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EXCLUSIVE PIX OF SUPER R-TYPE FOR SUPER NES!



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ALIEN STORM!
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EGM PREVIEWS HUDSON HAWK WITH AN INCREDIBLE CONTEST FROM CSG IMAGESOFT!!

HUDSON HAWK T.M.

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June, 1991

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COMING IN JUNE!

BASE WARS. IT GIVES NEW MEANING TO SLUG FEST.



In the 24th Century, baseball legends are made, not born. Because this is Ultra's® Cyber Stadium Series—Base Wars™ for your NES.™ And baseball's high priced heroes have been replaced with hulking mechanical he-men resembling humans, half-ton tanks and unidentified fielding objects. And they're programmed to pound, punch and blast it out for base possession.

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So choose your bionic ball clubs, set the robot rosters, and go circuit to circuit in single games or a tortuous 10 game pennant chase. See if you can survive America's favorite bashtime.

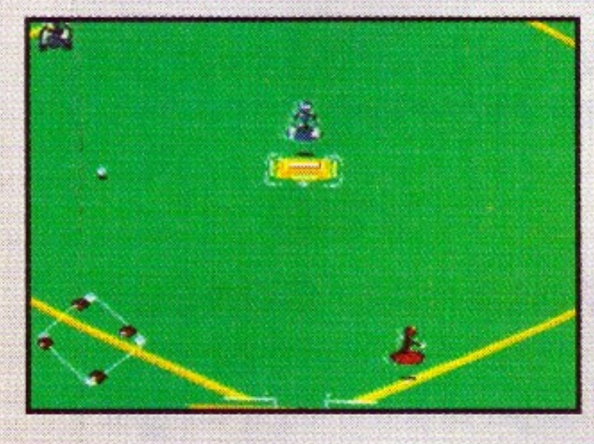


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- Control the speed, direction and path of every pitch, including the flashy Ultra-Fastball.
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ALL THE SIGHTS, SOUNDS AND STRATEGY OF BASEBALL

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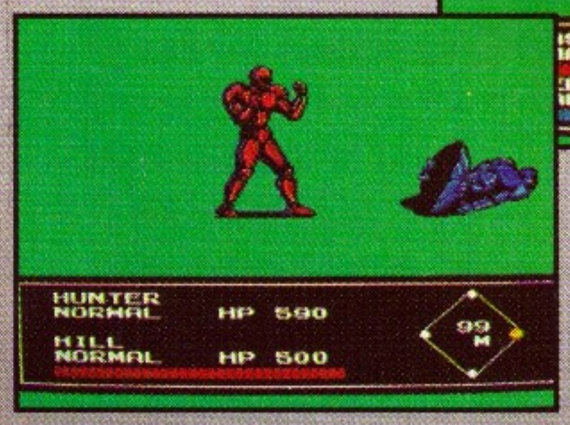




TAKE ME OUT AT THE BRAWL GAME

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- Beat, cut, thrust, kick, jump and spin to attack.
- Engage the special combination attack sequence.
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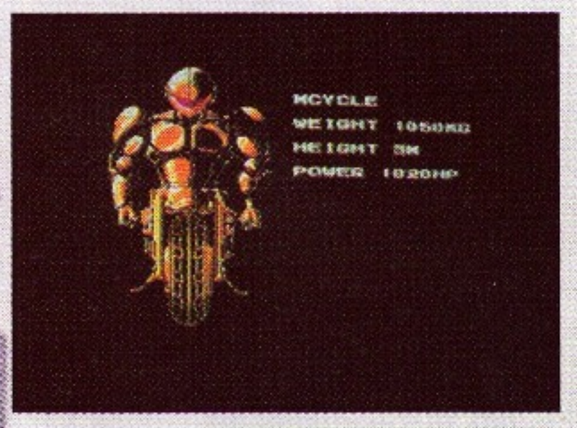
SHOP TILL YOU DROP A BUNDLE

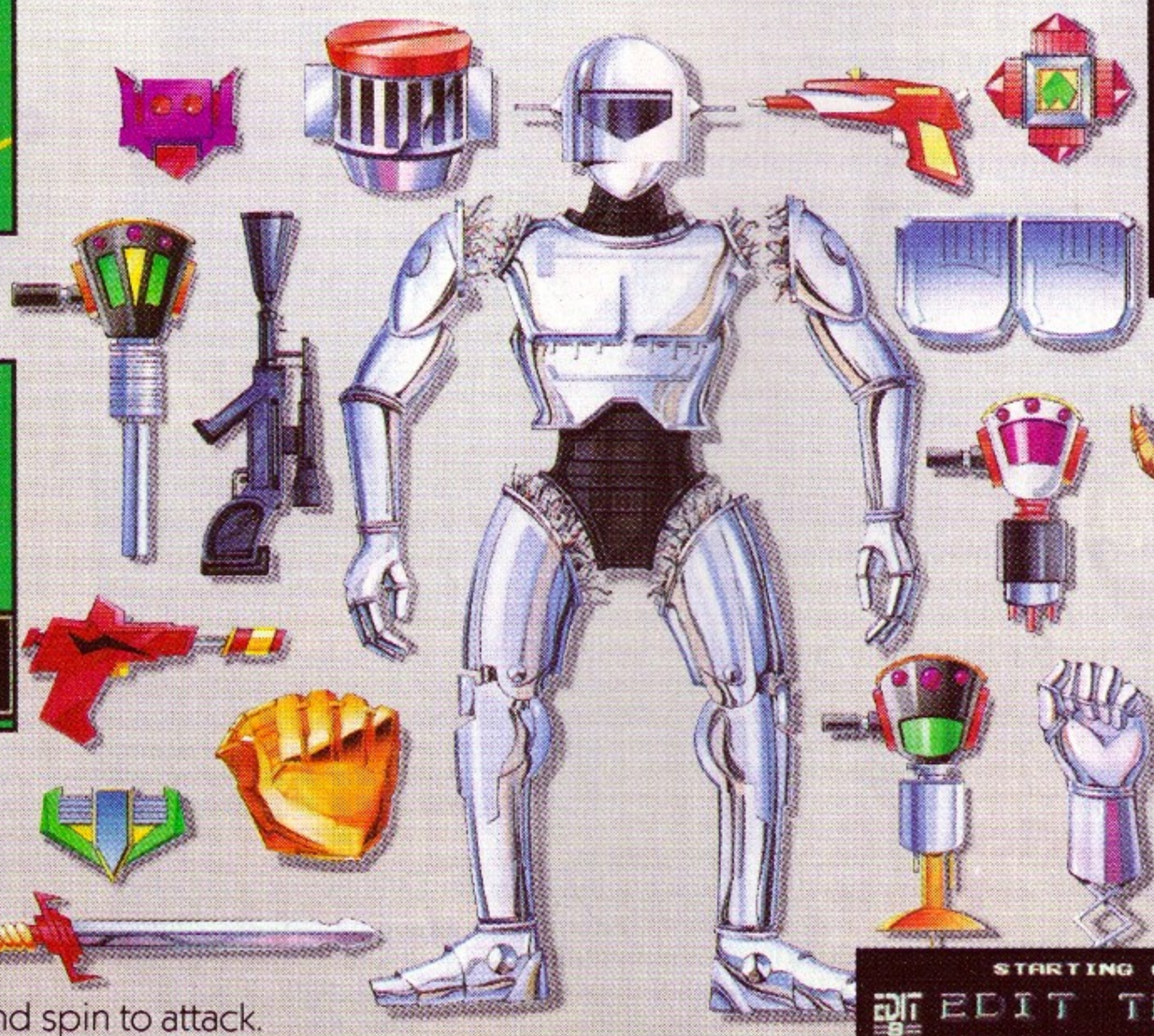
- Rexy the Riveter will wait on you in the Parts Shop.
- Use your Cyber League cash winnings to buy parts, repairs and weapons.
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UP-TO-DATE DATA AT YOUR FINGER TIPS

- Review any robot's current equipment.
- Four different models of mechanical maulers, each with specialized circuitry for playing a specific position.





YOUR TEAMS ARE AT YOUR COMMAND

- Name your own teams and robots, set the line-up, assign field positions, even determine which robots are right-handers and southpaws.
- Challenge a friend or take on the NES itself.
- Battery back-up lets you save all the teams and key stats.





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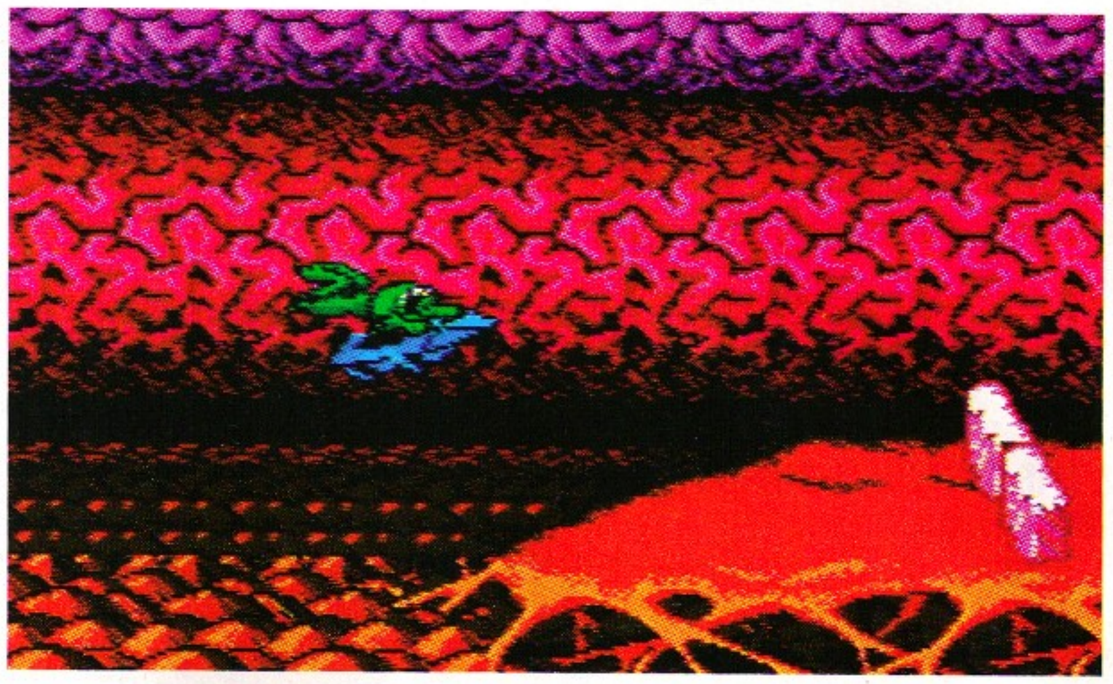
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JUNE 1991 • VOLUME 4 • NUMBER 6 • ISSUE 23

ELECTRONIC GAMING MONTHLY

The Last Word On Video Games



Tradewest's newest game is hot! Check out our two page Battletoads Fact-File!

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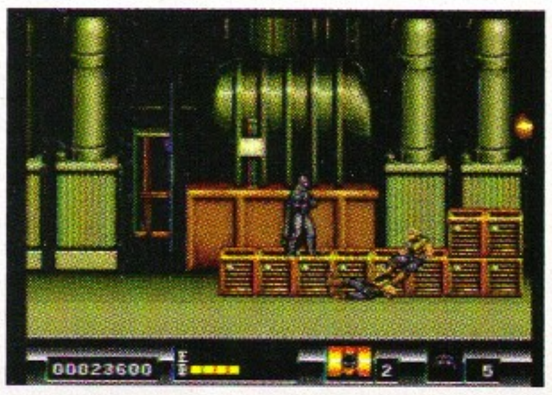
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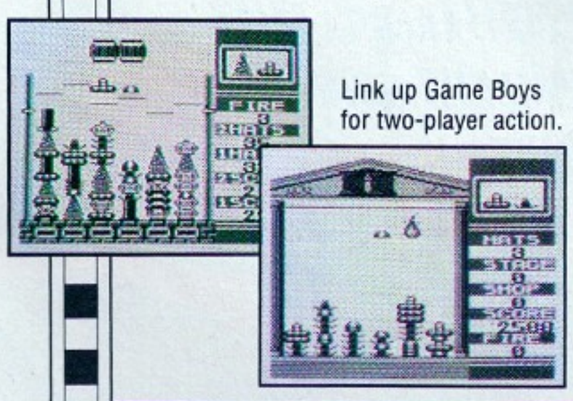
NEW
FROM THE CREATOR OF TETRIS™

CATCH HATRIS™

Hats off to Alexey Pajitnov–the creator of Tetris has done it again! This hot new video game has you frantically stacking...what else...hoards of hats! Down they come in random pairs. Stack five of the same type and you score. It looks easy, but as the hats fall faster, the game gets tougher.

If you like Tetris, you're going to love Hatris. It takes a minute to learn and a lifetime to master. So, if you catch anything for your Game Boy™this year...catch Hatris!

Also available from Bullet-Proof, Pipe Dream™for the NES and Game Boy.



Link up Game Boys for two-player action.

Use a fireball to burn unwanted hats from the top of a stack!

"The Best Games in the World"

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Available Now for Game Boy!



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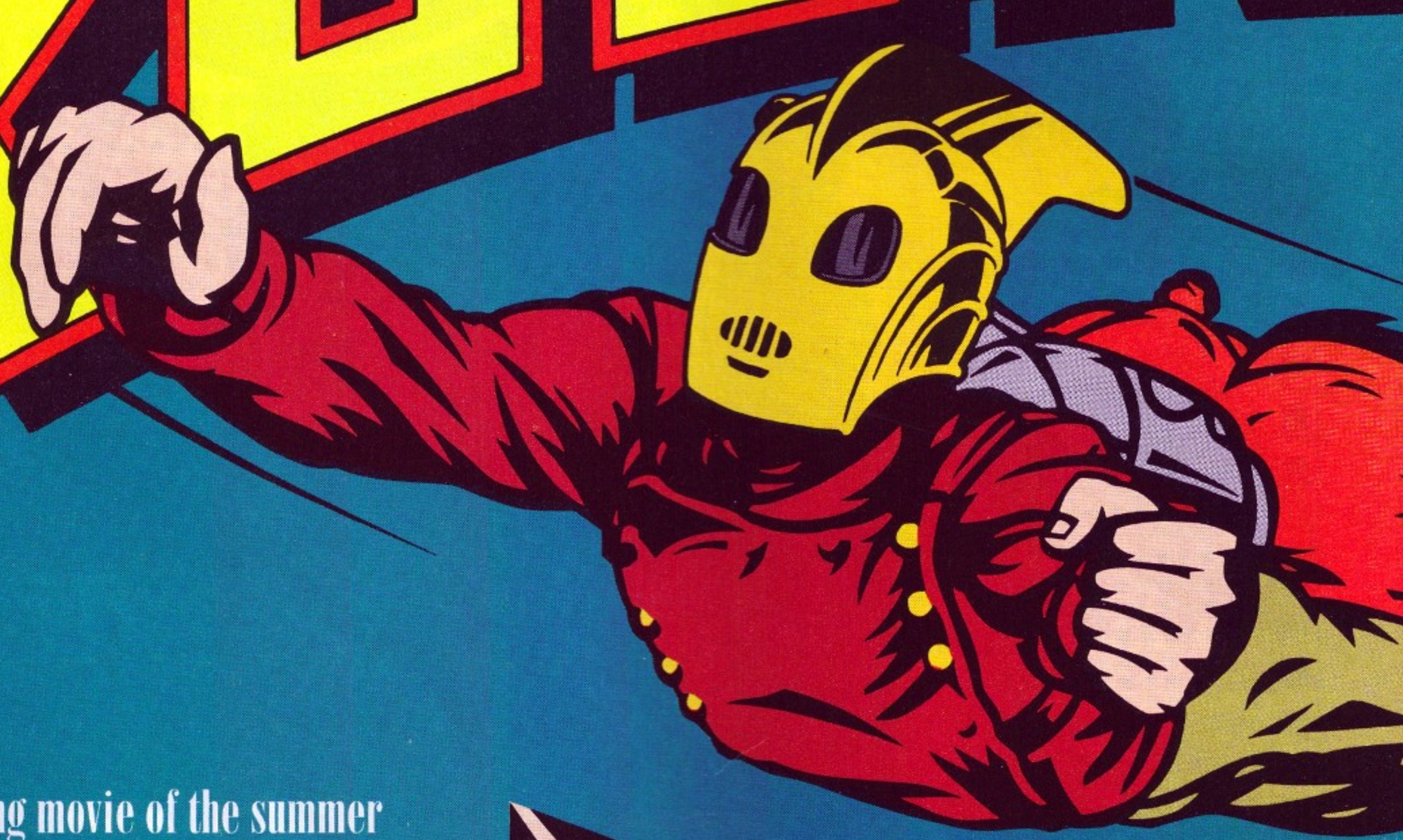
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BANDAI

the ROCKE



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

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ELECTRONIC GAMING MONTHLY
June, 1991

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insert coin

1,000,000 READERS!

Sounds impressive! We were pleasantly surprised when the results from our survey came in. Back in January we decided that just being a magazine wasn't enough. We wanted to help promote the industry! After thinking a while about how to best go about this process we decided on a theme - interaction. The first step was to include a Reader Service Card in each issue. Not only would we be helping our readers by putting them in touch with all of the key hardware and software companies in the country, but, we would also be helping the companies get in touch with the players who are interested in their specific products! At the same time we wanted to learn more about the type of players who read our magazine. By knowing more about you, we can modify our mag to best serve your interests. And, over the past few issues the book has been evolving. You say you want more pages, you got it! We're at 132 now, and rising! You want insert magazines - we're doing it! NEC, Micro Gaming, Lynx, Robo Cop 2 and Electronic Arts over the past 4 issues. You want expanded coverage on all that is new. You got it - Neo-Geo, Super Famicom, Lynx and Game Gear. You want news even faster than once a month. You got it, Our EGM weekly 900 number gives you REAL news, reviews and tips not seen in previous issues of the magazine. And we're not done yet. Over the next few months you will see things that have never been done before!

But back to the headline. While we would love to sell a million copies every month we aren't there yet. But over a million players read each issue of EGM! There's a difference between the two statements. From our survey we found out that after you are done reading EGM you pass it on to several of your friends so they also can get the latest and best info on the gaming industry. This 'pass-on' readership, when added to our paid circulation, gets us to the over 1,000,000 mark. Is it important? To our readers, probably not. But if I was an advertiser, I would like to hear that number.

We've learned other things about our readers. Over two thirds of you are between the ages of 11 and 17. The next largest segment is the 18 to 25 group. And both of these groups combined make up almost 90 percent of our readership! These are the serious game players, as over 50% of you own 16 or more games and purchase more than a dozen games per year. The NES is the most popular system with 70% of our readers owning one. But you don't stop with just one system. Almost 33% have the Genesis; 21% GameBoy; 19% TurboGrafx; 10% Master System and 5% have a Lynx. That is the profile of a 'typical' EGM reader. And from your letters and calls the one item that is requested most often is that you want the latest information on what is new in the industry. We couldn't agree more! We want you to feel that the cover price is money worth spent. That you learned something new. To this end, check out our international section starting on page 76. You'll see pictures of Super Famicom, Mega Drive and PC Engine games that even the U.S. companies haven't seen yet!

We may not be at the 1,000,000 mark yet, but we're on our way!

Ed Semrad
Editor

Play Beetlejuice™, Beetlejuice, Beetlejuice, Beetlejuice

on your NES®, NES®, NES®

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





How'd you like to help me scare those city folks out of your house and *their* wits?

We'll soar through 8 horrific levels (you're gonna love the Afterlife Waiting Room) taking on Killer Giant Beetles, Legs Without Heads and other gruesome creatures. One wrong step... and you're food for the Sand Worm.





Here's a tip: Buy scares from the Recently Deceased Information Booth, they're your best weapons. So, join me in the Neither-world... **and make my millennium!**







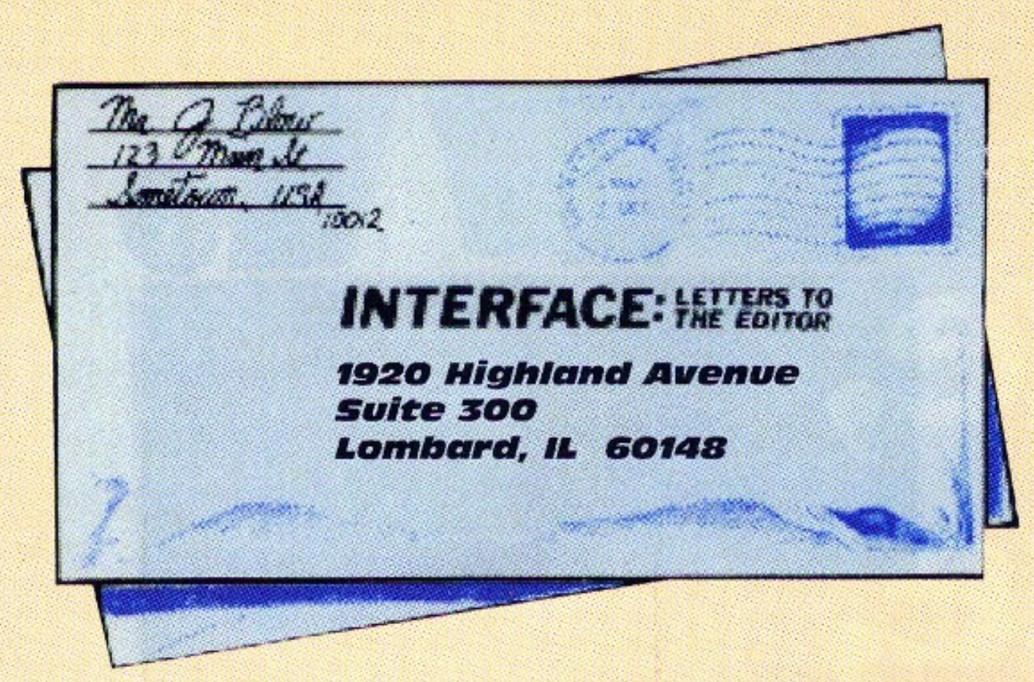
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Alright, here's your chance to sound off! Send us your compliments, complaints, gripes and overall opinions! We love to get 'em! If the editor likes your letter enough he may even print it! Send all letters to: Interface:Letters to the Editor, Sendai Publications, 1920 Highland Avenue, Suite 300, Lombard, IL 60148.

MORE SUPERGRAFX!!

I love your mag. You do have all the newest games reviewed before anyone else. But the reason I read your mag is for the Japanese game reviews. What disappoints me though, is your lack of any SuperGrafx reviews. Strider and Ghouls and Ghosts have graphics that blow Genesis out of the picture. But you haven't reviewed these great games. Don't trash a system because of a lack of softs. I would rather have a SG with 6 games than a Genesis with many games.

David Dietrich
College Station, TX

(Ed. Don't get us wrong Dave, we like the SuperGrafx as well as you do. We are doing everything we can to get as much info on this super system as we can, but there just aren't a lot of new games coming out for the SG. SG Strider has been delayed for a while but 1941 will be coming out very soon. Aldyne is the newest game and it's great!)



Aldyne is the newest soft for the SuperGrafx.

DOUBLE DRAGON FOR GENESIS??

Thank you for the greatest source of video game info ever! I only have two questions. Genesis lacks Kung-Fu or ninja-type games. You did talk about a few of them in the past, but could you give us some pictures and info on more softs in this category? Second, why can't Sega make Double Dragon and Y's? Didn't they belong to Sega any way?

David Moses
Fort Lewis, WA

(Ed. There will be a couple of new kung-fu games coming out in the near future. Double Dragon 2 will be out for the Mega Drive later this summer. A new company called Palsoft will bring it out for the Japanese market. Check out our exclusive pix of this punch and kick classic in this month's International Section. Street Smarts is another good game in this genre. Treco is doing it over here for the Genesis and it is presently scheduled for a late June release. Scope out page 116 for the first pictures on this hot soft! Sega did not create Y's or Double Dragon. You are probably thinking of the Master System games and to reprogram these, they had to obtain the rights from the original creators. With Y's 3 coming to the Turbo and Super Fami, perhaps a Mega Drive version may be in the works for some time in the future.)

APRIL FOOL...?

In issue 21 you played a trick on us. In the Tricks of the Trade Section the last trick was a fake. You said to read the name of the person who sent it in after trying the trick 10 times. I tried it 20 times but I just couldn't get it to work! Then I read the name real carefully and realized it was April Fools from EGM. I think you have the best mag around and I respect all that you write about but please, no more tricks like that.

John Argueta
Yardley, PA

OK, so you pulled one over on us with your April Fools trick. I have to admit, you fooled me but what still puzzles me is how you did it. If it is a bogus trick, then how did you get Simon in the Turtles game. Did you go in and reprogram the cart? Please, tell us your secret.

Tom Baton
Houston, TX

I would like to tell you how much I love your magazine. It is the greatest. I love seeing the new games and reading about the tips. You really outdid yourself in issue 21 though. This time you added a bit of humor to an otherwise serious mag. What I'm talking about is your April Fools hint for T.M.N.T. 2. That was a real classic!

Mark Raught
New Wilmington, PA.

(Ed. Aren't you glad that April Fools comes only once a year? We are, because we were getting hundreds of calls and letters about this trick. As to how we did it, that will have to remain a secret. Just remember that since we have the most sophisticated computers and electronic equipment in the industry we can do almost anything! And would we ever do another April Fools trick?.....)



ILLEGAL GAMES..!

I have a question about one of your ads in issue number 19. In that ad they talked about a Nintendo cart with 50 to 100 games on it. Can you tell us more about this? How can they pack so many games into one cart?

Lam Nguyen
North Haven, CT

(Ed. Be careful Lam! These cartridges which have dozens of games on them

Enjoy
Hudson

ADVENTURE ISLAND II™



More Fun in the Sun with Adventure Island II™





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

That Evil Witch Doctor's at it again. He's grabbed your latest honey and *dares* you to do something about it. ☐ But this is no day at the beach. You've gotta fight your way past EIGHT treacherous islands! Including a Dinosaur Kingdom with some of the creepiest critters ever to slither across a video screen. Volcanoes. Avalanches. Giant Scorpions. Killer Cobras. We're talkin' one tough Witch Doctor here! And the action really heats up with a new vertical/horizontal scroll. Plus, stage select lets you control play. ☐ ADVENTURE ISLAND II. A sure-fire scorcher! Look for it wherever you buy the best video games.

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CIRCLE #109 ON READER SERVICE CARD.

are illegal to own! First, they are not made by Nintendo. Actually they are produced in Taiwan by a company that is not licensed by Nintendo. Third, they are very expensive. On my last trip to Japan, a cart like this which had 110 games on it was selling for over $125! Fourth, these carts are complete rip-offs! The games which are featured on it are first generation Famicom games. Most of them are so bad that they never made it to the states. Extremely blocky graphics, virtually no player control and very few game levels. Many are duplicated several times on the cart with only the speed of the action increased. But what makes it illegal is that there are a few well known games on it. Super Mario Brothers is one, and ripping this classic off is a definite no-no! Don't waste your time or money on these loser carts!)

