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You've just boarded Hook's ship. Your blood is pumping and a chill races down your spine. You're about to do battle with the most infamous pirate of them all, Captain Hook, the fiend who's kidnapped your children and sworn never to let them go. Suddenly Hook spots you and in one leap is at your throat. But with a quick spin you take flight over the sail and with a single thrust almost pin him to the mast. As Peter Pan, this is the fight of your life. Everything that came before — your duel with Rufio, your dive to the ship wreck, even your battles against the pirates and creatures of Neverland — are nothing compared to this moment. Hook, the video game. Multiple levels of incredible excitement. Fantastic graphics. Available now for NES and GameBoy. Get Hook. Before Hook gets you!
DEPARTMENTS
8 Insert Coin
12 Letters to the Editor
24 Review Crew
40 Software Calendar
44 Gaming Gossip
48 EGM Express
56 International Outlook
70 Tricks of the Trade
92 Next Wave
108 Super NES Times
128 Nintendo Player
148 Outpost: Sego
166 Turbo Champ
174 GameBoy Fan
178 Atari Lynx
192 High Scores

FEATURES
48 EGM Express
Tons of new technology will be coming your way!
Check out the schematic for the SUPER NES CD-ROM, the specs on a new
top secret Electronic
Arts/Matsushita all CD-ROM game system, the
whole story, with pix, on the
Capcom SF2 controller, the
latest info on the new
GameBoy Game Genie from Galoob, and more!

Find out about the 21 MHz. coprocessor being built into the S-NES CD-ROM!

182 Super Play
Those two club carrying, Stone Age, dino fighters
Joe & Mac are here, and they are ready to save the
cave babas! Pour over four pages of incredible
strategies and maps that will lead you through the
many levels of prehistoric lands and seas Part 1 of 2

108-180 Fact Files:
Super Nes Times:
Teenage Mutant Ninja
Turtles 4, Wings 2, Hook,
Super Bowling, Super
Soccer, Battle Blaze,
NCAA Basketball, Magic
Johnson's Super Slam
Dunk, Combattripes
Nintendo: Dragon
Strike, Mr Gimmick
Sega Genesis: Bart vs
The Space Mutants,
Shining Force, Barcelona '92, Side Pocket, Dragon's
Fury, Slime World, Fighting
Masters
Turbo Champ: Bonk 4, Falcon
Game Gear: Aerial
Assault, Barcelona '92
Neo Geo: Last Resort
GameBoy: Jeep
Jamboree, Hunchback,
Square Deal, Roland's
Curse 2
Atari Lynx: Lynx
Casino, Double Dragon

162 Advertiser Index
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GAME GEAR

CIRCLE #193 ON READER SERVICE CARD
SOMETHING FUNNY HAPPENED ON MY WAY TO THE CONSUMER ELECTRONICS SHOW...

As all die-hard EGM readers know by now, the Consumer Electronics Show is the definitive showcase for everything new in video games. Both good and bad softs receive equal attention in the spotlight of new products at the CES, providing gaming editors like myself with an unparalleled opportunity to see into the future and last firsthand what promises it holds.

It's also a decent place to pay twelve bucks for a pizza in a cafeteria with inadequate seating.

But what's more important than the open bazaar spirit of the show is the ways in which it consistently year after year, manages to instill new faith in the video game industry to those who are lacking, and focus even stronger attention on those products that are worthy of additional attention. It also provides EGM with a chance to visit the 100+ booths and display areas throughout the convention hall and surrounding hotels to snap the first pictures of the games you'll be playing tomorrow. In short, the CES not only succeeds as a trade show that caters to the movers and shakers in the video game industry that get the highest titles from computer stores to store shelves, it also provides a unique chance for video game publications to pass on a sneak peak at what's just over the horizon.

But something funny happened on my way to this year's show. The organizers of the CES decided to unlock the doors which had, since the show's inception, kept the public from getting a direct look at what the future had in store for all of us. The 1992 Summer Consumer Electronics Show will be open to everyone—and everyone will be highly surprised to see just what the CES is all about.

For the game player it will undoubtedly prove to be the ultimate video game wonderland. Those lucky enough to attend will be privy to the first information on hot titles like Street Fighter 2, Turtles 4, Batman Returns and Sonic 2. You'll also see the American version of the Mega CD-ROM drive for the Genesis In action and get special screenings of the GameBoy Game Game, Sony Play Station and new TTI Duo game machine. The CES will provide all who attend with the sensation of exactly what it's like to be the editor of a video game magazine. Even though our editors have played many of the biggest titles for months, there will still be many more softs and hardware previews that the EGM cameras have never been exposed to before.

And for those of you who do attend, you can sure bet that EGM will be there on the floor with you! In addition to passing out preview copies of the July edition of EGM to qualified readers, our booth will contain many other special surprises ranging from a Street Fighter 2 competition (with a Street Fighter 2 arcade game and Street Fighter 2 Super NES carts as prizes) to a sneak preview of what is sure to be one of the hottest video game magazines ever produced! In short, EGM is as excited to see you coming to the CES as you are, and we won't disappoint!

And for those of you who can't make it to the Chicago party, don't worry! The EGM cameras will take in every new game, just as we've done in the past! We'll also deliver all the excitement from the show next issue in a special 2-page collector's magazine that highlights everything video games have to offer in the months to come! We look forward to seeing you!

STEVE HARRIS
PUBLISHER
Wipe the smile off this face!
(And maybe a few of your friends, too!)

Here's your chance to wipe the smiles off those annoying happy faces once and for all! In FaceBall 2000, "Have a Nice Day" takes on a whole new meaning—in first-person perspective, with 3D graphics and 360° maneuvering!

Get into your Game Boy...
And we mean into! FaceBall 2000 is a new virtual reality game. You don't just see your character, you are your character. Feel like you're actually inside your Game Boy as you move through CyberScape's more than 70 treacherous mazes—or the Arena, in fast-paced rounds of high-tech combat.

Bring your friends along!
Sure. You can take on the Smiloids alone, but with your Game Link™ cable or Four Player Adapter, those faces can belong to your friends! Play one-on-one, two against two, or free-for-all!

It pays to play together.
Don't miss your chance to get up to $5 back with our multiplayer rebate! You'll find all the info inside your FaceBall 2000 package when you open it up for the game of your life! But hurry. Some of your friends might be buying FaceBall 2000 right now. If they get in too much practice without you, the smile that gets wiped might be your own!

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Bulls vs. Lakers raises pro basketball to new heights. With twice as many teams: all 16 of the 1991 NBA playoff contenders plus both All-Star squads. More signature moves and more tasty dunks than a donut shop. Better defensive control and shot blocking. Even the exclusive EASN "T" Meter to help you sink those critical free throws.

And, of course, you get to play with the best guys ever to lace up a pair of hightops: High altitude acrobats like Jordan, Drexler, Kemp, and Malone. Dead-eye shooters like Bird and Mullin. Rebounding monsters like Barkley and Hakeem.

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Start with all sixteen teams. From there, the action only gets more intense. Establish your inside game. Hit a few treys. Play tenacious "D." With the right moves and a little luck, you just might advance to the championships.

As you'd expect, EASN covers every bounce of the ball. Capturing every brick that clangs off the rim, every squeal of $159 sneakers on hardwood.

The network's expanded coverage includes instant replays of everything that happens on the court. Timely stats. Scores from other games. Highlights. Even the EASN pre-game and half-time show.

Jump at this chance to join basketball's elite. Visit your local EA dealer or order by phone any time: (800) 245-4525.

And play with the champions of the NBA.
INTERFACE: LETTERS TO THE EDITOR

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

STREET FIGHTER 2 FEEDBACK...

O.K., this time you guys have really outdone yourselves. And I'm not just saying this to get into your mag either. But anyway, I just wanted to let you guys know that you're doing a great job on covering the arcades and reviewing the games that EVERY-ONE likes. Oh sure another meg could cover SF2 with a couple of pictures, but you guys did e whopping 15 pages on it!! How did you get so much information in just one issue when no one even talked about it?

Craig Wilson
Fort Lee, NJ

I had to write to you guys to compliment you on your SF2 coverage in the April issue. You guys had the first in-depth coverage of the mega-hot SF2 for the S-NES. As far as I'm concerned, EGM rules.

Jerett Blaekey
Campbell, CA

Honestly I love your magazine and I love your reviews and it blows every other mag away. But frankly for about the last 6 or 7 issues something is really pissing me off. I am sick and tired of hearing about SF2. You spend too much time on that "16 meg wonder". If you ask me it is a mindless punching, kicking game with an old idea with a couple of neat tricks. Spend your time on other stuff like Genesis not the S-NES.

John Mullin
Bayport, NY

I just called Capcom and I got disappointed. Since I heard about SF2 Champion Edition, I wanted to know what system it would be coming out on. They said it would NEVER be coming out for any home system. They also said that none of the new features of the Champion Edition were put into the S-NES version. You have always been able to get the straight scoop, will the Champion Edition ever come out?

Alex Rogue
Hialeah, FL

The world's most popular game has to be SF2. I can't count the hundreds of dollars I have poured into the arcade machine. Then last month I saw your great 16 page insert on the game and I decided then and there that I will sell my Genesis and buy a S-NES. This game is hot. While I applaud your extended coverage of the S-NES game I can't help but wonder if you being paid by Capcom to hype it up. What causes me some concern is the fact that none of the other magazines have had the coverage that you have. Sure, Mr. "I won't publish it till it is in the WorldBook" hasn't done anything on it, as expected, but I find it hard to believe that the other 2 mags haven't done anything on it at all. Explain yourself!

Daryl Stenberg
Kinnelon, NJ

I noticed that you made an unusual statement in your April 15 page blow-out of SF2. You wrote in Guile's stats that he served in the Special Forces in Vietnam and, that he was born in 1960. The last American troops were pulled out of Vietnam in 1975 when Guile was only 15. Did you guys make this up?

Josh Raymer
White House, TN

(Ed. The reader response to our lengthy SF2 coverage has been phenomenal! Well over 99.9% of the letters were in favor of it and we really had to search long and hard through the mailbag to find a negative letter like John's.

We here at EGM are gamers and we like to believe that we can tell if a game is good or bad. SF2 is better than good, it is spectacular, and when a game is that good we want to tell everybody, everything we can about it. In this case it took a special trip to Capcom to do it.

Here is the scoop. As you can guess the security on this game is intense. Back in February there was only one copy in the U.S. and it was at Capcom; and it was to stay at Capcom. There wasn't any exclusive granted as all of the magazines could go there to play the game and take photographs. Two mags were just a short distance away and we were 2,000 miles away. Distance aside, it didn't take too much to convince Steve to let us go. The rest is history - a lot of photos, a couple of interviews and 15 pages in the April issue. We can't say why we were the only mag to cover it in detail. Perhaps after it is out in the stores...

There is no hard evidence that SF2 Champion Edition will be coming to any home system. You name the rumor and we've heard it also - Mega CD, TurboGrafx CD and even the Lynx! As of this point in time (there may be some Big surprises at CES) there is only one home version and it is the S-NES game.

We noticed Guile's age discrepancy when we got the text from Capcom on the player profiles. Unfortunately the profiles were created by Capcom of Japan and, even to this date we don't know why they showed him as a 'Nam vet at age 15.)
COOL

If you're into awesome action, these three Arcade Classics are so hot they're cool! Just think of it! All the great elements of the coin-op versions are now yours to enjoy on your Game Boy.

Missile Command® is non-stop action. The 16 great cities of the earth are under attack. Your job? Blast enemy ICBMs, stealth bombers, satellites and other SCUDly forms of intercontinental evil.

Asteroids® finds you sweating bullets as asteroids hurtle straight at you. Quick! Use your hyperwarp engines to streak out of danger while you blast fierce enemy ships and asteroids with your missiles.

Centipede™ will make your skin crawl as you pull the trigger on waves of centipedes, spiders, fleas and scorpions. All swarming at you past eerie black mushrooms. Coming this summer.

Each of these megahits has multiple skill levels. Choose either single player action, or two player alternating. For Asteroids and Centipede use Game Link™ to connect two Game Boys for two player competitive or two player cooperative.

To order these great games visit your favorite retailer or call 1-800-245-7744.

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The best in entertainment software™
You think you can handle Ogopogo, kid? If you and dice you, there are 200 or so who'll be glad to have you.
You?
huh? Well, if he doesn't slice so other voracious creatures you for lunch. Burp.
APRIL FOOL...
You guys are brutal. I was about to head down to the local arcade to spend BIG money to fight Sheng Long when I realized that no state is abbreviated "HA". Being from Hawaii saved me from bankruptcy. It was pretty funny seeing all the other SF2 junkies futilely trying to get through 10 perfect rounds with M. Bison, though. Cruel, too cruel. Yet funny in a sadistic sort of way.

Jeremy Niwa
Honolulu, HI

I just had to write you about your April Fool's trick. It has to be Sheng Long. I believe that this to be this year's prank (and perhaps the prank of the decade)! The key is in the pictures. In photo 1, when time expires Ryu is no longer in his fighting stance, but stands with his arms folded. Also the LAST place Ryu and Bison would end up after a draw would be their exact starting positions. Photo 3, When looking at the spire on top of the building behind the "E" in Sheng Long, it has completely disappeared. One should see a partial piece of the spire through the "E" Finally, although Sheng Long appears no larger than Ryu his shadow is the same size as Bison's. Am I right?

Grant Kumagai
Scarborough, Ontario

(Ed. This is just a sampling of the letters we received on our April Fool's contest. Not everybody guessed the SF2 pix as the joke though. Out of the thousand + letters we really got some strange entries. Some of the interesting, but incorrect guesses include: the Lenua Next Wave; one of the Camerica ads; the Game Gear on TV EGM Express; the Take the A Train international file and the whole Power Punch fact file. Until next April...)

RGB ON S-NES...
A few months back you talked about a company which would make RGB cables for the Genesis system. At that time you stated that S-NES cables would be out in the near future. I don't remember the company and are the cables ready now? My monitor (Commodore 1084) doesn't have a Super VHS input otherwise I would use that Super Nintendo cable. Can you help me?

Patrick Knies
Little Rock, AK

MEGA CD COMPATIBILITY...
I am very upset about what I read in the February issue of EGM regarding the Genesis Mega CD drive. Twice in your magazine you mentioned the fact that the old Altered Beast [Gen- esis] systems will not be compatible with the Genesis Mega CD. For owners like myself who bought the system when it first came out, Sega has made it impossible for us to utilize these new drives. Does Sega really expect us to shell out $300 to $370 for their CD drive, then spend another $150 for a second system?

Scott Gordon
Reston, VA

(Ed. Sorry if we didn't make the point clear Scott, but we didn't say that the old Altered Beast Genesis system wouldn't be compatible with the Gen- esis CD-ROM. Rather, we stated that the [Japanese] Mega Drive Mega CD-ROM would not be compatible with the Genesis game system. Sega of America has every intention to make sure that all U.S. Genesis sys- tems (both the old Altered Beast and the new Sonic systems) will be compat- ible with the new Genesis CD- ROM.)

THE MISSING GUY...
Yo! There is a burning question that I just absolutely need answered! In a heck issue of EGM you stated that there was a game called Final Fight Guy. It had the one missing dude from the S-NES version that was in the arcade game. Is this cart just a res- sure of Final Fight? Will it be 2 player? Will Haggard and Cody be in it too?

Daryl Brownell
Toledo, OH

(Ed. Uh...thanks for the compliment. I think. Any way, you can always count on EGM to get out the very latest in the hottest tricks and passwords. One note of caution. Don't expect them to be excited about getting passwords After they got nailed for running our 'set-up' David White code they are now a little gun shy about doing it again.)
The Master of Adventure!

Master Higgins is back in his wildest and greatest adventure of all! He leaps into action to defeat an army of guardian animals and monsters that protect the evil wizard, Dark Cloak! Join Master Higgins as he reaches new heights of excitement on his high flying skateboard. Speed through underground caves in a crazy mine car ride! Go from dangerous tropical shores to the belly of a whale - all in search of his final battle with the wicked sorcerer.

- Secret Bonus Rounds restore power and award points to our high jumping hero!
- Terrible traps and gigantic villains await your next move!

Now available for Super NES, the Nintendo Entertainment System and Game Boy!
WHERE IS?

My hands are trembling as I type this. I just sent off a letter to you a few days ago, but I just got my hands on your phenomenal May issue and I must thank you for giving me a reason to go on living.

In the May Issue your coverage of Techno Soft's Thunder Force 4 absolutely floored me!! They are the greatest video game creators on the planet, and I am confident that their masterpieces will be released in America. I have asked before, but why has Elemental Master not been released? It is so perfect! What is the problem? Please do an article on the life and times of Techno Soft. Please clue us in on the situation.

Michael Owens
Walls, MS

(Ed. As you know, Elemental Master hasn't been released in the U.S. yet. When it first came out in Japan it sold quite well. However, it appeared at a time when everybody was bringing out a new shooter and TechnoSoft just didn't think it would do very well in the U.S. If you really have to have the cart you may want to order it through one of the mail order companies. It is quite old and you should be able to get it for a good price. Thunder Force 4 is very new. We were only able to get our hands on a few screen shots and it is still too early to tell if it is going to live up to the Thunder Force tradition. Also, since it is so new no plans for the U.S. market have been made. It may appear at the Summer CES, and if it does you can be sure we will be there with our cameras.)

UNFAIR TO CANADIANS?

I am writing to you about your video game high scores. Way back in your October issue you said that you didn't put any restrictions on Canadians in your contests.

But the fact that we must include a S.A.S.E. to get our official contest order form puts a restriction on us Canadians because there is no stamp in Canada that I can use that will work in America.

To top it off, I was real mad when I received my February issue and found that I would have won third prize in Castle of Illusion as my score was over 2 million. I hope you can solve this problem not only for me but everybody who lives outside your country.

Nathan Hortness
Petawawa, Ontario

(Ed. Sorry to hear that you missed out on winning one of our contests just because of a stamp! There is a real easy solution to your dilemma (and anybody else's in the world). All you have to do is go to your local post office and ask for an International Reply Coupon. Tell them that you want the equivalent of airmail postage from the U.S. to your country and they will advise you as to how many I.R.C.'s you will have to send.)

MEGA CD...POPULAR?

Let me start off by saying these few, basic words, EGM Rules. There's no doubting it; you guys have all the info and pictures before anyone else does. Like many I am eager to purchase the long awaited Sega Mega CD-ROM machine. It'll give the competition, no sweat. It looks as if it is doing pretty well in Japan, but no magazine has yet confirmed its holding place on the market. Is it not doing as well as it was expected? Or is it topping the competition? Since you guys have all the right answers with no lies included, I thought I'd bring my question to your attention.

Christopher Friedberg
Bensalem, PA

(Ed. I wish I had good news to report Chris, but the honest truth is that the Sega's Mega CD-ROM is not doing that great in Japan. It started out hot with the first batch of units selling out in a few hours. There were a couple of pieces of software in the stores when the system came out but the new software stopped. Without good games, the system's popularity declined. During our last trip to Tokyo in March, we were very amazed to see the Mega CD heavily discounted and selling for about $250. All of the Japanese licensees are working on Mega CD software, but when the next generation of software appears in the stores later this year, it is very likely that the system's sales will pick up again.)

NEW AT THE ARCADES...

You guys are the greatest! I remember a while back you hardly ever covered the arcades and another mag had the coverage (albeit 4 months old). Now you are easily the number one mag, as demonstrated by your Street Fighter coverage. The others are now chasing you. Has there been any new developments beyond 32 bit machines that we should know about?

Sidney Sterberg
Canton, OH

(Ed. Sega has just demonstrated some new technology which should help make certain simulations (especially driving games) even more realistic than the current Rad Mobile etc.

This new system incorporates 3 boards in one. The first is simply called Model 1; the second a CG (Computer Graphics board) and the third - a modified System 32 board.

The Model 1 is a practical (and economical offshoot) of their Virtual Reality concept.

The CG board is an ultra fast processor which can handle 120 megapixels per second and 16 million colors. This represents an image about 4 times as detailed as previously was possible.

The modified System 32 board now includes the ability of handling two "Wide Vision" (using the new 16:9 aspect ratio) 36 inch monitors side-by-side simultaneously!

Whew! The first game to use all of this is called "BV" (for Beautiful Vision). This is a super real formula racing game that you can use all others away.

In other news Sega recently showed a new System 32 game, Golden Axe. Revenge of Death Adder

Sega's new Model 1 system board
AUTHENTIC, F-1 ACTION DOWN TO THE LAST DETAIL!

RACE AGAINST TIME OR AGAINST A FRIEND FOR THE WORLD CHAMPION TITLE ON SIXTEEN OF THE HOTTEST RACEWAYS OF THE INTERNATIONAL CIRCUIT!
MEGA CD ROM UPDATE...

I am beginning to get very concerned about Sega, its games and the new Mega CD-ROM. What really bothers me is the fact that YOU, the editors of the number one game magazine have heard nothing! Does Sega still exist? Please find out what is new and tell me something?

Nathan Maas
Brooklyn, NY

Help! I need information! All my friends are revving about how great the new Super Nintendo CD-ROM is. They are talking about specifications that are better than the Mega CD. How can this be? You are no better! First you were bragging about how good the Mega CD specs were and now it seems that you are taking Nintendo's side. Are you a fair weather fan and side with whatever is newer and more newsworthy? I haven't seen anything new about the Mega CD in your elite magazine in months. Do something!

Bryron Snyder
Spokane, WA

I want to compliment you on your great Sega coverage. You have always been the first to give us the news. Your Mega CD story was right on the money and the incompatibility of regional CD's saved me (and lots of other players) a lot of money. Your Wonder Mega article was insightful and unique. Nobody else has even mentioned the Word Wondermega yet alone an in-depth article. Keep up the great work on the on-site interviews. They lend a great deal of credibility to your stones. Where the other mag will list a few vague sentences you tear the subject apart and show your staff actually playing the unit! Keep up the great work as I know you will!

Ron Moore
El Paso, TX

The new Sega CD (name change) will sell for $299 and come with 3 CD's!

(Ed, We are as concerned about the future of Sega as you are. Believe me, Ed has made it a full-time job searching for the latest info on all of the CD-ROM systems. What gets printed is not determined by choice but rather, by what is available from all of our sources. As we have reported in the past, Sega has imposed very tight security on anything they will be showing at CES. This includes their CD unit.

There is good news though. Although Sega has cut off the U.S. press they can not control what goes on in Japan and England, so Ed has been spending a lot of time on the phone getting the information that Sega doesn't want us to have. This is the latest from our World Net™ sources.

SEGAR CD-ROM...!!

Sources in England are reporting that Sega has changed the name of their CD-ROM system. It no longer will be called the Genesis Mega CD-ROM. The new, official name for the U.S. will be Sega CD.

Japan is reporting in with the ultimate in hot juicy top secret info!!

Sources at our World Net™ participating magazines are telling us that the new Sega CD will retail for $299 in the U.S. Although somewhat higher than the reported $200 for the Super NES CD-ROM, Sega is rumored to be packing-in a CD+G(graphics) disc which will include various types of music selections, with short still-frame video clips that match up with the tune and play on your TV.

