software (page 110) for the REAL story that Nintendo will not talk about regarding the chip and game!)*



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## FULDIGAN, HA!

I have just received your April issue, and the first thing that I did was to look for your April Fools joke. After finding the phony listing of the Jaguar games in the Software Calendar, I had to immediately rush this letter to you in hopes that I might win some kind of prize for being the first to respond.

**Roger Bench**  
Orlando, FL

While I was reading my newly arrived April issue of EGM, I found your annual April Fools Joke. In your Software Calendar, a new section listing Jaguar games caught my eye especially since I know the system hasn't been released yet. Sure enough, the games were Virtua Pong 64, Adventure 199X and Yar's Revenge 2. I find this an excellent attack on Atari's vaporware promises about this system. While this prank is unlikely to cause international mania that your infamous Sheng Long trick resulted in last year, I suppose it is possible that I will soon see a bunch of clueless gamers lining up at Electronic's Boutique to buy Virtua Pong 64. Keep up the good work!

**Teddy Schall**  
San Francisco, CA

I am pleased to say that I found the April Fools trick on page 37 in the April issue of your awesome mag. Virtua Pong 64, Adventure 199X and Yar's Revenge 2 definitely sound like Jaguar games. I'm sure you'll probably get letters from people that believed it. Do I get a game?

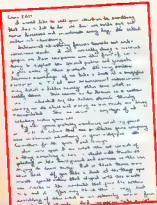
**James Mohr**  
Brooklyn Park, MN

I must admit that you guys had me fooled! I never would have thought about looking in the Software Calendar for an April Fools trick. I thought for sure it would be the Psycho Letter or even Power Modeler from the Next Wave section. Keep up the awesome news in the best magazine around!

**Tony Reno**  
Las Vegas, NV



## LETTER OF THE MONTH!



The Road Avenger ad with the alleged subliminal message?

### WIN AN EGM T-SHIRT!

If you think you can be as loonnie as Jon, we want to hear what you have to say. Just don't try to fool us with the phony "I'm serious" story. If you're weird enough, we'll send you an EGM T-Shirt that you can wear with pride at the funny farm!



"Dear EGM,  
...Subliminal advertising focuses towards our subconscious minds. I am doing a research paper on how companies use this form of advertising to exploit the general public... I believe that Renovation uses it. It's the ad for Road Avenger. If you take a look at the open mouth, you'll see that aligned with the mouth are cracks in the windshield that form the letters S, E, and X...Companies make a lot of money doing this. Show this to everyone at the office and see what they think of this.

P.S. If you decide to publish this letter, PLEASE don't publish it as the Psycho Letter because I am dead serious about this." Jon P., Horsham, PA

Jon P. of Horsham, PA almost had us fooled into believing the research paper story until Scanman, our resident loonnie, spent two weeks with the ad and found something that looked like the letters. Are we close Jon? No one else saw it. Anyway, anybody who spends hours looking at ads for secret messages is as crazy as they come. Try getting a life Jon, there is a real world out there! You might try playing video games too! But don't look at every screen for messages though.

You people are very cruel when it comes to April Fools pranks! Last year, the vapor-hero legend Sheng Long, now a vapor-system and games! When I saw that you added a new spot for the anticipated Jaguar game system in the Software Calendar, I almost cried! I was ready to blow another paycheck on this hot game system to add to my collection. However, my jaw dropped to the ground when I saw those heart breaking, phony, third-party software titles. I know, I should have been prepared. Hopefully, some day soon, the Atari 64-Bit Jaguar will claw its way to reality and take the world by surprise! It's the stuff dreams are made of.

**Casey D. Watkins**  
Lawndale, CA

*(Ed. Looking at the postmarked date on your envelope James, Roger's entry beat yours by a week. And Roger, just how did you receive your issue so quickly? Are you one of the readers who bought the exclusive \$500 Gold Seal Subscription program where the mag is sent out Fed Ex from the printer? Anyway Roger, since you were the first to get us your letter about your findings, we will be sending you an entire set of extremely rare golden Street Fighter II coins, a copy of the Genesis version of SF2 Champion Edition, and a funky-cool In Your Face T-Shirt to proudly display to all your jealous friends. What else would you expect from the biggest and best video game magazine! Enjoy those prizes and stay tuned for next year's surprise! )*



# E.V.O. Search for Eden

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As a matter of fact, we are so interested in the creatures you create, we would like you to take a photo of your favorite creation and send it to: Enix America Corp. 2679 151st Place N.E. Redmond, WA 98052. ATTN.: EVO contest. On the back of your photo please include your return address and choice of the following games: ActRaiser, Dragon Warrior III and Dragon Warrior IV. One game will be awarded to each winner. There will be five winners drawn each month. Contest ends 9/30/93. All entries must be received before September 30, 1993.

## VIOLENCE IN SPORTS GAMES...

I'm writing in response to the article printed in the April issue of EGM written by Phil Mushnick of the NY Post. I believe it is sick that someone would go so far to proving his point. He couldn't possibly believe that Madden and the NHLPA condone violence. It's a video game for goodness sake! Any kid, however, who cannot depict the difference between an injured player and the same in a video game should have his parents checked out, not the kid. Comparing a video game to real life is exceptionally sick on Mr. Mushnick's part. All the letter does is prove his ignorance in writing it.

**Travis Ransom**  
Evanston, IL

I have decided to respond to your request for opinions concerning Mr. Mushnick's article in the New York Post. I would say, "Yo, Phil, GET A LIFE!!". His story (or fairy tale) is a good example of irresponsible journalism and a lack of knowledge about his subject matter and that is sickening. First, he doesn't sound like a person who has played electronic games of any kind. Second, he would have us believe the 'children' he is talking about are no more than toddlers who must be saved from this great evil. Maybe Mr. Mushnick will someday have an open mind and play some of these games.

**David Ernest**  
Juniata, NE

The article written by Mr. Phil Mushnick angered me so much that as soon as I read it I got up to write this letter. Mr. Mushnick has probably never played a video game in his life. I'm sure that if he played one he would have seen just how good they are. I don't look for violence, I look for good games that won't bore me after a while. Sadly, violence is a part of our everyday lives and if Phil doesn't understand that, maybe he should come out of the closet and open his eyes.

**Eric Flanagan**  
Manasota, FL

Our dear friend, Phil Mushnick, is obviously suffering from some sort of dementia created by a lack of touch with our society. In his article, he viciously attacks two games which portray two of the most violent sports in our country. I don't feel that the games discussed in the article glamorize violence! And certainly, Mr. Mushnick, video games are not the culprit in shaping a violent society. Try viewing five minutes of television and witness the violence that millions of Americans watch.

**Scott Hunt**  
Louisville, KY

I was very entertained by the Psycho Letter of the Month concerning Phil Mushnick in your April issue. First of all, you guys are right. The writer of the article is very biased, but in a way, the guy has a point. The games are violent, but he did not consider the fact that the violence is all in fun, and most of all, it's just a game! The violence is not to encourage more violence, or as the writer said, child abuse. Get real! Does this guy seriously think that Sega and Nintendo are trying to promote child abuse? The violence is simply slapstick humor like you'd find on any Saturday morning cartoon. This is all fun and nobody is getting hurt. Mr. Mushnick needs to educate himself before he writes a biased article like that again.

**Scott Jones**  
Lee's Summit, MO

I thought Mr. Mushnick was drunk when he wrote his article. It had very little, if any, basis in reality. First, Nintendo has very little violence in its games. It's not as if Mario chases after Bowser with a gun. Second, I was insulted about what Phil said of Sega's Madden games and how he thinks that we all want to see players get hurt or paralyzed. That's not the case at all. Who would want to see a professional athlete who worked all their lives have it suddenly taken away? I don't know what's wrong with this guy but I think he has mush for brains.

**Michael-X**  
Fitchburg, MA

I just received your April issue in the mail and I couldn't believe what I was reading when I turned to the Psycho Letter of the Month. Well Mr. Mushnick, you say that the people at Nintendo, Sega as well as the entire NHLPA can go straight to hell? If that's the case, I feel you can go right along with them. To even suggest that sports video games are promoting violence in everyday life is the biggest load of B.S. I have heard in years. Let's start off with what you said about Toys 'R Us. Since when are they "a headquarters for kids looking to get a leg up on the brutal world that awaits them?" You make a toy store look like a war command post. If you really want to see violence in a game, why don't you go down to the local arcade and play a game of Mortal Kombat with all the gore switches turned on? Judging from your article, this game might send you crying home to mommy.

**Mike Pries**  
Chicago Heights, IL



According to Mr. Mushnick, Madden Football teaches kids violence in sports.

*(Ed. This is the first round of letters from players about Mr. Mushnick's columns on violence in video games (see our April Psycho letter of the month for the whole article). The attitudes of the game players range from total disbelief to anger which we have never heard before.*

*Believe me, I searched high and low, and of all the letters we received, nobody took his side of the story. Keep the letters coming in and it would also be good to hear from parents as to whether you see your children developing violent attitudes because they play video games.)*



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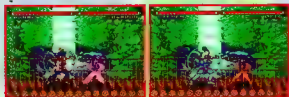
## THE DEBATE CONTINUES

Why is it that every game that comes to U.S. radically changes from the Japanese counterpart? For instance, take the awesome game called Ranma 1/2. I have both Super Famicom versions and they're incredible! But I ask you, why did Irem have to change the characters when they released Street Combat on the Super NES? Did they feel that Americans wouldn't like the present characters or understand the intricate story that surrounds the animation series that this game is based on? I really wish some companies would leave the games the way they are.

Michael Tiefen  
Los Angeles, CA

These ridiculous changes have got to stop! What I'm talking about is the video game characters that come from Japan and end up getting butchered by the American companies to suit 'our needs.' Changes like converting the ultra-cool Ranma 1/2 characters into all new people in Irem's Street Combat and completely taking out Bonk's strange transformation in the Japanese version only hurt the game's quality.

Samuel Brewer  
Springfield, IL



Are these changes really that drastic?  
Write a response and let us know!

*(Ed. While games go through many changes before they reach the market, many of the companies make special changes based upon the familiarity of the game characters. Since a Ranma 1/2 cartoon never aired on T.V. in America, and can only be seen by watching translated tapes, the popularity of the characters seemed weak and the changes were probably made based on that assumption. Besides, if you never bought the Japanese versions of these games, the changes would be unnoticeable anyway.)*

## EGM ENVELOPE ART!

Street Fighter 2 is still dominating the artwork but Mortal Kombat is catching up! **Note: Only 4 x 9 1/2" or smaller envelopes will be allowed! Put your name on the back of the envelope.** All winners get a free 'In Your Face' T-Shirt and the first prize is a Fire Stick from G & C Manufacturing. **SEND ALL ART TO: Interface Letters to the Editor; 1920 Highland Ave., Suite 222, Lombard IL, 60148.**



Twin Le, New Orleans, LA



Paul Harmon, Sacramento, CA



Matt Oreto, Worcester, MA



Frank Chiappetta, Palatine, IL



Fernando Ramirez, Chicago, IL



Arpiwat Nunthaphivat, Amarillo, TX



Sergio H. Garcia, Plano, TX



Steve Bissett  
Williamsport, MD



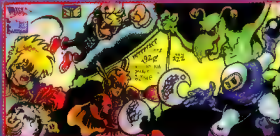
Rory Kosh  
Santa Cruz, CA



Dararlin Duong  
Montreal, Canada



Charles Stanley  
Bronx, NY



Richie Check, Bethlehem, PA

The first place prize is a Fire Stick donated by G & C Joystick Mfg.

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## CES. WHEN, WHERE, COST?

After reading about all the exciting things that went on at the WCES in Las Vegas, I asked my father if he would drive me to Chicago for the Summer CES in June. If I can get tickets for it, he said he would drive me. Some of my friends said it isn't open to the public but others say I can get in. So I've come to you for the real answer, CAN I GET IN?

When is the exact dates, where can I get tickets and how much are they?

Chris Clarkon  
Tecumseh, ONT



Once again, the Consumer Electronics Show will be open to the public.

*(Ed. Start packing your bags Chris! Once again, the Chicago Summer Consumer Electronics Show will be open to the public. Because of the phenomenal success of the last show - almost 100,000 people came to see the newest gadgets and gizmos on Consumer Day, the honchos who run the CES have decided to open the gates to the public on Sunday, June 6th. For more show information you can call 1-800-338-6901. For advanced tickets call 1-312-559-1212)*

## RATED 'R'?

Today, video games are much more advance than before. They seem to cater more to the older audience too. As many American gamers know, Japanese games have more blood and violence and also show a lot more skin than U.S. titles. Can we expect to see these types of games coming to the U.S. in the near future?

Doug Masin  
Columbus, OH



Dragon Knight is one of the many games with an adult oriented theme..

*(Ed. Don't expect to see anything very risque on the game systems in the near future. Remember that the Japanese attitude towards nudity and violence is entirely different than that of the ours. To them it is not a big deal, while here the companies have to be concerned about parents.*

*Looking at our game companies, there is Nintendo where seeing blood in a game is unheard of; Sega, where blood is OK but nudity is a no-no (remember Stormlord); and TTI where the conservative approach to the subject seems to be the way they are going to go. Mortal Kombat will probably be the landmark game which will at least loosen up the violence standards.)*

## WHERE ARE?

While flipping through all of my older back issues, I came across some games that you have mentioned but I haven't seen anything yet. For example, you mentioned Dark Wizard would be coming out for the Sega CD. Since there is a real lack of RPGs on this expensive CD unit, I guess this is the one I'll have to stand in line for.

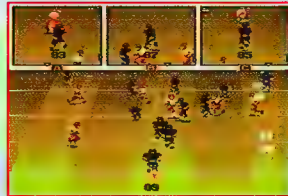
Brian Minster  
Campbell, NY

In the August issue of EGM (number 37), you gave a sneak preview of Super Star Wars. On page 94 in the lower column of photos you showed Luke Skywalker in the trash compactor. I've played this game every day and have never come across this part of the game. Does this involve a trick or something?

B.J. Jones  
Palos Verdes, CA

At my local video store, they have a game called John Madden: Championship Edition for the Genesis that is only available for rental. Since it is always checked out, I have never been able to see what this game is all about. Although I was discouraged, I went to every toy and electronic store in the area and they said they've never even heard of this game! Was this simply a mix-up at the video store?

John Schlottman  
Baltimore, MD



Madden Championship Edition could find its way into retail stores soon!

*(Ed. Okay Brian, we'll start with your question. Yes, Dark Wizard will be coming out from Sega for the Sega CD in July. You'll be seeing more of this game from EGM in the future months as well.*

*B.J., your question took a little more research. After a call to JVC, we were informed that the version which we took pictures of at CES was a preliminary copy of Super Star Wars. That scene in the trash compactor was taken out to fit the memory requirements of the cartridge.*

*Last but not least, John. Madden Championship Edition was developed by Electronic Arts strictly for rental purposes. Super Bowl teams are the only real addition but this game has become quite a hot commodity. Electronic Arts has given some serious thought to the phenomenal demand for this game and may even start selling it throughout the country sometime soon. A few video stores are even reporting that the customers are keeping the game and paying the \$150 penalty fee! For more information on Madden Championship Edition, check out the Sports Insert polybagged with this issue.)*

# TAKE ON THE PROS!

R.B.I.-93 puts you into the big leagues with nearly 700 REAL Major League Baseball Players from all 28 professional rosters, including Colorado and Florida.

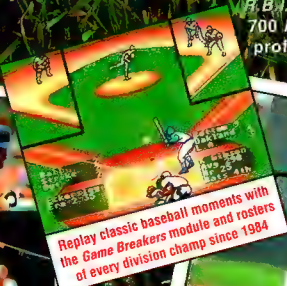
Plus you'll face them on their own turf—from Chicago's friendly confines to the Big Green Monster in Boston.

So before you pick up a baseball game for your Genesis, make sure it's not one of those hush-league efforts withphony stadiums and fake player names taken from the local phone book.

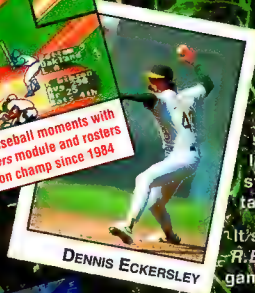
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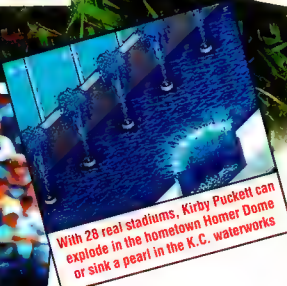
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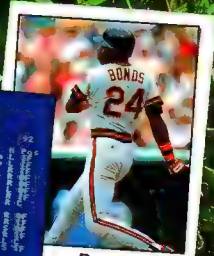
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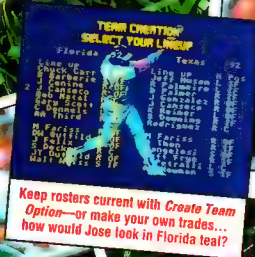
KIRBY PUCKETT



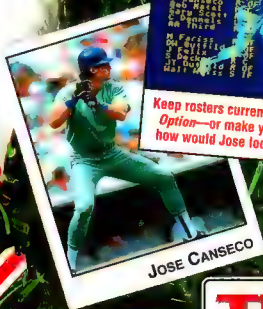
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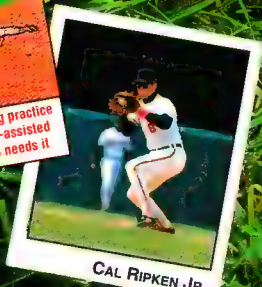
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# REVIEW CREW

## STEVE HARRIS



The big boss man got stuck in the New York blizzard and was forced to play GB Tetris for 4 days!  
**Current Favorite Games:**  
**Street Fighter 2 CE;**  
**StarFox; Cool Spot**

## ED SEMRAD



Ed's been on the road so much he is becoming as elusive as Sushi. He's seen a lot of good games!  
**Current Favorite Games:**  
**Rebel Assault; Empire Strikes Back; Arty L.**

## MARTIN ALESSI



Martin has been getting into more of the game music. StarFox is way cool.  
**Current Favorite Games:**  
**StarFox; Street Fighter 2 CE; Jungle Strike; Cyber Race CD; Plank**

## SUSHI - X



Sushi has been camped out on Capcom's front door waiting to play more Genesis SF2CE!  
**Current Favorite Games:**  
**Genesis SF2CE; SF2CE; SF2CE; SF2CE; SF2CE.**

Genesis

U.S. Gold

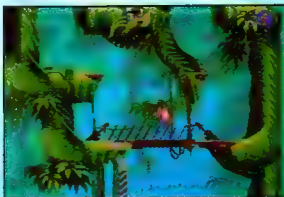
## Flashback

Action/Adventure

Now

6 Levels

12 Meg



U.S. Gold has really struck it with Flashback, their new action/adventure release for the Genesis!

You are special agent Conrad in charge of Molecular density analyzer glasses. These technologically advanced glasses enable you to see aliens posing as humans. The evil aliens have discovered the invention and have erased your memory! Hide out in the jungle, but keep your weapons close to you in case...

Cool cinema intermissions add to the life-like animations in your quest. This is more than just an action game, though - you'll have to use your brain to survive and remember the past. Can you do it?

**S** Hot on the heels of OOTW is a superior sequel that takes the best of the original and cranks it up a couple of levels. You get a similar sea of density-escape mission, with graphics and intermissions laced throughout that are as intense they don't seem to belong in a home machine. **E** Casual pace, but completely rippin'!

**E** Flashback is incredible! The story line really grabs your interest and the cinema displays are very entertaining. The shining point of Flashback is the awesome animation throughout the entire game. While there really wasn't much music, the sound effects really helped to tone of the game. It's kind of a short adventure, though.

**M** A definite must-have cart for Genesis owners. This cart has it all! A cool story line sets the mood of the game as you rip play along. The graphics are absolutely **R** awesome! The animation is liquid smooth and cinema displays are present throughout. The game plays topnotch, sort of like OOTW crossed with Prince of Persia.

**S** Flashback is one of the best games ever made for the Genesis. The action is non-stop, and it really feels like you're playing a movie! My only suggestion is that you get a joystick, because the generic Sega controllers aren't precise enough to handle the diagonal motions necessary for **X** some of the specialized techniques.

# GAME OF THE MONTH



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Custom build your auto for Formula-1 style racing. Try your new wheels on any of the international race tracks. Maneuver quickly through the turns as you compete against the computer, or provide your own competition via a friend in the two-player mode. Buckle up, there are 3 difficulty levels

It's interesting that Hudson would put this game up against the more 7 enhanced racers filled with classic candy. Being a fan of top-down racing, however, I had hoped that this entry might have some new spins on the genre. Although there are some cool features to master, the action never really grabbed me. Average.

I really enjoy playing racing games but unfortunately this one just doesn't hold my interest. The constant overhead display with an annoying split screen is the real turn off because you can't see what's coming up. The amount of options is nice but other than that it's just a simple racing game without much flair.

This is not one of the better racing carts for the Super NES. The graphics are OK and there are tons of options and special features to please the racing fan. The game play is lacking in the control department and having a split screen for the one-player mode is a bummer. The game ends up being another average racer.

One of the things I really like about Battle Grand Prix is the numerous option settings. You can customize this game like no other racing game before it, and choose from several different types of races and courses. What's wrong? The perspective stinks. The turns are blind turns, and without some control, forget it.



Imagine all your worst dreams coming true! That's exactly what Renovation has in store for you in Dream Probe.

A young girl is trapped in science invention: a dream machine. You, a prominent U.S. scientist must go in to save her. Battle her most heinous dreams set inside a futuristic city filled with cybernetic creatures. Master 10 weapons and choose a difficulty setting challenging for you!

Although DP boasts some interesting effects, there really isn't anything mind-blowing here. You get your standard scrolling hack-and-slash served up in a package that isn't bad, but kind of weird. The action never really heats up and the linear style of play was a little too easy and repetitive for my tastes.

I was really expecting more from Dream Probe. There is a good variety in the levels with plenty of nice scenery to look at, but when you play the game you find the power-ups are rather meh and the bosses slow down the game too much. The music seems a bit repetitive and the sounds just don't grab you.

Dream Probe looks and plays like an imitation of the Valis games. The graphics are above average for the time, but the overall look is thin. The main character is choppy and the power-ups are unimpressive. Some of the bosses are big, but there is a lot of slow-down. Overall just an average game.

At first glance, Dream Probe sounds interesting, and the graphics seem calm and pleasant. Once you get into the game, the constant flickering and slow-down get very annoying, and the music never changes between levels! The action moves too slow, and you can power up so easily that the challenge just isn't there.



Sound asleep, three Vikings are suddenly pulled from their beds by a spaceship! And so begins the story of The Lost Vikings, Interplay's unique puzzler for the Super NES.

The Scandinavian trio must escape from their alien abductors and get back to their homeland. But first, they'll have to make it through a maze of traps to reach gates which may (or may not) warp them home. Test your manhood with the Vikings!

Although credit must be given to The Lost Vikings creators for putting out a solid package of superb visual and audio enhancements, the game play didn't turn me on. I liked the twist that The Vikings put on the run-to-the-final-puzzles, but having to pilot all three heroes to the exit individually quickly became redundant.

Another excellent job from Interplay! Once you play you're greeted with excellent soundtracks with plenty of bass! The puzzles get very difficult but are never very frustrating. The Viking characters have their own personalities complete with comical antics. This game is a definite must-get!

Interplay came up with a unique way of blending action and puzzle games and has a winner on their hands. Great graphics and excellent sound support are only the beginning of this superb cart. The game play is filled with difficult but interesting puzzles! Some of the levels are huge and require tons of maneuvers.

The Lost Vikings?? From the sound of the title, it would appear that you're in for a boring game. Actually, The Lost Vikings is one of the best Super NES puzzle/action games I've seen in a while. The music is awesome!!! The graphics and animation are excellent, and the challenge is right on target. Get this before it's gone!

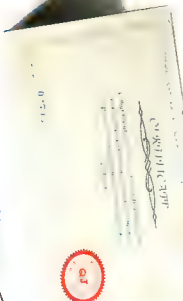


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The games are only going to get tougher. You need a real fighter on your side. And now you have one. Introducing the limited edition Top Fighter by STD, the world's first fully programmable joystick for Super NES. Just program the tough power moves into one fire button and blow away the opposition. Imagine executing a Suro Head Butt with the touch of a button. The bosses don't stand a chance!

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In the heat of battle, timing is crucial. And sometimes things don't work the way you want them to. The Top Fighter puts time on your side with REAL TIME. This new, new feature allows you to program a move into memory with the exact sequence you want and the timing you need. You decide how and when to use your best skills to destroy the enemy.

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# STD

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Bubsy the Bobcat is prowling onto the Super NES with help from his friends at Accolade.

Journey throughout four worlds to pick up a some yarn balls as you can but beware of the evil Woolies! These nasty yarn balls could mean the destruction of the world, not to mention you! You'll encounter many obstacles, like the flying fish; you look very munchable to them! Have a ball - a yarn ball, that is!

While I enjoyed the detail in Bubsy, the play mechanics are a bit of a diversified technique to learn and master brought this cart down a couple of points. All the elements are here, but a lot of the finesse that similar games demand just isn't found here. The levels are long, however, and the game does have its moments.

The year of the bobcat? After playing this cart I can truly say that this game is terrific! Bubsy's tons of animations really add a humorous side to the game and his voice before each level is quite funny. The level effects are great with colorful graphics and many hidden areas to find. What more could you ask for?

Bubsy is an excellent new action cart for the Super NES! The graphics are really impressive and the parallax scrolling in some of the levels is awesome. The music is really good. The levels are huge and there are plenty of secret rooms to look for. The game gets a little repetitive and the bosses are very weak.

Poor Bubsy lost his Yarn Balls. After several hours of intense game play, I've come to the conclusion that the antics of Bubsy way overshadow the game itself. The characters are cute, the animations are wonderful, but the game gets lost amid Bubsy's great path scenes and comic actions. Almost a 9, but not quite.



You've got a Spot on your Genesis! Cool Spot by Virgin combines action and attitude to create one of the coolest games yet!

Spot is in pursuit of his kidnapped friends. Only this sud-shooting spot can save them. You will travel from the beach loaded with crabs to the inner workings of a wall infested with mice! Watch Spot's life meter: it will show you how much he can take! Stick around to see if Spot can do it!

Cool Spot is a right-on-target action winner from Virgin! The game is filled with some great sights and sounds, and the interaction and control are tweaked just right to deliver good response and open up a host of special techniques. The personality in the Spot characters is captured perfectly and the game is a lot of fun!

Cool Spot is one of those licenses that you knew could be a great game! The levels are all spectacular with nice scenery and music to complement the action. Spot's many features like shooting soda bubbles and speaking in a squeaky voice are nice touches. So don your shades and grab a soda, this one is great!

Cool Spot ends up being one of the most enjoyable carts to play on Genesis in a while. The graphics are nice and the animation of Spot is great. The music and sounds are fitting and using the controls alone has never been so much fun. The game does get repetitive however, but Spot keeps his cool to the end.

Kids across America are going to be clamoring for this hot spot! Somehow, Sega manages to squeak in the cutest character to ever hit the TV airwaves, add tons of intricate graphic details, plenty of techniques, and a sense of humor! Cool Spot is the coolest cart around town, and this is one license that didn't get away!



Don't like to play by the rules? Mutant League Football by Electronic Arts is for you! If you think a call wasn't fair, kill the referee!

You have 19 teams to choose from and have 19 stadiums to play in. Even if you select the best team, there are flaming pits and land mines to run interference.

Play against the computer or challenge a "friend" for an all-out pigskin mutant brawl!

Although I appreciate the premise of this game (I like the way it expands the limits of normal football), the play mechanics are stolen from the Madden games and the program enhancements that build up the alien theme seem to bog it down. The graphics are good, but kinda messed-up. Not bad, but could have been better.

Cross a bunch of brainless mutants with the skills of football players and what do you get? A fun game with action like you've never seen before. Killer plays like bashing the referee and killing opponents are just part of the fun! The play book is huge and contains some really unique ones. More fun with two players.

This game could have been cool, if more emphasis was placed on the game play and less on the theme. After you take out the ref a few times, it becomes a few gory plays, these effects are fun. You are left with a choppy, chaotic playing sports game that resembles football. The game is more fun with two players.

What can I say? Mutant League Football has all the things that you could see in Madden Football, but now you'd never see. You've got to laugh when your whole team runs over and destroys the referee! Is it wrong? The game is a sight to see, and though the play is a little choppy, the overall fun factor is excellent!

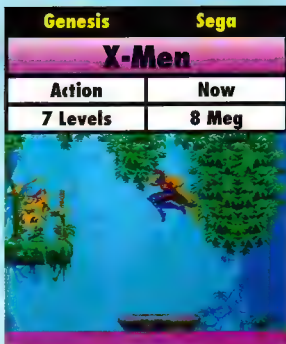


An Ancient tower.  
A Hostile land.  
A Deadly secret.

Exclusively for the  
Turbo SuperCD system!



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Sega brings the X-Men to the Genesis. This translation from comic book to video game preserves all the great action of the X-Men.

Trapped by Magneto in the Danger Room, Cyclops, Wolverine, Gambit and Nightcrawler attempt to destroy him and his evil group of mutants. Watch out for Juggernaut!

Fight Magneto yourself, or double team him with a friend. All 7 levels are from the comic! Good luck!

The X-Men is a cool license but this game manages only to capture the powers and skills of the best of the bunch, with little innovation along the way. The interaction is a bit jerky; for a comic-based title there should've been more emphasis on fluidity. The game does its straightforward stuff replayed with different characters.

Sure, the X-Men comic series is still one of the most popular, but this game is not a fantastic effort. I wish there were more characters to choose from. The music and sounds are simply repeated noises from other Sega games. Yes, there is a lot of technique in this game and that's the real strong point.

I was not impressed by this cart very much. The graphics are mediocre and animation leaves much to be desired. The sound support is weak at best. The switching of the X-Men characters during the game is cool and the variety of special moves are also welcome. The game is very choppy and the control needs work.

This is the type of game I must have. X-Men is loaded with special techniques than your average no-button-presser-scroller. The ability to switch between my favorite comic action heroes during play is a welcome bonus! Each player's abilities closely reflect the comic descriptions, right down to the walking and jumping!



Burn up the sky in Sega's After Burner III! Strapped in a F-14 Tomcat, you're in for some serious maneuvering and bombing!

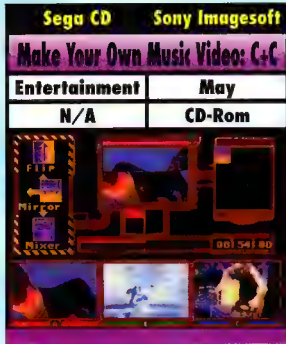
Your targets are aerial and surface originating. The Vulcan machine gun and missiles are your only forms of offensive action. The After Burner will give you an extra thrust of speed. View the ongoing battle from the cockpit or the rear of the plane and lock onto those enemies!

This is one of those products that just begs to be done on the CD. Imagine the cool jet plane sounds, rocket effects, and thumping-to-the-death music. Imagine the first-person scoring and in-your-face enemy fighters. Imagine an After Burner that doesn't even get half-way in both departments. A disappointment.

After Burner was one of the best simulators in the arcades and this one is a valiant effort. Although the music is somewhat tame compared to the After Burner II, it's not a bad effort. There is plenty of things to shoot and the weapons are okay, but I really would have expected more from a CD game.

If Sega is going lure players away from the Super NES game, as good as StarFox, they'll have to do better than this. The music is good, as are the opening animations are unimpressive, with minor scaling and rotation. The game play needs some work. The best feature is when it scales into the cockpit.

Wow! I used to be hooked to After Burner in the arcades, and now reminding myself wishing I had a flight simulator really get the feel of banking in and out of those treacherous turns! After Burner has long been the forerunner to arcade dogfighting, and After Burner III is no exception. This is a welcome addition to my Sega CD lineup.



C+C meets the Sega CD in Sony Imagesoft's Make Your Own Music Video. The newest edition to the M.Y.O.M.V. library is a smash!

Choose from Gonna Make You Sweat to Things That Make You Go HMMM. There are 3 different frames of footage to select from. You may also create 16 types of video effects on the footage you choose. Judges will let you know how your video rates. Here we go, Let's rock 'n' roll!

I really despise these so-called "games." You watch a bunch of footage while the song plays. Then you see the song again and see the video. So there's little to this title besides music. I have to review the band. I hate C+C. Please, enough with the torture. I will have "I missed the bus" ringing in my head...

The music video idea seemed really cool when the first CD hit. Now it seems that it's getting old. The same film footage for the videos is always being reused and the video effects seem to break now. But, C+C is a good game and for those who really enjoy the music and don't mind stock footage, then this game will please.

While this type of game shows off the Sega CD's ability to produce full motion video effortlessly, there's not too much of a game here. If you happen to enjoy his group than this may be of interest. The acting is very low budget and it is almost impossible to win the judge's favor. If you want to crank some tunes, then go for it.

Oh well, I suppose I would recommend this CD if you like C+C Music Factory, and you don't mind not ever winning a game. The music is excellent, the video footage is funny, but is the game? What game? This CD would have done better if they didn't try to repackage a game into a great video editor. Wise up, folks!



TWO POWERFUL BROTHERS,  
TWO DEADLY ARMIES,  
ONE SURVIVOR.

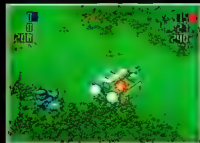
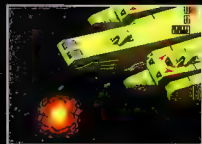
# VASTEEL

1 OR 2 PLAYERS!  
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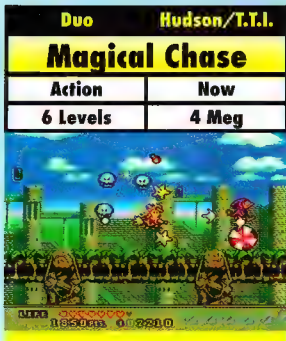
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Hudson and T.T.I. have teamed up to mesmerize you with Magical Chase for the Duo!

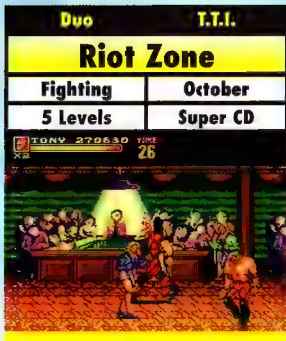
As a broom-carrying witch, you are in search of an evil wizard. Collect money to buy items that will give you extra speed and longer lives. Don't forget to stop at the weapon shop; six forms of witch artillery await you. Encounter prickly porcupines, giant teddy bears and many other enemies. Conjure up some crafty spells!

This is a decent shooter with a really strange premise and background. Although you're operating without photons and shields, the quality and pace of the blaster action is up-to-par with the majority of the titles on the market. Magical Chase doesn't break any new ground, but it does offer up a nice battle.

The idea of a witch riding a broom is a nice change from the standard 'ship in space'. There is plenty of technique and the ability to buy power-ups at the store is really nice. The music is great for a chip game and this one won't bore you after a couple of tries. A definite winner for people of all ages.

Another really good shooter for the Duo from the folks at Hudson. The game is very cute and some of the enemies are downright bizarre. Good graphics and sounds backed up by the solid game play with lots of technique. If you like shooters and are tired of the same old outer space theme, then this card is sure to please.

Magical Chase could just as easily been called Lords of Thunder 3D! It plays extremely well for a cartoony game, and the enemies are, at times, very funny. This is the Paradiso of the Thunder series, and will entertain kids of all ages. Any devoted Lords of Thunder fan will probably want to get this game.



Beat the streets in Riot Zone! This new fighting cart from T.T.I. packs a mean punch.

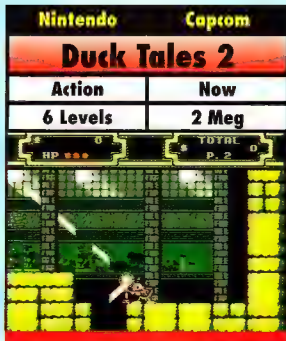
A bullish crime syndicate has taken over your city and your girlfriend. As Hawk, you will use your deadly judo skills and other special attack moves to defeat your foes. If you need backup, Tony, the punk wrestler, will pound some skulls. Eat food icons for needed life! Kick it in the Riot Zone and reclaim your city!

Here we have that occasional CD stumble: great music with a bad game play. In a world filled with SF and its clones, T.T.I. must do better than games like Riot Zone, which is basically a punch-and-kick back to the past. Little technique is to be found and, despite adequate graphics, this CD title was a let-down.

What looks to be in the same genre as Final Fight, Riot Zone just doesn't offer much more than kicking and punching. The enemies get used to it at times and the sound effects can get annoying, too. The music is fantastic but doesn't make Riot Zone a great game. It seems a bit too late for its time.

This could have been a great game for the Duo, but so-so graphics and choppy graphics keep it down. The game is devoid of any real technique and proves to be as repetitive and tedious as a fighting game can be. If you choose the punk rocker, he walks like there's a stone stuck in his shoe. Great music, but poor game.

I realize that Riot Zone is a CD game, but while playing it, I came to the distinct realization that if the sound was turned off, I couldn't tell. The music is great, with rocking guitars and bass, but the game itself is very slow and short. I didn't like the control at all, and overall, the game is too simple! If you want technique, no dice.



Scrooged again! Capcom brings the quacky Duck Tales 2 to the NES for loads of fun!

Scrooge McDuck is off on another wild adventure. Help him find lost treasures around the globe, including the hidden world of Atlantis. Brandishing only his trusty cane, McDuck must climb, hang, hit, jump and pogo. Each world holds a boss to tackle along with many treasures to find! Bills up, go get that treasure!

Capcom scores another Disney hit with DT2. Following up on the other entries into this field, DT2 gives you control over the required Disney character in another contest against nasties in a Mega Man-style universe. The action has a nice pace, and the graphics are rendered well for an 8-Bitter. An all-around good time.

Alright! Duck Tales 2 is enough to make you want to dig out your NES again. The game play is wonderful, smooth for a NES game. The game has colorful graphics and has challenging puzzles to solve. The music isn't very annoying either. It may seem a bit rough for the smaller tykes, but makes a great game otherwise.

Duck Tales 2 is a great example that 16-Bit graphics and high frame counts are not necessary for a great game. The game play is filled with techniques, some old and some new. There are plenty of mysteries to solve and hidden levels to find. The graphics are nice, sound is bearable, and the game play is excellent.

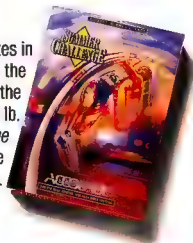
Hey! Who said third-party companies should make game companies holding on to your NES anyway? Duck Tales 2 is one of those fun games with innovative techniques, cute graphics, and surprisingly fitting music. Just when you thought the NES was dead, give it to Capcom to revive it once more! Sheesh!



# Hurl for your country.



*Summer Challenge™* for the Sega® Genesis® pits you against the world's greatest athletes in eight gut wrenching events. Hurl the javelin. Kick butt in a kayak. Haul bananas in the hurdles. Totally sky in the pole vault. Sprint and spring in the high jump. Leg it out to the max cycling. Fire arrows with amazing accuracy in archery. Then try to handle a 1200 lb. horse in the equestrian event. 🐎 Play by yourself or at a party, *Summer Challenge* allows up to 10 players to compete for the gold, silver or bronze. 🚲 Take the *Summer Challenge*. It's the only sports game tough enough to make you hurl.



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Go head-to-head or foot-to-foot with the country of your choice in SNK's Super Side Kicks.

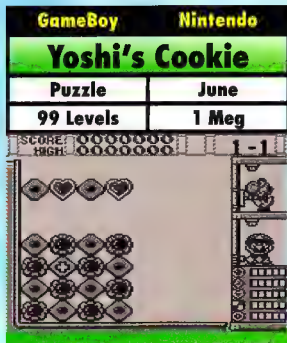
If soccer is your game, then check out this rough (and sometimes bloody) version of the sport. Varying weather conditions make the game more interesting; if it's raining, you and your teammates will slide all over the field, knocking into each other! The action is fast and furious, so polish up your cleats to win!

Even if you're not a fan of soccer, this game has an engaging and addictive quality to it. Employing a simplified control mechanism that can be enhanced with special maneuvers and quick feet, this game does the Neo-Geo proud with stunning graphics, great music and sound support, and continuous interaction.