LYNX RULES!..

I've been thinking about getting a portable game system. The GameBoy with it's black and white graphics just doesn't excite me. The TurboExpress is way too expensive for my blood and the Lynx seemed dead in the water. That is until I read your Atari Adventure insert in issue 21. Wow! Nobody, but nobody, has ever shown even a tenth of the pictures that you did! How did you do it? Are these real games? And when will they be out? I'm sold! I am now a proud and happy Lynx owner! Bring on the rest of the games!!

Andy Winston
Arleta, CA

I recently received issue number 21 of EGM. and I was impressed. As usual, the reporting was solid and to-the-point. Especially impressive was the coverage of the Atari Lynx. All the new games were presented in a professional fashion, and the information was extremely up to date.

Also noteworthy was the "The Games of April 1991". I would highly recommend that you continue this feature. Since so many manufacturers are releasing so many new games simultaneously it's good to know which ones will be available very soon.

I read all the mags currently available and I must say that EGM is the best by a great margin. Please continue your superb work.

Philip R. Glebow
Napa, CA



Stun Runner for the Lynx!

Put this in your magazine!

What about Electronic Gaming Television? On Friday or Saturday the ratings would go through the roof! Don't do cartoons, only do reviews, previews, interviews, insider news etc. Think about it! Only you could do it without all the candy coating!

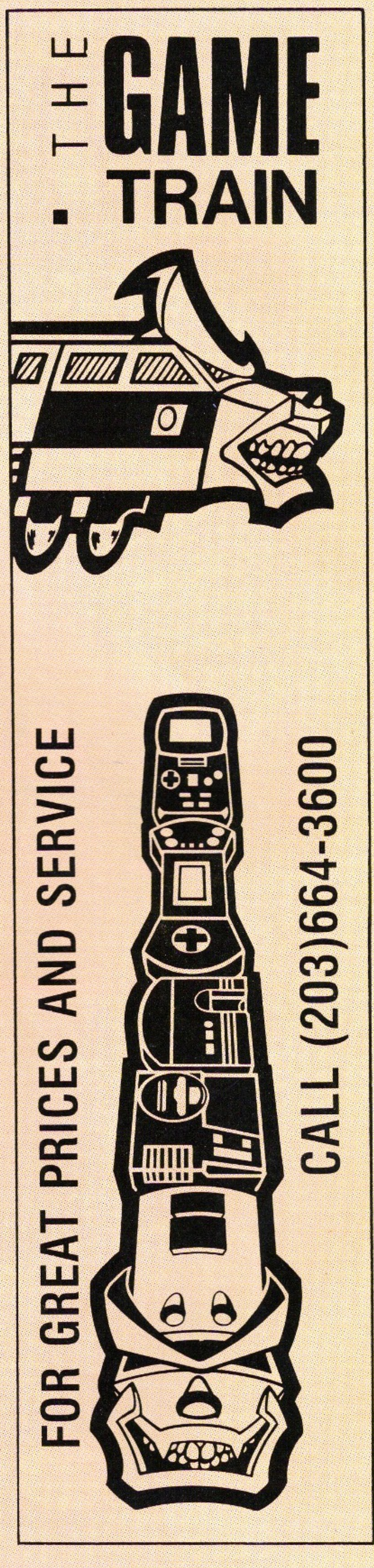
Allan Khouri
El Cajon, CA

Great job EGM! Your Lynx insert was awesome! Finally somebody is actually covering this system. I mean how many times do I have to see the same Ninja Gaiden picture repeated over and over again? I turn to your insert and you do two pages of solid pictures on the same game. I don't know how you do it but keep it up!

Glen Jackson
Pensacola, FL

(Ed. Thanks for the compliments guys! We're glad you liked our 16 page Atari insert. This is a feature you will be seeing more and more in EGM. What did you think of our RoboCop 16 pager last issue and the super Electronic Arts special this issue? As you've noticed we are constantly evolving to best serve the readers and the software manufacturers. Our exclusive monthly software calender is a good example.

Lynx pictures??? You guys should know by now, if it's impossible you'll see it done (and first) in EGM! Look closely in this issue and you will see more impossible magic which the electronic wizards here have performed!?? EGM-TV...hmmm...you never know!!.....!)



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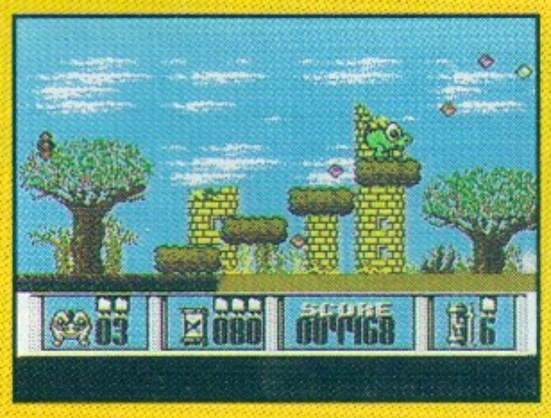
ARE YOU GAME ENOUGH TO TAKE ON THE TOWERS?

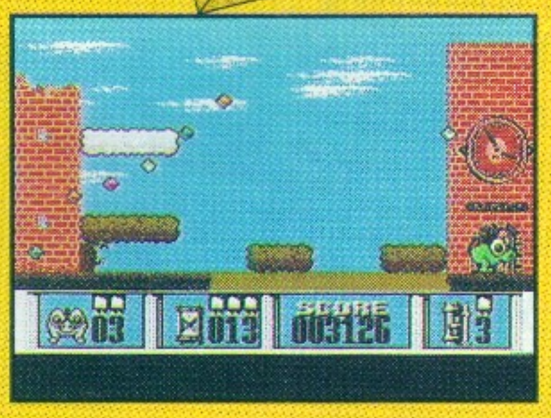
Eight colossal towers that almost crack the sky! You and Julius - the Anurian Hybrid - are charged with the task of collapsing the alien towers. As Julius climbs and leaps across the face of each tower, he is confronted by potent and very deadly adversaries. Their mere touch will cost you your life!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

CASTELIAN©









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TRICKS OF THE TRADE

GAMING GOSSIP

JAPAN GAMING

REVIEW CREW

NEXT WAVE

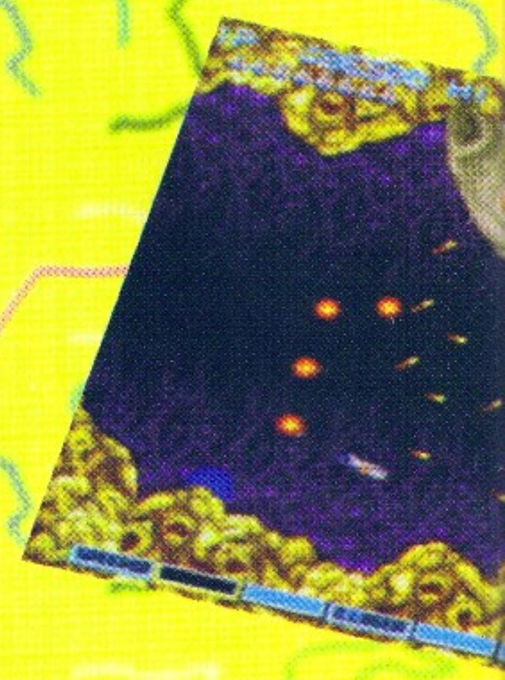
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CIRCLE #121 ON READER SERVICE CARD.

REVIEW CREW



THE "CREW"

ABOUT OUR RATINGS:

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

Nintendo - Tradewest
Battletoads

Type:Action Release:June
Levels: 12 Difficulty:Ave.



Step aside turtles as here come the toads. Rescue Princess Angelica and your best buddy Pimple who have been kidnapped by the Dark Queen. It's 12 levels of fighting through endless canyons, dark holes and terrifying tunnels loaded with ice and fire before you get to the Tower of Shadows where the ultimate battle awaits you. Take a friend along as this is also a two player cooperative game.

STEVE

Steve is back to playing the new Super Famicom games. He likes the horizontal shooters and Darius Twin and Super R-Type are his present favorites.

This is without a doubt one of the best video games I've played on any system in recent memory! Battle-toads combines a great story line with superb graphics, adequate sound and smashing game play! It's sort of an extended Double Dragon with personality! A winner all the way!

9

ED

Ed has gotten into some of the new Japanese quest games like Blue Almanac and Arcus Odyssey. Our new Tera just came in and he's already got it all apart.

Unbelievable! Toads has my vote for the best Nintendo game so far this year! Everything is done perfectly - it is long, challenging and most importantly - fun. As a two player game, it is hilarious! The animations and sound effects are also well done. Better than a 9 but not quite a 10.

9

MARTIN

Martin's time is split between Final Soldier for the PC Engine and Ninja Gaiden 3 for the NES. For a challenge he's going for a max score by playing through Darius Twin.

Awesome! Awesome! Awesome! Amazing graphics and animation will blow you away! Best of all the game is extremely fun to play, a quality that's hard to find on any system. With new concepts and techniques on each level, the Toads almost got a 10.

9

SUSHI-X

Sushi and Quartermann aren't getting along. Quartermann wants to start doing reviews but Sushi thinks Quartermann is a few nickels short of 2 bits. It's getting nasty here!

Excellent! Radical! Most Triumphant!! If Battletoads doesn't make make you laugh at the hysterical animations, or fry your brain cells with utter amazement, you are reading the wrong mag! The amount of work that went into this game is phenomenal! This'll make up for Double Dragon.

9

Nintendo - Bandai
Ultimate Journey

Type:Action Release: June
Levels: 6 Difficulty:Mod.



Bandai's new side scrolling action game places you as a brave Indian warrior named Mojavo. In this quest you must undertake the ultimate journey as around each turn lies a new foe. Venture high atop the Outcast Mountains to the evil Wrathkon's Castle. The enemies seem endless but you must venture onward as you must rescue Haypavo and prevent the creation of the dominator.

This is another in the growing ranks of action games that seem inspired by other great titles. Ultimate Journey, however, does a better than average job of providing thrills with great pix and plenty of challenge! Not an innovation in any sense, just good action with some twists!

7

This is going to be another Nintendo sleeper as Bandai's Rocketeer will get all the publicity. Still, get this one also as it is a well designed game which keeps your interest all the way to the end. Packs a wide variety of action and having the ability to transform into other characters is a plus!

8

This game is pretty cool with above average graphics and an original theme. The control could have been better but it's still a good action game anyway. Sort of a combination of Rygar, Ninja Gaiden, and Dances with Wolves. Changing into a shark and a eagle is fun too. Yeah Danny!

7

Surprisingly enough, Ultimate Journey is a fun cart to play! Although the graphics are not that great, and the jump control could be better, the techniques are excellent! Turning into animals later in the game help provide some variety just when the game begins to slow down.

7

Enjoy Hudson

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CIRCLE #109 ON READER SERVICE CARD.

Nintendo - Parker Brothers
Monopoly

Type: Family Release: June
Levels: NA Difficulty:Easy



Do not pass go, go directly to jail! The grand-daddy of all board games is now available for the Nintendo. The official rules are incorporated into the program as are all the properties, cards, and even the dice. As you move, the screen zooms into a closeup of the street and your piece. With an option for multiplayer action, Monopoly for the NES offers simultaneous fun for the entire family without the recordkeeping problems.

There's not a lot to rate here, either you like the board game Monopoly or you don't. There are some nice visuals with movement on the board that spice up the appearance of the game, but for a few minor enhancements and loads of options, it's Monopoly - and I like that!

8

Nintendo games suitable for the entire family are few and far between. All the rules are built in and the character animations are well done. I still like the board game better as I can 'feel' my cash and inspect my properties any time. Can't cheat or lose any pieces on the NES!

8

It's Monopoly done on the NES. Big deal. It's a cool idea, but the game play is too awkward and playing with multiple players isn't as much fun as the good old board game. If you like Monopoly and want a novelty to play with then get it, if not then pass go without it and get the board for $10.

4

Some games just don't belong on the Nintendo, but at least they didn't make Monopoly for the Genesis or something. I suppose if you're too lazy to pull out the original board game, this cart is just for you. Nothing impressive here, so don't expect much.

5

Nintendo - HAL
Lolo 3

Type: Maze Release:June
Levels: 100 Difficulty:Ave.



The third in the LoLo series makes it's debut this month. LoLo 3 offers more of the mindbending puzzles, similar in design to those in the first two games. This edition features seventeen levels with 100 new rooms. The password is back but you now have the option to practice mazes in different levels. Play either as LoLo or LaLa (non-sexist!) and then change to the other character at will.

The third installment of the Lolo series picks up where the first two left off, with Lolo out to solve a series of puzzles. This time, however, there's some meaning as Lolo travels through a scrolling land, retrieves crystals and finally gets captured - letting you become Lala for a rescue!

8

The first two versions are among my favorites and the third continues the tradition! A great thinking-type game with all new mazes and a few new features thrown in. Not much to look at, but who cares as the puzzles are everything! A safe purchase if you liked the first two.

8

Lolo 3 is pretty good for the 3rd in the series. Puzzle games aren't my thing, but this one is very involving and fun to play. It's kind of like Boxxle, but the puzzles have more variety. The only drawback is that once you beat all the levels you don't want to play it anymore.

7

Definitely the best of the Lolo trilogy Lolo III makes me dizzy! Some of the mazes remind me of Boxxle. The traps are definitely inventive and original, and the option to play as Lolo or as his girlfriend, Lala, is a cool and well appreciated option. Lolo 4 can't be far behind.

7

Nintendo - Konami
Lone Ranger

Type: Action Release: June
Levels: 7+ Difficulty:Ave.



Oh, oh. The president is missing and rumors have it that the evil Cavendish gang are behind the kidnapping. The efforts of the Secret Service have unveiled nothing, so it's time for the Lone Ranger and his faithful companion Tonto. Besides, the LR has a personal score to settle with Butch Cavendish. Ride through eight areas of the West exploring towns, caves and reservations looking for the needed clues.

This is definitely Metal Gear in the old west. You get the same combo of action and adventure text, with just enough mystery thrown in to keep quest fans happy. There's not an abundance of action to be found anywhere in this cart, but it's structured to deliver some adventure fun.

6

As much as I like a good quest game, I just couldn't get overly excited about the Lone Ranger. It was hard to stay interested in the adventure and it lacked the variety and openness found in others. While all the elements are in place it just doesn't come together.

6

The theme is totally original and it follows the old TV show pretty accurately. The game really is nothing new though. Having different types of game play helps but the game is not that exciting and becomes repetitive. Not great but not bad either, just average.

5

Lone Ranger is definitely different. The thought of the Lone Ranger having to go and buy silver bullets is kind of hard to swallow, but it's okay. The adventure will last for a good while, but mainly because you are constantly sent from place to place, not because of exploration.

6

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

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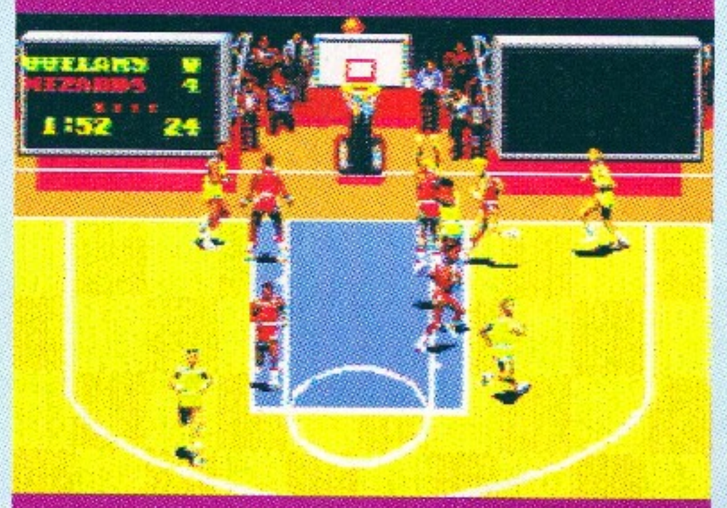
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CIRCLE #110 ON READER SERVICE CARD.

TurboGrafx - NEC
TV Basketball

Type: Sport **Release: June**
Levels: NA **Difficulty:Ave.**



Lace up your Air Jordans, plug in the Turbo Tap, round up a few of your friends and get set for some serious basketball action. Translated from the Cinemaware computer game but enhanced with multiplayer cooperative action! Special features include an announcer who offers commentary on the game in between quarters. Check your schedule for the next game and plan out your strategy.

The latest in NEC's translations of the Cinemaware sports games does a decent job of living up to its namesake, but falls a little short in the action department. The strategy of basketball is all there (albeit exagerated in places), but the speed of the game is just a tad too slow.

6

As a one player game, basketball is only average. But, that is not the intent of this series of games. Play them with the Turbo Tap and lots of friends. As such, the game really opens up because of the interaction and cooperation that happens when it turns into a real multiplayer game!

7

I'm sorry but the five player option isn't an reason for a less than average playing game. They could of made this game really awesome with close-ups and loads of cinemas. Rather it's action is not very smooth and hard to follow. Not much fun except as a five player game.

4

Well, it not bad, but it's not good either. The play control is bearable, but the perspective changes is confusing and annoying. The music and sound effects are cheezy and could use improving. The 5 player mode is it's best option, and really the only way to have fun here.

5

TurboGrafx - NEC
Sherlock Holmes

Type: CD **Release:June**
Levels: 3 **Difficulty:Mod.**



The king of the detectives has now come to the Turbo. Not content with just a good detective mystery, NEC has contracted with ICOM to do something special and they came back with not one but three Sherlock stories that, for the first time, offer full motion video. Each case tests your deductive reasoning but, even if you solve the case you still can go back and try to get a better score than Sherlock got.

This is the wave of the future! The game itself is a rough, but the technological leaps it makes are staggering. This is an interactive movie, featuring game play that possesses almost full motion video and is acted out nicely, providing the clues that make it a game.

8

This is an example of the type of games we will be playing two years from now. It is revolutionary, challenging and years ahead of its time. The mysteries are the kind that SH would take on and have been made harder by setting a near perfect score as a goal. Phenomenal!

9

This is the first of the live animation CD's for the Turbo and it really impressed me. The voices and the mouth movements don't match up but the animations are the most realistic I've ever seen. The mystery is very involving too. My only complaint is the game's easiness.

6

Excellent!! The cinema screens in Sherlock are incredible! It's like watching a movie mystery unfold in front of your very eyes! The worst part about Sherlock Holmes is that only three mysteries don't last too terribly long. After you beat them, all you can do is try to beat Holmes.

7

Genesis- Sunsoft
Batman

Type: Action **Release: June**
Levels: 7 **Difficulty:Ave.**



The legendary Batman is now available from Sunsoft for the Genesis. Play the part of the Caped Crusader as you pursue the Joker and his henchmen through the streets, sewers and buildings of Gotham City. Hop in the Batmobile or Batwing as you chase after the enemy in order to save the kidnapped Vicki. Watch the animated cinema intermissions between levels as you close in on the Joker.

The ultimate side-scrolling action game for the Genesis is finally available! Batman features the hero in a variety of scenes straight out of the movie. Great action, Batmobile and Batwing shooter sequences are all combined to make a superb game that's just a little too short!

8

Easily one of the best playing Genesis titles ever made. Good solid game play backed by excellent 16 bit graphics, sound effects and animated intermissions. True to the movie plot but it could have been a bit longer. Long in coming, but it's worth the wait!

8

A great title that almost never made to the Genesis legitimately. Great graphics and incredible music make this one of the best action carts available. Perfectly follows the movie's story and even has Batmobile and Batwing scenes as well as cinema displays. A bit too easy though.

8

What can I say? It's great, but not the best. Once again, another simple game for the Genesis. The gameplay is true to the movie plot and scenery, but the bosses are too easy and don't last very long. Anyway, Batman is a lot of fun and full of huge levels to keep you busy. Solid.

8

KABUKI

QUANTUM FIGHTER



■ The setting—Earth, the future. ■ The defense computer protecting the entire planet has been invaded by a constantly mutating, evolving virus. ■ One lone volunteer has the courage to face the virus on its own ground. ■ Converted to raw data and transferred into the circuits of the computer, the molecular structure of this brave warrior is transformed by the as-yet untested Image Transfer System. ■ Into the circuits of the computer steps an unlikely hero—the Quantum Fighter! ■ Six levels of challenging action, unequalled game control, and a surprising arsenal of weapons!

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CIRCLE #110 ON READER SERVICE CARD.

Genesis - Sega
Midnight Resistance
Type: Action Release: June
Levels: 9 Difficulty:Ave.



Based on the popular Data East coin-op, this Heavy Barrel sequel offers more of the great shoot-em-up action found in the original. Now with 16 bit graphics and a full 8 meg, MR takes shooters to new heights. Your mission this time is to save your family who have been kidnapped by alien mutants. The irony of this problem, is that the mutants were accidentally created by your grandfather! Save the planet!

This is the closest thing to Contra that I've seen available for the Sega machine. The multi-scrolling action and shooting that this sequel to Heavy Barrel offers is mind blowing in some spots, but a slight difficulty in control tempers what would otherwise be a near-perfect action title.

8

This is a great example of what 8 meg can do to a shooter. The game has depth, good player control, spectacular graphics and a wide variety of different levels. Throw in a constant stream of enemy to keep you busy. Similar to Contra but with a 16 bit upgrade.

8

This is exactly the kind of game the Genesis needs. Superb game play and outstanding graphics make it one of the best games for the Genesis. Awesome weapons and great end bosses. Two things I don't like are the absence of a 2 player mode and the game is way too easy.

8

Midnight Resistance is awesome!!! The super-powered weapons blow me away, and the backgrounds are incredible! The worst part about Midnight Resistance is that it's too easy! Come guys, this game was much harder in the arcade, and challenging. Still, it's a great game.

Genesis - Sega
Twin Cobra
Type: Action Release:June
Levels: 8 Difficulty:Ave.



Take to the skies as you prepare to singlehandedly blow away the entire land, water and air based armies of an evil dictator who threatens to take over the world. The odds are thousands to one, but by being able to steal some of the enemy's weapons you just might have a chance! Each level puts you up against a different configuration of enemy forces but with your doomsday bomb you can do it!

This is one of my favorite arcade vertical shooters of all time and Sega has done a remarkable job of capturing the action. Everything is here, practically to the pixel, from the giant Bosses to the intense build-up of weapons. The graphics are edgy but the play is top-notch!

8

Yet another shooter from the masters at Sega. Twin Cobra is very good but it's more of the same only vertically scrolling this time. The two player option would have made it better but it was left out. No new ground broken here but it is a good shooter if you aren't tired of them yet.

7

A great shooter that's a classic favorite to me as well as most veteran gamers. This game is a carbon copy of the arcade. Great graphics and sounds and superb game play make this one of the best shooters around. Definitely not for wimpy shooter fans.

8

Twin Cobra is a fun shooter with lots of power-ups to satisfy the shooter fan. Listen to some cranking tunes and blast your way through the enemy tanks!! This game is a lot of fun to play, but it would have been nice if they kept the two-player option in the game, like the arcade.

7

Genesis - DreamWorks
Wings of Wor
Type: Action Release: June
Levels: 7 Difficulty:Ave.



In this new shooter from DreamWorks you are Wor, the ultimate battle master. You must defeat the evil mutants of Iccus before they can gather all their forces to take on the entire galaxy. Fly through six levels of underground caverns heavily infested with some of the most grotesque demons ever to grace the Genesis. Get to the ultimate force itself in order to stop this armageddon from repeating itself!

Another blaster for the Genesis that unfortunately doesn't boast a great theme or unique enhancement scales. Wings of Wor is solid action, don't get me wrong, but if you're looking for anything other than a shooting blow-out, than Wings will probably not excite!

7

One of the best non-arcade shooters to come out in a while. Nicely detailed bosses set on a good variety of backgrounds. Solid challenging game play is a plus here. Has an unusually large number of weapon power-ups which are needed as you progress farther into the game.

7

Another good shooter for the Genesis. If there weren't so many shooters out there it might have stood out as something different. Some cool features like the variety of power-ups and extremely huge end bosses make this an above average game. Not the best, but not bad.

7

This is a different type of shooter that doesn't become drawn-out or boring. The enemies are inventive and the round bosses are spectacular! Having weapons that power-up 25 different times is great when facing bosses that take up more than one screen! This is a good solid game.

7

BLOBERT IS BACK!

New For GAME BOY

DAVID CRANE'S THE

RESCUE

OF PRINCESS

BLOBETTE™

That's right, jelly bean–loving Blobert (Blob, for short) and his faithful Earth-boy companion are back in a brand-new adventure for Game Boy! This time out, the duo's exploits take them to the Royal Castle of Blobolonia™, on Blob's home planet, as they attempt to free the lovely—and imprisoned—Princess Blobette™ from the clutches of the treacherous Antagonistic Alchemist.

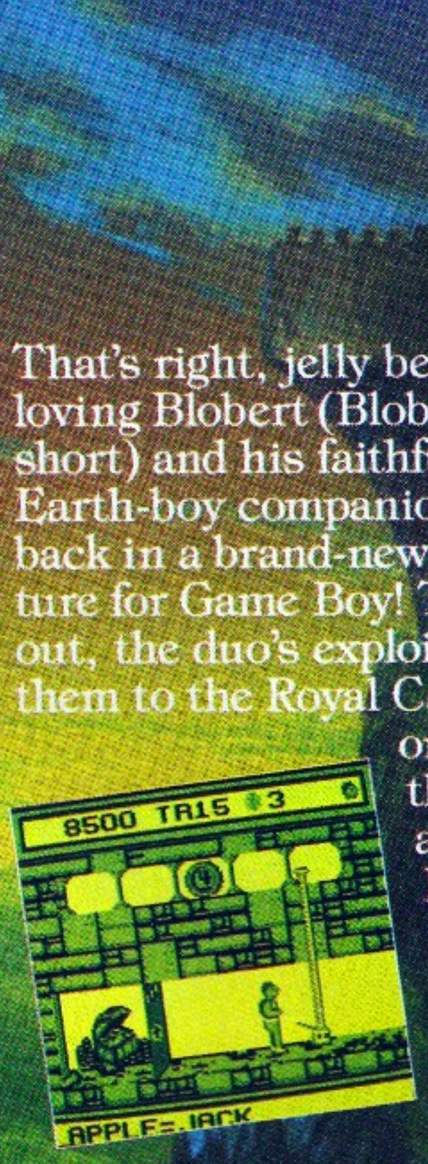
Join our heroes as they encounter secret rooms, clever traps, and dangerous obstacles in the labyrinthine depths of the castle.

But all is not lost—these two share a very special secret: With each flavor of jelly bean the boy feeds Blob, Blob will magically transform into a different shape that can help this intrepid pair get past just about anything the Alchemist can conjure up!

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CIRCLE #156 ON READER SERVICE CARD.

Game Gear - Sega
Mickey Mouse

Type: Action **Release: June**
Levels: 6 **Difficulty:Ave.**



Sega has just converted it's popular Master System version of Mickey Mouse down to the Game Gear. All 6 levels are there down to the last detail. In this game you must rescue Minnie who has been kidnapped by the evil witch Mizrabel. Start off in the black forest on your way to the bizarre fantasy worlds containing wooden soldiers, toy airplanes and immense jack-in-the-box - all suddenly alive and after you.