2) As we reported in the past, Sega will take some of their hottest cartridges (titles unknown at present) and pack them in on one CD. NOTE: These will not be new games, rather they will be just direct transfers with no graphic enhancements or changes to the games. No word on whether Sega will trash the game music and replace it with new super stereo CD music.

3) There will be a pack-in game. Sources inside Sega confirm that nothing new, that is really hot, will be available by September. They leave only games from third party companies. With nothing 'spectacular' already out (or soon to come) in Japan, that leaves companies like Icom, Virgin or Acclaim who could have a game ready. We strongly believe that a Sega CD version of Sherlock Holmes Consulting Detective or Terminator or Bart Simpson will be the pack-in disc.

4) Rumors persist that Sega may at the very last minute (depending on if they can find out if the $200 Nintendo CD-ROM price is real) sweeten the deal a bit further. They may (in the U.S. tradition) throw in a game cartridge as a super bonus!

SNK HOLDS TOURNAMENT AT NOTRE DAME UNIVERSITY

SNK held a Neo-Geo contest at Notre Dame Univ on April 24, 1992. Students got to try out the newest in software and had the chance to win a NEO-GEO gold system. Over 500 students attended the event.

Robert Nava won the NEO-GEO Gold system at the Notre Dame tournament.

Continued on Page 163
You've never seen 2-player action like this! In the ultimate battle, your ship is the last hope for humanity! The greatest scientists of Earth have developed a weapon to end all enemies. Strike Gunner! With these weapons, only two could be built—but these combine into one superfighter of crushing power. With an awesome arsenal of offensive and defensive devices at your command, and your own unbridled courage and skill as a fighter pilot, the Earth may yet be saved!
What do you want?
Finger-blisttering speed? Eyeball-popping color? Total control? Gameplay so smooth you can cut it with a knife?
Well whatever it is, we've got it. And plenty of it.
Like awesome sports and incredible action/adventure games.
Check 'em out.
In Extra Innings, our newest hit for the 16-bit, you call the shots and control all the action: the starting lineup, your batter's slugging power, the spin on the curve ball, even your player's dive for a shot up the middle.

With Soccer Mania, for GameBoy, you take the field against six of the world's toughest teams. Then it's your job to kick, pass and dribble your way to the world cup championship.

On the action/adventure front, for NES and GameBoy, both Hook and Hudson Hawk will
get your blood pumping.

In Hook, you not only do battle as Peter Pan with the pirates and creatures of Neverland, you also board Hook's ship and square off in a duel for the fight of your life. (It's a good thing you can fly!)

Hudson Hawk puts you in the shoes of the world's most famous cat-burglar. As The Hawk, you have to outsmart world-class criminals and sneak through traps, tunnels and airshafts to steal the secret device that will save the world from ruin.

And in SmartBall you'll enter the wackiest worlds imaginable, as you change your shape and slip, slide, slither and ooze your way through steamy tropics and urban battlezones.

So check out these action-packed games from Sony Imagesoft.

If it's action you want, we've got it.
**BULLS VS. LAKERS**

E.A. scores again! If there is anything that they do to perfection it is sports! This Genesis sequel does not just equal its predecessor, it surpasses it! Game play is near perfect and the all important defense has been radically improved. Throw in the other new features and it isn’t too hard to see why this is the best basketball game on the market!

**RIVAL TURF**

Rival Turf from Jaleco is the latest addition to fighting games on the Super NES. The streets are crawling with enemy thugs and it is up to you to stop them! You can take on the enemy by yourself or bring along a friend for some exciting head-bashing two player action!

Over 20 different moves are at your disposal during the six stages of action! The streets are tough, but show them all that you are tougher!

Rival Turf attempts to duplicate the look and feel of other, more famous, fighting games like Street Fighter 2 or Final Fight. While the game might not be as bad by any sense of the word, it lacks the flair needed to make it stand out from the rest of the genre. And not only if you feel obligated to have every fighting game.

Rival Turf is a very good two player fighting game. The characters are large and the animation is quite smooth. While there could be more moves, the ones that are there are very effective once mastered. Pounding up your friend as you play can be fun, and it guarantees a few laughs in an otherwise serious type game.

Rival Turf does a good job of emulating Final Fight and adding its own player feature. The game play is very good, but there are some gaps in the programming that makes the game a little too easy. The graphics and sound are above average, but it was very disappointing at the slow down in the two player mode.

I am sorely disappointed with Rival Turf! The graphics aren’t the best ever seen, and the music lacks variety. The two player mode is OK but not spectacular. Just having a two player mode is good though, as it can be a fun game when playing with a friend. As a one player fighting game it is only average.

**MIGHT & MAGIC II**

In Might and Magic II: Gates to Another World, you embark on a mission like never before! You and seven other party members must set out on a voyage to locate the Gates to Another World. Along the way, you encounter countless beasts and creatures out to stop you. Purchase new items at shops located in the Overworld with gold collected from fallen enemies. For a real challenge in RPG’s, look no further!

Might and Magic on the Super NES does succeed in duplicating the look and feel that the M & M games are known for. I was looking for the Super NES to take the concept of turn-based RPG somewhere new, the adventure should please fans of the original, but a bad RPG, but also not the type that blows me away.

This version of M & M is what I am looking for in a hard core RPG. It is definitely for serious players and those who have to set aside a very long time to get into the game. The quest is enormous and you certainly can’t run out of enemies to fight. It is a faithful conversion of the series with SNES graphics.

Might & Magic is for hardcore RPG fans only. Setting up your party of characters is cool and there are plenty of monsters to battle. The quests are plain and the first person perspective would be better for a 16-Bit game. The game is long, but it seems to be overdone. I need more action in a game.

Might & Magic is a classic RPG with tons of monsters and millions of hours of fun. This is hardcore RPG action, topped with 16-bit style, albeit first generation type programming. Still, it is a must for all RPGers and it should do well in lieu of the recent dead line, with back of some hot titles on the horizon.
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CIRCLE #201 ON READER SERVICE CARD
Super NES - Tradewest
JACK NICKLAUS GOLF
Theme: Sports Available: Now
No. of Levels: N/A Megabits: 4

Jack Nicklaus Golf is based on the popular computer title of the same name. You can choose from two different courses and start on any hole you desire. You can choose from one to four players and pick different skill levels for each golfer. All the things you would expect on a course like sand traps, water hazards and trees are here, as well. There are even digitized pictures and realistic sounds throughout.

While I'm not going to fault the execution of this game, I must say that the presentation of this golf game has gotten a bit old. Although the game has grown up over the years, the feel and play style are all a bit outdated. This isn't a bad golf game, but it doesn't break any new ground.

There are enough golf games to choose from on the Super NES. It's like playing the real thing, but when you go to video golf, I just can't get too excited when I see the same thing over and over again. Nothing really new and exciting here other than a different course design to master. As such, Nicklaus is only average.

Nicklaus Golf has a few cool features. I like the way that you aim the ball after you hit it. I dislike the fact that the screen has to update after each hit. It takes forever and gets old real fast. The sounds are excellent with plenty of digitized effects to please your ears. The scaling is choppy and shows no use of Mode 7.

Super NES - Absolute Ent.
SUPER BATTLETANK
Theme: Simul. Available: Now
No. of Levels: N/A Megabits: 8

Take command of an M1A1 Abrams battle tank in Absolute Entertainment's Super Battletank. Saddam Hussein is up to his old tricks again, so you must travel the sandy terrain to wipe out the rest of his army! Your weapons include a 120mm cannon, machine guns and laser-guided missiles. Super Battletank also features detailed digitized pictures of tanks, scud launchers, and towns!

There's a lot of depth in this game that's really enjoyable. The different scenarios you can choose from, as well as the multitude of ever-changing environments that the game presents, give it a brilliant score for execution. The action is fast, however, get a bit repetitive after extended play and ultimately take the gloss of this cart.

I leave it up toAbsolute to come up with something new and exciting. This version is one of the few M1A1 tanks that says "Super" and really looks like a great looking game that plays well. Probably the most innovative new game to come along in a long time. Real sound, real tank-type movement and real battles.

One of the most original carts that I've seen on the S-NEStm. The enemies are digitized and look really cool. The backgrounds, however, are repetitive and boring. There are a lot of different weapons, but there just not enough variety in the actual game play to keep it from getting repetitive. Excellent sound effects.

Excellent! Although it lacks a certain variety, I crave in a video game, I love the overall game play and sound effects. The search-and-destroy feeling is a hard aspect to grasp in a video game, but Super Battletank does a marvelous job. I would like to see an updated version in about one year.

Super NES - Electronic Arts
PGA TOUR GOLF
Theme: Sports Available: Now
No. of Levels: N/A Megabits: 4

EASN is proud to present its premier golf title, PGA Tour Golf. You may choose from four different courses and start on any hole you want. Up to four players can battle it out to win the PGA Tour. A few of the other options include a putting course and a driving range to test out your skills. When you are out putting, you get a detailed view of the landscape showing hills and fun on a 3-D grid.

Although this game features some decent play mechanics, it's a bit too ambitious for its own good. Never mind, despite the absence of smooth skating, PGA Golf manages to treat us some new areas that other golf games haven't thought of traveling. It's a fun presentation, but has some nice play value.

I had hoped that the masters at EA would come through with a definite golf game. Perhaps it is the season rather than the programmers, but the bottom line is that the game is good but not spectacular. I expected to get a "Mission" of golf but ended up with a "hmmm". A very challenging course to play through.

What happened EA? The king of Sports games just didn't come through this time. The graphics aren't the best ever seen and there is almost inaudibility of Mode 7 at work. The game has a few cool features that enhance the game play, but they don't make up for the visuals. It plays good enough.

I really don't believe that EA did their best on this game. Golf is a sport and anybody can program in the basics. I expected EA to come through with some stunning zoom effects and awesome sounds. While there are lots of golf games already out, none are great and EA could have taken over the sport with more effort.
Keeping It Portable Was Tough...Until Now.

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

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

Never again will you have to sacrifice power for portability.
**NES - Microprose**

**F-15 STRIKE EAGLE**
Theme: Simul.  Available: Now  No. of Levels: N/A  Megabits: 2

Based upon the success of the computer versions, F-15 Strike Eagle takes flight simulation to a new high on the NES! You can choose from four rankings starting from Airman all the way up to an Ace! Choose from seven tough missions including a trainer scenario in Libya. After the mission briefing, take off and blast away the targets with your cannons and heat seeking missiles! Good Luck!

**NES - Camerica**

**MIG-29**
Theme: Simul.  Available: Now  No. of Levels: 5+  Megabits: 2

Camerica is joining the flight simulator bandwagon with their newest entry, Mig-29. You are a top notch soviet pilot out to make your country proud! You must complete various missions like recovering a stolen TU-22 bomber and refueling your plane at various points. You can even switch arcade and simulator controls for better play control! If you think you can be a top Soviet ace, look no further than Mig-29!

**NES - Nintendo**

**YOSHI**
Theme: Puzzle  Available: Now  No. of Levels: N/A  Megabits: 1

The co-star to Super Mario World, Yoshi, is now starring in his own NES title! The game play is similar to Tetris because you collect falling characters and try to match them up in pairs! Mario is standing by to help catch and rotate the falling characters. If you manage to gather up a group of characters between two halves of an egg, get set to win lots of bonus points. You can even play a two player simultaneous game!

---

An 8-Bit flight simulator, need I say more? Graphically this cart is primitive! The 1st person graphics are a bore and offer very little realism. The plane is difficult to control and the actual feeling of flight is lost altogether. Game play is rather simplistic, you don't have a 'flight', just play. While limited in options nothing is missing.

Take away the background wallpaper and fluff from this title and you're essentially left with a basic first-person shooter with adequate graphics and sounds. Like Strike Eagle, there's basically a Top Gun update to the classic action game. The Top Gun name is well known and popular so it is fun to play. Not a lot of difficult flight instructions just shoot and shoot! While limited in options nothing is missing.

It's no top gun, just your average run of the mill 8-Bit cart. Not a very enjoyable effort, but not a game that will seep in your mind until you get it for yourself! There are a few cool features, but the game is repetitive and creates an unpleasant gaming atmosphere. The graphics are typical 8-bit as are the sounds.

Why bother making a flight simulator on an 8-Bit machine? They've never done well! Now, this isn't the fault of the programmers by any means as they have taken the 8-Bit system to its limits. This is a kids game and for lower use, MIG 29 should do just fine. It's not acceptable for the serious gamer though.

Yoshi is a good twist on the Tetris theme, but the game play on the NES version leaves much to be desired. Like Tetris, the GameBoy version is far superior. The colored graphics are crisp and the sound is a little different but overall, the game lost a bit in the translation. An above average puzzle though.

Yoshi enjoys plenty of Tetris-style action plus the humorous graphics reminiscent of some of my favorite games. The colors are vibrant, but I can't give Yoshi an NES anything better than the GB version. The game is the same, but its just in color. It is fun and exciting to play but lacks variety.
Light Boy is Bound to Attract Attention

The campfire has died and the marshmallows have been roasted. Now, thanks to Light Boy, the fun really starts! All my Game Boy equipment is safely stored in the Light Boy GAME KEEPER, which is great for on-the-go gamers, like me.

The Vic Tokai Light Boy is too cool. Not only does it magnify the LCD screen 1-1/2 times, but it also comes with batteries! And unlike other accessories, Light Boy has replaceable lights, so the fun goes on forever! It's no wonder Light Boy is bound to attract attention.
Splatterhouse 2 is here and there is nothing quite like it! Your girlfriend has been sucked into a different realm through the Pit of Death. Now it is up to Rick, the hero, to save her. Armed with fists, feet and wit, Rick will battle the slimiest, most disgusting creatures ever seen on a home game! You can pick up various items like sticks, shotguns and chain saws to make your work even more enjoyable!

It's great to see a sequel to what is one of my favorite arcade games of all time. The Genesis does a fine job of conveying a ghoulish mood, with just the right settings and a great combination of music and incredibly gross graphics. The action is pretty straightforward, but the execution and look of this game is totally enjoyable.

A fantastic sequel to a great game. It's good that Namco decided to keep the gory in as otherwise it would have lost a lot definitely not in this game as it is set on the hard side. The music is exceptional as it fits in with the theme of the game. Overall an excellent game and the best Genesis game so far this year.

If Splatterhouse 2 had a little better control, it would be a 7 out of 10. As it is, it is only above average. Still, if you want a good gross-out game, this is THE one! Exploding stomachs, enemies cut in two, characters eaten alive, and even more foes squashed into a gooey mess of protoplasm, what more could a kid ask for?

You are a special agent for the 'Zodiac' team sent to investigate the U.C.C.'s inner workings. Rumor has it they are working on a new type of artificial lifeform under the code-name of Freddy. Your mission is to locate the embryo for the project, retrieve it, and leave the building before it is too late! Up to six different characters can be chosen: 2 males, 2 females, and 2 droids. Are you tough enough?

Another game that tries too hard to be something that the machine can't show. This game has some features, but for the most part they are overshadowed by poor graphic presentation and a very repetitive nature that combined with the visual problems, get to be frustrating quite quickly.

First person perspective games can be a lot of fun. This takes that concept and adds body power-ups and tons of enemies. It's not an easy game, but on the other hand it isn't a game that is so hard that it is frustrating. While not for the casual player, Cyber Cop will please those who like to use their minds.

I like the idea behind this cart but the Genesis cannot handle the polygons graphics very well. If the graphics were smoother and the game play more responsive (it's just too jerky even though it's quite smooth) than this cart would be much more interesting. To me it is frustrating to see how you're into these maze games you'll like it.

The graphics are not tweaked enough to really show the value of the graphics as they should be. The idea is wonderful, but the execution is what really matters and while good, it is not perfect. This makes the game somewhere frustrating and difficult. There is an audience for these types of maze games and they will like it.

Live the excitement of full court basketball with Bulls vs. Lakers for your Genesis! Pick from any of the top teams in a battle to win the NBA playoffs! For some strange excitement, you can even pick the same team twice! Make substitutions when players become fatigued from the action. You can also utilize different players' special moves to enhance the game! Bulls vs. Lakers is serious slammin' fun!

Everything about this title, from the graphics to the sound effects, the gameplay is absolutely top notch. The interaction of the players and the goals that can be used to turn around the incredible plays are totally captured on this cart. If you're into basketball and have a Genesis, this is the game you've been waiting for!

Wow! Now this is the type of basketball game that serious players have been looking for! Everything that you liked in Celtics is here. The frame rate has been honed to perfection and the animation, perfect player control and the patented EA instant replay add up to make this the best basketball game to date!

Bulls vs. Lakers is a big improvement over Lakers v.s. Celtics. The graphics are better and animation smoother. The sounds are digitized but there's not even the screeching of plastic made on the court! The gameplay has been improved as well with more control of the players and bonus features like instant replay.

Alright! This is exactly the type of basketball action I've been waiting for on the Genesis! Smooth animation, excellent sound effects, fast control and added player statistics are just the thing for an awesome game of video basketball! This is certainly the perfect gift for the B-ball enthusiast of any age.

30 Electronic Gaming Monthly
Junior high was never like this.

Set off with time-travelling Davey on a rollicking adventure through the past and into the future. Following his wandering imagination through time and space, Davey picks up magic from Merlin the Magician, battles Cyclopes in ancient Greece, finds Pandora's Box in the Cloud City, and covers all the stops along the way to the final showdown - the big gunfight against the Clanton Gang at the OK Corral. So listen up and pay attention - or this might show up on your permanent record!
In the arcades, there was one game that stood out above the rest. It used holograms that grew to be a bit too real. The boss of that game started kidnapping the players. Now it is up to Kid Chameleon, the best player in the biz, to stop him! Kid Chameleon has the ability to wear different power suits to change his form into a fly, spaceman, and rhino. With over 60 levels of play, Kid Chameleon will be sure to please!

The depth and overall theme of this game is really wonderful. Not only is the action as this game presented well, but beyond the hero-enemy interaction are a variety of other play mechanics that require you to discover just who is the best person to be in each situation. KC also gives you a lot to do in one package.

Talk about a long game! With over 1800 screens you have barely even spending some time with this game. The concept is very good as with every hidden item and bonus there is a place which you will want to hunt and search for. I like these types of games and makes the game much more than just another scroll or.

Sega has a very cool idea for an action cart here. The game play is similar to Mario in a lot of ways and there are plenty of hidden power-ups and bonuses. The graphics are kind of cartoonish and the music is not great, but it does fit the game well. Lots of techniques and good game play make this cart a sleeper.

Awesome! Kid Chameleon is the most radical video game we have come across since Sonic! If you want a REAL challenge, take on the most game adventure of a lifetime! With over 60 levels, 10+ power-ups, and above average game play, Kid Chameleon is must for anyone who likes Mario or Sonic!

Carmen Sandiego has pulled off some of the biggest crimes of the Century! As a member of the Acme Detective Agency, you must track this notorious criminal to her hideout and arrest her. Carmen Sandiego is an educational game with humorous tidelines. Use the chronoskimmer to travel anywhere in time to question people and explore the towns. Where is Carmen Sandiego? You find out!

The fact that the Carmen games are educational as well as fun to play is a nice plus. While the game is a bit slow and never really manages to get the blood boiling, the idea remains as well as the manner in which the game is presented are nice. Carmen may lack big guns, but it is a leisurely play.

This game fails to capture any of the excitement you'd expect if you were competing in such events before. Many of the game's events are simply repackaged over again and the fact really falls short when it comes to creativity and animation presentation. It's too easy to wipe out, but the game play just isn't there.

I had hoped for this cart would be a great winter olympics event sim. While most of the sports are there, they all aren't the best ever done on this system. Some of the events are very hard to master the controls and I really had hoped that the graphics would have been better. As is the game is only average.

Winter Challenge is a computer game to the core. The graphics aren't as smooth as they could be, and there isn't much variety from event to event. The best thing about this event is the wicked spills you have during the events. Try wiping out on the long jump and then using instant replay, it's very amusing.

This game has a good variety of events and if you like winter sports, you might like to check out the cart. Unfortunately the sports aren't realistic enough to be able to play with an instruction book. Wiping out is fun though except when you are trying to get your best time. Too hard to master and not a lot of fun.
Stealth has an arcade feel and unique innovative features for Mach 5 play!

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DESIGNED IN THE U.S.A.
SNK introduces its newest fighting game for the Neo Geo system, Mutation Nation. You are on a mission to rid the streets of the gangs that are taking over the city! Two players can join in to battle the six stages through the city streets. You can collect four special power-ups including a lightning blast and tomato blast! With 54 megas of memory, Mutation Nation is a fighting tour-de-force!

I like the way SNK has packaged your typical punch and kick into a more futuristic setting. The action is decent with graphics and sounds that are great even by Neo-Geo standards. The game loses a point for its unbalanced characters, however, which turn it into a one-time play. If you can resist, however, it's a winner.

Talk about great graphics and sounds and you'll find none better. Of course, this IS an arcade game. Unfortunately, for all this detail you need a lot of memory, and memory means business. However, if you have the system this is definitely a must-have game and one of the best SNK has ever done.

Mutation Nation is one of the better Neo Geo cards available. The graphics and sounds are top notch. The game play is your typical side-scrolling punch and kick with a few power-ups thrown in for good measure. The biggest problem is the unlimited continues feature that insures you'll see the ending the first time you play.

Wow! It's been a while since I've seen a decent Neo Geo game in the market, but Mutation Nation definitely hits the mark. It's tough to pay the money (unless you are hopeless rich) but you will enjoy the crisp graphics and arcade feel. This game could have used more levels, though. Are we seeing the limits of the Neo Geo?

Mario's dinosaur pal, Yoshi, is now starring in his own GameBoy game! Similar in play to Tetris, Yoshi stars the characters from the Mario series of games. You control Mario as he tries to catch the falling characters before they hit the ground. Then Mario can rotate the pieces so you can match up one, two, or three pairs. The more you manage to clear, the faster they fall and the more points you receive!

This game does better on the smaller GameBoy screen when compared to the 8-Bit NES. Although the puzzling action is essentially the same, the portable power of the GameBoy make it more fitting for this type of title. It's still a puzzle game, however, so anybody looking for laser cannons should beware.

Yoshi is a cute play on Tetris. The game play is a bit different and there is more technique to it. The graphics are good and you'll see many recognizable faces from the Mario games. The music sets the mood well and the game play has that addictive quality and most of all it's fun! For a green dino, Yoshi's one hot dog!

Ah, Yoshi, the cutest dino to ever hit the video scene. If any character deserved his own game, it's Yoshi, and what a good game it is. Created for the Limited Game Boy format, Yoshi enjoys plenty of Tetris-style action, plus the humorous graphics reminiscent of some of my favorite games. Oh, black & white sticks.

NBA 2 All Star Challenge is hot basketball action on the small screen! You can go one-on-one with another player, enter a free throw contest, and even enter a slam dunk contest for points and prestige! When shooting for a slam dunk, the view changes to a side scrolling cinema display! You can also choose from 25 actual players to play as or play against. For some fast court action, NBA 2 delivers!

While real fans of basketball will find something to like about this game, it's hard to shrink the scope of the sport down to a size the GameBoy can handle. The graphics in this one are somewhat short on detail, but it's overall representation of the sport isn't bad. With some minor problems, this game does O.K.