Neo-Geo sports games seemed to have more show than go, but Super Side Kicks can really go! The graphics are wonderfully done, the soccer is incredible and the game is just what you need as a one-player game. It's very tough, but as a two-player game it really shines. This is a game for all soccer fans to check out!

Super Side Kicks is a great looking and great sounding sports title. The players are animated well and the voice is great. The game play is very simple and easy to get used to. The action can get very intense and the computer is extremely cheap at times. The playing against another player for the most fun.

I am a devoted soccer fan, and I was quite pleased to see SNK make it to the Neo-Geo. It is not perfect by any means, but with so few soccer games on the market to compare it to, it comes out on top. The graphics are well-drawn and the music is decent. If you are a hardcore Neo-Geo owner, you'll like it.



Start cooking! That's what you'll be doing in Yoshi's Cookie, the new GameBoy puzzler from Nintendo.

Riding on the success of his first game, Mario, of course. It is your job to put five kinds of cookies in their proper rows (all the same kind in each row). Score big when you make a large row of goodies which are cleared for points. The object is simple: get the most cookies out of your batch!

For a puzzle game, the latest offering by Nintendo is an interesting diversion. While it tries hard not to be like Tetris, you can't help but end up with a bad case of deja vu, albeit a somewhat enjoyable episode. This game is not going to set the world on fire but should do well at addressing the masses starved for yet another Tetris.

Portable puzzle games have really offered nothing new since once you get used to weird play, Yoshi's Cookie is an interesting idea that really keeps you glued to it for hours. Tetris was always a favorite but the little green dinosaur may be taking over. Working up with another player is still the best.

Yet another interesting puzzle game from the minds at Nintendo, the concept is a little hard to follow at first, but after a couple of plays, you'll be picking up cookies for massive points. The game has a whole different feel than Tetris, but fans of portable puzzlers should take interest. A fun and addicting time waster.

Maybe Nintendo finally realizes that this is the type of game that really works on the GameBoy! Puzzle games like Yoshi's Cookie are perfect for the tiny unit, and the addiction factor is high. It may not be Tetris, but the new twists are good enough to keep the player's interest. How many falling-shapes games will we see?



Flex your muscles for the original of the fighting games. Virgin brings Double Dragon kicking and punching to Game Gear.

Billy and Jimmy Lee must rescue the beautiful Marion from the evil Abobo brothers. These guys have the muscles to do it! Use attack moves like kicking, punching and throwing to annihilate your opponents. Set in futuristic cities, Double Dragon will knock you out!

The visuals of this game are strong - duplicating the original title's animated feel. Unfortunately, despite the fact that the programmers had the 1987 look down pat, the game plays on this classic kicker is weak, and the lack of complex techniques screaming out at every encounter. Not bad, but definitely dated.

Fighting games are relatively new to the Game Gear and this is a pretty good addition. While there isn't much variety in the moves, there is still plenty of thugs to beat up. The 8-Bit tunes were actually catchy but the overall execution of the game could be better, but it's not a bad game for fighting on the go!

I would have liked to have seen better graphics and game control. The game looks pretty good for the small screen and the music is decent. The game play features a variety of moves and weapons, but getting them to connect with an enemy is the hard part. If the game wasn't so choppy it could fare well.

Double Dragon is a fairly decent game for the small screen, but it is hard to see exactly what is going on sometimes. I would have liked to see more technique built into this classic game since all I had to do was punch, punch, punch, punch. Overall, Double Dragon is a good fighting game if you're on the move.



**QUARTERMANN'S**

# **Q-LETTER**

**FOR EGM SUBSCRIBERS ONLY!**

## **The Q-Mann Has the Soft Touch...**

...Boy does the Quartermann feel refreshed! Some great gossip in this month's EGM, a killer column in the new comic book mag, HERO, and a special voice to the real power behind the success of EGM - you, the faithful subscribers who know a good thing when you see it! Yours truly has packed some miles recently - all on your behalf! While you may have read about some of the softs looming around the corner on the "Gaming Gossip" page, I thought the wealth of knowledge and insight sloshing around in my noggin' would be perfect for my second Q-Letter...

...Star Wars games are becoming a hot trend, with a variety of different packages set for all the major systems. Top on the list is "Rebel Assault" by JVC for the Sega CD. This game is going to be a CD blockbuster, with tons of digitized footage from the movies and incredibly fast action. Similar in style to the X-Wing computer simulation, this game will focus on the Death Star attack, serving up a stomach-churning ride through the trenches of the Empire's ultimate battle station. This game will also boast a bevy of techno-innovations, including new data compression techniques and better color selection. Don't start looking on the shelves until late this year or early in '94...Lucas is set to release "Super Empire Strikes Back", the 16-Bit follow-up to last year's superb action entry, later this year. The game follows the storyline of the movie, with incredible 'Mode 7' effects (including 3-D terrain), the introduction of 'The Force' (invincibility), as well as a new 'Super Force' that allows Luke to throw his lightsaber and control its movements. You'll also be able to accomplish new techniques like a double-jump (a la Ghouls and Ghosts)...Software Toolworks will be lifting their own Star Wars lid with "Star Wars Battle Chess", a unique twist on the typical chess theme. Instead of kings, queens and pawns, Toolworks is serving up Lukes, Leias and 'droids...

...Electronic Arts is planning to kick into overdrive on their new line of "Mutant League" titles. Following hot on the heels of "Mutant League Football" comes "Mutant League Hockey", "Mutant League Football 2", and "Mutant Speed Demons". All three of these 16-Meg monsters will hit many moons from now, with Hockey joining the line-up by Christmas and Football 2 and Speed Demons both seeing light in early '94...ASCII is considering a move into CD games with a property called Steel Diver. The corp.'s big plans for '93, however, revolve around a fleet-footed fox that bears a smashing resemblance to Necky the Fox, the curious canine that graces the covers of ASCII's Japanese video game mag, Famicom Tsushin...

...Look for Software Toolworks to put their faith in Mario-madness! The company plans to bookend their "Mario is Missing" game with five new titles that address themes like geography, history, math, early learning, and reading. The folks at Toolworks are also diving into 3DO in a big way, with a new shaded-polygon programming routine that will be used to enhance their first title on that machine called "Cyber Race". Also look for a Super NES and Gameboy version of "Captain America", a Super NES copy of "Wing Commander Secret Missions" due in October, and an AI Unser racing game for the Super NES and Genesis hitting next February..."Star Trek: The Next Generation" will warp onto both the Super NES and Genesis (both clocking in at 12-Meg), as well as a CD adaptation that will be loaded with the usual goodies...

...Terry Aki has just flown in from Japan with an assortment of news that's sure to please! Irem is currently laboring on a 16-Meg version of R-Type tentatively called, now here's a stretch, "R-Type 3" for the Super Famicom. Also keep your eyes peeled for pix of a new racing game rumored to be under development at Nintendo that will use the Super FX chip! The title? F-Zero 2!

**- QUARTERMANN**

## **QUARTERMANN'S "TOP TEN REASONS WHY CAPCOM INTRODUCED SF2-CE"**

...Sure, the Q-Mann has been saying it all along, but would you listen? Whether you had Q-Faith or not, Capcom has signed onto Sega and SF2-CE is right around the corner. But did you know the decision to intro CE on Sega was more than just fun and games???

10. Capcom was heeding Clinton's call for new investment.
9. Capcom wanted to make a splash in Sega and they didn't feel Capcom Bowling would cut the mustard.
8. Capcom President wanted saucy new sports car.
7. The programmers just couldn't get the extra World Warriors into the 16-Meg Super NES version. No, really, they couldn't do it.
6. That Blanka character started copping an attitude and asking for more royalties.
5. Capcom didn't want to face the riotous masses that would have gathered at their CES booth had it been debuted on the Super NES.
4. Insect politics.
3. Capcom knew the Neo-Geo clones would start cutting into their market-share.
2. Capcom wanted to make sure that Sega used the Q-Sound (man I love that name) system in all their new games (just don't tell 'em that Capcom owns part of that company!!!).
1. Capcom wanted to have five more EGM covers for 1993.

## **THE Q-MANN REVIEWS...**

### **BUBSY**

A lot has been made of this action game featuring a new franchise created by the marketing firm of Accolade Inc. While the strength of the character seems pretty solid (it's still a rumor, but a TV show is supposedly just around the corner), the game is a bit different story.

While the graphics and sounds of this fast feline adventure are well done, it's the subtle points which could

and probably should have been done better. The control suffers the most, with sluggish manipulation in certain encounters and an overall lack of spontaneity in the way the nasties enter the picture.

Bubsy does have many merits, including a crisp look and large levels, but the lack of small differences in technique are what separate it from the big boys, Sonic and Mario.

## **THE Q-MANN REVIEWS...**

### **COOL SPOT**

Here's the kind of all-out action that yours truly can really appreciate. In Virgin's latest Genesis title, you assume the identity of one of those 7-Up dots from the commercials. Unlike the first game, however, which tried to be more of a puzzler, this game is all-action from start to finish, with great visual FX and animation that is really cool.

Sure it boasts some of the features that have made

similar carts shine, but Cool Spot does it with more style, and interaction that makes up for some of the problems the equally-intensive Global Gladiators suffered from.

This game is also a great cart to show off just how good the Genesis can really be when there's a programmer who really is out to make something great. Cool Spot is a winner with quality and class from beginning to end.

## **THE Q-MANN PREVIEWS...**

### **TOTAL CARNAGE**

While it's tough to judge this zippy little shooter (face it, it's only 20% done) today, the graphics and interaction are shaping up to make one of the best shoot-out sequels in recent memory.

The sequel to the coin-op sensation, Smash TV, Total Carnage boasts a testosterone level way above your average blast-a-thons. Strap yourself into your seats for a scrolling blow-out featuring combo play,

tons of painful weapons, and huge (no, let me say this correctly), I mean HUGE on-screen characters. Toss in a few incinerated soldiers and babes in bikinis and you get a battlefield that stands head-and-shoulders above the others. There's even an electric chair sequence!

The Q-Mann will keep you posted on this super soft, with some pix just for you in the next issue of EGM.



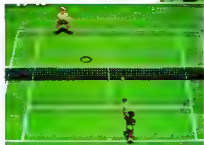
# Play Like A Champion!

**SUPER NINTENDO**



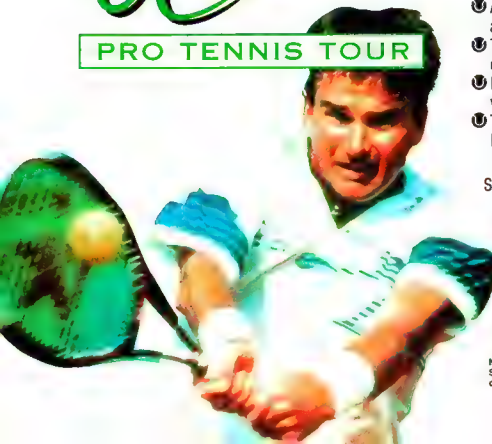
*"This is the most realistic tennis game I've ever played!"*

*Jimmy Connors*



*Jimmy Connors*

**PRO TENNIS TOUR**



## You Have Total Control!

### Strategy

- ① Choose what tournaments you want to play in
- ① Analyze your opponents strengths and weaknesses
- ① Train with your choice of 5 coaches
- ① Plan your every shot and execute it with finesse
- ① Three skill levels: Amateur, Intermediate, Professional

Password feature allows you to continue where you left off.

So step on out to Center Court and show them what you're made of, it's your turn to play like a champion!

### Realism

- ① Play on 6 Court Surfaces: Grass, Hard, Clay, Indoor, Desert, Antarctic
- ① You are Jimmy Connors or one of 16 other professional tennis players
- ① Game automatically saves stats, winnings and rankings
- ① Play singles or doubles, against friends or the computer
- ① Any type of shot can be executed (lob, overhead smash, slice...)

Available soon for Game Boy and the Nintendo Entertainment System!

Available now for the IBM PC.

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Published by UBI Soft, Inc. © 1992  
1505 Bridgeway, Suite 105  
Sausalito, CA 94965  
(415) 332-8749

Developed by Blue Byte  
Jimmy Connors photos by Duomo  
© Duomo 1991



# ELECTRONIC GAMING MONTHLY

## NINTENDO

### Duck Tales 2

Action    Capcom

### Kid Klown in Nightmare World

Action    Kemco

### Kirby's Adventure

Action    Nintendo

### Super Turrican

Action    Seika

### Casino Kid 2

Simulation    Sofel

### Wayne's World

Action    THQ

### Jimmy Connors Pro Tennis Tour

Sports    UBI Soft



### Color a Dinosaur

Edutainment    Virgin

## SUPERNES

### Super High Impact

Action    Acclaim

### Mechwarrior

Action    Activision

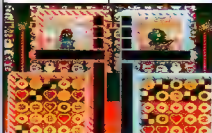


### Toxic Crusaders

Action    Bandai

### Yoshi's Cookie

Action    BPS



### Super Ninja Boy

Action    Culture Brain

### Congo's Caper

Action    Data East



### American Gladiators

Sports    Gametek



### Where in the World is Carmen San Diego?

Edutainment    HiTech



### Super Black Bass

Sports    Hot B

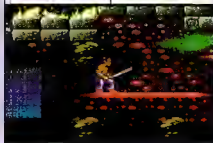


### Operation Logic Bomb

Action    Jaleco

### First Samurai

Action    Kemco

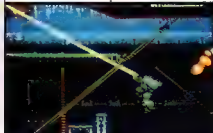


### Batman Returns

Action    Konami

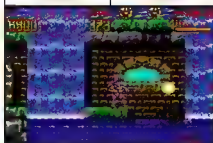
### Cybernator

Action    Konami



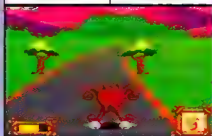
### Super Turrican

Shooter    Seika



### Taz-mania

Action    Sunsoft



### Blues Brothers

Action    Titus

### Super Caesars Palace

Simulation    Virgin

## GENESIS

### Toys

Action    Absolute

### Amazing Tennis

Sports    Absolute



### Jack Nicklaus Power Challenge Golf

Sports    Accolade

### Summer Challenge

Sports    Accolade

### Fantastic Adventure of Dizzy

Action    Camera

### Mutant League Football

Sports    Electronic Arts

### Humans

Action    Gametek

### American Gladiators

Sports    Gametek



# PRESENTS THE GAMES OF MAY 1993... APPEARING IN LOCAL STORES NOW!

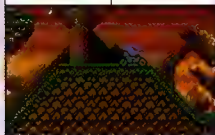
FOR SPECIFIC PRODUCT INFORMATION CONTACT THE COMPANIES LISTED BELOW:  
The information below was supplied by each of the individual companies,  
and is current as of March 16, 1993.



**Indiana Jones and the Last Crusade**  
Action      Sega



**Blaster Master 2**  
Action      Sunsoft



**Wayne's World**  
Action      THQ

**Out of This World**  
Action/Adventure      Virgin

**GAMEBOY**

**Star Trek**  
Adventure      Absolute

**Ninja Boy 2**  
Fighter      Culture Brain

**Chessmaster**  
Simulation      HiTech

**Four in One Fun Pack**  
Simulation      Interplay



**Wayne's World**  
Action      THQ



**Titus the Fox**  
Action      Titus

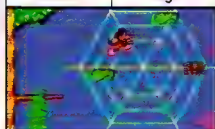
**Jimmy Connors**  
Sports      - UBI Soft

**Indiana Jones and the Last Crusade**  
Adventure      UBI Soft

**Robin Hood**  
Adventure      Virgin

**GAME GEAR**

**Land of Illusion Starring Mickey Mouse**  
Action      Sega



**Double Dragon**  
Action      Virgin

**SEGA CD**

**Sherlock Holmes 2**  
RPG      Sega



**Indiana Jones**  
Adventure      Sega



**Dracula**  
Action      Sony Imagesoft



**DUO**

**Riot Zone**  
Action      TTI



**Dungeon Master**  
Action      TTI



**Magical Chase**  
Action      TTI



**Exile: Wicked Phenomenon**  
Adventure      Working Designs



**NEOGEO**

**Samurai Showdown**  
Action      SNK Home

**World Heroes 2**  
Fighter      SNK Home

**LYNX**

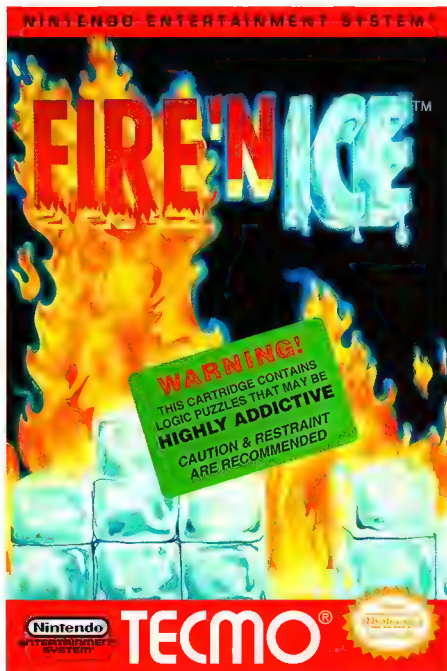
During this month, no new games will be coming out for the Lynx system.

# TECMO® PUZZLES™

IF YOU  
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PUZZLES  
& LOGIC,  
YOU'RE  
GOING TO  
LOVE

**FIRE 'N ICE™**

Fire 'N Ice is a unique new concept in puzzle games. The concept is simple. Drop or push an ice cube onto a flame. It's so simple, it'll drive you crazy! In each world you will have to learn a special technique in order to progress. Use your skill and logic to solve the bonus level in each of the 10 worlds. **BEWARE!** You might find yourself **EXTREMELY HOOKED** On This Wildly Addictive Puzzle Game!



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- **Discover secret challenge rounds**
- **Save Coolmint Island from the fire monsters**

## **DON'T LOSE YOUR COOL!**



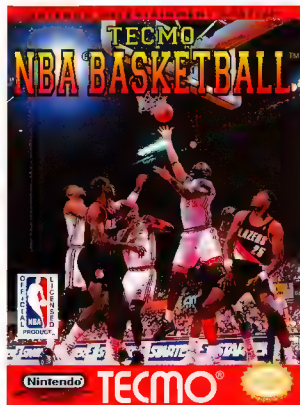
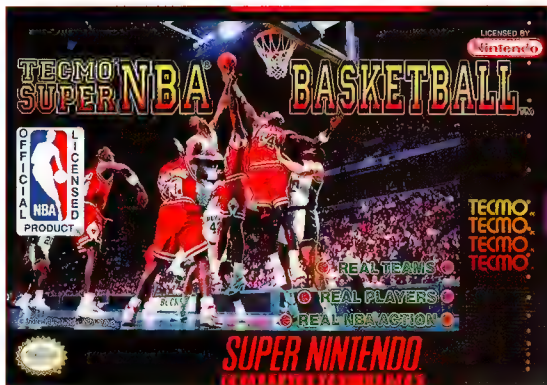
# TECMO® SPORTS™

**ARE YOU  
READY  
FOR  
REAL  
5 ON 5  
FULL  
COURT**

**NBA ACTION?**

- ★ 1 or 2 player action
- ★ Up to 27 player competition
- ★ All 27 NBA Teams
- ★ Full roster of 324 players
- ★ Full court 5 on 5 action
- ★ Team & player statistics
- ★ Regular, reduced, or short season
- ★ Call offensive plays
- ★ Time-outs and overtime
- ★ Substitution & penalties
- ★ Steals, blocks & penalties
- ★ Back-up battery (season saver)
- ★ Programmable win/loss stats.

★ **REAL TEAMS** ★  
★ **REAL PLAYERS** ★  
★ **REAL BASKETBALL** ★



**Nintendo**  
ENTERTAINMENT  
SYSTEM™

**SUPER NINTENDO.**  
ENTERTAINMENT SYSTEM™

# EGM'S TOP TENS

## NINTENDO

1	7 MONTHS	Δ	TECMO/TECMO NBA BASKETBALL
2	7 MONTHS	▽	TECMO/TECMO SUPERBOWL
3	5 MONTHS	Δ	ENIX/DRAGON WARRIOR IV
4	8 MONTHS	▽	NINTENDO/TETRIS
5	7 MONTHS	Δ	NINTENDO/SUPER MARIO BROS. 2
6	1 MONTH	Δ	HOT B/BLACK BASS FISHING
7	8 MONTHS	Δ	KONAMI/TMNT: THE MANHATTAN PROJECT
8	3 MONTHS	▽	NINTENDO/DR. MARIO
9	3 MONTHS	▽	CAPCOM/MEGA MAN 5
10	8 MONTHS	▽	NINTENDO/SUPER MARIO BROS. 3

## SUPERNES

1	8 MONTHS	Δ	CAPCOM/STREET FIGHTER 2
2	7 MONTHS	Δ	NINTENDO/SUPER MARIO KART
3	2 MONTHS	Δ	JVC/SUPER STAR WARS
4	4 MONTHS	▽	EA/BULLS VS. BLAZERS
5	5 MONTHS	Δ	NINTENDO/NCAR BASKETBALL
6	3 MONTHS	▽	LJN/SPIDER-MAN AND THE X-MEN
7	1 MONTH	Δ	KONAMI/TINY TOONS
8	4 MONTHS	▽	EA/NHLPA HOCKEY '93
9	1 MONTH	Δ	PARKER BROTHERS/MONOPOLY
10	3 MONTHS	▽	CAPCOM/THE MAGICAL QUEST

## GENESIS

1	1 MONTH	Δ	EA/PGA GOLF II
2	6 MONTHS	-	EA/NHLPA HOCKEY '93
3	2 MONTHS	-	SEGA/ECCO THE DOLPHIN
4	3 MONTHS	-	EA/ROAD RASH 2
5	3 MONTHS	-	SEGA/STREETS OF RAGE 2
6	5 MONTHS	▽	EA/JOHN MADDEN FOOTBALL '93
7	4 MONTHS	▽	SEGA/SONIC THE HEDGEHOG 2
8	1 MONTH	Δ	FLYING EDGE/NBA CHALLENGE
9	2 MONTHS	-	PARKER BROTHERS/MONOPOLY
10	3 MONTHS	Δ	SEGA/WORLD OF ILLUSION

## SEGA CD

1	2 MONTHS	-	RENOVATION/ROAD AVENGER
2	2 MONTHS	-	SEGA/NIGHT TRAP
3	2 MONTHS	-	SEGA/COBRA COMMAND
4	2 MONTHS	Δ	SONY IMAGESOFT/HOOK
5	2 MONTHS	▽	SONY IMAGESOFT/SEWER SHARK
6	1 MONTH	Δ	JVC/WONDER DOG
7	2 MONTHS	Δ	SEGA/PRINCE OF PERSIA
8	2 MONTHS	▽	BIONET/BLACK HOLE ASSAULT
9	2 MONTHS	▽	JVC/WOLFPCHILD
10	1 MONTH	Δ	SONY IMAGESOFT/CHUCK ROCK

## GAMEBOY

1	4 MONTHS	-	NINTENDO/SUPER MARIO LAND 2
2	8 MONTHS	-	NINTENDO/SUPER MARIO LAND
3	4 MONTHS	-	THQ/THE REN & STIMPY SHOW
4	4 MONTHS	Δ	LJN/NBA ALL-STAR CHALLENGE 2
5	7 MONTHS	Δ	NINTENDO/KIRBY'S DREAM LAND
6	3 MONTHS	▽	NINTENDO/GOLF
7	1 MONTH	Δ	KONAMI/TOP GUN: GUTS AND GLORY
8	8 MONTHS	Δ	NINTENDO/YOSHI
9	5 MONTHS	Δ	NINTENDO/DR. MARIO
10	1 MONTH	Δ	SPECTRUM HOLOBYTE/WORDTRIS

## GAME GEAR

1	3 MONTHS	Δ	SEGA/SONIC THE HEDGEHOG 2
2	2 MONTHS	-	SEGA/TAZ-MANIA
3	3 MONTHS	▽	SEGA/STREETS OF RAGE
4	3 MONTHS	Δ	SEGA/DEFENDERS OF THE OASIS
5	3 MONTHS	Δ	SEGA/THE MAJORS: PRO BASEBALL
6	3 MONTHS	▽	SEGA/BATMAN RETURNS
7	2 MONTHS	▽	SEGA/CHAKAN
8	3 MONTHS	▽	SEGA/LEMMINGS
9	3 MONTHS	-	TENGEN/PRINCE OF PERSIA
10	1 MONTH	Δ	TENGEN/SUPER SPACE INVADERS

**Babbage's**  
America's Software Headquarters

The information below is provided  
by Babbage's and is current as of  
March 3, 1993.



# TOADAL WAVE!



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GREAT GAMES  
AT A RETAILER  
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# TOP TEN TITLES IN VIDEO GAME SPORTS

John Madden, Electronic Arts, football... need we say more??? Great plays, tons of options, and a great fun-factor all combined to bring you probably the greatest sports title yet! The third installment of this Genesis classic is perhaps even better than its predecessors. Congrats EA!



## 1 JOHN MADDEN '93

Great hits and plays will really have you yelling "touchdown!"

## 2 NCAA BASKETBALL

A scaling and rotation tour-de-force. He shoots, he scores!

## 3 TECMO SUPERBOWL

Perennial 8-Bit favorite. Lots of fun with more than one player.

## 4 BULLS VS. LAKERS

Another excellent sports effort by the folks at EA! Jam it home!

## 5 NHLPA '93

Fast-paced and rough-and-tumble! Not for the timid!



## HOLE IN ONE

Highly addictive. Play this only if you have a year or so to kill!



## 7 TECMO SUPER NBA

Grrreat moves! Enough dunks to give Air Jordan vertigo!



## F-ZERO

The epitome of Super NES racing games. Start your engines!



## 8 PGA TOUR

Computer-like interface gives you tons of great control. Fore!



## 9 SUPER BOWLING

Bowling?! Yes, bowling. All we can say is, "Try it, you'll like it!"

# READERS' TOP TENS

You would think that after all this time, people would be diggin' some newer games... NOT!! Capcom's mega-hit is regaining its top spot due to its fantastic play, graphics and highest character recognition since Pac Man! Let's face it everyone, we all love Street Fighter 2!



## 1 STREET FIGHTER 2 / SNES

A truly great game! Thanks Capcom, it was worth the wait!

## 2 SONIC 2 / GENESIS

A fantastic sequel to a fantastic cart. More fun than a barrel of...?

## 3 MORTAL KOMBAT / GENESIS

Skeptics of this game were quieted very quickly! Fantabulous!!

## 4 CONTRA 3 / SNES

Konami's Super NES installment of the Contra series is a winner!

## 5 DESERT STRIKE / GENESIS

Flying a chopper around the desert was never so much fun!



## 6 AKELAY / SNES

Tie: Konami's cool shooter scored big with wild Mode 7 effects.



## 7 NIGHT TRAP / SEGA CD

Save the girls from the terrible augers. Watch out for the drill!



## 8 TMNT 4 / SUPER NES

Tie: The Turtles' Super NES cart ranked highly with our readers.



## 9 STREETS OF RAGE 2 / GENESIS

Axel and Blaze are back once again to fight the evil Mr. X.



## 9 MORTAL KOMBAT / SUPER NES

Tie: Fans of the arcade version won't be disappointed by this one!

Please Note That The Editors' Picks Represent EGM's Favorite Games and Not All Titles May Be Available When You Read This. Prototypes Are In Red.

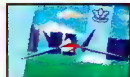
## EDITORS'

EGM's Favorite Games!



### Nintendo's StarFox

#1 2 MONTHS ▲



Nintendo's new polygon extravaganza has taken the office by storm. The Super FX chip really makes this cart a blast to play. Incredible graphics and sounds blended with superb game play are the highlights of our favorite game this month. Flashback, Cool Spot and Bubsy are still holding their own.

NAME OF GAME / SYSTEM	RANK	MONTHS	+/-
FLASHBACK / GENESIS	2	4	-
COOL SPOT / GENESIS	3	3	▽
BUBSY / SUPER NES	4	5	▽
BOMBERMAN '93 / DUO	5	2	▽
TINY TOONS / SUPER NES	6	3	▽
SUPER TURRICAN / SUPER NES	7	2	-
POCKY AND ROCKY / SUPER NES	8	3	-
SILPHEED / SEGA CD	9	2	▽
STREET FIGHTER 2 / SUPER NES	10	6	▽

The EGM Editors' Top Ten is Based On the Personal Preferences of the Review Crew and is Not Based On Any Type of Babbage's Sales Info



# EGM'S TOP TENS

## REGISTER YOUR

# VOTE

### WITH

## ELECTRONIC GAMING MONTHLY

Let the whole world know what your favorite games are and voice your video game vote! Call the special EGM Top Tens Hotline and register your own awards! Simply call the number below, select your favorite games from the listing, and power on! Then turn to next month's EGM's Top Tens to get the results! It's that easy! CALL TODAY!

ONLY \$1.00 PER MINUTE!!

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Don't agree with the Review Crew? Want your opinion to count? Call the EGM Top Ten Hotline and VOTE today!

After calling the Hotline, follow the prompts and enter the number corresponding to your favorite games below. Also listen to the latest and greatest gossip!

- |                                   |                                    |                                  |
|-----------------------------------|------------------------------------|----------------------------------|
| 1. SNES / CONTRA 3                | 17. GENESIS / SONIC THE HEDGEHOG 2 | 33. TURBODUO / GATE OF THUNDER   |
| 2. SNES / AXELAY                  | 18. GENESIS / X-MEN                | 34. TURBODUO / BONK'S REVENGE    |
| 3. SNES / TMNT 4                  | 19. GENESIS / NHLPA HOCKEY '93     | 35. TURBODUO / LORDS OF THUNDER  |
| 4. SNES / STREET FIGHTER 2        | 20. GENESIS / TAZMANIA             | 36. NEO GEO / WORLD HEROES       |
| 5. SNES / SUPER STAR WARS         | 21. GENESIS / MORTAL KOMBAT        | 37. NEO GEO / VIEWPOINT          |
| 6. SNES / SPACE MEGAFORCE         | 22. GENESIS / ALIEN 3              | 38. NES / SUPER TECMO BOWL       |
| 7. SNES / OUT OF THIS WORLD       | 23. GENESIS / FLASHBACK            | 39. NES / TURTLES 3              |
| 8. SNES / BATMAN RETURNS          | 24. GENESIS / BULLS VS. BLAZERS    | 40. NES / SUPER MARIO 3          |
| 9. SNES / ZELDA 3                 | 25. GENESIS / ROAD RASH 2          | 41. NES / YOSHI                  |
| 10. SNES / SUPER MARIO KART       | 26. GENESIS / TERMINATOR           | 42. NES / MEGA MAN 5             |
| 11. SNES / MORTAL KOMBAT          | 27. GENESIS / STREETS OF RAGE 2    | 43. GAMEBOY / SUPER MARIO LAND 2 |
| 12. SNES / STARFOX                | 28. SEGA CD / CD SONIC             | 44. GAMEBOY / METROID 2          |
| 13. SNES / SUPER TECMO NBA B-BALL | 29. SEGA CD / NIGHT TRAP           | 45. GAMEBOY / MEGA MAN 2         |
| 14. SNES / TINY TOONS ADVENTURES  | 30. SEGA CD / SEWER SHARK          | 46. GAMEBOY / DR. MARIO          |
| 15. SNES / BUBSY                  | 31. SEGA CD / WONDER DOG           | 47. LYNX / NFL FOOTBALL          |
| 16. SNES / CYBERNATOR             | 32. SEGA CD / MONTANA FOOTBALL CD  | 48. LYNX / SHADOW OF THE BEAST   |

Top Ten nominations change each month with all-new favorites! **New entries in red.** These nominations are good through May 31, 1993.





I never thought maiming four of my friends could be so much fun.



### BOMBERMAN '93™

The latest multi-player game from TTI. Also known as Game of the Month for April by EGM.

Plays on both Duo and Turbo

Grafx systems.

Drop bombs off strategically or, with a bit of skill, kick them toward your opponents.



Play solo against the machine. Or play against one to four friends. If you even have that many. There's even a 48 level game to test your patience.

For more info, jet to your nearest TTI dealer today. And remember: With friends like you, who needs enemies?



# DUO™

# GAMING GOSSIP

...Exclusive SF2 info...Acclaim interested in Cameron...New Godzilla Games...3DO's Future...Sega Answers SFX Chip...  
...New Star Wars Softs Coming...Atari Jaguar to be Computer...Icom Software Sells Out...Game Sequels in the Works...

...We're in 16-Meg mode this month my little Quarter-fiends, with the hottest info on super softs like SF2-CE for the Genesis and plenty of pork for you hardware heads as well! Have your ICEE points in hand and remember that looking at your neighbor will not be tolerated in this classroom...How can the Q begin this classic column without drawing your attention to the head ed's cover romp: STREET FIGHTER 2-CHAMPION EDITION IS COMING IN JUNE FOR GENESIS! Capcom has signed onto Sega and will unleash SF2-CE as their first entry. The master of all martial arts battles will hit the U.S. before it shows its face in either Japan or Europe, packing 16-Meg of power and a price tag somewhere in the sixties! Some new features include voice, the barrel bonus stage instead of a brick bonus, and the ability to play with either the new Sega 6-button pad (which is being redesigned to be larger as you read this) or the wimpy 3-button controller we've all grown to love (you use the 'Start' button to toggle between either the kicking or punching action - yech!). And of course the new Boss characters will be added to juice this version up and require everyone who put down \$150 for a Super NES and SF2 cart to buy another version...Other SF2 rumors from Japan have a Super Famicom translation of the Turbo CE version in the works. Capcom won't comment on this (where did all the new "open-ness" go to?), but the Q-Mann has it from a highly reliable source...

...There are a variety of hot softs now in pre-production (subscribers should check out this month's Q-Letter for a complete run-down of new games). Some of the highlights include Bubsy 2 and R-Type 3! Check out next month's EGM for some possible pix...Exiting this topic the Q-Minor must provide the proper updates for SF3: the entire cast of characters will be back for part three, with some new additions as well as an interesting new technique that yours truly has been sworn not to reveal (at least until next month). Also, while we're on the subject of juvenile reporting, Capcom will not be releasing SF2-CE in tandem with a Sega CD version (although a product that includes actors, voice and music is rumored to be in the works) and Sega has snapped up the rights to the awesome shooter Silpheed from Sega CD developer Game Arts...

...The guru of gossip has learned that Icom Simulations, famous for their Sherlock Holmes games and their, er, Sherlock Holmes games, have sold out either part or all of their company to a Japanese investor looking to get into high-end games. Also, Icom is rumored to have successfully completed work on a development system which creates dual versions of the same game that can be instantly ported to any system platform to save publishers some big bucks...Acclaim is rumored to be inking a deal with James Cameron's production company, Cameron, who brought us Aliens and the Terminator flicks, is set to deliver a bunch of films for Fox after finishing Spider-Man for Carolco. The Acclaim deal would give the licensing super-power first-rights to Cameron's new ideas...Speaking of licensing, don't be surprised if you see a game based on the high-tech, big-budget Godzilla movie coming next year from Tri-Star. The most likely source of monster carts and CDs would be Sony...For the worst license of the year (or decade for that matter), how about "Federal Express"! I won't embarrass the company that has plunked down the bucks for this title, but man is it a stupid license...

...3DO has a special plan up their sleeve to entrench their machine in the hearts and minds of consumers before a cable game system becomes operational. The Q-Mann has heard from reliable sources that 3DO will market their machine not only as a self-contained game system, but also as an enhancement board for PC owners! As a high-end graphics and interactive upgrade, the Quarter-Witt goes full thumbs-up (even if the price is still too high)...Atari seems to have a similar plan with their Jaguar, which is targeting the high-end of the market for their 64-Bit RISC-processing mega-system, and is rumored to be embracing an end-goal of building onto the Jaguar with hard drives, keyboards and even virtual-reality head-gear to attract computer-heads...Sega has answered Nintendo's SFX chip with an upgrade of their own. Called the "DSP" (yeah, I know what it stands for, but it's their name, not mine), the new chip will give Sega games the same speed advantages but no real palette enhancements...Star Wars games are hot, Hot, HOT! Yours truly has seen development work on not only Super Empire (great Mode 7 FX with hills!), but also Rebel Assault (an X-Wing fighting game in the trenches of the Death Star for Sega CD) and Star Wars Battle Chess (using the characters in place of chess pieces). All are wicked awesome...

**- QUARTERMANN**



3 TIMES THE SUSPENSE... ON NES

3 TIMES THE DANGER... ON GAME BOY

3 TIMES THE TERROR... FOR YOU!!!

# ALIEN 3

The Xenomorph are fast, spit acid and are right behind YOU! The motion tracker is your only warning. No time to think, no time to catch you breath...RUN!

Can't see very far ahead in these air ducts. Hard to breath. Blast fire-sucking face-huggers with your pulse rifle and exterminate deadly Aliens with your flame thrower and grenade launcher!

**ALSO AVAILABLE ON  
SEGA GENESIS™ AND  
GAME GEAR™!**

Just keep telling yourself,  
"this isn't really happening...  
its only a game."

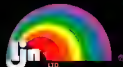


Exterminate deadly  
Aliens with your  
flame thrower!



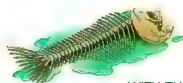
Destroy all the eggs,  
but beware of deadly  
face-huggers!

LICENSED BY  



# In a sea of Super NES™ controllers,



SLEEK. EFFICIENT. EVEN FEARED.  
ONLY ONE CONTROLLER STRIKES

WITH THIS KIND OF POWER. ONLY ONE  
CONTROLLER CAN INSPIRE TERROR IN THE HEART OF  
YOUR OPPOSITION, OR GIVE YOU THE EDGE AGAINST THE  
TOUGHEST SUPER NES GAMES. WE CALL IT THE ASCIIPAD.



INDEPENDENT TURBO CONTROL gives you the most  
powerful bite. Twenty shots per second will break  
your opponents down in no time.

**AUTO TURBO.** It's like a continuous feeding frenzy.  
Hands-free, and fully-automatic, too. And, like Turbo  
Control, you get to pick which buttons to power up.



**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



# only one's a killer.

**SLOW-MOTION** means you'll never rush through a meal. Get the time you need to master the newest and toughest games. After all, they're not getting any easier.

**ADVANCED DESIGN AND A COMPETITIVE PRICE.** When you're hungry to win, reach for the controller with some bite. **THE ASCII PAD, FOR THE SUPER NES. USE IT OR LOSE IT.**



**ASCIIWARE**

TM

# EGM EXPRESS

## NEW 32-BIT GAME SYSTEM FROM FM-TOWNS!

The makers of the Japanese FM-Towns computer system have just announced a new smaller version of their system. Called the Marty, this mini-computer has been designed with the game player in mind.

Inside the Marty is a 32-Bit CPU, 3 MegaBytes of system ROM and 2 MegaBytes of main RAM. A floppy disk drive and a CD-ROM drive are also built in. About 167,700 colors are in the color palette.

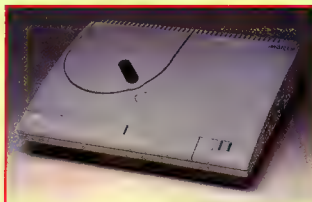
All of this technology doesn't come cheap though, as Marty will have a 98,000 ¥ (\$ 810) suggested retail price. One controller will be included.

For those who want to use Marty as more than a game machine there is a keyboard, a mouse and a modem communications card.

Special attention has been devoted to the audio as Marty will have 9 channels of PCM (Pulse Code Modulation) and 6 channels of FM sound along with CD digital audio.



Although expensive, Marty will bridge the gap between computers and games.

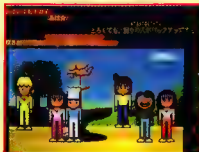


The new 32-Bit Marty will play both floppy disk and CD-ROM games.

Three new games (Microcosm, Ms. Detective and Habitat) will be initially available. It should be noted that many of the older FM-Towns games will not work on the Marty as two floppy disk drives are needed, and the Marty does not have an extension for the second floppy drive. Also, Marty will not play the current FM-Towns software because the operating systems are different. All future FM-Towns computer games though, will be Marty compatible, and there will be additional new games, both educational and entertainment, that will be designed to take full advantage of the more efficient CD-ROM drive.

There are no current plans to bring the Marty to the U.S.

### MARTY CD-ROM SOFTWARE



Three games, Habitat, Microcosm and Ms. Detective (left to right) will be initially available for Marty. More new ultra high resolution CD-ROM games will be available later this year.