Mickey Mouse finally brought justice to die-hard Master System fans, and this loose translation of the same code shows that the Game Gear will be able to deliver a great game. The action scenarios are supported by all kinds of techniques and graphics that do make the GG look good.

7

Mickey was great on the MS and the GG version is a letter-perfect copy. Everything is here including all of Mickey's cute movements. And the game plays perfect too! Easily the best GG game yet and I hope that this is an indication of what is to come!

8

The best Game Gear game yet! This is a perfect translation of the Master System version. Great graphics and game play will delight all gamers. All the animations and power ups are there and the levels are basically all the same. A fantastic portable game that shows the GG has promise.

8

Outstanding!! I never thought the Game Gear could faithfully duplicate the Master System, triumph, but here it is. Playing through it, I found that every last detail was retained, and even the sounds are the same! Unfortunately, Mickey Mouse is far too easy to be challenging for long.

8

Game Gear - Sega
Revenge of Drancon

Type: Action **Release:June**
Levels: 8 **Difficulty:Ave.**



The exciting Master System cartridge of the past is now being readied for Sega's new color portable. Help our little caveboy through 8 levels packed with boy-eating-snakes, kid-devouring spiders and youngster-scorching fires. Grab the fruit for energy and look for the hidden dolls as you run through each section. Uncover the axe and locate the skateboard to help you speed through the action.

Wonder Boy has arrived for the GG, but why are they calling it Drancon? For whatever reasons, this Gear title crams the action of Wonder Boy into the small screen for a great play on the Super Mario-style of play. I liked Wonder boy and this is a great copy, but be warned...it is Wonder Boy!

7

Sounds like a sneaky way to sell more Wonder Boy games. You don't have to hide it, WB is a decent game! Even better here because it is now portable and a great traveling game. Packed with the hidden bonus screens and all that we liked in the original game.

7

It's just the original Wonder Boy translated for the Game Gear. The game plays very well for the size of the screen and the graphics are good too. The game is really nothing new though and isn't one of the more exciting titles for GG. Good but not great.

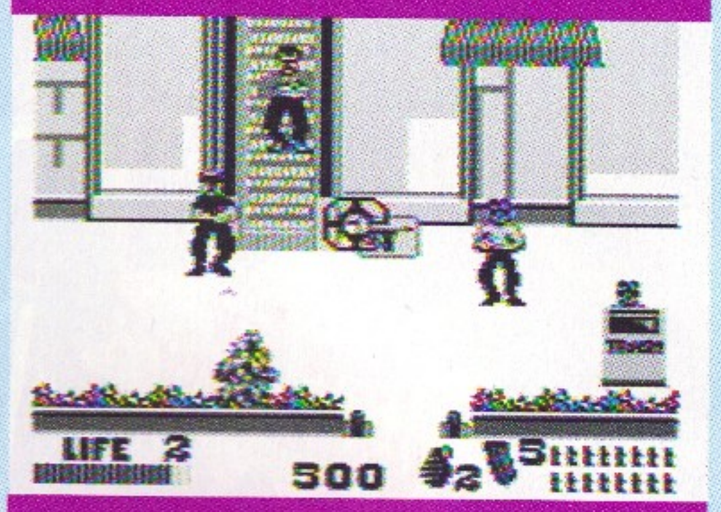
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Basically, nothing more than Wonder Boy on the tiny screen. Unfortunately on the Game Gear, Drancon does not play as smoothly as on the Master System. Colors are vibrant, however, and good graphics and soundtracks make up for this otherwise slow game.

6

Game Boy - LJN
Punisher

Type: Action **Release: Now**
Levels: 5 **Difficulty:Ave.**



It's the not too distant future and crime lords and drug pushers are running rampant. You're the last person who seems to care about law and order. Set out to clean up the city and go for the boss himself - Jigsaw! Spiderman comes to help you in the supermarket and after the hostages are rescued, move on to the marina, airport and Jigsaw himself. Grab more ammo and stronger weapons as you progress.

Based on the comic book character and modified from the NES version, The Punisher on Game Boy has our anti-hero blowing the place to bits, with an assortment of weapons that are indeed - very deadly. Not much new here in this Operation Wolf clone and too repetitive!

4

Operation Wolf Jr. is an OK GB game. The cameo appearance by Spiderman is a great idea (sounds like one of our April Fool jokes) and perhaps we'll see more. As a shooter it's tough to see everything on the tiny screen. Great graphics and plenty to shoot at though.

6

I don't like this game because the sounds really annoy me and playing this type of shooting game on a little screen is a real punishment on the eyes. The graphics are above average as far as GB goes and it has a few cool features. Just an average black and white Operation Wolf.

5

Set in the first person perspective, Punisher is unique as a GameBoy shooter. Its main difficulty would have to be the horrible sound quality, but the game's playability was good and the graphics are okay. It was really cool to have a special guest appearance by Spiderman, too.

6

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A Satellite Radar Map, 150mm cannon, .50 caliber machine guns, smoke bombs, and wire-guided missiles help you complete your orders.

Designed by Garry Kitchen.

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CIRCLE #156 ON READER SERVICE CARD.

ELECTRONIC GAMING MONTH

THE GAMES OF JUNE 1991...

NINTENDO

Base Wars
Konami - Sports

Bill Elliott's Nascar Challenge
Konami - Sports

Bill & Ted's Excellent Adventure
Acclaim - Action

Battle Toads
Tradewest - Action

Faria
Nexoft- Action/Adventure

Klashball
Sofel - Sports

Monopoly
Parker Bros - Family Fun

Noah's Ark
Matchbox Toys - Action

Rocketeer
Bandai - Action

S.C.A.T.
Natsume - Action

Vice - Project Doom
American Sammy - Action

GENESIS

Batman
Sunsoft - Action

Midnight Resistance
Sega - Action

Onslaught
Accolade - Action

Raiden
BigNet USA - Action

Sonic the Hedgehog
Sega - Action

Street Smart
Treco - Action

Stormlord
Razorsoft - Action

Turrican
Accolade - Action

Twin Cobra
Sega - Action

EXTRA! EXTRA!

Unscramble the VIC TOKAI game titles and match them with the appropriate phrases to the right ➡. You will find the same phrases on the back of the game packages. Five ❺ winners will be chosen at random from all the correct answers received. These lucky people will choose one game from the six titles that have been scrambled. Good Luck!

VIC TOKAI Scramble

P H R A S E S

A. *The crowd is roaring and the pressure is on.*
B. *Francesca, we need you.*
C. *To be beaten is ordinary, to achieve victory is an art.*
D. *A "Star Wars" satellite has been snatched out of orbit. . .*
E. *The red wolves are on the prowl.*
F. *The quest for the seven wonder herbs.*

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VIC TOKAI INC., 22904 Lockness Ave., Torrance, CA 90501; Telephone (213) 326-8880

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NEC - Sports

MASTER SYSTEM

GAMEBOY

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Konami - Sports

Bo Jackson Baseball/Football
THQ - Sports

Bugs Bunny - Crazy Castle 2
Kemco-Seika - Action/Puzzle

Caesar's Palace
Arcadia - Simulation

Castellian
Triffix - Action

Days of Thunder
Software Toolworks - Sports

R.C. Pro Am
Nintendo - Sports

Spud's Adventure
Atlus - Action

Tailgator
Natsume - Action

Ultima
FCI - RPG/Adventure

World Cup Soccer
Nintendo - Sports

LYNX

GAME GEAR

Shinobi
Sega - Action

NEO-GEO

Sengo-Ku
SNK - Action

READ ALL ABOUT IT!

TITLES (unscramble)	PHRASE (circle one)	TITLES (unscramble)	PHRASE (circle one)
1. Nikor Nstuqcoe _____	A. B. C. D. E. F.	4. Idk Loko _____	A. B. C. D. E. F.
2. Aneadilad Upso _____	A. B. C. D. E. F.	5. Licfonct _____	A. B. C. D. E. F.
3. Het Famta Pacsiyrocn _____	A. B. C. D. E. F.	6. Lal Opr Sebakaltlb _____	A. B. C. D. E. F.

NAME _____ AGE _____ PHONE _____

ADDRESS _____ CITY _____ STATE _____ ZIP _____

Send answers to: VIC TOKAI Scramble, 22904 Lockness Ave., Torrance, CA 90501

idual companies, and is current as of April 30, 1991.

CIRCLE #125 ON READER SERVICE CARD.

GAMING GOSSIP

...NES Portable Finally A Reality...Panther to Test First in Europe...Final Name For Stateside Super Famicom... Genesis CD-ROM in the Stretch...Game Gear On TV...Nintendo Locks Horns With Tengen and Uncle Sam...

...Step right up for the ride of your lives boys and girls, it's the one and only Quartermann here with a smart bomb full of goop collected from the most unsightly of places throughout the electronic gaming world! Q-Mann starts the show today with some news sure to send portable players nuclear! Camerica, the armored accessory company from the great white north that managed to weather the nastiness of Nintendo and pull their Game Genie out of its bottle, will be marketing the hand-held Nintendo Entertainment System that was shown to yours truly over a year ago! Look to EG Express for the first pix of the portable, but for now Mr. Q thinks that its safe to say that the ultimate in portable play may very soon become a reality...Page two - Camerica is also looking to convert GameBoy users to NES users, or at least the games you play! The GameBoy to Nintendo converter that was shown in a previous issue of EGM from Paul "The Ultimate in High-Tech Toys That Seem To Interface With the Nintendo" Biederman may also get the go-ahead from the one-time joystick manufacturer! With a WideBoy in my briefcase, I can already tell you that GameBoy games become even worse on a television, so don't look at Quartermann to be boasting over this one...I don't care if you DO spell your name as Game Over backwards, you're a total wimp...

...Big news from the Atari camp this month is the go-ahead for active game development on the Panther console! A heavy concentration of interest in European developers has this game fan looking at Atari to start pointing fingers across the Atlantic for development and initial launch of product - although it's strictly speculation at this point. Launching in Europe? Bad move Hans...Okay, okay, okay. You're telling me that the Mega Drive is outselling the Super Fami in Japan? Mega Drive sales are consistent, but when was the last time you were in Japan, bud? You can't buy a 16-Bit Nintendo unless you let 'em stuff dirt down your throat at the same time...Speaking of 16-Bit Nintendo's, a well-placed source at the mighty 'N has let some of the secrecy slip off of their plans for the system's launch in the U.S. To begin with, one report concurs with earlier Q-Mann info that has a control deck, controllers, cables and Super Mario World clocking in at just under 200 bucks. Another rumor says that a second package will be made available with no game and a 169 dollar price tag. Smart move Nintendo. As far as softs are concerned, the first four from Nintendo will be Pilot Wings, F-Zero, Super Mario World and a previously unannounced entry called Pro Challenge Golf...

...The latest from the Genesis court has the 16-Bit giant looking towards D-Day when the first Super NES's start to hit store shelves. In the meantime, Quartermann predicts a price adjustment to be announced at the CES (probably in the 150 area) as well as a final decision on exactly which direction to take the long-rumored CD-ROM. The device, which apparently exists in three different forms, will be constructed with an eye towards a)graphics, b) sound and c) price. Which door Sega decides to look behind is anyone's guess at this point, but with the Turbo having difficulty at $350, we may see the money minds prevail...While we're at Sega, here's a little secret that yours truly got to see first-hand while in Japan. Did you know that there is actually a device that will let you connect your Game Gear to a TV and plug in a Genesis controller for console play!?! The machine is immense, but it does indeed work!...Not today Steve Shea...

...Nintendo has struck a blow against a competitor, while itself being hit hard with the very limp hand of Uncle Sam. Against their suit with Tengen, Nintendo has prevailed and we may be seeing the last of that company's better-than-average line-up of software. Tengen plans to focus even stronger with Genesis wares in the future so don't count this video game leader out...Just shortly after this move was made, Nintendo itself got hit with a $30 million buck settlement with the Federal Trade Commission that lets Nintendo get away without saying "We did it!" or pay any real substantial returns on the claim that they fixed prices. Everyone gets a five dollar coupon. Sounds like the government is HELPING Nintendo sell more games...

...Until next time, here's Quartermann letting you in on the jive that I will soon be marrying none other than Quarterwoman! See you after the party Quarter-fans...

- QUARTERMANN

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CIRCLE #150 ON READER SERVICE CARD.

CAMERICA TO RELEASE NES GAMES - RUMORS OF PORTABLE NINTENDO AND GAMEBOY CONVERTER ALSO GROWING!

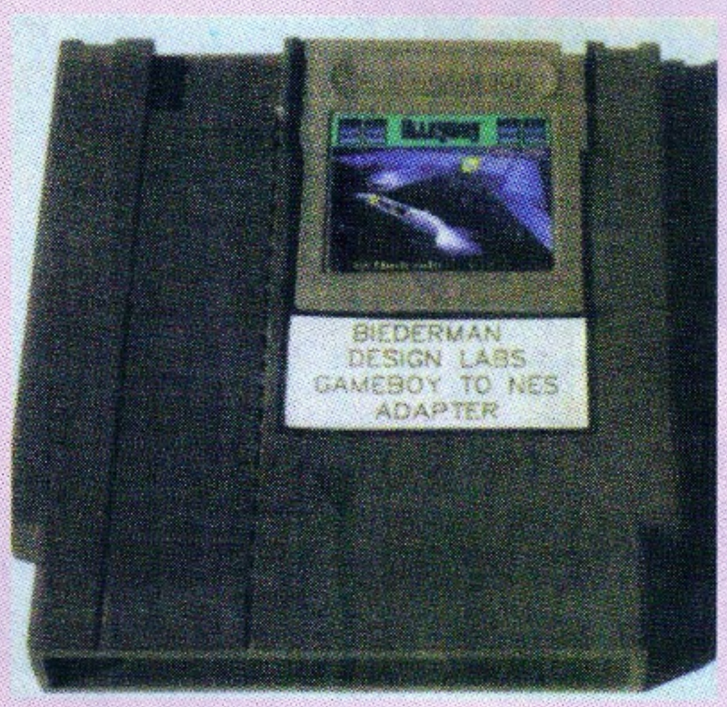
It appears that one-time peripheral producer Camerica, last seen whipping Nintendo over the right to sell the company's Game Genie video game enhancer in Canada, has set its sights on an even larger slice of the video game pie. The company has officially announced plans to unleash over 20 carts for the the Nintendo 8-Bit, none of which will carry the gaming giant's "Seal of Approval". Among the first entrys will be a special multiple game title that will feature several different contests on the same cart!

This would appear to be a very aggressive push into the market by a company that only a year ago was famous for its remote joysticks. In addition to the softs, however, Camerica will also be making a move to produce more hardware compatible with the Nintendo Entertainment System and Nintendo game cartridges.

In a rumored confirmed by top company representatives, Camerica plans to market both the portable Nintendo Entertainment System and the GameBoy to Nintendo adapter that have been previously announced in this section of EGM from Biederman Design Labs. Both of the devices are state-of-the-art enhancements compared to the normal hardware selections that Nintendo offers, and the quality of the work, even in the prototypes, was extraordinarily good.



This early preproduction model of the portable Nintendo sported a clear color LCD, external control ports and full compatibility with NES carts!



The NES/GameBoy adapter allows you to play your GameBoy carts on television!

While it's safe to say that an abundance of cosmetic changes will be made to the pictures which we've shown before, Camerica is said to be very enthusiastic about the new devices, although formally they remain tight-lipped about the existance of a formal plan to bring the products to store shelves.

The portable Nintendo, formally called The Express, delivers solid gaming on the go using your existing library of NES-compatible cartridges. In the version we tested, joypad ports were built into the surface of the unit, although a different model, with the pad built-in, was also working.

The Express had all the makings of an instant hit until Nintendo yanked out the batteries on the company trying to market the device. Some additional engineering was to be attempted to avoid any copyright infringements, apparently enough to make Camerica give the go-ahead!

The GameBoy converter was equally well made, finally giving players the chance to display small screen games on the TV like magazines do with expensive items called WideBoys.

Turn to future issues of EG Express for the latest on these two new devices!

COMPARED TO BATTLETOADS, TURTLES SEEM LIKE POND SCUM.



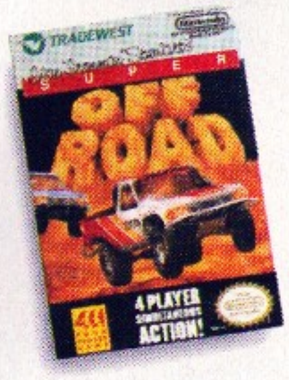
DUDE, IF YOU'RE READY FOR A GAME THAT TOADALLY KICKS BUTT, GET BATTLETOADS. WITH 12 LEAPIN' LEVELS OF FIERCE FIGHTING AND RADICAL RACING, FOR ONE OR TWO PLAYERS.

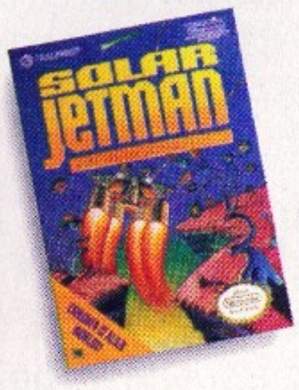
TRADEWEST













CIRCLE #185 ON READER SERVICE CARD.

KONAMI TO BE FIRST TO DEMONSTRATE SUPER NES GAMES!

Konami has announced that they will demonstrate their new Super Nintendo games on April 30, 1991 in Chicago.

EGM has learned from sources in Japan that Konami will probably bring over the popular Gradius 3; Wanderers from Y's; Goemon and Castlevania 4. It is reported that they are working on a Super Nintendo version of a new Teenage Mutant Ninja Turtles cart but sources indicate that this last title will probably be announced in mid 1992.

GRADIUS 3

As previously described in past issues, Gradius 3 will be Konami's first SF cart. Being already completed only minimal language translation will be required and this super shooter could be available as early as September!

WANDERERS FROM Y'S

Informed sources have told EGM that Konami U.S. has been talking with Tonkin House of Japan. We believe that this outstanding quest game is already going through the lengthy language translation process and could make it out in time for Christmas.

GOEMON

Another title which is almost completed for the Japanese market is Goemon. Based upon an old Japanese legend, you must explore a sacred temple removing the ghosts which now inhabit it. It's a two player cooperative game designed for the younger players. Should make it out by Christmas.

CASTLEVANIA 4

An official at Konami told EGM last September that Simon would be coming back a fourth time and on the SF! Last month when EGM was in Tokyo, Konami of Japan acknowledged that they were indeed working on this super secret soft. The official release could be as early as first quarter 1992! Pictures next issue!

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MegaDrive	-new	$59+
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NEXT WAVE

SNOW BROTHERS; SMASH TV; ROCKIN' KATS; HIGH SPEED; HARLEM GLOBETROTTERS; TALESPIN; CAMP CALIFORNIA; DINO LAND; ONSLAUGHT; SHINOBI; NAVY SEALS; MR. DO; TRACK MEET.

MENU

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

NEW SOFT NEWS

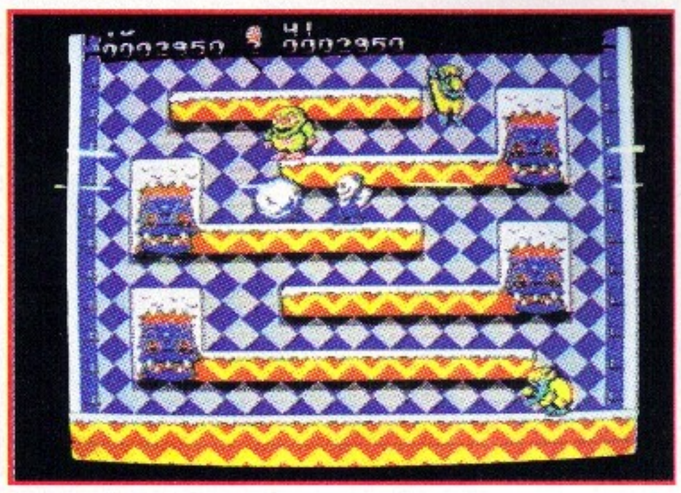
Koei's next great NES game is Romance of the Three Kingdoms 2. Containing a whopping 4 megabit RAM, plus 256k SRAM and the new MMC-5 chip, Romance 2 could very well be the most detailed military simulation ever on this system! For the Genesis, Sega has officially announced that there will NOT be a hint book included with Phantasy Star 3! Instead, it will be available for $19.95 wherever games are sold. RPG lovers rejoice - Sega has also confirmed that they will be doing both Shining and the Darkness and Phantasy Star 4 for the 16 Bit. CSG Imagesoft has a GameBoy version of a Solstice-type game called Altered Space. Also for the GB, expect to see Extra Bases from Bandai and a revolutionary version of Tecmo Bowl where you can use the NES passwords on the GB cart!

SNOW BROTHERS
Capcom/Nintendo

The 1990 Toaplan coin-op favorite will soon be coming to the Nintendo! Capcom has grabbed the rights and expects to get the soft to the stores this fall. Both you and a friend can simultaneously play the part of Nick and Tom as you climb up to the top of the screen. Shoot the enemies with your gun to freeze them, and turn them into snowballs which start rolling down the ramps and over everything (including you!) in their way!

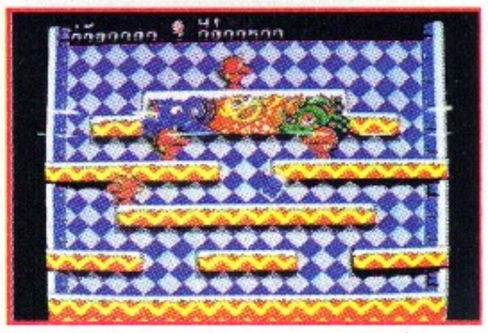








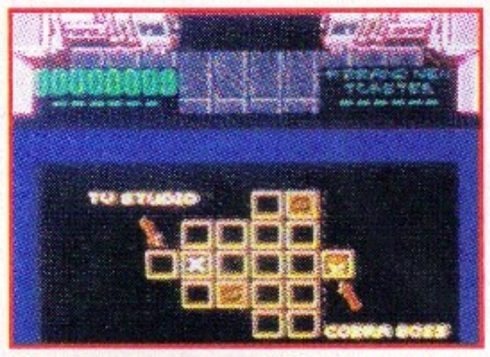




Shoot the enemies, once to freeze then and more to turn them into a huge man-crushing rolling snowball!

SMASH TV
Acclaim/Nintendo

Acclaim's NES version of the smash coin-op is nearing completion. Dual controllers (or the 4 score for 2 player simultaneous game play) will be needed to handle all the action!





SHOOT 'EM OR SCOOT 'EM!



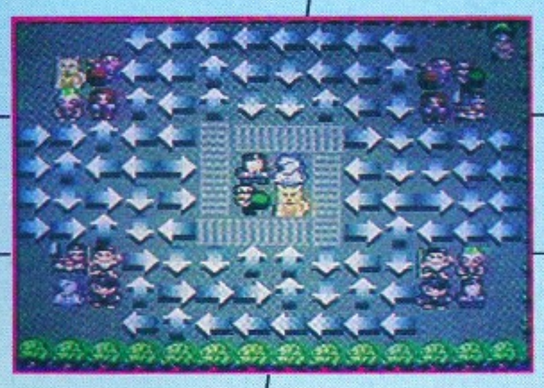
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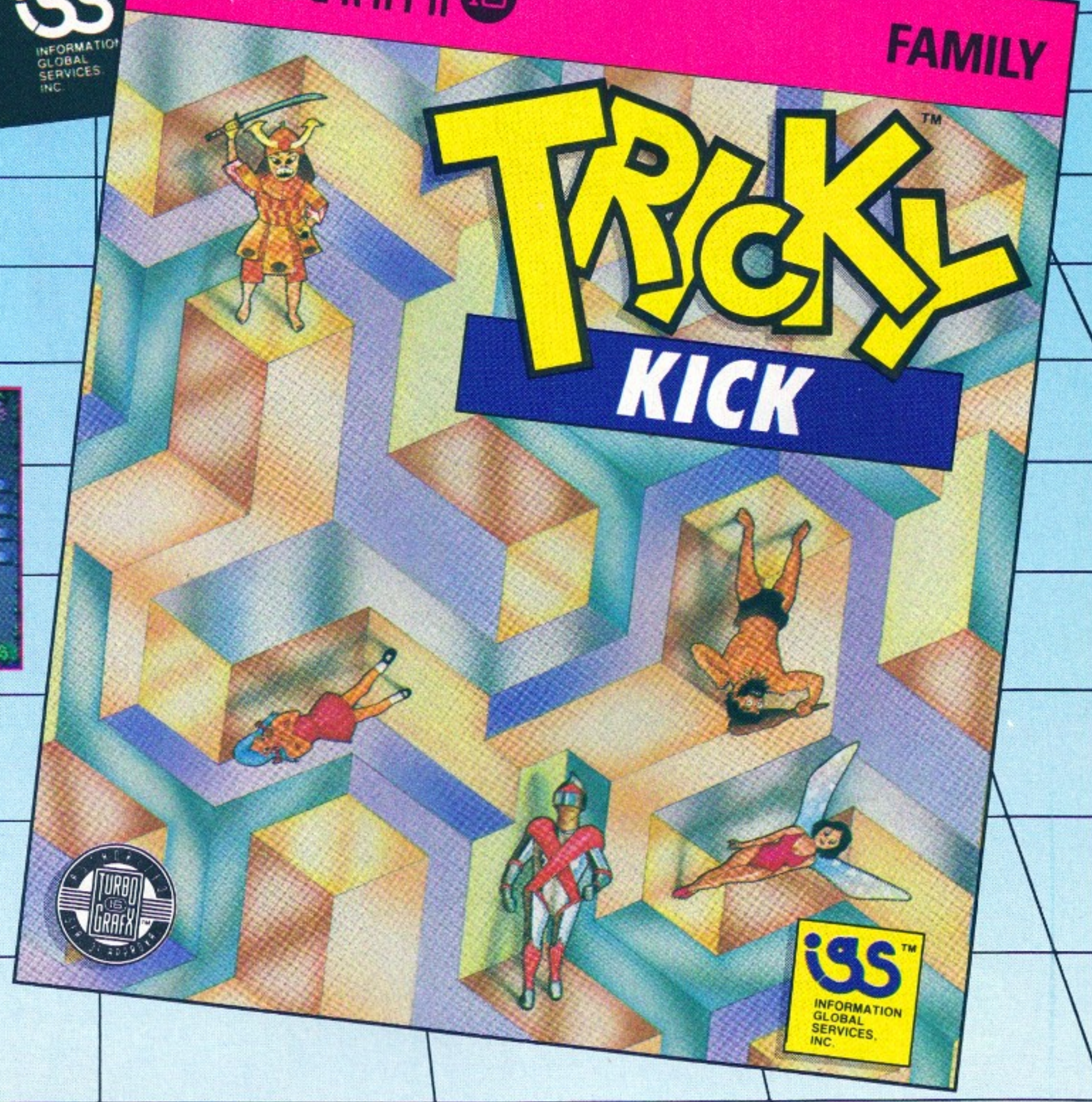


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CIRCLE #127 ON READER SERVICE CARD.