This cart is a good attempt at bringing basketball to the GameBoy in a whole new way. I like the variety of events, the not enough control give the shots to really be accurate. I'm not impressed by this cart's graphic or sound quality either. If you're a hardcore basketball fan and picking real NBA players excites you, go for it.

I'm seriously getting tired of living in the stone age. wasn't from the first black and white system anyway, companies are still wasting valuable programming time and money developing poor Game Boy titles. This is a good game, but it would earn at least a few more rating points if was in color. Sorry, it's bad, but true.
Beyond Reality.
Beyond Imagination.
Beyond Belief.
An immense RPG only for the Turbografx-CD. Believe it.
Nail 'N Scale is a new puzzle game for the GameBoy! Your character has nails that he uses to climb walls and scale walls while also allowing him to destroy enemies! The enemies are ruthless in their attempt to stop you from exiting any of the 50 available mazes. You can collect enhancements for the nails that increase their power. Take on the bosses at the end of each round only to appear in another maze.

What this game lacks in graphics quality it more than makes up for with solid play mechanics and enjoyable levels for two games. While the core mechanics are basically a puzzle game, it takes many of the most common risk incentive found in the genre, adds some new twists, and produces an end result that's actually original and fun.

This is going to be one of the 'sleepers' this spring. There's no new game on the GameBoy but what it lacks in fame it more than makes up in game play—best yet it is fun! Lots of levels to keep you busy and they won't be easy as this is a technique game. While the GameBoy doesn't offer hot graphics this cart is fine the way it is.

An original cart with great game play and lots of potential! The enemies are nothing revolutionary but the puzzle play is solid and very fun. This cart reminds me of the first generation of games like Dig Dug and Lode Runner. Lots of techniques and 50 levels to conquer make this a great GB game to pass the time.

Solid game play is the est feature of this cart! The puzzle aspect of Nail-'N Scale keeps my interest, and even makes it slightly addicting. Once you pick it up you will either have a hard time putting it down, or you will keep playing it. It is a good game, but one in which the hardware kills the excellent software written for it.

Basketball was never quite like this! Basketbrawl for the Lynx is a new concept in sports, beat the opponents that get in your way! There are no rules. You can punch, kick, and stab your opponents at any time you wish! A variety of weapons appear from time to time like a whip and dagger! The game is set on the city streets where its just you against your opponent! Basketbrawl is the name and punishment is the game.

A great idea that is poorly put together! Basketbrawl holds the promise of great basketball action as well as street fighting overtones. In the end the cart fails to achieve high ratings. Instead it is a spy noir game that can't make up its mind as to what it wants to be or how the fighting should impact on play.

In concept, this game has a lot going for it. A violent basketball game would work good on the Lynx however player control is critical, especially on a screen the size of the Lynx. Unfortunately I couldn't get it down pat and this hurt the game play. It really does tum to Basketbrawl after a while but that's about it.

I was very disappointed. The idea of street fighting basketball really seems cool. When it's played with choppy animation and jerky controls, the game has a few cool features. The players throw knives at each other from the stands! This cart leaves plenty to be desired and shows little effort from the big A.

This is a cart that was meant to be so much more! Once you play Basketbrawl, you will instantly see how thin the gameplay really is. The graphics could be better, and the sound effects lack realism. Variety is non-existent. But the underlying humor is a plus. Just go after the crowd and you'll see what I mean.

The arcade classic, Rampart, is making a new appearance on the portable Lynx. Relive those moments from historic England as you struggle to build your castle, only to have it destroyed by a fleet of marauding ships! Place cannons in your castle walls to blow the ships out of the water! Eight levels of action keep you fighting to protect your lands. If you want a perfect strategy game for your Lynx, look for Rampart!

I like the concept behind Rampart more and more each time I play it. This portable version does a good job of getting the game down to size, complete with some nice graphics and a keen understanding of how the play mechanics should operate in a great action-puzzle game done well on the Lynx.

Rampart is a great strategy game and now that it is portable it is even more fun! Fantastic graphic's, good cinematics and impressive sound effects make this a sure hit for Atari Lynx. It is easy to pick up and hard to put down. Even on the small screen the game is easy to master and worth looking into.

Rampart for the Lynx is pretty good. The opening scene is taken from the game and the camera displays during the game play are awesome. The game itself is a great translation. The sound is digitized and the graphics are near perfect. The game play is just right and will hook you right from the start. New hope for the Lynx.

Rampart is an okay game that I never really got into in any way. Still, on the small screen it seems more at home. It is almost as if it tried to be a screen scene, and decided to just have fun. While not a major contender it may well be a sleeper hit among casual crowds, so I will give it the proper respect it deserves.
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GRAPHICS SO INTENSE
THEY GO: KABOOM!
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AND ENOUGH ACTION TO
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WILL YOUR MIND AWAY.

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On the back a Ballistic Maniac can
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First person perspective lets you identify and destroy enemy targets from four different gunnery positions.

Receive updates about your target, engine power, RPM, and direction as you monitor the action from the pilot's station.

Practice the skills you'll need to survive before you go head to head against Colombian drug lords, rebel armies, and the Viet Cong.

You've just been put in command of a Navy Patrol Boat. But before you get your orders, you'll receive training as a sharpshooting machine gunner, a deadly artillery expert, and a steely-eyed navigator. Once you master these skills, the admiral will give you a briefing and you'll show off to rescue POW's from the Viet Cong. Or go up against a Colombian drug cartel. Or shoot up the fanatic rebel army of a deposed South American dictator. As you do battle, monitor the action from a first-person perspective at four different battle stations. And choose which weapons you want on your boat. But don't wait too long. Your enemies aren't going to let your POW's live forever. So get your training, your assignment, and your visa card. Because the jungles of the world don't take excuses. And they don't give Americans kicking ass a chance.

You've been bitten by the Queen of Darkness, and you have until dawn to find a cure. Wander through nine nightmarish levels on your quest to cure yourself. Along the way, you'll encounter witches, werewolves, and other demons of the night. Get help from the few friends you meet on your journey. Iron swords, crossbows, shields, and other life-saving weapons are yours to use, if you can find them. Fend off werewolves and vampires with garlic and crosses, or lure these creatures of death out with pieces of meat. And as you battle your way past the different levels, you'll gain special powers to change into different creatures. Of course, don't forget the hair-raising graphics and spine-tingling sound effects that will make your blood curdle. Dawn is quickly approaching. Either save yourself from the evil spell of the Queen of Darkness, or go get yourself a nice, black velvet cape and maintain yourself.

Night Creatures

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Turbo Grafx

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SUPER NES

Bulls vs. Lakers
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Electronic Arts - Sports

F - 1 ROC
Seta - Sports

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Discover weapons of extraordinary power, and allocate them to your allies. Given the right item, a commander can become nearly invincible!

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The Dalsis Empire has laid siege upon the Castle of Battle to seize the legendary sword — WARSONG. In desperation, King Alfador sends his only son into the countryside, away from impending death. Now, Prince Garette must rally his allies from across the kingdom, and lead their army in a battle to recapture the sacred sword, and restore justice...

- Strategy Role Playing puts you in full command!
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- Battery Backup saves 4 campaigns!

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CIRCLE #118 ON READER SERVICE CARD.
GAMING GOSSIP

...Info on NEC 32-Bitter...EA end Matsushita Work on CD System...Street Fighter 2 on Genesis and Handhelds...
...Nintendo CD-ROM Update...Zelda 3 Jeers...Mega Man 5 in Development...New Terminator Games On the Way...

-Time to plug in Quarter-dudes, it's your gaming guru, Quartermann, back once again with the freshest bunch of info the video buddha could find! We've got lots of fun and games this issue, so sit back and get set to get in the know...Mega-hot news for all you hardware heads! We've all heard of the CD-ROM Play Station from super player Sony, the 32-Bit Giga-Drive from Sega as well as the 64-Bit Jaguar from sometimes serious Atari, but the Q-Master has dug up the deepest dirt on still more mega machines in preproduction and glossing for an American launch in the next year or two. Heading the bunch is a system being designed by the same group responsible for the TurboGrafx-16. Before you Quarter-maniacs let out the big yawn, yours truly is here to fill you in on the straight scoop! Code-named the Phoenix, this super machine not only employs 32-Bit technology, but also uses an advanced graphics chip that, besides providing the scaling and rotation that are a must in post-Super NES video gaming society, will enable game programmers to utilize digitized images as well as conventional graphics! Although many of the specifics of NEC's 32-Bitter are up in the air, including the sound system, the Q-Mann has also learned that the machine will be CD-ROM specific. Don't hold your breath waiting for this hottest of game technologies, however, because a formal introduction won't be made before the middle of next year! Look for Electronic Arts to get into the console wars with a new machine being produced in conjunction with Matsushita! The unit is being developed by a company owned by both electronics-titans and will be based around a CD-ROM specific format! More details to come.

...Look for Street Fighter 2 - The Competition Edition to find its way onto other consumer console and handheld formats! Sources in the know have indicated that rumors heralding the game on both the Genesis and Lynx could come true sometime early next year! The Q-Mann, of course, will keep you posted. Quartermann tips his hat to the gaming masters of Nintendo! The master of the rumor mill has locked down info from within the big 'N' that translates into a big thumbs-up for their super CD-ROM system! Besides boasting a faster processing time, a system cartridge that can be upgraded, and an expanded DRS processor (the one that gives you the Mode 7 glitter), you can also expect faster access time for little or no slow-down! Now whether or not the spinning discs arrive at the $200 price Nintendo has boasted remains to be seen...Speaking of price tags, what's the deal at Capcom?!! Sure, the Street Fighters were nice enough to get us in the ballpark and announce a mega-psychick, but what's with the big question mark on the retail cost, why is Nintendo removing the blood and guts, and how come the release date has been postponed again? A release date has been announced in Japan as well as a price (around 75 bucks). Have you ever heard of mail order? I know the Quarter-friends have!

...Here's one to file under 'S' for big stinky-poo! Any of you who finally got your mitts on a Zelda 3 cart have discovered that the cheese-heads at Nintendo decided to blow their biggest game of the year by packing in a road map to get around all of the nastiest mysteries and hardest areas! I don't buy it, big 'N'. That quaint little disclaimer about personal fortitude and how bad it is to use little booklets that ruin video games that us poor saps spend seventy bucks on just doesn't cut it! If it bothers you so much, why is it in the box?...

...Get ready for a jolly '92, and an effervescent '93 in the software department! Top on the Q-Mann's list of upcoming entries is the fifith, yep, you're counting right, the fifth installment of the Mega Man series! Get ready for a whole new cast of robotic crazies for your Nintendo 8-Bit! 8-Bit? When's Rock gonna make it to the Super NES? The Terminator saga, however, will continue on the Super NES when Acclaim brings Arnie to the 16-Bit screen! Still no word on how this soft plays, although the rumor has it that this game will NOT be based on the digitized destruction seen in the Midway quarter-muncher...The Terminator may make his digitized debut on the Mega-CD, however, courtesy of Virgin Games! In addition to a new version fully hyped with actual footage from the game, the boys at Virgin also plan a take-along cart for the Game Gear! Also expect M.C Kids on the Super NES and Genesis as well as a secret license that will knock you out from Virgin! That's it for this action-packed episode! Be sure to take care my little Quarter-friends and keep your hands off my Twinkie.

- QUARTERMANN
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ULTIMATE STUNTMAN

"The graphics on this game are fantastic throughout. Overall Rating: ★★★★" - San Francisco Examiner - Feb. 1992

MIG 29

"Strap yourself into the cockpit of one of the world's most deadly aircraft... Throttle back and accelerate to speeds in excess of Mach 2..." - Electronic Gaming Monthly - Apr. 1992

BIGNOSE

"... non-stop action... in a style that is entertaining and light hearted. The game keeps you involved every step of the way by making you read, think, plan and make choices... The graphics are outstanding..." - San Francisco Examiner - Feb. 1992

MICRO MACHINES

"Everyone who plays this game is instantly drawn in by its challenging gameplay. At all costs, you should seek out this game." - Video Games & Computer Entertainment - Feb. 1992

COMING SOON

BEE 52 "We have developed extra special technology to make this cute cartoon shoot-em-up set new standards in graphic and animation quality. An original enjoyable frantic-filled blast." - Codemasters

STUNT KIDS "We've created a game that's brilliant, fun and competitive for two players and equally as excellent as a one-player challenge. It's fun, frantic and so addictive you'll be hooked for ages." - Codemasters
"MicroMachines and Dizzy were the first two Camera Games I played. Both have won awards and that's no surprise to me. They're both challenging, innovative and just plain fun!"
- Thor Ackerlund
Nintendo World Champion

**DIZZY**

**BEST NES GRAPHIC ADVENTURE GAME - 1991**
- Game Players

"...fun of fun with great graphics and an engaging storyline."
- Game Players - Mar. 1992

"Too-cute-for-words... This game makes you expend your IQ points, and the music is funky."
- Entertainment Weekly, Jan. 31, 1992

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**WINNERS**

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- Electronic Gaming Monthly - Mar. 1992

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- Gamepro - May 1992

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U.S. Residents only.
One of the biggest surprises at the Winter Consumer Electronics Show was Nintendo's announcement of some of the specifications for their upcoming Super Nintendo CD-ROM drive. Their press release stated that their unit would be in the stores as early as January 1993, and that it would sell for only about $200! Add in the fact that almost all of the specifications they published equaled or exceeded the ones for Sega's Mega CD-ROM, while the price was only about half of what Sega's unit was selling for at that time in Japan ($370).

After this announcement, Nintendo went back into seclusion and the editors at EGM started to pull together every possible detail available from all of its World Net sources. This search, piloted by Mr. Michio Ohashi, Editor of The Super Famicom magazine in Japan, has turned up new information compiled from industry sources and analysis.

21 MHz. COPROCESSOR! The most important new fact was additional information on the coprocessor that will be used to assist the main CPU. Sega's CPU runs at a healthy 7.16 MHz and its Mega CD-ROM coprocessor clocks out at a speedy 12.5 MHz. One of the problems of the Super Nintendo is the fact that its CPU runs at only 3.58 MHz. Sources are indicating that the coprocessor which will be in the S-NES CD-ROM System Cart will clock out at an unbelievable 21 MHz. This coprocessor (SCCP) was developed by Nintendo for their new CD-ROM system. Since this chip will aid in the calculation functions of the game program, usually the faster the chip, the more it can do.

Most of the S-NES CD-ROM functions will be handled by the new coprocessor.

SEPARATE SYSTEM CARTRIDGE

The schematic at left shows another advantage the S-NES CD-ROM will have over the Mega CD-ROM. With the coprocessor, extra RAM and ROM packed in the removable system cart, should any future new technology require the system to be upgraded, all that the user will have to do is to buy a new system cart.

NO SCREEN FLICKER

Some of the S-NES games have visible slowdown and screen flicker. Put too many characters on the screen and the slow CPU can't handle all of the processing and the action. Now with a super-fast coprocessor, analysts say that slowdown and flicker will no longer be a problem.

REALISTIC 3-D ANIMATION

In addition, the S-NES coprocessor has been specially designed to be able to recreate animation sequences. Because of the coprocessor's great speed, the S-NES CD-ROM will be able to display full-screen animations. Also, because of its speed, the coprocessor will be able to handle the tremendous number of calculations needed in fast moving 3-D polygon graphics (racing games) without bogging down (slowdown).

"AN INCREDIBLE MACHINE"

While it is still way to early to say whether Sega or Nintendo will win the CD-ROM race (the quality, quantity, price and availability of software will determine who wins), analysts who know the market have gone on record in saying that based on specs and price, the S-NES CD-ROM will be "...an incredible machine..."
GRAB THE CLUTCH

AND FEEL THE POWER!

POWER CLUTCH SG™
The Super Sonic Control System for Turbo Power Propulsion.

- ADJUSTABLE TURBO CONTROL for each button means maximum power at your fingertips!
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CIRCLE #202 ON READER SERVICE CARD
STREET FIGHTER 2 JOYSTICK NEARING COMPLETION

With the release date of the hot Super NES cart - Street Fighter 2 rapidly approaching (June 10, 1992 in Japan and June/July in the U.S.), Capcom is putting the finishing touches on their new controller. It is to be called Capcom's Competition Joystick™. This super joystick is currently scheduled for release at about the same time as the cartridge.

Shaped like a wide V (to match the stick/button angular configuration on the arcade game) with a tapered 'wedge shaped' base, this controller is currently planned to be much more than just a single purpose, one game only, stick. In fact, Capcom has built in almost every possible feature to make you want to use this as your main controller.

Besides the obvious 8 buttons and arcade-style joystick, the controller has a lot of other nice features. There are three buttons for auto fire, and a switch that lets you make your joystick work in either 4 or 8 directions. Japanese sources state that a slow motion control will be built in but recent photos do not confirm this rumor. The game start and game select switches are on the left side, and the power switch (to reduce battery drain when not in use) is on the infrared transmitter. Of course you will want to be playing Street fighter 2 with a friend, and when you do, he will want to be using one of these controllers also. To avoid any problems of the infrared receiver getting its signals mixed up, there is a switch that gives each of your controllers (up to 4 total) a different infrared signal pattern.

Current plans are to have the infrared transmitter and receiver as an optional, extra-cost add-on device (no price yet).

In addition, the controller is also planned to be useable on your older 8 bit Nintendo system. An optional, extra-cost NES plug is scheduled to be available in the near future (no price yet).

As you can see from the pictures this is not going to be an inexpensive controller. While a price has not been set yet, expect it to sell for about $60. Double that if you will want to play against a friend and add in the price of the cartridge (about $75). The total cost… $200! Ouch!

Capcom of Japan Sets PRICE ON STREET FIGHTER 2

Capcom of Japan has announced that their game Street Fighter 2 will be released in that country on June 10, 1992 for a suggested retail price of 9,800 yen. This converts to about $75 U.S.
"Roger Clemens' MVP Baseball is showing that it doesn't take 16-bit power to be successful!"  
— VideoGames & Computer Entertainment.

"All the excitement of a pennant race...unique perspectives allow you to see what the players in the field see!"  
— Nintendo Power

Game players everywhere agree: Roger Clemens' MVP Baseball's over-the-shoulder perspective, close-up shots of close plays and pitching tips from "The Rocket" himself capture all the realism and excitement of live baseball! Feel the Heat!

"..step up to the plate..." — Game Pro

"...it looks like you're in center field. A truly cool effect!" — Electronic Gaming Monthly

"...the most original NES baseball game..."  
— Electronic Gaming Monthly

"FEEL THE HEAT with the best NES™ baseball game!"

"OVER-THE-SHOULDER-FIELDING: The most realistic perspective ever!

"DYME-UP PLAYS AT THE BASE: players control the slide and tag."
CD-ROM. First there was NEC. Sega jumped in next, and JVC joined in with them. Nintendo split with Sony and latched onto Phillips. Sony would like to work with Nintendo but they may have to do it all alone.

Getting confusing? Too many systems? It's not over yet! There still is one more 'grant' left in Japan who hasn't gotten a piece of the CD-ROM pie. Until now!

The company is Matsushita. If it doesn't sound familiar, how about the name Panasonic?

Here's the story on a new top secret project that starts in the U.S.. Late last year the San Mateo Software Group (SMSG) was created. Not particularly newsworthy except that it was established by Electronic Arts! As a goal, the SMSG set out to create an all CD-ROM based video game system. This system has already finished and rather than tie in with any of the already announced CD-ROM formats (Sega, Nintendo or NEC), their format is all new.

Enter Matsushita. Just recently, the Japanese financial trade press noticed that Matsushita has taken a stake in the SMSG. In addition, a spokesperson for Matsushita has confirmed that talks with Electronic Arts are under way, but nothing has been finalized yet.

Although they have a capital investment in the SMSG, Matsushita still has to work out who will develop and manufacture the new game system. Once the details have been finalized between the two companies, then the project will be officially announced.

With EA now personally involved with its own CD-ROM system, new questions arise. Will they still support the Genesis and S-NES CD systems? More next month!

EGM has learned that Galoob (distributor of the Nintendo 8 bit Game Genie in America) will be showing a finished version of the long rumored GameBoy Game Genie at the Summer Consumer Electronics Show. It won't be on display for Consumer Days though, as it is being held under wraps, and it will be shown behind closed doors at a private hotel suite, and then, only to key accounts.

Even though the GB Genie is finished, sources indicate that Galoob is still concerned about Nintendo holding up production with another frivolous lawsuit. Like the U.S. NES Game Genie, the GameBoy version will not be a licensed Nintendo product.

The GB Genie was developed by CodeMasters of England (the same group that developed the NES Game Genie) and Galoob will have the exclusive U.S. rights to market the GB Genie.

The GameBoy version will work the same way as the Nintendo and Genesis versions operate. The GB Genie slides into the cartridge slot, and the GB cartridge will slide into the other side of the Genie. When the GB is turned on, a passcode screen appears and you can enter the appropriate Genie code by selecting the letters with the cursor. Galoob will pack a book of codes with the GB Genie, and they will make available code updates in the same addendum-type mini-book format as they are doing now. As of press time, a price has not been set for the GB Genie.

On another similar point, sources confirm that Galoob/Codemasters is also working on a Super Nintendo version of the Game Genie. Even though the Genie itself is rumored to be finished, the S-NES project is being held up due to the lack of a sufficient number of passcodes. This version is also scheduled for an end of year release. No price yet.

Earlier this year, Phillips of America, demonstrated their version of real-time decoding of Full Motion Video (FMV).

What Phillips has been able to do is to take 72 minutes of full motion video (a movie for instance) and to compress the data approximately 100:1. The data was then stored on a standard 5" CD disc. On playback, the new Phillips chip was able to decompress the full motion video 'on the fly' (no lag time for disc access) and in real time. In other words, the CD-I player was able to function just like the popular laser disc players. The result? Truly amazing! Standard VHS tape (prerecorded movies) has a resolution of about 240 lines. Laser disc has a resolution of around 400 lines and the new CD-I disc came in at 320 lines of resolution. The advantage of CD-I -- it only costs about $600 to press (make) a CD-I disc. Just a fraction of the cost of VHS tape or laser disc.

How does that affect game players? While still speculation, remember that Nintendo S-NES CD-ROM discs will play on CD-I machines. What if Nintendo would build into its CD-ROM system cart the new Phillips chip, or a version thereof? Just to be able to playback compressed data would multiply the CD memory by 100.

Is that important? Very much so. Even with 4.4 gigabytes of memory on the CD, that translates to only about 2 minutes of broadcast quality FMV. Sega and NEC are able to stretch that amount by drastically reducing the color palette and also reducing the frame rate from 30 to about 15 frames per second, and it shows. If Nintendo masters data compression, their CD system will rule the market. Another advantage Nintendo will have is that if CD-I catches on and really becomes popular, everybody who owns the new CD-I players will be able to play the S-NES CD-ROM discs. Continued next issue.
WE HAVE ONE THING TO SAY ABOUT CONTRA III FOR THE SUPER NES.
BOOM.
In case you haven't heard, legendary Contra commandos have raided the 16-bit scene and blasted it to ballistic dimensions. CONTRA III - THE ALIEN WARS is primed and designed to blow your mind. It will do things with your Super NES you never thought possible, and leave you quaking in your combat boots.