### SYSTEM SPECIFICATIONS

CPU	32-Bit
SYSTEM ROM	256 KByte
OS-ROM	3 MByte
Kanji ROM	256 KBytes
Dictionary ROM	612 KBytes
Main RAM	2 MByte
Video RAM	512 KByte
Sprite RAM	128 KByte
CMOS-RAM	32KByte
Colors	167,700
Audio	PCM-9 Channels FM - 6 Channels

### PERIPHERALS



A keyboard, mouse and modem will transform Marty into a powerful computer.





# We ripped-off a perfectly good idea.

**TRUE ARCADE ACTION.** You'll find that the only thing missing from our new Super Advantage is the coin slot. Okay, so we added an extra long cord. And our joystick is easier to carry than an arcade machine, not to mention a few thousand bucks cheaper (that means under \$50, suggested retail price). Bottom line is, this is about as close as you can get without grabbing a crowbar and—well, you get the picture.

The layout's familiar, and the construction's tough enough to handle the most intense *street fight* or the *ultimate battle* for the universe. We've also added a few features you won't find in the arcades — state of the art effects designed specifically for today's most radical games. No wonder we call it the...

## **SUPER ADVANTAGE.**

**OVERSIZED JOYSTICK.**

8-way directional control provides true arcade action.

**VARIABLE SPEED SLOW MOTION.**

Slow down the entire game when things get out of control.

**TURBO SPEED.**

A fully adjustable fire-control system (up to 30 shots per second).

**AUTO TURBO.**

Continuous firing that's hands-free. You won't find this anywhere else.

**FIRING BUTTONS.**

Instantaneous response, and built to last.



LICENSED BY



# SEGA, 1993 AND BEYOND...

Rumors, rumors, rumors. In this industry, like many others, rumors pop up weekly about the next generation of game systems, software, new technology and company marketing plans and strategies. Quite often it is very difficult to tell truth from fantasy.

For example, will Nintendo be able to sell their 32-Bit CD-ROM machine for \$200 like they say they will (fantasy)? Will Sega drop the price of their Sega CD this Christmas (truth)?

The Nintendo issue will be addressed at a later point in time, but EGM ran into Mr. Al Nilsen of Sega and decided to get the official story about some of the new projects that Sega is working on.

## PHANTASY STAR 4

"It still is very early but it really looks nice. Right now there are a couple of screens up to get the feel of the game. It is now scheduled for first quarter 1994 release here in the U.S. We are trying to have a simultaneous English translation done but we won't know if that is possible for about 4 months from now. Unless something major happens, it won't be shown at June CES."

## SILPHEED CD

"Game Arts [the developer of the game] is dedicated to doing great Sega titles. For the U.S., the name will change on Silpheed. When I was in Japan, there was nothing new to see beyond what was at CES. It's way cool. This will be a major feature of the June CES. But, we are not building a dome. I want this known right now, I am NOT building a dome [referring to the dome that Nintendo built around their StarFox game at Winter CES]."

## SONIC CD

"There is no set schedule for it. Are we working on a Sonic CD, absolutely. Will we release a Sonic CD, can't tell you. The goal of Sonic CD is very simple. Sonic CD has to be to the Sega CD what Sonic 1 was to Genesis...which was killer and break-

through. We have done some dual pathing on it and we will keep pushing technology to the point where Sonic CD is a product that sells hardware. I will not release Sonic CD that doesn't do that. We have raised the stakes with Sonic 2 and Sonic 3, and it's getting harder and harder to make improvements and until something happens that we are comfortable with, we have decided that we will not talk about it and we are not going to show anything because the product is just not there. It's the number one product that kids want for their Sega CD and I am not going to disappoint them. And we won't know until mid May whether it will be at CES."

## SONIC ARCADE

"We have developed two Sonic arcade games that have never been released because they were not the specialness that Sonic was. We are continuing to look to see if we can do something with Sonic in the arcade. There is a Sonic arcade project but nothing scheduled for release."

## SONIC 3

"I talked to the designer last night. The game is bigger, memory size, number of levels etc., it is a sequel. Tails is a part of the Sonic story...yes Tails is in it. Hopefully for CES but no promises."

## SPORTS GAMES

"We are really redoing almost our entire sports line. Baseball, football, basketball, wrestling, tennis and a major focus of the June CES will be sports. On all three platforms...Genesis, Game Gear and Sega CD. Sports Talk will continue...in its third iteration."

## VIRTUA VR

"Virtua racing will not be one of the first games for VR. Contrary to what Quartermann said it won't be coming out. We cancelled it as soon as Quartermann said it. We can't make a truth person out of Quartermann [a joke!]. Three games will be at CES."

## MENACER

"There are new Menacer titles from

both Sega and from third parties coming at CES."

## FOUR PLAYER TAP

"There are no plans at the present time. We're looking at it but there is no firm answer now."

## CD GAMES

"CD software will be a major focus at CES." Will Mickey Mouse jump to CD? "Maybe."

## SEGA 2, SEGA CD 2

"They primarily were developed for Europe and Japan will be doing it. Right now I don't see it happening for the U.S."

## GAME GEAR

"Sonic 3 looks cool on Game Gear. The Majors 2 will be coming out. There are 20 new titles coming out. Jurassic Park looks great. Asterix will be coming over from Europe. Tom and Jerry will be coming in July. Surf Ninjas will hit in July also. (August for Genesis). Aladdin is wonderful (all systems). Stay tuned."

## SEGA CD PRICE REDUCTION?

"One of the very disturbing rumors is that some people are saying that you will see the Sega CD in the fourth quarter for under \$200. That is absolutely untrue. That is not good as I can almost already hear the phone calls. That type of rumor can kill the business all based on something that is not true. There is no way that it will hit the price point. Are we going to try for a lower price? Yes. Will we get under \$200? No! We are going to try like mad to lower the price but you have D-RAM costs, you have V-RAM costs, and the worst cost of them all is that drive. Yes the drive can be made cheaper, but then the yield [dependability factor] is that much lower. There are no major decreases coming. There will be large scale integration of the components but it's not savings. The \$299 is already lower than our normal margins. If I can get savings, that I can pass on, will I?...yes. When? I don't know."





IF ONLY  
I COULD

SHOOT

SLAM

CRASH

JAM

THRASH

SCAM

AND

SCORE



LIKE I DO  
WITH THE  
ASCII PAD SG,  
THAT'D BE  
KILLER!

Whoever said, "life is unfair" must have gotten their butt kicked by the new asciiPad SG. Here's why: it's got **TURBO FIRE** (up to 24 shots per second), hands-free **AUTO-TURBO** and **SLOW-MOTION CONTROL**. Plus, it looks cool, too. With this kind of control, you'll always land on your feet. Which is more than we can say about life. The asciiPad SG. There's nothing fair about it.

NEW from **ASCIIWARE** for **SEGA GENESIS • SEGA CD**



IT'S HOW TO WIN.

# ELECTRONIC GAMING MONTHLY, RENOVATION & ELECTRONICS BOUTIQUE ARE THROWING A BRAWL, AND YOU'RE INVITED!



## HOW TO ENTER:

Complete the entry form below and mail to:

Doomsday Warrior Contest  
1920 Highland Avenue, Suite 222  
Lombard, IL 60148

## DOOMSDAY WARRIOR ENTRY FORM

NAME \_\_\_\_\_  
ADDRESS \_\_\_\_\_  
CITY, STATE, ZIP \_\_\_\_\_  
PHONE( ) \_\_\_\_\_  
AGE \_\_\_\_\_  
SEX: M/F \_\_\_\_\_

## CONTEST PRIZES!

### 1 GRAND PRIZE:

•\$300 Gift certificate at  
Electronics Boutique

### 1 FIRST PRIZE:

•\$150 Gift certificate at  
Electronics Boutique

### 10 SECOND PRIZES:

•A Doomsday Warrior  
Game and T-Shirt

### 15 THIRD PRIZES:

•Doomsday Warrior T-Shirt

Doomsday Warrior  
All entries must be received by September 15, 1993. Entry on Internet or via e-mail is not allowed. One entry per person. No purchase necessary to enter. A random drawing of all eligible entries will be conducted to award the prizes, and the winners will be notified by October 1, 1993. Prizes are not transferable. Eligible or ineligible entries and deadlines, all items listed herein, if any, are the responsibility of the individual advertiser. All judges decisions are final. All entries will be awarded. Void where prohibited or restricted by law. All Federal, State and local laws and regulations apply. Employees of Summit Publishing Group, Inc., Renovation, or Electronics Boutique and their affiliates are ineligible to enter. Renovation and Summit Publishing Group, Inc. reserve the right to cancel this promotion at any time with appropriate notice. Winner's names, likeness and press information may be used by Renovation, Summit Publishing Group, Inc., or Electronics Boutique for any promotional or advertising purposes without further compensation. Not approved by Nintendo.  
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# FATAL FURY



**ARE YOU TOUGH ENOUGH FOR THE ULTIMATE FIGHTING CHALLENGE?**

FATAL FURY harnesses the power of the smash-concept arcade megahits to the SEGA GENESIS home console, making this game the one to beat for fans from among three fighting heroes with his own unique style of fighting: a stoic on nine enemies, each possessing their own fighting skills and hidden powers; a warrior unleash torques, even turning their entire bodies into human trachea! And just when victory is in sight, a former Tong By Kue, who can transform himself into a giant of battle. Facing tough

and tough enemies, a journey through the mean streets of Southtown, Fight-hard, today turns to night on the Beach of Amusement Park, or as driving rain clouds your sight at the Chinese Temple. Superb animation and horizontal scrolling reveal new areas of the challenge, as attack after attack is met and mastered. Eight alternate mini-bosses, each with unique background animation, voice and sound effects.

High characters leap right off the screen, attack moves combine with lightning speed, or on the computer or another player game. Take head. Are you tough enough to handle the challenge of FATAL FURY and become the KING OF FIGHTERS?

**TAKARA**  
Video Game Division

230 Fifth Avenue, Suite 1201-6, New York, NY 10001

Tel: (212) 689-1212, Fax: (212) 689-6889

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# LEADING EDGE

## NBA JAM

### • HOW IT RATES •

Well, what can we say? If you thought *Mortal Kombat* was cool, do yourself a favor and check out *NBA JAM*. The graphics will leave you slack-jawed like some kid about to score a two pound bag of his favorite candy!

The game play is equally impressive. The technique that this game requires is perfect; not too hard to learn, but not too easy to master. This puppy really shines when you get a game going with four friends. My only gripe is that the voices of the announcers get a little annoying. A pretty minor complaint when you think about it! Good job, Midway!!

Overall:

9

From the creators of T2: The Arcade Game and *Mortal Kombat* comes the ultimate sports coin-op. Midway's *NBA JAM* sports the latest in digitized graphics. By utilizing a special scaling chip, *NBA JAM* delivers graphic detail of unheard-of smoothness and depth. In fact,



Get ready to cut loose with a flurry of mind-bending slams, jams and dunks.



Pick your fave NBA superstars from an impressive list of the league's 27 teams.

the graphics are so good that you'll think that you're watching an actual NBA game! And in a way, you are! The graphics were digitized from actual live footage!

Pick your favorite stars from a selection of 54 of the league's hottest players. You get full control of passing and shooting as you execute some bodacious dunks and slams. Use the "Turbo" button for a burst of speed when you need it. Anywhere from one to four players can play. The JAM-CAM™ keeps track of all of the players' signature moves. Take it from us, *NBA JAM* is totally smokin'!

# AMA

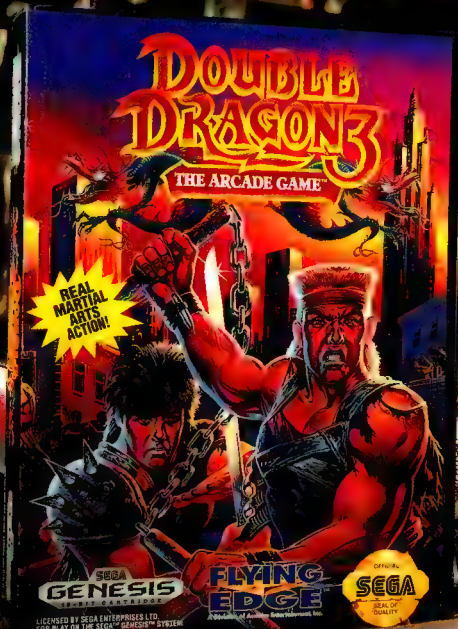
AMERICAN AMUSEMENT  
MACHINE ASSOCIATION



The Autostat™ feature keeps a record of rebounds and assists just to name a few.







# DEADLY WEAPONS!

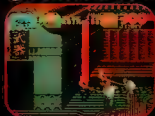
The original martial arts legend continues... with all the hard-hitting arcade action at *your* command! Battle your way across the globe with awesome special moves and deadly weapons *straight from the arcade!*

Whether it's a swirling Hurricane Kick or staggering One Armed Head Butt... a razor sharp Warrior Sword or lethal Nunchakus... *you* have what it takes to crush your ruthless enemies!

**Double Dragon 3™: The Arcade Game™** -- a quest that leads around the globe... to the adventure of a lifetime!



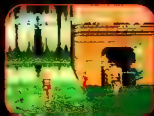
**BILLY AND JIMMY  
LEE ARE BACK!**



**SLICE THROUGH  
SAMURAI!**



**UNWRAP POWERFUL  
MUMMIES!**



**HALF-HUMAN  
CREATURES AWAIT!**



**BATTLE YOUR WAY  
ACROSS THE GLOBE!**

**ARCADE  
SMASH!**

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FLYING  
EDGE  
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SEGA  
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# SATURDAY NIGHT SLAM MASTERS

With the plethora of fighting games currently on the market, it's nice to see something fresh. Enter Saturday Night Slam Masters from the folks at Capcom.

Fans of previous fighting games will not be disappointed! If you're looking for loads of playing technique, great graphics, multiple-player options, and enough rough-and-tumble wrestling action to satisfy any wrestling maven, then this game is definitely for you!

Pick from ten hilarious wrestlers such as King Rasta "Mon," the berserk jungle man with a bad attitude, or Jumbo "Flap" Jack, the leaping bad boy from Canada.

Players get two option modes, team battle or one-on-one. In the one-on-one mode, it's you pitted against the computer. In the team battle mode, you can play up to four

players at once! With two teams in the ring at once, you can bet that the action gets totally out-of-control!

The graphics in Slam Masters are excellent and there's plenty of moves to learn and take it from us, they will make you laugh out

loud. What are you waiting for? Step into the ring with Saturday Night Slam Masters from Capcom!



Have a seat! Clobber your adversary senseless with whatever is handy.



Go head-to-head with some friends in the four-player wrestle-fest.



Each competitor has their own unique fighting style and specialty moves.

# THE PUNISHER



Choose The Punisher or Nick Fury as your character in the fight against crime.

Well, it looks as though the Kingpin is up to his old tricks again. Who will save us? Frank Castle and his buddy Nick Fury from S.H.I.E.L.D. pool their crime fighting talents in the hot new side-scrolling action game

The Punisher from Capcom.

Make your way through the six huge levels while fighting the Kingpin's henchmen. You can regain your lost health by eating the special food icons that pop up throughout the course of the game. Choose from some serious weapons including machine guns, baseball bats and rocket launchers. To make things even more intense, you can play either alone or with a friend.

The game play is great with unusually precise control for a game of this type. In addition, the various sound effects, explosions, screams and other audio goodies will truly rock your world. The graphics have

the look and feel of the hit Marvel comic book. Very excellent!

Slated for an April release, The Punisher will surely be a hit with the comic-to-game crowd. Load up on your quarters!



Punish the bad guys with various weapons like guns and grenades.



# ELECTRIFYING

## SUPERCHARGED GAMES



The smash arcade hit has been given a few new dents. Lead-footed criminals will grind your gears, not only on the highway, but the jungles and snow choked mountains as well.



You'll need to unleash your fatal fists on some bad dudes and crazy creatures. *Punch-in* and get to work because this job will take a real super hero!



This head bargin' hard checkin' free-for-all will rattle your bones and send you flyin' into the next county. So, lace 'em up and **CHECK** it out!



There's bone crunching action for Sega Genesis too. Unless you want some free dental work you had better stick in the mouthpiece, strap on the pads and **CHECK** it out!

**Taito**  
THE ONLY GAME IN TOWN.

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# GAME OF

## GLOBAL GLADIATORS REVIEWS

**"Global Gladiators is one of the highest rated games ever to appear on the Genesis."**

*Sega Visions Magazine*

**"Dazzling! A score of ten is reserved for the best; this is it!!!"**

*Game Informer Magazine*

**"WOW!"** *Mega Play Magazine*

**"Way to go Virgin! Global Gladiators is the best platform action game I've played since Sonic... This game is a masterpiece!"**

*Die Hard Magazine*



LICENSED BY SEGA ENTERPRISES FOR PLAY ON THE  
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# THE YEAR

SEGA  
**GENESIS**  
MULTI CARTRIDGE

# GLOBAL GLADIATORS

Virgin  
GAMES

# THE GAME DOCTOR

## Qs & As to Go

Welcome back to yet another visit with EGM's Game Doctor. This month we have an addition to the Game Doctor's envelope art competition. If you recall last issue, we ran both the winning art for the Draw the Game Doctor contest and for the envelope art competition. Roberto Rodriguez receives runner-up for his creative envelope.

By the way, Roberto says he's looking for a job creating characters for video games and seeks advice. I'd recommend taking as many art courses as possible, especially those geared toward continuity art—animation, comic books, etc. Video games require that you not only draw a character once, as in illustration or fine art, but from a variety of angles.

Thanks again to everybody who contributed to our art contests.

**Q:** Why doesn't somebody, like the wizards at Capcom, make speed-up boards for home systems like they do for arcade games?

Travis Milburn  
Terre Haute, IN

**A:** Many problems here, Travis. Nintendo doesn't like folks fooling with their technology, as Galoob can attest (even though it won the nationally publicized suit). Also, the board would have to have compatibility with all subsequent software, and another question that would have to be answered is: how many companies would be willing to play along?

Remember, an arcade machine is a single game, whereas systems like the Super NES must play many, many games. I just don't see this happening in the foreseeable future.

Loved your envelope art, by the way, Travis!

**Q:** Can you play a Turbo Duo CD game on the Sega CD peripheral? I read in EGM's Buyer's Guide issue that the Duo is capable of playing a 2 megabit CD game and the Sega CD is capable of playing a 6 megabit CD game. Because of this, the Sega CD should be able to play the Duo games, correct?

Socheath Tes  
Lawrence, MA

**A:** Memory alone doesn't provide compatibility. CD programs created for the Macintosh can't be run on a PC-based CD drive, because they use different formats. Similarly, Duo and Sega CD games employ different systems for running their programs.



**CD games are not interchangeable between systems such as the Duo.**

**Q&A Quickies:** Mauricio Chiprut of Mexico City, Mexico, wonders when he'll see a CD drive for his Super NES. Check out the April issues of EGM and EG, Mauricio, for the full story, but I still wouldn't look for it much before '94... Jean Gagnon of Montreal, Canada purchased the Japanese version of the game released in this country by Konami as **Cybernator**, but doesn't understand why the Japan game was from another publisher. Answer: game rights are often sold on a country-by-country basis. Until next time, Aloha!

## LETTER OF THE MONTH



Roberto Rodriguez was the runner-up in the envelope art competition.



# EGM'S READER SURVEY

LET EGM KNOW WHO YOU ARE! FILL OUT THIS SURVEY AND MAIL IN TODAY!

Send to: EGM Reader Survey, 1920 Highland Avenue, Suite 222, Lombard, IL 60148

- How old are you?
  - under 7
  - 8-11
  - 12-17
  - 18-24
  - over 24
- Are you:
  - male
  - female
- What kind of jeans do you wear?
  - Levi
  - Guess
  - Bugle Boy
  - other
- How many times do you go to the movies each month?
  - 1-4
  - 5-10
  - 11-15
  - over 15
- How many movies are rented and watched at home each month?
  - 1-3
  - 4-6
  - 7-10
  - over 10
- Of these movies, how many titles do you choose for yourself?
  - 1-3
  - 4-6
  - 7-10
  - over 10
- Do you own a music CD player?
  - Yes
  - No
- How many CD's do you buy each month?
  - 1-4
  - 5-10
  - 11-15
  - over 15
- How many tapes do you buy each month?
  - 1-4
  - 5-10
  - 11-15
  - over 15
- What type of music do you listen to most?
  - Rap
  - Alternative
  - Top 40
  - Hard Rock
- How many toys do you buy monthly?
  - 1-2
  - 3-4
  - 5-6
  - over 6
- How many soft drinks do you consume monthly?
  - 1-6
  - 7-12
  - 13-15
  - over 15
- Which is your favorite soft drink?
  - Coca-Cola
  - Pepsi
  - Dr. Pepper
  - Juice
  - Snapple
  - other
- What kind of athletic shoes do you wear?
  - Nike
  - Keds
  - Reebok
  - Adidas
  - Converse
  - L.A. Gear
  - other
- What kind of athletic apparel do you wear?
  - Nike
  - Champion
  - Reebok
  - Adidas
  - Converse
  - Russell
  - L.A. Gear
  - other
- Do you receive an allowance?
  - Yes
  - No
- How much is your allowance each month?
  - under \$10
  - \$10-\$20
  - \$21-\$25
  - \$26-\$30
  - over \$30
- Do you chew gum?
  - Yes
  - No
- What's your favorite candy?
  - Chocolate bars
  - Cheewable candies
  - Hard candy
  - Suckers
- What is your favorite T.V. station?
  - Disney
  - Nickelodeon
  - Carbon Express
  - Fox
  - other
- Do you or your parents choose which brand of cereal you eat?
  - I do
  - My parents do
- Do you collect sports trading cards?
  - Yes
  - No
- Do you collect other trading cards or collectable items?
  - Yes
  - No
- Do you collect comic books?
  - Yes
  - No
- Will you buy the Sega CD-ROM system?
  - Yes
  - No
- What is your favorite snack food?
  - Potato chips/Pretzels
  - Ice cream
  - Cakes/Pies
  - Peanuts
- What kind of sporting goods do you use most?
  - Easton
  - Wilson
  - Rawlings
  - other
- What is favorite cartoon?
  - Ren & Stimpy
  - Batman: The Animated Series
  - The Simpsons
  - None of the above
- Which type of system(s) do you own?
  - Nintendo
  - Super Nintendo
  - Sega Genesis
  - GameBoy
  - TurboGrafx
  - Game Gear
  - CD system
- Which video game system do you or your family plan to buy within the next 12 months?
  - Nintendo
  - Super Nintendo
  - GameBoy
  - Atari Lynx
  - Turbo Express
  - Turbo Grafx-16
  - SNK Neo Geo
  - Game Gear
  - Sega Genesis
  - other
- Do you use a computer at home or school?
  - Yes
  - No
- Do you have a full or part-time job?
  - Yes
  - No
- If "Yes," what is your monthly income?
  - \$250 or less
  - \$251 - \$500
  - \$501 - \$1,000
  - \$1,000 or more
- Other than video games, what hobbies do you have?
  - Comic books
  - Trading cards
  - Sports
  - other
- What is your favorite brand of trading cards?
  - Upper-deck
  - Pro-los
  - Top-line
  - Fleer
  - other
- How many video games do you own?
  - 5 and under
  - 6-10
  - 11-15
  - 16-24
  - 25-35
  - over 35
- Would you rent CD video games before buying them?
  - Yes
  - No
- Would you rent a CD video game system before buying one?
  - Yes
  - No
- Which of these helps you best to decide which video games to buy?
  - Ads on T.V.
  - Magazine articles
  - Ads in magazines
  - Word of mouth/friends
  - Game rentals
  - Arcades
  - Game in store
  - other
- What type of games do you enjoy most?
  - Action
  - Adventure
  - Role-playing
  - Strategy
  - Shooter
  - Sports

NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_

CITY, STATE & ZIP CODE \_\_\_\_\_

TELEPHONE \_\_\_\_\_

**WIN A  
SEGA CD!**



**FILL OUT THE SURVEY & MAIL IN FOR YOUR CHANCE TO WIN A SEGA CD!**

All entries must be received by June 30, 1993. EGM is not liable for lost or misdirected mail. One entry per person. The purchase necessary to enter. A random drawing of all eligible entries will be conducted by June 21, 1993. Prizes are not transferable, taxable or redeemable for cash. Photocopies will be accepted. All entries become the responsibility of the individual entrant. All prizes awarded on a first-come, first-served basis. Void where prohibited or restricted by law. All prizes, names and dates may vary without notice. Employees of Sega Publishing Group, Inc. and all other employees affiliated with Sega Publishing Group, Inc. are not eligible to enter this promotion. All other rules, regulations, terms, conditions and prize information may be found at Sega Publishing Group, Inc. All any promotional or advertising purposes without further compensation.

He doesn't care if you  
use the plasma  
flame or the  
chainsaw arm  
to carve his  
**LOBSTER  
CYBORG  
BUTT.**

*just please be gentle.*





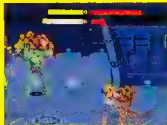


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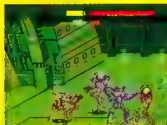
## CYBORG JUSTICE



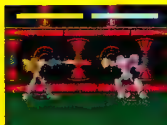
Enough legs, torsos, and weapons that you can make 216 different Cyborg Justice dispensers of correctional rehabilitation. (That means pain.)



Arcade mode. Where two players team up to teach an army of Cyborgs a little respect. This is best done by ripping off their arms.



If they still don't get it, teach their energy, then plant a spiked foot or two in a place that spiked feet shouldn't ever be.



Two players, head to head, can fry, saw, and beat each other to death over and over again. You shouldn't try this without the game.



SEGA  
GENESIS

# INTERNATIONAL OUTLOOK

## INTERNATIONAL NEWS

By Terry Aki

Greetings once again to all you aficionados of the world of Japanese gaming. To begin today's topic, I would like to start off by talking about the differences between the Japanese Mega CD and American Sega CD system games.

For those who really enjoy a lengthy RPG, especially on a CD system, the Mega CD has really got Japanese players covered with games like 3x3 Eyes, Dark Wizard, Illusion City, Detonator Organ, plus the new Arcus I•II•III. But try finding a good RPG on the Sega CD and what do you find? Nothing. Oh sure, Sega of America has plans to bring Dark Wizard to the U.S., but nothing has been finalized.

Why the big delay? Granted the language translation can be time consuming, but why not simultaneously create both the U.S. and Japanese versions? It would really help out the stagnant sales of the Sega CD and give many American players exactly what they've been waiting for.



WORLD NET  
INTERNATIONAL GAMING INFORMATION NETWORK

TOKKINHOUSE OF JAPAN

## Y'S IV - MASK OF THE SUN

SUPER FAMICOM

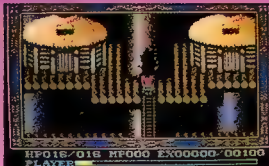
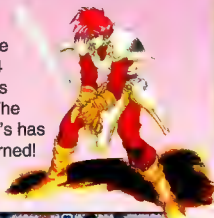
12 MEG

CARTRIDGE

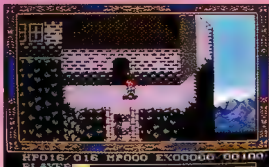
The long wait is over! Finally, the sequel to the ever-popular jorneys of Adol has arrived in the fourth book of Y's! Though the pix of the PC-Engine SCD still have to come into light, the 12-Meg Super Famicom version is already in progress!

Adol is back in action; this time his ventures will land him in a plot that involves the mysterious Mask of the Sun. It is an intense race against time, as the evils of the land close in on our hero's quest to stop him in his tracks. New enemies will be encountered as well as some old friends, such as your long-time love Lilia and your close friend from Esteria, Dogi.

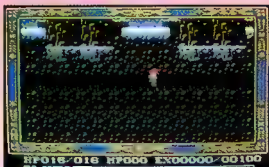
For all those who were upset at the side-scrolling third installment, you will be happy to see that the original 3/4 overhead is retained! The magic of Y's has finally returned! More on this later.



Adol has just entered a village raised high in a forest, what will he find?



Outside of this town is a massive valley containing more adventures!



Enter the vast caverns in search of clues that will let you proceed further!





Hi-Ya!

Bam!

Duch!

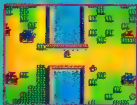


# NINJIGO

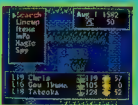
WAY OF THE NINJA

## Ninja in Training!

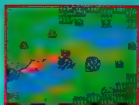
Get going in *Ninjigo* with a complete jumping puzzle strategy for the SNES. This guide will help you solve every puzzle, defeat every boss, and complete every mission. It's the only guide you need to become a true ninja. *Ninjigo* is a complete strategy guide for the SNES game *Ninjigo: Way of the Ninja*. It contains all the information you need to become a true ninja. It includes a complete strategy for every mission, a list of all the items you can find, and a list of all the bosses you can defeat. It's the only guide you need to become a true ninja.



Zip off to new adventures



Race through dungeon mazes



Strike back at fire dragons

SNES ADVANTAGE

Koei Games are available for all systems in retail outlets nationwide! If you can't find the KOEI product you are looking for, call us at (415) 348-0500 (9am to 5pm PST).

# KOEI

Koei Corporation, 1350 Bayshore Highway, Suite 540, Burlingame, CA 94010

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# AEROBIZ

## has Landed for SNES!

As CEO, create a global airline network. Establish hubs, buy planes and build hotels. Be aggressive. Airlines are your business!

# INTERNATIONAL NEWS

## DOLL CRAZY!

Japan has been doll crazy lately! It's not too difficult to find dolls in the shapes of top-selling game characters in stores around Japan. Oh sure, many of you have been sleeping with teddy bears and the like since you were wee tykes, but I'll bet you have never had dolls like these!

Street Fighter II seemed kind of a natural setup for cute and cuddly dolls to be produced. Well, Capcom of Japan is introducing stuffed dolls with the likenesses of Balrog, E. Honda, Ryu, Chun Li and Blanka. Now you can cuddle up next to Chun Li or stroke Blanka's electrifying hairdo!

Not to be outdone, Sega will be introducing stuffed toys of Sonic and Tails! No word as of yet whether or not these toys will reach American shores.



I bet you'd never think that these guys were so cuddly!



The popularity of Sonic and Tails is exploding into the toy market.

## WOLFTEAM OF JAPAN

### NEUGIER

**SUPER FAMICOM**

**8 MEG**

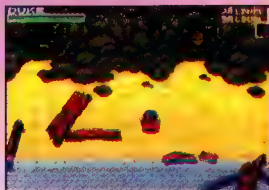
**CARTRIDGE**

An adventurous quest of epic sizes is coming to the Super Famicom compliments of WolfTeam of Japan. This new RPG is set in a medieval land immersed within a mysterious plot. Evil beings of legend and lore have started appearing throughout the many towns, leaving death and destruction in their wake. It is up to a young warrior named Duke to save his people from the grip of darkness.

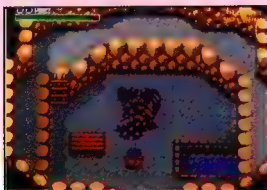
Similar to Soul Blazer, Neugier combines action with an intricate plot line to create in whole, a satisfying quest. It will probably come to these shores, and if it does, anyone interested in this type of game should check it out. You won't be disappointed with Neugier, it's a good quest.



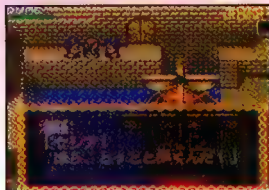
Journey to distant lands on your ship, while avoiding sea monsters.



Your ship has sunk, and you have landed ashore weak and weary.



Defeat the vile overlord, or perish under his might!



Maybe you can get a new boat at the shipyards. Be sure you have money.

## BANPRESTO OF JAPAN

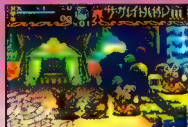
### THE GREAT BATTLE III

**SUPER FAMICOM**

**8 MEG**

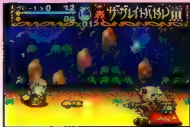
**CARTRIDGE**

The third game of the Great Battle series joins the super deformed Gundam F91, Radar RX, Earth Fighter Roah and Ultraman Great as they battle evil forces again. Terrific side-scrolling fights make this a must for any fan of Japanese animation. Really cool magic and huge bosses add to a graphically cool game. The Great Battle III is a terrific addition to any fighting fan's collection.



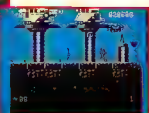
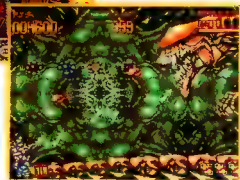
Radar RX must brawl with a bunch of the deformeders. It'll be a tough match.

Battle Knight Gundam in a fight to the death! He's just one of the bosses.





# Freakin' Awesome



*"Super Turrican will give you the worst beating of your video game life"*

GAMEPRO Magazine

*"One of the best"*

Electronic Gaming Monthly

*"Blazing graphics, Dolby Surround™ and smooth action make this the best Turrican ever"*

Game Players

With so much firepower at your fingertips, you're expected to win, right? Wrong! Even with super beam, smart bombs and power line super weapons at your disposal, your enemies will see that you face the ultimate in terror!

**Super Turrican™** is one of the finest Action/Adventure games you'll ever see, feel, play or hear! That's right, hear! With full-feature **Dolby Surround Sound™**, if the incredible graphics don't toast you, the sound alone is enough to turn your brain into a crispy critter.

Try and survive 13 levels of the most unusual worlds ever seen. Over 1000 screens. High-tech weaponry. Brilliant special effects, 3-D graphics and exhilarating gameplay!

A warning to the cocky player who thinks he's seen it all: here you better expect the unexpected!

For your Super NES & NES systems.



# INTERNATIONAL NEWS

## CONTROL YOURSELF!

So you say that your controllers just aren't comfortable enough? Just take a look at the ASCII Stick controller and you'll wonder what you've been missing all this time! This little handheld wonder fits comfortably in the palm of your hand for easy use yet features all the components of their standard sticks like auto-fire capability!

On the top side of the unit you'll find the directional pad and the Left and Right buttons, now rounded, and the Start and Select buttons at the top of the unit.

Turbo control can be modified by the row of switches near the front. The bottom of the controller has the A,B,X,Y buttons arranged in a pattern to easily access them by touch. The B and Y buttons have a raised portion, while the X and A are normal. This joystick is great to use for heavy-duty RPGs but lacks stability for high-speed fighting games like, say, Street Fighter II.



The ASCII Stick is quite comfortable to use, especially for RPGs.



The bottom of the stick holds the buttons for easy finger access.

## Human of Japan

# SEPTENTRION

SUPER FAMICOM

8 MEG

CARTRIDGE

Natural disasters always hit unexpectedly, and in this case it was no exception. The plot has you on a pleasure cruise turned deadly. The storms around ship picked up, and a giant tidal wave has struck the vessel broadside. Immediately the Septentrion (the boat) capsized, tossing all its occupants around. As it sunk, it generated a gigantic whirlpool, and now it is a race against time to escape the sinking ship before you end up in a watery grave.

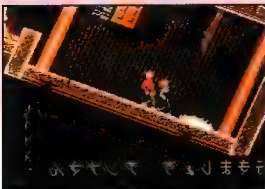
Septentrion is a fresh idea that should be seen at all costs. Its dramatic use of Mode 7 is amazing to behold. This is a good example of combining action with mystery. Hopefully it will be brought to these shores, as it looks really good!



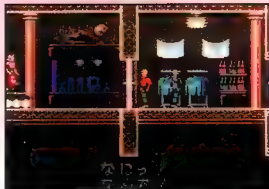
Your hapless vessel is capsized by an oncoming tidal wave!



Better hold on tight! Everything's turning topsy turvy.



Follow the lady deeper into the hull of the ship. She's got some good ideas.



While there is a brief lull in the tide, try looking around for useful items.

## CAPCOM OF JAPAN

# ROCKMAN 6

FAMICOM

UNK. MEG

CARTRIDGE

Rockman (Mega Man) is coming back to the Famicom again. Now in the progress of being programmed, Rockman 6 could be as good, and most likely better, than its predecessors. Like with part five, Capcom is having a contest in Japan to create the new bosses. Some lucky player/artist will have some of their characters in the game.

Look here for more info on this hot cartridge.



This is the logo of the sixth game. The title screen is coming soon. Don't worry.

At least the art is done for this game. But who will the bosses turn out to be? I can't wait!







May is

# DRAGON<sup>SM</sup> MONTH

# FREE

FORGOTTEN REALMS<sup>®</sup> novel, a \$4.95 value\*

with any purchase of TSR games and books totaling \$15 or more at participating retailers

## For the adventure of your life, TSR games and books deliver!

During *DRAGON<sup>SM</sup> Month* in May, answer the call to adventure and take home a treasure – a *FREE FORGOTTEN REALMS<sup>®</sup> novel*, \$4.95 value, with your purchase of any TSR games and books totaling \$15 or more! This is your time to launch a new game campaign, add to your current game campaign, and read the latest adventures of your favorite heroes. Look for special *DRAGON Month* displays at participating book, game, and hobby stores.



Ask for your **FREE DRAGON<sup>SM</sup> Month** button, too!  
Available while quantities last.



\*Offer applies to selected titles while quantities last. Limit one book per customer.  
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™ designates a service mark owned by TSR, Inc. ©1993 TSR, Inc. All Rights Reserved.



# INTERNATIONAL NEWS

## MORE SF2 GOODIES!

In the endless quest to uncover the latest gimmicks and gadgets, I have stumbled upon some Street Fighter II goodies that will have your friends drooling with envy!

The first is a set of Street Fighter II characters that are cast in pewter. This series of sets features (American Names): Vega, Chun Li, Ryu and Balrog. The second set has M. Bison, Sagat, Ryu and Chun Li. It seems kinda cheap that they would throw in two of Ryu and Chun Li, but they are in different poses. I would like to have seen Guile or Blanka, but who cares, these characters look good anyway! As a final note, if you happen to find these at a Japanese retail store, pick them up because they're really flying off the shelves!



The first set features Vega, Chun Li, Ryu and Balrog. (American names)



Search for the box that looks similar to the Japanese SF2 game.

## SEGA OF JAPAN ESPERANZA

MEGA DRIVE

8 MEG

CARTRIDGE

An all-out battle is being brought out by Sega of Japan. Called Esperanza, this game focuses on fast-paced, hard-hitting action. The main character is a young man who is part of an anti-terrorist group. Armed with a gigantic Assault Suit, he must fight his way into a number of enemy strongholds protected by the most advanced weapon systems.



Non-stop action awaits our hero, and only fast reflexes and super power-ups can save the day. Hopefully Sega will bring this awesome shooter to these shores.



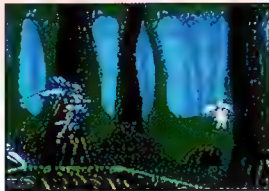
The enemies have Assault Suits too, so the odds are against you.



After being dropped behind enemy lines, our hero begins his mission.



You'll have to fly into the very center of the enemy complex.



Who knows what evil secrets lurk within the confines of the swamp.

## SEGA OF JAPAN

## DOREMON

MEGA DRIVE

4 MEG

CARTRIDGE

Join Doremon, a strange little critter as he explores seven levels packed full of adventure. Though this game is only 4 Meg, it looks great. The game play is similar to the style of the Mario Bros. games. The main character is animated with little personality quirks, and the comical theme is predominant throughout. It is unlikely that this game will come to our shores, but if it does, it's one to look for.



The atomic section is filled with danger, not to mention radiation. Ouch!

Times will get tough for Doremon as he bounces around in the Land of Time.

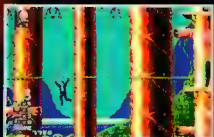
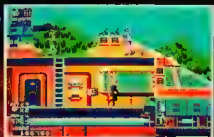
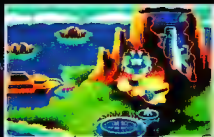




# JAMES BOND

# 007 THE DUEL™

Hey, now it's *your* turn to *be* James Bond!  
All you have to do is rescue hostage  
scientists from a Caribbean island.  
Defeat a mad professor and  
his ruthless army.  
Take on all of Bond's  
old arch enemies. Enter  
a volcano. Blow up an  
enemy space shuttle. And  
of course, save the world.  
That's not too much to ask  
of you, the world's greatest  
secret agent... *is it?*



DOMARK™

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TEGEN

JAMES BOND 007: The Duel ©1992 Sega Corporation  
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Genesis are trademarks of Sega Corporation, Ltd.