ROCKIN' KATS
Atlus/Nintendo

Help Willie, the coolest cat alive, save his girl - Jill from the clutches of the underground crime leader Mugsy. Armed with his Super Punch gun, Willie must punch, swing, dodge and jump his way through 6 levels, ranging from the Streets of New York to an amusement park, out in the Wild West and even up in the skies! Grab the coins along the way and use them in the shops to buy extra energy. Buy your way into the Bonus rounds where, if you are good, you can double your money or get extra lives!






HARLEM GLOBETROTTERS
GameTek/Nintendo

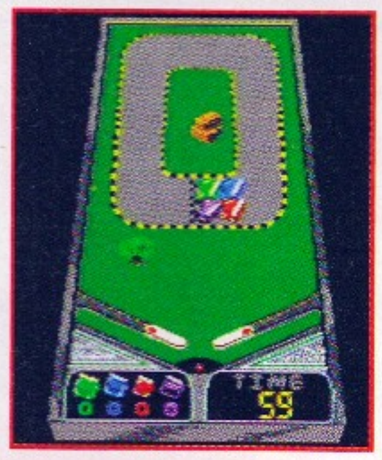
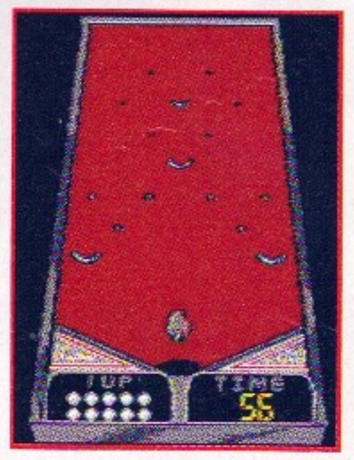
The hilarious Globetrotters are coming to the NES in one of the best basketball games yet! All the standard b-ball rules are here but once you gain control of the ball try out some of the trick shots like the behind the back shot or the somersault slam dunk! As you get better, baffle your opponents (a 4 player game with the 4 Score) with some fancy shoulder roll passes or even the the wild finger spin pass!





HIGH SPEED
Tradewest/Nintendo

If you thought Pinbot was good, wait till you see Tradewest's version of the old flipper game! This one has a lot of special effects borrowed from the original Williams coin-op like shrieking sirens when you run that red light, police car-radio messages and even a few new features such as lightning bombs and attacking enemies! Go for the bonus levels but watch out for the acid patch or the manic mechanics on the 3-D perspective playfield!

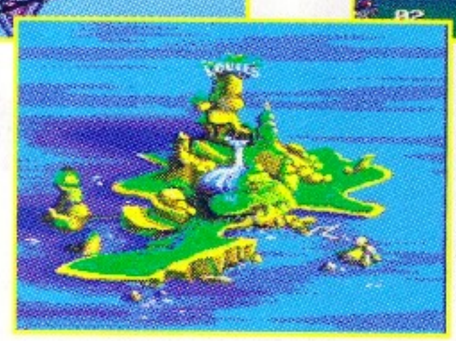
TALESPIN
NEC/TurboGrafx

Disney has been very busy licensing many of it's animations to video game companies. NEC has grabbed the popular Talespin characters, and in this episode you must locate 5 pieces of an ancient stone map. Get all of them to find the location of a hidden city containing the powers of the universe. Fight your way through a jungle river valley loaded with mischievous monkeys ready to bonk you with coconuts. Swin through the great simeon reef, explore the chilling ice caves and trek through an airplane hanger avoiding the monkey wrench throwing enemies!





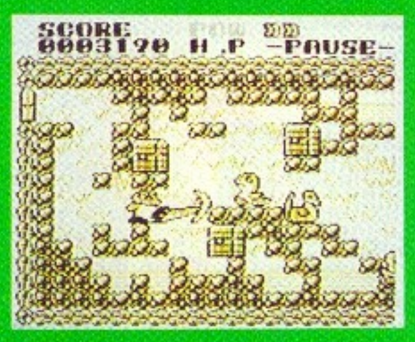




Collect the required items from each level!

Tail Slamming Action From Natsume!

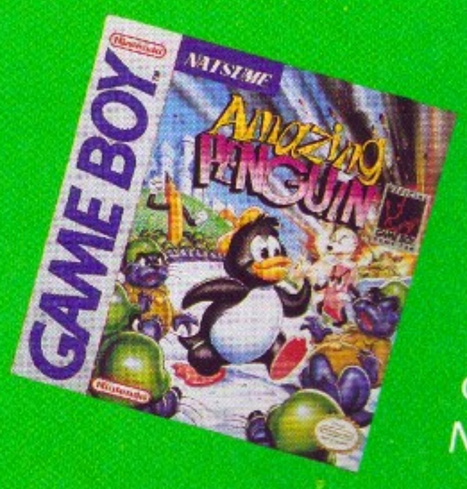
The peaceful kingdom of Moberry is under attack! A powerful dragon has teleported his castle and armies into an animal realm that never knew warfare. The creatures went to their greatest hero to save them—Charly the mountain alligator.



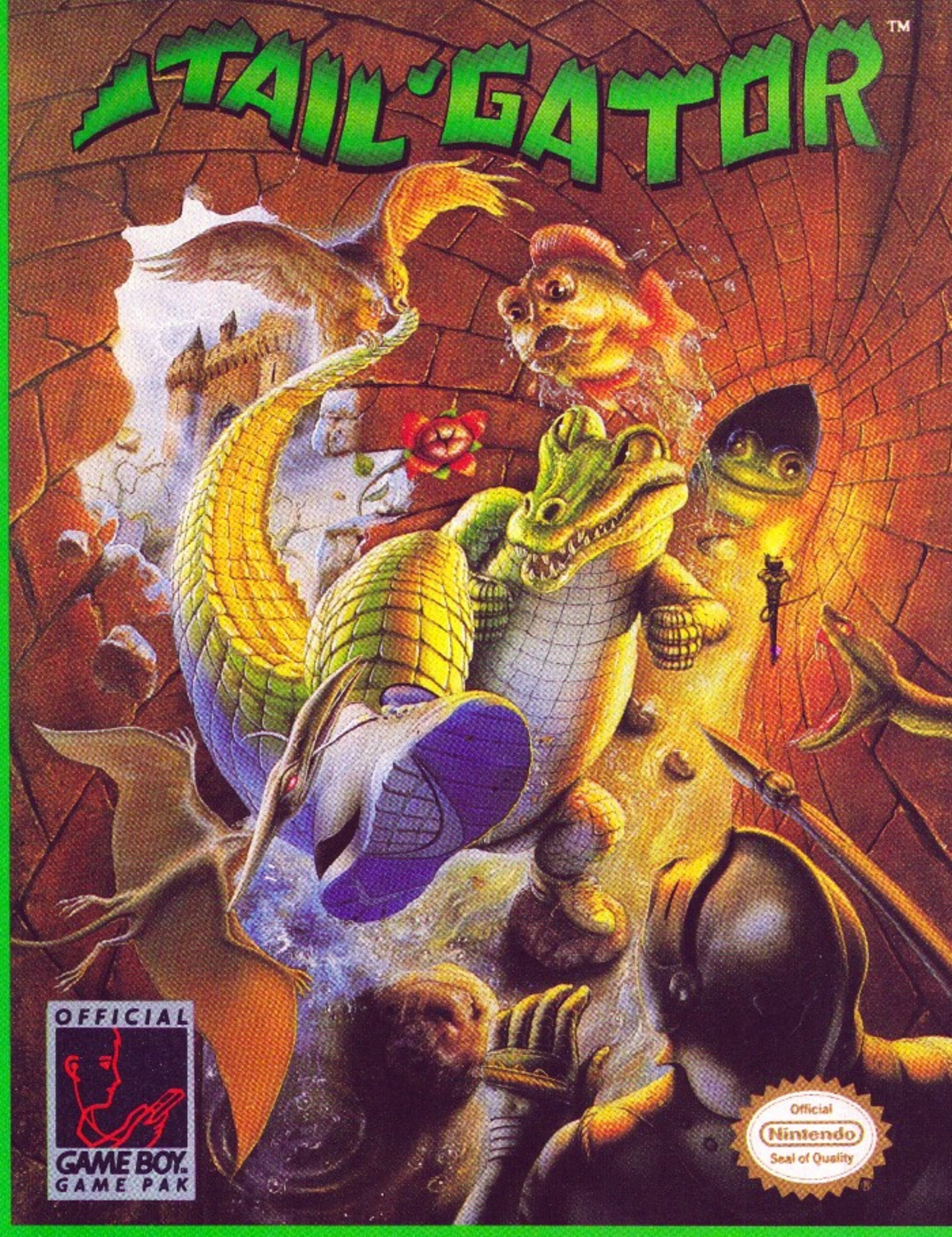


Charly bursts into his action as he whips the evil invaders with his mighty tail. Help Charly strike a blow for freedom in this tail spinning adventure for the Game Boy!

- Gather power-ups for long range attacks.
- Password feature returns you to all the excitement!

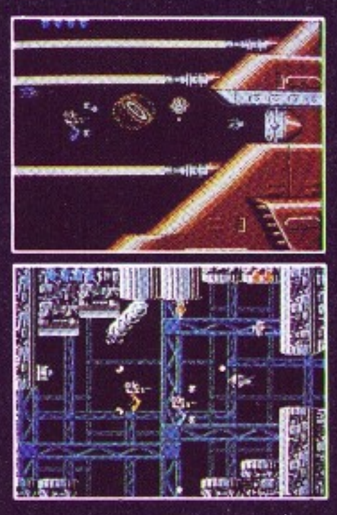


Prince Pendrich must rid his palace of the enchanted army of an evil wizard in this action-maze classic! "Amazing Penguin is a great, enjoyable one player challenge." - *Game Pro Magazine, Nov. '90.*

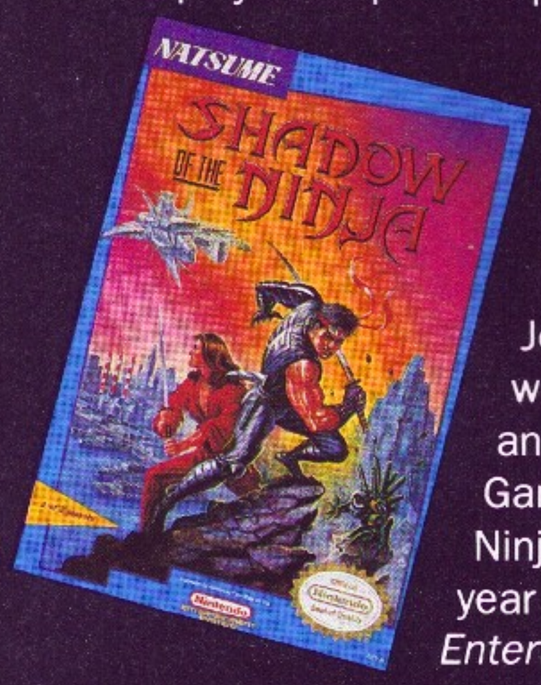


The Future's A BLAST!

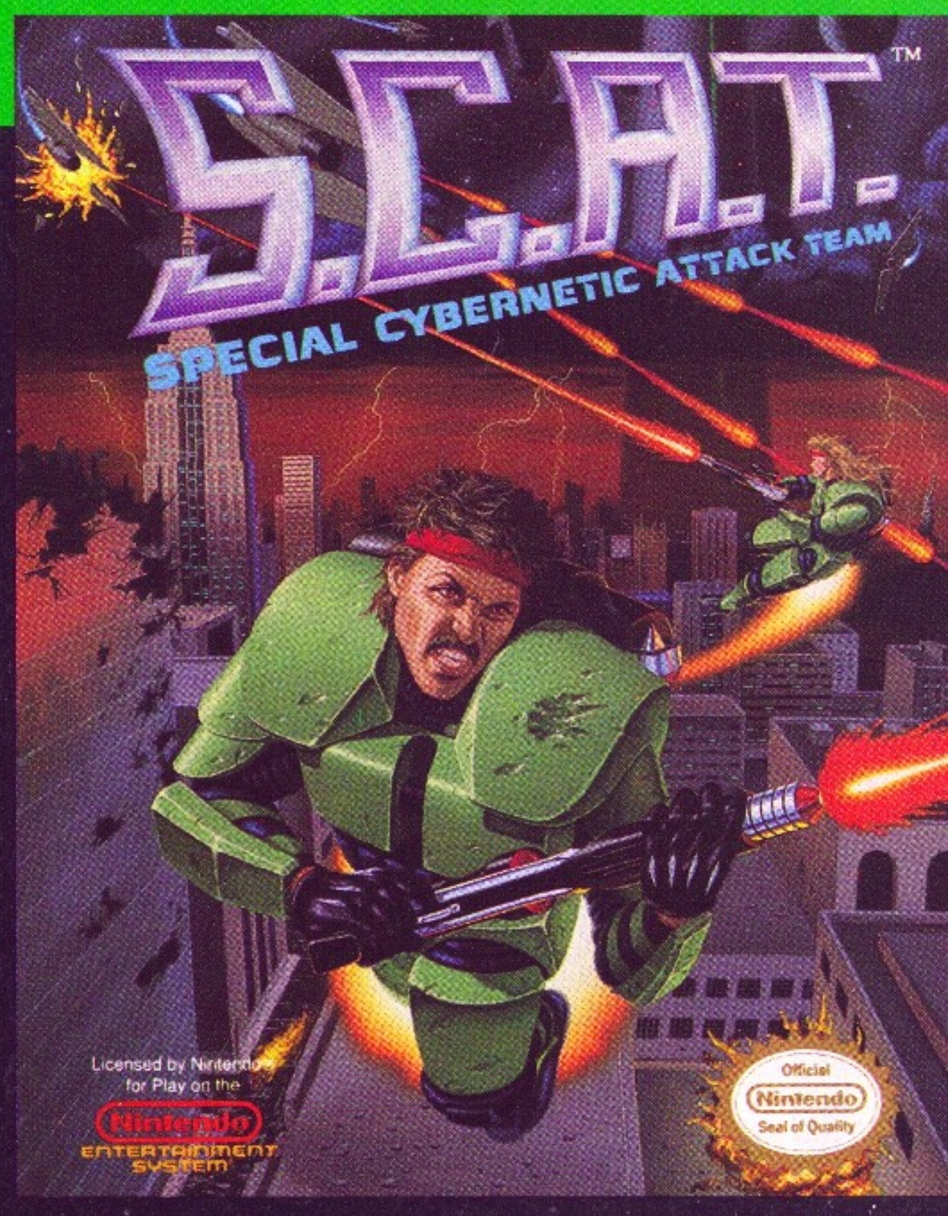
A select group of warriors have been created to battle a new menace to humanity. Known as S.C.A.T., the Special Cybernetic Attack Team has one goal–the utter destruction of Vile Malmort and his alien invaders. The intensity is red hot in this new action/adventure thriller!



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



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



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CAMP CALIFORNIA
NEC/TurboGrafx

NEC, in their continuing effort to expand their line of CD titles, has a new game featuring a hip bear who seems to run into trouble wherever he goes. Rock to true CD-quality Beach Boys tunes as you rid the California coast of all the rodent ruffians .



Punch out the rats who are causing trouble on the beaches!







DINO LAND
Renovation/Genesis

The first pinball game for the Genesis is set millions of years ago. Flip the ball around some mean terrain trying to get it up to the higher levels for big bonus points. Knock out the roving dinos as you maneuver around the screen!







Get the ball in the volcano to blow it up to a higher level!



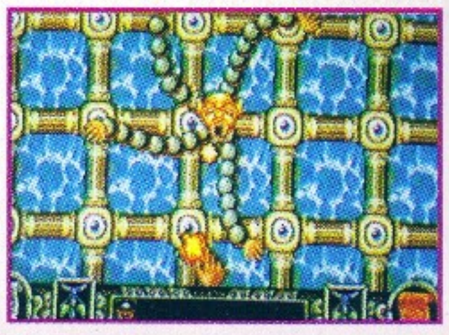
ONSLAUGHT
Accolade/Genesis



Based on their computer game of the same name, your goal in Onslaught is to lead your warriors into battle with the enemy who has taken over your kingdom. Set on a 16 by 16 grid map, this quasi-military simulation requires strategy as well as good game play. Field battles, sieges, one-on-one mind duels and even rebellions are all built in for realism!







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BUT IT STILL HAS ROOM FOR YOU.

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

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

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

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

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



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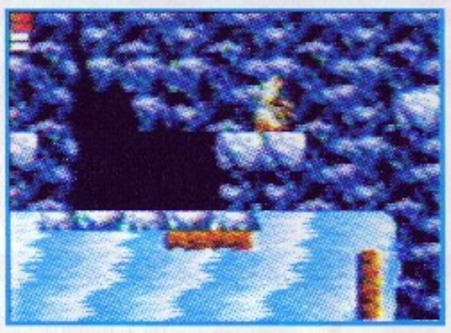
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GG SHINOBI
Sega/Game Gear

Sega has brought back their popular Shinobi character and put him in a brand new original game! While looking like the character in Revenge of Shinobi he does have the ability to change into different, more powerful ninjas as you progress farther into the game. With the best graphics yet in a GG game, this version is going to be the one that 'sells' the new system! Huge bosses, lots of power-ups life energy capsules, and great moves, all come together is this soft!

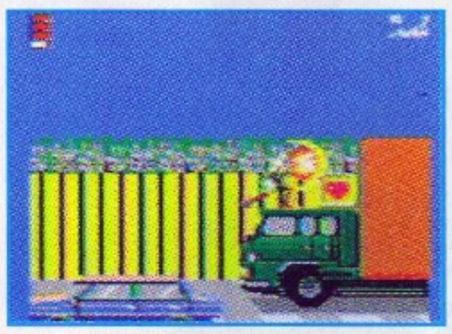


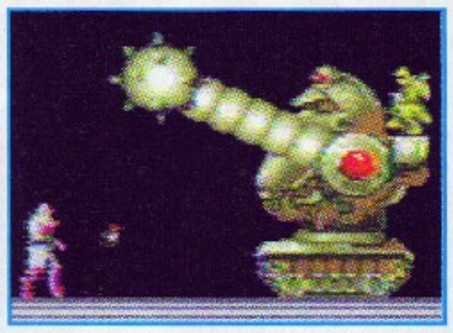
















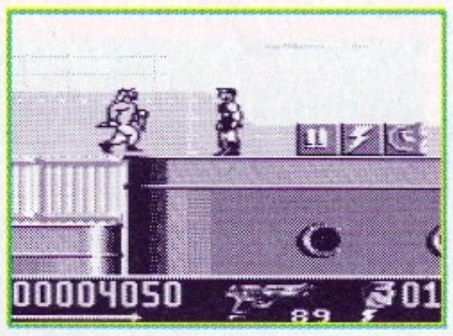


NAVY SEALS
Ocean/GameBoy

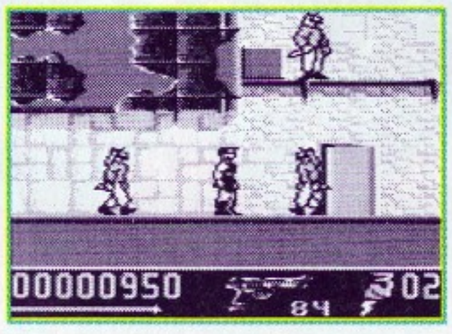




Based upon the recent movie, you play the part of an elite team of special forces. A cache of 'Stinger' missiles has been stolen by a group of terrorists and you must find them before they are used to shoot down civilian airliners. Hiding somewhere in Beirut you must locate their hideout, rescue the hostages, return the missiles and eliminate the terrorists. It's five levels of great GameBoy action.







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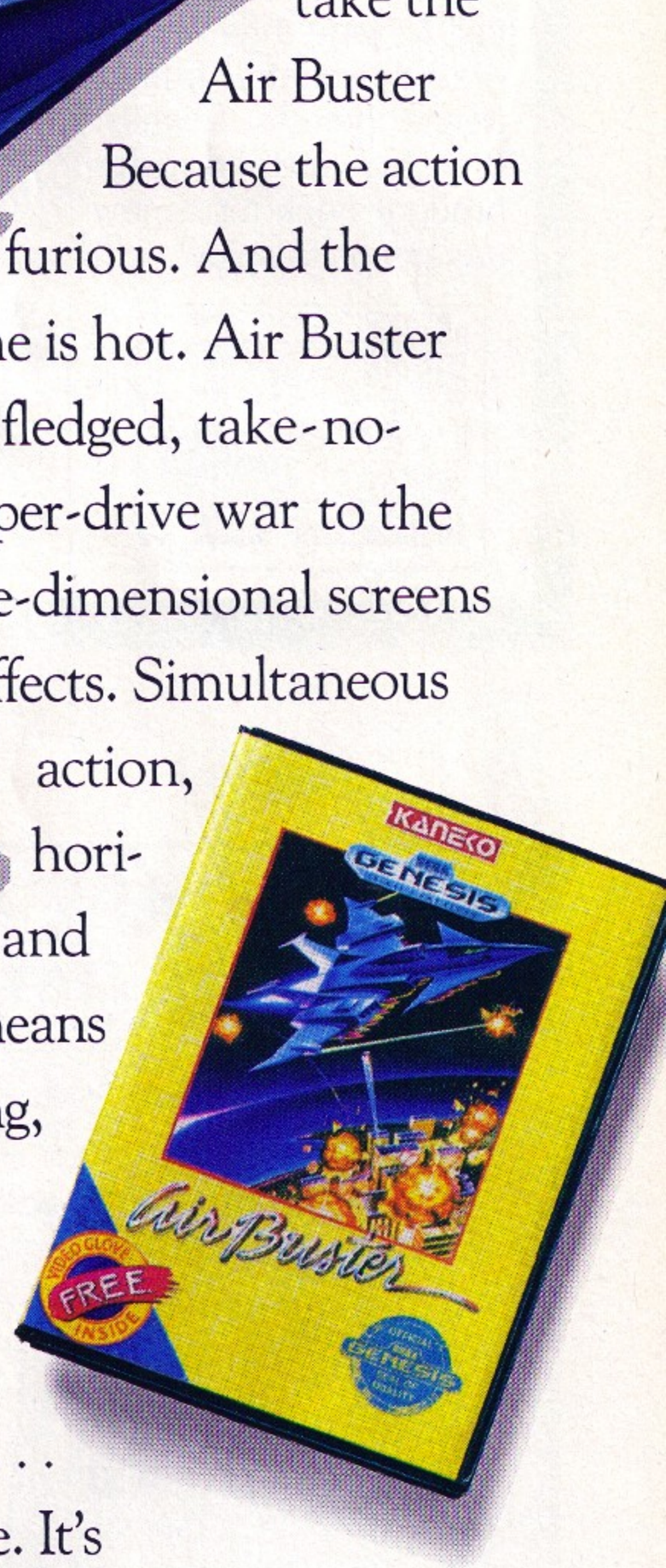


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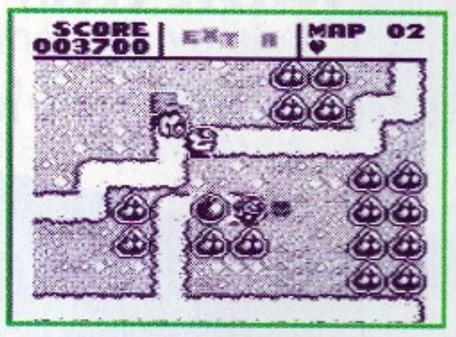
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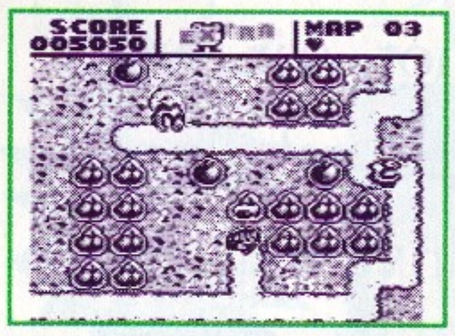
MR. DO
Ocean/GameBoy

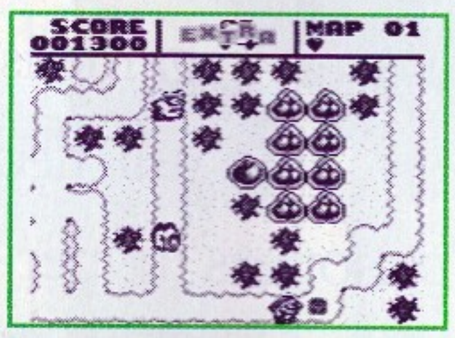
The old Universal coin-op classic is coming to the GameBoy. Race through the tunnels or chew your way through the ground making a new one in order to gobble up all the on-screen cherries. If the roaming enemy get too close throw out your magic ball to wipe them out or grab the central fruit to freeze them for a while. It's an old favorite brought back for a new generation to enjoy!





Grab the central fruit to freeze the enemy!