Mode 7 technology brings new meaning to military intelligence, engulfing you in a 3-D sensation and surrounding you with an alien-ridden apocalypse. Hyper-speed graphics run smooth with no breakdowns through vivid and volatile city streets, highways, skyscrapers, factories and desert badlands to the guts of the archenemy alien, notorious Red Falcon. Scale walls and grip girders and ropes to maneuver your way past an army of gigantic beasts bursting out of your screen. Blast your way through side and top-view missions with advanced, double-fisted weapons. The explosions are the next best thing to being there, without the smell of smoldering alien.

This is the big one. The mission your Super NES was built for.
Jaleco of Japan / Super Famicom / S-NES

SUPER BASES LOADED II

Welcome sports fans to another edition of Super Bases Loaded, starring Jaleco! Once again, the field is mowed and ready to take anything you can dish out. The players are warming up in the bullpen, while the fans are just cramming there way inside.

Super Bases Loaded II is full of action for avid fans of America's favorite pastime. Choose from a complete roster of the league's best hitters, pitchers and outfielders! Set up the batting order and head out onto that diamond grass field. Throw the pitch and see a close up of the action, while the ball sails into the outfield for another perfect Grand Slam!

If you thought the first SBL was good, then check out Super Bases Loaded II.

Super Bases Loaded II is tentatively scheduled to come to the U.S. in Spring 1993.

Capcom of Japan / GameBoy

BIONIC COMMANDO

Bionic Commando was such a hit on the NES that it just seemed destined to arrive on the GameBoy. Well, here it is and it looks hot! In this side-scrolling action game, you are a half-human half-cyborg with the ability to stretch your mechanical arm to swing across caverns and attack enemies. You can also collect new machine guns and rifles. The enemies you meet up with would all love to turn you into scrap metal. There is plenty of technique, as well!

Your mechanical arm can really save your butt sometimes! This enemy is not very friendly.

Super Computers, like this one, are planning Earth's demise. Stop them at all costs!
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Any questions? 415/570-7005

CIRCLE #202 ON READER SERVICE CARD
Takara of Japan / Super Famicom
KING OF THE MONSTERS

Neo-Geo owners have been playing King of the Monsters for quite some time. Now, Takara of Japan is working on a near perfect translation for the Super Famicom!
Choose from six powerful monsters ranging from a giant beetle to a stone beast! As you wrestle, you knock down buildings, blow up houses and even pick up tanks and cars to use as weapons!
As you perform beastly wrestling moves, you can collect power-up capsules that give you the ability to become two and even three times stronger than ever before!
Two monsters can battle it out one-on-one, or you can have the two players battle against two computer-controlled beasts! Just try not to cross the boundaries, or you will have a shocking surprise!

All of the most popular moves are here including the ultra-powerful body throw!

With a fire blast to the head, even the toughest beasts hit the pavement!

THE BEST COMBAT FLIGHT SIMULATOR ON GAME BOY™ ISN'T A MOVIE LICENSE...
PRINCE OF PERSIA

Your girlfriend has been kidnapped by an evil dictator and only you (yes, you) can save her. Prepare yourself for the ultimate journey as you must travel through dark and dusty dungeons, avoid traps of certain death, and dodge the dictator's evil minions.

Prince of Persia features fluid animation and a lengthy quest!

Here, you have just escaped from one of the dictator's nasty traps!

With your super agility, you can climb ceilings and disappear into secret passages.

To see the super animation, just climb up a wall or jump on top of ledges!

...IT'S JUST THE BEST.

In the case of jet fighter games, it's not always a smooth flight from move screen to Game Boy screen. Especially if you're looking for a top-notch simulator.

Introducing TURN AND BURN.™ Its Navy F-14 Tomcat handles like the real thing when you answer the call to intercept and destroy enemy bogeys!

TURN AND BURN's got complete 360° rotation.

Fully-instrumented control panels. A HUD for enemy targeting. Radar and landing displays for smooth navigation. Wing-mounted 50mm cannons. AIM-54 and AIM-9 air-to-air missiles. A sophisticated ECM system to confuse oncoming warheads. Actual in-flight refueling. And realistic mid-ocean carrier takeoffs and landings that separate the aces from the raw recruits.

You won't find dogfighting like this in any other Game Boy title.

So don't be fooled by slick name-dropping. If you watch the movie, rent the video. TURN AND BURN is the Game Boy jet fighter game that demonstrates definitive air superiority!

Designed by Dan Kitchen and Roger Amidon.

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**BONUS STAGES!**

The bonus stages occur after you play through two rounds against the computer opponent. Hit Happy at least 10 times, in the time allotted! If you take a close look you will see some strange animals watching the event.

Ranma 1/2 is the story of a young man named Ranma who fell into a well where a young girl had died. Now, whenever Ranma gets wet, he changes to his alter ego of a female Ranma.

Today, that popular movie series is becoming a fantastic new fighting game! Ranma 1/2 is not just a simple side-scrolling action game. It is, however, a one-on-one fighting extravaganza!

Choose either Ranma (male) or Ranma (female) and battle it out with some of the other characters from the movie!

When you enter a special code, you can choose to play as one character vs. himself like Genma vs. Genma shown here.

If you thought Happy was always a small guy, just check out his special attack!

Ranma 1/2 usually allows you to play only as Ranma (Male) and Ranma (Female), but there is a password to allow you to play as these five other characters!
Somewhere in the temple of Balnia a passageway to the other side has been opened. Vile creatures of all kinds have been recruited by the corrupt magician Galneon to help him reincarnate the wicked Queen Rimsala. The Region of Evil seems assured. Only one brave warrior stands in his way. Last of the mystical Cardmaster sect, the untrained Rooks must use what little he knows of the ancient art to thwart the conspiracy and restore his tiny kingdom of Elmen to its previous glory. Only Rooks holds the key that will unravel Galneon's plan.

arcana n. 'ākə-nə \[L, neut. of arcanas secret, fr. arcere to enclose, defend]. 1. Mysterious knowledge known only to a select few. 2. Ancient rites and spiritual powers understood only by initiates. 3. The secrets of the past, fast disappearing. 4. The exciting new RPG from HAL America.
**Bullet Proof Software / Super Famicom**

**PIPE DREAM**

Pipe Dream is the ultimate test of reflexes, timing and skill! Catch falling pieces of pipe and connect them to the pipeline before the liquid spills everywhere. The pieces range from curved, straight or T-shaped pipe fittings. There are numerous levels to complete, but watch your self as the levels can become quite an overflow!

- You are almost out of pieces and the water will make its appearance very soon!
- Two pipe sections are made separately, so the center must be completed - or else!
- The water is coming! You had better place that last piece quickly!

---

**Toho of Japan / Super Famicom / S-NES**

**SUPER ALESTE**

Shooters have just reached a new level of excitement with Super Aleste (to be called Space Megaforce here in the U S!). Pilot the most advanced military weapon known to date on a race to push back an alien armada! Choose from eight potent power-ups that can be powered-up six times each! Blast through eight levels of action with the strange warping effects found throughout!
Once upon a time, an evil wizard cursed a dragon and six magicians, sealing their powers in shining gems. The King of Ishmeria inlaid the gems in a crown he called Gemfire. Discovering that the crown held special powers to help his people, he worked great deeds to restore their towns and fields. But the day came when the crown passed to an evil King. He used the powers of the crown against his people until Princess Robyn released the gems.

Now, the spell of Gemfire is broken, and you are in search of its magical stones! As Prince or Princess of a noble family, capture the gems and unite them with the crown. You must return Ishmeria to peace!

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CIRCLE #166 ON READER SERVICE CARD
OGRE BATTLE

Have you ever wanted to play a board game where the pieces move around automatically? Ogre Battle is an RPG with a little blend of strategy rolled up into one exciting cart! You may choose from a variety of strange beasts from dragons, ogres and dwarves. The more battles you win, the more land you can conquer to overthrow the world!

Here, you can see the large size of the playing fields.

A group of Dragons is preparing to attack some ogres.

To prepare for battle, adjust the slide bars for strength.

BABY JO

Baby Jo needs a home! Jo is one of those lovable cupie dolls you find at carnivals! He will need all of his cunning skills to avoid enemy snails, birds and spitting flowers. Jo can pick up rattles and bonk his enemies on the head, or just throw the rattle! Other power-ups include baby formula and diapers!

CYBER ROAD (TENTATIVE TITLE)

Cyber Road is the racing game of the future! You have been challenged by the leading racers from around the world for a race to the death. You have only your skill and on-board weaponry to blow away your foes! For more excitement, you can design your own tracks and include all of the enemies you want.
Prepare yourself for a pinball game that’s beyond your wildest fantasies!

- Incredible graphics paint an awesome playing field of sorcerors, skeletal undeads and other fantastic creatures.
- Score hundreds of millions of points!
- Six bonus levels filled with dragons, bats, live skulls and other evil monsters.

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CIRCLE #195 ON READER SERVICE CARD.
**TRICKS OF THE TRADE**

**TOP SECRET VIDEO GAME TRICKS, CODES AND STRATEGIES**

**SUPER SMASH T.V.**  
(Acclaim/Super NES)

*Circuit Select* - Have you ever thought that this game is just too hard? Well, there is now a circuit (stage) select in which you can choose from any level; even the bosses! Go to the option screen and press RIGHT, RIGHT, UP, DOWN, R button, L button and you will hear “Bingo.” Choose one or two players and START. You will see a stage select screen to pick your level.

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ONE-HAND CONTROLLER  
LICENSED BY NINTENDO

COUNSELOR 1-800-800-7185 HOTLINE
SMASH T.V.  
(Acclaim/Nintendo)

Circuit Select - You need two controllers to do this trick. On controller 2, press and hold DOWN and button B. Now, press START on controller 1. You will have to pick one player and one controller. Press START on controller 1 and a circuit warp screen will show up. You can then choose from circuits 1, 2 or 3.

Mark Howell
Alton, IL

Make sure you pick one player and one controller.

You can select which circuit you want to play.

SHADOW OF THE BEAST  
(Electronic Arts/Genesis)

Game Action Replay Code - You MUST have a Game Action Replay unit to make this code work. To become invisible throughout the game, simply put in the following password on the code input screen: 00684 E6209. This will make your player invisible, but not immune to attacks. When you punch, you can see your hand; otherwise, you cannot be seen!

Jason Neifeld
North Lauderdale, FL

GET A GAMEHANDLER®!

The GAMEHANDLER controller lets you revive the investment you have in your NES™ games now, then later you can expand GAMEHANDLER to work on the 16-bit Super NES™ when you trade up.

GAME HANDLER

3021 Bethel Rd. #108
Columbus, Ohio
43220

“Make Mario Run Backwards!”

Here’s a neat trick you can do only with GAMEHANDLER! If you’ve already beaten Super Mario Bros. 1 from Nintendo, now you can add a new challenge. Tip your GAMEHANDLER controller upside-down and see if you can beat the game running backwards. Now, Mario has new dangers and new timing for his jumps, and even throws his fireballs backwards.

“Make Turtles Disappear!”

Cowabunga, Oude! Here’s an awesome trick for Teenage Mutant Ninja Turtles 2 from Ultra. Again only with the GAMEHANDLER controller you can Hyperwarp—actually disappear and reappear around the screen. When you push your jump button on GAMEHANDLER, quickly flick your wrist right or left. This is helpful when the bad guys surround you on the higher levels.

WHERE DID THE TURTLES GO?

WATCH THIS SPACE FOR MORE SECRETS AND TRICKS YOU CAN DO . . . ONLY WITH GAMEHANDLER!

CIRCLE #228 ON READER SERVICE CARD

Electronic Gaming Monthly 71
CONTRA 3
(Konami/Super NES)

Sound Test - If you would like to hear all of the incredible sounds and music in this game, just try this method. On the title screen, press RIGHT and DOWN very quickly while rapidly pressing the X button until you hear a ringing sound. The sound test screen will appear after this has happened and you may now choose from an array of sounds and music. If you have a rapid fire control pad, set the X button on automatic and do the trick.

Note: Trick works on Japanese version of game. American version may vary.

THE LEGEND OF THE MYSTICAL NINJA
(Konami/Super NES)

Extra Supplies Code - With this incredible code, you will have all the essentials possible in order to defeat the game. First, start off the code by typing in the following password on the "Logbook Entry" screen:

$B%&JG RVGG! yBhMR %&%JG y: v>G=v GRPGv?

This code will NOT work, which is the purpose of it. Then, without deleting the non-functional password, back up to the very beginning of the page using the arrows at the bottom of the screen. After you do this, type in the following password over the previous one:

rzTS> L1>X9 q+TD0
ZR>?? q/>z0 >H>-z

This will now start you off at level 9, but only Kid Ying will be on the screen. Press the A button on controller 2 and you will see that Dr. Yang is completely powered-up! You should have no trouble winning now!

Mark Strege
Lake Elmo, MN

The two weapons (spread and laser shown here) will be alternating rapidly.

Once you get a new weapon, it will replace the old (spread and crusher shown).

THE ADDAMS FAMILY
(Ocean/Super NES)

Extra Lives - This is one game that requires skill and agility to get far. Here is a simple password to get an amazing 100 lives! Go to the password option on the title screen and enter the numbers11111. You will start the game in the hall of stairs and the counter will read 00, but after you die once, It will read 99!
**Trouble Shooter**
(Vic Tokai/Genesis)

Stage Select - Plug in controller 2. On controller 1, get to the title screen where it allows you to choose to start or go to an option screen. On controller 2, press START, RIGHT and C at the same time. You will see a stage select option come up in between the title words. Press START, RIGHT and C again to advance stage numbers. Timing is very critical!

**Syd of Valis**
(Renovation/Genesis)

No Background Music - If you would like to get rid of the music in this action game, go to the title screen and push buttons B and START together. However, if you die during the game, the music will be back.

---

**The Addams Family**
(Ocean/Super NES)

Incredible Codes - Here are some of the best codes around for that kooky game, The Addams Family. Go to the password option and put these passwords in for different results. The codes below are in red.

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>71117</td>
<td>100 lives, 3 hearts and a sword.</td>
</tr>
<tr>
<td>W111W</td>
<td>100 lives, 4 hearts and a sword.</td>
</tr>
<tr>
<td>21112</td>
<td>100 lives, 5 hearts and a sword.</td>
</tr>
</tbody>
</table>

Enter any of the passwords on this screen. Get the maximum power-up!

Tim Pienta
Williamston, MI

---

Sammy Snags a Spare!

You may now play the game without music, but the sound effects will be intact.
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**DESERt STRIKE**  
(Electronic Arts/Genesis)

*Mission Codes - These mission codes are for campaigns 2, 3 and 4:*

- Campaign #2 - BQJZAEK
- Campaign #3 - TLJQAOAZ
- Campaign #4 - ITOIKEK

*Here are some tips on how to attack the Ambassador's Camp:*

1. Get plenty of armor.  
2. Take out the radar - down and to the right of the road approaching the camp.  
3. Fly straight up the road towards the camp.  
4. Take out the M-38 with 2 Hellfires.  
5. Hang a left on the next street and an immediate right around the building.  
6. Right around the building will be a tank and a Rapier/SAM gun.  
7. Collect the ambassador - he is under one of the buildings (random).  

Ken Vance  
Las Vegas, NV

---

**F1-ROC**  
(Seta/Super NES)

*Music Test - Here is a music select for F1-Roc. This music mode lists all 18 music selections that are used in the game. First, bring up the name register screen. Next, input your initials as: OTO and push START. You will then see a music select screen. Use the A and X buttons to change the number and then START to listen to your selection.*

---

**Flo Floors Final Frame!**

---

**Note:** Trick works on preliminary version of game. Production copy may vary.
**TASK FORCE HARRIER EX**
*(Treco/Genesis)*

*Debug Mode -* Hold button A while turning on the power. When the title screen appears, let go of A and push the following buttons: UP, DOWN.

*LEFT, RIGHT, A, B, A, C, B.* Now, select "Config" on the title screen and you will see that the option mode has changed. There are new options called "Muteki" (invincibility) and "Window" (changes the screen size). When in a level, press START and then A to skip levels.

Make sure to hold the A button until this screen comes up.

You will see that the "Config" screen has been changed.

Choose the "Wide" screen option for a better view.

---

**GOLDEN AXE 2**
*(Sega/Genesis)*

*Credit Increase -* Get to the title screen and move to "Options." Press A, B and C simultaneously and hold them to enter the options screen. Let go of A, but keep B and C pressed. Move down to "Exit" and press START. Choose a 1 or 2 player game by pressing START and then choose a normal game by pressing the A button. You will then see your credits on the lower right hand side have increased from 3 to 81.

---

**PARASOL STARS**
*(Working Designs/TurboGrafx-16)*

*99 Continues -* This method will get you an incredible 99 continues! Pick up three of the same crest (the ones at the top of the screen). A special necklace will appear soon after, and you must collect this necklace for the trick to work. After this happens, your three crests will turn into stars and you must finish the stage and defeat the Boss. A door will then appear. Go through the door and collect the coin. Exit through the second door and you will be transported to the next level with a full load of 99 continues!

Collect three of the same crest.

The crests are now stars. Collect the coin.

Exit through the door.

You have 99 credits!
THE ADDAMS FAMILY
(Ocean/Super NES)

Secret Doors and Power-Up Room - Once you start the game, go in the hall of stairs and then proceed to the left.

Once you are past the last door to the left, push UP and there will be a secret door that leads to Pugsley's Den.

Go through the 2nd secret door and you will be "Behind the Stairs." The map below shows the power rooms.

Michael Semrad, Milwaukee, WI

Secret door #1

Secret door #2

Use the fez hat to fly to the 1-Up room.

Collect the hat to gain flying power.

Power-up your hearts in this room.

Collect a sword, golf ball and money!

Speed up with this sneaker icon.

Collect a sword to pick up this sneaker.

TEENAGE MUTANT NINJA TURTLES 3
(Konami/Nintendo)

Auto Mode - When you begin a game, go to the turtle select screen and do not select any turtle. Instead, move your thumb rapidly along the directional pad. Do this until "Auto Mode" appears in the upper right hand corner of the screen, select a turtle and then play. Now, you can be a different turtle every time you lose a life.

John Kenney
Milton, FL

Tina Tips the Ten Pin!
Only in the Super NES Buyer's Guide will you find the first coverage on the newest games like Street Fighter 2, Contra 3: The Alien Wars and TMNT 4. Don't miss out on any of the action! Subscribe to the Super NES Buyer's Guide today!

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**STEEL EMPIRE**  
(Flying Edge/Genesis)

*Round Select* - To choose from any round in this intense shooter, go to the options screen and perform the sound test in the following order: sound 1 - twice, sound 9 - once, sound 2 - once. Once this is done, a new category with round numbers will be added to the options. Select from 1 to 7.

*Note: Trick works on preliminary version of game. Production copy may vary.*

---

**SYD OF VALIS**  
(Renovation/Genesis)

*Unlimited Life and Yuko's Swimming Suit Bonus* - If this cute game is getting just a little too difficult, try this trick. On the title screen, press the following buttons: UP, DOWN, LEFT, RIGHT, A, B, UP, DOWN and then START. If you hear a signal sound, you have done the trick right. Once you start the game now, Yuko will be in her swimming suit making her invincible and impervious to attack damage. You can confirm this by letting her energy run down to nothing and then it will be replenished again. Yuko will also get bonus points for being in this mode with invincibility.

*On the title screen, do the trick and then start.*

*Yuko will be unharmed by all enemies!*

---

**STEEL EMPIRE**  
(Acclaim/Genesis)

*Skip Levels* - To perform a level skip trick, plug in controller 2. Next, get past the title screen and all of the options. Begin your game. Press the C button on controller 2 to skip ahead in your level, if it has a different section, and press it again to end without even fighting the Boss. This can also be combined with the level select trick shown above.

*Note: Trick works on preliminary version of game. Production copy may vary.*
**Kid Chameleon**
(Sega/Genesis)

*Fight the Final Boss - To get to the last Boss without fighting your way through every level, try this method. Go to Blue Lake Woods 2 and make your way through the level, but do not touch the flag to end the level. Get up on the very last prize block in the level, and push DOWN and RIGHT with the Jump and Special buttons held, as well. You will be warped to the last Boss!*

Adam Bryant
Chicago, IL

Get on the last prize block, but do not touch the flag!

You will be transported to Plethora, the last Boss!

Find the secrets to defeat this menace within the last level.

---

**Teenage Mutant Ninja Turtles 3**
(Konami/Nintendo)

*Option Mode - To get to the secret option mode, just go to the title screen and press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, A, B and START. Now, press SELECT to get the desired number of players. If you want to play a one player game, press SELECT three times to make the icon back to the one player slot. Once you have done this method, press START and choose your turtle. After that, you will enter the option mode where you will be able to change your number of turtles, select stages, set the difficulty and listen to the sound test.*

Chad Bertalotto
Tulsa, OK

---

**F1-ROC**
(Seta/Super NES)

*Discover Hidden Course - Choose "Start" on the title screen. Get past the player select screen and choose "Training" in the Config screen. When the course screen comes up, highlight and choose the MONACO course. Do all of the changes you want to your car and then start the race. While you are racing, look carefully for a body of water that comes to a point between two gray barriers. Once you find this, get up to top speed (turn around and come back if necessary) and head for the water. If you place your car just right, you will be able to run your car on the water without falling in. Search for a significant opening from the water to green grass. Once you get to this, you will see that it leads to a new course that is not even on the map!*
Strike Your Own Pose!

Choose your weapon:
- Left-handed 6-pounder...
- Right-handed 16-pounder...
- And everything in between.

You're in charge:
- Control Lane Position, Aim, Spin and Power to find the sweet spot and drop 'em all.

Check the conditions:
- Get a feel for the lane—things change dramatically after an oil change.

Anything can happen on 60-feet of well-oiled pine and maple.

The thrill of a three-strike turkey. The heartbreak of a 7-10 split. The embarrassment of a 10th frame gutter-ball.

Super Bowling brings you the excitement, challenge and all the realism of bowling... except for one thing: You don't have to wear someone else's shoes.

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- Four Cool Characters With Unique Styles and Attributes
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- Unique Nine-Hole “Golf” Bowling Course
- Set Your Own Pins in Practice Mode

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**LEMMINGS**  
(Sunsoft/Super NES)

*Lemmings Codes* - Here are all of the Lemmings codes for the Super NES version. These should help you through some of the tougher levels and they should get you past the easy levels that you have already beaten. We have even included the incredible Sunsoft levels for an extra challenge!