# INTERNATIONAL NEWS

Finally for those who want to take Street Fighter II on the go, Lotte foods has introduced Street Fighter II corn snacks. We who have tasted Andy Capp fried potatoes, you know what to expect from these snacks. What next? Street Fighter frozen foods!



Street Fighter II is now available in handy snack packs like this one!

## IS THAT A HEDGEHOG IN YOUR PANTS...

Wearing a pair of Sonic shorts is sure to invoke jealousy among your peers. These come directly from Sega of Japan and are the perfect complement for all of the other Sonic the Hedgehog merchandise!



## IN CLOSING...

Look to this section next month for a complete wrap-up of the CSG Game Show to see the latest games produced in Japan. I'll be there!

## TELENET OF JAPAN

# A RANK THUNDER

MEGA CD-ROM

CD

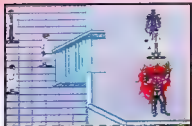
CD-ROM

A Rank Thunder is a mystery about a young man who does not know who or what he is. He must piece together clues from various sources, while avoiding genetically enhanced Bio-soldiers. All he knows is he possesses powers far greater than a normal man, and the government wants him dead. Was he part of a secret experiment? What is the extent of his powers? Only time will tell.



The mysterious stranger tells you about the government experiment.

Find out more about your mysterious past from the defeated enemy.



## VIDEO SYSTEM OF JAPAN

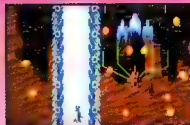
# SONIC WINGS

SUPER FAMICOM

UKN. MEG

CARTRIDGE

Another hot shooter is blasting its way onto TV screens in Japan. Entitled Sonic Wings, this shooter takes the common concept, and takes it one step further by utilizing a unique power-up system. The game plays as well as it looks: HOT! This game is destined to be one of the better shooters overseas. To make this game even better, it's two-player simultaneous play! Who could ask for more?



Gigantic bosses and large levels make for an intense shooter that's non-stop fun!

These are the two pilots: Hien and Mao. Both are expert pilots that you control.



## SEGA OF JAPAN

# KICK AND RUSH SOCCER

GAME GEAR

2 MEG

CARTRIDGE

Sports games are always a welcome sight for the Game Gear. One of the most popular sports in the world, soccer is highlighted in this new cart. Just because it's a portable game, don't underestimate this cart! It's a realistic game of soccer with plenty of teams, and a lot of control over the players. Sports fans, and soccer players will rejoice, for now they can play their sport on a rainy day.



Try to shoot for the goal! Kick, head, or knee the ball in to gain a point. Soccer fury!

During a goalie kick, always cover the other team's members, or they'll get the ball.





SEGA  
GENESIS  
THE ORIGINAL 16 BIT SYSTEM

SUNSOFT®



# BLASTER MASTER 2

TM

**JASON AND S.O.P.H.I.A. ARE BACK!**  
**IN STORES EVERYWHERE**

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# SWEEP THROUGH THE SHADOWS...

Win a \$500  
Electronics Boutique  
Shopping Spree  
or one of over 2,000 other prizes.

You could find yourself in the year 2050, running for your life in a race against time, technology and termination... or you could enter Data East's Shadowrun Sweepstakes and find yourself going wild in the aisles of Electronics Boutique. That's right, cruise the store and load up on all the stuff you gotta have. And when you get to the check-out stand, tell the cashier:

**"Put away that scanner, Pal... IT'S ALL FREE!"**

On top of the shopping spree, Data East will fork over more than 2,000 prizes—from Shadowrun T-shirts and satin jackets to limited-edition Shadowrun prints by the original Shadowrun artists—in a random drawing of sweepstakes entrants. And don't forget to play Shadowrun—the hottest strategy-adventure cart of 1993—and shatter the megaplexes before your friends do.

For info on getting an official sweepstakes entry form just check out any package of Shadowrun for Super NES

... and get ready to go wild!

And  
Go Wild  
In The Aisles!



10  
FIRST  
PRIZES

with Satin jackets  
with Embroidered  
Shadowrun logos



250  
SECOND  
PRIZES

Shadowrun  
T-shirt



Win a \$500 Electronics Boutique  
Shopping Spree plus a complete  
Shadowrun Prizes Package  
including Shadowrun jacket,  
board games & figures



2,000  
THIRD  
PRIZES

Limited Edition  
Shadowrun Poster

#### OFFICIAL CONTEST RULES

NO PURCHASE NECESSARY TO ENTER OR CLAIM A PRIZE

Not sponsored by Nintendo

1. HOW TO ENTER: (1) Be sure to answer the questions about SHADOWRUN. The answers to the questions can be found by playing the SHADOWRUN game or by sending a self-addressed, stamped envelope to: SHADOWRUN Game Awards, P.O. Box 556, Smyrna, GA 30087-0056. Requests must be received by September 15, 1993.

(2) Complete 1st and 2nd official entry blank (sent only) and mail to: "SHADOWRUN" Sweepstakes, P.O. Box 8165 Grand Rapids, MI 49514-0165. All entries must be received by Nov. 1, 1993. Mechanically reproduced and not legible. Not responsible for printing errors or for misdirected, late, lost, postage or undelivered mail. Only one entry per person. All entries become the property of Data East and will not be returned.

2. ALTERNATE MEANS OF ENTRY: To obtain an official entry blank, rules, questions and answers, without purchasing the game, send a self-addressed, stamped envelope to SHADOWRUN ENTRY, P.O. Box 8566, Smyrna, GA 30087-0856. All requests must be received by October 1, 1993. Responses of P.O. Box need not include return postage.

3. JUDGING: Winners will be selected on or about November 15, 1993 in a random drawing from all entries received with the correct answers by Master-Kane Inc. an independent judging organization who reserves the exclusive right to interpret all conditions in regard to prize possession without claim for change or rescission of any kind. By participating in this sweepstakes, entrants agree to be bound by the rules and the decision of the judges which shall be final. All prizes will be awarded. Odds of winning depend upon the number of correct entries received. Only one prize per person. Family, organization or association.

4. NOTIFICATION: Winners will be notified by mail by November 15, 1993 and Grand Prize winner will be required to sign an Affidavit of Eligibility and Publicity/Liability Release which must be returned within 15 days from date of notification. If the affidavit is not returned within this time period, prize reserved, or if returned from the post office as address not in existence, an alternate winner(s) will be selected. Winners grant permission to the use of their names, photographs/address for advertising and promotion for this and any other promotions without additional compensation.

5. PRIZES: (1) Grand Prize: \$500.00 Shopping Spree at Electronics Boutique plus a complete SHADOWRUN package consisting of Jacket, Boardgame and Figures. Approx. Value \$150.00. (10) First Prize: SHADOWRUN satin jacket. Approx. value \$15.00. (200) Second Prize: SHADOWRUN T-Shirt. Approx. Retail Value \$10.00 ea. (2000) Third Prize: SHADOWRUN poster. Approx. Retail Value \$10.00 ea.

6. GENERAL CONDITIONS: Winners accepting prize(s) that all prizes are awarded on the condition that DATA EAST and their agents, representatives and employees will have no liability whatsoever for any injuries, losses, or damages of any kind resulting from acceptance, possession or use of the prize. Winners further acknowledge that neither Data East nor any of its agents, representatives or employees shall be in any way, directly or indirectly, responsible or liable for any injury, loss, damage, or guarantee expressed or implied in fact or in law, relative to any prize, including but not limited to, its quality, mechanical condition or fitness.

All taxes are the sole responsibility of the winners. Grand prize winner may elect to receive \$500.00 cash in lieu of the Electronics Boutique shopping spree, other than any prize possession permitted except by operator or its irretrievability, in which case a prize of equal or greater value will be awarded. Prizes are not transferable.

A major who wins the grand prize, they must be accompanied by their parent or legal guardian on the shipping date.

7. ELIGIBILITY: Eligible winners shall be permanent residents of the United States. Employees and their immediate family members shall not be eligible. Void where prohibited, unless advertising and promotion agencies and any other persons or agencies involved in this promotion are not eligible. Void in Puerto Rico. Void where prohibited by law against participation in prizes. State and local laws may vary.

8. WINNERS LIST: For the names of the winners, available after November 15, 1993 to December 31, 1993, send a self-addressed, stamped envelope to SHADOWRUN Sweepstakes Winners, c/o Nintendo Consumer, P.O. Box 713, Smyrna, GA 30087-0713.



Data East USA, Inc.  
1800 Little Orchard Street  
San Jose, CA 95129  
Tel: 408/285-0774





# HADOWRUN

As Seen in GamePro



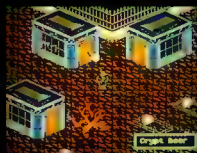
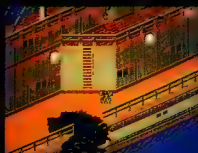
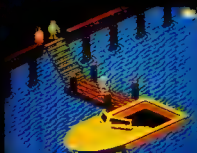
System: Data East    Area: ADV  
 Genre: Action    Genre: Action

**SUPER NINTENDO**  
 ENTERTAINMENT SYSTEM



**DATA EAST**

Watch your back... shoot straight...  
 and never, ever, cut a deal with a dragon.



Data East USA, Inc. 1850 Little Orchard St.  
 San Jose, CA 95128

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# TRICKS OF THE TRADE

**KONAMI**

**T.M.N.T. THE HYPERSTONE HEIST** ★★

**GENESIS**

**STAGE AND AREA SELECT**

Are you finding the enemies in the newest of the Turtles games to be just a little too difficult to finish in one sitting? Or maybe you are tired of starting the game all over again after running out of continues. This new code will give you the option of selecting

from any stage and area in the game. First, wait for the Konami logo. As soon as it starts forming on the screen, put in the second code. Press these buttons in this order: C, B, B, A, A, A, B, C. Make sure to do it quickly enough before the Konami logo disappears. If

you are not quick enough, the code will not work, and you will have to start over again from the beginning. Now press START. The title screen will show up. Now at the title screen, quickly press these buttons in this order: A, B, B, C, C, C, B, A. After you do this, press the START button on the 1 or 2 player option. A screen will appear that allows you to

choose your stage and area to start on. After you choose your starting place, press the START button. You will now be starting at the beginning of the stage and area of your choice. You can even start at the last area with the infamous Super Shredder. Take on this super boss and save Manhattan from a horrible doom.



As the Konami logo appears, put in the first code.



The title screen will appear. Do the second code here.



A stage and area selection screen will now appear.



Take on the infamous Super Shredder in a deathly duel!

**MINDSCAPE**

**WING COMMANDER** ★★

**SUPER NES**

**STAGE SELECT, INVINCIBILITY AND SOUND TEST**

Normally, you would have to complete multiple missions to get any further in this space flight combat simulation. But, this trick will give you a new, awesome option screen. To get this to work, you must go to the title screen that allows you to choose the start and continue options. At this screen, press these buttons in this order: B, A, B, Y, B, Y, L button, A, R

button, A and START. After you do this, you will see a brand new options screen that will allow you to select your series and mission, turn invincibility on or off, and choose your song and your sound effects selection. This trick is great to access any area of the game and to practice your skills as a pilot with the invincibility option.



On this screen, enter the code with the buttons and START.



A stage select and invincibility option screen will appear.





# WIN! The Ultimate Gaming Rig!!

**PANDEMONIUM**  
CORPORATION

OVER \$18,000<sup>00</sup> IN PRIZES!



**You have the POWER.** In this contest you don't rely on the luck-of-the-draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles gets a little harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

**Video Game Contest.** Play any 16-bit game in the world with this line-up. Neo Geo Gold, Super NES with Super Scope, Sega Genesis with CD-ROM and Menacer and TurboDuo. Get all four or trade the ones you don't want for CASH! Bonus options include: 33" monitor, \$1,000 in games, cash, accessories and more!

**Media Rig Contest.** The Ultimate Gaming Environment, 40 inch monitor,

130 watt receiver w/ Dolby Pro Logic Surround Sound, Infinity speakers, subwoofer, CD player, graphic EQ, dual cassette and Hi-Fi VCR. This rig will blow you away (literally)! You'll not only see but feel it too!

### We're talkin' GAMING HEAVEN!

**Directions.** Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

**In the future.** There will be four more puzzles at \$2.00 each and one tie-breaker at \$1.50 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 47% will have the highest score possible score to Phase I, 30% to Phase II, 25% to Phase III, and 20% to Phase IV. The tie-breaker determines the winner. If players are still tied they will each receive the grand prize they are playing for.

## Mystery Word Grid

		T			M Y S T E R Y W O R D	
H	E	A	V	Y		I
	R					
S						
						L

### WORD LIST and LETTER CODE chart

HEAVY.....I LEAVE.....C METER.....P MAJOR.....T  
 ABOVE.....R VOCAL.....O MODAL.....A CORAL.....B  
 TRILL.....D ENTRY.....V SPOIL.....E MUSIC.....H

CLUE: \_\_\_\_\_ games!

## Yes!

ENTER ME TODAY, HERE'S MY ENTREE FEE:

- (\$3.00) Video Game Contest
- (\$3.00) Media Rig Contest
- (\$5.00) SPECIAL! Enter Both (SAVE \$1.00)

Name \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_

State \_\_\_\_\_

Zip \_\_\_\_\_



**SEND CASH, M.O., OR CHECK TO:**

**PANDEMONIUM, P.O. BOX 26247  
 MINNEAPOLIS, MN 55426-0247**

VOID WHERE PROHIBITED • ENTRY DEADLINE POSTMARKED BY JUNE 5, 1993 • ENTRY FEE MUST BE INCLUDED  
 Only one entry per person. Employees of Pandemonium, Inc. and its suppliers are ineligible. Judges decisions are final.  
 Where judges are in error the sponsor's liability is limited to the amount of entry fees paid. Not responsible for lost,  
 delayed or stolen mail. Merchandise names and models are trademarks of their respective companies who have no  
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CLIP AND MAIL

**SEGA****CHAKAN****GENESIS****SKIP THE FIRST FOUR STAGES**

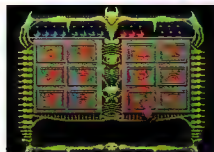
You can do this trick in the practice, easy or hard mode. It is suggested that the practice mode be used, because it gives you unlimited potions. So, choose the practice mode at the title screen. Start the game, then walk right and down the stairs onto the platform. Continue right until you reach a small floating platform. Jump onto the platform and use

the potion for a portal (the one circled on the top right-hand picture). It is the only potion you can use from the choices. When you use the potion, it will make a thunderous sound. Once you do this, you will have access to all the weapons, and be able to go into every level, even the last four stages.

Anthony Farris  
Roy, Utah



Choose the practice mode from the title screen.



Using the portal potion will let you access more stages!

**SEGA****SONIC THE HEDGEHOG 2****GENESIS****14 EXTRA CONTINUES**

If you've always run out of continues and wanted to have many more, this trick will satisfy all you Sonic players. Scroll down and access the options from the title screen. Press START and the options screen will appear. Move down to the sound test and play these songs in this order: 01, 01, 02, 04. Now move up to the box that says "Player Select

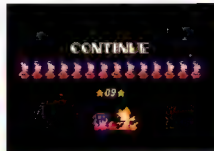
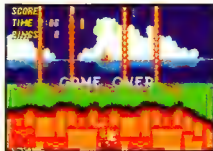
Sonic and Tails." Highlight the box and then press START. Get into the game and you will eventually die. After the "Game Over" comes on the screen, the continue screen will appear with 14 Sonic continue symbols above Sonic and Tails. Song number 4 will be playing throughout the whole game, and there will be no sound effects as you play.



Select the options from the title screen shown here.



Play the sounds in the right order to continue many times.

**SUNSOFT****BATMAN: REVENGE OF THE JOKER****GENESIS****LEVEL SELECT**

This is a rather strange way to access a level select. Press START at the title screen and then move the bat to the "Passcode" option. Press the START button. Enter the code: 5257. Press the A button and a bunch of symbols that look like mushrooms will appear at the bottom of the screen. Move the pad LEFT and over to the first number of

the code. You will now be able to enter codes for every level. For example: Enter the code 6300 and you will get to level 6-3. The first two numbers are the level and section of the game. The second two numbers must be zeros for the level codes to work.

Jack Moy  
Wheeling, IL



Select the Passcode option and put in the main code.



Put in the code corresponding to the level you wish to start at.







Photo Credit: Sammy Ballman



**Something is very wrong at the Zevo Toy Factory.**

Ever since the evil General Zevo took charge, he's been manufacturing an army of deadly military weapons disguised as toys that threaten to destroy everything in their path and take over the factory forever!

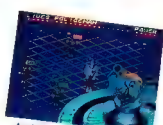
Only the General's nephew, Leslie, can stand up to the power-hungry madman! Armed with hundreds of Good Toys that can hold their own against the toughest of Bad Toys, Leslie enters into war. And with allies like the spring-attack Jack-in-the-Boxes and rapid-fire Peanut Guns, Leslie's ready to take on anything the General can throw at him!

- Hundreds of Good Toys at your command, each with their own special actions!
- Incredible graphics, sound effects, and over 1,000 frames of animation!
- Based on the film directed by Academy Award-winner Barry Levinson!

Designed by David Crane & Alex DeMeo.



The General's camera has its eye on you. Use your water gun before it uses its laser!



Activate the Traffic Cops to stop the Bad Toys in their tracks!



The General watches your every move from his Command Center!



Soar high above the mini-Manhattan skyline as you battle the General's air attack!



CALL FOR A FREE VIDEOTAPE OF HIGHLIGHTS FROM TOYS AND OTHER ABSOLUTE GAMES! (\$4.00 handling charge for each tape, applicable toward a purchase of TOYS. Ask the operator for details.)



Actual Genesis screens may vary.



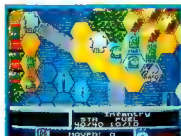
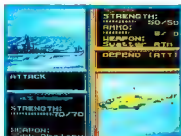
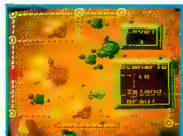
**SUPER NINTENDO ENTERTAINMENT SYSTEM**

# DECLARE WAR.



**Super Conflict** is war enough for anybody whether you're a video gamer, a board game fan, or a soldier. You call the shots for your ground, naval, and air forces in a Middle East theater of operations that can get very intense. Whether you deploy your infantry against the enemy's best commandos, scramble an F-15C fighter against a Mig-29 Fulcrum, or guide your sub's torpedoes against an approaching cruiser, **Super Conflict** delivers not only realistic military challenge, but also explosive action sequences.

**Super Conflict is all the war you'll ever want.**



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**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM.



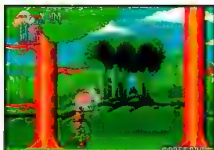


**ELECTRONIC ARTS****ROLO TO THE RESCUE** ★★**GENESIS****1-UP LOOP**

If you are having trouble and end up running out of lives, this trick will get you as many lives as you want for this cute game. On the very first level of the game, take Rolo and go to the man who holds the keys to the cages. Leap onto his head and rescue the rabbit in the cage. Press START and then transfer control to the rabbit. Hop left, to the beginning of the level and

jump straight up to collect the 1-Up. Press START and go to the map. Go into the same level that you were just in. Once you are in, just do the same process all over again. Repeat this, and you will be able to collect as many 1-Ups as you want this way.

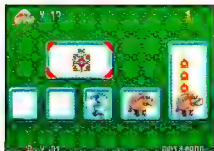
Merlin Newby  
Nova Scotia, Canada



Get the key and rescue the rabbit from the cage.



Collect the 1-Up at the start of the level and repeat.

**MINDSCAPE****GODS** ★★**GENESIS****LEVEL PASSWORDS**

Are you finding that this game is too difficult in some of the levels? Never fear! The following are codes for each level of this magnificent game. Wait until the title screen appears. Now, move the pointer to the "Enter Password" option. After you do this, a password entry screen will appear. On the code screen, form the password of your choice

for access to these levels:

**Level 2 - NASHWAN**  
**Level 3 - COYOTE**  
**Level 4 - FOXX**

Once you start a new level, there will be enough money for you to buy as many new weapons and potions as you want.

Sergio Kovic  
Ontario, Canada



At the title screen, move to "Enter Password." Choose it.

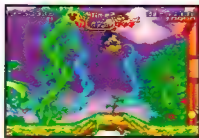


From here you can put in the passwords to any level.

**CAPCOM****THE MAGICAL QUEST** ★★**SUPER NES****GAME GENIE CODES**

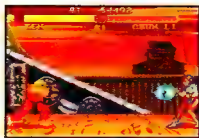
Now you can have infinite lives, invincibility, and a super jump with these exclusive Game Genie codes! You must have a Game Genie peripheral for your Super NES to make these work.

**C22B-ADA5** - Infinite lives  
**C23D-6FA0** - Longer invincibility after you're hit  
**1B2D-6765 + 4A2D-67A5** - Gives you Super Jump

**CAPCOM****STREET FIGHTER II** ★★**SUPER NES****GAME GENIE CODE**

Here is an incredible Game Genie code for use with Ryu and Ken in Street Fighter 2. You must have a Game Genie peripheral for your Super NES to make the code work. This code will give you a very slow fireball with the jab button, a fast fireball with the strong button, and a super fast one with fierce.

**EEE2-D761**





# STREET COMBAT

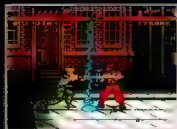


## HAVE A BRAWL WITH SUPER NES GRAPHICS!

**THE ACTION WILL KNOCK YOU OUT!** Put up your dukes for knock-down, drag-out action with Street Combat.

Eight great characters leap, kick and grapple on skyscraper beams, in the jungle, gritty back alleys, a wrestling ring, the top of a truck, and more. Punch up two-player simultaneous play. Super NES sound and graphics will boggle your mind. Get your fists on Street Combat today!

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**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

**irem**  
IREM AMERICA CORP

Irem America Corporation  
8335 154th Avenue N.E.  
Redmond, WA 98052  
Tel: (206) 882-1093  
Fax: (206) 883-8038

**ELECTRONIC ARTS****ROAD RASH 2****GENESIS****THE BEST BIKE**

Wouldn't you like to ride the fastest motorcycle in the world? Well, now you can with these awesome passwords for Road Rash 2! Press START at the title screen. When you get to the menu, highlight the Game Options, and press START. Now move the cursor up to "Set Passwords" and press the START button again. Now, enter these passwords for

different money with the best bike called the Wild Thing:  
**01C8-1V0L - Level 1 with \$1000**

**EBC9-1U0D - Level 1 with \$300,520**  
**EBC9-5U0H - Level 5 with \$300,520**

Now you're jammin' with the best bike!

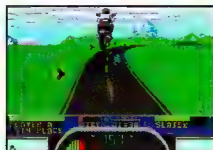
Mitch Feldman  
 Fountain Valley, CA



Set your passwords here on the options screen provided.

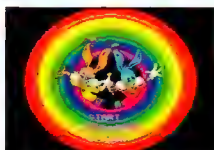


With these codes you can get the best bike, "Wild Thing."

**KONAMI****TINY TOON ADVENTURES****SUPER NES****BONUS GAME SELECT**

Here is a great trick for all you Toon enthusiasts! At the title screen, move the pointer to the Password option, and press START. You will see three character faces in the window boxes of the password screen. Put Elmyra in the first box, Shirley the Loon in the second box, and Calamity Coyote in the third box. Now press START, and you will see a

menu come up with all of the bonus games. Move the cursor to the game you want to play, and press the SELECT button. Now press the START button and you will be warped into the bonus game you chose. If you want to randomly pick a bonus game, then either choose Roulette, or press the B button on the bonus game choice screen.



Choose the password option and pick the correct faces.



Now you can access all of the bonus games with the code!

**ELECTRONIC ARTS****SHADOW OF THE BEAST 2****GENESIS****SEE THE HIDDEN CREDITS**

When the Psygnosis logo screen appears, hold the A, B and C buttons and then press the START button. You will see the hidden credits of the programmers who designed and put together the game and the special thanks appear and scale letter by letter onto the screen.

Joe Weston  
 Prince George, VA

**TRICKMAN'S IN THE SLAMMER!**

Well, not quite yet, but our fave messenger of mirth has again gone out and gotten another speeding ticket. Yep, two in two months! This time it seems that he forgot to turn on his radar detector, so as he was tooling down the highway he got nailed big time by the boys in blue. All of his charm, personality and promise of printing an SF2 Boss code just didn't work. Besides, the cop said that he only plays the Genesis. Trickman did score points and got his speed lowered when he told the policeman about the Genesis SF2 CE version coming in June.

Remember, if we use your trick, you'll be immortalized in the pages of EGM and get a game for your favorite system! Trickman needs your help! Send your gaming goodies to: Tricks of the Trade, Sendal, 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148.

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# Stone Age Action!



# Space Age Adventure!



Bedrock™ is cracking up and it's up to Fred to put it back together! Ride a pterodactyl through blazing skies and cool off in a breath-taking undersea world. Brave prehistoric threats and save Bedrock.

Fred uses an ancient map to uncover hidden treasures throughout Bedrock! Travel across seven levels filled with thrilling dangers: snares, traps and more stand between Fred and a mountain of Loot!



Beautiful Planet 38 is next on Cogswell's list of acquisitions and it's up to George Jetson and his family to save it! George uses anti-gravity boots, jet boards and more to stop Cogswell from ruining the world.

Monster robots are attacking George's home town, Orbit City! He gets help from Jane, Judy, Elroy and even Astro in his attempt to stop the invasion and turn the robots into tin cans!



**TAITO™**

TAITO CORPORATION OF AMERICA  
390 Holtzbrink Drive  
Wheeling, IL 60090

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# NEXT WAVE

## NEW SOFT NEWS

There sure is plenty to talk about this month so I'll get right to the heart of it! There is no need to break out the dusty Atari 2600 to play your favorite games anymore! Activision has announced that they will be doing Super NES versions of the classic hits like River Raid, Kaboom and Pitfall! Bet you never thought you'd see these games live again, and frankly, neither did we!

Electronic Arts has another assortment of games coming our way. Bill Walsh College Football features 14 college teams with variable weather conditions and classic teams from past history. General Chaos is an interesting war-strategy game with comical fighting sequences.

Accolade has their lineup of sports games, too! Brett Hull Hockey features the popular player with Mode 7 rink effects and realistic movements of the players. Al Michaels will be announcing this game, but his voice will be less choppy. Pelé Soccer stars one of the greatest soccer players ever with unique Mode 7 field effects with a 3/4 perspective of the field for a better view of the intense soccer action!

However, one of the greatest surprises is the update to the awesome Phantasy Star series. PS IV has the same awesome combat as PS II but offers a longer storyline and even more enemies than ever before!

SEGA

## PHANTASY STAR IV

GENESIS

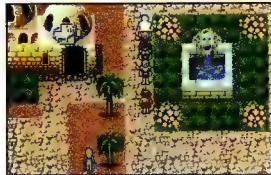
8+ MEG

CARTRIDGE



Enter the city and talk to the people. Here you will gain a lot of information.

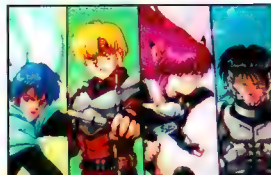
The epic struggle of good versus evil continues in Phantasy Star IV. First there was Alis in a quest to free her land of the many terrors that roamed free. Then it was Rolf, a government agent who was to find out what was wrong with his planet's computer, Mother Brain. He and his party were pursued as criminals by robotic hunters, as well as vicious Bio-Monsters. The third installment in this epic series was so large that it spanned three generations! In that quest, the family line of heroes joined forces with the cyborg Wren, and many others to stop the most hideous source of all evil: Dark Force. The Dark Force was seemingly destroyed, but was it? Our new set of heroes will travel through several immense worlds each with several continents. The battle scenes in this version are like the second, as is most of the quest. This game is bigger than all the ones before it. The extra memory will also allow this version to have more animation, better music and a much longer quest.



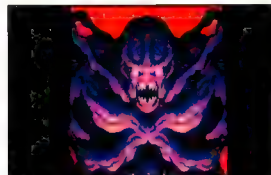
It is always good to remember certain landmarks, especially in a large world.



Talk to the king who lives behind the walls for one of your quests.



This is just a glimpse of the brave new warriors within Phantasy Star 4.



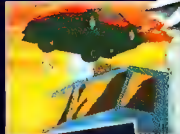
Is the vile Dark Force back to wreak havoc upon the new world?



# Take a Drive Off the Deep End with Road Avenger!

Take it to the extreme. Road Avenger for the Sega CD gives you the license to do whatever it takes to wipe S.C.U.M. (Secret Criminal Underground Movement) off the highway. Ever smash a car through a hotel lobby? Spin off a bridge at high speed? How about tearing up the beach on the tail of perpetrators? Now's your chance! Gear up for the ultimate hot pursuit. Road Avenger, so much fun it should be illegal!

- Full CD soundtrack!
- Digitally recorded stereo sound puts you right in the game!
- In your face close-ups!
- Over 30 minutes of full motion animation!
- Heads-up-display keeps your eyes on the action!
- Nine rubber burning stages!
- Head spinning 360 degree scrolling!



*Road Avenger fills your tank with high octane action! Forget the insurance, full speed ahead to your nearest Sega CD retailer!*

**SEGA** 

**RENGATION**  
ENTERTAINMENT

Rengation Products, Inc.  
2550 West 108th St., Suite 205  
Irvine, CA 92618

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## ACCLAIM

# ALIEN 3

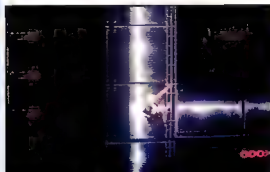
**SUPER NES** **UNK. MEG** **CARTRIDGE**

Ripley has crash landed on Fiorina 6, a penal colony. Unknowingly bringing the alien menace to the planet, Ripley must free the prisoners she has put into peril. Armed with a variety of weapons ranging from a pulse rifle to a grenade launcher, she will have to fight hordes of slime covered xenomorphs. Fierce alien warriors will halt Ripley's progress if they can.

While based on the third movie, the weapons from the second are here to create a spine-tingling adventure. The levels vary from a slaughter house to the lead works. This game recreates the chilling mood of the movie. It's up to you to end the nightmare once and for all.



Shoot the facehuggers before they attach to you, or you will die!



The ventilation ducts hold many terrors. You must be brave!



The alien warriors crawl unafraid through the penal colony.

## ELECTRONIC ARTS

# HAUNTING

**GENESIS**

**16 MEG**

**CARTRIDGE**

Electronic Arts has just created a spooky new cart called Haunting. The main character is a young Frankenstein Monster, and he's got a bone to pick with the Sardinia family. You see, they axed him a long time ago, and now he wants revenge. So what our young ghoulish does is chase the Sardinis from house to house, frightening them away from their homes and businesses.

With a comical approach, Haunting creates a good ol' time by letting you scare the pants off some bad guys. For even more laughs, you can have two players haunting away. Sooner or later the Sardinis catch on to your plan, and that's when the trouble begins. Will you stand a ghost of a chance in Haunting?



Chase Vito Sardinia through the garage and out the door.



Check the map to find out where the whole family is located.

## LN

# WWF ROYAL RUMBLE

**SUPER NES**

**UNK. MEG**

**CARTRIDGE**

WWF Royal Rumble is a wrestling fan's dream come true. All of your favorite wrestlers are here, like Hulk Hogan, Brutus "the Barber" Beefcake and Mr. Perfect. Recreate the havoc of your favorite Royal Rumble. Can you throw the other WWF superstars out of the ring? Or if you want, you can have a straight match against a friend or the computer in an all-out bash! Speaking of bashing, once out of the ring, anything goes. Your wrestler can pick up chairs and other heavy objects to totally pummel your adversary. You also have an assortment of special moves, too! Two-player fighting action is definitely a plus, as this game goes above and beyond its predecessor in every way.



A Royal Rumble at its finest! It's a fight to survive in the ring.



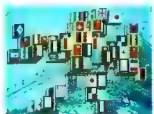
Mr. Perfect picks up a chair! Will he bash the poor guy over the head?



# I T'S LIKE CHINESE FOOD... AS SOON AS YOU FINISH, YOU'RE HUNGRY FOR MORE.



Ahhh! Shanghai II. Millions have been amazed, intrigued, tantalized by the greatest strategy game ever devised. It's easy to get started. And even easier to get hooked.



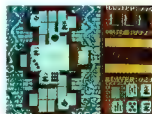
FLAGS OF THE WORLD  
TILE SET

Just match tiles to remove them. But removing them all requires an observant eye and strategic mind.

Shanghai II's tiles are never arranged the same way twice, so every game is a whole new challenge. And ever more difficult levels await you as your skills improve.

Now, if variety is the spice of life, Shanghai II is hot stuff indeed. For it not only gives you 13 tile layouts to try, but you can select from 11 tile designs and 6 different game modes.

Feeling competitive? Challenge the computer or an opponent to a game of Dragon's Eye where one tries to make the Dragon come to life while the other attempts to prevent it.



DRAGON'S EYE: THE  
ULTIMATE CHALLENGE

Help yourself to Shanghai II: Dragon's Eye. But beware. Once you start, you'll never get enough!

**ACTIVISION**

## ELECTRONIC ARTS

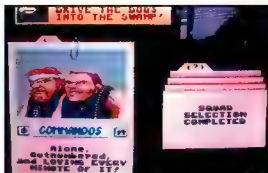
# GENERAL CHAOS

GENESIS    8 MEG    CARTRIDGE

A new type of military simulator/action extravaganza is here. Entitled General Chaos, you lead your forces through a variety of terrains, and shoot the enemies as they attack. Choose from several combat teams ranging from blood thirsty commandos, to the standard grunts. Strategically place your troops, load up your large arsenal of weapons, and engage in land combat. Special items like the rocket launcher can turn the tide of battle, making a sure win into a devastating defeat. Control your soldiers in the midst of war, letting your fast reflexes take hold. General Chaos molds together the two themes almost perfectly to create a new concept.



Utter chaos will erupt upon the battlefield in non-stop action.



Choose your team that will go up against the enemy forces.



The story unravels within the war room. Check out the graphic cinemas.

## KEMCO

# G-2

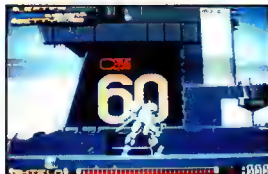
SUPER NES    UNK. MEG    CARTRIDGE

Welcome to G-2, the next generation of robot warfare. You control a three-story-tall battle android. Your offensive capabilities are great. You are armed with a high density plasma saber, able to carve holes in tanks. With the inception of this new technology, it was bound to happen - that criminals would get their hands on them. It is up to you to stop them. With the might of an entire army, you will smash your way through fifteen levels of cybernetic scenery.

Action lovers will cluster around this one, as it's filled with mind-blowing intensity and great multi-scrolling backgrounds. The levels are long and tough. Only the greatest of warriors will see it through. Are you ready for G-2?



An enemy outpost lies in wait of your attack. Could it be a trap?



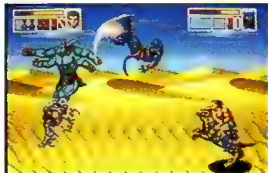
Charge out onto the enemy battleship, and destroy it from within!

## SEGA

# GOLDEN AXE 3

GENESIS    UNK. MEG    CARTRIDGE

The Golden Axe series has always been known for its sword-swinging action, and the third game in the series is no exception. Boasting superior graphics and sound, this game may prove to be the best Golden Axe yet! Four brave heroes have stepped forth to combat the many magical beings that have suddenly started attacking the realm. The Barbarian and the Amazon are back along with a brand new Lizard man and also an Ogre. Sorry Dwarf fans, that character is not here. With this sequel comes more moves and spectacular magic powers. They are a sight to behold. Fans of Golden Axe take note, you won't have long to wait for one of the best hack-and-slash games ever.



Each character has a special move that can maul an enemy.



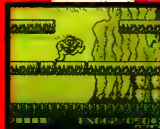
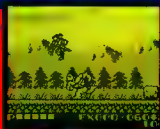
Hacking and slashing in this Golden Axe has never looked better!



# NOW IN THE USA



Look who just pounded his way into America... Sumo FIGHTER! Stand back as he shakes up your Nintendo GAME BOY with foot-stomping action. Help him eat his way to super strength and destroy the lightweights in his path. Search for the secret mark and challenge a bonus stage of thumb wrestling, arm wrestling or traditional Sumo fighting. Remember, don't forget to eat plenty of rice!



## FEATURES

1 Meg Cart

1 Player

Password

15 Stages

3 Play Levels

# SUMO

# FIGHTER™

# GAME BOY®

**Nintendo**



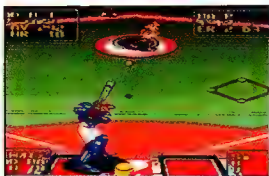
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## TRADEWEST

## 2020 BASEBALL

SUPER NES 12 MEG CARTRIDGE

Those of you who are familiar with the Neo-Geo know that 2020 Baseball is one of the best baseball games on the market. Now a wonderful translation of this fine game of baseball is heading for the Super NES. Very few elements from the original have been taken out, so this translation is as close as you can get. A few of the voices are missing, but all the sports fun is still here! When there is a special play, the camera zooms in on the animated sequence! To add to the excitement, land mines are placed in the outfield! Your players can be male, female or even a robot! Is 2020 Baseball the future of America's favorite pastime? Who knows? But you can play it now.



It doesn't matter who you are: man, woman or robot, you can all bat!



Extra special moves are zoomed in to show the fast-paced action!



If you do a great job your player will get an applause from the audience.

## ACTIVISION

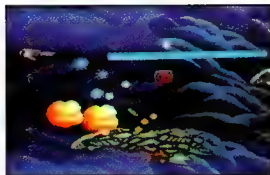
## BIO-METAL

SUPER NES

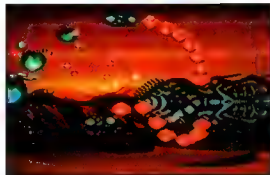
8 MEG

CARTRIDGE

That awesome shooter Bio-Metal is finally coming to the States, compliments of the folks at Activision. This intense shooter has you taking the battle to the alien forces before they could reach Earth and her colonies. Your ship is an advanced prototype, untested in combat, but our best bet in destroying the alien armada. It is capable of being powered up with special icons found throughout the battlefield, that give it massive firepower. Your ship will need all the power it can muster, as the enemies are plentiful, not to mention very powerful. The bosses and mid-bosses are really gigantic, and will possibly destroy your ship. Can you take control of Bio-Metal, the first cybernetic fighter ship?



Fly through the night sky while avoiding plasma blasts and bullets.



The mini-bosses are tough and vicious. Better keep your distance.

## ACTIVISION

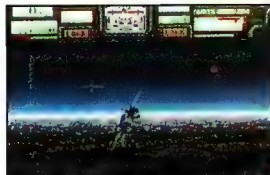
## SUPER AIR DIVER

SUPER NES

4 MEG

CARTRIDGE

The long-awaited sequel to the classic Genesis shooter is here! This time it's slated to come to the Super NES, and it looks hot! Super Air Diver, like its predecessor, will contain fast-paced aerial combat thanks to Nintendo's DSP chip. Looking much like Pilotwings, Super Air Diver holds much promise. The enemy jets are not simple mindless drones, but combat-ready aces! The control will be topnotch, and the dramatic use of Mode 7 will simulate the skies of the world. Anyone who has ever dreamed of flying an elite fighter will thrill to the sheer realism of this cart. From the swarms of fighters to the dog-fights, you will be impressed. Super Air Diver is definitely a worthy sequel.



Fly in low over the cityscape. Blast any enemy you encounter!



The ocean carries some of its own dangers. Beware of a quick death!