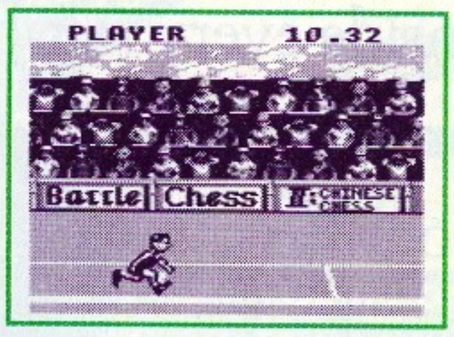


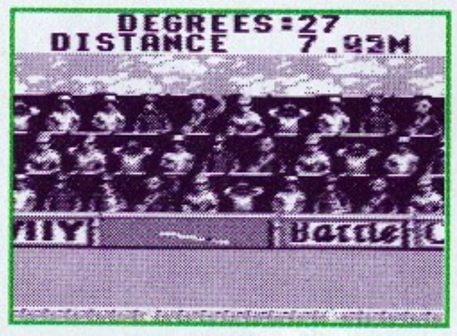


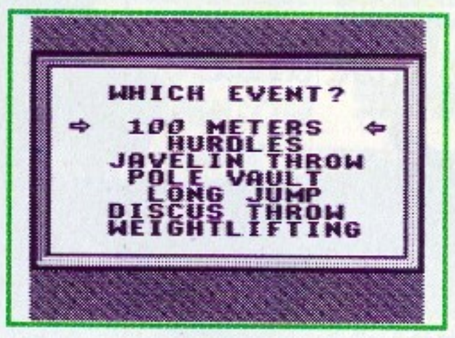
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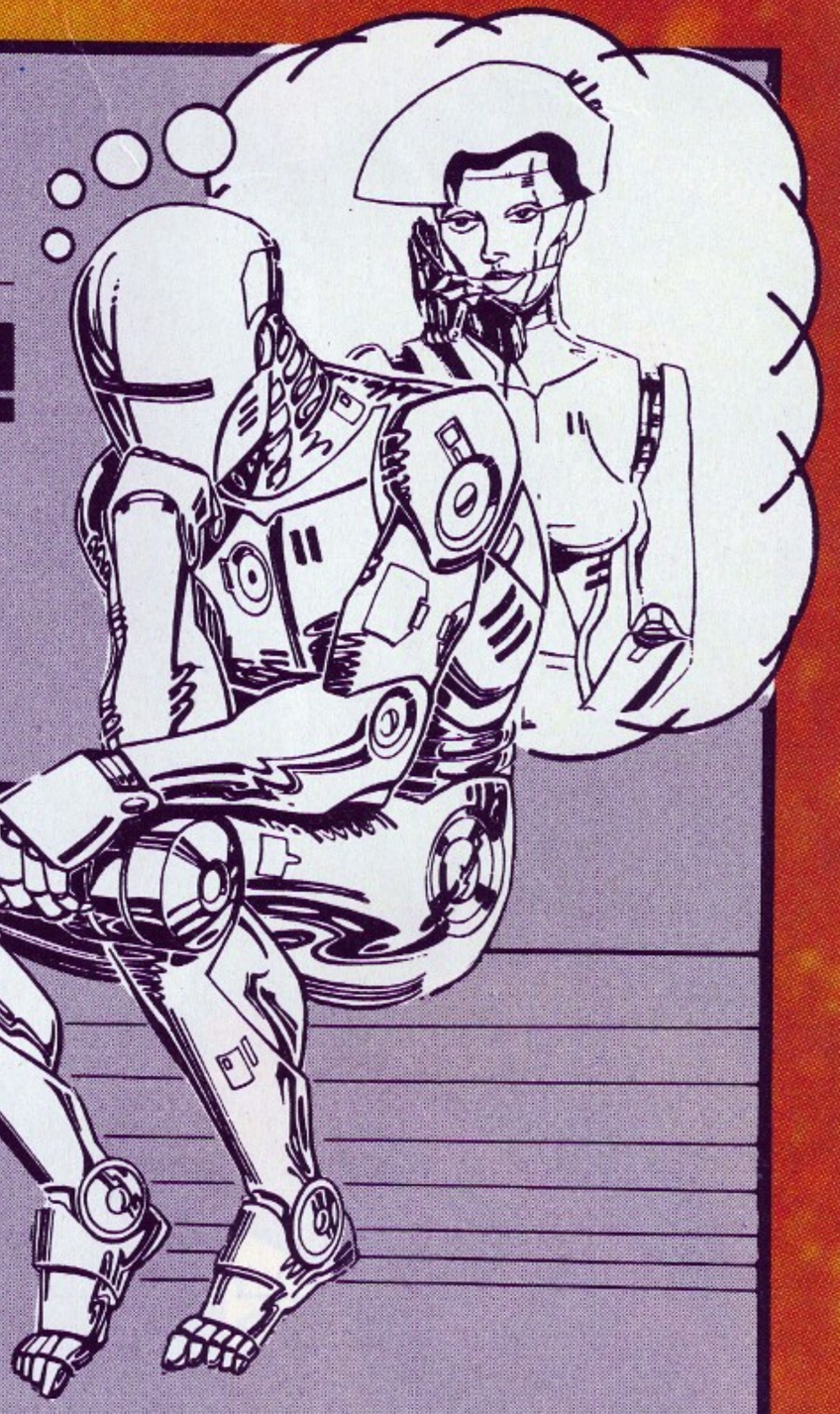
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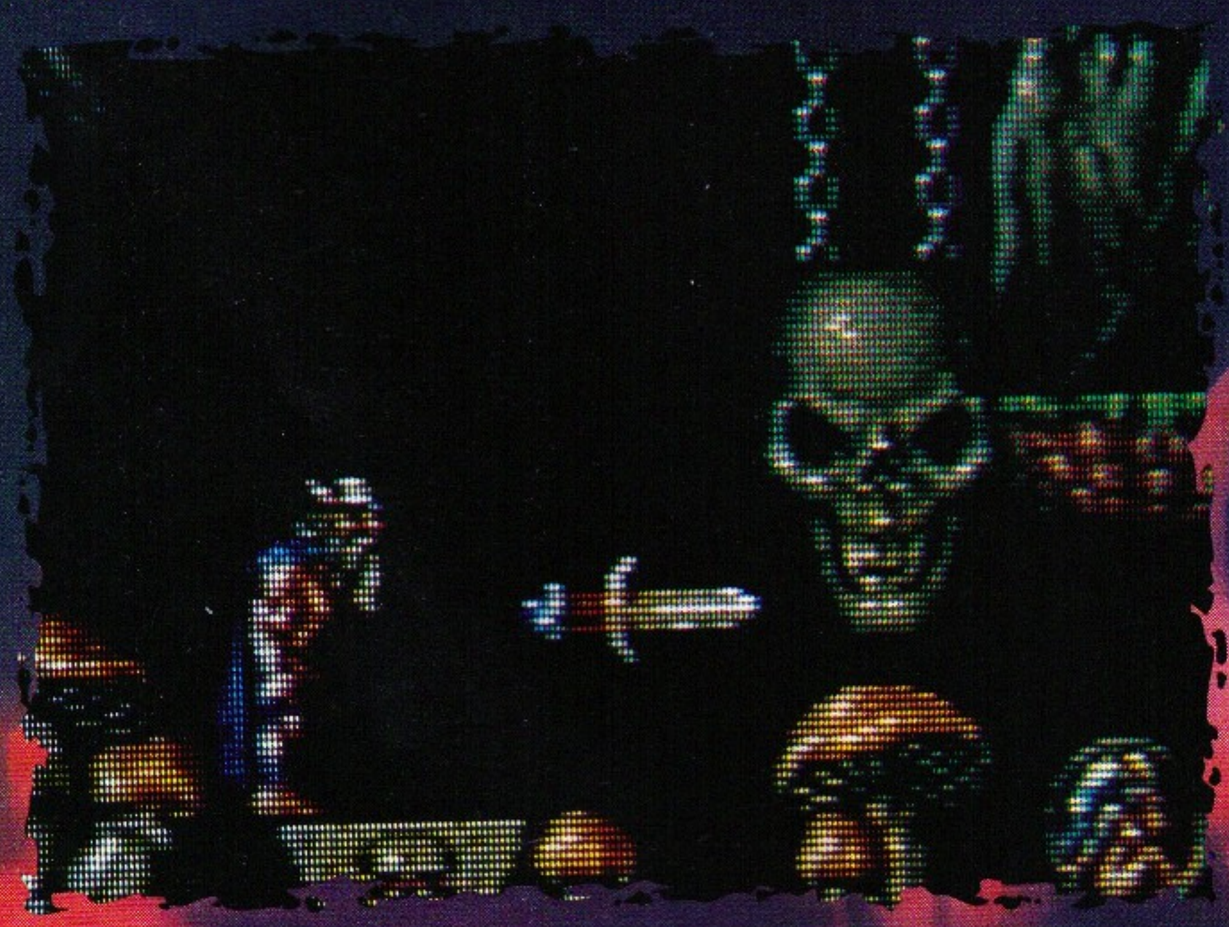
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"These Guys Think Gaiares Is Awesome."



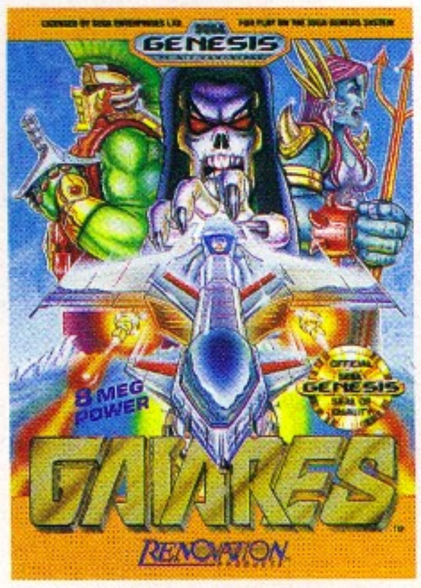
"I Happen To Agree."

There you have it. The critics agree that Gaiares is one of the hottest games around. In fact, once Dr. Dave of GAMEPRO Magazine got his hands on the 8 meg fighting power of Gaiares, he gave it a perfect  score, and stated, "Novice space jockey's need not apply". Then came Electronic gaming Monthly magazine.



They were so impressed with Gaiares, they couldn't put it down. They said "Games just don't get any better than this. Gaiares is Phenomenal! 8 Meg of incredible graphics put it in a league all its own. If you thought the lava in the TF-3 was intense, wait till you see the hyperspace scene!"

So now that you know what the pro's think, go experience the awesome Gaiares for yourself. And watch out for the bosses.



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TRICKS OF THE TRADE

TOP SECRET VIDEO GAME TRICKS, CODES AND STRATEGIES



GAIARES

(Renovation/ Genesis)

Secret Invincibility- To become invincible in this incredible 8 Meg shooter you must PAUSE the game, then press and hold BUTTONS A & C. While holding A and C press LEFT, the screen should freeze for a second. UNPAUSE and get ready for 8 worlds of super intense graphics. This trick must be done at the beginning of each level.

Ryan Rich
Valley Stream, NY



PAUSE, HOLD A & C AND PRESS LEFT, UNPAUSE







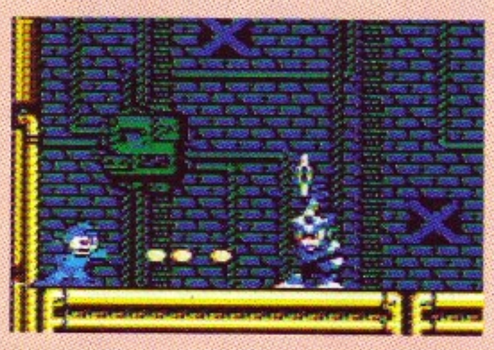


Fly right through enemies,land-scapes, and even bosses! Don't forget to repeat the trick at the beginning of each level.



MEGA MAN 3

(Capcom/ Nintendo)

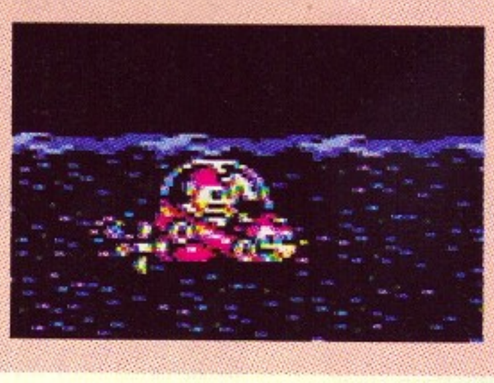


Weird Mega Man - First go to the Shadow Man stage. Beat Shadow Man to get the Rush Marine. Next go to the Gemini Man stage and keep playing till you reach the area with the water. Equip Rush Marine and press and hold RIGHT on controller 2. Fall into the water and sink to the bottom. When you jump out, Mega Man will look pretty strange for the rest of the level.

Michael Yank
Charlottesville, VA

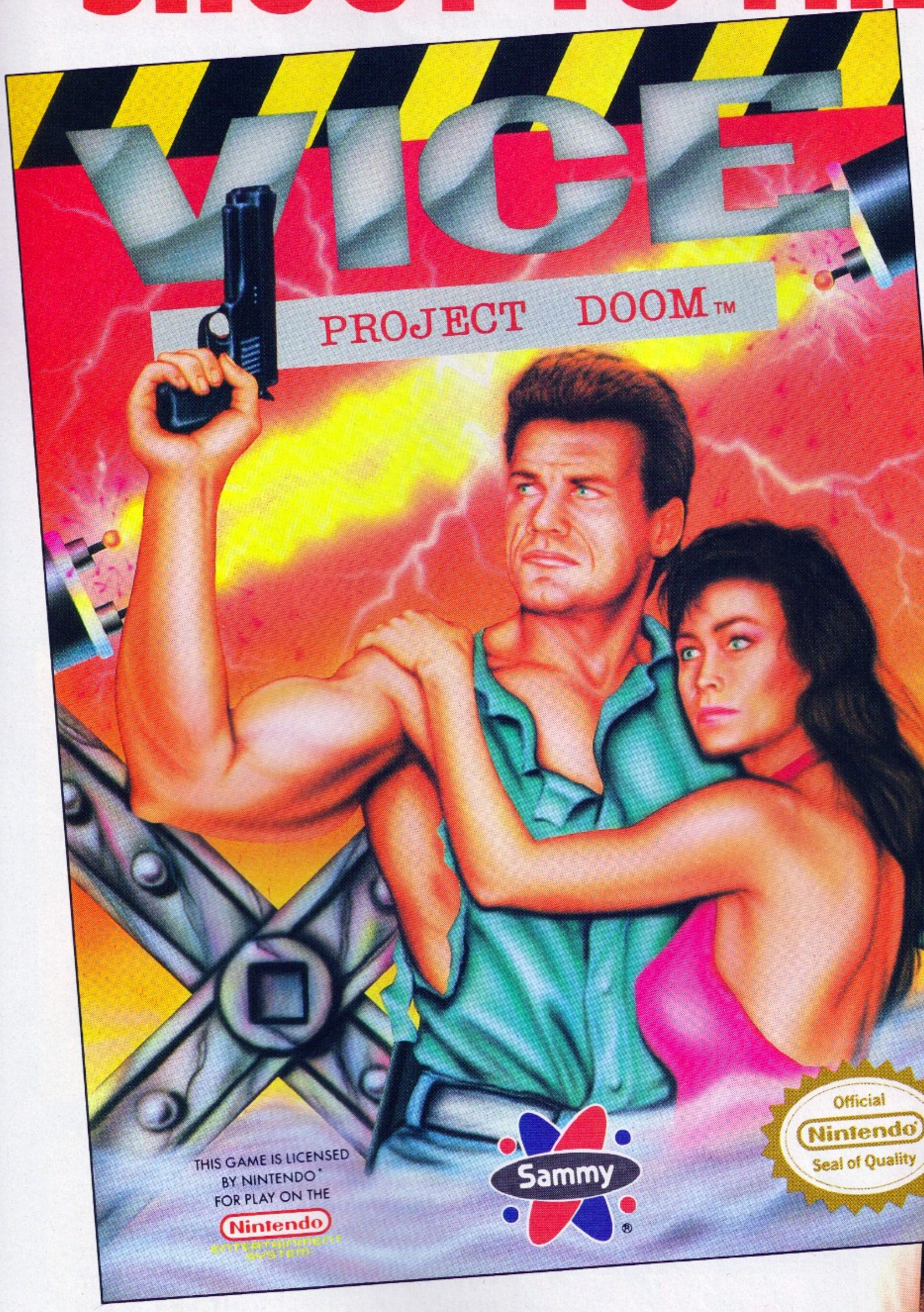








SHOOT TO THRILL!





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



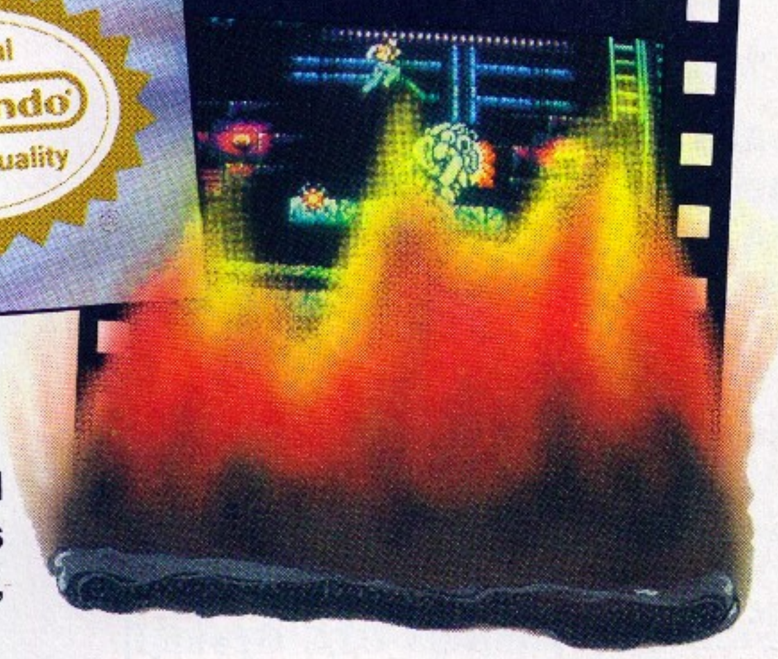
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You and your .44 in a warehouse packed with stolen merchandise and deadly assassins.



A storyline to keep you plastered to the action.



Vice officer Quinn Hart is on an assignment unlike anything he's ever seen! Weird bodies are turning up dead, top secret weaponry is missing, and organized crime is at an all time high. But Hart's up against something more than the Mob, street gangs, or even hostile terrorists.
A new force has risen and Hart finds himself plunged into a conspiracy of terror!!

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AEROBLASTERS

(NEC/ TurboGrafx-16)

Stage Select- To select any stage you want to start on simply go to the sound test by pressing RIGHT and SELECT repeatedly. Then while in the sound test push BUTTON ONE 10 times for phase 2, 11 for phase 3, 12 times for phase 4, 13 times for phase 5, 14 times for phase 6. Once you have pressed the button for the desired phase press SELECT to activate the stage select and press START.

Paul Lind
Denver, CO





REVENGE OF DRANCON

(Sega/ Game Gear)



Round Select - To get to the round select screen simply hold DOWN and press START. Now press up to select the round you want to start on!

HOLD DOWN AND PRESS START!





IKARI 3: THE RESCUE

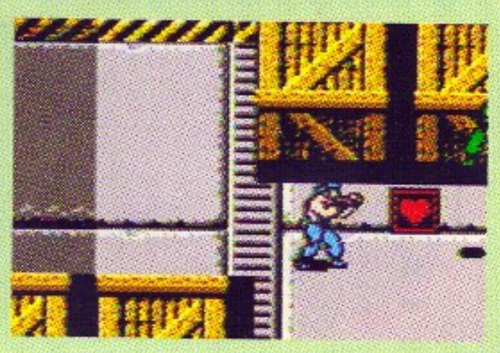
(SNK/ Nintendo)



Unlimited Continues - To continue right where you lost your last man simply press UP&RIGHT and A and you'll be able to continue as many times as you need to.

Alan Leung
San Francisco, CA





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OFFICIAL GAME BOY VIDEO LINK GAME PAK

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

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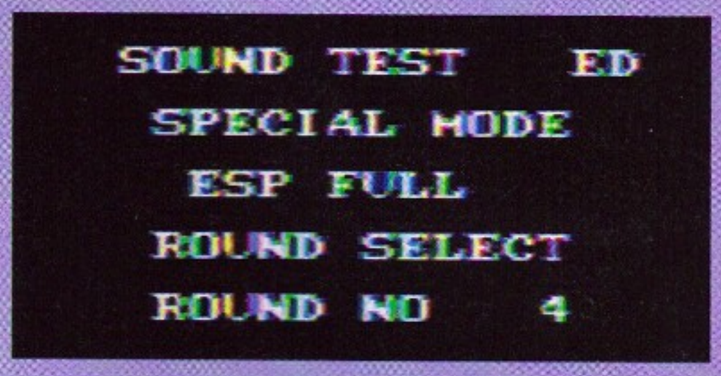
PSYCHIC WORLD

(Sega/ Game Gear)

Sound and Stage Select **- At the title screen hold LEFT & UP and buttons 1 & 2 and press START.**







HOLD LEFT & UP,1,2, AND PRESS START

VALIS 3

(Renovation/ Genesis)

Visual Select- **At the title screen hold Buttons A and C and diagonally Up and to the LEFT, and press START. Now you watch any of the exciting cinema displays including the ending without even playing the game.**

John Kish
Chestnut Ridge, NY







HOLD A,C, AND UP & LEFT, PRESS START

VALIS 3

(Renovation/ Genesis)

Stage Select **- You can select any stage in this great action game. At the title screen hold UP and buttons A,B, and C, then press START. Hold START, when a black screen appears let go and "Select Map 000" will appear.**





HOLD A,C, AND UP & LEFT, PRESS START





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SHOOT OUT WITH PATRICK EWING.

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MATCH FREE THROWS WITH CHRIS MULLIN.

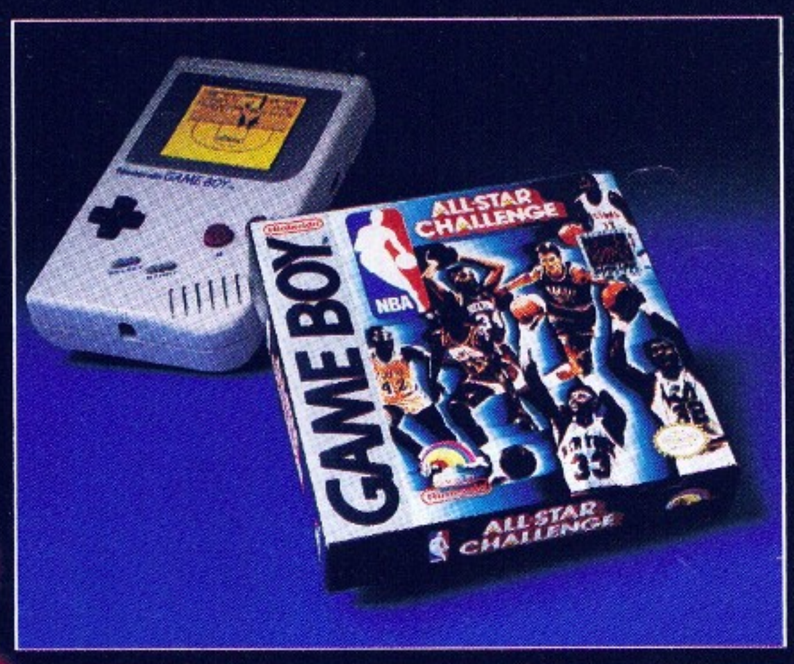
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SAGAIA

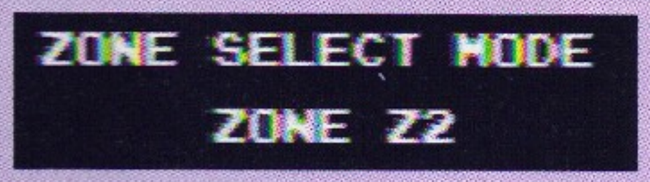
(Taito/ Genesis)

Unlimited Continues and Stage Select - To get unlimited continues, at the title Press B, B, B, C, A, A, A, B, B, C, C, C. The words "FREE PLAY" should be at the bottom of the screen and when you lose your last ship you'll have unlimited continues. For the Stage Select press C, A, C, B, C, A, B, A, B, C, A, C at the title screen and the words "ZONE SELECT" will appear and now you'll be able to select any of the 28 levels!















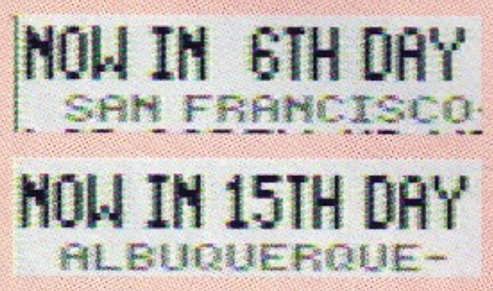
RAMPAGE

(Atari/ Lynx)



Programmer's Face - At player select pause and unpause, then go to the paper. While holding OPTION 1 push right and go to the 6th day, pause and unpause. Now go to the 15th day, pause and unpause. Hold OPTION 1 and OPTION 2 and push B to end game and after the high scores you'll get two pictures of the game's programmer.

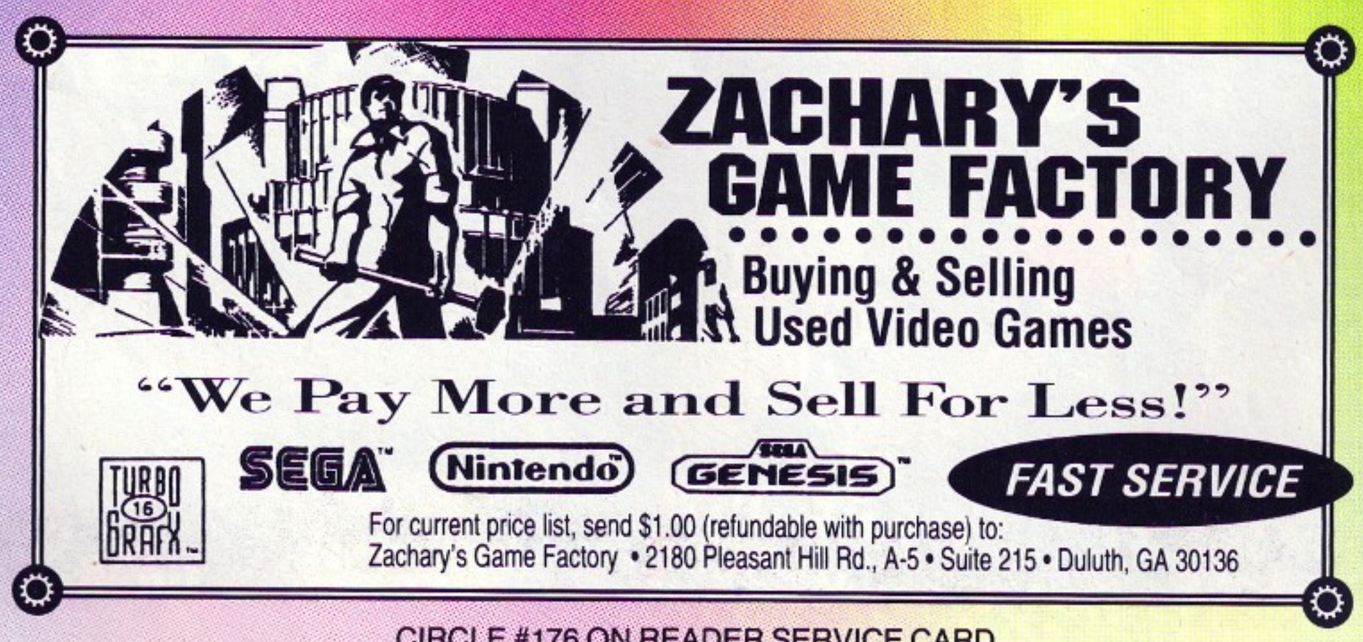












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Send tricks to: Tricks of the Trade, 1920 Highland Ave Suite 222, Lombard Il, 60148. Sendai Publications, Inc is not responsible for the submission of similar or identical tips, and is not obligated to award the game carts to those people who submit information that has already been printed or was previously located by the staff of the magazine or any affiliated publication or media source. In the case of two identical tips being submitted, the first tip received will be chosen as the winner. Final selection of games is up to us. *Systems available include: NES, GameBoy, Genesis, SMS, TurboGrafx or Lynx. Void where prohibited by law.