---

**FUN**
- 1. -
- 2. MJDV LX
- 3. ZBHP RL
- 4. GWSX MH
- 5. NCDK KW
- 6. CKWD RK
- 7. HCBS MG
- 8. JBKZ QG
- 9. MDMK XX
- 10. SKFK NN
- 11. LXNJ CP
- 12. MTPT CN
- 13. PCLS RC
- 14. KPMG GX
- 15. TLVK LS
- 16. HMHR SR
- 17. MFLH SH
- 18. QXPK CH
- 19. MWRT LN
- 20. GMXW CPS
- 21. KGXL NP
- 22. DVJB GM
- 23. LGSS CZ
- 24. MVGD VX
- 25. LSQG QC
- 26. SXRM VR
- 27. PMQJ PX
- 28. DHBP TW
- 29. BCXL WV
- 30. FXWB SL

**TRICKY**
- MGQZMG
- LXSFDX
- ZRVXBW
- NVKRTB
- GJWZHM
- DJCQZT
- JHSVCL
- RCHFGR
- BJVRCQ
- JKJRMQ
- MZDCTC
- ZVMQXX
- ZRHJPL
- JFLKJP
- JQXRGJ
- WVFHQT
- KBVBVJ
- TTKLKZ
- NNFFQP
- ZNXBKM
- QSLQWT
- BGFVRM
- PQZWDK
- SBMCSJ
- BDGRNX
- XPPBQL
- JHSPRH
- GCLKJM
- SRWGXZ

**TAXING**
- PQQFTP
- BPLHRX
- CPZRSM
- SWSWSP
- DCQCKR
- MDGMLV
- WZWSDM
- HZBCEQ
- SPRPVH
- BWCBXJ
- WRFVJL
- GBCXXS
- TTXQQX
- DCBWNH
- WCBLDX
- PFFVXR
- NVCKDN
- QPDJDJ
- QBGSPW
- JLXJWN
- JHLFSR
- WCLJNK
- LVFMHM
- MHNNPC
- RNMKXP
- ZXSSDN
- BBTSGZ
- LXFLJP
- QKZYKF
- WFCSSH

**MAYHEM**
- XNMTWV
- KDPQQR
- VNTGRB
- SQDLCR
- JHQTCD
- ROXNVP
- CBWMML
- LGVDDW
- KHWTJL
- GVNNKL
- DXCDGN
- GWJTPL
- LNZNHW
- MZKZKC
- RWLTTQ
- LGKJRM
- SQXKBZ
- WXTBWC
- NPKRNV
- PZQWRG
- DZTHVN
- RMDTBF
- FCSLSP
- RNHQXM
- LGTDWX
- HCBKBH
- MWGVOJ
- GSPOCR

**SUNSOFT**
- TPCWFMP
- WJSJLDX
- PVNRMC
- HZSQQN
- KCGHCN

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STREET FIGHTER 2: CHAMPION EDITION

It has been two years, and the 12 World Warriors have gone back to training for the next challenge - Street Fighter II: Champion Edition! Now you can control the boss characters as well in their quest for world domination. Every character has been enhanced with new exciting changes that turn the tables on previously "unbeatable" characters. As you can see from the chart below, the stats have changed, and now Ken is the most powerful character in the game. Even Ryu beats out Guile in overall ratings. Even so, gamers can play any character versus him/herself, so there is no excuse for losing!

Some new moves/changes are Ken's deadly fierce dragon punch not only has a wide range, but it also allows him to do a fearsome triple dragon punch more deadly than Zangief's Screwdriver - ouch! His light-speed hurricane kick is a valuable weapon now, and if a character is caught off-guard, look out! Ryu's fireball is faster than Sagat's, and his hurricane knocks any player off their feet in one hit! Chun Li has new close-in kicks that can surprise newcomers. Her wind kick is a powerful weapon, too. Blanka is a formidable foe thanks to his speedy shock attack and increased stamina when hit in a ball attack. Guile has a worthless knee attack and a cool double jackknife kick. He still recovers quickly.

Sagat vs Vega!

after Sonic Booms, M Bison does damage with his torpedo and flip kick even if blocked, and Vega can perform a wall climb anywhere. Sagat wields the deadly (up close) Tiger Knee and a throw Balrog can headbutts and throw power hits all day. Zangief and E Honda can move with their power punches (Spin Punch & 100 Hands), but otherwise, no improvements. Dhalsim, sad to say, is not very different other than the speed of his torpedo moves, and the power of his headbutts. Luckily, each character has a weak point for at least one World Warrior to exploit. The table stats will most likely change over the next year, but so far, Ken is the one ...quick sprint from Vega, Blanka, Chun-Li, and M Bison.

All characters were redrawn with subtle differences, except for Dhalsim, Guile, Ken, and Ryu. They have been given additional muscles, smiles, and grins for realism. The backgrounds sport different colors, too. All in all, Street Fighter II is the game of the year.

Ken in Red vs Zangief in Black!

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Get these supercarts at your favorite store.

**Dragon Warrior III:**
Your quest for the premier RPG ends where the Legend of Erdrick begins. The long-awaited Episode Three features a choice of partners, weapons and spells enough to make even Merlin the Magician work up a sweat. Try your hand at the RPG that shook Japan.

**ActRaiser:**
The game that's topped the charts for Super NES. You are the master. Direct your angel to form civilization as you know it while battling a bevy of bogus beasts. Rated best 1991 video game for action, strategy and music.
Deco

**DARK SEAL II**

Adventure games like Gauntlet and Cadash have been popular in arcades for some time now. Deco has recently released its latest coin-op adventure with Dark Seal II. As with most arcade adventures, you get to choose the character you want to play. Each of the five warriors has different skills, abilities and disadvantages. Pick the character with the powers that best suit your style of game play. Choose to play as the Knight, the Wizard, the Bard, an Elf or a Dwarf.

Two players can explore at the same time. With wise choices, the two characters can complement each other's skills. For example, the combination of the Knight and the Wizard gives you powerful attacking and defensive strength with the magical muscle needed to get past some of the more deadly enemies.

Not only will you have to battle the evil monsters in your path, but you must also contend with traps and tricks that have been placed in your path. Dark Seal II is more than just a test of your ability with the joystick. You are going to have to think to get through many of the difficult puzzles and tough traps.

Be prepared for evil creatures to attack from behind and from above. Each of the five characters has different skills to help them through the adventure. Pick the one that fits your style of action!

Your journeys in Dark Seal II will bring you against many powerful and dangerous foes. Using your skills as a fighter and your powerful magic spells, you must battle your way past dragons, demons and other evil beasts who would like nothing better than to eat you for dinner.

Fire-breathing dragons are one of your toughest opponents in Dark Seal II. You must avoid the stream of fire while trying to hack through its tough hide.

It is not all battles and bloodshed in Dark Seal II. For instance, now that you have gained access to the treasure chest, how will you manage to get past the wall of fire?

Jump out of just about anywhere at any time! When adventuring in Dark Seal II, you must keep your eyes peeled and your guard up every step of the way!

With a little luck, a successful battle could become a treasure trove for you and your character. Many of the treasures chests you find and the creatures you fight will have items of magical power that can make you stronger and aid in your quest. If you are playing a in two player mode, spread the magic items out among both characters to strengthen them both and give you a more balanced attack in combat. Use teamwork to get through the tougher areas.

Spells work well against enemies far away from you and against stronger foes, while the physically stronger characters like the Knight should have no problem wading into battle against the weaker opponents.

Keep an eye out at your local arcade for the latest installment in the Dark Seal saga. If you like arcade adventure games, you will not want to miss this one. For some help with this tough quest, remember to bring a friend along!

Dh no - another dragon! If you have already used spells on the first dragon, how will you get past this one?

Some of your enemies will leap at you, or fly. They can be much harder to hit when they are off the ground!

88  Electronic Gaming Monthly
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SONIC WINGS

If you like shooters, you will be happy to see the appearance of Sonic Wings at your arcade! This vertical shooter has a vertically-placed screen so that you can get as much action as you could possibly want! This screen image allows you to see further ahead and gives you more playing field to work with!

Great graphics and intense action make Sonic Wings one of the best vertical shooters to come to the arcade in a long time!

You must pilot your aircraft against a horde of invading foes. To help you, you can pick up a number of different power-ups that will help you defeat the enemy. The giant beam laser is excellent at ripping apart enemy ships! Of course, the bad guys have a few tricks up their sleeves, too! Rockets, missiles and bombs will assault you as the enemies throw everything they can at you to knock you out of the sky!

Sonic Wings features a two player simultaneous mode that allows you and a friend to cooperate at destroying the invasion. Set up strategies to deal with the menace and protect each other from destruction. The great graphics and huge boss characters make Sonic Wings a premiere coin-op shooter. Are you good enough to survive?

Missiles and massive aircraft are just a few of the things you will have to dodge and shoot in Sonic Wings from Videocore.

Alpha

NINJA COMANDO

The Neo-Geo system from SNK has had a lot of exciting fighting games, and they will now get to add Alpha's latest creation to a list of quality Neo-Geo games. Ninja Commando has everything you could want in a fighting game, and it's made to be used on the Neo-Geo arcade system!

Bizarre creatures and powerful weapons are the name of the game with this one! You are the Ninja Commando, and it is your task to fight your way through all of these enemies! Use your special ninja training and skills to survive.

The training you receive will come in very handy against your foes. Not only are combat skills important, but you must also be able to use the special ninja magic talents you will have learned.

Keep an eye on your life meter, or you could wind up in trouble! You also have a time limit in each section of the game, so you will have to work fast to get to the end of each level with enough time to defeat the giant Boss character. For an easier trip through the game, play the two player simultaneous mode with a friend. You will not soon forget your trials as the Ninja Commando in this intense action coin-op game for the Neo-Geo system!

Creepy critters with weird weapons will tax your ninja skills in this hot fighting game from Alphai.
Super Hot Graphics for Super NES!

Have a Blast!

Get ready for the fight of your life with GunForce™. This top-ten arcade game brings explosive adventure right into your living room. With incredible 16-bit graphics, dynamite special effects, and two-player simultaneous action. Put the ultimate arsenal of weapons at your command. Futuristic choppers, humungous tanks, and the most daring army in the universe. Super NES delivers action and sound so real, you'll be tempted to duck. Load up today!
NEW SOFT NEWS

As CES approaches, the video game companies are starting to talk more about the games that they will be bringing out this fall. Accolade is working on a S-NES version of their Test Drive 2. A GameBoy version of the arcade classic Centipede is coming soon. Activision plans to have Mech Warriors for the S-NES out during the 4th quarter. ASC is likewise, working on new S-NES titles. Super Power Punch should be out by Christmas. Bignet is moving ahead on new Mega CD-ROM titles. Their newest project - Slicky, is an action adventure game. Heavy Nove 2 and World War 3 (working titles) are scheduled for release later this year. Allus plans to convert their humorous Wacky Racers to GameBoy. Data East is jumping on the S-NES bandwagon with Mutant Fighter. They haven’t totally left the Genesis fold though, as Captain America is scheduled for September. Konami’s new GB game - Zen: The Intergalactic Warrior should make it this year. Mentrex has Nolan Ryan’s Express for the Genesis, and Renovation is working on Deeth Bringer and Grand Slam Tennis for the same system. The unnamed Sofel boxing game is now called TKO Boxing. It is for the S-NES. Razorsoft plans on doing Jerry Glenville’s Pigskin Footbrawl and Keeper of the Gate (was Stormlord 2) for the Sega 16 bitter. American Sammy is bullish on the S-NES as Sorcerer’s Kingdom and Ultimate Football are new 16 bit Nintendo titles. Still no word on anything from Sega for any of their systems.

SUPER BATTLETOADS
Tradewest / Super NES

Back at the January CES, Tradewest gave EGM a look at the first level of the new S-NES Super Battletoads (Issue 32, March 1992). Now, with a few more levels finished, EGM gets yet another exclusive look at some of the details which Tradewest is building into this super cart.

While Super Battletoads plays similar to the first game, the new moves and faster action will blow you away. Your special moves have been powered-up, as well. When you do a special move, your arms and legs grow to tremendous sizes and change shape to form hammers, ram horns, mallets or spiked shoes.

The levels are intense in both action and graphic presentation. One of the levels has the Toads walking on a tile floor with a perfect mirror image shown in the reflective tile below their feet!

Don’t forget, Super Battletoads is a two player simultaneous game with no slowdown!

Although this game is still in the works, you can count on EGM to show you more and more great aspects of the game as it becomes available to us!

As you travel down the tunnel, the heads of cave dragoons lurch out to attack!

Notice the reflections of the Toads in the floor! This is just one of the many new features!

Watch your back! Enemies appear from this tunnel, so be prepared to bust some heads!

Take out the bridge guardian with one of your special attack moves.
Get your Ph.D in RPG.

We've captured a special kind of magic in Knight of Diamonds, the Second Scenario. If you've never played Wizardry, you won't find anything like it on the Nintendo Entertainment System. This is role-playing at the highest level—a game in a class by itself. Soon, you'll find out what experienced players already know—playing Wizardry isn't easy. But stopping is even tougher.

This Is What You Got Into Role-Playing For.
SUPER STAR WARS
LucasArts / Super NES

One of the most popular science-fiction movies of all time has found a new home within the Super NES!
Luke Skywalker has his work cut out for him. Darth Vader is attempting to take over the galaxy and only Luke and the rest of the rebellion can put a stop to him.
Along the way, Luke must locate Han Solo at Mos Iasley Car and get a lift to the rebellion base, but many other adventures seem to take place along the way!

USA BASKETBALL
Electronic Arts / Genesis

Electronic Arts has a history of producing some of the most exciting and challenging sports games in the market! Now, they are developing USA Basketball for the Genesis!
USA Basketball is different because you do not just play U.S. teams, you get to play teams from all over the world! You can select the team you would like to be from a wide selection of the most desirable choices.
You can play against the computer to win the Championship or play against a friend in the two player versus mode!

Win the basketball tournament and witness the awards ceremony!
TODAY ROME, TOMORROW THE WORLD

Return to ancient times as Julius Caesar and command the legions of Rome in your bid to rule the known world. An uprising in Asia is the setting for your quest to gain absolute power. But beware! Your enemies back in Rome await their chance to betray you!

The danger and action of the Roman era are recreated in this 8-Meg, 1 or 2-player military simulation spectacular! Plot and maneuver your forces as they battle the menacing armies of ancient Persia, Egypt and Arabia. Sail the Mediterranean in search of new lands to master in glorious triumph!

• The Campaign Mode challenges your skills as a military strategist to their ultimate limit!

• 2-Player simultaneous play with "Real-time" action intensifies the adventure!

• Destroy all enemy fortresses and armies and conquer the world!

WARrior OF ROME II

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MICRONET CO., LTD.

1F Big Box, 513 W 13 Chen Ho Shuway, Nakahara-ku, JAPAN

MICRONET 1992

Distributed by MICRO ENT S.A., Ltd.
368 Michael Street, Suite 348
San Francisco, CA 94111

CIRCLE #175 ON READER SERVICE CARD
CAESARS PALACE
Virgin / NES

Do you have a slight case of gambling fever? Then check out Caesars Palace for the NES! Walk in with lots of cash and proceed to any of the common game tables. You can pick from any of the classic games like playing the one armed bandits, blackjack and, of course, poker. Caesars Palace looks and feels like you are really there, except it is a whole lot cheaper!

FABLES & FIENDS
Virgin / Super NES

Fables and Fiends is a new action/quest game for the Super NES. You must search the beautifully detailed countryside, talk to people in towns and try to survive the attacks from forest beasts. You can also collect very powerful magic spells to conquer any major foes who dare to cross your path! Take on the adventure of a lifetime with Fables & Fiends.

UTOPIA
Jaleco / Super NES

Utopia is a game about the construction of a near perfect place for people to live. Set in a futuristic timespan, Utopia places you in command of developing this colony to full growth. This is not as easy as it sounds due to an alien race that keeps attacking your colony.

You start on a barren landscape that you build up by using command icons located on the right side of the screen. There are 25 buildings to choose from including laser turrets to defend the colony, living quarters for your people and life support buildings that recycle unbreathable air to breathable substances.

If you can hold off the alien attacks and keep your people happy, you just might have what it takes to create a true Utopia.

You start off by looking at a basic landscape. Use the icons at the right to construct buildings, wipe out unsuitable living areas and connect roadways. Once you have an area set up, your people can begin to rebuild their lives.

The Senior Advisors inform you when there is a problem. You can refer to them as often as needed!
You’re into it!

HANDY TWIN POWER KIT SV-91D
- Quick charger (60-80 min)
- & discharge feature
- Battery SV-901 plays,
- 14 hours on Game Boy
- 2 hours on Game Gear
- Play while charging
- Home & car adaptor

HANDY SOUND SV-91D6
- Retractable earphone
- system
- Comfortable &
- discreet design
- Snaps onto Game Boy

HANDY TWIN RECHARGEABLE
BATTERY II SV-902
- Extended life battery
- Charges in 60-80 min
- with Charger SV-900
- Plays for
- 28 hours on Game Boy
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HANDY KIT SV-907
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- Stereo sound
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Game Boy is a trademark of Nintendo of America Inc.

CIRCLE #225 ON READER SERVICE CARD
The "Sim" series of involving simulations makes another appearance on the Super NES with Sim Earth! This is not just any simulation, though. You must choose a barren planet and nurse it to life with plants, trees and, of course, humans!

The game is operated on a slide bar format where you make minute adjustments to conditions and help life to spawn with special icons. As the population increases, so will the problems that occur.

This is the screen you will see most. You perform most of your creations here; plus, you can view the surface quickly.

The atmosphere is just one of the many variables to watch over.

To get a better idea of how your planet is doing, you can view it from space and get altitude and water level readouts.

Breaking the spells that bind is what you'll need to do in this new game from Sages Creation for the Sega Genesis. Gamma, the evil spell master has changed you and your princess into stone pillars in his evil kingdom of the damned. Your only hope is to correctly deflect the glowing power sphere through a hellish maze. You'll need to topple stone walls, cut down spell bound trees that come to life, gallop through gates of ghoulis, and dance with demons, while traveling through worlds of fire and ice. Most importantly you'll have to keep moving forward in order to escape the fiery depths. Not only will you need skill, but...
**SPOT II**
Virgin / Super NES

The famous 7-UP Spot is starring in its very own video game! Based loosely upon the classic board game Othello, Spot II breaks new ground in innovation! In Othello, the pieces change according to the end piece placed upon a row, but in Spot, the pieces change color around a central piece! After each level is complete, you get to see a cinema display showing Spot in different situations like surfing on a 7-up bottle or building a sand castle.

Here, Spot is seen surfing on a 7-UP bottle through the ocean.

in this cinema, you get to watch Spot build a sand castle while dodging little sand crabs. After this, you are onto stage three.

Spot name and 7-UP logo™ © Seven Up Company

**HEAVY NOVA II**
Bignet / Mega CD-ROM

Heavy Nova was such a hit when it landed on store shelves that Bignet is releasing a sequel with the working title of Heavy Nova II.

If you remember, there were some points in the game with no enemies. That has now all been changed! Everywhere you walk, there will be enemies for you to attack! There are 10 stages of one-on-one robot action, along with more animated cinemas that will be part of the new CD-ROM version. Expect this to be one of the first third party Mega CD discs.

Here, a rival robot throws you around like a rag doll!

In the combat scenes, you fight against a fellow robot.

*Heavy Nova II is the working title and is subject to change.

---

**FOR SEGA GENESIS**

each tick of the clock brings you closer to eternal damnation! Seven burning stages, vertical and horizontal scrolling, 3 difficulty levels each with a different

finish. So... Possess Devilish for your Sega, before it possess you!

Sages Creation, Inc
12062 Valley View, Suite 250
Garden Grove, CA 92645

Also available for your Sega GameGear!
MOON CRYSTAL
DTMC / NES

Most of the people you encounter won't look friendly...they aren't!

Moon Crystal is the newest action title released by DTMC. You must recover the stolen Moon Crystals from the thieves that nabbed them. Your journey will take you to many new and faraway lands.

The enemy will attack you with daggers, hatchets and other weapons.

The fight along the clock tower contains many new surprises.

This an overview map that plots your progress.

Aboard the ship you must face hoardes of nasty pirates!

BASEBALL STARS II
SNK / Neo-Geo

Baseball Stars II is a baseball fan's dream come true! Not only do you get real home run action - right out of the arcades - but this version has a different twist to it!

You can purchase power-ups like a blue bat that gives you the ability to hit a home run almost every time! There are also close up shots of the players as they run to bases, catch fly balls and slide into home!

Baseball Stars II also features two player simultaneous action for an exciting day at the ball park!
It's so fast, it'll make your teeth rattle. So intense, it'll make your toes curl. So action-packed, you'll go rocketing, blasting and splashing your way through 8 stages in this Super NES Action/Arcade classic. It may take facing horrible 3-D creatures and multi-level scrolling. It may take a will of iron and nerves of steel. But you've got what it takes! Even if you have to hurl...
DEATH VALLEY RALLY
Sunsoft / Super NES

Sunsoft is working on its latest title for the Super NES entitled Death Valley Rally! You play the Road Runner as you try to outwit and outmaneuver the cunning Wile E. Coyote in a race for your life. Many traps are set alongside the road to trap you, with some set up by Wile E. himself. Beep Beep!

ANDRO DUNOS
SNK / Neo-Geo

Andro Dunos is the latest side scrolling shoot-em-up for the Neo-Geo. You must pilot your fighter through hordes of alien ships. Blast them away with tons of power-ups you collect throughout your odyssey! You can even have another player join in, if the mission is too rough to go alone! It is a great shooter on its way!

PRINCE OF PERSIA
Virgin / NES

An evil wizard has kidnapped your beloved bride-to-be! It is up to you to save her! Prince of Persia is an action game like you have never seen! You have one hour to save her, but you must contend with the wizard's henchmen while also dodging various boobytraps throughout the levels. Hurry up! She is waiting for you!

FINAL FANTASY SAGA
Square / GameBoy

The legend continues with Final Fantasy Saga! Cecil has found himself on another mission to seek and destroy an evil army attacking Cecil's homeland. He must visit various towns and recruit soldiers to aid him in his mission. Use the gold pieces collected from fallen enemies to power up your party with new swords, armor, and shields. You will journey mostly by land but later on you receive a fighting ship from an old friend. If you own the first two of the series, this third one is definitely worth looking into!

In Final Fantasy Saga, there are five characters that can join the party. Another improvement is the number of enemies you can battle at once!
Think fast. This is definitely no ordinary poker game. Counting the cards is not so easy when you're dealt a new one around every five seconds. It'll take all the concentration you have to beat this game. Of course, a little luck couldn't hurt.

Think all you like. In fact, take all the time you need to figure out 100 increasingly challenging and involving puzzles that may make you forget what planet you're on. By the way, make sure you have plenty of spare batteries.
MEGA PLAY
THE #1 ALL-SEGAM VIDEO GAME MAGAZINE

* GET THE FIRST INFO AND PHOTOS ON ALL THE NEW GENESIS, MASTER SYSTEM AND GAME GEAR CARTS.
* FIND OUT WHICH INTERNATIONAL GAMES ARE HOT!
* PLUS PAGES OF GAME MAPS, DETAILED STRATEGIES AND MORE!

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Somewhere out there on Count Crimson's island, Moon Crystals are being mined to bring back the dead in an evil way. Can you stop this madman before it's too late? The world is depending on you to save it from total doom. Live this truly awesome graphic adventure on your Nintendo Entertainment System®.

All right! The hot sequel to the sun, surf and sand sport game is back in a big way... Super NES® style! Five new events test if you really are the coolest dude or dudette around: Body Boarding, Snow Boarding, Jet Surfing, Hang Gliding and Skate Boarding. Up to eight players can compete to enter the Hall of Fame or end up in the Hall of Shame.
CAN YOU GIVE THIS GUY A NAME?

If so, then you are eligible to win great prizes from Turbo Technologies! Turbo Technologies is working on a new TurboGrafx-16 game starring a future relative of Bonk! However, they want you, the readers of EGM, to come up with the best possible name for their new character!