OVER  
\$30,000  
IN PRIZES

# CALIFORNIA

## GAMES II



### ULTIMATE CHALLENGE

#### Snowboarding



Grand Prize  
(1 winner)  
Stereo System  
(\$2000.00 in value)

#### Snowboarding

Entry  
Closed

#### Bodyboarding

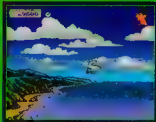


Grand Prize  
(1 winner)  
Stereo System  
(\$2000.00 in value)

#### Bodyboarding

Entry  
Closed

#### Hang Gliding



Grand Prize  
(1 winner)  
Wide Screen Stereo  
Color Project. TV  
(\$3500.00 in value)

#### Hang Gliding

Entry  
Deadline  
4/30/93

#### Skateboarding

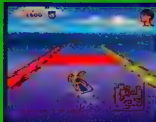


Grand Prize  
(1 winner)  
Stereo System  
(\$2000.00 in value)

#### Skateboarding

Entry  
Deadline  
5/31/93

#### Jet Surfing



Grand Prize  
(1 winner)  
Wide Screen Stereo  
Color Project. TV  
(\$3500.00 in value)

#### Jet Surfing

Entry  
Deadline  
6/30/93

#### In Each Event:

2nd Prize (1 winner)  
3rd Prize (1 winner)  
4th Prize (2 winners)  
5th Prize (30 winners)

Camcorder, (\$1000.00 each in value)  
Video Laser Disc, (\$ 600.00 each in value)  
Compact Disc Player, (\$250.00 each in value)  
Boy London Watch, (\$50.00 each in value)

Just how good of a player are you anyway? You may think you're great, but can you win the title of "Most Excellent Dude" or "Dudette"? Here's your chance to achieve greatness in five wayout events, plus win some ultra cool prizes to boot. So buy California Games II for your Super Nintendo, start practicing, and match your skills against the world! See scoreboard, above, for entry deadline dates. Watch the scoreboard for future details in EGM and Game Pro magazines.

#### Rules:

• Each event will be played and scored separately. When you think you have a top score to beat, take a photo of your score with you in the picture and send it to:

DTMC Inc. "Ultimate Challenge", 370 Convention Way, Suite 202, Redwood City, CA 94063.

**Include your name, address and phone number with your entry. Entry must be received by DTMC on or before entry deadline date.**

If your score stands at the end of the event, you'll win the GRAND PRIZE for that event. Of course, you can keep playing and send in another score should you top yourself.

• All other prizes will be awarded based on other top scores for each event. In the event of a tie score, our judges will randomly draw a winner, with the other player(s) dropping to the next level of prizes. The decision of the judges in the selection of the winner is final. Prizes are not transferable. Prizes listed are subject to availability. DTMC Inc. reserves the right to substitute prizes of equal or greater value or cash. Taxes are the responsibility of the winner.

• Neither DTMC Inc. nor the judges will be liable for lost or misdirected mail. Incomplete entries are ineligible. Employees, families and affiliates of DTMC Inc., EPYX Inc. and Silicon Sorcery are not eligible to enter. Not sponsored by Nintendo. This contest is open to residents of the USA and Canada only. This contest is subject to all federal, state and local laws and regulations. Void where prohibited.

• Winner names, photos and prize information may be used by DTMC Inc. for promotional or advertising purposes without further compensation.

To take a photo of the Super NES screen, use a 35mm camera without a flash. Turn off the lights in the room and take your best shot.

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**Nintendo**

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



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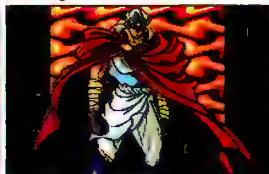
T.T.I.

**EXILE 2**

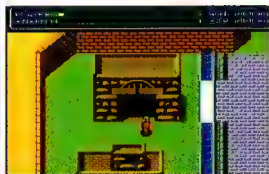
DUO CD CD-ROM

The Templar Knights return in Exile 2! Join the lone warrior Sadler as he once again must free his land and its people from oppression. Sadler's journey starts once he leaves the confines of the town. Once he is out into the wastelands he will meet creatures such as the vicious scorpions. To aid in his quests, he will befriend some fellow adventurers. Sadler will learn magic, and gain the use of mystical weapons and objects.

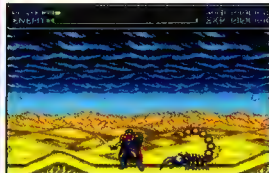
This enhanced sequel has music even better than the first! The cinema displays are done really well, and help bring this adventure alive for the player. The action scenes are done well, too. A good action RPG.



The graphic cinemas of this game are enhanced over the original.



Stock up on weapons and supplies before leaving the town's safety.



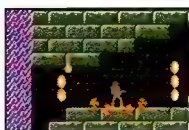
Fight your way across the treacherous wastelands in search of an oasis.

SEIKA

**SUPER TURRICAN**

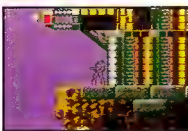
NES UNK. MEG CARTRIDGE

The classic shoot-a-thon is now coming to the NES. Just like its bigger brother on the Super NES, this one has plenty of action and enough power-ups to tilt a camel. It's an all-out assault against an impending alien invasion, with your powerful android about to take it all on. Collect icons to gain massive firepower and shields. Storm a variety of battlegrounds filled to the brim with aliens. Oh what fun!



The catacombs are teaming with alien life-forms. Blast away or die!

Invade the enemy base and strike out with your powerful arsenal.



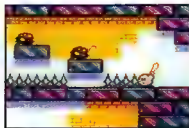
NINTENDO

**KIRBY'S DREAMLAND**

NES UNK. MEG CARTRIDGE

Originally on the GameBoy, this popular title is now going to be enhanced for the NES. While the largest addition to this game is color, fans will find all new secrets and a lot more fun.

Like before, Kirby must travel through a variety of lands that are full of challenges. If you liked the GameBoy version, you'll love this enhanced cart. It's loaded with the action die-hard players demand in their adventures.



A word to the wise. Watch out for the spikes; it hurts when you touch them.

Swim while looking for the exit out of this strange world. Hurry!



LJN

**SPIDER-MAN 3: SPIDER SLAYERS**

GAMEBOY UNK. MEG CARTRIDGE

The continuation of Spider-Man's epic struggle to stop crime is here: the third GameBoy game entitled Spider Slayers. Look for all the action that made the first two so popular here. Spider-Man is now being hunted down by the police and the criminals. To make his matters worse, a group of super-villains are developing a special weapon to destroy the web-slinger once and for all. A great sequel.



This is the title screen to this hot GameBoy game. Wait until you see the game.

Swing through Central Park, while avoiding the police and the burly thugs.





**SUNSOFT**

**TAKE  
IT FOR  
A SPIN**

**TAZ  
=MANIA**



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# NEXT WAVE

## DIRECTORY

### NINTENDO

Magi: Candle World	Amer/ Sammy
Troika in Candy Land	Amer/ Soft
Mighty Final Fight	Capcom
Dragon Warrior 4	Enix
Hillstar	FCI
Mickey's Safari	H-Tech Exp
Pro Sport Hockey	Jaleco
Young Indy	Jaleco
Konami Grand Prix	Konam
Crash Dummies	LuN
F117A Stealth Fighter	MicroProse
Mario is Missing	Soft Tool Works
Adams Family Animation	Ocean
Dennis the Menace	Ocean
Jurassic Park	Ocean
Wizard of Oz	Seta
Hypocly Ever After	Solef
Dracula	Sony Imagesoft
Fire 'N Ice	Tecmo
NBA Basketball	Tecmo
Where's Waldo 2	THQ
Brnaines	Thlus
Indiana Jones: last crusade	UBI
Prince of Persia	Virgin

### SUPER NES

Mortal Kombat	Acc/Am
NFL Quarterback Club	Acc/Am
Acclaim's World Cup Soccer	Acc/Am
Allens vs. Predator	Activision
Bo-Metal	Activision
Kaboom	Activision
Pitfall	Activision
River Raid	Activision
MechWarrior	Activision
Super Air Diver	Activision
Super Power Punch	Amer/ Soft
Football Fury	Amer/ Sammy
Might & Magic 2	Amer/ Sammy
Diamond Drill	Amer/ Technos
Super Dodgeball	Amer/ Technos
Ary Lightfoot	Asci
Dominus	Asci
Kitaro's Adventures	Bandai
SD Great Battle	Bandai
Toxic Crusaders	Bandai
Aladdin	Capcom
Capcom's NFL Football	Capcom
Final Fight 2	Capcom
Good Troop	Capcom
Ultimate Fighter	Culture Bran
Dashing Desperados	Data East
Monday Night Football	Data East
Cal Games 2	DTMC

Fist of the North Star	ElectroBrain
Future Zone	ElectroBrain
Bulls vs. Blazers 2	ElectroBrain
Legend of the Ring	Electronic Arts
ActRaiser 2	Enix
Dragon Warrior 5	Enix
Seventh Saga	Enix
Hillstar	FCI
Ultima 7	FCI
Worlds of Ultima	FCI
Humans	GameTek
Kawasa! Caribbean Challenge	Game Tek
Battle Grand Prix	Hudson
Beauty and the Beast	Hudson
Dig & Spike Volleyball	Hudson
Fievel Goes West	Hudson
Inspector Gadget	Hudson
Super Bomberman '93	Hudson
Super 3-D Football	Hudson
Claymates	Interplay
Lord of the Rings	Interplay
Rock & Roll Racing	Interplay
Rocky Racer	Irem
Brady Bunch	Jaleco
Super Beasts Loaded 2	Jaleco
Super Empire	JVC
G 2	Kernco

Top Gear 2	Kernco
Inendo	Koe
NFL Football	Konam
Alien 3	LuN
Incredible Crash Dummies	LuN
Terminator 2	LuN
WWF Royal Rumble	LuN
Noah & Ark 2	LuN
F-1 Grand Prix 2	Mc 'O River
Super Volleyball	Mc 'O River
Super Scrabble	Milton Bradley
Mano is Missing	Soft Tool Works
Championship Wrestling	Natsume
Special Tes Shot	Nintendo
Dennis the Menace	Ocean
Crus Odysey	Renovation
Acrom Probe	Renovation
F-1 Roc 2	Seta
Equinox	Seta
Aero the Acrobat	Sunsoft
Kid Doodgers	Sunsoft
Superman	Sunsoft
Ren and Stimpy	THQ
Robosaurus	THQ
Blues Brothers	TiLs
PRO Quarterback	Tradewest
Super Battletoads	Tradewest
Fables and Fiends	Vir'n

### GENESIS

Brett Hill Hockey	Acco/ade
Pele Soccer	Acco/ade
Mad Dog McCre'e (CD)	Am Laser
Mad Dog McCre'e 2 (CD)	Am Laser
Space Pirates (CD)	Am Laser
Who Shot Johnny Rock?	Am Laser
Sorcero's Kingdom	Amercan/ Sammy
Allen (CD)	Arena
Mortal Kombat (CD)	Arena
WWF Wrestlemania (CD)	Arena
Riddick Boxing Bowd	Bignet
SF2 Champ. Ed	Capcom
High Seas Havoc	Data East
James Bond 007	Danmark
Mig-29	Danmark
Team Williams Grand Prix	Danmark
Shelley Seven (CD)	Dynam-v
B.O.B.	EA
Haunting	EA
James Pond 3	EA
Might & Magic 3	EA
World Champ. Wrestling	FCI
Acclaim's World Cup Soccer	Flying Edge
NFL Quarterback Club	Flying Edge
Sirpions: Bar's Nightmare	Flying Edge
T2: Judgment Day	Flying Edge
Brutal (CD)	Game Tek
Family Feud	Game Tek
Harlem Globetrotters	Game Tek
Humans	Game Tek
Humans 2	Game Tek
Jeopardy	Game Tek
Jeopardy 2	Game Tek
Kawasaki	Game Tek
King's Table	Game Tek
Wheel of Fortune 2	Game Tek
Metal Fang	JVC
Thunder Master (CD)	JVC
Metel Fang (CD)	JVC
Thunderhawk (CD)	JVC
P.T.O.	Koei
Rocket Knight Adventures	Konam
Nolan Ryan Express	Mantrix
F15 Strike Eagle 2	MicroProse
Pirates: Gold	MicroProse
Chessmaster 2100	Niandaco
Rolling Thunder 3	Nimco
Spallthorpe 3	Nimco
Keeper of the Gates	Razorsoft
Vampire Killer	Sega
B-Bomb	Sega
Citizen-X (CD)	Sega
Cool Spot	Sega
Cyborg Justice	Sega
Dinosaur for Hire	Sega
Ecco (CD)	Sega
Joe Montana 3 (CD)	Sega
Land Stalker	Sega
Sonic the Hedgehog (CD)	Sega
Spideman (CD)	Sega
Toe Jam & Earl 2	Sega
Wolf Commander (CD)	Sega
X-Men	Sega
Young Indiana Jones (CD)	Sega
Tecmo World Cup	Sms

ESPN Baseball	Sony Imagesoft
ESPN Football	Sony Imagesoft
Star Trek TNG	Spectrum Hologby
Aero the Acrobat	Sunsoft
Fatal Fury	Tsuras
King of the Monarchs	Takara
Super Tecmo Bowl	Tecmo
Pit Fighter 2	Tengen
RBI 5	Tengen
Sylvester & Tweety	Tek/MAG
Thomas the Tank Engine	THQ
Time Trax	THQ
Danny Sullivan's Indy Heat	Tradewest
Slender 2	U.S. Gold
Chi Chi's Pro Challenge Golf	Virgin
Terminator (CD)	Virgin

Trolls	American Softworks
The Little Mermaid	Capcom
Tai'Spin	Capcom
Turnip Pop	Data East
Runes of Virtus 2	FCI
The Humans	Game Tek
Mickey's Safari	H-Tech Expressions
Lucky Fishing	Hot-B
Rampart	Jaleco
Sword of Hope 2	Kemco
Balman (anime)	Konami
Tiny Toon Adventures 2	Konami
Zan	Konami
T2: Coin-Op	LuN
Great Gaid	Namco
Link's Awakening	Nintendo
Top Rank Tennis	Nintendo
Darman	Ocean
Dennis the Menace	Ocean
Dracula	Sony Imagesoft
Hit the Ice	Taito
The Flintstones	Taito
Home Alone 2	THQ
Swamp Thing	THQ
Titus the Fox	Titus
Indiana Jones: ATLC	UB
Legend of Zed	vToka

### DUO

Battle Lode Runner	Turbo Tech
Beyond Shadowgate	Turbo Tech
Bombberman '93	Turbo Tech
Bonk 3	Turbo Tech
CD Zank	Turbo Tech
Dangerous Journey	Turbo Tech
Dragon Slayer 2	Turbo Tech
Spongian (CD)	Turbo Tech
Idle (CD)	Turbo Tech
Forgotten Worlds (CD)	Turbo Tech
Gain Ground 6	Turbo Tech
Gradus 2	Turbo Tech
Macross 2036	Turbo Tech
Macross Simulation	Palsoft/Turbo Tech
Overhauled Man 3 (CD)	Work. Desgns
Ranma 1/2	Turbo Tech
Riot City (CD)	Hudson/Turbo Tech
Spongian (CD)	At-us/Turbo Tech
Shockman	Turbo Tech
Samurai Ghost	Turbo Tech
Time Cruise	Fava/Turbo Tech

### GAMEGEAR

Mortal Kombat	Arena
T2: Arcade Game	Arena
Desert Strike	Danmark
James Bond	Danmark
Teen Williams Grand Prix	Danmark
Bart vs. The World	Flying Edge
T2: Judgment Day	Flying Edge
WWF Steel Cage Challenge	Flying Edge
NFL Quarterback Club	Flying Edge
Humans	GameTek
Jeopardy	GameTek
Wheel of Fortune	GameTek
Chase H.Q.	Sega
David Robinson B-ball	Sega
Defenders of Ocala	Sega
Home Alone	Sega
TeleSpin	Soga
Tazmania	Soga
Vampire	Soga
Cluk-Cluk	Sony Imagesoft
Climhanger	Sony Imagesoft
Dracula	Sony Imagesoft
Hook	Sony Imagesoft
Last Action Hero	Sony Imagesoft
Slender 2	U.S. Gold
Globet Gladstone	Virgin
/Robin Hood	Virgin

### NEO GEO

Art of Fighting 2 SNK

### GAMEBOY

Cross World Challenge	Absolute
Star Trek: TNG	Absolute
NFL Quarterback Club	Acc/Am
Star Hawk	Acco/ade
Trailblazers	Activision
Battle Ping Pong	American Sammy

This listing of upcoming products is current as of February, 1993 and represents future releases announced as planned or under development.



**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

# FATAL FURY



## FATAL FURY

The battle of fate has begun.

Fatal Fury is here, and only Takara brings home all the power of the smash coin-op arcade megahit. Experience heart-pounding Streetfighting action for the Super Nintendo Entertainment System. Battle against cruel and vicious enemies to be crowned King of Fighters!

Blazing fast animation and realistic moves make this game the one to beat! Use all your fighting skills, for each villain is huge and dangerous. Choose from among three fighting heroes — each with his own unique style of fighting. Use lists and feet to defeat all foes, but beware — enemies possess hidden powers that defy the force of Nature itself. Witness their terrible might as they transform themselves into swirling energy blasts, tornadoes, even turning their entire bodies into human torches! And even as you pound them one by one, waiting and waiting is the Big Boss himself — the strongest and meanest foe of all!

The battle is joined on a journey through the mean streets of Southtown. Fight hand as day turns to night on the beach, or as driving clouds over the beach, or as Temple scrolls your sight at the Chinese attack after attack is met and mastered. Realistic characters, multiple action moves, special skills, all this combined with lightning speed to create the perfect fighting action game. Take on the computer or another player — head-to-head. Can you handle the challenge of Fatal Fury and become the King of Fighters?

FATAL FURY™ 1991 SNK  
©TAKARA CO., LTD. 1993

**TAKARA**  
Video Game Division

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Tel: (212) 896-1212, Fax: (212) 689-0899

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# BOLDLY GOING WHERE NO MAGAZINE HAS GONE BEFORE...

McFARLANE  
TALKS

PROMO COMICS  
PRICE GUIDE

BRAVE NEW  
UNIVERSES

X-MEN  
ANNIVERSARY

# HERO ILLUSTRATED



**ALL NEW!  
ALL COLOR!  
ALL OUT!**

Take a step into the incredible world of HERO, the new magazine of comics and comic book collecting from the publisher of EGM! Each big issue of HERO is loaded cover to cover with exclusive info on the latest developments in comic books - including special interviews with the hottest artists, reviews of new titles, and a price guide to track the value of your collection in a format unlike anything you've ever seen before!

Printed in four-color throughout, HERO is packed with insider news and exclusive art, as well as exclusive previews and price lists for new non-sport trading cards and collectible action figures! Throw in incredible info on new movies, animation, video games and more, and you get an idea of what HERO is all about!

**FROM THE  
PUBLISHERS  
OF EGM!**



# HERO

ILLUSTRATED

THE HOTTEST NEW GUIDE TO COMICS IS  
MUCH MORE THAN JUST A MAGAZINE...

## HERO "PREMIERE EDITION" COMICS

Packed into every issue you'll find special sneak previews of upcoming comics and original stories created exclusively for HERO! These foil-covered comics will not be found anywhere else, and are sure to be on the top of every collector's "most wanted" list! Rip open HERO #1 and you'll find an original Star Trek: Deep Space Nine adventure that will never be re-printed again as well as an exclusive preview of Batman/Grendel, with original foil-cover artwork by Matt Wagner!



## EXCLUSIVE COLLECTOR CARDS

The most incredible array of super-heroes and other characters are immortalized in the HERO collection of trading cards! Bearing the hottest names in the business, only HERO can help you complete your card sets with style!



## SPECIAL "GOLD CARD" CONTESTS

This is your once-in-a-lifetime shot at the most important and prized comic books of all time! Every month the "HERO GOLD" contest card invites you to scratch and win dozens of prizes ranging from limited edition "Gold" cover versions of popular titles to incredible signed comics and prints! One lucky reader of HERO #1 will even win an Amazing Spider-man #1 - the ultimate comic book prize!

**The HERO Deluxe Package,  
Found Exclusively At Your Local  
Comic Book Retailer!  
The Adventure Begins JUNE 6th!**



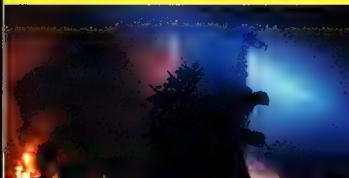
• FIRST NEWS OF BLOCKBUSTER MOVIES!



• THE GREATEST NEW VIDEO GAMES!



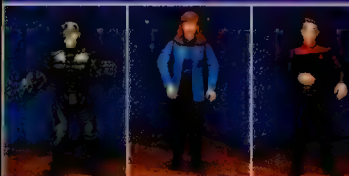
• FANTASTIC ANIMATION AND ANIME!



• CULT MOVIES AND SPECIAL EFFECTS!



• INFO ON THE BEST WORN SPORTS GEAR!



• PRICES AND NEWS ON TOYS & FIGURES!



GENESIS

IT HAD TO HAPPEN,  
AND NOW HERE'S THE  
FIRST INSIDE LOOK AT  
THE HOTTEST GAME EVER...



# STREET FIGHTER II

## CHAMPION EDITION

**GET LOST, YOU DON'T COMPARE TO MY POWERS!**

Before we begin the remarkable journey down what could be the game of the year, I would like to take the time out to thank Laurie Thornton, James Goddard, and the rest of the helpful staff from Capcom. Their time and input are what made this piece possible. Now Genesis owners everywhere will have the opportunity to play the game many Super NES owners have dreamed about for months, Street Fighter II: Champion Edition! Hold on to your seats!

Since the Genesis version is based on the Champion Edition upgrade for Street Fighter II, it would be a good idea to focus on the truly excellent differences between Champion Edition and the original version. The following pages are a compilation of the major changes between the two.

The first major change anyone can see is the addition of selectable boss characters at the warrior select

screen. This effectively adds four new characters for you to choose and master! Another big enhancement is the ability to play same character versus same character matches. In fact, even if you fight against the computer exclusively, you will still have to compete against a mirror image of yourself!! To top it all off, each character was redrawn with more attention given to detail and shading. Characters like Guile, Ken and Ryu are noticeably buff in Champion Edition! Even the large portraits were redrawn, eliminating the kiddish qualities, and adding to the personalities of the World Warriors (Ryu has a 5 o'clock shadow, Guile looks hardened, and Blanka looks even more bestial). Of course, M. Bison's beat-up portrait had to be added as well.

After the preliminary details, the major programming changes are revealed in the game play. Now it's

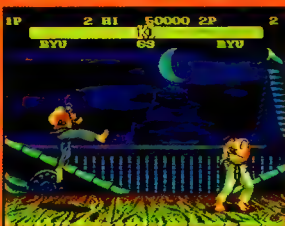
much harder to dizzy opponents. Attacks do less damage each time they're used, so it's a good idea to use a variety of techniques. Certain characters were sped up considerably to even out their abilities. Ken and Ryu were modified to differentiate their personalities and power. Now picking between the two requires an actual decision! New attacks were added, like Chun Li's two new kicks, and Guile's thrusting knee. Other attacks were modified, like Dhalsim's Spear, Zangief's Lariat, and E. Honda's 100 Hands, to name a few. What could be next?

The following is a key to the symbols used for joystick motions and button pushes throughout the rest of this article:

U=Up, D=Down, F=Forward, B=Back, C=Charge for 2 seconds, K1=short kick, K2=forward kick, K3=round-house kick, P1=jab punch, P2=strong punch, P3=ferocious punch, CB=Charge Back for 2 seconds, CD=Charge Down for 2 seconds, DB=Down and Back, DF=Down and Forward, UF=Up and Forward



This shot is from the arcade version of Street Fighter II Champion Edition.



You be the judge! This shot is from the Genesis SF2 CE. Which do you like best?



This shot shows the Super NES SF2 using the Player vs. Player code.



## MY FISTS HAVE YOUR BLOOD ON THEM.



Balrog has a headbutt that really packs a wallop! Press F+P3 while close.



Balrog's lunging hook punch hits ducking foes every time - CB, F+P3



For a powerful lunging uppercut that pummels air attacks, press CB, F+K3



The turn-around punch really evens the odds! Press P1+P2+P3 or K1+K2+K3.

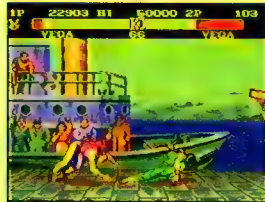
## BALROG



This Las Vegas fighter is battling for the American Dream of being the best warrior in the world.



## VEGA



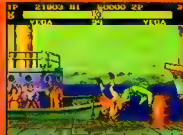
Vega wants to vanquish all the ugly contestants in the Street Fighter World Championship.



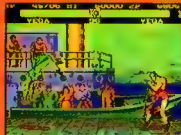
## HANDSOME FIGHTERS NEVER LOSE.



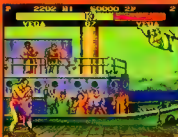
Vega has an air throw - F+P3 while close in the air.



Vega's backdrop hurts! Press F+P3 while close.



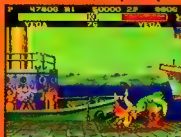
Use the backflip to avoid attacks - B, B quickly.



Vega can bounce off the wall better than Chun Li.



The swan dive is good on slow foes - CD, U, F



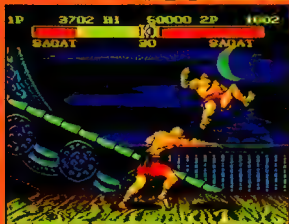
The air drop is deadly if perfected - CD, U, F+P2.

## VEGA'S ROLL IS A GUARANTEED FOUR-HIT WHEN USED UP CLOSE!!

Each frame of animation counts as a hit, but he can be swept.  
CB, F+P3



**YOU'RE NOT A WARRIOR,  
YOU'RE A BEGINNER.**



Sagat has a new deadly throw! To give your foe a heave, press F+P3 when close.



Sagat has a double-hit Tiger Knee! It's great on dizzied foes - D, DF, F, UF+K3.



**LOW**

Sagat has two levels of Tiger Blasts!  
High - D, DF, F+P; Low - D, DF, F+K.



Sagat's Tiger Uppercut doesn't make him weak on the way down now - F, D, DF+P.

**SAGAT**



Sagat dreams of defeating Ryu in combat and regaining his title as Street Fighter Champion.



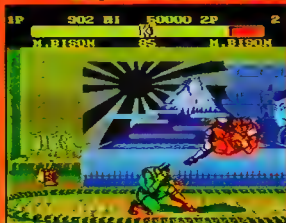
**M. BISON**



Major Bison is a dictator who will rule the world unless defeated by the World Warriors in combat!



**GET LOST, YOU DON'T  
COMPARE WITH MY POWERS.**



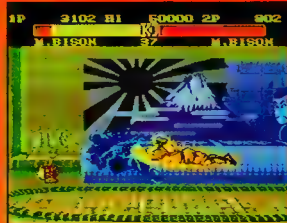
M. Bison has the most powerful throw of all the World Warriors - F+P3 when close.



M. Bison's Head Stomp can hit twice as well - CD, U+K (1st hit), F+P (2nd hit).



M. Bison's Scissor Kick hits twice! Add a low forward for 3 hits - CB, F+K3.



The Flaming Torpedo is deadly against blockers and most air attacks - CB, F+P





### FIREBALLS PASS THROUGH RYU'S HURRICANE KICK!

By waiting until the last possible moment, Ryu can surprise a persistent fireball thrower by passing through the fireball! It only works at the start of the spin.



Ryu has stronger attacks, a faster fireball, and a devastating, powerful Hurricane Kick that knocks players down in one hit! He is still as slow as he was in the original version.

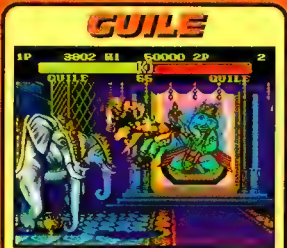


Ken has been enhanced with a wider Dragon Punch, a fast Hurricane Kick, and has been given more quickness overall. His best techniques are the Triple Dragon Punch and the deadly Eggbeater.



### A TRIPLE DRAGON PUNCH? AN EGGBEATER?

Tap fierce the instant before doing a fierce Dragon Punch!  
Perform a roundhouse Hurricane Kick as your foes start to rise!



### GUILE'S FIERCE FLASH KICK NOW HITS TWICE!

Guile's Flash Kick is even more fearsome now that his Fierce Flash Kick hits twice! Short and Forward hit once. This will sure spice up old combos!



Guile has a new enhanced Flash Kick that hits twice when the Roundhouse button is used. He also has a new "knee thrust" (shown above - F+K2) that leaves him wide open to attacks.



## CHUN LI

1P 2002 HP 50000 2P 2

CHUN LI 95 CHUN LI 1

Chun Li has been sped up just enough to make her the hardest character to catch! Her Wind Kick releases and stops faster, and she has two new kicks to add to her wild acrobatic style.

### CHUN LI HAS TWO NEW KICKS FOR YOU TO MASTER!

While near your opponent, press F+K3 to do an over-the-top knee.

While near your opponent, press F+K2 to do a backflip kick.

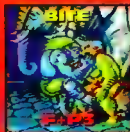


## BLANKA

1P 1302 HP 50000 2P 2

BLANKA BLANKA

Blanka doesn't take much damage when hit in his Roll Attack, and he can Shock opponents much faster now. His recharge time for multiple Rolls has been tightened up to make it easier.



### BLANKA NOW HAS A DEADLY SHOCK COMBO!

Blanka can now do a jump strong, strong shock combo by pressing rapidly on the strong button on the way down from his jump. Ouch!



## E. HONDA

1P 3002 HP 50000 2P 2

E. HONDA 95 E. HONDA 1

The champion Sumo wrestler is faster, stronger, and has a better defense than before! His Sumo Torpedo is VERY fast, and he can walk while performing his 100 Hands Slap!

### YOU CAN WALK WHILE DOING THE 100 HANDS SLAP!

Just push forward while doing the 100 Hands Slap to slowly creep forward. Beware! Any low jab will stop E. Honda's 100 Hands Slap now.



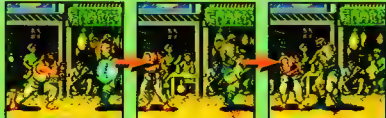


## MOVING LARIAT! BIG BOUNCE OFF SCREWDRIVER!



Walking with the Lariat Punch is a good way to knock some sense into persistent fireball throwers, and it's also a good way to escape a foot sweep.

The large new bounce after a Spinning Pile Driver, or Screwdriver, was designed to fling the fighters apart so Zangief can't cheat.



**P+P+P, THEN F OR B TO MOVE**



**B, D+D, D+F, UP+P**

## ZANGIEF



Zangief has been given the ability to move while performing the spinning lariat, and his defensive power has been greatly strengthened. Overall, his Spinning Piledriver range was increased.

## DHALSIM



Dhalsim just isn't as lethal as he used to be, even though he has been improved. Both spear moves have been modified, and can be executed anywhere in the air, not just at the top of a jump.

### YOGA FIRE



**D+D, F+D**

### YOGA FLAME



**B+D, D, D+F, F**

### YOGA NUGIE



**F+P**

### YOGA THROW



**F+D**

## DO EITHER SPEAR ATTACK AT ANYTIME!

To do the spear moves at anytime, press D+P3 or D+K3 while in the air. The Yoga Spear is good against air attacks, while the Yoga Mummy hits low.



### YOGA SPEAR



**MID-AIR, D+P3**

### YOGA MUMMY



**MID-AIR, D+K3**

## THE RANGE OF EACH MOVE HAS BEEN RECALIBRATED TO REFLECT THE ONSCREEN IMAGE...



Notice how the "attack burst" now hits the middle of the car. The range has been extended by



nearly an inch. Before Champion Edition, your foot would pass harmlessly through the car!

As you play, you may notice how certain hits have a longer, or possibly shorter, range. One fine example of range tweaking is Ken and Ryu's close Roundhouse Kick, commonly called the Axe Kick. This double-hit move could not strike the damaged car in the original version of Street Fighter II, but now it can. The range of this move has been increased to reflect its actual length. Other attacks, like Chun Li's low Roundhouse, have been shortened to the proper length as defined by the onscreen image. This has increased the overall playability and number of advanced techniques available to expert players. Good job, Capcom!

## HERE'S HOW TO STAY IN CONTROL...

Now that it's official, kids across the country are curious as to how Street Fighter II will be controlled with only three buttons. To be honest, this is one of the most innovative, and sadly, most aggravating problems the Genesis has faced with Street Fighter II.

The most obvious solution is, of course, a new six-button controller for the Genesis. In fact, both Sega and Capcom are creating six-button controllers for the Genesis as you read this! The Sega controller will be a pad style like a normal Genesis controller, but with three new buttons, labeled X, Y, and Z. To maintain control pad compatibility with past games, the addition of a MODE button will be necessary. The Capcom controller will be designed as a joystick similar to the Super NES Fighter Power Stick. One main difference is that the stick will have



Sega is on the way to making a 6-button pad like this Japanese controller!

the MODE button to toggle between three-button and six-button modes.

Of course, what about the people who can't afford to blow big bucks on two new controllers (including myself!), how will they be able to play Street Fighter II? Many rumors have floated around about Capcom opting to go with the button-timer technique TTI used when developing the Fighting Street CD years ago. This method uses two buttons; one button is for punches, the other is for kicks. To differentiate between the three strengths of punches and kicks, the player would have to hold down the button for a specified length of time to achieve the desired effect. The longer a button was held down, the stronger the attack. Fortunately, Capcom realized that this method severely damages the ability to perform the devastating combos possible in Street Fighter II and opted to go with the toggle method.

The toggle method will use the Start button as a switch to exchange between punches and kicks. In the standard position, the three Genesis controller buttons will perform as jab, strong, and fierce punches. With a quick press of the Start button, they will become the short, forward, and roundhouse kicks. This method will insure that the timing will remain relatively unchanged. This is, unfortunately, very cumbersome, and it still

is not smooth enough to play like the arcade. Punch-kick combos are nearly impossible while using the three-button mode. This method also won't allow pausing in a game!

After testing the various options, the only real option is to go out and fork out the extra dough for the six-button controllers. The real decision will be whether or not to wait until several controller companies (such as C&L Controls, etc) decide to create their own six-button controllers for the Genesis. Odds are, many of these controllers will use actual arcade parts that will last much longer than either the Power Stick or Sega pad. The feel will also mimic the arcade as well. If money is an issue, you may want to start saving now, because future games may also use the advanced capabilities of the six-button controllers, and you don't want to miss out on any of it!



Look out! A new Capcom SF2 controller is on its way to the Genesis homefront!

### WHAT ELSE HAPPENED AT THE SEGA/CAPCOM PRESS CONFERENCE? THOUGHT YOU'D LIKE TO KNOW...



Just when you thought Sonic and Chun Li would be duking it out, they're quickly becoming friends!



Surprisingly, Capcom and Sega had a 75% complete prototype at the press conference, with a six-button pad!

Of course, with the introduction of a six-button controller in Japan, word was a-buzz about Street Fighter II for the Genesis. Rumors ran rampant, and Capcom even went so far as to completely deny that Street Fighter II would ever be released for any system other than the Super NES. It was a grand surprise to learn that not only was SF2 being released for the Genesis, but it would be the Champion Edition, not the original! In fact, the prototype at the conference was playable, with only a few backgrounds, endings, and tweaking left to be completed. As you read this, the production version should be finished!



**WORRIED ABOUT THE DIFFERENCES  
IN COLOR AND DETAIL? TAKE A LOOK  
AT THESE HOT SNAPSHOTS OF SF2!**

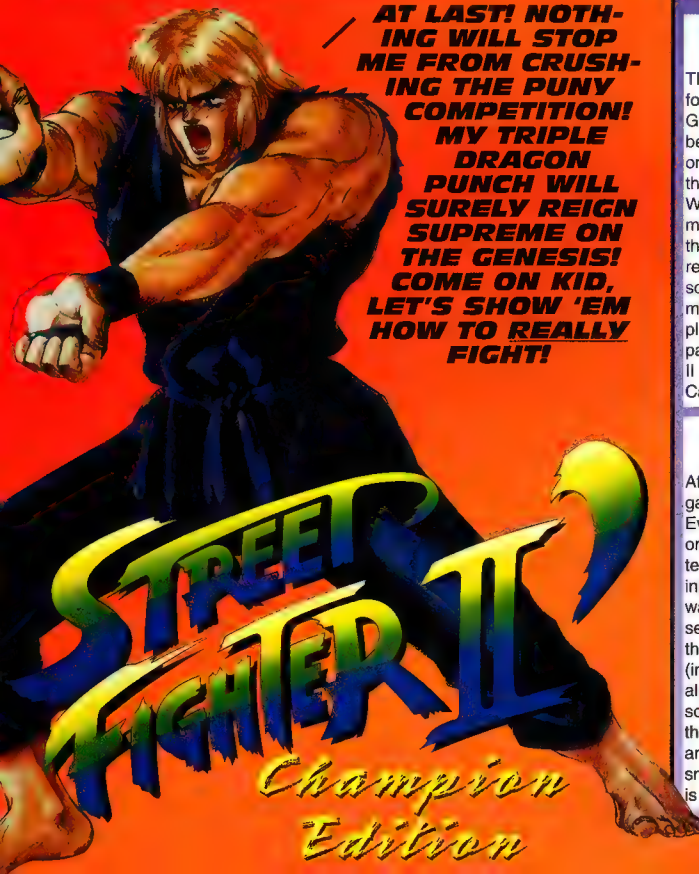


Here is the close-up of the Street Fighter II Champion Edition screen. Is it as detailed as the Super NES?



Here's Super NES SF2. Note the quality of the shading and detail, but also the size of the fighters! Any winners?

**AT LAST! NOTHING WILL STOP ME FROM CRUSHING THE PUNY COMPETITION! MY TRIPLE DRAGON PUNCH WILL SURELY REIGN SUPREME ON THE GENESIS! COME ON KID, LET'S SHOW 'EM HOW TO REALLY FIGHT!**



## THE FIRST HANDS-ON PREVIEW REVIEWS!



These reviews are based on an early development copy of SF2 CE for the Genesis.

### ED

This is the game worth waiting for! Street Fighter II CE for the Genesis was everything I had been hoping for. Although it was only 80% complete at the time, this version had much to offer. While the animation and sounds may not have been up to par with the Super NES version, the remaining 20% will hopefully solve this problem. The combo moves are easy to execute and playing as the bosses is the best part of all. Overall, Street Fighter II CE is a great effort between Capcom and Sega!

### KEN

After several hours of die-hard game play, I was very impressed. Even though this version was only 80% complete, it played better than the arcade version! Basing it on the Japanese version was a smart move, as it adds several elements missing from the U.S. game. The combos (including some new ones) are all intact, and I trust that the sounds will be improved over this prototype. The colors, detail, and animation may not be as smooth as the Super NES SF2, it is more complete thus far.

# BEHIND THE SCREENS

## AN INTERVIEW WITH ARGONAUT SOFTWARE --

### The inventors of Nintendo's Super FX Chip and the designers of StarFox!

*Editor's note: EGM orchestrated the following exclusive interview with Jez San at the Argonaut Software development studio in London, England.*

#### EGM: How did the Super FX (SFX) chip and StarFox projects come about?

San: It started before the Super Nintendo actually came out: The Super Nintendo consoles weren't designed to run 3-D games. We received a SUPER NINTENDO prototype machine in summer 1990 and within a week we had a sort of Battlezone 3-D game working on it.

We showed Nintendo and they weren't too impressed. To improve the game, we realized that we

needed a hardware boost. Nintendo showed us the DSP chip used in Pilotwings. We evaluated the chip and decided it was really only a math engine - it couldn't accelerate graphics. It was perfect for Pilotwings and other games like Super Mario Kart but it couldn't handle polygon graphics, sprite rotation, etc.

After negotiating with Nintendo of America, they agreed to fund our development of the SFX chip.

It took us about a year to design the prototype chip here. Then it took another year for the production engineering, which was done in Japan.

The SFX chip costs more than \$1 million to develop.



Jez San, Managing Director of Argonaut, gives some insight into the SFX chip.

#### EGM: And then came StarFox?

San: StarFox was a joint development between us and Nintendo from the very beginning to the very end. Argonaut did all the programming and Nintendo handled most of the creative stuff like artwork and music. We jointly developed game play.

A lot of Japanese players don't appreciate 3-D games, so Nintendo hopes to turn their heads with StarFox.

Shigeru Miyamoto, designer of Mario, Zelda and now StarFox, is a brilliant game designer. StarFox is his baby, and the quality shows.

Every level of StarFox is designed to try out another idea on 3-D. I call one of the levels "Tetris from Hell" where there's blocks coming at you from all sides, and you've got to try and stay in the center and dodge them. It's very exciting to play.

#### EGM: Is it true that the SFX chip was originally dubbed the "Mario" chip?

San: The Mario chip was our code name for the SFX chip before it was built. It was





a joke name, obviously. The name did stand for something, though - Mathematical Argonaut-Rotation I/O chip. That was a way of working our name in but Nintendo though it might cause some confusion because the Mario game series is something completely different from the Argonaut chip. SFX is a better name anyway. *Editor's note: The Super FX chip is still labeled as Mario on the Japanese circuit board.*

**EGM: What SFX games will we see next?**

San: That's entirely up to the designers and programmers and their imaginations.