8 MEGA-BIT MEMORY

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16-BIT CARTRIDGE

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

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Time: The Golden Age of the Roman Empire

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

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







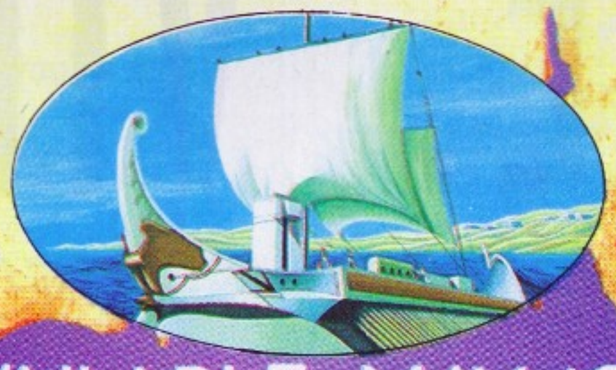


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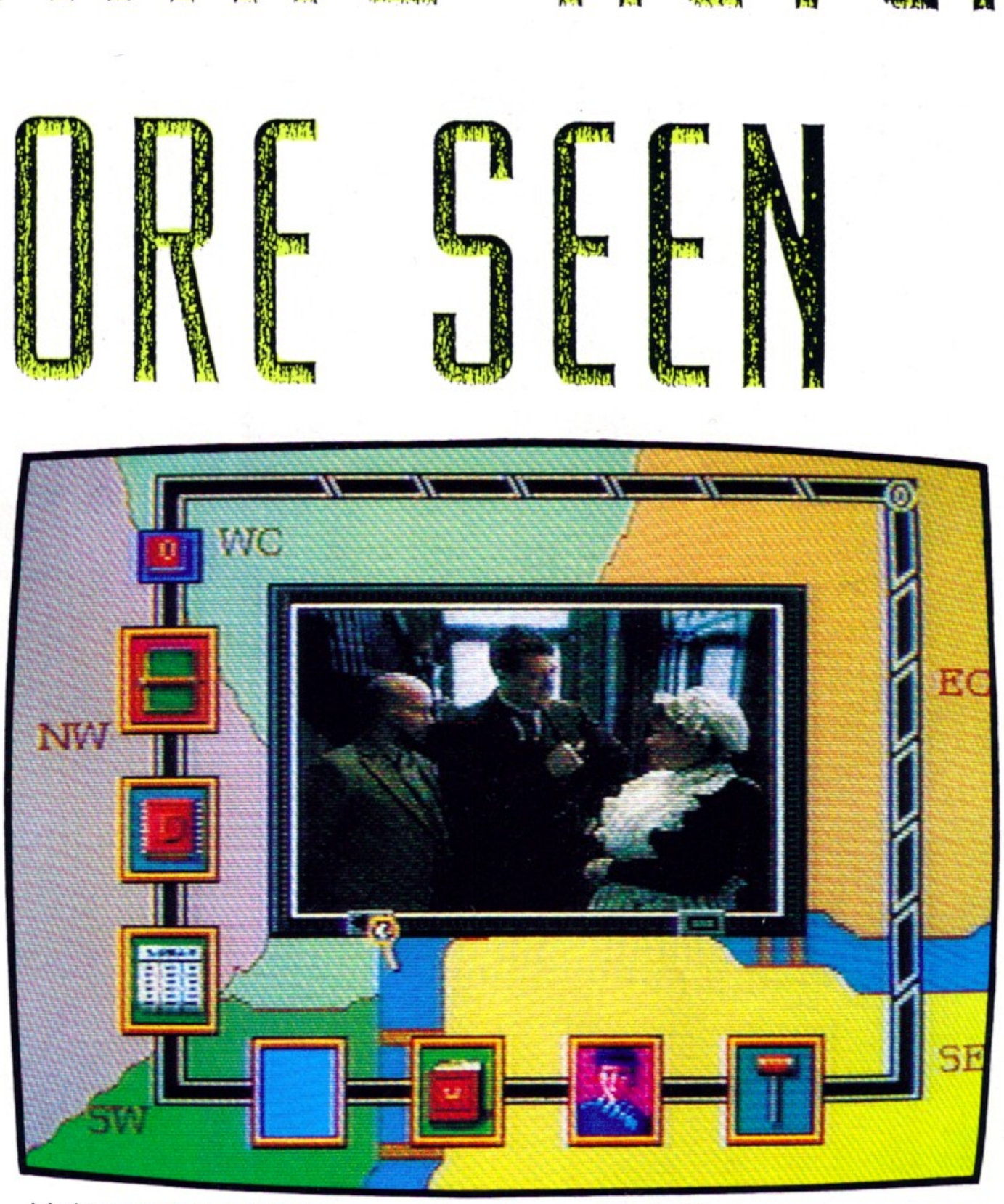
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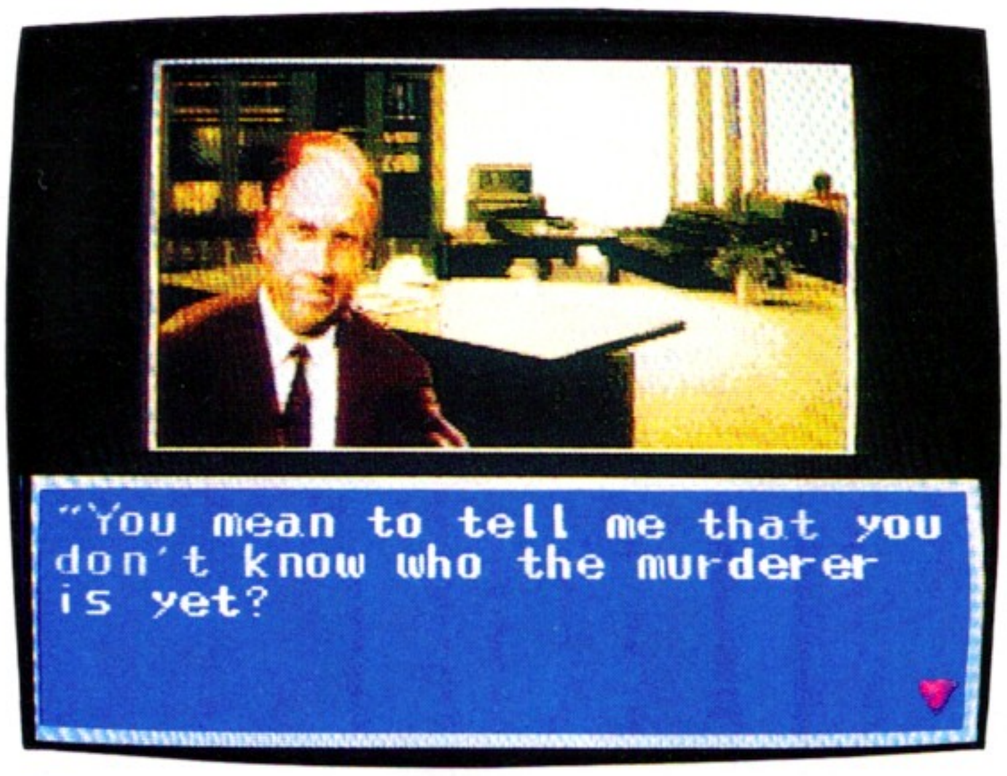
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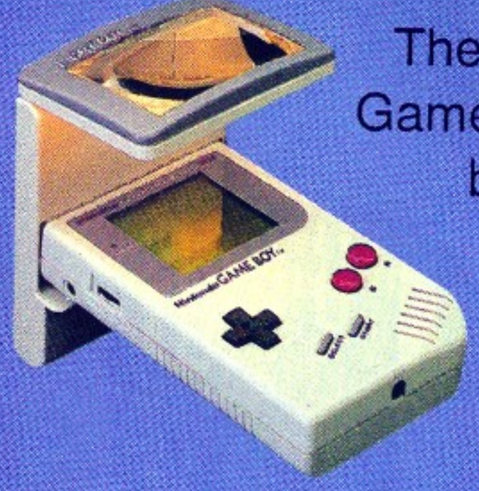
NEC

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

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PREVIEWS OF NEW 16-BIT SUPER NES GAMES FROM ELECTRONIC ARTS!

ELECTRONIC ARTS ®

ELECTRONIC GAMING MONTHLY

PRESENT

THE 16-BIT ENTERTAINMENT BUYER'S GUIDE

THE COMPLETE GUIDE TO GETTING STARTED WITH 16-BIT GAMES!!

TOTAL SYSTEM SPECS FOR THE NINTENDO SUPER NES, SEGA GENESIS AND PC COMPUTER!

EXCLUSIVE PREVIEWS OF MORE THAN A DOZEN NEW GAMES FOR THE POPULAR 16-BIT FORMATS!

AN INTRODUCTION TO 16-BIT GAMES...WHICH SYSTEM PLAYS WHICH GAMES!

THE COMPLETE GUIDE TO 16-BIT GAMING



"What's up, gaming fans? This is Ken Williams, and I'm your host for this guide to 16-bit gaming! In these next pages, I will explain the 'mystery' of 16-bit technology and what it has to offer. This section deals with the terminology and technological concerns of 16-bit machines. The following section explains the newest 16-bit system, the Super Famicom®, dubbed the SFX. When released in the United States, it will be called the Super Nintendo™, or SNES. Afterwards, my colleague Martin Alessi will go over the aspects of the Sega™Genesis™ and its upcoming carts. Close behind, Mike Riley will peruse the world of computer gaming, focusing on the newest information on technology and games for PC's and the Amiga™. Don't forget to look for the previews of Electronic Arts game products, either in production or on the store shelves. As 8-bit technology is replaced by 16-bit monsters, you can be sure that new games will have stupendous graphics, blasting music and sound effects, and awesome gameplay!!"

WHAT IS 16-BIT?

You've probably heard a lot about 8-bit and 16-bit video games. What exactly do the numbers mean and what does the word "bit" really stand for? What is the difference between the two different types of game machines on the market and which one is right for you? These questions, along with important information that highlights the capabilities of today's new breed of video game machines, are what this special 16-bit Video Game Guide is all about!

In the beginning, game machines were constructed around simple processors with a limited amount of memory with which to access for game information. The earliest consoles used hardware that at best could produce games that look primitive by today's standards. The resolution of the screen characters, as well as the depth of play were consistently shallow in the early days of video gaming.

With the release of the Nintendo Entertainment System® and Sega Master System™, however, we've seen video game play take on a whole new dimension! Where games were once slow and tedious, they became fast and full of action. Where we once had graphics of limited quality and scope, the new generation of machines delivered more detail, more color and above all, more realism.

Supported by a wide array of licensees like Electronic Arts, the Nintendo Entertainment System soon became the ultimate electronic entertainment device, offering exciting versions of arcade hits and other original titles.







8-BIT VERSUS 16-BIT!!

When shown head-to-head, 8-bit graphics are lame compared to 16-bit color crunchers! The number of colors may blow you away, or perhaps the crisp 16-bit resolution is more to your liking. Either way, the difference is obvious and truly outstanding!

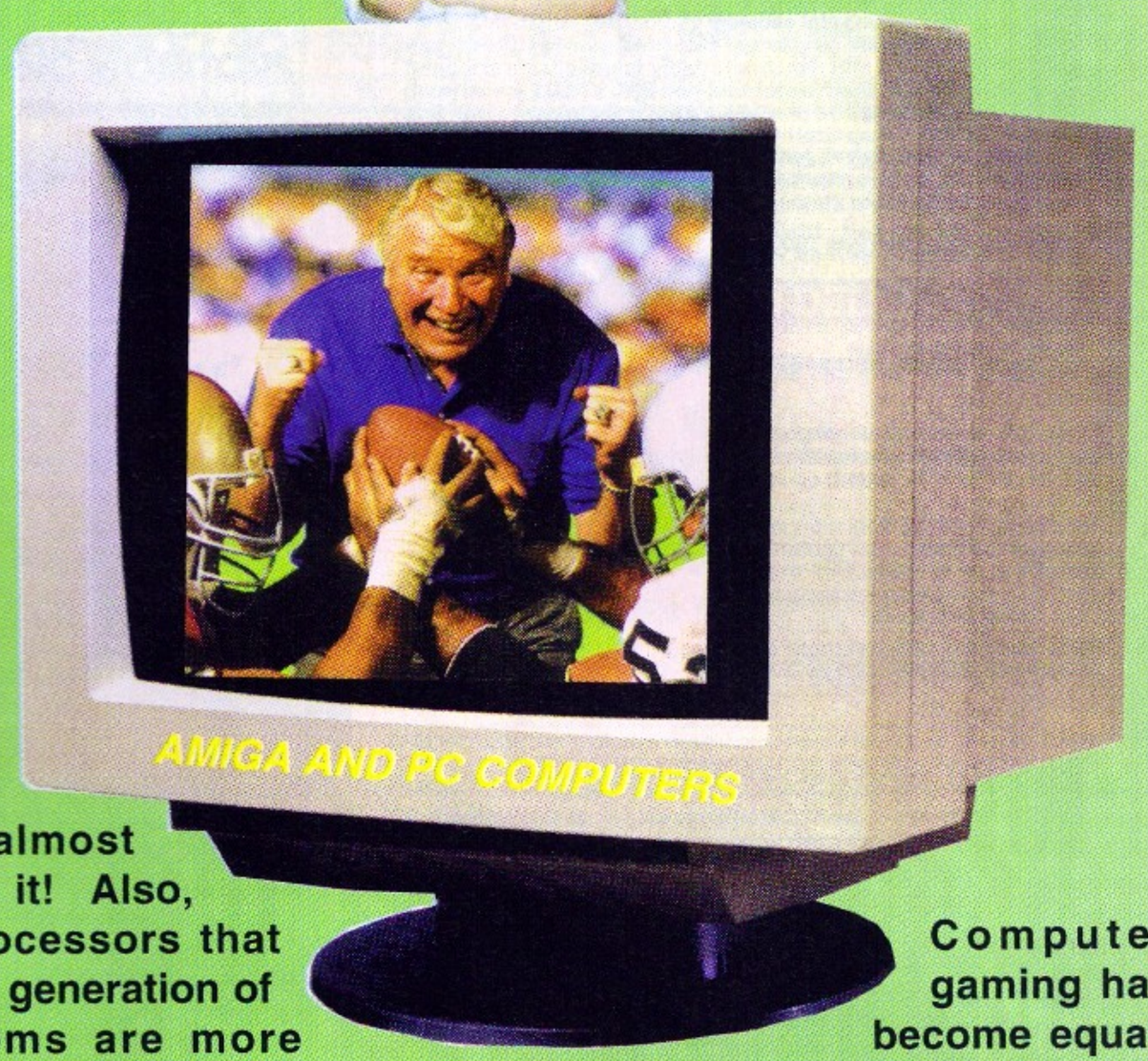
"PC technology was the gaming standard for several years. Now, with systems like the Super Famicom™ and the Genesis, PC gaming has fallen off the main stream. Check out the new developments of PC technology and games on pages 12-15."



WHAT'S THE DIFFERENCE?

With the introduction of the Sega Genesis, upcoming Nintendo Super NES, not to mention popular computer software, games have been rocketed into a new realm classified as "16-bit Games". Where the regular Nintendo managed to eclipse earlier game systems with its better graphics and sounds, the 16-bit models take the experience of video games at home even one step further!

What makes 16-bit games so much better than their 8-bit predecessors? First of all, the processor or brain of a 16-bit machine like the Genesis or Super NES is able to process information at a much faster rate than normal 8-bit systems. This big increase in speed allows the units to take advantage of more advanced features, better graphics and sound that has an almost CD quality to it! Also, since the processors that drive the new generation of 16-bit systems are more powerful, the designers can endow the systems with special functions such as scaling and rotation! All of these different enhancements contribute to the overall appeal of the games you're now able to play.



Computer gaming has become equally advanced, with 16-bit VGA games capable of producing up to 256 colors on the screen. Along with the new 386 processors, computer games now possess unrivaled speed that allows the machine to deliver simulations featuring polygon graphics, sports titles with all-new levels of detail and action games straight out of the arcade! Another real strength of the computer games available today is the size and scope of the adventures they contain. With the ability to spread a game out over several disks, designers can bring even more creative worlds to life!



"The Sega Genesis was the first 16-bit gaming system meant for games exclusively. It was also the first major gaming system to feature more than two buttons. The 16-bit technology allows such advances. It's major debut was cut short, however, due to a lack of prominent carts. Thankfully, Sega has signed numerous licensees and the new games are pouring in! Look for new smash Genesis hits from Electronic Arts on pages 8-11."



and sound manipulation in the software! Since 16-bit games for both the consoles and computers can create games that are 16 Megabits and higher, the amount of game that can be put into a cartridge is much greater than what earlier video game systems or even the NES™ is able to handle!

Ever since the first 16-bit games appeared, it was apparent that video gaming would never be the same. The advanced game systems have lived up to their promises and delivered exciting games bursting with color, detail, and incredible audio that features CD quality!

Whenever you need information on 16-bit technology, remember to refer back to this special Buyer's Guide! It's got all the answers you need about this great new form of video games!

SUPER FAMICOM

A NEW 16-BIT SYSTEM IS BORN!

For years, faithful NES users have been waiting for the Super Famicom (Super Nintendo in the States) to be released in Japan. The Super Famicom, dubbed the SFX (Special Effects) by the Electronic Gaming Monthly staff, has finally made its dramatic entry to the marketplace in Japan, and is currently making its way to American shores in the Fall of 1991.

After all of the rumors fell away, what was left is a very awesome gaming machine. The Super Famicom offers numerous hardware features, such as scaling, rotation, multi-scrolling, and Mode 7. Besides housing a powerful 65816 processor, the Super Famicom has a separate Sony sound chip with an 8-bit CPU and DSP (Digital Signal Processor) built-in.



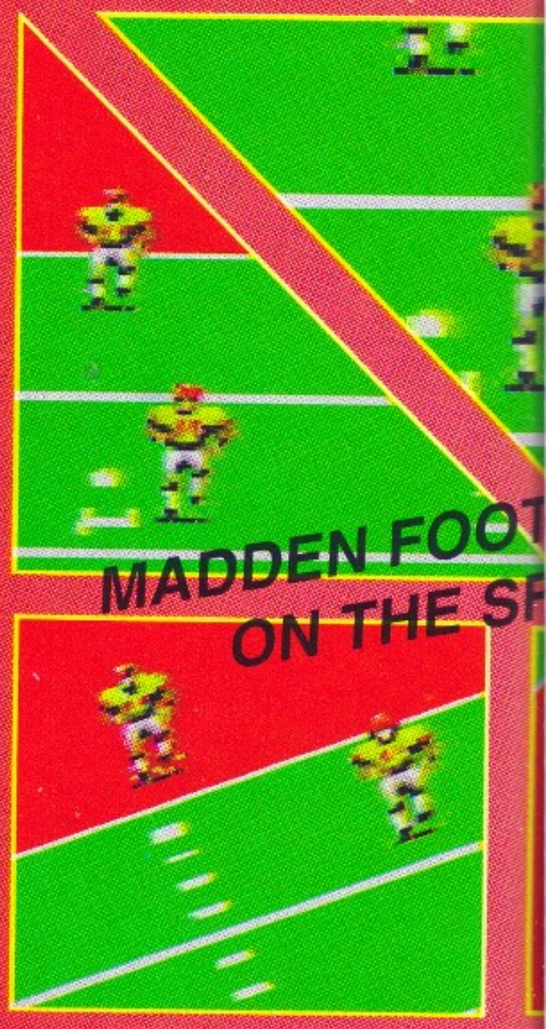
The Super Famicom controller has 8 buttons, not including the directional button. These are the select and start buttons, the four main buttons labeled A, B, X, and Y, and a left and right button gracing the top of the controller. All these buttons mean that programmers may have more flexibility and creativity when they create a game. In fact, Super Mario Brothers 4: Super Mario World™ utilizes all the buttons!!

Electronic Arts is proud to announce their new SFX line of sports carts to fit into their new EASN (EA Sports Network). Top of the list is John Madden Football, PGA Tour Golf, and lastly, Lakers Versus Celtics. The EASN carts will offer more realism than ever seen before. Look for more info in the future!

SCALING

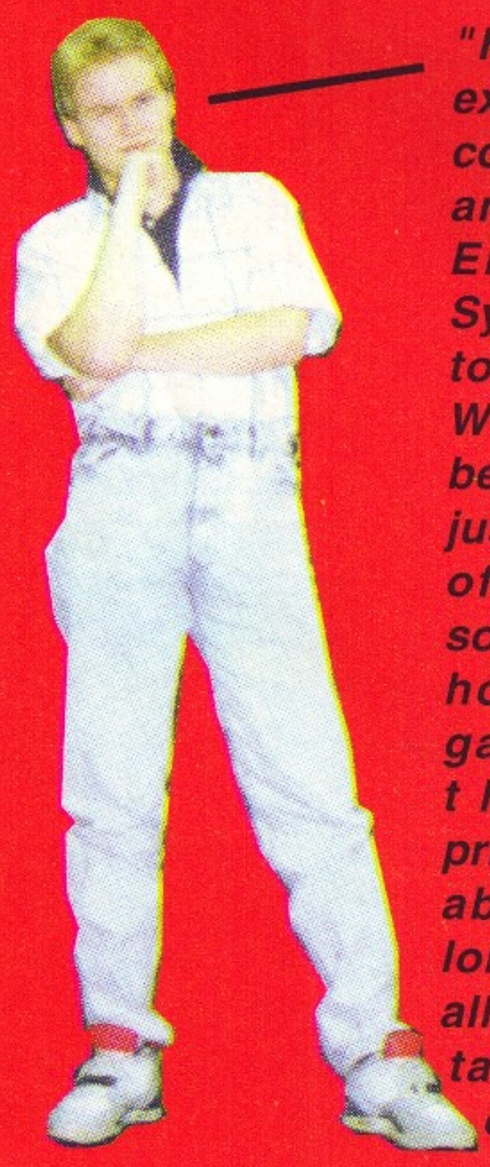
Scaling is a function that takes an image and zooms it in or out, adjusting the character appropriately to achieve a true three-dimensional effect. This is noticeable on closeups or simulation games.





"The Super Famicom is one of the hottest n gaming hardware products to date. Combinin superior sounds, graphics, and unbelievable special effects, the Super Famicom will become a tough act to follow!! Can I put this down now?"





"Hi! It's Ken again, and I'm going to explain the 16-bit advantage. Look for my colleagues Martin and Mike in the Genesis and Computer sections! The Nintendo Entertainment System, Sega Master System, and NEC Turbografx 16™ belong to the fading family of 8-bit machines. While numerous excellent games are being produced for these systems, they just can't compete with the sheer power of the 16-bit machine. Graphics and sound aren't the only factors, however. Good gameplay, theme, price, availability, and longevity are all very important factors to consider also.



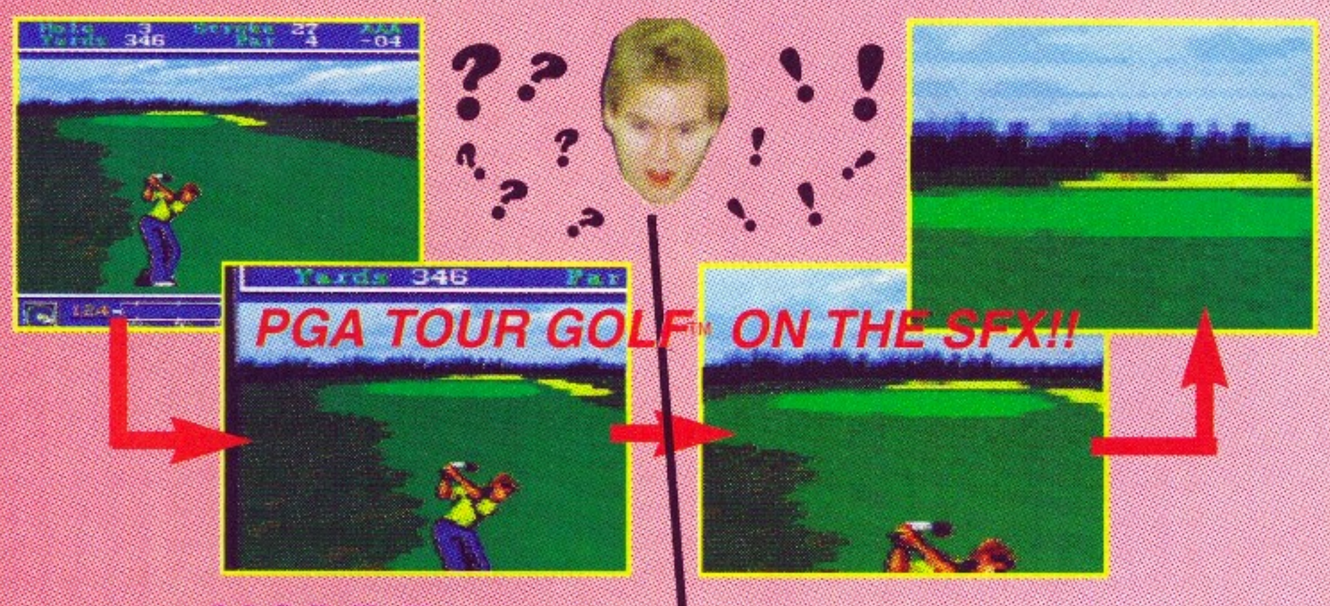
SYSTEM SPECS



SYSTEM PROCESSOR	SCREE RESOLU
65816	512 x
PROCESSOR SPEED	SOUN CHANNE
3.58 MHz	8



"The scaling feature is important for driving and flying games for the 3D effect. It also works great as a tool to give the player a close up of the action!"





ROTATION

This special effect can spin any sprite, even an entire screen, if necessary!!

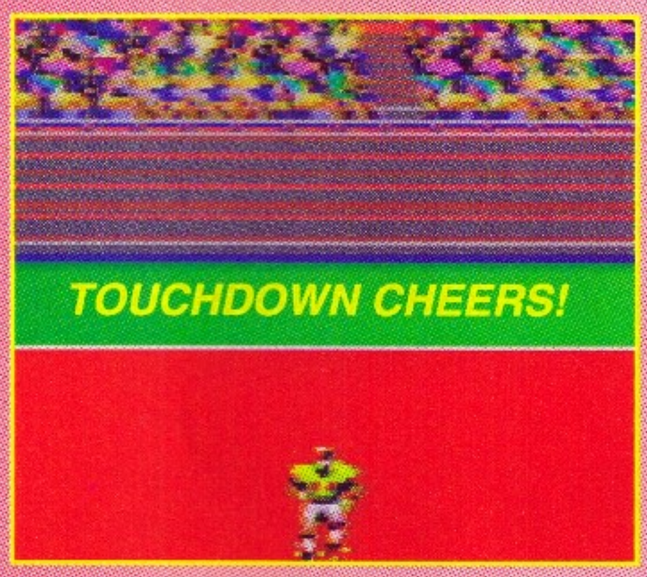
"Rotation is a marvel to watch onscreen! Any game that can make me dizzy with this effect has my respect!"