1ST PRIZE
You could win the first TurboGrafx-16 Duo in the United States

2ND PRIZES
You could win one of five TurboGrafx-16's

3RD PRIZES
You could win a copy of Bonk's Revenge!

Contest Rules: All entries must be received by June 16, 1992. EGM or the judges are not responsible for lost or misdirected mail. One entry per person. No purchase necessary to enter. Prizes are not transferable. Illegible or incomplete entries are not eligible. Employees of Sandai Publishing Group, Inc. or Turbo Technologies Inc. and their affiliates are ineligible to enter. Turbo Technologies Inc. and Sandai 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 Turbo Technologies Inc. and Sandai Publishing Group, Inc. for any promotional or advertising purposes without further compensation. Value of prizes: First ($299.00), Second ($99.00), Third ($49.99)

To enter:
1) Come up with a name for the new Bonk!
2) Write it down, along with your name, address, age and phone number and send it to...
NAME THE NEW BONK CONTEST
C/O Electronic Gaming Monthly
1920 Highland Ave., Suite 222
Lomberd, Illinois 60148
COWABUNGA DUDE!!

The Turtles are back in a new adventure for the Super NES system. Turtles In Time is the new adventure in which the Statue of Liberty has been stolen! To make matters worse, Shredder has banished the Turtles into a time warp from which they are never to return. You must fight your (the turtle's) way out of the time warp, defeat the Super Shredder and return the Statue of Liberty back to its original resting place!

In the first three levels of the game, you must defeat the Foot Clan soldiers in the streets of the Big Apple. In level four, Shredder puts you into the time warp. After starting out in a prehistoric age, you must then fight your way back to the present day in order to defeat Shredder and reclaim the Statue.

Game control accurately matches the arcade and it has some very cool special attacks complimented by Mode 7 scaling. There are also numerous power-ups to collect that make thrashin' Shredder a most easily, excellent task.

OVER 20 DIFFERENT MOVES!!!
TURTLE POWER IN FOUR DIFFERENT WAYS!!!!

Leonardo is the most well rounded turtle. He will do most everything well. His weapons, the Katana Swords, are very powerful and all of his moves are relatively fast. His special move is a spinning double sword slice, which is one of the most powerful attacks. Use Leonardo and send the Foot Clan crying home to Shredder.

Michaelangelo is a fairly rounded character. His greatest asset is his weapon, the dreaded Nunchakus. Although his weapon is the most powerful, he lacks an important feature, speed. He is the slowest of the turtles. However, his special technique is a twirling attack that uses the Nunchakus. This is extremely powerful.

Donatello will not win any world's fastest speed records either, but his other actions make up for his sloth-like movements. His weapon is a simple Bo, but there is not anything simple about it. It enables you to give the Foot Clan a good beating before they can even think about touching you. Donatello's special move is a jump kick used with Bo.

Raphael is a bit on the speedy side; in fact, he is the fastest turtle of the bunch. Due to his speed, his special attack and rush attack are extremely effective. His weapon is a pair of Sai's. This is a relatively powerful weapon, but due to the size of it, Raphael's defense suffers. Raphael's special attack is a ballistic round kick.

Customize your turtle and power him up in the option screen.

Choose from three different courses and set records in the time trial.

Grab a friend and go turtle-to-turtle in the versus mode.
STAND CLEAR OF THE SEWERS!!!

GIVE THE CLAN A RIDE THEY WILL NEVER FORGET!!!!

It is pizza time! Collect these Italian pies to replenish a turtle's life.

Turtle power! Collect these icons and become a Super Turtle.

Bonus stage! By collecting these icons, you rack up big points.

In level one, you must maneuver your turtle through the Big Apple. After being attacked by various members of the Foot Clan, you must defeat Boss one, Baxter.
SCENE THREE: SEWER SURFING!!!!

SCENE FOUR: THE TECHNO DROME!!!!

SCENE FIVE: PREHISTORIC TURTLES AURUS!!!!

Alley cat Blues!! Fight the Foot Clan in the back alley’s of the big city. As you make your way through the level, defeat the clansmen and fight Boss two, Metalhead.
THREE JOKERS DO NOT BEAT AN ACE!

June 28, 1914 Arch Duke Ferdinand was assassinated in Sarajevo. This atrocity led to the declaration of war between the Triple Alliance of Great Britain, France, Russia and the Triple Entente of Germany, Italy and Austria-Hungary. The war lasted for four long years. Born during these years was an elite breed of airplane pilots, the Aces.

Wings 2: Aces High puts you back in time to fly with one of the most potent flying forces of the war. You are in command of a squadron of five recruit pilots. Prepare to successfully pass all of your recruits through flight school to earn them their wings. Thus, the fun begins. You must power-up your pilot until he becomes the elite, the Ace. To do this, he must fly actual combat missions and complete them successfully. The R.A.F. depends on you!

FACT FILE

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After selecting a pilot or finishing a mission, you have the option to fly another, return to the barracks for a rest or a code to review the records of your performance.

ENTER PASSWORD:
BECDFGJKLMNPQ
RSTVWXYZ20123
56789bdfghjk
lmpqrsuvwxyz!

When back form a tough mission, return to the barracks for some rest, again, and a code to continue where you left off for later.

There are five pilots to choose from!!

Lawrence Wolfe is a rich socialite in search of glory. His forte is the Lewis gun.

Sean Maloney is an Irishman who started out as a mechanic. He now flies for the R.A.F.

This is Charlie Dexter, an American flying for the R.A.F. He was born to fly.

Marcel LeBlanc is an Ace who left Canada to fly for the R.A.F. He is a known marksman.

John Hargreaves, a former factory worker from Manchester, is now an Ace in the R.A.F.

All of these men, from very different walks of life, developed the most potent fighting force of the war. You will now have the chance to play the role of these pilot Aces.
FLY A VINTAGE WWI AIRCRAFT OVER EUROPE!!

What makes an Ace is his ability to maneuver an aircraft and shoot down his enemy before getting hit himself. There are many Dogfighting missions you must accomplish in this game, but only the tough survive.

Downings of enemy aircraft are few and far between. It takes excellent flying to line up the shot and a good eye to put him down.

When you return to the barracks after a successful mission, you will be able to power-up the pilot's characteristics.

A pilot must be on his toes constantly, especially in a dogfight. One false move in this simulator, and it could be your last!

Recon has identified an enemy regimental H.Q.!
Destroy the command post and you just might ruin a general's day.

Low altitude bombing is one of the harder aspects of being an Ace. It takes steady flying and perfect timing on the release.

Low level bombing missions are the toughest aspect of the game, but if done right, they can really ruin someone's day.

Intelligence reports a truck is moving up ammunition for their next push.
Your best chance is to destroy it when it's crossing the river.

Fly low and hit hard!! Strafing missions play an important role in the Ace's life. Let your machine gun rule the sky and the ground.

An Ace's job is never done. You will encounter assorted ground vehicles from trucks to tanks. Your job is to eliminate them.

Bombers missions are the hardest to accomplish. Low level bombing makes your aircraft vulnerable to ground based assaults to hit.

Strafing requires the Ace to fly close to the ground, destroying vehicles and installations along the way. These missions demand extremely good flying because the ground can be quite hard on a flying aircraft.
"CAN YOU FIGHT, FLY, AND EVEN CROW?"

Nevernever Land is under control of Captain Hook! Thus, get ready for the adventure of a lifetime. You need to rescue your daughter and son, defeat Hook and, most importantly, have lots of fun, so you can never grow up again!

The plot of the game is straight from the movie. Everything from flying to new heights, to battling pirates, to proving your worthiness to the lost boys is here! Be prepared, Nevernever Land is larger than you think! Ten vast levels of pirate infested challenges await you!

All of the Lost Boys from the movie are here! They will be able to guide you through the game and give you clues on where to go and what to do!

The dagger is your most common weapon. It has the power to cut down most enemies with a single slash! If you learn the basics of it, nothing will stop you!

Is it a bird? Is it a plane? Well, it does not take an Einstein to figure out who it is! Once you find Tink, your flight meter will be filled. It does not last long, though.

Your sword is the one thing that makes Pan complete! The beauty of this is that it will fire magical dust at the enemy. However, if you get hit, all is lost!

You will find Tinkerbell in the game. Enter the dust that she is dropping and you will be granted the power to fly. You can keep entering the dust to recharge it!

The leaf has the power to restore either all or just a fraction of your health. Be sure to find these, you will more than likely need them to survive!

1-ups are the key to survival! The more you have, the better your chances. Yet, you need to look really hard, as they are hidden in precarious places!
Level one is where Peter Pan first learns how to fly! However, the Lost Boys do not believe that he is Peter Pan, so they put him to the test. Peter faces the boys in their own territory, though, where their imagination controls all, including the weather. To get your sword, you will need to battle Rufus. He is waiting for you at the end and he has one mean, jealous attitude!

"Head for the hills!" Next, you need to battle through the cliff edges and battle the seafaring lackeys of Hook. Also, some savage plants will be strategically located all over the place! You will need to figure out which way is the safest route. In addition, there are times that you will need to fly in order to reach certain places! It is a good thing that there is no boss.

You will next enter the forest just outside the lair of the Lost Boys. Be careful because the pirates are hidden everywhere! Some will be behind bushes, but most of them will be waiting in the trees! You will then need to soar through the trees and swat them out! Think that is easy? Well, Hook's money grubbing assistant is ready with loaded boxing gloves for you!

Once on the mountains, your main goal is to soar through the range and try to avoid, or defeat, all of the pirate foes and fire-breathing leopards (I thought the pirates had no imagination) that stand in your way! As you get to the end of the stage, a floating mini-pirate ship stands in your way! He will always be airborne, so make sure to keep going back to Tink!

The ice caverns will have you slipping and sliding all over while you are trying to find out where to go. As always, there are plenty of dangers that are scattered throughout this level such as bats that soar through the dark winds, dragons hidden in the walls, ice snakes and even piranha swimming in the icy, blue waters! There is a whole lot more, so explore to your heart's content!
Super Bowling by American Technos for the S-NES is on its way to "pinhead" fans everywhere. This game has it all; the fun, the sounds, the graphics and robust game play that make it just as much fun as the real thing.

A multi-function control bar enables you to select ball options such as power of your throw, angle of ball curve and which side of the lane the ball will travel. Even the amount of wax on the lane's floor can be adjusted for increased or reduced ball spin! Further options include variable ball weight, left or right handed bowler capability and difficulty select.

In the practice mode, you can hone your technique by practicing those tricky splits. In the golf mode, the pins are set randomly by the computer and you have three chances to get them all. Finally, turkey bowl is just like regular ten pin bowling.

Avoid the gutter and strike it big with Super Bowling!
TECMO

GAMES, HARD TO BEAT!

• 1 or 2 players.
• Superior graphics.
• Coaching mode.
• Password for continue action.
• 12 teams.
• Super action cinema screens.

TECMO BOWL

• 1 or 2 players.
• 28 official NFL teams.
• 4 run plays / 4 pass plays.
• Team stats and data.
• Create your own pro bowl.
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• Save game results.

NINJA GAGE III

• Game continue mode.
• 6 special weapons.
• 5 "Power-up" items.
• New cinema screens.
• 8 new Bosses.
• New action techniques.

NINJA GAGE II

• Single player action.
• Superior graphics and music.
• Continue option.
• 5 "Power-up" items.
• 10 cinema displays.
• 20 different stages.

TECMO

18005 S. Adina Maru Lane, Carson, CA 90746
TEL: (310)329-5880 • FAX: (310)329-8134

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STREET BRAWLING
ACTION AT ITS BEST!

The arcade beat-em-up of the 1990s is making its way onto your Super NES. With it, comes all of the heated action you would expect from the coin-op itself! The attack moves are plentiful and dangerous. Among them are the punch, kick, power running punch, head slam, throw and many others. Not only do you have a large variety of moves, but you also will be able to pick up objects to throw at your opponents such as small cars and motorcycles. Within each act (level), you will face a large number of punks, thugs, gangs, clowns and rollerskaters on a rampage. This is two player simultaneous action, and it is hot! The end of level bosses are challenging, as they sport such weaponry as 2X4s and fire. Check out the comparison of the arcade and the Super NES version below. This is definitely one that you will not want to miss!

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ARCADE

Hordes of gang members will attack from all sides.

In act two, the gangs look harmless, but looks can be deceiving.

Throw these bothersome skaters out of the way!

SUPER NES

As you can see, the graphics are nearly identical to the coin-op!

Watch out for this guy's bad breath! Enemies fill the screen!

The combat action is nonstop! Pound the punks into the ground!
New For Game Boy From FCI!

Conquer Outer Space!
An all-new action-puzzle-exploration game
Out on a date in his Dad’s space shuttle, Eric runs out of gas! He rides off on his space scooter in search of gas cannisters to get home safely. The containers must be carefully collected in numerical order while maneuvering through strange terrain, avoiding tanks, dodging time bullets and evading sprinkler guns. In Out of Gas, Eric races through space to find the gas before he’s out of time, too!

- Puzzling! Negotiate 64 different maze-like screens
- Action-packed! Tricky obstacles block your path
- Exploration fun! Discover the quickest route through the galaxy

Conquer Inner Space!
A space-crazy follow-up to the original Boxxle game
Challenge a brain teaser with a brand new twist
While Willy is working in the warehouse, an alien spacecraft captures Wanda! Now he must build a spaceship and rescue her. But first, Willy has to move boxes into their proper spaces so he can buy parts for his space rocket. With 120 different puzzle screens, arranging the space in the warehouse will “boxxle” your mind. Combine manual labor and brain power to beat Boxxle II!

- Creative! Construct your own puzzles with three Edit screens.
- Tricky! Retrace your mistakes with Special Instant Replay mode
- Impressive! Reduce or enlarge any screen for a better look.
- Fascinating! Password feature lets you resume where you left off.

Out of Gas is ©1992 Realtime Associates. Boxxle II is ©1992 FCI Inc. Nintendo Game Boy and the Official Seal are registered trademarks of Nintendo of America. FCI is a trademark of Fujisankei Communications International Inc. 150 East 52nd Street, New York, NY 10022. Consumer information is (718) 966-0125.

CIRCLE #121 ON READER SERVICE CARD
**NINTENDO SUPER NES**

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**SUPER SOCCER CHAMP**

- **MORE THAN TEN AWESOME MOVES AT YOUR DISPOSAL!!**
  - **OVERHEAD KICK**
  - **PUNCH ACTION**
  - **SHOULDER CHARGE**
  - **VOLLEY KICK**
  - **DIVING HEAD BLOCK**
  - **JUMPING KNEE KICK**

---

**Practice both your offense and your defense by using the options mode. You get to alternate between kicker and goal tender!**

---

**What a Kick!**

Listen-up soccer fans, the game that you have been waiting for is here at last! Super Soccer Champ for the S-NES is a 16-Bit soccer tour de force. Everything is here including the graphics, the sounds, the control and, most importantly, the fun!

Now, you can pick from different games that you want to play such as one player against the computer, two players against the computer or two players against each other. Then, you can even play various practice games alternating between playing goalke and offensive player.

Pick up Super Soccer Champ by Taito and remember, it's not whether you win or lose, it's how you play the game!!

---

**Uh-oh! There is an injury on the field! If you are not careful, you will even deck the referee! If you get too rowdy, you will get fouled.**

---

**After each game, a statistics screen shows you important information, such as your scoring and your fouls.**

---

**You can tell which player you control by the "1P" above his head. Time elapsed and a map of the playing field are also shown.**

---

**What a save! Maka some game-winning plays by mastering the various offensive and defensive moves.**

---

**Take a victory lap around the stadium! After scoring goals, you are treated to some particularly amusing cinema displays.**

---

**Select your team from among the best in the world! Each team has different strengths and weaknesses so pick your teams carefully.**

---

120 Electronic Gaming Monthly
SUPER BASEBALL SIMULATOR 1,000™

THE CULTURE BRAIN LINE-UP

BASEBALL SIMULATOR 1,000™, NES® BEST SPORTS GAME FOR 1990, IS UPGRATED AND IS BACK FOR THE SNES™. IT HAS MANY NEW FEATURES. THE FOLLOWING ARE JUST A FEW EXAMPLES:

- Look at these incredible features of “Super Baseball Simulator 1,000™”!

- This is the game that is included with your novel Ninja NES® and all sorts of events, actions, items, and enemies you might laugh hysterically playing. This game looks forward to playing Super NES® “Little Ninja Brothers.”

- In the process of the process of the flying warriors!

MORE NEW TITLES COMING SOON!

HER 1 L LINE UP OF CULTURE BRAIN’S PRODUCTS IN THE YEAR OF 91 CONTINUE TO DEVELOP MANY HIGH QUALITY GAMES THAT SATISFY OUR GAME PLAYERS.
THE BATTLE BLAZES ON!

In a time when peace prevailed around the world, a land called Virg flourished under the rule of a powerful king. As was the custom, each king was selected at the Tournament of Championships.

A zealous demon from the netherworld, desiring to dominate the human world, sent forth five demons to possess these kings.

The hero of our story, Kerrel, witnessed his father kill himself to destroy the evil demon within him. Therefore, Kerrel journeyed forth to annihilate the demons within the other kings! Thus, our story begins!

Battle Blaze is a one-on-one fighting game with plenty of moves and action to please even the most die-hard player! You can choose to play a one player game where you battle the kings, or choose a two player game and pick from six creatures to fight against.

Go forth and avenge your father's death in a blazing battle to the death!
Catch these hits from TENGEN!

- **DAEMON**:
  - Digitized graphics and action for the meanest, nastiest hand-to-hand combat.

- **DROIUS**:
  - A driving game that's just for you and your fellow racers!

- **BASEBALL**
  - All-Star line-up and exciting gameplay will keep you at bat.

- **RUNNER**
  - Delivering papers to customers, jumping through obstacles, delivering a blast of action and excitement! You'll have a blast on your bike!

Buy your TENGEN games at Toys "R" Us, Radio Shack, Target, Bon Ton's, Electrics, or any other fine retailers.

Coming in July!
NCAA Basketball by HAL America will blow your mind! This game utilizes some of the most incredible scaling and rotation ever seen on a home game. The Mode 7 effects must be seen to be believed!

Pick your competitors from any number of NCAA teams of the different conferences. Then, take to the courts and destroy your opponent with your killer shooting and defense. You can even substitute players!

NCAA Basketball is definitely one sports cart to keep an eye out for in stores. Get ready to play video basketball the way it was meant to be played. Try not to get dizzy!!
Finally, Baseball So Real
It Calls 'Em As It Sees 'Em.

Sports Talk.
Sega announces the biggest improvement in the game since nachos. New Sports Talk Baseball from Sega's Genesis. The only video baseball game with a play-by-play announcer who covers all the action as it happens. We're talkin' everything from the top of the first inning to the bottom of the ninth. Listen Up.

"Bottom of the seventh. The relief pitcher is in. He takes a long look and delivers. The steal is on. There goes the throw... safe! Runners at second and third now. Here's the three-two pitch. Ball four. He loads the bases."

Will Clark

Willie Randolph

More than 500 players and their 1991 season stats.
Talk about your deep bench. We've teamed up with the Major League Baseball Players Association to let you choose from more than 500 big league players, and their 1991 stats. Sluggers such as Canseco, Strawberry, Puckett and Ruben Sierra. Strike-out artists like Ryan, Eversley and Roger Clemens.

Travis Fryman

Lenny Dykstra

Play Ball.
It's like playing and coaching in the bigs, only better. You'll get to call everything from the batter's stance to a sacrifice bunt. Through a full 162 game season, including a pennant race.

And you'll hear the action on every play as it goes down. From Rickey Henderson's steals to Cal Ripken Jr.'s latest grab. All the runs, hits and errors. The pick-offs, steals, and shoe-string catches.

Remember, there's only one place to catch chatter like this. New Sports Talk Baseball from Sega Genesis. Everything else is just bush league.

SPORTS TALK
BASEBALL

Sports Talk Baseball is one of more than 150 hit games from Genesis. Including Sonic The Hedgehog, "Joe & Earl," Spider-Man" and "Joe Montana II Sports Talk Football." The choice is simple. The choice is SEGA.

Robbie Thompson makes a close play to stop Cecil Fielder

SEGA

Genesis

Leading the 16-bit revolution.
MAGIC JOHNSON'S
SUPER SLAM DUNK

IT IS NOT JUST THE SHOES!

Magic Johnson and Virgin Games have joined together to bring you a slam dunk that is not for the weak of heart. You can choose to hit the court with any one of the many pro teams available.

The baskets are few and far between, so you must find the player on each team who will do most of your scoring. A surprising amount of half-court shots are completed. Also, a surprising amount of slam dunks are missed, so be prepared to spend a little time learning who can score and from where on the court.

Passing is truly impressive in Super Slam Dunk. We are talking about behind the back, no look passes happening all of the time! Be careful, though, because the computer is good at stealing the ball.

There are plenty of opportunities for fast breaks with open lanes to the basket. However, successful dunks are not as frequent as one would expect. You must learn to slam the ball.

Magic Johnson’s Super Slam Dunk is a fast paced, no holds barred good time. For the true sporting enthusiast, this is the ultimate in basketball action!

Welcome to the stadium! Virgin really pulled out the stops for this beautiful view from the balcony.

This incredible court challenge provides many impressive slams. Here is the left hook jammer!

As slams go, this is one of the best. It is a forward jam with hang-time on the hoop for style.

He is out of right field for the flying two-hander jam! It is sure to cow any and all opposing teams.

Find yourself in the crowd going nowhere? Well, jump up and draw the foul! Try to make the shot too.

When an opponent gets in your way, jump up and plant your foot in his chest. Intimidation!

So, you say you just cannot get in the paint? Then, fade back and take the big three from the line!

If all else fails and you are really in trouble, try the half court Hall Mary. It has worked before!

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This kid is having an identity crisis.

Become Kid Chameleon™ from Sega™. You'll change personalities as fast as you'll change helmets.

One moment you're Maniaxe, a lunatic in a hockey mask, armed with hatchets and ready for action. And then switch into Red Stealth, a sword swinging samurai who turns even the baddest bad guys into sushi. Put on another helmet and become Berzerker, a demented rhinoman who takes any challenge head on.

Watch out, these are just a few of the maniacs you can transform into. Collect other helmets and turn a tough situation into a head-hanging party.

In fact, these helmets come in real handy when you go head-to-head with bone-crushing Flying Robots, head-smashing Skull Ghosts or flesh-eating Land Sharks. Or any of the other vicious creatures that love to turn your world upside down.

There's over 100 rounds to smack your head against. 1800 screens with eye-popping graphics. And so many secret passages you'll be whacking your brain to find 'em.

So, if you're looking for a good time, change into the Kid. Kid Chameleon™ is one of more than 150 hit games from Genesis. Including Sonic The Hedgehog™, ToeJam & Earl™, Spider-Man™ and SportsTalk Baseball.™ Genesis. The choice is simple. The choice is SEGA.™

**Over 1800 Screens**

Leading the 16-bit revolution™
BAD BREATH SAVES THE DAY!

Fear not brave warrior, for this venture is not a gallant stride into the realms of a perplexing RPG. The chaps at FCI have struck a deal with TSR to produce a game based off the old D & D game and have came up with a shooter of revolutionary proportions.