Since F-Zero first introduced Mode 7, there have been several similar racing games. With the high expectations we have for StarFox, I'm sure there's going to be more "me too" space shoot-'em-ups.

Other 3-D games on the Super Nintendo are weak in comparison to

**"Every level of StarFox is designed to kind of try out another idea on 3-D. I call one of the levels "Tetris from Hell" where there's blocks coming at you from all sides, and you've got to try and stay in the center and dodge them. It's very exciting to play that level." -Joz San**

StarFox, so Nintendo has decided there's no point in releasing watered-down 3-D games that don't use the SFX chip. Nintendo doesn't release a game unless they feel it's going to be a hit. They develop far more games than actually come out.

There will probably be a StarFox 2. Nintendo has definitely said StarFox is the first in a series of video games using these characters.

Future SFX games will probably have more texture mapping. StarFox is just a taste of what's to come.

**EGM: Do you have any more chips like the SFX in the works?**

San: Sure we have hardware development and we're busy working on other things. We can't talk about these projects but you'll see them in the next year or so. Chips take a long time to develop, and we weren't

able to start anything else until the SFX chip was finished.

**EGM: What's in the future for Argonaut Software?**

San: The long term future is CD. There are already 16 megabit games now like Street-Fighter 2. In a

year's time, there will be 32-megabit games that will be even more expensive. But a single CD can hold something like four gigabits! We're doing a lot of CD-ROM development on all formats - including Sega CD, Super Nintendo CD, 3DO and lots of other formats when they come out.

We're developing motion video compression technology for CD and

have done some CD interpretations of cartoon and movie titles. We're also working on our own original projects. We don't like to go down one alley in case it's a dead end.

**EGM: Wow, it sounds like you guys are busy. Anything else?**

San: We are doing a lot of games for THQ now. Kids love our Ren & Stimpy game for Super Nintendo because of the cute animation while the adults go for its weird,



idiosyncratic characters.

We've done a new Super Nintendo

interpretation of Home Alone 2, too. But it's not based on the movie. We've taken the characters from the film and created a totally new game story involving them. It's probably going to be called Kevin's Dream or Kevin's Nightmare. With such a totally original interpretation of the characters, we're left on our own to do the game play. It hasn't been "Follow the movie script or else," so we're concentrating on game play rather than license. We're doing that with a few games.

Wayne's World for the forthcoming Super Nintendo CD-ROM accessory is like a big cartridge game on CD. It's the equivalent of a 64 megabit game! When the CD-ROM machine is released, we'll put it all together on CD and add some motion video from the original movie and a lot of heavy metal music.



Argonaut Software's design team spent long hours working on the SFX chip. They're already working on new SFX games!



**SUPER NES**

# STARFOX

## A NEW GENERATION FOR SUPER NES!

Get ready to enter a whole dimension in home video gaming! StarFox is first cart that utilizes Nintendo's revolutionary new Super FX chip. This technology allows the Super NES to handle smooth polygon graphics and manipulate multiple sprites with Mode 7! The story is simple: the galaxy is being threatened by an evil scientist known as

Emperor Andross. You must lead a group of rather strange copilots in an attack against the offending armada. There are three different attack levels to choose from, each with a variety of challenges. There is a training mode where you can get used to your ship's controls, and a configure screen for your controller. Check out this incredible cart for yourself!



## IMPORTANT POWER-UPS TO LOOK OUT FOR



**EXTRA BOMB**  
This adds a Nova bomb to your arsenal.



**EXTRA SHIP**  
Shoot 3 drones and it appears in the middle.



**TWIN SHOT**  
Enhances your gun. Get it twice for more power.



**POWER SHIELD**  
Protects you from damage for a limited time.



**YELLOW STARS**  
Fly through to regain a little of your shield.



**GREY STARS**  
Gives you much more shield than yellow.



**FLASHING STARS**  
Recharges shield and gives halfway point.

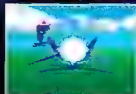
**FACT FILE**

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
<b>NINTENDO</b>	<b>SUPER NES</b>	<b>MODERATE</b>	<b>NOW</b>
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
<b>8 MEG</b>	<b>13</b>	<b>SHOOTING</b>	<b>100%</b>

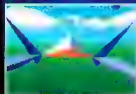
## MASTER THESE TECHNIQUES TO WIN!



**BLASTER**  
Your main weapon for the game.



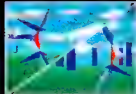
**BOOST**  
A blast of speed to avoid danger.



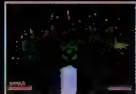
**BRAKE**  
Slow down to avoid danger.



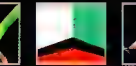
**NOVA BOMB**  
Destroys all enemies on screen.



**ROLL**  
Roll right or left, or even 360 degrees!



**CHANGE VIEW**  
Choose from 3 views in space.







**TRAINING MODE**  
Practice shooting, flying through rings, and keeping in-flight formations.



**STAGE CLEAR**  
At the end of each stage, you'll receive points based on your team's health.



**CONTINUE**  
You'll be given credits so you can continue. You can rotate and scale the ship.

**YOU AND YOUR CREW!**



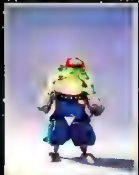
**Fox McCloud**



**Falco Lombardi**



**Peppy Hare**



**Slippy Toad**



**THE MAIN MAP**  
This is where the fun starts. You can choose from three different difficulty levels depending on which path you take. The easiest one to complete is the middle path. There is also a hidden stage in the Black Hole, but getting to it is a mystery you must solve. Each path has a variety of different challenges for those brave enough to try.



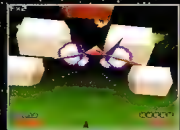
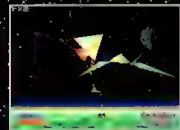
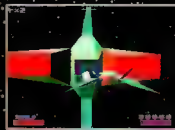
**LEVEL/STAGE1: CORNERIA**

After a super intense scramble you find yourself hovering over the planet surface of Corneria. The level is filled with weaker enemies and is guarded by the Boss you saw in the introduction.



**LEVEL/STAGE2: ASTEROID BELT**

You must navigate through this dangerous asteroid field while obtaining power-ups and protecting your friends. The boss has two modes of attack and will try to ram into you if you stay still.



**LEVEL/STAGE3: SPACE ARMADA**

Blast through a giant armada and fly into the mother ship for the kill.

**LEVEL/STAGE5: METEOR**

Watch for huge enemy walkers and destroy the Boss's legs to win.

**LEVEL/STAGE5: VENOM**

Super intense outer space dogfighting will challenge the best pilot.

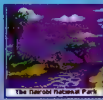
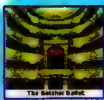
**LEVEL/STAGE6: VENOM INNER CORE**

After defeating the Boss of level five you will descend into the last level. First take on the Boss from the previous level. It has three attack modes now! Once you defeat it go for the last Boss!



## TAKE PHOTOS OF PLACES!

**SUPER NES**

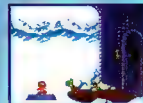


Along the way, you will visit many different sights and wonders. You can enter the parks when the items are returned and you can take pictures for your album!

**FACT FILE**

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
<b>MINDSCAPE</b>	<b>SUPER NES</b>	<b>MODERATE</b>	<b>JUNE</b>
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
<b>8 MEG</b>	<b>15</b>	<b>EDUTAINMENT</b>	<b>95%</b>

## THE SHOCKING KIDNAPPING!



# MARIO IS MISSING!

## Now Luigi Gets to Save the Day!

The hope of all hedgehogs has actually happened! Mario has been kidnapped while he, Luigi, and Yoshi were about to enter Bowser's castle! So now you have to play out the part of Luigi and try to defeat all the Koopas that are roaming the world, return stolen artifacts, and slowly work your way into the place where Mario is held captive! Let us hope that you can make a difference!

You have to enter doors that will teleport you to different cities that are dotted about the world. And, in order to clear the stages, you must defeat Koopa Troopas, and return stolen artifacts to their rightful places. You will need to learn about where you are and the artifacts you have in your possession in order to proceed. A unique game that is fun for all ages!



## RESEARCH IS RECOMMENDED!

You will need to research individual artifacts to answer the questions!



A brick is missing from the Great Wall. Can Luigi find it in time?

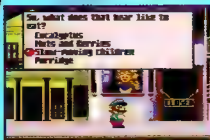
A missing cannonball has closed down the Kremlin until it is returned.



Luigi has to locate a large item, namely an elephant from a park!

## ANSWER THE QUESTIONS

Go to these booths to return the items, but you will need to have some knowledge of the item in order for the return to be accepted!



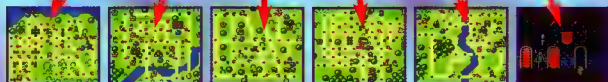
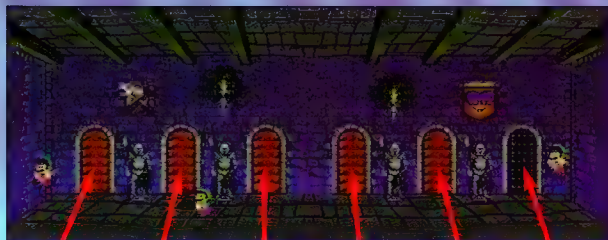
Some questions can be really tough to answer!



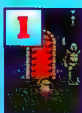
Some questions also have humorous overtones!



## A STEP-BY-STEP TO DISPLAY HOW THE SEARCH WORKS



Release the boss to get through the doorway.



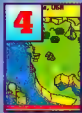
First, you will need to decide on which door to enter. To the left is a map of which doors lead to where in stage one.



In a particular city, you will need to smash turtles to find the ones that are carrying the artifacts. Collect and return them.



Take the artifacts to these information booths. Answer two questions and you will receive a reward!



With all the details of the city, guess where you are and have Yoshi pick you up so that you can exit the place!



After all the level doors are completed, you will need to fight a boss. Most of them aren't that hard, but they take time.

## HERE ARE BUT A FEW OF THE CITIES YOU WILL ENTER!



Your mission to find your kidnapped brother Mario will take you all over the world. Pay close attention to the information you'll receive on various items. You'll need it later to get rewards for returning the item. Keep searching for clues and rescue Mario!

1. Bowser's Castle
2. Cape Town, S. Africa
3. Lagos, Nigeria
4. Cairo, Egypt
5. Omsk, Russia
6. Beijing, China
7. Tokyo, Japan
8. Bombay, India
9. Perth, Australia
10. Auckland, New Zealand
11. Rio de Janeiro, Brazil
12. Lima, Peru
13. Mexico City, Mexico
14. San Francisco, CA
15. Vancouver, Canada
16. Reykjavic, Iceland
17. Anchorage, Alaska
18. Honolulu, Hawaii
19. London, England
20. Rome, Italy



**SUPER NES**

# FEEL THE ULTIMATE IN TOTAL PAIN!

The long-awaited sequel to the popular Flying Warriors series is finally here! In this 12-Meg monster, there are two modes to this game - one is the arcade mode where you play out the actual plot and go through actual levels. The second is the tournament mode, where you must compete one-on-one with 11 other opponents. Lots of variants like a two-player mode and tons of techniques make this cart worth a look.

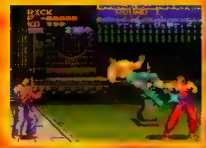
Many Different Fighters, Including the Flying Warriors!



## You Can Take On The Forces Of Evil In The Story Mode!

### Stage One

Your Sensei has just been kidnapped! Head into the Dojos and take out Iron Claw before he does in your teacher!



This tough fighter leaps through the air and attacks with his super sharp claws!

### Stage Two

Clean up the beach as you head to the tournament. Change into a Flying Warrior for the boss!



Be careful of this Boss. No one is as skilled with deadly staffs and has as much reach.

## Test Your Might In The Versus Mode...



Choose from 12 different characters and fight your way down the scales and onto the final showdown!

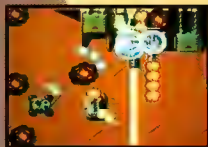
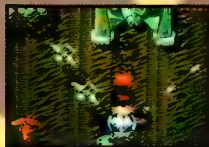
# ULTIMATE FIGHTER



FACT FILE	MANUFACTURER	MACHINE	DIFFI	
	CULTURE BRAIN	SUPER NES	MODERATE	JUNE
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	12 MEG	5	ACTION	95%



# Beats the hell out of little plastic Army men.



**1** OR **2**  
**PLAYERS**

A leading video game magazine calls it  
"...the Mother of All Combat Carts!  
This is no game for SNES sissies!"

## SUNSOFT®

**SUPER NES**



<b>FACT FILE</b>	MANUFACTURER	DIFFICULTY	AVAILABILITY
	<b>SUNSOFT</b>	<b>MODERATE</b>	<b>MAY</b>
	CART SIZE	THEME	% COMPLETE
	<b>8 MEG</b>	<b>ACTION</b>	<b>90%</b>
	NUMBER OF LEVELS		
	<b>19</b>		

**CAPTURE THE KOOKY KIWIS!**

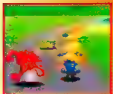
In the land of Tazmania, eating is everything to Taz and his favorite food is the Kiwi bird. To get our friend a proper meal, you must guide him down the road in search of Kiwis

to eat. Once you catch enough Kiwis, you will advance to the next stage. Unfortunately, cars, buses, telephone poles, deep water and many foes and obstacles are here to hinder our hero. Avoid these, and you'll be safe. Jump up to catch blue and red birds for energy and extra time. Use your Tornado spin for instant speed. Great animated fun awaits!

**CHARACTERS AND COLLECTIBLES FOUND THROUGH THE GAME**

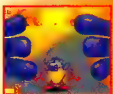
**DIDGERI DINGO**

He is the ACME delivery dingo who either gives you good or bad items.



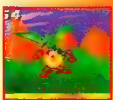
**WENDAL T. WOLF**

This timid wolf covers Taz's eyes making it hard to see the road.



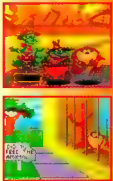
**PTERODACTYL**

He swoops down on Taz and carries him to an earlier part of the level.



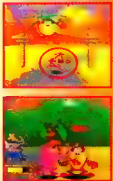
**BULL GATOR AND AXL**

These hunters are out to trap Taz. They will lay oil slicks, black holes, glue and bear traps to stop him. The game ends if he is caught in their net.



**TAZMANIAN SHE-DEVIL**

The female version of our hero has an eye for Taz. She'll run down the road, searching for him. If she catches him, it's game over for poor Taz.



**KIWI BIRD**

Catch these birds to end the level you are on.

**BLUEBIRD**

Catch them to replenish your energy bar level.

**RED BIRD**

Catch them to add 10 seconds of clock time.

**HILARIOUS ANIMATIONS AND ANTICS OF TAZ**

 <b>SQUASHED</b>	 <b>TORNADO</b>	 <b>SHAKEN</b>	 <b>BLOWN UP</b>
 <b>RUN OVER</b>	 <b>FLATTENED</b>	 <b>SKATES</b>	 <b>FULL BELLY</b>

**ACT 1**



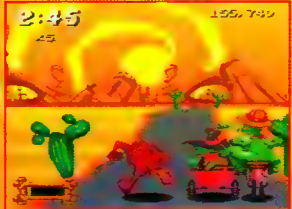
Within the first act are three simple Kiwi capturing levels and a bonus Kiwi stage.

**ACT 2**



Act 2 sports a variety of water obstacles, rocks, swerving cars and smarter Kiwis!

**ACT 3**



Gators, pterodactyls and bushmen are up to no good in the third set of stages.





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AVAILABLE

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WHEN YOU BUY **HARDBALL III**  
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(1) Trip for two to  
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for 4 days and 3 nights,  
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(25) Complete set of 1992  
trading cards.

(100) Accolade baseball caps.

CONTEST APRIL 1, 1993 - MAY 31, 1993

ACCOLADE

GAMES WITH PERSONALITY

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**SUPER NES**

## IN SEARCH OF NEW PREV...

In the year 2493, the human colonists of New Shanghai on the planet Vega 4 had no idea that their workers discovered dormant eggs of a dangerous, parasitic life-form. The colonists found themselves helpless against the Aliens that formed from the eggs, and sent a distress signal for help. A passing ship of Predators heard the call, and made the decision to hunt the Aliens instead of a human colony.

You play the role of a Predator. In your hunt, you will come across

hordes of Alien Drones, eggs, Warriors, Facehuggers and Chest-bursters. Collect weapons to help you on your quest, such as the disc and spear. Items will appear after you defeat an alien. Some of these are meat, invisibility shields and Alien skulls (the trophies of the Predator Warriors). Many attack methods are at your disposal, like the grapple, elbow punch, throw, flying kick, spinning kick, slide and bounceback. Alien guardians are waiting at the end of certain levels to teach you a lesson about hunting. Defeat the big prize: the Alien Queen! Fight for honor, fight for glory, but most of all, fight for fun!

## CAN YOU SURVIVE?



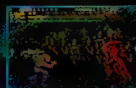
AREA 1-1



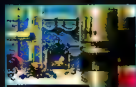
AREA 1-2



AREA 2-1



AREA 3-1



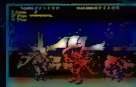
AREA 4-1



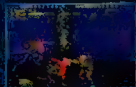
AREA 5-1



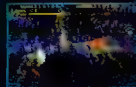
AREA 5-2



AREA 5-3

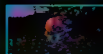


AREA 6-1



AREA 6-2

## THE ALIENS AND THEIR GUARDIANS



ALIEN DRONE



ALIEN WARRIOR



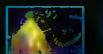
ALIEN EGGS



FACEHUGGER



CHESTBURSTER



BOSS 1



BOSS 2



BOSS 3



BOSS 4



BOSS 5



QUEEN

## WEAPONS AND SPECIAL ITEMS



### SPEAR

The most powerful weapon



### DISC

Not as powerful as the spear



### INVISIBILITY

Be invisible for 15 seconds



### PTERA MEAT

Fully replenish your power



### RHYNTH MEAT

Partly replenish your power



### BLUE BOTTLE

Moderately replenish power



### ALIEN SKULL

Increase score 500 points

## LEVEL 1-2 THE CITY'S UNDERGROUND TUNNEL



## FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
<b>ACTIVISION</b>	<b>SUPER NES</b>	<b>EASY</b>	<b>JULY</b>
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
<b>8 MEG</b>	<b>10</b>	<b>ACTION</b>	<b>99%</b>

# ALIENS vs. PREDATOR





# Mr. Nicklaus is now in charge of Driver's Ed.

He's won more major championships than any golfer in history. And now he wants to take you to school on the Sega® Genesis® driver-to-driver against the "Golfer of the Century" — one of the biggest hitters of all-time — in stroke, skins or tournament play.



Tea it up as a single, play with up to three friends or join a foursome of computerized golfers — even create your own computer opponent. Take your best shot at the Golden Bear on two spectacular Nicklaus designed courses — English Turn and Sherwood Country Club. Haven't finished a round? Save it and play later. Better grab your sticks and hit the driving range. Class is about to begin.

To order, visit your favorite video retailer or call 1-800-245-7744.

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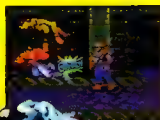
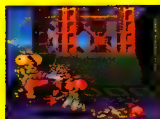
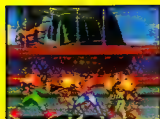


**SUPER NES**

## HAVE A BRAWL!

This is the year of the fighting game as there are going to be many released. Brawl Brothers is one hot fist fight from beginning to end. It's a two-player fighter with more moves than Final Fight; like body slams, leg sweeps, hooks and uppercuts. You'll need all of them for ten terrifying levels loaded with the toughest brawlers waiting for a human punching bag. If you're up for some one-on-one action, check out the cool versus mode.

# BRAWL BROTHERS

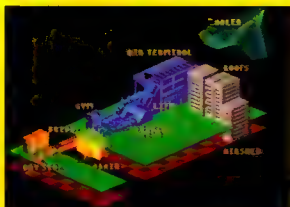


### LEVEL ONE

The battle begins in the metropolis where you and your fighting buddy must tough it out with thugs and other scum in the streets, bridges and a maze-like sewer system.

### LEVEL TWO

It gets hotter as you must now fight your way through a jungle filled with mines and a cargo lift. These guys will now attack in greater numbers.



A map will display the current area of battle before each level begins.

FACI FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	<b>JALECO</b>	<b>SUPER NES</b>	<b>MODERATE</b>	<b>NOW</b>
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	<b>12 MEG</b>	<b>10</b>	<b>ACTION</b>	<b>95%</b>

## CHOOSE FROM FIVE CHARACTERS EACH SKILLED WITH DIFFERENT FIGHTING TECHNIQUES!



### LORD J

The largest member of the group, Lord J inflicts heavy damage upon his enemies, but is very slow-moving.



### KAZAN

Skilled in many forms of martial arts, Kazan balances quickness, power and agility with his magical abilities.



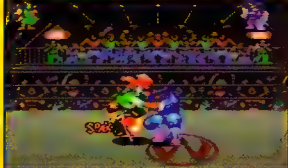
### HACK

One of the quickest fighters, Hack is able to beat his adversaries to a pulp with superior speed and strength.



### WENDY

Although she's the smallest member, Wendy is an able fighter with her surprising strength and wrestling throws.



You and a friend can pick your favorite character and battle it out in a fierce head-to-head fighting competition!



### SLASH

One of the two big men, Slash has a huge assortment of holds and throws to make up for his slow movement.







# IMAGINE A WORLD WITHOUT MARIO

MARIO'S NEWEST ADVENTURE IS COMING SOON ON SUPER NES®



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LICENSED BY  
**Nintendo**

**SUPER NES**

# SPELLCRAFT

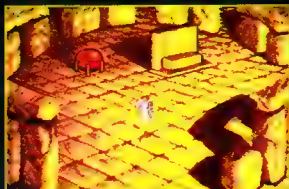
ASPECTS OF VALOR

## BEGIN THE MISSION AT STONEHENGE

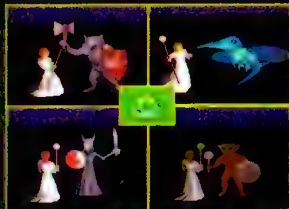
Speak with your mentor often to learn new tricks and get advice.



Enter the mixing room to conjure up new spells to give you the advantage.



## FIGHT FOR YOUR LIFE!



Fight enemies to receive items like jewels, powder and candles. The battle scenes take place in a separate screen where you can attack with a staff or the magic spells that you properly mix.

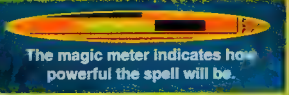
## POWERFUL MAGIC TO CAST

In your quest to save the two worlds, you will come across these Spheres of Power where new magic techniques will be learned.



Balls of Fire rain upon the enemy with this spell.

This lightning blast can really zap the enemy.



The magic meter indicates how powerful the spell will be.

## FACT FILE

MANUFACTURER

MACHINE

DIFFICULTY

AVAILABLE

**ASCII**

**SUPER NES**

**MODERATE**

**AUG**

CART SIZE

NUMBER OF LEVELS

THEME

% COMPLETE

**8 MEG**

**N/A**

**ADVENTURE**

**75%**

## GATEWAY TO

## REALMS UNKNOWN

With the threat of the Magical and Modern Worlds being destroyed by jealous wizards, you realize that you've been drawn to Stonehenge for reasons yet to unfold.

SpellCraft is an adventure game with a bit of role-playing blended in. The basic plot is to learn the proper method of conjuring spells and destroying these rivaling wizards in their fortified domains of magic.

Journey about the Modern Worlds where you must battle beasts with your staff and collect items like candles, powders, jewels and stones, needed to conjure these spells and save the universes from being obliterated.

## AN ADVENTURE AWAITS YOU!



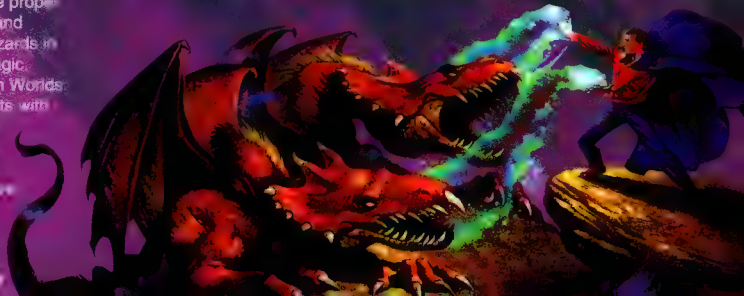
The Air World is filled with flying attackers.



Heat from the Fire World will keep you sweatin'!



The Earth World is filled with all kinds of beasts.





Top Game Honors From  
**OMNI  
 COMPUTE**  
 Computer Gaming World  
 Games Magazine  
 Game Players Magazine

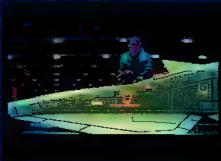
# Kick Some Kilrathi Butt!

Unretouched Super Nintendo Wing Commander Screens

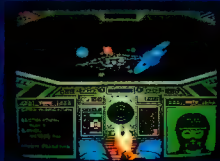


Mission briefing.  
 Enge System, 06:00 hours, 2654110.

More than 40 separate missions that get more complex as you progress



It's like you're the star in a deep space action-adventure movie



Wingmates like "Spirit" cover your tail as you fight the tiger-like Kilrathi



Pilled with pride, you seek the applause of your fellows.

Trounces the Kilrathi and be a hero. Lose and attend your own funeral

Nothing else will have prepared you for the look and feel of Wing Commander on your Super NES.

Here's why!

Wing Commander has incredible 3-D action, full-screen explosions, 33 super stereo soundtracks and CD game quality. But it plays on your Super Nintendo.

Wing Commander is the most extremely cool, 3-D Space Combat Simulator with more than 40 separate deep space missions that progress to near suicide dogfighting with the tiger-like Kilrathi. It's like an action-adventure movie - *and you're the star!*

Are you up for the challenge? This award-winning megahit is now available for the Super NES. Kick some Kilrathi butt with Wing Commander.



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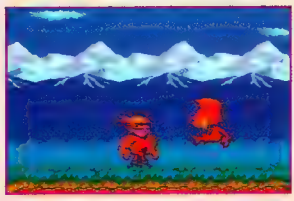
 A  
 SOFTWARE  
 TOOLWORKS  
 COMPANY  
 MINDSCAPE

# WING COMMANDER

The 3-D Space Combat Simulator



**SUPER NES**



### LEVEL ONE: VEGI-LAND

The first level is rather simple. Try to get used to the controls, and see what the icons do. The area around here is very hilly, and you can lose your balance. Beware of the boss; he's a little troll with an attitude. He jumps and shoots in a certain deadly pattern.

### LEVEL TWO: BLUE BEACH

The second level starts out on the beach, but after a massive tidal wave, everything is deep underwater. You'll have to experiment with the different forms that work best here. The boss is a gigantic slime beast and he launches smaller versions of himself at you.



### WIDGET'S SPECIAL TRANSFORMATIONS!

#### MUSCLE MAN



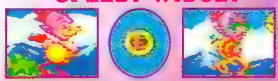
#### AIR WIDGET



#### WATER WIDGET



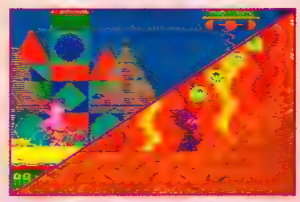
#### SPEEDY WIDGET



Widget changes his form by collecting one of four power-up icons. When Widget collects two of the same kind, he will change into a second, more

powerful form. Be careful, as one small hit will change our hero back to his original form. Each shape has its own abilities. Just perfect for hard levels.

### FOREVER ONWARD...



Later on you will find yourself in a world of giants and a land of little people. The hazards will become greater and it takes skill to beat this game. In the lava world, you must drink glasses of water to keep from burning up from the intense heat.

### THE PURPLE PUNISHER!

Widget is back in business with his very own 16-Bit game. Fight your way through a colorful world of hazards and fun. Some levels even use Mode 7 to highlight the game with radical special effects. Super Widget is based on a popular cartoon. With that in mind, the game's graphics reflect the zaniness of the show.

You are Widget, a polymorphing alien who is set on becoming an interplanetary watcher. To do that,

you must explore many lands and fight even stranger aliens. The worlds you explore are filled with danger, and the enemies are plentiful. With a variety of playing fields, Widget will be one grand adventure. Will Widget be able to have his dream come true? It's up to you to decide!



FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	ATLUS	SUPER NES	MODERATE	JULY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	16	ACTION	95%



# Reel In The Great Outdoors Without Leaving Your Living Room.



You are cool, cunning and patient, but so is your competition. King Salmon will test your angling skills right in your own living room. And you won't need a fishing license.

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**VIC TOKAI INC.**  
22904 Lockness Ave.  
Torrance, CA 90501



GENESIS

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	<b>ELECTRONIC ARTS</b>	<b>GENESIS</b>	<b>MODERATE</b>	<b>JUNE</b>
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
<b>16 MEG</b>	<b>9</b>	<b>ACTION</b>	<b>50%</b>	

# JUNGLE STRIKE



## STRIKE IT UP!

The son of the Madman is back to avenge his father's death in this 16-meg sequel to Desert Strike! With the help of a powerful South American Drug Lord and his private army, they plot to build nuclear weapons to destroy Washington DC.

Now you must come out of your retirement and take out this vicious madman. Command a Super Comanche, Stealth Fighter, Attack

Hovercraft and a Special Forces Motorcycle through nine dangerous campaigns in either night or day. Rescue hostages, capture commanders, and recover stolen nuclear weapons while defeating the drug lord's army.

The battles come alive as the graphics are viewed from a pseudo 3-D perspective and the sound of the gunfire explodes with crisp digitization. Grab your helmet and prepare for battle!

## SUPER CHOPPER WEAPONRY

Your Super Comanche is equipped with a powerful arsenal of weapons such as machine guns, hydras and hellfire missiles. Use them sparingly because you only have a limited supply. Should you run out of ammo, there are several ammo crates and ammo trucks located in select areas of the present battlefield. Just fly the chopper directly over the ammo and a hook will lower to retrieve the cargo.



## TAKING CONTROL

When the game is paused, a view of the monitor and controls will appear. Three options can then be accessed. Map (A) shows the entire area of the mission, Mission (B) briefs the pilot of the objectives, and Status (C) goes over the current situation of the mission. You can also assess your fuel and ammo supply.



## REMEMBER TO FOLLOW YOUR MISSION OBJECTIVES!

Each campaign consists of several tasks assigned to you in order to clear it.

The next mission and the others that follow will have different tasks.



1. Landmarks

Protect the historical landmarks from terrorist attacks.



2. Terrorist HQ

Seek out and destroy the government HQ seized by terrorists.



3. Car Bombs

Eliminate car bombs before they destroy the 5 U.S. embassies.



4. Agent Salt

Find and rescue Salt, the undercover informant held captive.



5. Motorcade

Protect the President's motorcade from terrorist incidents.



6. Enemy Sniper

Capture the sniper to learn details of the Madman's plan.

## WATCH OUT FOR OTHER OBJECTS IN COMBAT!



**MARV**

Heavily armored RVs



**BUS**

Terrorist attack vehicles



**FUEL DRUMS**

100 gallons of fuel



**AMMO CRATES**

Ammunition reload



**AMMO TRUCK**

Carries supply of ammo



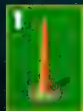
**LANDING ZONE**

MIA & POW drop-off

## STAGE 1: WASHINGTON D.C.

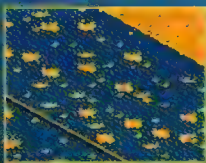


The nation's capitol is under attack, with terrorists seizing all government agencies to use them as their headquarters. There are also snipers to kill and of course the President's motorcade to protect.

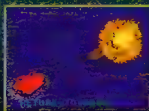


The Washington Monument (1), Jefferson Memorial (2), and the Library of Congress (3) will be attacked by crazed terrorists and must be protected at all costs!

## STAGE 2: SUB ATTACK



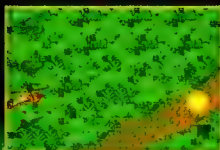
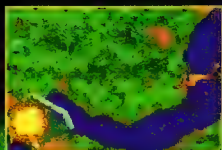
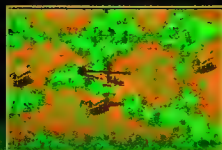
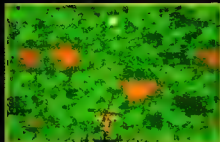
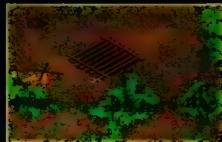
Drive a hovercraft in search of evil drug lords smuggling plutonium into a secluded group of islands. In addition to that, you must also rescue some NAVY SEALS taken hostage by the evil smugglers.



Ram the smugglers with the hovercraft on land or lay mines in the water for them to drive into and watch them explode into oblivion.

## LATER STAGES OF THE GAME

There are a total of nine action-packed levels in the game, each covering different terrain such as rivers, cities, deserts, polar areas and, of course, rivers. Each level entails a variety of new missions and new enemy weapons like mobile radar tanks, Patriot missile launchers and drug-smuggling speed boats.





GENESIS

TIME TO  
UNLEASH  
YOUR  
CYBORG  
JUSTICE!

Your ship has just crash landed on an alien planet, and as you were dragged out of the wreckage, the indigenous life (being cyborgs) change you without your knowing it, into a mechanical warrior! Now it is up to you to get your vengeance and show some "Cyborg Justice"!

# CYBORG

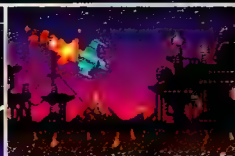
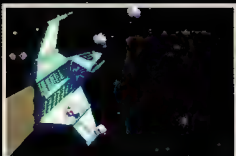
## JUSTICE

FACT  
FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
SEGA	GENESIS	MODERATE	NOW
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
4 MEG	5+	ACTION	100%

At the beginning of the game, you must decide what components your 'borg will be made up of. Then you can either go into the one-on-one duel or into the scenario arcade sequence. The game is filled with

beautifully animated robots that actually move like an automaton should! In addition to the basic moves, you can rip off limbs and weapons from other characters and attach them to your own cyborg! Tons of detail and added touches like a 2-player mode blend together to make this cart a winner!



### ARM WEAPONS

You can get weapons at the beginning of the game or rip them off of other opponents!

#### NORMAL ARM



Has a rapid punch strike.

#### CRUSHER HAND



Opens and drills into.

#### LAUNCH HAND



Fires at the enemy

#### SPIN HAND



Slices off enemy limbs.

#### LASER HAND



Fires straight beams.

#### FIRE SPARK



Lasts for a short while.

### BODY ARMOR

Your body comes equipped with its own special claw that has its own advantages!

#### NORMAL BODY



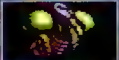
The normal basic body.

#### LOBSTER BODY



Comes with a dangerous claw.

#### INSECT BODY



Contains a good jabbing limb.

#### FROG BODY



A walloping punch!

#### GAS BOOSTER



The toughest cyborg body!

#### WINDMILL



Has a claw that is for grabbing.

### LEGGINGS

Different legs help you run faster, kick harder, or jump higher. Some even transform you into a tank!

#### JOGGING LEGS



Overly good pair of legs to have.

#### SPKED LEGS



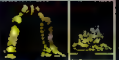
Provides the best speed!

#### SPRINGSOUL



Do flip kicks and other neat feats

#### TANK LEGS



Has dreads for a dash attack

#### THE FOOT



You can't be picked up.

#### POGONITE



Gives a massive double jump!



## GET TO KNOW YOUR SPECIALLY PATENTED CYBER MOVES!

### HEADBUTT



Face enemy and press button A.

### PUNCH



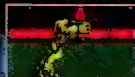
Face enemy and press button B.

### BLOCKING



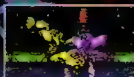
To block simply press button C.

### DOUBLE HIT



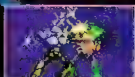
Press forward and hit button A.

### LIFE SUCKER



Jump at enemy, press Down + C.

### USE WEAPON



Double click the A button.

### UPPERCUT



Press Up and then button A.

### WALK



Press back and then hit A.

### DOWN SLAP



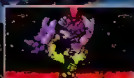
Press Down and then hit A.

### JUMP KICK



Press C to jump, and press B.

### PICK-UP



Press diagonally down+C and duck.

### THROW



When you have something, hit B!

## HOW TO PROPERLY DISMEMBER YOUR OPPONENT TO ACHIEVE TOTAL SATISFACTION:



First, you must strike your opponent three times to stun him shortly.



Now, yank his weapon arm off and either throw it or attach it to you.



Again, strike three times in order to stun him to get your weapon in.



Use the saw or the crusher to job off his other hand. Pick up and use.

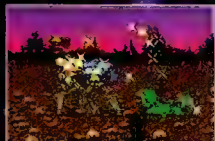


Next, rip off his body from his legs and either throw it or use it for health.

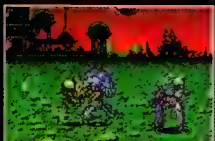


Finally, pick up the legs and either attach them to you or throw them!

## STAGE ONE: THE OUTERSPHERE OF THE CYBORG PLANET



2-on-1 is an even match with the saw attachment!



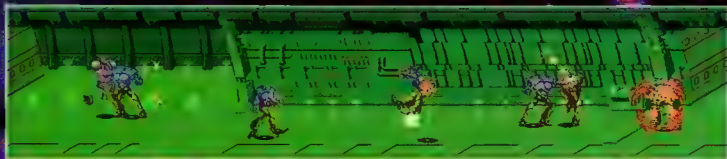
Watch out for the many holes that hold you!



These razors will damage anything and anyone!



## STAGE TWO: THE OUTERSPHERE OF THE CYBORG PLANET



Level two will have you do battle within the cyborg compound. Look out here, because they are much tougher than they were when you met them in the first stage. The boss is stronger in this stage.



### ARCADE

Here is the arcade mode where the scenario takes place! 1-2 players.



### DUELING

There is also a dueling option for the 1-on-1 enthusiasts! 1-2 players.



# They Just Wan

ALSO  
AVAILABLE  
ON MS-DOS  
AND  
AMIGA

ONE  
OR TWO  
PLAYER  
ACTION!



# THE LOST VIKINGS™

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Erik the Swift™, Baleog the Fierce™ and Olaf the Stout™ need serious help! Sucked into an alien spaceship, our pillaging friends are hurled through time, space and alien lands. With a jammin' musical score, our space-faring heroes come alive and humorously fight their way through 35 rip-roaring levels and solve the puzzles of Prehistoria Egypt, The Great Factory, Wacky World and more. To order "The Lost Vikings™," call 1-800-969-4263 or see your local retailer.



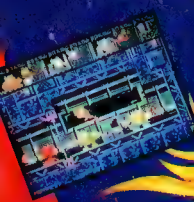
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GENESIS

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	AMER. SAMMY	GENESIS	MODERATE	JUNE
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	N/A	RPG	100%



# SORCERER'S Kingdom

## The King Is In Peril!

For ages, the Dark Seal has imprisoned the embodiment of evil. However, that seal is beginning to fade, and hideous monsters are beginning to roam freely about the land.

Guess where you fit in? You are the lone brave warrior that is going to achieve what his father did before him, and that is to attain the highest degree of warrior reputation that can be reached! To do that, you must complete intricate quests and defeat monsters in order to be dubbed a higher title by the King of Landale! Great music accompanied by a long plot featuring lots of detail highlight this magnificent cartridge RPG.

## Mass Enemies Abound!

### GOBLINS

These must be destroyed in order to get the magical stone!



### KOBOLDS

These buggers hide in the trees and come in mass numbers.

### KOBOLD KING

To clean out the forest, this creature must be removed.



### BUGBEARS

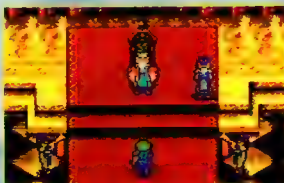
Brutal! Wait until the quest expands before combat.



The town of Landale harbors many places!

- Medicine
- Weapons
- Armor
- Fortune
- Home
- Inn
- Castle
- East Bridge
- Wizard's Mountain
- To Plain's Bath

## Enter the Landale castle!



### Location Marker

### Return to King!

The king will give you a new title after every quest. He also gives you a map.



Wizard's Mountain Kill all of the Goblins to help the old wizard out.

Leroux Woods Find the Kobold's hidden base and clear it!



Taurus Plain There is a mystery in every corner of this place!