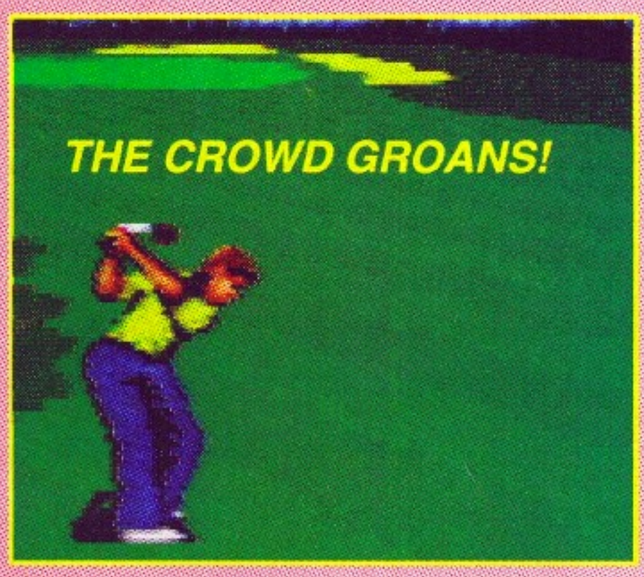
MODE 7

The true magic of the Super Famicom really shows when it operates in "Graphics Mode 7." This marvel allows programmers to rotate, shrink, or enlarge graphics quickly.

"Mode 7 is a breakthrough in 16-bit gaming. Once you've seen Mode 7 in action, you'll never believe your eyes! In this mode, the entire screen comes to life and threatens to jump out of your television!!"



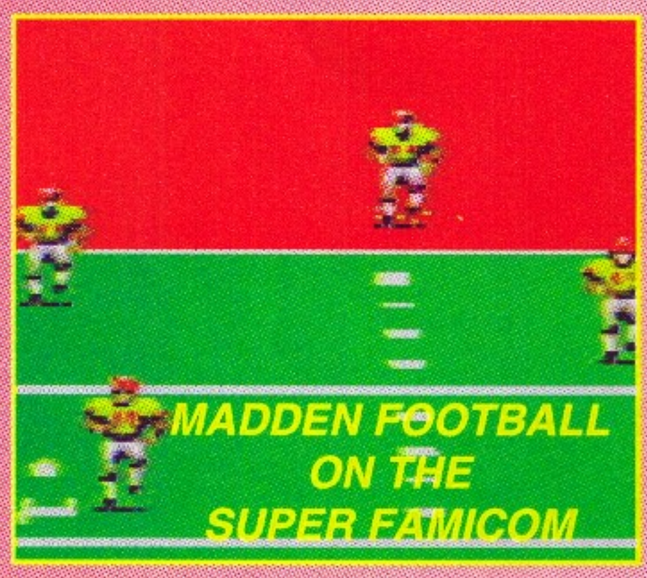


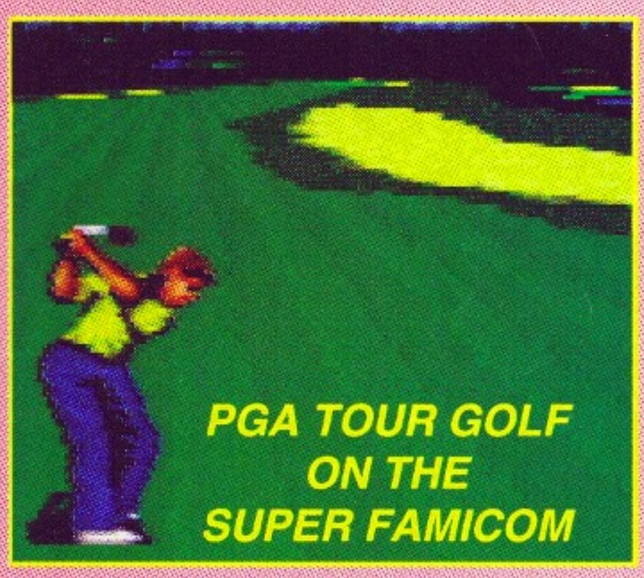


SOUND QUALITY

The Super Famicom has a special Sony sound chip with an 8-bit CPU and a digital signal processor built-in. This allows full stereo, eight simultaneous voices, and incredible echo effects.

"One of the first things you notice when you turn on a Super Famicom game is the amazing sound quality. When hooked up to a stereo system, the Super Famicom blows me away!!"





MULTISCROLLING BACKGROUND

The SFX maintains the ability to have more than one background scene moving in different directions at the same time. This creates a true 3D effect.

"Any cartridge that utilizes the eye-popping multi-scrolling background effect on the Super Famicom will probably be a winner. The time and care taken to create a game with such realism will be a treat to play and watch."

	COLORS DISPLAYED	MAXIMUM SPRITES
ON	256	128
S	COLORS AVAILABLE	SPRITE SIZE
	32,768	64 x 64

SEGA GENESIS

EXPERIENCE COUNTS...

Until the Sega Genesis System was released, the Nintendo Entertainment System had little or no competition in the marketplace. As the world's first 16-bit home gaming system, one would think that it should have blown Nintendo off the map. However, due to a lack of software, the Genesis faded into the backlight while Nintendo maintained its power. Now, with more licensees and, thus, more cartridges, the Genesis has finally come into its own.

The advantages of this system are clear. The overall cost of a Genesis is not much higher than that of Nintendo and the pure gaming quality is far superior (until the Super NES is released anyway). The musical scores, vivid graphics, and special effects make the Genesis a far more worthy machine.

The Genesis is by far the fastest system around, pumping out 7.6 MHz from a 68000 processor! The resolution is a proud 320 by 224 pixels, and 10 sound channels (9 channels for digitized audio sound and 1 channel for human voice samples) crank out the tunes! The Genesis recieved the highly coveted Best New Video Game System of the Year Award in the 1989-1990 season from Electronic Gaming Monthly, as well as others.

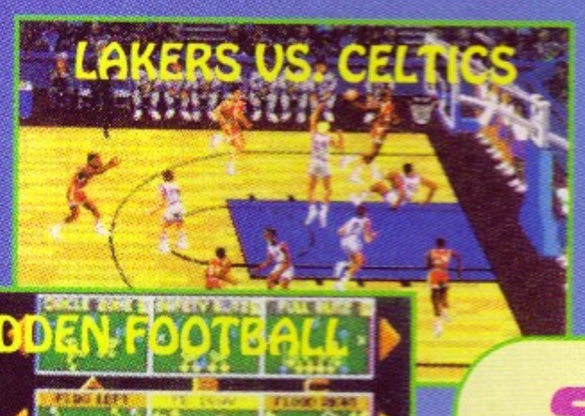
Although lately the Genesis has become bogged down by numerous shooting games, many adventure, sports, and simulation titles are beginning to appear regularly to whet the appetites of "role-players" who aren't interested in the basic shoot 'em up and beat 'em up themes. Now, with the 16-bit Genesis technology, players can live in a different time and place, operate a futuristic tank or hypercycle, or even sit back and conquer a world or two! Video gaming has come to a new frontier, having graduated from the increasingly dull world of 8-bit gaming into 16-bit gaming. In fact, by the time anyone fully delves into the true potential of the 16-bit machines a 32-bit machine will probably emerge...

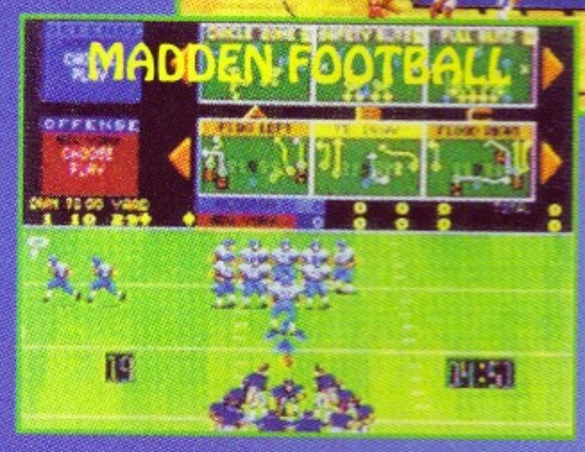
"Since the hardware of the Sega Genesis doesn't support rotation, the programmers use what is called Software Rotation or Bit-map Rotation. This way, the Genesis can rotate objects in a similar way to the Super Famicom."











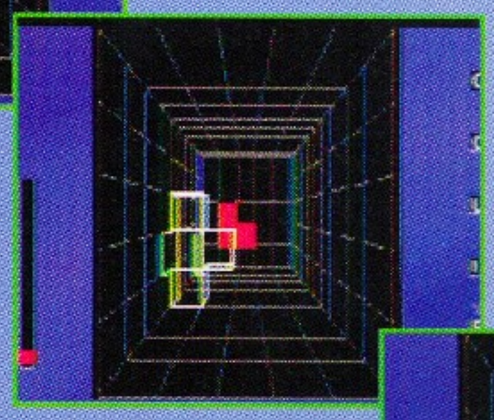


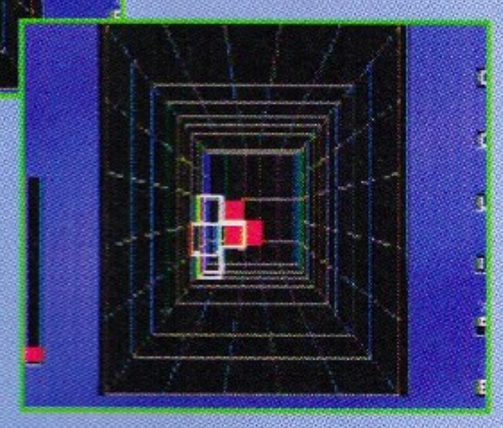
"Yo, gaming fans!! This is Martin Alessi, and I'm going to help show off the amazing functions of the Sega Genesis 16-bit system. With the exception of a few titles most 8-bit games pale in comparison to nearly any Genesis cartridge. Genesis sounds are realistic with an incredible bass reproduction that gets away from the traditional pings and beeps of 8-bit games. 16-bit software is also hitting an all-time high with carts like John Madden Football and Lakers vs. Celtics and the NBA Playoffs in the stores."

SYSTEM SPECS

SYSTEM PROCESSOR	SCR RESOL
68000	320
PROCESSOR SPEED	SOU CHAN
7.6 MHz	1







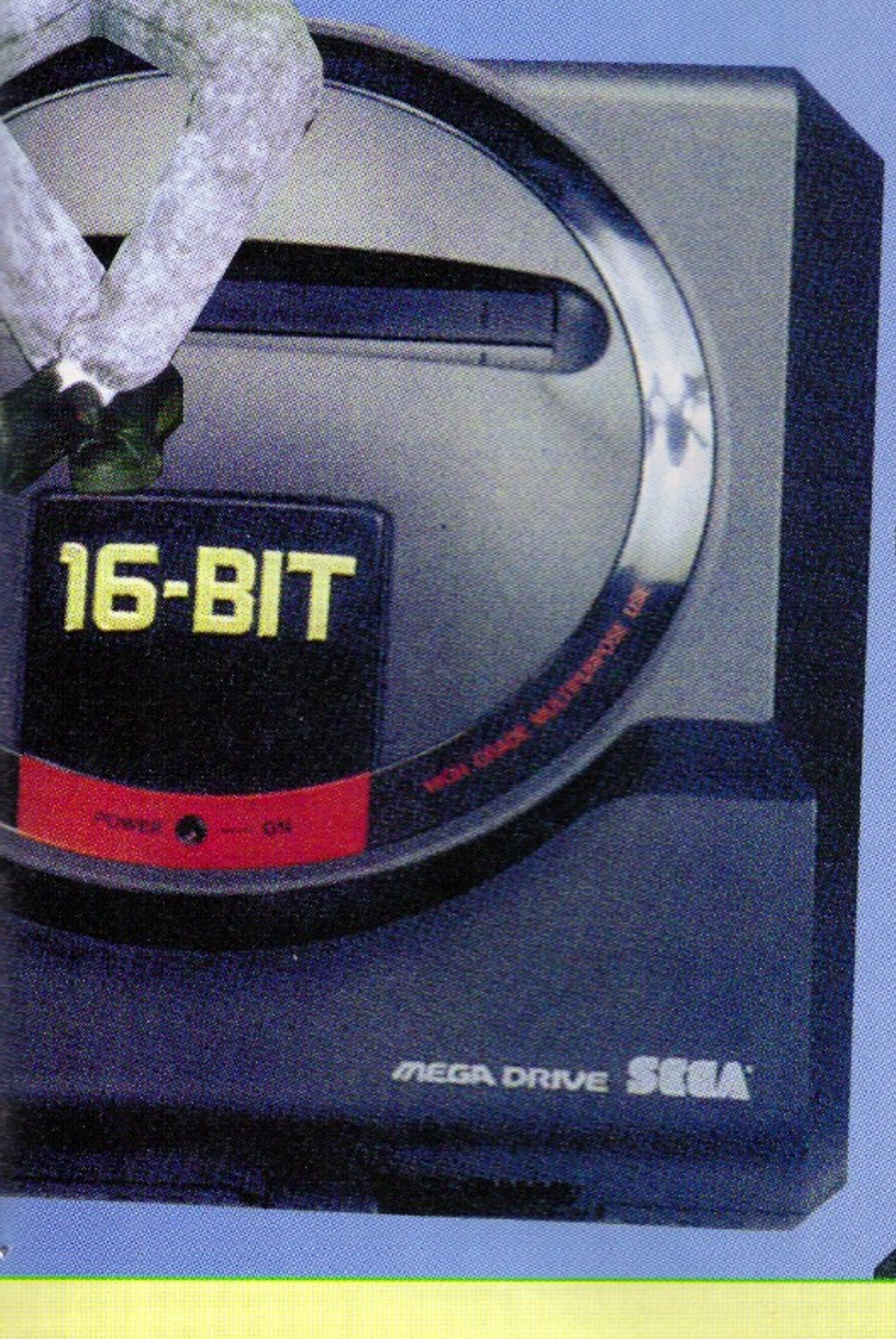


"The Genesis makes use of 3D scaling in Blockout. The largest use for 3D scaling is in driving simulations such as Road Rash by Electronic Arts. Many Genesis title screens also utilize this. This feature is the most impressive of all."



"After a huge backwash of shooting games, look forward to seeing more adventure/exploration titles like Might and Magic. These games provide hours (if not weeks or months!) of fun and challenge."





"Look for the polygon capabilities in titles like Road Rash!"



POLYGON GRAPHICS

Polygon graphics is the ability to take a geometric figure and manipulate it so that it appears to have depth and feel. This gives the Genesis the appearance to have hardware scaling like the Super Famicom. The effect is excellent for driving games to show objects approaching from a horizon, etc. It still isn't true scaling, though.



"One of the highlights of the Genesis is its polygon graphics capabilities. Games like Road Rash make full use of this feature to create a crisp, colorful, and clean 3D effect. No system does this as well as the Genesis presently."

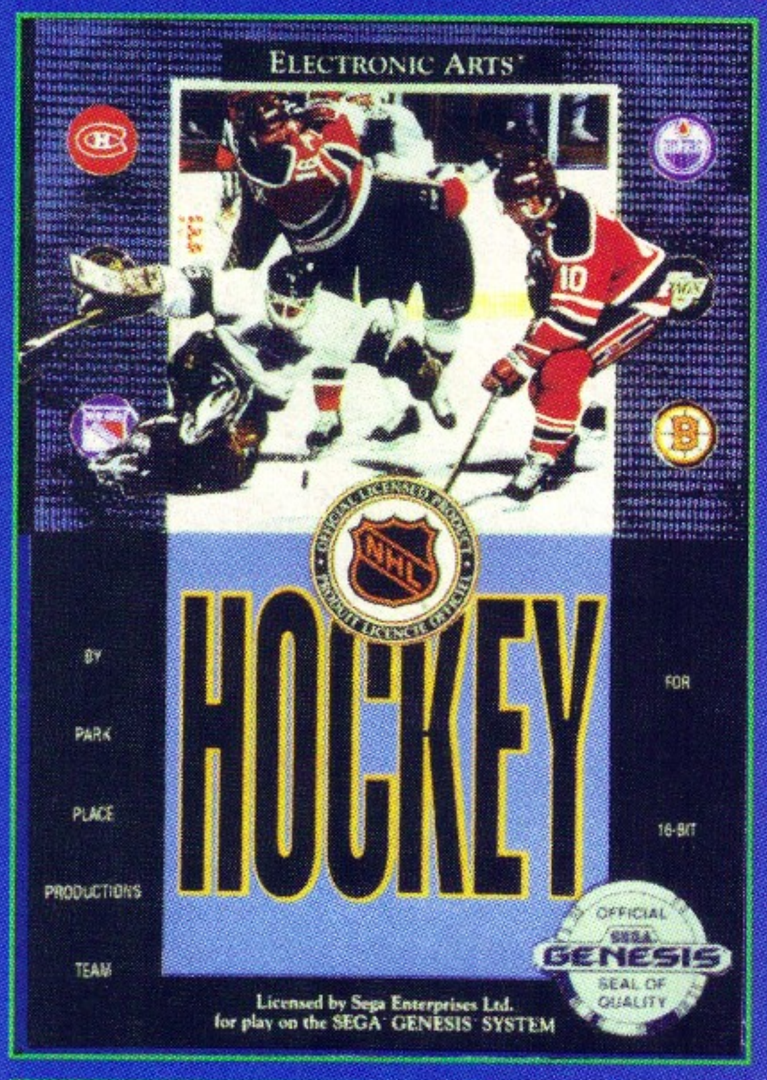


"Parallax scrolling is an amazing feature to watch in action. If the number of layers is large enough, the depth effect will become extremely real to the point of turning eerie! Starflight is an excellent example of this."

PARALLAX SCROLLING

The latest rave around town is the parallax scrolling feature. Even 8-bit systems are attempting to duplicate this effect. Essentially, parallax scrolling is nothing more than multiple backgrounds (or layers) moving in the same direction at different speeds. This gives the effect of depth and distance. The more the layers, the more the realism; real-life parallax layers are infinite!!

EN TION	COLORS DISPLAYED	MAXIMUM SPRITES
224	64	80
ND ELS	**COLORS AVAILABLE**	**SPRITE SIZE**
	512	32 x 32

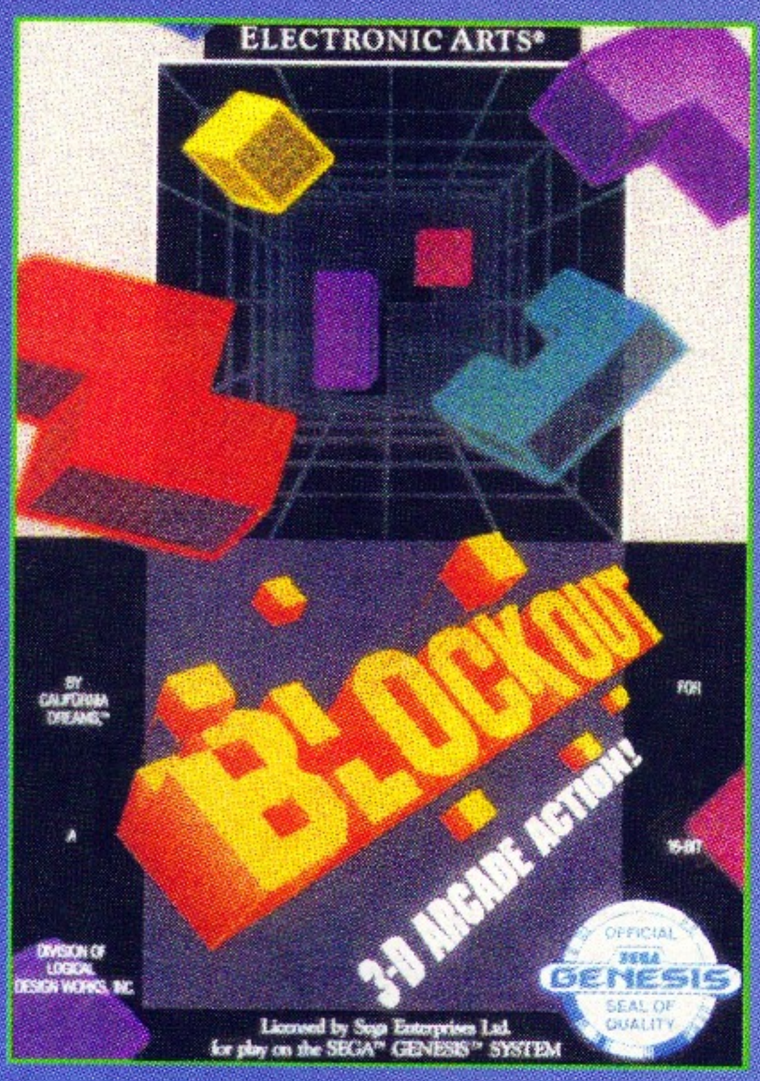


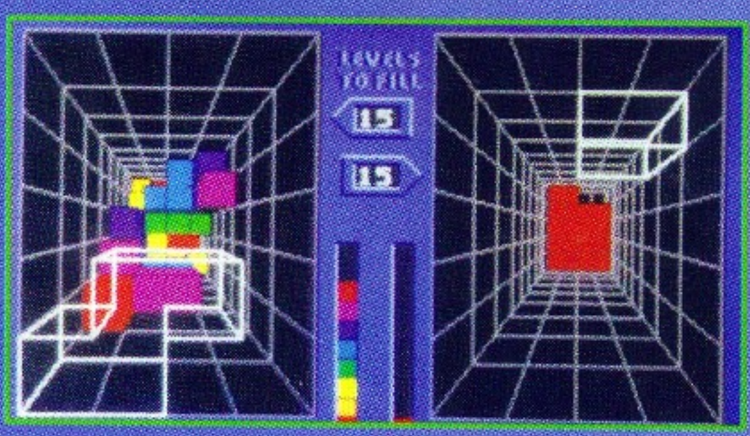


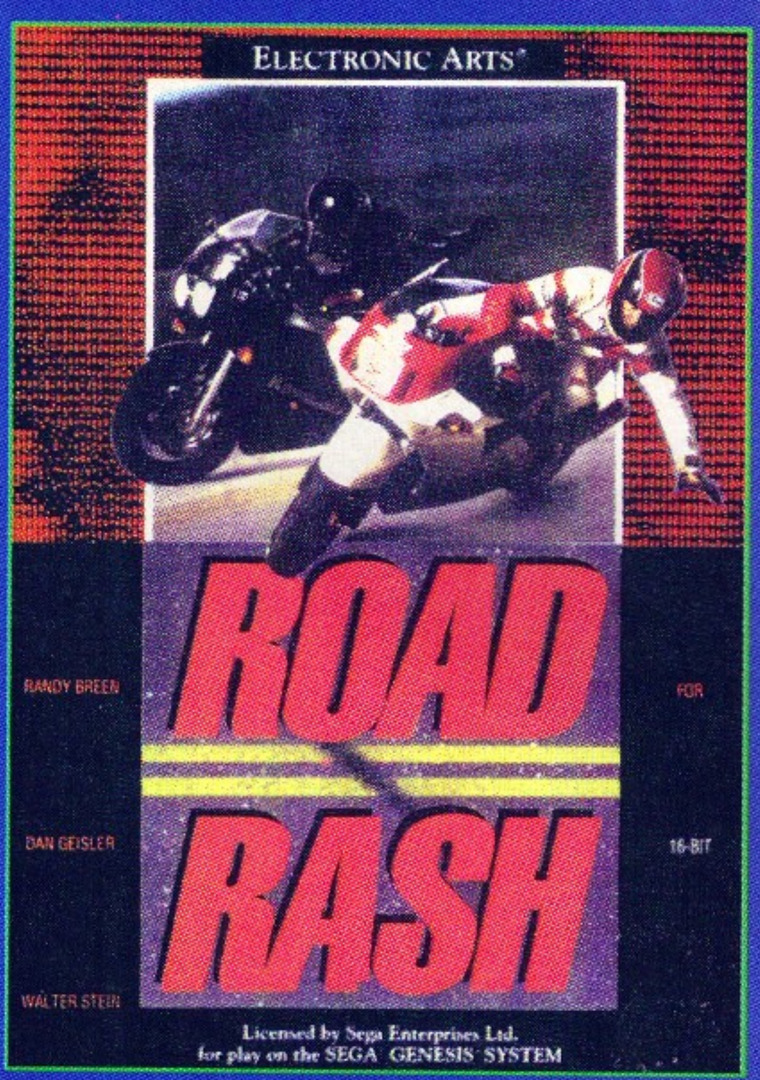
NHL® HOCKEY™

Straight from the team who brought you John Madden Football comes NHL Hockey for the Genesis! This sports action cartridge contains high contact hockey: fighting, grabs, checks, tripping, hooking, and slashing!! Like Madden Football, read the scouting reports on your opponent. Choose from 24 NHL teams. Listen to the crowd cheer, clap, and shout! Based on the 1990-1991 performance stats.











ROAD RASH™

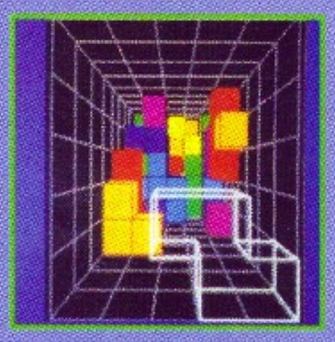
Ready to experience the thrill of a motorcycle road race combined with the excitement of a barroom brawl? If so, then you're ready for Road Rash! In this race, you had better not look back or take an eye off the competition, because they are just waiting to pull you off your bike. This game is not for anyone with slow reflexes! One false move and you can expect to plow into a parked cow. Only the best biker will make it to the winner's circle.

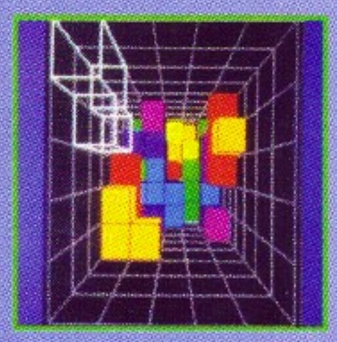


SOFTWARE

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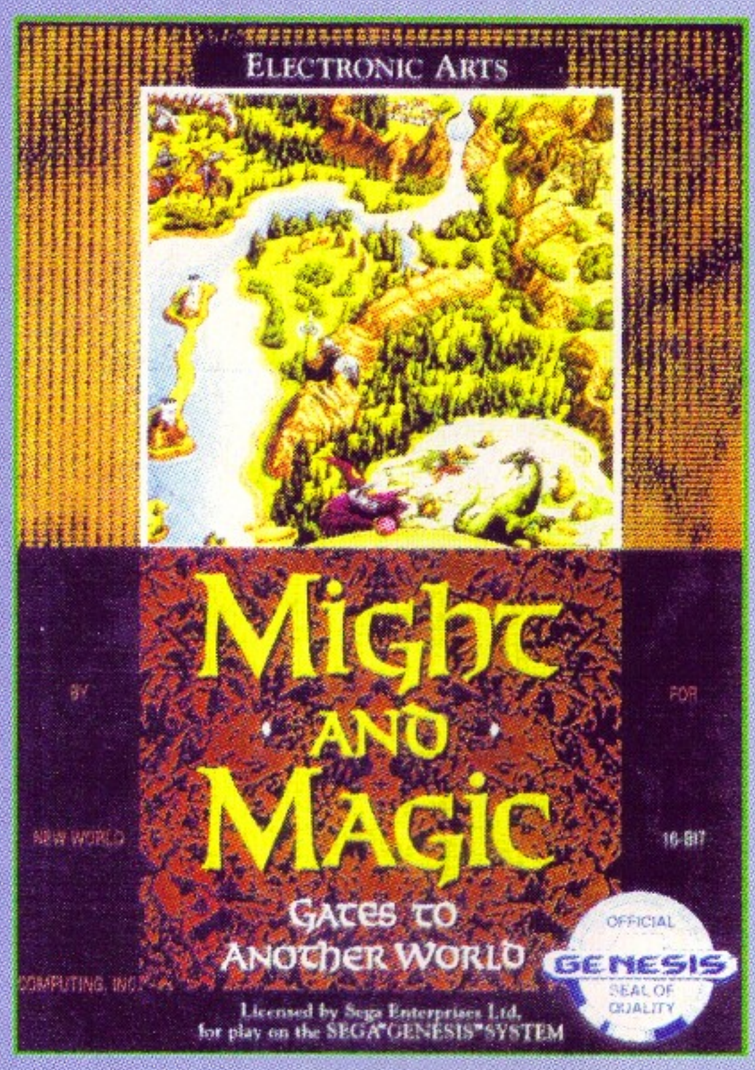






BLOCKOUT™

As the first 3D strategy game for the Genesis, Blockout makes full use of its 16-bit power! As random shapes fall into a pit of variable size, you must fight to arrange them so they complete full layers which disappear. The better you are, the faster the blocks fall! Play in the two-player mode and send layers to your opponent! You may also create your own set-up to challenge yourself. Of course, with 11 difficulty levels and nearly 750 starting positions, you may not need it. Only the best players will get a blockout, emptying the pit completely!! Blockout makes use of the Genesis scaling and rotation!!