Choose from the three most powerful dragons in the medieval skies to take on the classic forces of evil and terror. All you need is your fiery breath and the ability to dive into the lowest parts of the lands to decimate your enemies! Giant bosses and even fortresses stand in your way of the ultimate prize...peace throughout the land! It is all up to you - Dragon Breath!

The bronze dragon is quick, but lacks good stamina!

The silver dragon has a good flame and a freeze beam!

The golden dragon is your all around, average, flaming dragon!

The first stage puts you on the island plains. Your mission is to destroy three white dragons! Be careful as to where you go, as the forces on the ground are very powerful!

As you enter uncharted waters, you must take out the enemy's first line of seafaring war vessels and tortoise-like monsters, but then get ready to do battle against the Kraken!
TurboGrafx-16
CD Player
$149

Turbo Technologies, Inc. brings the future of electronic game play into your home for only $149. The innovative TurboGrafx-16 System and Compact Disc attachment give you superior CD quality graphics and sound.

There are many great CD software titles available. The CD player also plays standard music discs and is compatible with the new CDG's (CD + graphics) medium already available in record stores.

We have good news...
...and we have good news.

Four games FREE when you buy a Turbo Express.

Turbo Express gives you 16-bit graphics with the same brilliant color, the same six-channel sound, the same intense game play, and best of all, you can use the same TurboChip games you use on the TurboGrafx-16 home system.

Now you can have the take-it-anywhere convenience of the Turbo Express with all its cool features and your choice of four great games FREE when you buy a Turbo Express. You can choose any four of the following six games: Packland, Victory Run, Alien Crush, Fantasy Zone, Vigilante, Power golf.

Turbo Technologies, Inc.

Available at Toys "R" Us, Babbages, Electronic Boutique The Good Guys, McDuff, Software etc., Video Concepts and through Sears Catalog

CIRCLE #101 ON READER SERVICE CARD
In level one, you will use your running and jumping skills to make it over some nasty spikes.

In level two, Mr. Gimmick is on a ship. Use the star weapon to get rid of cannons and the Blob.

The forest in level three is filled with strange (and smart) enemies. At times, they jump your weapon!

In level four, you must avoid this dinosaur's fireballs. Throw your star at it to ride across the lake on its back.

Level five will provide you with the most trouble due to its conveyor belts, gears and heavily armored enemies!

The map of Mr. Gimmick's world will show up whenever you conquer a stage. Then, you will see the next place of your journey.

Get the life potion for energy.

Throw the bomb potion at foes.

This will give you a pink fireball.

**GREEN WONDER**

A great new action game is coming out from Sunsoft. Mr. Gimmick is a cute and very playable game with multiple levels to conquer. Within each level, there are multiple stages which need to be conquered to get to the Boss of that level. Mr. Gimmick's main weapon is a star that he makes above his head and throws at enemies. The levels have obstacles such as spikes, conveyor belts, platforms with breakable floors and steep walls to climb. Adversaries include black dots that have multiple weaponry, jumping forest creatures, blobs, spiked beasts and many other types of animals. Collect bottles with items to throw at enemies, such as the bomb and pink fireball potion. All of these things in a 3-Meg cart make one good game!

---

**MR. GIMMICK**

*The Mr. Gimmick title is preliminary and subject to change*

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DON'T HAVE A COW, MAN!

The Simpson's are coming to the Genesis and this time Bart must save Springfield from The Space Mutants! The main man, Bart, is having a good old time causing mischief, when suddenly before his eyes, a giant U.F.O. lands and releases an entire horde of space mutant martians that are disguised as normal human beings. Their job is to wreak havoc in the streets of Bart's home town.

Playing the part of Bart, you are the only one who can save Springfield from the dreaded space mutants. Thus, your job is to guide Bart through the avenues and byways of Springfield to take out this alien menace! Along the way, you must find spray paint cans that cover the purple alien objects to destroy their harmful effects. Also, using a pair of x-ray glasses that allow you to see through the clothing of humans, you must determine who is real or mutant. Bart (you) must enter shops and purchase equipment to help him on his quest. You even get to take a ride on your skateboard for a mad dash through the sidewalks of Springfield spray painting the space mutants purple. Remember, the fate of human mankind, as well as your family, rests in your hands!
USE YOUR X-RAY SPECS TO SEE WHO IS RERL!

If you leap from the garbage can, you can get a 1-up!

Give Moe a prank call and he will chase you. Spray his apron and split as fast as you can possibly move!

Jump on the clothesline to cover the statues with clothes.

Check the bushes for coins or 1-ups. Watch out for bees behind the greenery.

Purchase a wrench from Tool World and open the fire hydrant. Look out from above as the paint comes off of the eave!

Make sure to pick up some cherry-bombs and some rockets to strike purple objects at a distance! Grab the window 1-up!

Find the overhang and jump up to the window above it. You will need to spill the paint onto the overhang to change its color.

PETS

A well placed cherry-bomb will get rid of the bird in the window!

Here, you need to have good aim and a pretty good sense of direction to hit the bird perched on Jebediah Springfield’s arm!

Walk on the grass to spray the officer’s uniform red!

Get ready to skate and dodge your way through the streets!
THE DEVIL RETURNS!

Rune is a huge land that separates the Eastern and Western continents, and is blessed with many countries, tribes and languages. Unfortunately, the people got accustomed to the utopia. In their complacency, they forgot about the Black Devil that had been sealed up by the people a thousand years ago.

The country of Gar- diana, located in the West, has borne a heir that is destined to inherit the guardianship of the seal handed down by the gods. In honor of this, the country has cultivated an atmosphere where discipline, tradition and honor are key. Due to this, the spirit of the people has faded away.

On the Eastern continent, the strategist Daksol advances his plot to take over the forces and use the seal to release the Black Devil.

As the first 12-Meg RPG on the market, this cart boasts of a long quest with over 23 power-ups, more than 16 different characters and two continents to explore!

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The entire world map of Shining Force is above! Below is a close up of just the highlighted section of the map. It contains castle Tiat, Altaron and your home town! What is presented here is but a mere portion of the entire world!

Many traps will stand in your way, such as jail!

The king is the first person you see. Get advice and go.

You will find many characters to join with your party!

AWESOME COMBAT CINEMA DISPLAYS!

YEEEECH! This looks like one nasty welcoming group!
CYBER-COP

ARE YOU TOUGH ENOUGH TO TAKE ON THE CORPORATION

Your job is to shut down the UCC (Unholy Corporation) who's been chosen by the government to crack the complex security system of the UCC. Your weapon is a mutant robot equipped as a plasma weapon.

 Featuring new, exclusive SEGA hardware and software, CYBER-COP is the ultimate in virtual reality... and the ultimate in danger. Only SEGA can offer the power of this adventure.}

SEGA

Officially Licensed

SEGA

GENESIS

GENESIS

Games

CORE

Design Studios

From the makers of...
LET THE GAMES BEGIN!

With the summer games coming soon from Barcelona, U.S. Gold is bringing Barcelona '92 to the video gaming public not fortunate enough to attend the real event.

Barcelona '92 features all of the major events that will actually happen during the course of the summer games. There are seven events to choose from including track, hammer throw, diving and archery.

A few of the options include practicing those events that you are not too confident about and even changing the language! You can compete against the computer, or have a bunch of your friends battle it out for the gold metal!

The archery range requires a steady hand and pinpoint accuracy to come out a winner!

The track race is the most exhilarating event. Blow through the starting gate and win a race!

The hammer throw is the ultimate test of strength. Can you break the present world record?

The pole vault is adjustable to many heights for you to practice, or to beat present world records.

Diving is an easy event to score big points. Simply follow the on-screen controller movements.

For a real test of endurance, look no further than the hurdles. Time your jumps to clear the hurdles.

Take to the icy waters. Simply race from side to side, but watch your competitors closely!
World class soccer is coming your way. Choose among a variety of countries in your quest for the prestigious cup. Different teams and different players each have unique abilities. Sometimes you will have to choose between your heart and your head when choosing which team you will guide to glory and fame.

The fast pace, grueling action, and tough competition has made soccer the most popular game in the world today. Pretty passing, flying headers, bicycle kicks, slide tackles, yellow cards and red cards are all part of the game. Watch out for your players becoming fatigued too. Sometimes fresh legs are better than your superstar.

If your passing game comes along you might be able to hit a bicycle kick or break a window. There's nothin' like playin' ball in the house. So, let the games begin.
Finally! The 16-Bit realm has just collided with the pool industry to produce one of the best pool simulations ever! Side Pocket includes many different options and cool moves that have combined with digitized sound effects to make you feel like an intricate part of this game.

Think that it is just another pool game? Well, there are also special bonus shots you can make and even locate special zones that will grease up the table for extra speed! Everything from fancy trick shots to beautiful women makes this a must!

There is an option that you can choose which will allow you to show a dotted trajectory of your ball. It can be used for aligning your ball's center with the target!

This option will also display the dots as the size of the cue ball for precise shots! Use this option when trying to get a tight shot or for trying to knock another ball!

Watch out for these zones! If you shoot your ball into them, you will enter a super sliding pool table!

After learning the basics, you should try all of the different tricks that will totally impress your opponent! Some ways of accomplishing this are by lining up the ball and adjusting your center of striking, or you can even pop the ball over obstacles! Once you are good enough, try the trick game option!

One option that you can do is play a series of trick games.

Complete this tricky shot and you will unveil a hidden woman!
- Detailed 16-bit graphics
- Realistic sound effects
- Dynamic action
- Monstrous creatures

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

Free full color circular plus 12 issues of "BGN" Bandai Gaming News... hot codes, tips & nays. Send this coupon (photo copy accepted) and $3.00 for shipping and handling to:
Bandai America "BGN"
12851 East 168th street, DEPT 700
Cerritos, CA 90701

Name: ____________________________ Age: ______
Address: __________________________
City, State: _________________________
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Phone: ____________________________
DRAGON'S FURY

In bonus level 6, destroy the demon's breath and its head! The ball will also go in and out of the women's eyes as they blink!

PREPARE THOSE FLIPPER FINGERS FOR ACTION!

Strap on your headphones and kick out the thrash metal, dude! Tengen may call this pinball, but it is a whole lot more! Dragon's Fury is a cavalcade of demonic, mystical occult figures swimming in a sea of ever flashing lights and high impact explosions. If this all sounds impressive, then you are getting the right picture!

You play through three complete screens jammed full of bonus levels and cubby holes with evil creatures. If a yellow arrow is pointing at a hole, and you get the ball in it, you will be sent to a bonus level. Which level you go to is totally random, and if your score is high enough, these bonus levels will provide two sets of flippers - just to challenge you.

You can configure the control pad as you prefer. Any button can be the left or right flipper, or it can be tilt. Come and experience the Dragon's Fury... if you can take the heat!

Here is the main pinball layout in a nutshell. Keep in mind that those bonus levels are your best way to rack up some fast, major points, as well as earn extra balls.

In bonus level 1, destroy the hydra! Loft the ball high and wedge it between the heads.

In bonus level 2, smash the urns and bats will fly out!

Two wizards appear in bonus level 3. They encircle themselves in a shield of protective orbs.

Smash the skulls in bonus level 4! All bonus levels have counterparts with double flippers.

Bash the devils and smash down the castle door of bonus level 5!

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156 Electronic Gaming Monthly
**Todd's Adventures in Slime World**

Clean the caustic slime off with a little water. Be careful not to get too much on you, or you will explode!

Use the jet pack to rocket yourself to safety! This item really comes in handy on some of the trickier levels.

The water pistol can be utilized to splatter alien creatures all over the caves. Shoot fast, or you are a goner!

Poor Todd! He just crash-landed on a planet composed of a deadly slime. Help him to make a clean (no pun intended) getaway.

**Pick from a large variety of different playing situations. There is even a two player option for some really slimy fun!**

**Many Ways to Die!**

Collect the slime gems to boost your score. Grab red ones for lots of extra points. Be careful!

Use the computer map in the upper right hand corner of the screen to give you your location.

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EAS
PLAYERS ASSOCIATION

Electronic Arts Sports Network

12 3456 789 00

John Madden
Playbook
Confidential

Real Sports Games For Real Sports Fans

Hole # 11 on Reader Service Card
Don't Laugh—He's Probably Related to You!

Long before there was a Bedrock, there was a Chuck Rock.

But Chuck Rock hasn't been the same since his long time rival in love, the evil Gary Gritter kidnapped his wife, the luminous Ophelia.

Kick, throw rocks and belly butt your way through a variety of carnal zones featuring over 500 exciting screens of gameplay as you help Chuck in his quest to rescue Ophelia from the evil Gary Gritter.

In addition to using good old fashioned brute force on a host of stone age critters, you'll have to use a little Castlevania grey matter to solve puzzles as you weave your way through five challenging levels including a scary cave on Ice Age, a hazardous water world and even a dinosaur graveyard.

For query and returns please call 800 VHS INFO. Visit Mastercard, American Express and checks accepted.
FIGHTING MASTERS

ONLY THE TOUGH SURVIVE!

Within the hour, a giant red sun will supernova and 12 star systems containing humans and aliens will be destroyed. Thus, the fight for territorial rights begins. Each star system has picked its toughest beings, called Primaries, to go forth and wage battle against other Primaries. Defeat them all and you win the right for you and your people to rule the land indefinitely. It is said that in the end, one will survive. Will it be you?

Each character has his own special move, which can be used without penalty to his character.

If you get too close to an enemy, you might end up finding yourself close to the ground.

Use level one to familiarize yourself with your character's play control, as well as the enemy's.

They say a fighter's best asset is his defense. Use your defensive skills and attack at the right time.

LONG BEFORE THERE WAS A BEDROCK - THERE WAS A CHUCK ROCK!

Help Chuck in his action-packed quest to rescue the luscious Ophelia from the clutches of the evil Gory Gritter Kick, throw and belly-butt your way through a multitude of comical zones featuring 500 screens of addictive gameplay.

"Awesome! If you don't split your side playing Chuck Rock, you belong in the Stone Age! Nothing but fun, fun, the whole way through!" - Electronic Gaming Monthly

"This looks to be one of the best Genesis games this winter! It has everything perfectly. Great graphics, sound, good control, and humorous antics. Best of all - it's fun to play!" - Mega Play

"Take a walk on the wild side with Chuck Rock. This game is worth the bucks for the music and graphics alone. Move over Rolling Stones, the real roots of rock and roll are here!" - GamePro
All it takes is a couple of minutes to enter the Neo-Geo Giveaway Contest. Who knows? Perhaps you may be one of the lucky winners in the next contest!

Mathew Cutshall, Lake Mary, FL

"I'm really happy that I won the NEO-GEO Gold System. I can't wait to play it."

Rick Nelson, Redding, CA

"I know my son and I will have a lot of good times with the Neo-Geo Gold System."

Rob Faber, Omaha, NE

"I am very lucky to be one of the Neo-Geo Gold System winners."

FREE GAME INFORMATION!!

Plus Your Official Entry Form For EGM's FACT-FILE Game Give-Away!!

Circle the appropriate Reader Service Numbers to receive FREE information on the games and products in this issue! Then complete the Survey Questions and you'll be automatically entered into this month's drawing of EGM's FACT-FILE Game Give-Away!
Get ready for the ultimate video game contest - only from EGM! Each month, we will be giving away one copy of each of the games profiled in our Fact File columns! To enter, simply detach the reader survey card, answer the questions and mark which system(s) you own. We will then award one lucky winner a copy of all of the games contained in our Fact File section for the system indicated in question three! It is that easy, so act fast! The deadline for entering for our June games is July 1!

The following companies are contributing to this contest: Konami, Namco, Sony Imagesoft, Technos, Taito, American Sammy, HAL America, Virgin, FCI, Sunsoft, Flying Edge, SEGA of America, U.S. Gold, DATA EAST, Tengen, Renovation, Tecmo, Turbo Technologies, SNK, Atari, DTMC and Ocean.

**ENTERING IS EASY:**
1) Fill out the Reader Service Card.
2) Answer the Survey Questions and Pick the Systems that You Own.
3) Mail your Readers Service Card to:
   Electronic Gaming Monthly
   P.O. Box 8965
   Baulder, CO 80328-8965

Winners will be listed in the August EGM!

Contest Rules: All entries must be received before July 1, 1992. EGM or the judges are not liable for lost or misdirected mail. One entry per person, multiple entries will be disqualified. Prizes are not transferable. Illegible or incomplete entries are ineligible. Void where prohibited. The decision of the judges is final. No purchase necessary to enter. Contest is not open to employees of Sendal Publishing Group, Inc. or members of an immediate family. Taxes are the responsibility of the winner. Approximate value of prizes is $600. Prizes provided by participating companies and Sendal Publishing Group. Prizes will be forwarded to winner when final production copies are available courtesy of Sendal Publications. One prize per household. Determination of winners will be made through a random drawing. The decision of the judges is final.
**JVC/Lucasfilm Games**

**Defenders of Dynatron City**

**ATTENTION ALL DEFENDERS!!!

DYNATRON CITY WILL FALL INTO RUIN AT THE HANDS OF THE EVIL DR. MAYHEM UNLESS YOU CAN REUNITE THE DEFENDERS WITH THEIR POWERS!**

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<tr>
<th>NAME</th>
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<tr>
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<td>A</td>
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<td>LIGHTNING HOOTS</td>
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**1ST PRIZES (7)**

- JVC BOOM BOX WITH CD, CASSETTE, AND AM/FM STEREO.

**2ND PRIZES (8)**

- JVC PORTABLE CO PLAYER WITH HEADPHONES.

**3RD PRIZES (25)**

**FULL SET (SIX IN ALL) OF "DEFENDERS OF DYNATRON CITY" COMIC BOOKS SIGNED BY CREATOR GARY WHINNICK!!!**

**WORKSHEET**

Example: MS. MEGAWATT matches with PICTURE (F) and POWER (C), so your first line would read, MS. MEGAWATT F C.

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<td>BUZZSAW GIRL</td>
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**Contest Rules:** All entries must be received by August 10, 1992. EGM or the judges are not responsible for lost or misdirected mail. One entry per person. No purchase necessary to enter. Prizes are not transferable. Illegible or incomplete entries are not eligible. Employees of Sendai Publishing Group, Inc. or LucasArts and their affiliates are ineligible to enter. LucasArts and Sendai Publishing Group, Inc. reserve the right to cancel the promotion at any time with appropriate notice. Winners' names and prize information may be used by LucasArts and Sendai Publishing Group, Inc. for any promotional or advertising purposes without further compensation. Value of prizes: First ($200.00 each), Second ($150.00 each), Third ($75.00 each).
FOR LESS THAN $1, YOU CAN GET A TurboGrafx-16. AND JUST TO GET YOU STARTED, WE’LL THROW IN A BONK’S REVENGE, WHICH IS A VALUE THAT YOU CAN HAVE FOR LESS THAN $1.

(O.R., TO PUT IT SIMPLY, GET TurboGrafx-16 FOR ONLY $99.99 AND GET BONK’S REVENGE FOR FREE)

Available at Toys "R" Us, Babbages, Electronic Boutique, The Good Guys, McDuffs, Software etc., Video Concepts and through Sears Catalog

CIRCLE #101 ON READER SERVICE CARD
**FACT FILE**

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**ENTER THE TOWNS TO POWER-UP!**

Enter a new land that is reminiscent of the first Bonk. The land is quite treacherous, so be careful of the various lurking enemies. Try to get to the villages, or the palaces, where you can get clues!

**PREHISTORIC ADVENTURE AT ITS BEST!**

A lot of the original characters from the previous carts are here! You had better be prepared again!

**BONKERIFIC!**

Once again, our Q-man's predictions have come true - Bonk the RPG is on its way to the U.S. shores! The relatives of King Drool are at it again! This time, you start out your quest with a little blue dino that needs the help of the legendary hero - Bonk! First, you will need to find him over the vast landscape. Some old enemies, like the shellheads and Egghead Erol, will be in your way, though! Like most RPGs, you can enter villages for clues and find fun, secret places! Be prepared to head slam your enemies into the ground and defeat the King!

**THE CREEPS ARE BACK!**
A FLIGHT TO REMEMBER!

One of the most highly praised games that hit IBM computers, Falcon, is now about to appear on the Turbografx! Your job is to fly a series of missions that will test your every skill in aviation! Everything from MA1 guns to flares and Maverick missiles are at your disposal.

With these lethal weapons, you set out on your mission. What is even better is that you can link up two Turbo Expresses and play a head-to-head match! Wow!

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<td>SIMULATION</td>
<td>80%</td>
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EXCELLENT BETWEEN ROUND DRAMATIZATIONS!

As you take off for each mission, you will see this!

Dying can definitely put a damper on your flying days!

You can choose from many options such as doing practice runs or even go head-to-head, if there are two Turbo Expresses!

KNOW YOUR PLANE!

1. DATA READOUT WINDOW
2. WARNING LIGHTS
3. SPEEDOMETER
4. RADAR SCREEN
5. FUEL GAUGE
6. PRESSURE GAUGE
7. AMMO TYPE & AMOUNT
8. DAMAGE READ-OUT

MAKE SURE THAT YOU CAN LOCK ON YOUR TARGET!

LAND SAFELY!

Practice your landing skills before you go into combat, bad landings are more fatal than the enemy!
THE VIOLENT
TAKE IT BY FORCE

In the 30th century, a space colony is almost near completion. The main computer begins thinking on its own and executes a hostile takeover using the machines that once served the colonists. You must go in and destroy the computer.

Last Resort has game play set up somewhat like the classic R-Type shooters in that you have a special attack unit which can be placed in the front or rear of your ship. An added enhancement is that you can position the unit in eight different directions. There are also three different weapons that you can pick up. Each of which can be powered-up three times. The weapon icon you get will give you the LR-360 unit. Every one afterwards will increase the weapon's power until it is fully charged. If you use the unit as a shield, you can absorb enemy shots. The mission consists of five difficult levels before you even get to the main computer. Ahead lies all kinds of enemies including a battle cruiser that is 100 times your size! Make it through the asteroid field and you will enter into the computer's last resort of defense. It's SNK's most intense game yet, and perhaps their best.

MASTER THE WEAPON UNIT!

The LR-360 weapon unit can be locked into eight different positions for added firepower in tight spots.

SPECIAL POWER-UP FEATURE!

If you hold the fire button down for a few seconds, then you can launch the unit as a weapon. If it is blue, the unit will rebound off the walls and ceiling before returning. If it is red, the unit will hug the ground or ceiling like an A-to-S missile.
STAGE ONE:
THE CITY LIMITS
Here is where the battle begins. The enemies are small and weak at first, but watch yourself because there is a massive tank waiting in the tunnel. The Boss's weak point is under its torso. Watch out for its fireballs.

STAGE TWO:
RUINS OF METRO CITY
The aliens have demolished one of the largest cities and are on their way out. Beware of enemy silos and cannons positioned almost everywhere. The Boss fires a mean flame thrower. Stay to the left and blast it.

STAGE THREE:
CAVE OF NO RETURN
Venture into the underground base of the invaders. Your first welcoming committee consists of a huge submarine loaded with guns and kamikaze enemy fighters. Destroy the Boss's legs and then go for the upper body.

STAGE FOUR:
FACTORY OF DEATH
This is where the mechanical army is being assembled. Attack aggressively and watch for booby-traps. Two guardians block your way, with other surprises. The Boss is rather easy, but getting to him is tough.