**GENESIS HARDWARE**

Genesis Core System	\$99
Genesis Fighting System	\$119
Genesis CD Player	\$224
Arcade Power Stick	\$34
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Menacer/Terminator 2	\$69
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Road Riot 4WD	\$46
Sewer Shark CD	\$49
Super Battle Tank	\$47
WarpSpeed	\$39



**"KAWASAKI CARIBBEAN CHALLENGE"** takes you on location to 4 exotic islands. Choose your Kawasaki Ninja motorcycle, or just hit wallracer in a race against time. Features: digitized photos, engine noise, & a full range of motion. \$49

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Vampire Killer	\$49
Warriors of Etemal Sun	\$52

**GENESIS ROLE PLAYING**

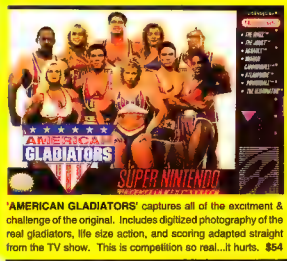
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Shining Force	\$54
Sorcerers Kingdom	\$49
Star Odyssey	\$59
Uncharted Waters	\$59
Vampire Killer	\$49
Warriors of Etemal Sun	\$52

**GENESIS SPORTS**

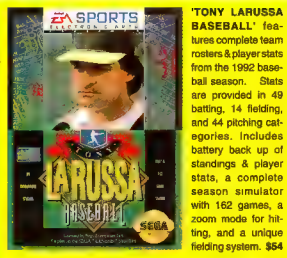
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**"TONY LARUSSA BASEBALL"** features complete team rosters & player stats from the 1992 baseball season. Stats are provided in 49 batting, 14 fielding, and 44 pitching categories. Includes batteries back up of standings & player stats, a complete season simulator with 162 games, a zoom mode for hitting, and a unique fielding system. \$54

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Buy any 4 in stock games and choose 5th game free. Must items listed only. Offer subject to change or cancellation without notice. Valid while supplies last.

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**SNES:** Ascii Pad, Blaze On, D Force, Dino City, Phantasia, Rocker, Super F Type, Waalala CC, Golf, Xardion

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Tyrants	\$49
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**SNES HARDWARE**

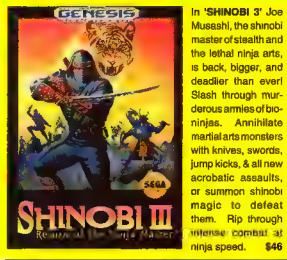
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**GAME GEAR**

Columns	\$24
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**TERMS & CONDITIONS**

Visa & MC Accepted. CODs \$8. Checks Held 4 Weeks. Money Orders Treated as Cash. Must Items Shipped Same Day. Shipping Times not guaranteed. Defective/rejected items replaced. Power Pad offer availability subject to change. All Sales Final.



GENESIS

## 2GALT OR NOT TO GALT?

Band together with some of the strongest and bravest warriors armed with high-powered weapons and magic abilities and rid the land of the evil forces once and for all.

Players will be impressed with the game's graphics and game play which look and feel a lot like the arcade classic Gauntlet. The difference is the amount of magic you possess and the various partners you choose to fight with you.

# 2GALT

**FACT  
FILE**

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
<b>ELECTRONIC ARTS</b>	<b>GENESIS</b>	<b>MODERATE</b>	<b>JULY</b>
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
<b>8 MEG</b>	<b>7</b>	<b>ACTION</b>	<b>30%</b>

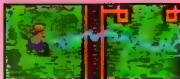


Pause the game and you can view your character's magic stock and abilities.



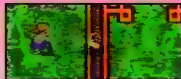
Your friends will join you in battle; lend some advice, and replenish your health.

### CHECK OUT 2GALT'S AWESOME MAGICAL ABILITIES



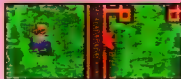
#### LIGHTNING

Blast an electrical charge toward enemies.



#### SUPER

Launch a spinning energy charge.



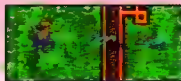
#### ANGLE

Toss a lethal boomerang that returns to you.



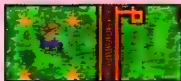
#### TIME BOMB

Lay a land mine that will explode a later.



#### BASIC

Fire a regular shot toward the oncoming enemies



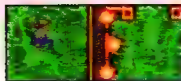
#### MONDO MAJOR

Unleash high-powered shots in four directions.



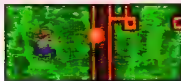
#### HOLD

Put a freeze on the enemies and kill them.



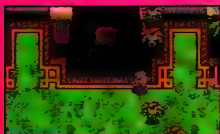
#### WIDE

Shoot a wide range, three-way fireball attack.



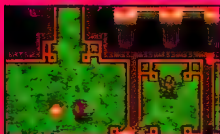
#### DEATH

Give an enemy instant death with one hit.



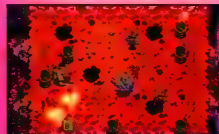
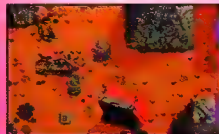
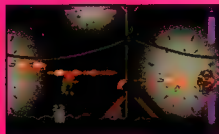
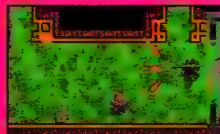
#### LEVEL ONE

The first area requires some fancy dodging as there are plenty of enemy shots fired your way. Beware of the boss's three-way cannon!



#### LEVEL TWO

Defeat all the enemies and close all four gates of this junkyard and you'll be allowed to fight the boss who launches lots of missiles!





# FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
<b>ABSOLUTE</b>	<b>GENESIS</b>	<b>MODERATE</b>	<b>MAY</b>
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
<b>8 MEG</b>	<b>N/A</b>	<b>SPORTS</b>	<b>100%</b>



GENESIS



## TENNIS ANYONE?

After making its debut on the Super NES, David Crane's Amazing Tennis has finally appeared on the Genesis!

Choose the type of court that you would like to play on. Select from grass, clay and hard court surfaces.

If you choose tournament play, you will have a chance at over a dozen internationally ranked players. Play alone or against a friend; either way you'll definitely have your hands full! Practice up on those serves and backhands because David Crane's Amazing Tennis will be bouncing into stores everywhere!

# David Crane's Amazing Tennis



Learning the proper technique for serves will increase your chances of winning!

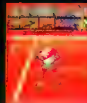
### International Competition

	<b>Sven</b> Rank: 22		<b>Kanyanta</b> Rank: 62
	<b>Richard</b> Rank: 37		<b>Aaron</b> Rank: 92
	<b>Arthur</b> Rank: 44		<b>Nick</b> Rank: 114



It is very important to learn how to play close to the net and to return lobs.

### DIFFERENT PLAYING SURFACES!



**CLAY:** A fairly "user-friendly" court. Slow bounce and plenty of control makes for some great volleying.



**GRASS:** A tough medium to play on. Surface and ball control are quick. One for the pros.

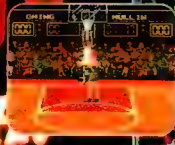


**HARD:** A great place to play! This is the court of choice for everyone from pros to amateurs alike!

NOW ON GENESIS!



# JAM IT HOME!



SEGA GENESIS

FLYING EDGE

SEGA

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THE PLAY WITH PROS!



GENESIS

## A FLY BALL TO FIRST BASE

As the crowd cheers and does the wave, your batter runs past home plate to score yet another run for your team! This is baseball at its best. What makes this sports cart different from other baseball games is that there are so many features that you can access besides just playing exhibition or a full season. There is an options menu that can change the type of game you play, the series type, the number of players (including the computer playing against itself), difficulty, music, password, and a new defense mode which allows a player to have the outfielders be controlled manually, automatically, or have the computer assist in the plays. Create your teams from the roster which con-

## WHAT CAN YOU DO IN THE TIME OUT MENU?



**TIME OUT**  
This is the time out menu.



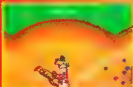
**RELIEF**  
Replace pitcher with a new one.



**SUB**  
Substitute new players in for old.



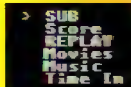
**SCORE**  
Check the current game score.



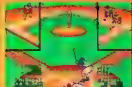
**REPLAY**  
Instant replay of your cool moves.



**MOVIES**  
Puts cinemas in the side boxes.



**MUSIC**  
Turns the music on and off.



**TIME IN**  
This option goes back to the game.

tains the American and National leagues, All Stars, and real players from specific years. After you select your lineup and pitchers, you're ready to play ball!



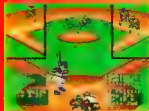
Detailed graphics portray the batting, pitching and outfield plays.



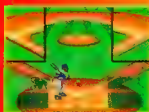
# RBI '93 BASEBALL

<b>FACT FILE</b>	<b>MANUFACTURER</b>	<b>MACHINE</b>	<b>DIFFICULTY</b>	<b>AVAILABLE</b>
	<b>TENGEN</b>	<b>GENESIS</b>	<b>MODERATE</b>	<b>MAY</b>
	<b>CART SIZE</b>	<b>NUMBER OF LEVELS</b>	<b>THEME</b>	<b>% COMPLETE</b>
	<b>8 MEG</b>	<b>N/A</b>	<b>SPORTS</b>	<b>95%</b>

## CHOOSE FROM 4 DIFFERENT GAME TYPES!



**PLAY BALL**  
Just a normal game of baseball for 1 or 2 players.

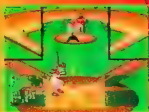


**DEFENSE PRACTICE**  
A batter will hit fly balls to the outfielders.

**GAME BREAKERS**  
Critical games that you'll get to play in.



**HOME RUN DERBY**  
Hit as many home runs as you can.



## FOR WINNERS ONLY

### Sports



This winners screen will appear when you complete a game.



You may even be awarded Most Valuable Player on your team!



# TAKE THE GLADIATORIAL CHALLENGE!



## ASSAULT

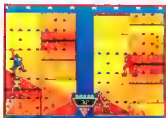
Run to each station and grab the weapon. You can only shoot it once

before you run to the next station. Hit the Gladiator that is shooting at you to win.

## JOUST

Using your jousting sticks, knock your opponent onto the platform.

Perform many crucial tactics with swift hits to the head, knee and chest areas.



## THE WALL

Climb the wall using the hand holes provided. You must be quick and agile,

as the Gladiators in white are close behind to make you fall.

## ATLASPHERE

In this human rolling ball, you must move onto the raised targets in the arena. Steam will come up and you will score a point in this challenging event.



## POWERBALL

At each end of the court there is a bin with balls in it. Take them and race

to the nearest goal to secure a score. The Gladiators are waiting to block you.

## ELIMINATOR

This is the ultimate test of skill! Run through an obstacle course that includes climbing, hand-to-hand bars, rope sliding and more!



# AMERICAN GLADIATORS™



Scoring well in each event will help keep you in the tournament.

## CHALLENGE THE BEST!

Join the tournament with the American Gladiators and prove your might in these skillful games! Choose Tournament mode, or go Head-to-Head with a friend. You can make the choice of being a male or female player. This decides who will be your adversaries (the male or female Gladiators). Win the Assault, Joust, The Wall, Atlasphere and Powerball. Then you will go into the obstacle course called Eliminator!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	<b>GAMETEK</b>	<b>GENESIS</b>	<b>MODERATE</b>	<b>NOW</b>
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	<b>8 MEG</b>	<b>6</b>	<b>SPORTS</b>	<b>100%</b>

NOW ON GENESIS!

# FEEL THE HEAT!

SEGA  
GENESIS  
16 BIT

FLYING  
EDGE  
SEGA

SEGA  
GENESIS  
16 BIT

# PLAY WITH THE PROS!

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GENESIS

**OIL UP  
YOUR  
SHOOTIN' IRON!**

**SEGA CD**

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	AMER. LASER GAMES	SEGA CD	MODERATE	NOW
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE	
N/A	15+	ACTION	100%	

Yee-haw partners!! Here comes the best shoot-'em-up, quick-draw game of the year! Load up them pistols for Mad Dog McCree on the Sega CD.

In this digitized shoot-out, your mission is to rescue the mayor and his daughter from that nasty gun-totin' varmint, Mad Dog McCree. Your gonna need all the luck you can muster because Mad Dog's goons are everywhere!

You'll receive some very valuable information along the way by some friends who will do their darndest to help ya out! Use your trusty six-shooter to blast your way through Mad Dog's henchmen and save the town from his evil influence. Just to make it a fair fight, you can even practice your shooting on a target range. So hurry up, time's a wastin'! Try your trigger finger against Mad Dog McCree coming soon to the Sega CD!

# Mad Dog McCree



Be careful when going into the saloon; many of Mad Dog's boys are in there!



Great shot! Watch the rooftops carefully as many attacks will come from up there.

## SOME OF THE ORNERIEST CHARACTERS EVER!



This old-timer gives ya some hints to help ya along the way. Count on him for good info.

The town undertaker is a morbid hombre with a sick sense of humor. He'll bury ya if ya die!



Squealers like this are everywhere and will help ya a lot - if ya can find 'em in time!

This here's a barnauld with a heart o' gold. She will give ya the key to free the sheriff!



- 1.) These are your bullets. Keep an eye on how many you have!
- 2.) These hats are your life indicators.
- 3.) This is your holster. Reload your gun by dragging it to this area.



After completing an area, you will be able to select where you will go next.



Sometimes you will get to hone your shooting skills with some target practice.



Uh-oh. If one of these low-life hombres gets the drop on you, you've had it!



# MAKE MY VIDEO

## C+C music factory



SEGA CD

**FACT  
FILE**

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
SONY IMAGESOFT	SEGA CD	MODERATE	MAY
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
CD-ROM	N/A	ENTERTAINMENT	100%

### THE EDITING PROCESS



Choose to edit from 3 of C+C's most popular dance tracks. When you're done, you can view your video. Make sure it's good, cuz the critics are tough!



### EVERYBODY DANCE NOW!

Aspiring music artists can take part in their own creation of music videos with C+C Music Factory's Make Your Own Video. Although it's not a game, this disc reveals some of the basics of video editing.

Choose from an assortment of special effects to synchronize with the music scenes as well as some old cartoon and film footage.

### EDITING SPECIAL FX

There are a total of 16 special video effects at your disposal. Here are five of the coolest ones!



**SLICE**  
Cuts images horizontally.



**FREEZE**  
Causes images to be paused.



**LYRICS**  
Displays words of the music onscreen.



**WASH**  
Inverts colors of the images.

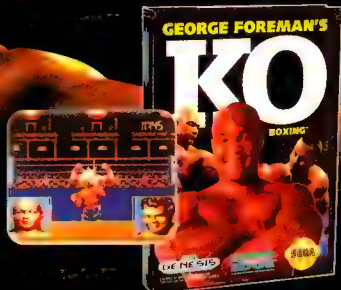


**SMEAR**  
Blurs images and pixelates them.

**NOW  
ON  
GENESIS!**



# IT'S A KO!



SEGA  
GENESIS  
LIFE ENHANCER

FLYING  
EDGE  
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SEGA  
GENESIS

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PLAY WITH  
THE  
PROS!

**DUO**

**BIG MEAT:** Change into raged Bonk! Breathe the fire for limited time!



**SMALL MEAT:** Change to Semi-Charged Bonk! Fire atoms that quickly stun!



## NOW BECOME A BIGGER (OR SMALLER) BONK!



Now Bonk comes in three sizes: Small, Regular and Large! Collect the different colored candies to do this. However, if you take a hit as Large or Small Bonk, it's back to Regular Bonk!

## GET SOME TWO-PLAYER BONKING ACTION!



Two players can combine forces by riding on each others' heads! They can also bonk each other, but no harm is done by this!



## TELEPORT!

If players are separated, there is a teleport option to bring one along side the other! The person who is behind just needs to press SELECT and he or she catches up to the lead!

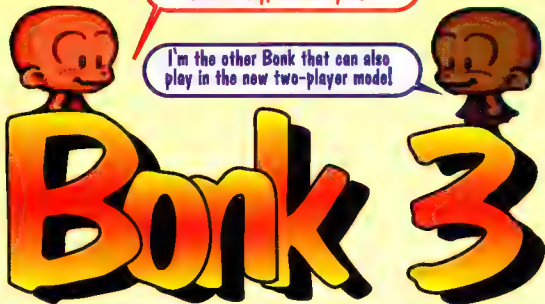


## WE CAN BONK IF WE WANT TO!

Bonk is back and ready to smash! Now he has a friend - but only if one selects the two-player mode! He also has two new sizes - Small, to squeeze in small spaces, and Large, for those real big bonks! However, if Bonk takes one hit while Small or Large, it's back to Regular size Bonk! The other

Maybe this time I can beat King Drool - hey, who are you?

I'm the other Bonk that can also play in the new two-player model!



new option is the two-player mode where two can bonk (but share the same life meter!) King Drool, who is back for more, has several new meanies who also give Bonk a hard time! These tough Boss characters can be found at the end of each level! Bonk can also change into a crab if stepped on - so watch bosses with big limbs! Get ready for the bonk of your life - with one or two Bonks!



## BONUS ROUNDS: TONS OF FUN!



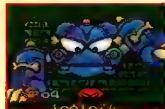
Whenever you see this flower grab it and you can

advance to a bonus level! In each level there is a time limit during which you must complete a given task. For example, here you must get to the exit sign before the timer runs out. If you complete a bonus level you will be awarded with big points - even an extra life!



**STAGE 1:** Smash sleeping meanies and fight awake ones! Test your sizes here!

**BOSS 1:** Get stomped on, turn into a crab, and snap this boss from below!



**STAGE 2:** Inside a giant house, look for menaces - like this big drooling baby!

**BOSS 2:** Get to the top of the screen, then use spinning head smashes on it!



**FACT FILE**

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
HUDSON/T.T.I.	DUO	MODERATE	JUNE
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	7	ACTION	80%



# FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
HUDSON/T.T.I.	DUO	EASY	MAY
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
SUPER CD	7	ACT/ADV	100%

## NO LAUGHING MATTER!

Criminals have taken over the streets, and only two brave fighters can take them back! There is also a missing lady to find. Could there be a connection? You can choose

between two different fighters that have different methods of attack! With fluid graphics and a pounding rock music score, try to bring order to the Riot Zone with two tough dudes!

# Riot Zone



Powers  
Ups &  
Other Items



Camera:  
Gives 1 extra  
life.



Money & Gems:  
Variable amount  
of points.



BBQ & Turkey:  
Restores life  
meter to full.



Fries & Cola:  
Restores  
partial life.



### HAWK: I'M BAD



Hawk is the  
faster of the  
two. His  
blows inflict  
less damage

than Tony, but he  
delivers them faster!

TV  
TELEVISION



BLUCK



PUNCH



PUNCH



BACK  
SPECIAL



PUNCH  
SPLITS



PUNCH  
SPLITS



### TONY: I'M COOL



Tony is  
slower, but  
his blows  
inflict much  
more

damage. He has a special  
break-dance move!

## BRAWLIN' STAGES:

Move from rooftops to  
ascending elevators!



Brawl on the streets and  
inside a factory!



Battle through a rat-  
infested gambling den!



Two bosses here: Mr.  
Lee and Miss Chan!



Shawna lashes out  
with her whip!



Watch for the spikes on  
this barefoot creep!

# SEGA GENESIS FANS PLAY WITH THE PROS!



Jam it home with NBA™ All-Star Challenge™. Feel the heat with Roger Clemens' MVP Baseball™. It's a KO with George Foreman's KO Boxing™. When you're tired of watching from the sidelines...it's time to Play With The Pros™!



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DUO



## BACK TO THE BATTLE

The vile Gofer army is waging war on Earth and her colonies. Once again it is up to the Vic Viper to stop the alien threat from taking over the entire galaxy.

Fans of the original Gradius and LifeForce should take a look at this great shooter. All the qualities you loved before are back. Different weapon configurations and radical power-ups highlight this tribute to the classic shooter series. Will you defeat the endless hordes of aliens?


**FACT  
FILE**

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
KONAMI/TTI	DUO	MODERATE	MAY
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
SUPER CD	9	SHOOTING	90%

## THE CINEMAS OF GRADIUS



### 1985: GRADIUS 1



### 1986: LIFEFORCE (SALAMANDER)

The Gradius series has always been one of the topnotch shooters around. In 1985 the awesome Gradius came out, with the awe-inspiring LifeForce close behind in 1986. And now for 1993....Behold!

## EQUIP YOURSELF WITH MANY POWERFUL WEAPONS

### CONFIGURATION A

STRONG DEFENSE / FAIR ATTACK

**SPEED UP**

**MISSILE**

**DOUBLE**

**LASER**

**OPTION**


### CONFIGURATION B

STRONG ATTACK / WEAK DEFENSE

**SPEED UP**

**SPREAD BOMB**

**TAILGUN**

**LASER**

**OPTION**


### CONFIGURATION C

STRONG ATTACK / WEAK DEFENSE

**SPEED UP**

**PHOTON TORPEDO**

**DOUBLE**

**RIFFLE**

**OPTION**


### CONFIGURATION D

STRONG DEFENSE / FAIR ATTACK

**SPEED UP**

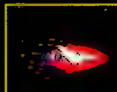
**2 WAY**

**TAILGUN**

**RIFFLE**

**OPTION**


## SHIELDS


**FLASH  
SHIELD**

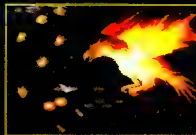
**BLADE  
SHIELD**

# GRADIUS II



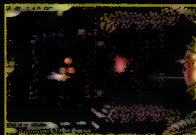
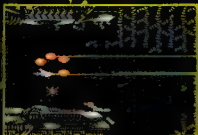
## STAGE 1: THE STELLAR CLUSTER

Fiery comets and flame dragons haunt this deadly zone. Try to power up early on or you won't be able to progress very far. The boss is a phoenix that flings fireballs at you. It moves fast, but you move faster.



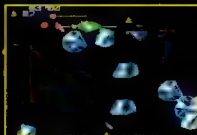
## STAGE 2: CYBER SPACE COLONY

This place was once a space colony. Now, it is infested with slime-dripping aliens, and you must fight to the death! You will have to cut your way through their nest! The boss is a gigantic eyeball with humongous arms to attack with!

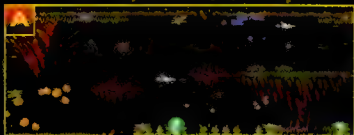


## STAGE 3: FROZEN WASTELAND

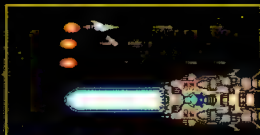
Ice chunks float around in this perilous part of space. Remember that the crystals break into smaller pieces. The crystal mech boss flails tentacles around the screen and shoots lasers at you. Keep your guard up.



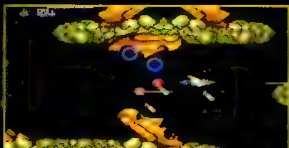
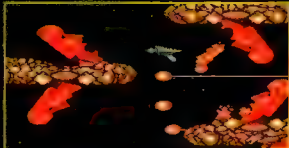
## STAGE 4: RETURN TO GRADIUS



This level is just like the first level in the original game! The intensity level here is high, as enemy shots fly out of every hole! The sheer mass of the attack is a force to be reckoned with. The boss is a giant laser-spitting machine!



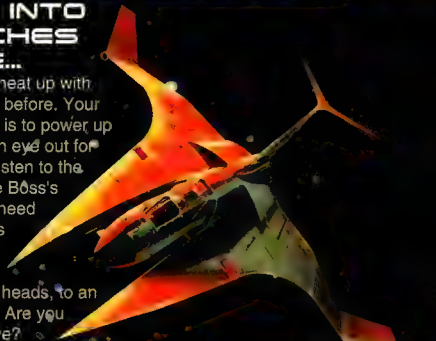
## THE BATTLE CONTINUES ONWARD...

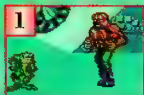


Those weird heads from Easter Island are back, and they're heavily armed!

## FURTHER INTO THE REACHES OF SPACE...

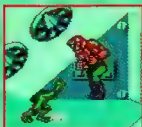
The later levels will heat up with more action than ever before. Your only hope of salvation is to power up your ship, and keep an eye out for stray bullets. Always listen to the voice that tells you the Boss's weak points. You will need this advice to progress into such strange areas like the many fields of Easter Island heads, to an all-out battle in space. Are you good enough to survive?





**1** Guards the ship's door and does not want you to get in! Use Battletoad Butts and/or Typhoon Kicks to defeat him!

**Boss 1: Abobo**



**LEVEL 2: INSIDE NOW**  
Move inside the ship and battle on! The Battletoads' old enemy Blag awaits you here!



**Poundin' Fun:**  
Guidos and Walkers will confront you; pound Guido through the floor!

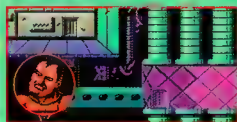
We're back with friends!



FACT FILE	FACTURER	MAC	DIFFICULTY	AVAILABLE
	TRADEWEST	NES	MODERATE	MAY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	2 MEG	8	ACTION	100%

Yeah, but check out the bosses under the Fact File Box! We take on both our deadliest enemies!

**LEVEL 3: DEEPER IN**  
Down the elevator, and further inside! This Level requires fighting/control skills! Roper waits!



Ha! Dream on Battlejerks! Even with your Double Dumbhead friends, you will never defeat us! I still owe you one for last time!



## EVERYBODY

### MOVE... TO THIS!

The ultimate team is here! The Dark Queen, licking her wounds from the last encounter, has built a giant laser cannon in space to destroy the earth! The Battletoads, naturally, take it upon themselves to destroy the menace. Yet this time, the fighting duo of Jimmy and Billy Lee want to join in, as the Queen has recruited some of the Dragons' enemies. You can play as either a Battletoad, one of the Double Dragons, or in a two-player game where you can hit each other or one where you can't. See if the Ultimate Team has what it takes to defeat the Queen and her evil horde!

<b>Rash</b>	<b>Zitz</b>	<b>Pimple</b>	<b>BATTLETOADS: "Move to Us!"</b> The green three are back and this time you can play as Pimple, who isn't being kidnapped and wants some action! There are some new moves as well!			
<b>Kiss-My-Fist</b>	<b>Big Bad Boot</b>	<b>Nuclear Knuckles</b>	<b>Battletoad Butt</b>	<b>BT Bashing Ball</b>	<b>Swingin' Size 13s</b>	
<b>Take Out The Trash</b>	<b>Bikin' Bash</b>	<b>No Way Back Thwack</b>	<b>Twin Side Slam</b>	<b>Back 'N Front Punt</b>	<b>BT Big Duck</b>	



## LEVEL 1-2: Boss 1



### Doorman of Doom:

Coward who throws dynamite! Pick the dynamite up and throw it back - before it explodes!



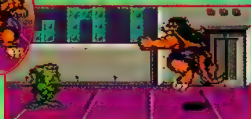
### Bikin' Fun - Let's Go!

Speeder Bikes are back! You must also fight while riding! Ram enemies from behind or kick them!



### Boss 2: Big Blag

The fat rat is back for more! It attacks like before - with punches and tubbo drops from above! Use Head Butts and Typhoon Kicks to bash it to death!



"Bird Here - Keep Moving!"

### Climbin' & Kickin'!

Some parts require hanging from the ceiling and bashing objects!



**No Gentleman!**  
Linda Lash, meet the 'Toads! Watch for her whip - it inflicts serious damage!



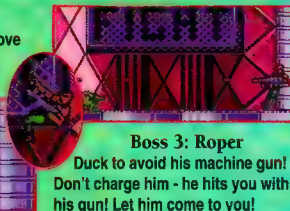
### Dangling Duo!

Use the Turbo Rope to move into the levels below! Look out for Ravens!



### Boss 3: Roper

Duck to avoid his machine gun! Don't charge him - he hits you with his gun! Let him come to you!



### LEVEL 4: IN SPACE

Now it becomes a shooter a la Asteroids! Use the jump button to thrust and the punch button to fire lasers!



### Boss 4: Big Ship

Blow this ship to pieces by shooting the parts that fire at you! Beware, it fires too!

## DOUBLE DRAGON: "Let's Rumble!"

The fighting duo of Billy and Jimmy Lee bring street fighting skills into play with their Dragon Force Techniques. Whenever they hit someone, however, their limbs remain normal size!



Jimmy



Billy



Twistin' Typhoon



Thunderin' Knee Drop



Earthquake Elbow



Flying Dragon



Whizzin' Whirlwind



Side Wall Smash



Take Out The Trash



Bikin' Bash



Jab 'n Stab Strike



Nose-Crunch



Back 'N Front Punt



Dragon's Tail Throw

## POWER-UPS & ICONS:

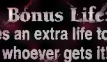
### Invincibility:

Makes you temporarily invincible!



### Energy:

Completely recharges your life meter!



**Bonus Life:**  
Gives an extra life to whoever gets it!



### Bonus Pods:

Smash these open for something special.

### Walker's Leg:

Pick up this item when you destroy a robot.



**NINTENDO**

**SHUT UP AND DEAL!**

Casino Kid is back, this time taking on several new adversaries! Fly around the globe winning cash. Start with the lower level gamblers, build up your bank, then take on the big money people! But money doesn't grow on trees: Casino Kid also has a limited supply of green stuff! You win a game when your opponent goes bankrupt.

# CASINO II

**KID**

FACT FILE	MANUFACTURER	DIFFICULTY	AVAILABLE
	SOFEI	NES	MODERATE
	CART SIZE	NUMBER OF LEVELS	THEME
	2 MEG	12	STRATEGY
			% COMPLETE
			100%



**Casino Kid:**  
America  
All Games/3rd



**1 Rocky Hammer:**  
Canada  
Black Jack/2nd



**2 Paul Kletom:**  
England  
Roulette/2nd



**3 Rie Lanka:**  
China  
Roulette/1st



**4 Ailton Silver:**  
Brazil  
Poker/1st

**Meet Your Opponents Around the World:**

Here are the people you will play against in the game. The number after their country shows their gambling level. For a synopsis of these levels, look below.



**Abu Ganzil:**  
India  
Roulette/3rd



**Ryu Mishima:**  
Japan  
Poker/3rd



**Othman, Jr.:**  
Nigeria  
Poker/3rd



**Nikoria Bunin:**  
Russia  
Black Jack/1st



**Jyina Nagule:**  
Australia  
Black Jack/1st



**Gambling Levels:**

1st Level: \$1 - \$10  
2nd Level: \$10 - \$100  
3rd Level: \$100 - ?

Start with the 1st level players to save up your money.

**POKER:**

Here you have a dealer. Press A to place an ante, which will also start the hand. Move the hand with the arrows and press A to select which cards you wish to hold, and B to commence with that hand. A will also raise the bet. Press B to fold.



YOU WON. YOU'RE PRETTY GOOD.

OTHMAN \$510    RYU \$190    YOU \$110



**BLACK JACK:**

Press < or > to buy chips and UP and DOWN to bet an amount of money. Button B sets the amount you bet to Zero, and A OKs the amount you bet and starts the game. Use the arrow keys to select a player. A to confirm it.



The objective: get to 21! You can win, lose or even tie with this game!



PICK YOUR CHOICE. SURRENDER DEBATE-GOIN

JYINA \$100    BET \$10    YOU \$190



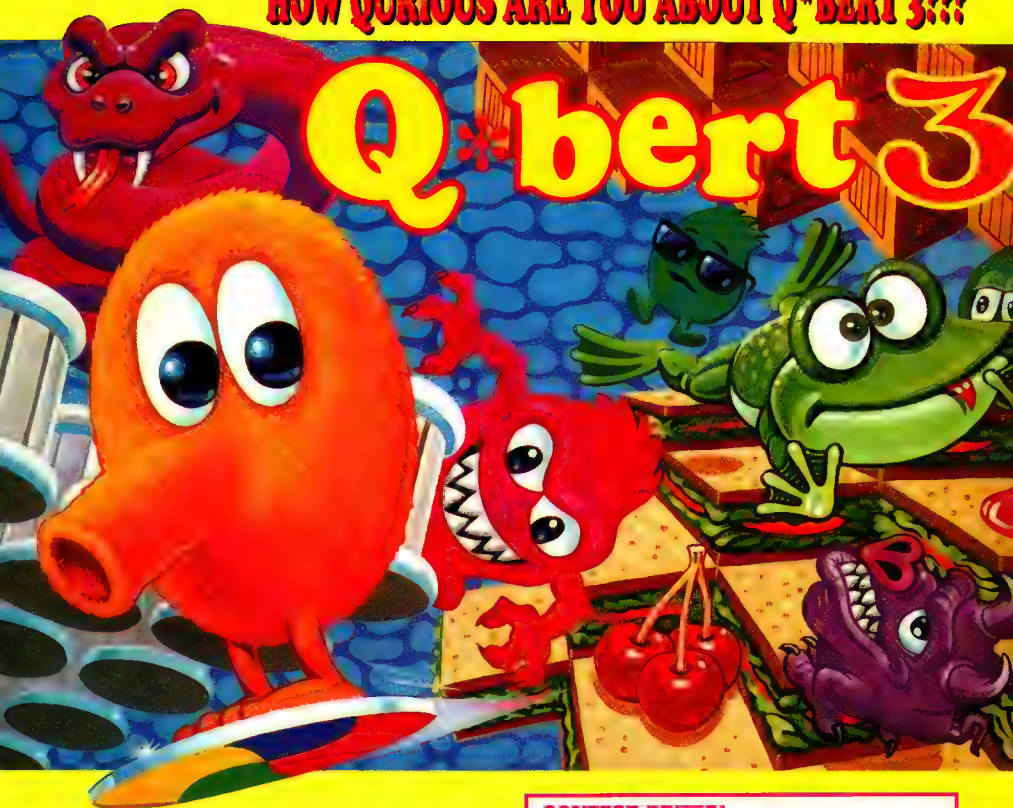
**ROULETTE:**

Use the arrow keys to place the chips on the spaces you want and press A. You can lay down 5 chips and each can be of a different amount. After the fifth chip is laid down, watch the wheel spin and the ball stop.





**EGM AND NTVIC WANT TO KNOW:  
HOW CURIOUS ARE YOU ABOUT Q\*BERT 3???**



# Q\*Bert 3

## HOW TO ENTER:

Answer the following questions correctly and quickly to win Mail your answers on a postcard to:

Q\*Bert 3 Contest (EGM)  
1820 Highland Avenue, Suite 222  
Lombard, IL 60148

Be sure to include your name, address and phone number on your entry. All entries must be received by September 15, 1993.

1. What article of clothing appears in the background of level 4-1?
2. As you play level 4-2, what letters appear on top of the typewriter keys?
3. How many cans of paint are spilling in level 7-1?

### Contest Rules:

All entries must be received by September 15, 1993. EGM or NTVIC are not liable for lost or misdirected mail. One entry per person. No purchase necessary to enter. Prizes are not transferable. The winners will be notified by October 1, 1993. All judges' decisions are final. All prizes will be awarded and winners will be determined by a random drawing of all correct entries. All state and federal taxes, if any, are the responsibility of the individual winner(s). Void where prohibited by law. All Federal, State and local regulations apply. Ineligible or incomplete entries are ineligible. Employees of Sendal Publishing Group, Inc. or NTVIC and their affiliates are ineligible to enter. NTVIC and Sendal Publishing Group, Inc. reserve the right to cancel this promotion at any time with appropriate notice. Winners' names and prize information may be used by NTVIC and Sendal Publishing Group, Inc. for any promotional or advertising purposes without further compensation.

## CONTEST PRIZES!

### 1 FIRST PRIZE:

One winner will receive a Super NES System with NTVIC's Super NES games Q\*Bert 3 and Strike Gunner S.T.G. and an EGM In Your Face T-shirt.

### 5 SECOND PRIZES:

Five winners will receive a copy of NTVIC's Strike Gunner S.T.G. and an EGM In Your Face T-shirt.



GAMEBOY

# RING RAGE

## The Fight of Your Life!

Ring Rage by Taito proves that good things do come in small packages! Fight your way past five of the meanest hombres this side of the Rio Grande.

You can choose your fighter, each with different fighting styles, and the type of match you want. Tournament pits you against all of the combatants one by one. A match option lets you fight in just one all-or-nothing slugfest. You can even hook up with a friend and bloody each other's proverbial noses! If you long for a challenging fighting game to take on the go, take a punch at Ring Rage!

**TWF MARTIAL ARTS  
GRAND PRIX  
TOURNAMENT**  
1P EXTRA MATCH  
2P EXTRA MATCH

You can fight a one-rounder, participate in a tournament, or play against a friend.

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	<b>TAITO</b>	<b>GAMEBOY</b>	<b>MODERATE</b>	<b>MAY</b>
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	<b>1 MEG</b>	<b>6</b>	<b>SPORTS</b>	<b>100%</b>



If you travel to Chicago, you will fight in a steel cage where there is no escape!



Watch for opponents that climb the turnbuckle and do elbow slams! OUCH!



After pummeling your enemy into a fruit-juicy pulp, you can go for the pin!



You must try to win the impending power struggle by pressing button "B."

## Pick a Fighter to Match Your Own Personal Style

**"KO" JOE**  
KICK BOXING

HEIGHT: 5'6" (167 CM)  
WEIGHT: 260 LBS (118 KG)  
FINISH: HEAD  
SUPER: HEAD CUT

**"KO" Joe**  
(Kickboxing)  
Height: 6' 4"  
Weight: 260

**SHADAM**  
WRESTLING

HEIGHT: 5'6" (167 CM)  
WEIGHT: 270 LBS (122 KG)  
FINISH: EAST  
SUPER: THRUST

**Shadam**  
(Wrestling)  
Height: 6' 3"  
Weight: 270

**YASHA**  
KARATE

HEIGHT: 5'6" (167 CM)  
WEIGHT: 250 LBS (113 KG)  
FINISH: HEAD  
SUPER: KICK

**Yasha**  
(Karate)  
Height: 6'  
Weight: 220

**SPIKE**  
WRESTLING

HEIGHT: 5'6" (167 CM)  
WEIGHT: 330 LBS (150 KG)  
FINISH: HEAD  
SUPER: BLOW

**Spike**  
(Wrestling)  
Height: 7' 6"  
Weight: 330

**GUNBOAT BODY**  
WRESTLING

HEIGHT: 5'6" (167 CM)  
WEIGHT: 230 LBS (104 KG)  
FINISH: BLOW  
SUPER: HEAD

**Gunboat Body**  
(Wrestling)  
Height: 6' 5"  
Weight: 230



## MOVE TO RASH: LEARN TO FIGHT TOAD-STYLE!

Master Rash's strange, but effective, fighting techniques to survive!



**Nuclear Knuckles**



**Kiss-My-Fist**



**Turbo Thwack**



**Battletoad Butt**



**BT Bashing Ball**



**BT Big Boot**



**Swingin' Size 13s**



**Big-Time Throw**

Snotskins!

# BATTLETOADS IN RAGNAROK'S WORLD

### SOME USEFUL ITEMS:

Throughout the game there are several items that can also be used as weapons!



**1-UP:**  
Get this item and you have an extra life!

**WALKER'S LEG:**  
Smash the Walker and use its leg as a weapon!



## BATTLE TO THIS!

Zitz, Pimple and the beautiful Princess Angelica were out cruisin' in the toaster one afternoon when they were swallowed up by the evil Dark Queen in her starship, the Gargantua! Luckily, Zitz managed to get out a distress signal telling Professor T. Bird what happened! They were taken to Ragnarok's World, where they are being held captive. Now it is up to the cool Battletoad Rash to venture down to the hostile planet and save them!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	TRADEWEST	GAME BOY	MODERATE	JUNE
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	1 MEG	12	ACTION	100%

Armed only with his brawlin' skills and other various abilities, you must help Rash thwart the evil forces to bring his kidnapped pals home! Rash can run, jump, punch, kick, headbutt, drive and handle a variety of weapons in this translation of the mega-popular NES game! Battle

through twelve intense levels of rough-and-tumble action. Beware, though, some of the levels require fast reflexes and skills other than punching! It is up to you to help Rash rescue his friends - or he will become a pair of frog legs on the Dark Queen's platter!



**2** Down the canyon you go on the long Turbo Rope!



Kick the Saturn Toadtraps before they bite you!

**1** On the surface of the planet, fightPsyko Pigs and other weird baddies!



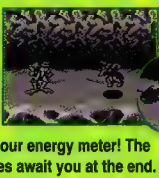
Hit the Walker twice to get its leg; this object can be a powerful weapon!

**BOSS 1:** Fight this Boss from his viewpoint!



Throw back the rocks the Boss shoots at you!

**3** Now on solid ground, battle Giblets, jump deep chasms and watch for Vaders stealing



life points off your energy meter! The Speeder Bikes await you at the end.

Jump on a Speeder Bike and test your driving skills! Dodge obstacles and use the ramps to jump chasms. Later Rat Rockets and Pods will drop stones on you!

# EVIL. DANGER.



TALK  
ABOUT  
CRASHING  
SOMEONE'S

PARTY. YOU'VE JUST COME HOME TO FIND THAT SEVEN OF THE MOST RUTHLESS, GRAPHICALLY INTENSE CD BOSSES HAVE MADE THEMSELVES AT HOME IN YOUR HOMELAND. KICKING THEM OUT OF YOUR COUNTRY MEANS CONQUERING SEVEN LEVELS OF KNOCK DOWN, DRAG OUT DESTRUCTION. ALL TO THE KILLER SOUNDS OF A 19 TRACK, HARD ROCK CD SOUNDTRACK.

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READ THE REVIEWS. FIND OUT WHY LORDS OF THUNDER WAS GIVEN THE EDITORS' CHOICE GOLD AWARD BY EGM. AND WHY GAMEPRO GAVE IT A PERFECT RATING. THEN GET READY TO ROCK. BECAUSE THIS IS ONE PARTY YOU WON'T WANT TO MISS. AND IT'S ONLY ON THE DUO.



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SNES8



**GAME GEAR**

### LEVEL 1

Take to the city streets where ruthless thugs hang out just waiting for an unsuspecting victim to walk through their turf and be victimized.



### 1-2 MIKE'S CLUB



### 1-3 THE PARKING LOT



### LEVEL 2

The fist-flying action continues into the lush and plush neighborhood shops of the super rich. More crazed gangs will pursue our hero, determined to beat him to a pulp.

Your fighting skills here must measure up to the new and tougher gang members that will come out. There are fire-breathing babes, roller-skating knifers, bat-swingers and bikers. That's not all! The boss will deliver fierce overhead blows and will throw his deadly hat when he thinks you're beating him.



### FIGHT FAIR? SURE!



### MY MOVES ARE TOO AWESOME FOR REAL FIGHTS!

Billy Lee takes his brawling experience with him to the Game Gear. Check out all his awesome fighting moves which can be used in some combinations!



### BACK WITH MORE ATTACK!

Double Dragon, the hit arcade game, has now made it to the Game Gear featuring the deadly punch and kick attacks that have made it a classic among fighting game fans.

Control Billy through gang-infested areas such as the city streets, urban trains and even the countryside. Danger lurks everywhere so watch your back and fight off the enemies with your martial arts skills. Who the going gets really tough, pick up a weapon or two.

Slip on your brass knuckles and unleash your Double Dragon!

# DOUBLE DRAGON

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	<b>VIRGIN</b>	<b>GAME GEAR</b>	<b>MODERATE</b>	<b>MAY</b>
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	<b>2 MEG</b>	<b>N/A</b>	<b>ACTION</b>	<b>100%</b>





# Master the GAME

Post Office Box 702, Essex, MA 01929

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- \$42 Paperboy II
- \$50 Pritfighter
- \$44 **Phalanx**
- \$49 Power (Deadly) Mon
- \$51 Prince of Persia
- \$52 Pugsley's Scav. Hunt
- \$48 Pushover
- \$50 Q-Bert 3
- \$50 Race Driver
- \$50 Rival Turf
- \$39 **Rocketeer**
- \$40 **Shanghai II**

1-508-281-0178

FAV (508) 283-9172

OVERNIGHT SHIPPING AVAILABLE

- \$58 Slim Earth
- \$39 **Skulljagger**
- \$48 Space Megaforce
- \$49 Spanky's Guest
- \$50 Spiderman / X Men
- \$52 Soulblazer
- \$53 Starfox
- \$53 Street Fighter II
- \$50 Super 16 All Stars
- \$45 **Super Buster Brothers**
- \$54 Super Combafribes
- \$50 Super Conflict
- \$46 Super Goal
- \$48 Super Mario Kart
- \$36 **Super Mario World**
- \$50 Super NBA All Stars
- \$43 **Super Play Action FB**
- \$46 Super Soccer Champ
- \$49 Super Soccer Blastman
- \$52 Super Star Wars
- \$52 Super Strike Eagle
- \$50 Super Valis IV
- \$49 Super Widget
- \$50 Super Wrestlemania
- \$50 Syvalion
- \$51 Tazmania
- \$58 Tecmo NBA Basketball
- \$50 Terminator
- \$48 Test Drive II
- \$49 Tiny Tunes Adventure
- \$48 **Tom & Jerry**
- \$53 **Uncharted Waters**
- \$51 Utopia
- \$48 Wheel of Fortune
- \$54 Where in Time is C.S.
- \$42 **Wing Commander**
- \$47 Wings II
- \$44 **World League Soccer**
- \$43 Word Tris

### Look for soon...

- \$50 Alien 3
- \$46 Allen Vs Predator
- \$55 American Gladiators
- \$52 Batman Returns
- \$50 Battle Toads
- \$56 Bushy
- \$51 Cybernator
- \$55 E.V.O.
- \$50 Family Dog
- \$56 Inland
- \$50 Kawasaki Carb. Chal.
- \$51 King Arthur's World
- \$49 Last Vikings
- \$50 Mario is Missing
- \$53 Might n' Magic II
- \$48 Outlander
- \$42 Radio Flyer
- \$50 Robo Saurus
- \$50 Spin Dizzy Worlds
- \$50 Street Combat
- \$42 Super High Impact
- \$50 Super Ninja Boy
- \$44 Super Turlican
- \$50 T-2 Judgement Day
- \$49 Toys
- \$54 Wayne's World

Many, Many more titles in stock - call for more information.





# Top Ten

## reasons **NOT** to buy Tyrants™

Because I don't like lots of action and violence.

Because why should I waste my time arming my men with everything from bows and arrows to nuclear missiles and flying saucers when a **spitwad** is my weapon of choice?

Because I am a follower not a leader and I don't want to be the most **powerful** person in the world.

Because I don't like games that offer **months and months of game play**.

Because the idea of **traveling through time** and conquering nine worlds merely tires me out.

Because I do not have a **loin cloth fetish**. Really.

Because I prefer wimpy cartridges that don't have **4 megs of digitized speech**.

Because I don't like crossing swords with **devious, conniving opponents** all ready to step on my baby toes.

Because I prefer blowing \$59.99 on a cartridge that's all talk, hype and no **action**.

Because I am not worthy of an **adventurous resource management game** that makes other carts look like girly toys.

# DON'T BUY TYRANTS IF YOU CAN'T HANDLE WORLD DOMINATION.





# FIGHT THROUGH TIME TYRANTS



DEVELOPED BY  
**Sensible**





# ELECTRONIC GAMING MONTHLY & MALIBU COMICS INVITE YOU TO FIGHT YOUR WAY INTO AN EX-MUTANTS COMIC!

## HOW TO ENTER:

Send your name, address and phone number on a postcard by September 15, 1993, to:  
Ex-Mutant Contest (EGM), 1920 Highland Avenue, Suite 222,  
Lombard, IL 60148

### 1 GRAND PRIZE:

- Win an appearance in an Ex-Mutants comic as a character!
- Ex-Mutant Game
- Ex-Mutant Signed Comic Book
- Ex-Mutant Button

### 20 FIRST PRIZES:

- Ex-Mutant Game

### 20 SECOND PRIZES:

- Ex-Mutant Signed Comic Book

### 20 THIRD PRIZES:

- Ex-Mutant Button



#### Contact Rules:

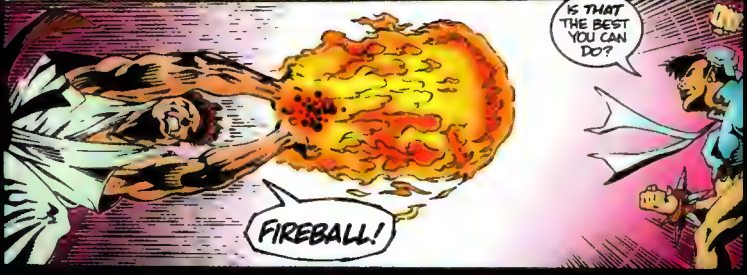
All entries must be received by September 15, 1993. EGM or Malibu Comics are not liable for lost or misdirected mail. One entry per person. No purchase necessary to enter. Prizes are not transferable. The winners will be notified by October 2, 1993. All judges' decisions are final. All prizes will be awarded and delivery will be determined by a random drawing. All state and federal taxes, if any, are the responsibility of the individual winner(s). Void where prohibited by law. All Federal, State and local regulations apply. Illegible or incomplete entries are ineligible. Employees of Sentinel Publishing Group, Inc. or Malibu Comics and their relatives are ineligible to enter. Malibu Comics and Sentinel Publishing Group, Inc. reserve the right to cancel this promotion at any time with appropriate notice. Winners' names and prize information may be used by Malibu Comics and Sentinel Publishing Group, Inc. for any promotional or advertising purposes without further compensation.





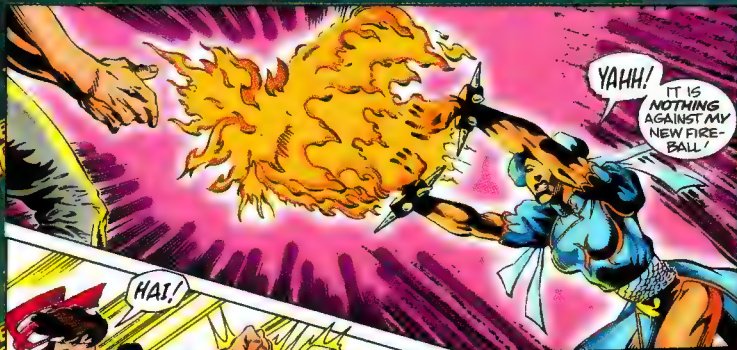
# STREET FIGHTER

**EGM EXCLUSIVE!**  
**PART 2**  
**OF A**  
**2 PART**  
**SERIES!**





STREET FIGHTER



YAHH!  
IT IS NOTHING AGAINST MY NEW FIRE-BALL!

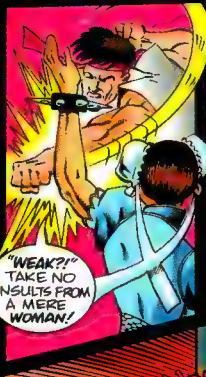


HAI!

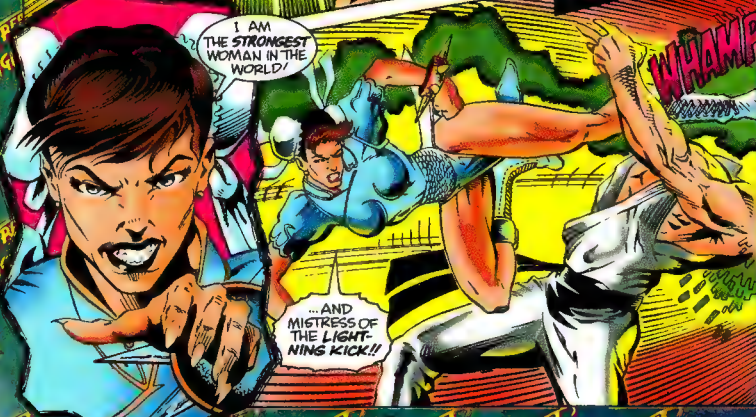
CRACK!

YOU ARE WEAK, RYU.

YOU DARE CALL YOURSELF A CHAMPION?



"WEAK?" I TAKE NO INSULTS FROM A MERE WOMAN!



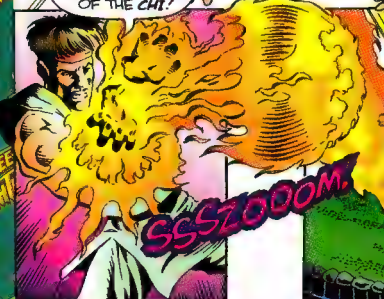
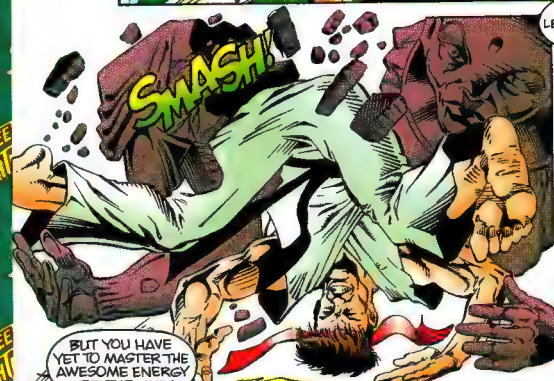
I AM THE STRONGEST WOMAN IN THE WORLD!

...AND MISTRESS OF THE LIGHTNING KICK!!

WHAMP!

STREET FIGHTER









AM I NOT THE STRONGEST WOMAN IN THE WORLD?

OOOH... I GUESS SO.



AND THE MOST BEAUTIFUL?



CHUN... MAM...

...MMM!



PLEASE, CHUN LI.

DON'T YOU LIKE...?



WE AGREED THAT WE ARE TOGETHER TO TRAIN! YOU ARE MORE BEAUTIFUL THAN EVER, CHUN LI...



... BUT YOU HAVE CHANGED IN THE PAST FEW MONTHS.

CHANGED? WHAT DO YOU MEAN?



ONCE YOU WERE LIKE THIS STREAM... LAUGHING, FLOWING AROUND LIFE...





NOW YOU ARE LIKE THIS TREE -- STRONG, FLEXIBLE... BUT YET ROOTED IN YOUR OBSESSION! YOUR QUEST FOR REVENGE AGAINST M. BISON HAS MADE YOU A DIFFERENT PERSON.

WHAT?? ARE YOU SAYING I AM UNJUSTIFIED?

HE MURDERED MY FATHER! I WILL HAVE JUSTICE!



YOU DON'T KNOW THAT! YOU DON'T HAVE EVIDENCE!

NOT YET! BUT I'VE BEEN DOING MORE THAN IMPROVING MY MARTIAL ARTS.



I HAVE BEEN TRAINING AS A DETECTIVE WITH THE HONG KONG POLICE.

I WORK WITH INTERPOL NOW.



WHAT ARE YOU SAYING?

YOU'VE ABANDONED THE WAY OF THE WARRIOR... FOR COMMON POLICE WORK?



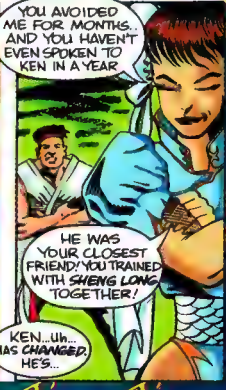
THERE'S NOTHING DISHONORABLE IN PURSUING JUSTICE, RYU!

BUT YOU WOULDN'T UNDERSTAND THAT, MR. GRAND CHAMPION! YOU ARE DEVOTED ONLY TO FIGHTING... AND IMPROVING YOUR MARTIAL ARTS SKILLS!



Oof!

THERE'S NO ROOM IN YOUR LIFE FOR LOVE OR FRIENDSHIP! JUST TRAINING!



YOU AVOIDED ME FOR MONTHS... AND YOU HAVEN'T EVEN SPOKEN TO KEN IN A YEAR.

HE WAS YOUR CLOSEST FRIEND! YOU TRAINED WITH SHENG LONG TOGETHER!

KEN...UH... HAS CHANGED. HE'S...



WE'VE ALL CHANGED, RYU.

SHE'S RIGHT. WE'VE ALL BEEN MARKED BY OUR COMBAT IN THE GREAT STREET FIGHTER TOURNAMENT.

MOST OF US CAN ACCEPT THAT.

SOME HAVE BEEN SCARRED LIKE SAGAT... SOME IN LESS OBVIOUS WAYS.

CHUN LI HAS GROWN STRONG, BUT HAS LOST MUCH OF THE JOY I USED TO SEE IN HER. AND KEN... HE HAS CHANGED MOST OF ALL!

WE DID NOT TAKE OUR FIGHTING SO SERIOUSLY THEN.

HAAAA! GREAT FIGHTERS AT WORK!

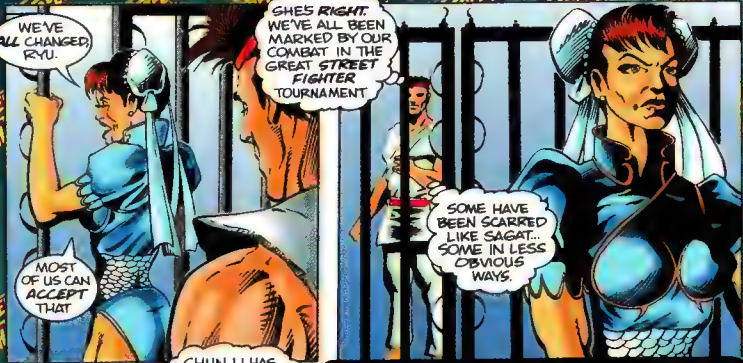
I LEARNED THIS FROM A MOVIE. KEN WHAT DO YOU THINK?

HOW ABOUT THE PREVIOUS MANTIS? THE KUNG FU GUY ON TELEVISION DOES THIS ALL THE TIME!

YOU BE THE JUDGE, CHUN LI! WHO IS THE BETTER FIGHTER?

DON'T PUT HER ON THE SPOT, RYU.

YOU CAN BE THE BETTER FIGHTER. I JUST WANT TO BE THE BETTER LOVER!



# EGM LIFESTYLES

THE WHAT'S HOT RESOURCE FOR EGM READERS ONLY

## NEWS

### A Hero is on the Way

The rumors are true! Sendai Publishing Group, publishers of the biggest and best video game mag, are making final preparations to launch *Hero Illustrated*.

Shipping in June, *Hero* will come in two versions: an EGM-sized newsstand version,

and a slightly smaller edition sold through comic shops that will be packed with such goodies as unique cards, exclusive previews, special covers, and other neat stuff that make the comic book industry so exciting.

It doesn't take a wizard to see *Hero* will be HOT.

# HERO

ILLUSTRATED

### TTL and EGM team to sponsor Bomberman '93 Play Tour

*Electronic Gaming Monthly*, and Turbo Technologies' makers of the Duo and the eminently popular Bomberman game - have announced plans for the Bomberman '93 Play Tour.

The tournament will kick off on the consumer day (June 6) of the 1993 Summer Consumer Electronics Show in Chicago. EGM readers are encouraged to participate.

After CES, the Play Tour will be held at major shopping malls in seven cities including Los Angeles, Chicago, New York, Dallas,

Philadelphia, San Francisco, and Boston.

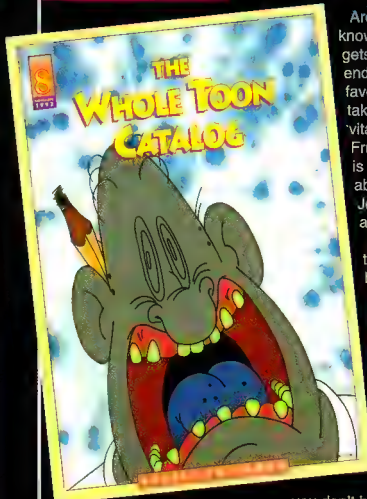
The last Bomberman tournament, held at the Winter CES, was an unqualified success. The tourney generated a huge amount of excitement as players frantically watched the finalists go head to head on a big-screen television.

"We're very excited to bring the Bomberman '93 Play Tour to EGM readers," said Terry Tang of TTL.

Look in next month's EGM for more details on the soon to be famous Bomberman '93 Play Tour.

## ANIMATION

### Toon In, Toon On, or Drop In



Are you or do you know someone who gets up on the weekends according to a favorite cartoon, takes Bugs Bunny vitamins after eating Fruity Pebbles, and is more passionate about Tom and Jerry than Bill and Al?

If any of these tendencies ring a bell, read on.

Located in Issaquah, Washington, a town just east of Seattle, the Whole Toon Access company houses a curious collection of cartoon creations. And you don't have to jump in your Mach 5 replica and

race to the Pacific northwest to see this toonish landmark.

Whole Toon Access publishes the Whole Toon Catalog. Printed twice a year, the catalog packs thousands of animated titles in its 90-plus pages.

The best thing about Whole Toon Access is its Dumbo-sized inventory. Enthusiasts can find all types of animation from mainstream Disney, to Japanese anime such as Akira, to classics like Felix the Cat and Dudley Do-Right, and even enigmatic titles like Clutch Cargo. "If it's animated, and we can get our hands on it, you'll find it listed in our catalog," said co-owner Bob Major.

Almost every title listed is available on VHS format, although a growing selection is available on laser disc. Besides the vast video



With all the neat stuff, the colorful Whole Toon Access showroom resembles something out of a Roger Rabbit cartoon.

selection, Whole Toon has more cool toys than Batman. Browsers will have trouble choosing between the now infamous Ren and Stimpy farding dolls, or Bullwinkle boxer shorts, or limited edition collectibles.

If you want to toon into Whole Toon, call them at (206) 391-8747.



## ELECTRONICS

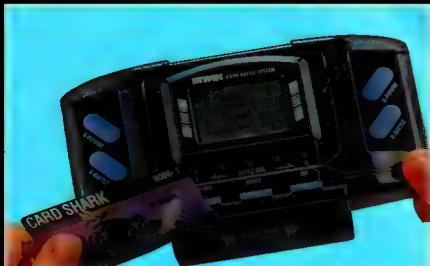
# Will Barcode Madness hit the U.S.?

Don't be surprised if you soon begin seeing kids rummaging through their parents' cupboards in search of...the ultimate warrior.

With the recently introduced Barcode Battler from Irwin, cryptic barcode information from almost any product is translated into energy points, attack factors, and defense ability. "Now when kids walk into a store, they are really walking into a castle, literally filled with thousands of warriors and weapons," said Irwin senior vice president Paul Griffith.

Kids battle each other by comparing the relative strength of their barcodes. Players can use superhero cards supplied by Irwin or create their own by cutting out barcodes from product packages and pasting them on blank cards included with their Barcode Battler. Irwin is also preparing cards featuring Marvel Comics heroes.

After the Barcode Battler's Japanese introduction two years ago, kids found that a particular soup brand had a super-powered bar code and the product quickly sold out.



The ingenious idea to convert the ever-present bar codes from more than four million different products was introduced in Japan two years ago. Its popularity almost triggered a noodle shortage.

## TOYS



Lego has come a

long way since Ole Kirk Christiansen first named his hand-painted wooden cars and animals Lego, a contraction that means "play well" in his native Denmark.

The earliest Lego brick entered the market in 1949. Since then, production has swelled to more than 11 million Lego bricks annually.

As Lego Systems, Inc. continues its growth, it has also become increasingly diverse.

Besides their staple product, Lego bricks, Lego Systems plans to open a number of Lego theme parks around the world. The company currently operates Legoland Park in Billund, Denmark.

The first park outside Denmark will open in 1996 in the United Kingdom near Windsor, and this year, the company will select a site for

# Lego for the 21st Century

the first U.S. park, which will open in 1998. The Lego company is currently looking at sites in Norton/Mansfield, Massachusetts; North Stonington, Connecticut; Prince William County, Virginia; and greater San Diego, California.

Besides theme parks, Lego Systems opened the Imagination Center at the sprawling Mall of America in Bloomington, Minnesota. The attraction showcases the creativity inherent in Lego toys, for example, features six collectible models that combine space vehicles with arctic elements highlighted by the Deep Freeze Defender.

But it is those highly versatile, brightly colored bricks that have made the Lego name famous worldwide.

Lego bricks are made of a high-quality, non-toxic plastic that will not lose its color over time. Two standard eight-stud bricks can be combined in 24 ways. Six eight-stud Lego bricks can be combined in nearly 103 million ways. More than ever before, Lego bricks can be combined to create more diverse models and fantastic worlds.

Their Ice Planet 2002 line,

for example, features six collectible models that combine space vehicles with arctic elements highlighted by the Deep Freeze Defender.

The Dragon Masters collection features a fire-breathing dragon in his den, a magician's workshop, and even an entire fortress.

Another intriguing product, the Skulls Eye Schooner contains more than 900 interlocking pieces and includes such details as cloth sails, two working pulley systems, and a compass that really turns.

All of the kits have Lego's well-known built-in flexibility.



and features 60 large-scale Lego models, and play areas for children to play with Lego bricks.

# Turok's Return Marks Valiant's Rise

Before hailing Valiant's re-introduction of Turok: Dinosaur Hunter, a brief history of this unique character is necessary.

Turok follows in the footsteps of two other popular Valiant titles, Magnus Robot Fighter and Solar. Like those two characters, Turok first appeared in Western Publishing Company comic books in the 1960's.

Magnus was the first Western character to resurface in the pages of a Valiant comic book roughly two years ago. Nearly four months later, Solar debuted.

But it is Turok who occupies a special place in comic book history.

"Turok has generated a great deal of interest in the Native American community," Jim Perham said. "When he first appeared in the Western Publishing comics as Turok: Son of Stone, he was really the only Native American in comics that was treated with respect."

Although many comics back then were considered hokey by today's standards, Turok stood apart. His roots could be traced to the Plains Indians of the 1880's.

John Hartz, vice president of marketing for Valiant, believes the Turok title and character stand for something special. "Turok holds a special place in the eyes of creative people in comics because they remember those great painted covers and the incredible line art of Alberto Giolitti," he said. Hartz asserts Turok is also

appealing because "It is so open to interpretation, creative teams can do an action/adventure story such as Turok vs. dinosaurs; or some kind of political story dealing with the plight of Native Americans; or even an ecological story on the impact of dinosaurs in today's environment."

From potential storylines like these, it's apparent

Turok has much more underlying substance than your typical comic book superhero.

"Turok is kind of like the Batman in that you can interpret him artistically and through writing in a number of different ways, but he will always remain intrinsically Turok," said Hartz.

Despite his depth, Turok also has a very basic appeal

for comic fans. "You have cool elements, things we liked as kids: Indians and dinosaurs," said Hartz."

Turok #1 writer David Michelene pre-dates the storyline from Valiant's XO comics #14 and #15 where a nest of "bionsaurs" - dinosaurs pulled through time to 1992 and given a bionic implant - was destroyed by Turok and XO under Times Square in New York City. Turok #1 is set in 1987, with the first few issues filling in what happened during the last five years.

During this period, Turok has difficulty adjusting to not only the technology of the modern world, but also to the prejudices and injustices suffered by his people.

In issues #4, through #9, the storyline will follow Turok through his battles with the bionsaurs. It will also deal with issues confronting Native Americans in today's society.

Hartz expects sales of Turok to exceed one million, which will make it the best selling Valiant comic book ever.

To honor his return, Turok #1 is highlighted by a hybrid chromium and foil embossed cover. The brilliant drawing of Bart Sears and inking by Randy Elliot is embellished by a cover that is truly unique in an industry deluged with "special covers."





## Last Action Hero Should be a Blast

With a number of mega-budget movies ready for summer, Arnold Schwarzenegger should be a big winner for his action-adventure-fantasy film that is a satire of his earlier work.



Sparked by an unprecedented advertising gimmick, the *Last Action Hero* has the potential to out-gross some of the actor's other cinematic juggernauts



including *Terminator* and *T2*. Furthermore, an unusual ad campaign should give Columbia Pictures, the film's distributor, a unique advantage when megapics including *Jurassic Park*, *Cliffhanger*, and *Super Mario Bros.* debut this summer.

NASA and a consortium of corporations sponsoring the first commercial space mis-

on the main fuselage of the rocket and booster rockets as well as on the payload, which will orbit the earth for a minimum of two years conducting microgravity experiments.

The program also features a 900-number through AT&T (1-900-ROCKET). Callers can leave a message that will be sent into space. Also included is a sweepstakes in

The *Last Action Hero*, with hype that includes even a rocket launch, will be one of the summer's blockbusters. Starring Arnold Schwarzenegger as Jack Slater, an otherwise invincible juggernaut, Slater's movie world is shaken up when an 11 year old boy is blasted out of his theater seat and into the movie.

marketing and distribution said, "Thematically, we think the ad is highly appropriate, in that both the main characters of the movie are transported from one world to another. We're also obviously excited about breaking new ground in the advertising world. And we're thrilled to help underwrite valuable commercial and

academic experiments that very likely will help improve the quality of our lives."

The *Last Action Hero* stars Schwarzenegger as Jack Slater, a movie hero that has never lost a battle on the big screen. But when an 11-year-old boy named Danny is magically transported into Slater's movie, the adventure begins.

Teamed with his favorite action hero, Danny gets to live out his wildest fantasies as he crashes cars, flies through windows, and takes on the bad guys in a movie world where anything and everything is possible.

Things get complicated when the movie villains escape to the real world and Slater and Danny must follow. But as Slater deals with the fact that he is a product of a Hollywood screenwriter and now finds himself in Danny's world, where punches hurt and a gun can spell death, he proves he's a true hero.

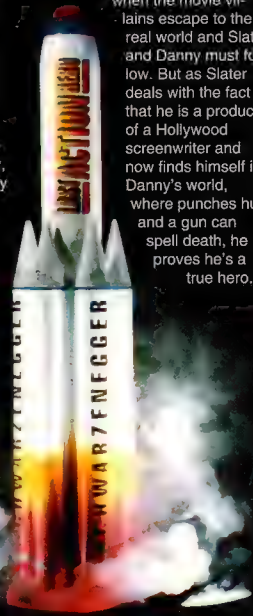
**Columbia Pictures pulled off a marketing coup when NASA announced its bid was selected from dozens of consumer advertisers to be the first advertiser in space.**

sion in U.S. history chose the film to be the first advertiser in space - a slot coveted by dozens of consumer advertisers.

Details of the program include: advertising exposure of the *Last Action Hero*

which two grand prize winners, together with Schwarzenegger, will push a button that launches the rocket into space.

Sid Ganis, executive vice president of Columbia Pictures and president of



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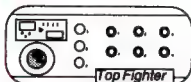
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5. Shinobi 3	47.50	4. Cybernator 53.50
		5. Fatal Fury 56.50
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Street Fighter 2	59.50
GEN	
1. Desert Strike	32.50
2. Madden '93	39.50

*"If you don't see it, CALL!"*

MEGA C/D	P.C. ENGINE	FAMICOM
1. Mortal Combat	1. Winds of Thunder	1. Dead Dance
2. Dark Wizard	2. Friend Hunter	2. Ranma 1/2 p. 2
3. Switch Adventure	3. Gunbusters Vol. II	3. Dragon Ball "Z"

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Terminator	\$52.00
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Super Star Wars	\$52.00
Star Fox	\$54.00
Super Conflict	\$52.00
Tecmo NBA Basketball	\$56.00

### NEO GEO

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### Coming Soon.. (SNES)

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- Magic Johnson
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- Vikings
- Tazmania
- Dungeon Masters
- Yoshi's Cookies
- Mup Football
- Mech Warrior
- Final Fight 2

### GENESIS

Flash Back	\$56.00
Fatal Fury	\$54.00
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## Contest Winners

### Star Wars Contest

Help us Obi-Wan Kenobi!  
The correct answers to our  
Star Wars contest are:

- 1) B   2) A   3) A  
4) C   5) B   6) C

Here are the rest  
of the winners and thanks  
to all those who entered:

#### First Prize - Darth Vader Mask:

Deshawn Bullinger, Chicago, IL; Stanford O'Brien, Rock Island, IL; Kirk Waterstram, Johnstown, PA; Rich Brandt, Wexford, PA; Jeremiah Colonna-Romano, Stow, MA.

#### Second Prize - "Making of Star Wars" Video:

Jo Thompson, Santa Rosa, Ca; Claude Barklay, Bartow, Ca; Greg Simi, Oakland, Ca; David Ferguson, Atlanta, GA; Matthew McGinn, Alexandria, VA.

#### Third Prize - Star Wars T-Shirt:

Abigail Delk, Ashboro, NC; AnthonyBrowski, Stevensville, MI; Theodore Dobson, Scotsdale, AZ; Max Cookson, Inola, OK; Cynthia Hildebrandt, Bridgeman, MI; Shaun Abraham, Carrollton, TX; Willie Rendon, El Paso, TX; Dom Carlucci, Newtown, CT; Darren Duvall, Riverdale, GA; Guy Taylor, Atascadero, CA.



Jeffrey Crosno of  
Coconut Grove, FL. is the  
Grand Prize Winner. His  
face will appear in Super  
Empire Strikes Back!

### Andre Agassi Contest

Game, Set and Match to Donna Swope of Littleton, CO. She is the Grand prize winner in our Andre Agassi contest. The Correct answers to our questions were:

1. A - England; 2. B - Forehand; and 3. C - American Indoor. As Donna wins a leather jacket with the image of the Andre Agassi tennis box embossed on the back.

#### First Prize - Andre Agassi Tennis video game from TecMagik:

Jillian Paul, Palmyra, PA; Butch Alexander, Gilmer, TX; Loren Post, Ewa Beach, HI; Art Sauve' Kenner, LA; Fred Bianchini, Mt. Vernon, WA; Juanita Lewis, Greensboro, NC; Josh Fraase, West Fargo, ND; Laurie Griffith, Southfield, MI; Jonna Richison, Gainsville, MO; Denise Schorr, Plymouth, MN.

#### Second Prize - Andre Agassi fanny Pack:

Seth Laursen, Escondido, CA; James Wurtz, Astoria, NY; Richard Dublin, Columbus, OH; Marti Brown, Benton Harbor, MI; Scott Oakley, Manikan Sabot, VA; Diane Daily, Baltimore, MD; Patrick Mills, Scranton, PA; Elizabeth Wright, Washington, GA; Anne Segura, Gilbert, AZ; Karen Morphis, Woodland Hills, CA; Doug Vybiral, Houston, TX; Joseph Milak, Franklin, NJ; Bernard McAuliffe, Fishkill, NY; George Fitts, W. Columbia, SC; Marlene Motola, Los Angeles, CA; Harriet Ferguson, Charlotte, NC; Willard Prevost, Hamlin, NY; Linda Litalien, Bridgewater, MA; Jim Macicha, Lakeland, FL; Gail Weider, Winston, CA; Betty Babcock, Congress, AZ; Yolanda Hale, Danville, IL; Thomas McClendon, Honolulu, HI; Colleen McHugh, Belmont, CA; Dan Gauvin, Bangor, ME.

Congratulations to all the winners and  
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- Heath Stevens 9,999,990
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- Justin Mullins 9,999,990



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### TMNT: The Hyperstone Heist All entries by June 15. WIN BIG WITH EGM!!

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ARCADE SNES NINTENDO

Game	Score
Adam's Family	1,034,200
Adventure Island 2	272,040
Batman	6,802,500
Battletoads	899,999
CastleVania	899,990
Double Dragon 2	9,999,990
Dr. Mario	1,026,600
Goofy's	11,111,210
8 Eyes	10,172,458
Iron Sword	1,314,416
Marble Madness	147,110
Paperboy	191,500
Rampage	42,999,983
Road Blasters	999,999
Robocop	112,081
Spoon	12,012,210
Super Mario Bros. 3	9,999,990
Tetris	899,355
T.M.N.T. 3	934,600

Game	Score
Act Raiser	151,900
Contra 3	9,999,999
Final Fighter 2	2,712,343
Flit Fighter	1,777,510
Simeon's Flight 2	1,191,100
Super Adventure Island	659,000
Super R-Type	9,999,900
Super Smash T.V.	57,897,125

Game	Score
1943	2,947,390
Aster Burner	68,588,990
APB	1,002,324
Diner(PIN)	89,220,000
Double Dragon	148,860
Hard Drive	529,600
Klax	3,205,000
Outrun	49,050,270
Street Fighter II	Finished
Super Contra	10,640,310

Player
Stephen Krogman
Edouard Charbonneau
Jeff Arensmeyer
Jason Klingler
Jeff Adkins
Edouard Charbonneau
Richard Sauther
David Wright
Kelly McKenzie
Jeff Adkins
Jason Turka
Glenn Stockwell
Stephen Krogman
Ralph Barboglio
Jason Turka
Glenn Stockwell
Sergio Sluger
Richard Sauther
Rick Lico

Player
T.J. Rappell
David Wright
Mike Mullins
Carlton Barnes
Francis Ibanaz
Jeff Adkins
David Rumsey
Christopher Sims

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

TURBO GENESIS SEGA

Game	Score
After Burner	13,572,900
Altered Beast	234,400
Black Ball	999,900
Double Dragon	627,000
Moonwalker	21,020
The Ninja	1,924,650
Pro Wrestling	996,400
Rampage	993,155
Rastan	21,139,200
R-Type	1,128,500
Shinobi	1,165,750
Space Harrier 3-D	40,888,900

Game	Score
Batman	1,342,200
Buster Douglas	23,554,640
Castle of Illusion	29,218,000
Curse	16,560,200
Desert Strike	2,721,500
Ghouls & Ghosts	6,195,100
Galaxia	1,791,041
Ikussha	155,997,200
Rolling Thunder 2	2,682,810
Sonic the Hedgehog	9,999,990
Streets of Rage	999,990
Toe Jam & Earl	999

Game	Score
Allen Crush	999,999,900
Bloody Wolf	35,764,000
Cyber Core	9,999,900
Dragon Spirit	639,670
Fighting Streets	1,890,900
Galaga 90	1,504,140
Klax	3,460,750
Monster Lair	561,090
Ninja Spirit	99,999,200
Parasol Stars	83,965,520
R-Type	999,800
Splatterhouse	89,999,900
Super Star Soldier	13,442,900

Player
Christopher Sims
Alex Stamos
Rob Stegmann
Todd Feller
Vince Tennant
Vince Tennant
Vince Tennant
Christopher Sims
Christopher Sims
Brian Gaudreault
Todd Bustillo
David Flores

Player
Christopher Sims
Richard Sauther
John Staley
Jeff Yonan
Tony Constantini
Richard Sauther
Jim Hakola
Teddy Meadows
Curtis Clare
Brian Herrmann
Jamison Scott
Richard Sauther

Player
Barry Bowman
Rikky Graham
Joah Winter
Randy Lewis
Dennis Crowley
Jeff Yonan
Jonathan Paleologos
Paul Cinker
Mike Curran
Justin Hawthorth
Chris Nygard
Chris Nygard
Jeff Yonan

Rules - All scores on TMNT: The Hyperstone Heist must be received by June 15, 1993. If maximum scores are reached, a drawing of all maximum scorers will be conducted to determine prize winners. All scores must be submitted on official Team entry forms and accompany a legible photo. Void where prohibited. Send SASE to High Scores, 1920 Highland Ave., Suite 222, Lombard, IL 60148 for an official entry form. One winner per household per year. Score rollovers will be treated the same as maximum scores. Decisions of the judges will be final.

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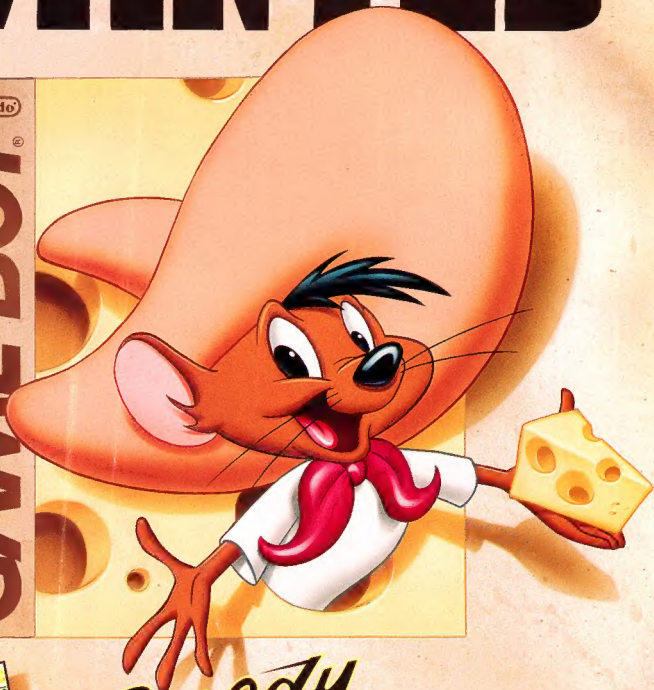


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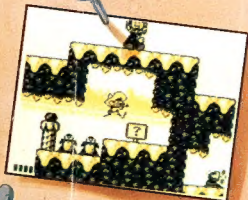
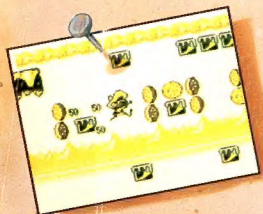


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