STAGE FIVE: THE LAST RESORT
Utterly amazed at the problems this lone starfighter has been giving them, the main computer launches its final and most vicious attack. You must go up against a battle cruiser that is over 100 times your size! Make it through the asteroid field and you will enter the lair of the main computer.
Check out this awesome Boss at the end of level 2! Blast it into oblivion with your weapons.

Use the barrier to protect you from enemies that come at you head-on. Hurry up, though, it only lasts through a few collisions.

The scrolling backgrounds add increased depth to the game. Shoot the drones in the brackets for weapons and power-ups.

**BOMBS AWAY!**

Hang on to your hats Game Gear owners, Aenal Assault is coming. Your trigger finger will never be the same!

This is a shooter of mythical proportions, with enough power-ups and weapons to keep even the most seasoned gamer happy. Collect weapons while your ship becomes a flying arsenal.

Great graphics, huge end bosses and scrolling backgrounds add to the excitement of this already intense shooter. For an added challenge, try the two player mode.

Take to the skies with Aenal Assault and earn your wings like never before!

**Weapons Galore!**

- **Three Way**
- **"M" Laser**
- **Barrier**
- **Guided Missile**
- **Five Way**
- **Straight Laser**

The incredibly large variety of weapons is what makes Aenal Assault a shooter fan's delight! Here are just a few examples.

Battleship off the starboard bow! Destroy this Boss, and you have made it past the first level. Avoid his two guns in order to survive.

Prepare yourself for a nonstop onslaught of bizarre and deadly enemies. For a real blast, play with a friend in two player mode!

These big robots can be a real menace, if you are not careful. The detailed backgrounds are both beautiful and ominous.

Watch out, you will be attacked from both the air and the surface. You must act quick to survive!
Here's one way to take Sonic The Hedgehog wherever you go.
Let the games begin! The opening ceremony starts with the torch lighting and the release of doves.

In the archery competition, you aim with the first screen and see what you hit in the second.

Don't splash! A good dive goes in straight. You have many dives to choose from; some are very hard.

The hurdles are a combination of strength and dexterity. Your fingers will really get a workout!

Photo finish! In the running competition, you will have your work cut out for you.

Get up there! In pole vaulting, you need speed and technique to successfully get over the bar.

Put your back into it! Swing that hammer over your head, spin till your sick and then throw it. Easy!

No doggy paddle here! The key to the swimming competition is breathing. Give it a try!

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*Electronic Gaming Monthly*
Sonic is always a cut-up, but if you want him to go, put down the scissors and pick up Game Gear. With 32 on-screen colors, great Sega graphics and optional stereo sound, Game Gear is the only way to play. And Sonic is leading a huge pack of wild games available on Game Gear. Over 75 titles in 1992. So get moving. Get Sonic The Hedgehog on Game Gear.
NINTENDO GAMEBOY

Jeep Jamboree

Time For A Four Wheel Free For All!

Virgin has come up with a sure fire hit for GameBoy racing fans. Jeep Jamboree is an all out, go-for-the-gusto, free for all! If the other jeeps will not let you pass, then go off-roading and let them eat your dust. There are no points for good behavior, so get crazy! Put the pedal to the floor and drive over anything that gets in your way. (With the exception of trees, poles, big rocks and, of course, jeeps.)

There are many different tracks in the circuit. From the mountains of Maine to the deserts of Southern California, you will race through the roughest and the trickiest roads America has to offer. You may need different driving strategies to compete with the best drivers in the jeep racing world (which can include your friends if you have a hook up), or you may prefer just to “lead foot it” and hang on by yourself. Either way, you are bound to find all of the action you can handle, and then some!

After all is said and done, it is the points you have that say to the world whether you are tops in Jamboree!

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<td>1 MEG</td>
<td>3</td>
<td>ACTION</td>
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Hold onto your hat dude! Out here on the straight-away, speeds can reach up to 80 mph.

Hey, get in there and be totally aggressive. Do not let them keep you back in 11th place!

Pass them on the left! If you do not finish in at least 10th place, you will not be able to continue.

WHOAL Where is the road? Look out for that pole! Do not get too crazy because, you will crash!

Oh no! Watch out for that jeep. You can crash into trees, poles, rocks and busted jeeps.

With 22 races and three seasons, there is never a shortage of rough terrain to challenge you.

Victory at last! If you must, drive the jeep out of bounds to earn that checkered flag!

After every race, you get the “race result” and then your season standings. Try for first place!

174 Electronic Gaming Monthly
NINTENDO GAMEBOY

**HUNCHBACK**

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<td>1 MEG</td>
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<td>ACTION</td>
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**Ouch!** The first thing you will learn is that logs are painful and they are everywhere in the forest.

Get your "hump" moving and jump on top of the rolling logs to acquire fruit for big points.

Bounce over the river by jumping on floating logs. There is a warp in this level as well. Get the fruit!

If you fall into the water, do not panic. Just hit your A button to swim. Get the bells on the bottom.

This swirling black hole is a warp to the bonus level where lots of points can be racked up.

Climb the walls by jumping from platform to platform. Watch out for the cannonballs. Get the fruit!

In the castle, you must jump over spike pits while cannons shoot at you. Ride the cannonballs!

**THE HUNCHBACK THAT PUNCHED BACK...**

If you enjoy big action, but would prefer a kinder, gentler game challenge, then Super Hunchback by Ocean of America is right up your alley. In this wholesome adventure, you must simply get the fruit to get the points. Dodge logs and ruthless gunners to get into the castle, yet, all the while, you never have to fire a shot to make it there. It takes great skill to stand on the logs that reach the fruit and cannonballs necessary to ascend the castle walls. Once there, you should avoid the ghost in the castle, or you may become toast (burnt toast!). There are plenty of bonus warp levels to gather massive points here. If you have what it takes to traverse the castle peacefully, then Hunchback is for you.

**HARP-SECTION BONUS**

FRUIT COLLECTED 100 X

BONUS 0

8715 31 8
A clown announces the shuffle with a ceremonial horn blowing! This is where the stage is set for the rest of the game. Good luck!

**Two Dimensional Poker Anyone?!**

The great minds at DTMC have taken the ever popular game Tetris™ and gave it a new twist. By adding a deck of cards and the skill of poker to an already great puzzle game, they have created one of the most entertaining hand-held brain teasers to come out yet. Five lanes down and five lanes across create unlimited opportunities for poker hands. The object is to go through an entire deck of cards by placing them across and above each other. When you create a poker hand such as a flush, a straight, or three of a kind, the cards will disappear (giving you points) and all of the ones above them will move down leaving room for other cards. If you run out of room before you run out of cards, then you bust and all remaining cards on the screen are added up (fifty points each) and subtracted from your score. If you end up with less than five hundred points (you start with a thousand), then you lose and do not get to go on to the next level. If you are not a good poker player, do not worry. You will be by the time you master this one!

**Congratulations!** A myriad of young ladies will show up on your screen after any level you complete. Good job!

**How unlucky can you get?!** If (or rather when) you see this screen, the gig is up.

Three cards are all you need for a straight, but it is worth more points if you get four or five.

A three card flush is the easiest play to get, consequently it is not worth very many points. Oh well.

Three of a kind is a great deal! Keep an eye open to catch such lucky finds. Trust me, it works!

A little planning and a lot of luck are all you need to create a flush that will collapse and in so doing, create yet another flush!

Your dreams have been answered. It just does not get any better than a royal straight flush!

Three of a kind is a great deal! Keep an eye open to catch such lucky finds. Trust me, it works!

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<td>Puzzle</td>
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Advance to the next round. Sorry, friend, but you don't have enough money! Unfortunately, you can't continue the game. But don't worry, you can try again.

<GAME OVER>
THE CURSE HAS ARISEN AGAIN!

Think you have lifted the curse of monsters on the land of Rolan? Well, guess what? They have returned and you need to set out in a whole new venture on the land of Rolan!

All of the incredible action is seen in an is a three-quarter overhead perspective. As you venture across the land, you will need to fight various creatures to collect weapons! You can also enter towns and find people that can give you clues, present you with new items, or will join your party so that your chances for success will be doubled! This is one exciting cart that no real GameBoy enthusiast should be without!

UNLOCK THE MANY SECRETS AND MYSTERIES OF ROLAN!

You find Clara in the third town. She is a cleric, and quite arrogant!

As you enter towns you can get information that will help!

Enter the land of Rolan - where once again, the evil creatures have taken over!

Tread carefully in Rolan! Many different dangers lurk in this vast amount of terrain! You could wander through a dead forest and get attacked, enter a graveyard and be possessed, or be pounded by frogs in a mushroom jungle! Be careful!

BOSS ONE

When in the mushroom land, be sure to find the level-up icons and also get to the skull and crossbones symbols to make it to this giant Boss battle! Use Pit’s throwing daggers to kill it!

HEALERS are dotted all over. Be sure to know where they are living!

PIT is in the second village. He has bombs and a boomerang attack!

YOU FIND

HAVE YOU HEARD OF THE LEGEND OF THE EVIL KING DARIUS?

BOTTLE

This will restore 8 pts. of your health points.

LEVEL-UP ICON

Grab these and you will increase a level!

POTION

If you use a potion, your life shall be replenished!

CRYSTAL BALL

Magic getting low? Then this shall fill it up again!
This is craps, so role them bones! Throw a seven or 11 and you will take some money home.

It is the mighty blackjack table. Get 21 to win. Split your pairs, double your bet and stick on a 16.

The slot machines, or one armed bandits, can be a good way to test your luck without risking it all!

Lynx Casino

Daddy needs a new pair of shoes!

Have you always wanted to go out to those big fancy casinos, but figured you do not have the cash. Well, Atari just came to your rescue! With this 16-Bit hand-held game system, you can sit in the privacy of your own home (or anywhere you want for that matter) and win or lose a bundle of cash without travel costs. There are five different games of chance - blackjack, roulette, craps, video poker and slot machines, not to mention a cashier to extend credit to those who are down on their luck. If you take it slow and find out where your luck is hot, you could get rich!

Come to the roulette wheel where fortunes can be won in the wink of an eye, or the flick of a wrist!

Try to draw a royal flush on the video poker machines! Well you can always dream, right?

In Lynx Casino, there are plenty of interesting people to meet. Pretty women, cowboys, tourists and drunks are everywhere! Just walk around and you might even see the king. Elvis lives!!!

**FACT FILE**

<table>
<thead>
<tr>
<th>Manufacturer: Atari</th>
<th>Machine: Lynx</th>
<th>Difficulty: Moderate</th>
<th>Available: June</th>
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<tbody>
<tr>
<td>Cart Size: 2 megs</td>
<td>Number of Levels: N/A</td>
<td>Theme: Chance</td>
<td>% Complete: 100%</td>
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</table>
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EGM EXCLUSIVE!

KONAMI GIVES EGM SNEAK PREVIEW OF SUMMER CES GAMES

Just as we were about to go to press, Konami invited EGM to see some of the games which they will be introducing at the Summer Consumer Electronics Show. With camera in hand, our editors snapped a few photos of some of the new Super Nintendo games which looked really hot.

Martin is all excited as Konami officially announced that the ultimate shooter - Axelay, will be coming out in the U.S. in September. (Watch for an EGM exclusive on this game next issue!)

Turtles 4 is scheduled for August; Cybernator in October; NFL Football in November; the super hot Batman Returns in January 1993; and Tiny Toons Adventure in February.

The NES won't be ignored as September will bring Contra Force; November - Tiny Toon Adventure Cartoon Workshop; December - Grand Prix and Batman Returns; and January 1993 Tiny Toons Adventure 2.

For the GameBoy Konami has Zen, Intergalactic Ninja and Track and Field coming in August; Batman Returns is scheduled for 1993.

Sources inside the company are also hinting that yet one more new, super hot project will be announced at CES.

It's going to be a fantastic holiday season and Konami will be right there.

CYBERNATOR

Assume the role of a futuristic cybemetic robot equipped with an energized flight assault suit. Take on tons of huge enemy robots as you fight your way through satellite orbits, the Earth's atmosphere, the Moon's surface and down to the floor of the ocean. With dialogue screens that provide messages and ongoing damage reports, you take on the invading enemy. Similar in concept (but much better) than the old Genesis game - Target Earth.

NFL FOOTBALL

This is going to be the game to beat! Check out the Mode 7 zoom and rotation. Both functions can be done at any time! This will be the only S-NES game that can use the real teams! The playbook is huge and the game looks hot!

ROTATION

Don't like the perspective? No problem, just rotate the screen by using the controller!

ZOOM

Players look too small? Again, no problem! Just zoom in on the action for a close-up!
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**Call For Games Not On List**

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<thead>
<tr>
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<tr>
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<td>26 15</td>
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<td>55 145</td>
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<td>58 155</td>
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<td>60 165</td>
<td>61 170</td>
<td>62 175</td>
<td>63 180</td>
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<td>64 180</td>
<td>65 185</td>
<td>66 190</td>
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**Super Nintendo**

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**JOE & MAC**

**PREHYSTERICAL ADVENTURE!**

Joe and Mac are two cave dudes with a problem. A tribe of neanderthal nerds invaded their camp and scared off all of the cave babes. Your mission is to rescue the lonely cave babes and get them back home safely. You can go alone, or team up for more firepower. Along the way, you will encounter a number of dino's and other unnatural disasters. You must go through 11 levels before getting to the real source of the problems in the world. The U.S. National Video Game Team is here with maps, tips and strategies that will let you play like a pro and survive this prehistoric adventure. You will get the first half of the game this time, then we will complete the game in the next issue - only in Electronic Gaming Monthly.

**THE OVERHEAD MAP**

Across the overhead map, there are numerous grey circles. If you walk across one, you will place a statue there. When you die, you will continue there.

**HELPFUL ITEMS TO PICK UP**

- Small meat = 1/2 heart
- Medium meat = 1 heart
- Large meat = 1/2 hearts

Use keys to open the evil gates.

DUH! A 1-Up!

**WEAPONS THAT ROCK AND ROLL!**

- **Bone**
  - Strength: 8
  - Speed: 4
  - Repeat: 8

- **Fire**
  - Strength: 3
  - Speed: 8
  - Repeat: 3

- **Boomerang**
  - Strength: 6
  - Speed: 4
  - Repeat: 4

- **Stone Wheel**
  - Strength: 5
  - Speed: 3
  - Repeat: 5

At the beginning of the game, the only weapon you have is a club. It is not very effective, as you must be right next to the enemy and it is very weak. The best all around weapon against the end bosses is the stone wheel.
**LEVEL ONE**

1. There is a boomerang in the egg above you. Use a Pterodactyl or another player to boost you up to get to the egg.
2. Kill all of the enemies on the screen and then crack open the egg. A friendly Pterodactyl will take you to Bonus One.
3. You can get the Fire weapon if you jump on the purple Pterodactyl, then jump at the icon.
4. If you defeat the baby Tyrannosaur, you will get a Large Meat.

**BOSS ONE**

The mother Tyrannosaur is very upset and you have to deal with it. Stay to the far left to avoid the cavemen she spits out. Move to the right as she lunges at you from time to time.

**BONUS ONE**

---

**LEVEL TWO**

1. Jump down to get the Fire icon and use it on the Boss.
2. Be sure to kill the fish before jumping over.
3. Go as far to the right as possible to make sure that the water spout on the left is not seen. A friendly Pterodactyl will take you to Bonus Two.
4. Watch out for rolling cavemen.

**BOSS TWO**

To beat the Boss, walk all the way to the right and keep hitting it. (Total safe spot dudes!)

**BONUS TWO**

---

*Electronic Gaming Monthly* 183
LEVEL THREE
1. Be sure to kill all of the Pterodactyls that fly by here.
2. If you knock down all of the beehives on the tress below, a hidden 1-Up and two pieces of meat will appear as a bonus for you.

If you kill all of the Pterodactyls and destroy all of the beehives before you get to this ledge, you will be rewarded with a 1-Up and some meat.

BOSS THREE!
This full grown Pterodactyl is really mad because you have been picking on its babies. It will drop eggs that hatch into more babies as one means of attack. It will also dash across the screen at high speeds. Your best bet is to stay on the ground and fire Boomerangs or Bones as it flies overhead. Watch out for those wind gusts, too!

LEVEL FOUR
1. Stay on the top ledges to avoid the flying fish easier.
2. Be sure to crack the red egg when there are no enemies on the screen and the friendly Pterodactyl will bring you to Bonus Three!
3. Watch out for the cavemen that are driving primitive go-carts, jump over them and grab the steaks above!

BONUS THREE
Get two 1-Ups and a key in this bonus stage!

USE THE KEY TO OPEN THE EVIL GATE!
If you have a key by the time you get to the first blue spot on the map, then you will be able to destroy the evil gate and gain access to the super bonus room. Keys can be obtained by discovering the bonus rounds in each level with a red egg. In this bonus room, you must catch all of the meat. A 1-Up will appear, but you should not catch it. When it hits the ground, it will disappear and four more 1-Ups will appear! Go for it!

BOSS FOUR
All you really have to do is stay in the left hand corner and shoot out Boomerangs or Stone Wheels. You will get hit every once in a while, but you will win.
**LEVEL FIVE**

1. The main obstacle in this level is the avalanche of falling rocks from above. You must guide your Pterodactyl through the area and avoid the dangerous rocks.

   - If you keep moving, you should have no problem avoiding the falling rocks. Do not stay in one place too long, or you will get pelted by a number of rocks.

**BOSS FIVE!**

Fire or Stone Wheels should polish off this overgrown sea monster. It will spit fish out at you and lunge at you from under the water. It is very weak and will not be a tough Boss to beat. Be careful, sometimes it will return your shots at you threefold.

**LEVEL SIX**

**BOSS SIX!**

Use Boomerangs or Stone Wheels on it for the best results. After much damage is done, boulders will fall from the sky. You can stand between them as you finish the mean, old Mastodon off.

---

**LEVEL FIVE**

1. Get the large meat to fill up your life.
2. Watch out for these rock throwers, use Stone Wheels to take care of them.
3. Make this jump slowly, or else!
4. Be sure to crack this egg before leaving the area.
5. If you cracked the egg, a 1-Up will appear. Use the cavemen to help you.
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Game Gear

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<td>Football</td>
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<td>Baseball   2</td>
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CIRCLE #219 ON READER SERVICE CARD
**Game of the Month High Scores!!**

This Month's Game...

**SUPER R - TYPE**

1. David Rumsey 9,999,900
2. Ryan Woehl 9,999,900
3. Sam Manuel 9,999,900
4. Terry Robeson 9,999,900
5. Matt Tyler 9,999,900

Send Scores For... Super Adventure Island All entries by July 15

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---

**Game**

**Score**

Abduction 652,250
Adventure Island 2 272,062
Salman 6,402,900
Bally 89,582
Beezlebub 999,999
Castlemania 999,999
Castlevania 3 999,999
Double Dragon 2 9,999,900
Dr. Mario 1,022,800
Expert 11,111,310
Kirby's Adventure 6,937,490
Kung Fu Herbie 11,069,200
Legend of Zelda 2,469,000
Marble Madness 141,110
Mega Man 5,699,200
Paladin 750,170
Popularye 151,900
P.O.W. 311,500
Rampage 42,953,963
Radar Blasters 599,999
RoboCop 1,126,081
Spy Hunter 42,953,963
Super G 599,999
Super Mario Bros 3 9,999,900
Tetris 655,781
TMNT 6,999,200

**Player**

Kelly McKenna
Eduardo Chorobonewu
Jeff Arneson
Jason Klinger
Jeff Atkins
Peter Klaus
Eduardo Chorobonewu
Stephen Krogman
David Wright
Eduardo Chorobonewu
Stephen Krogman
Jason Turia
Jeff Atkins
Stephen Krogman
Glenn Stockwell
David Wright
Stephen Krogman
Ralph Barbesillo
Jason Turia
Damon Flemming
 Glen Stockwell
 David Wright
 Bangla Sturgis
 Gary Gold
 Chris Nyeard

---

**Game**

**Score**

After Burner 13,672,900
Atari 234,900
Black Belt 999,999
Double Dragon 827,900
Moonwalker 21,020
The Ninja 1,904,250
Pro Wrestling 999,999
Rampage 999,999
Rastaman 3,139,300
R-Type 1,128,500
Shinobi 1,165,750
Space Harrier 3-D 35,257,970

**Player**

Christopher Sims
Alex Stein
Rob Siegmann
Todd Basilio
Vince Tantian
Vince Tantian
Vince Tantian
Christopher Sims
Christopher Sims
Brian Goodreau
Todd Basilio
Denise

---

**Game**

**Score**

Balto 993,600
Buster Douglas 22,250
Castle of Illusion 29,218
Columns 999,999
Cruis 10,550,300
Ghoulia & Ghosts 10,550,300
Mondo Maker 3,814,360
Ninjutsu 156,837
Princess 2,932,940
Revenge of Shinobi 12,937
Rolling 8,659
Street of Rage 993,600

**Player**

Todd Basilio
Shane Lamb
John Ruley
Ken Danforth
Jeff Yenne
Rick Liu
Richard Schuster
Todd Sanchez
Tony Geislein
Steve Sanabria
Brian Herren
Jeanine Scott

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**Rules**

All scores on Super Adventure Island must be received by July 15, 1992. If maximum scores are reached, a drawing of all maximum scores will be conducted to determine prize winners. All scores must be submitted on official Team entry forms and accompanied by a legible photo. Void where prohibited. Send SASE to High Scores, 1292 Highland Ave., Suite 222, Lombard, IL 60148 for an official entry form. One winner per household per year. Score rollovers will be treated as maximum scores. Decisions of the judges will be final. For up to the minute high scores call 1-708-561-6147.
A Legend Comes To An End!

The land of Hyrule is in turmoil again. An evil wizard named Aghnim has taken over the land and wants to rule the world. But he is only a pawn in this master plan. A greater evil is plotting to take over Hyrule. Ganon, yes, Ganon is up to his old tricks again. You must retrieve 7 crystals in order to open the gate to his castle. Once you reach the top of the last castle, you will be confronted by Aghnim. Once he is defeated, Ganon will arise from his body and flee to the great pyramid. Can you bring peace back to Hyrule? You are the only hope.

Like the first encounter, all you have to do is reflect his shots with your sword.

After Aghnim escapes, your trusty pet bird will carry you to the top of the pyramid where he is hiding. Just jump in!

At first Ganon will throw his scepter at you and shoot fireballs. Just hit him with your sword to inflict damage.

Ganon will blow the lights out and you will have to keep them lit in order to hit him with your sword.

When you hit him with your sword and the lights are on, he will turn blue. Now finish him off with the Silver Arrow!

The End?
WHO’LL HAVE THE LAST LAUGH?

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THE JOKER this Time?

CIRCLE #164 ON READER SERVICE CARD.
WHO'S SMILING NOW?

New from Sunsoft®
BATMAN™ RETURN OF THE JOKER™ FOR GAME BOY®

SUNSOFT® for the Nintendo® GAME BOY®
Morticia has been kidnapped!

Kidnappers have hidden Morticia somewhere in the scary Addams Mansion. You and Gomez have to escape hidden traps, and battle scary ghouls and goblins on your search to find her. Collect the million dollar ransom, find Wednesday, Pugsley and the rest of the family in your attempt to rescue the beloved Morticia.

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