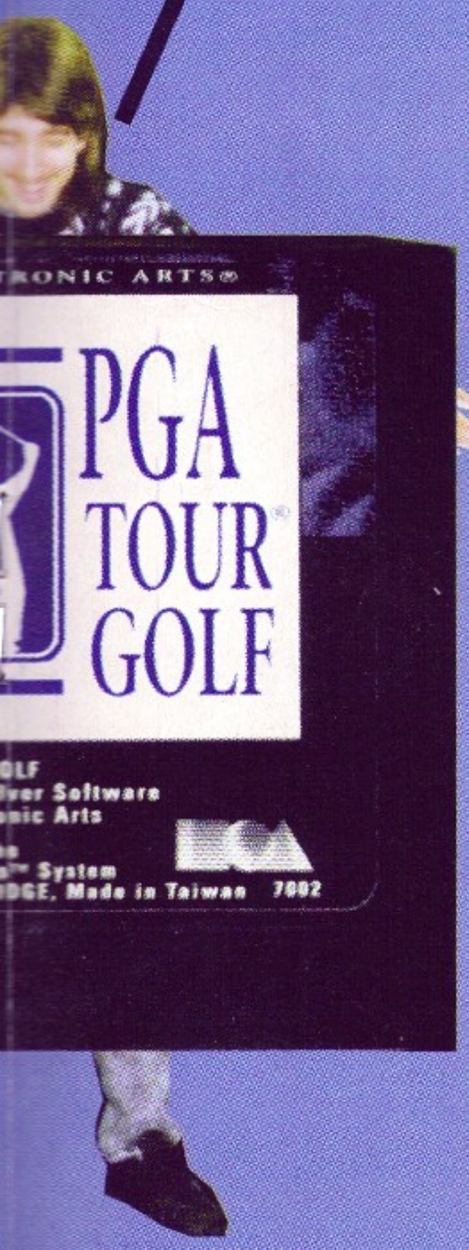




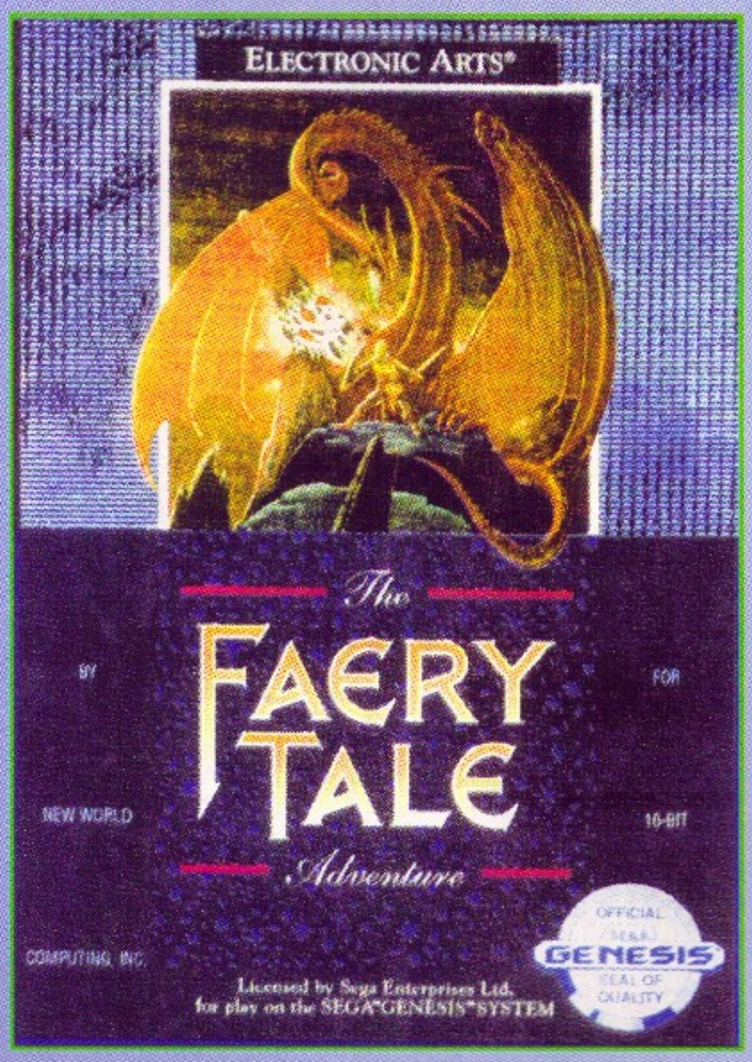
MIGHT & MAGIC™

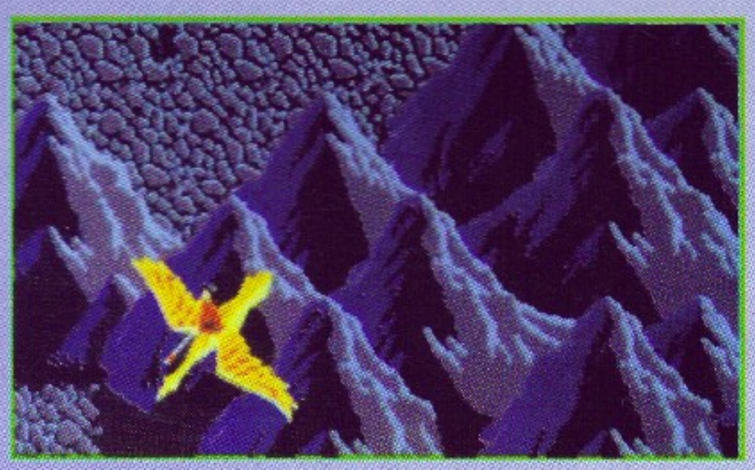
Travel the world of Cron searching for treasures and glory in the sequel to the award-winning computer game. Control a band of adventurers you create from scratch. Utilize over 250 different weapons and pieces of armor. Master 96 spells for combat, healing, and exploring. Might & Magic offers in-depth character creation and well over 100 hours of game play.

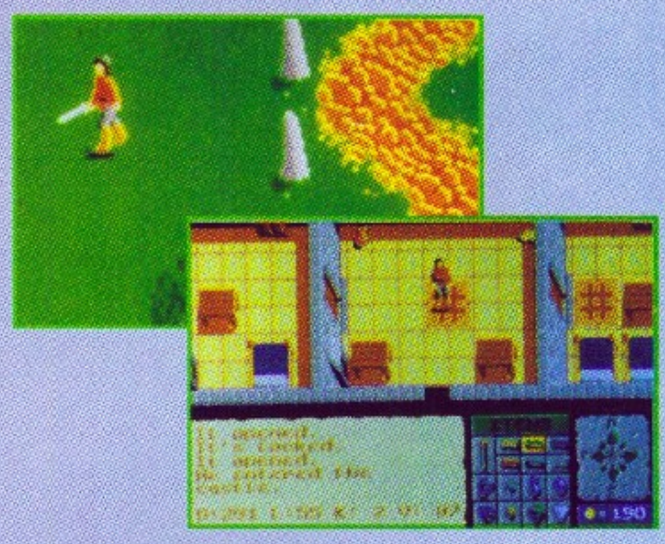
now Electronic Arts'
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GUIDE

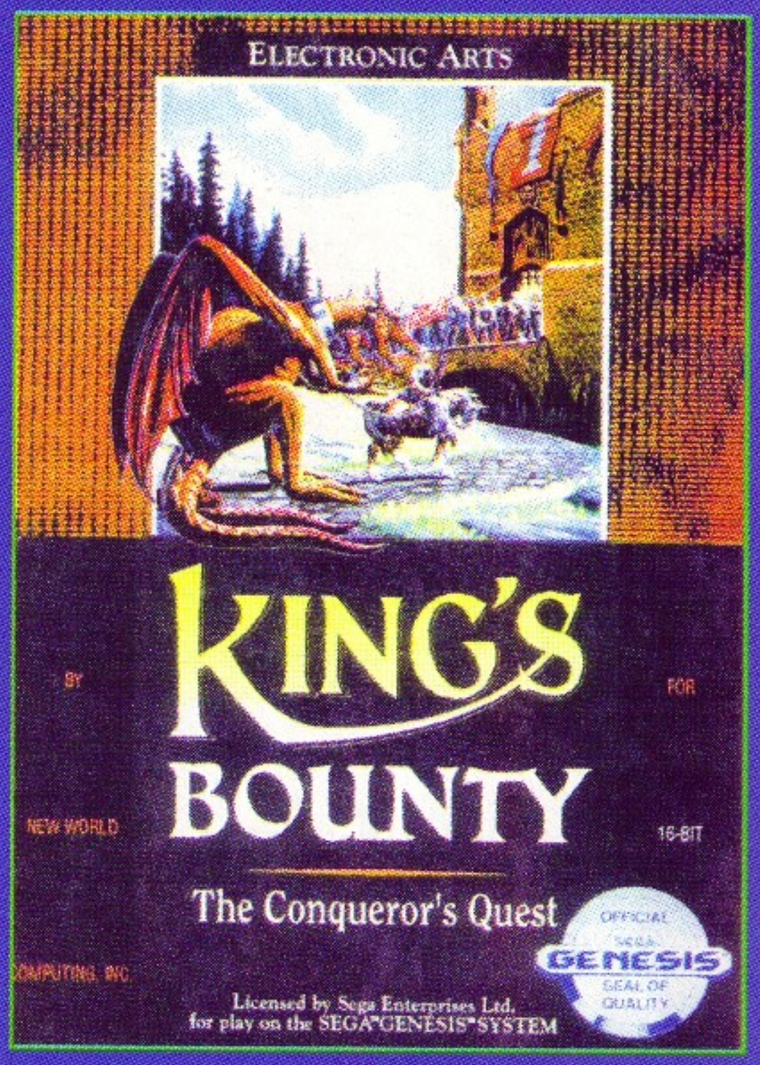




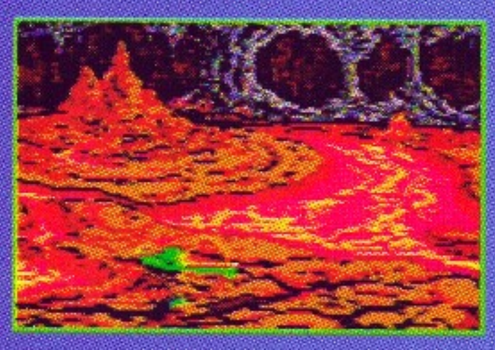


THE FAERY TALE ADVENTURE™

Your main goal in The Faery Tale Adventure is to defeat the Evil Necromancer and retrieve the Talisman. Unfortunately, 8 major quests must be completed first, and each quest has several smaller missions each. Combat takes place in real-time, face-to-face. As if monsters weren't bad enough, you must avoid falling in water and other natural hazards! A quest should last for 40 or 50 hours.









KING'S BOUNTY™

King's Bounty: The Conqueror's Quest is a strategy, combat, and fantasy game rolled into one. Lead an armada of mystical creatures through four continents and defeat evil armies to save the realm of good. To defeat evil, you must find the Scepter of Order by capturing 17 villains who know its location. King's Bounty also features a password function to save your game.























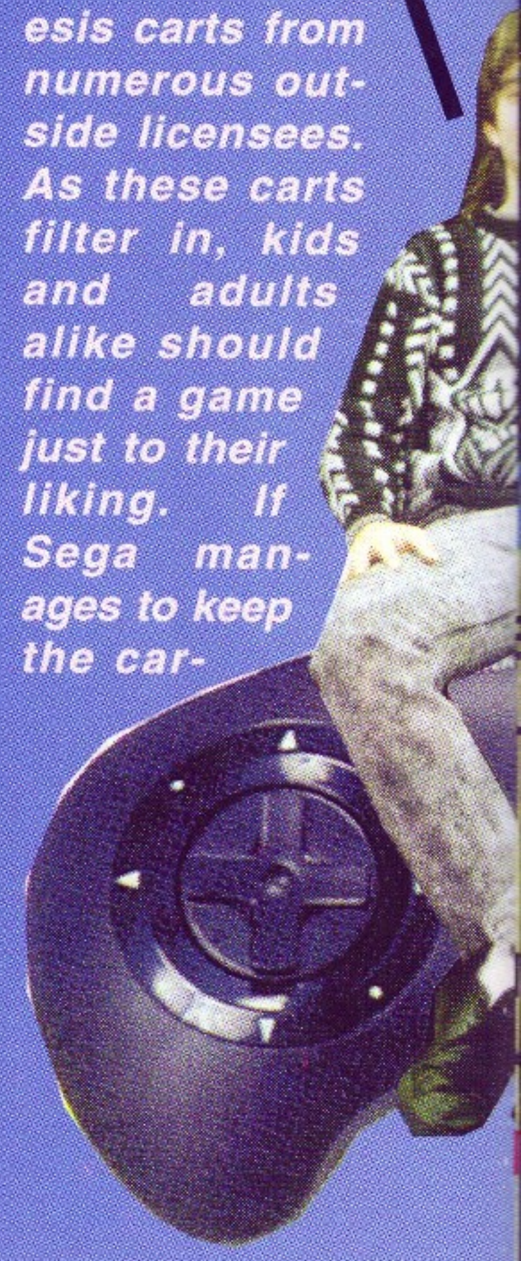


RINGS OF POWER™

Far into the future of mankind, Earth has become a battlefield between two super beings. Humans have but six abilities standing between them and total dominance: the mental mutations which allow then the powers to survive in this now hostile land. You must master each of these 6 disciplines and with your strength reunite the Rings of Power to reclaim your lost civilization.

SOFTWARE

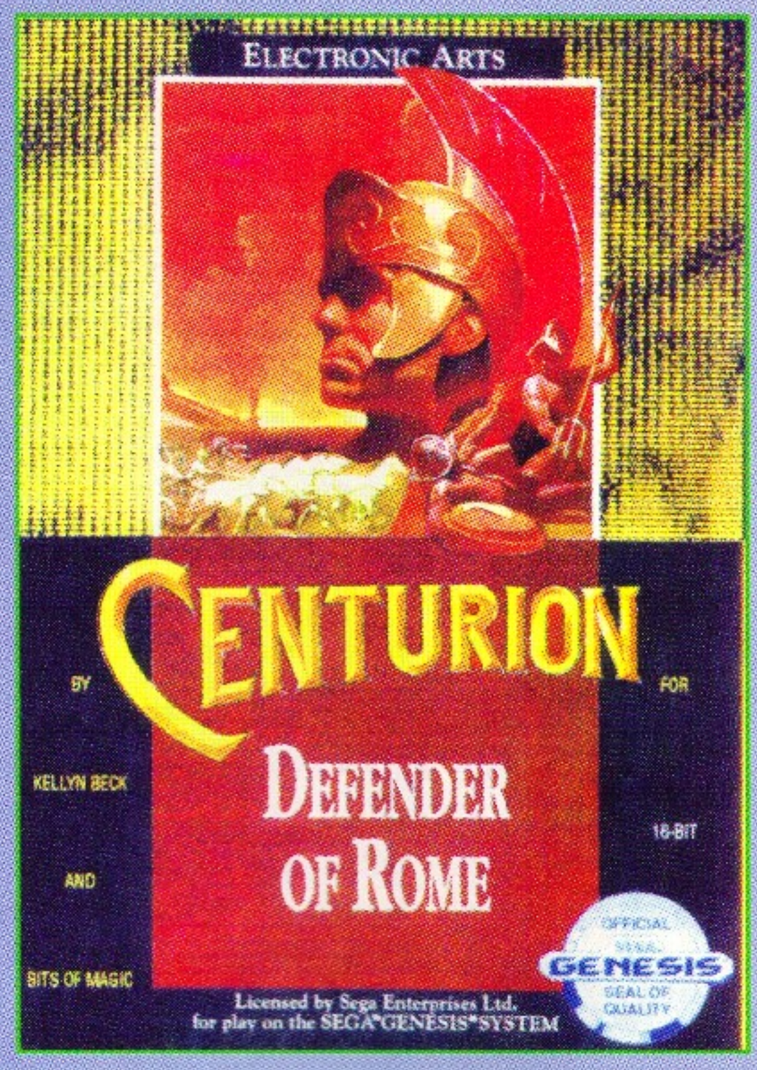
"Luckily for all Genesis owners, 1991 features a large influx of Genesis carts from numerous outside licensees. As these carts filter in, kids and adults alike should find a game just to their liking. If Sega manages to keep the car-





THE IMMORTAL™

The Immortal is a 3D action/adventure bonanza of traps, tricks, and riddles. You are a wizard searching for your long lost teacher, Mordamir. To rescue Mordamir you must traverse innumerable traps, monsters, and secret passageways. To help you on your quest, you will meet characters with information and find items like keys, notes, weapons, and even scrolls. Set in the three-quarter view perspective, The Immortal gives the player a true sense of realism. Although great on the NES and Amiga, this is the best yet.





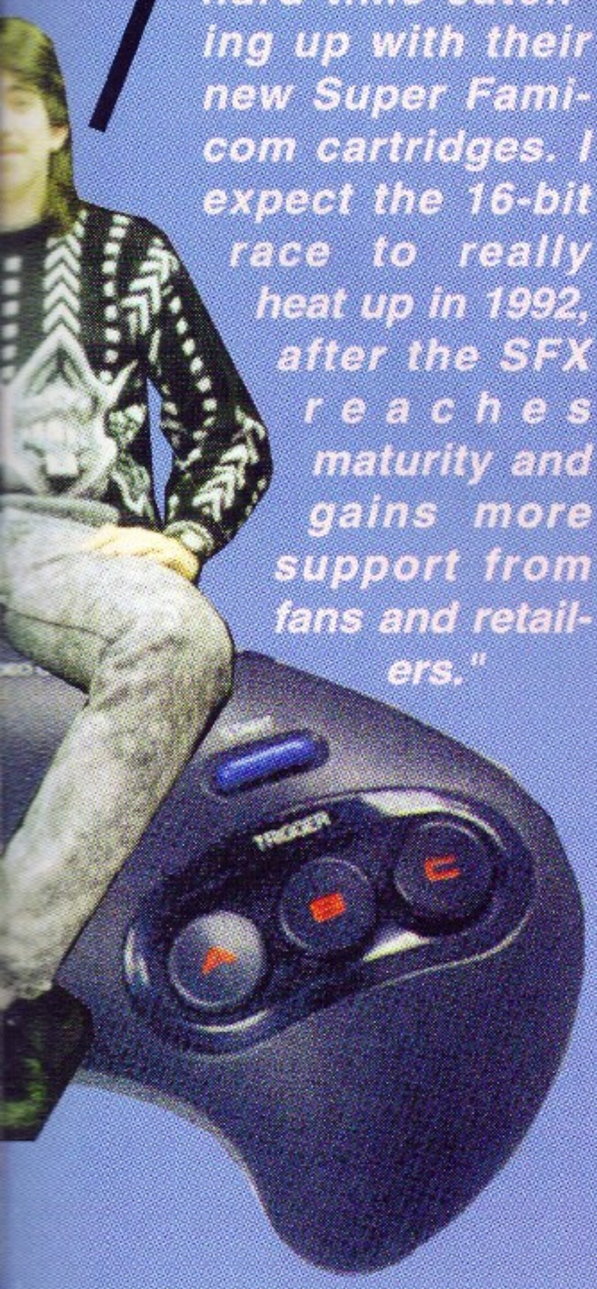


CENTURION: DEFENDER OF ROME™

Conquer ancient Rome by controlling your armies and making diplomatic decisions! All battles are in real-time and animated. Try your luck at an arcade style Roman game, the Chariot Race! If you win, your stature may increase with the people. Based on the computer version, Centurion also features a password to allow a player to return to the game at any time.

PREVIEW

tridges flowing and the quality high, even Nintendo will have a hard time catching up with their new Super Famicom cartridges. I expect the 16-bit race to really heat up in 1992, after the SFX reaches maturity and gains more support from fans and retailers."

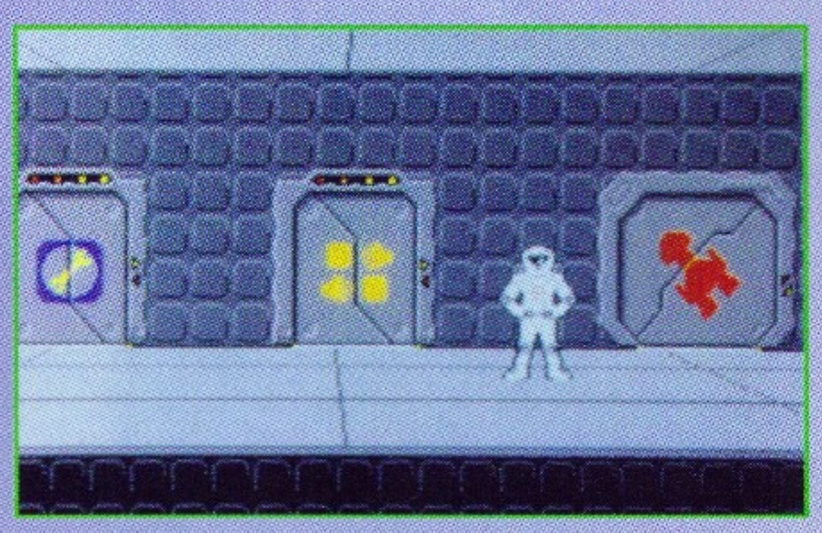






STARFLIGHT™

Explore strange new worlds and civilizations. Talk with alien life forms! Visit 270 star systems and 800 planets on a starship that you can modify to suit your needs. Create a crew of 6 members from 5 different races and train them. Watch the beautiful animations of revolving planets and alien races. Use zoom technology to get a close up of the race you speak to on detailed contour maps. The sky's the limit in Starflight for the Sega Genesis.



COMPUTERS









IN THE SHADOWS...

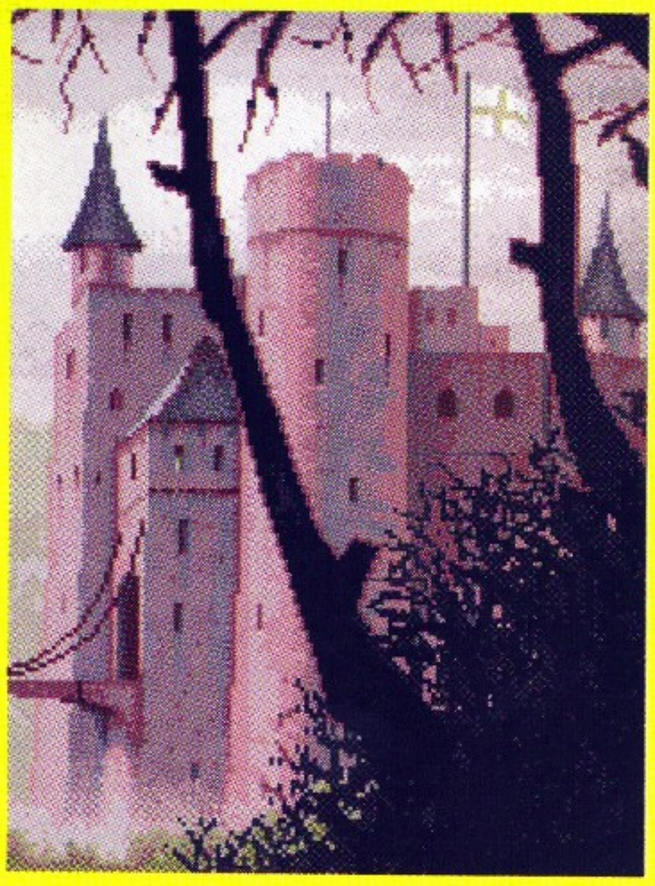
From the darkness of gaming doom, computers are making a marvelous comeback. In years past, computers were the main form of video game entertainment. Then, Nintendo surfaced with the NES and virtually trod the computer gaming industry to a new low. Why not? The NES supported more sound quality and closer to arcade gameplay than computers. Now, after the emergence of the Ad Lib and Roland boards, not to mention the new RealSound technology, computers are climbing back up from their early retirement. One large reason for this change of events is the growing popularity of simulation games like Chuck Yeager's Air Combat™. Games like this breathe new life into those dusty PC compatible shells by offering realism and excellent graphics.

One next generation gaming computer is the Amiga. This crafty amalgam of silicon supports high resolution graphics, superb digitized sounds, and a relatively low price tag to boot. The games for the Amiga are also visually pleasing, utilizing a larger palette of colors than most systems.

Today's computers are the true 16-bit machines, albeit not necessarily meant for gaming, before the SFX and Genesis. Of course, what fun is working on a major spreadsheet project without the ability to pop in the latest version of Car & Driver® to relax and unwind? In a word, boring!! Well, computer games are here to stay!!

Hi! I'm Mike Riley. I'm going to explain some of the key points of the most forgotten 16-bit gaming system in the world: the computer. The two main gaming computers are the PC and the Amiga computers. Neither system is necessarily better than the other, but each has its own advantages. The Amiga has superior sound and graphics, unless the PC is upgraded. PC's do have more gaming peripherals to choose from, however."





KEYBOARD

"The keyboard interface allows players to have more control over various different functions throughout a game, usually for quest games."









SYSTEM SPECS*	SYSTEM PROCESSOR	SCREEN RESOLUTION
	68000	320 x 2
	PROCESSOR SPEED	SOUND CHANNEL
	7.42 MHz	4



* SYSTEM SPECIFICATIONS ARE FOR THE AM

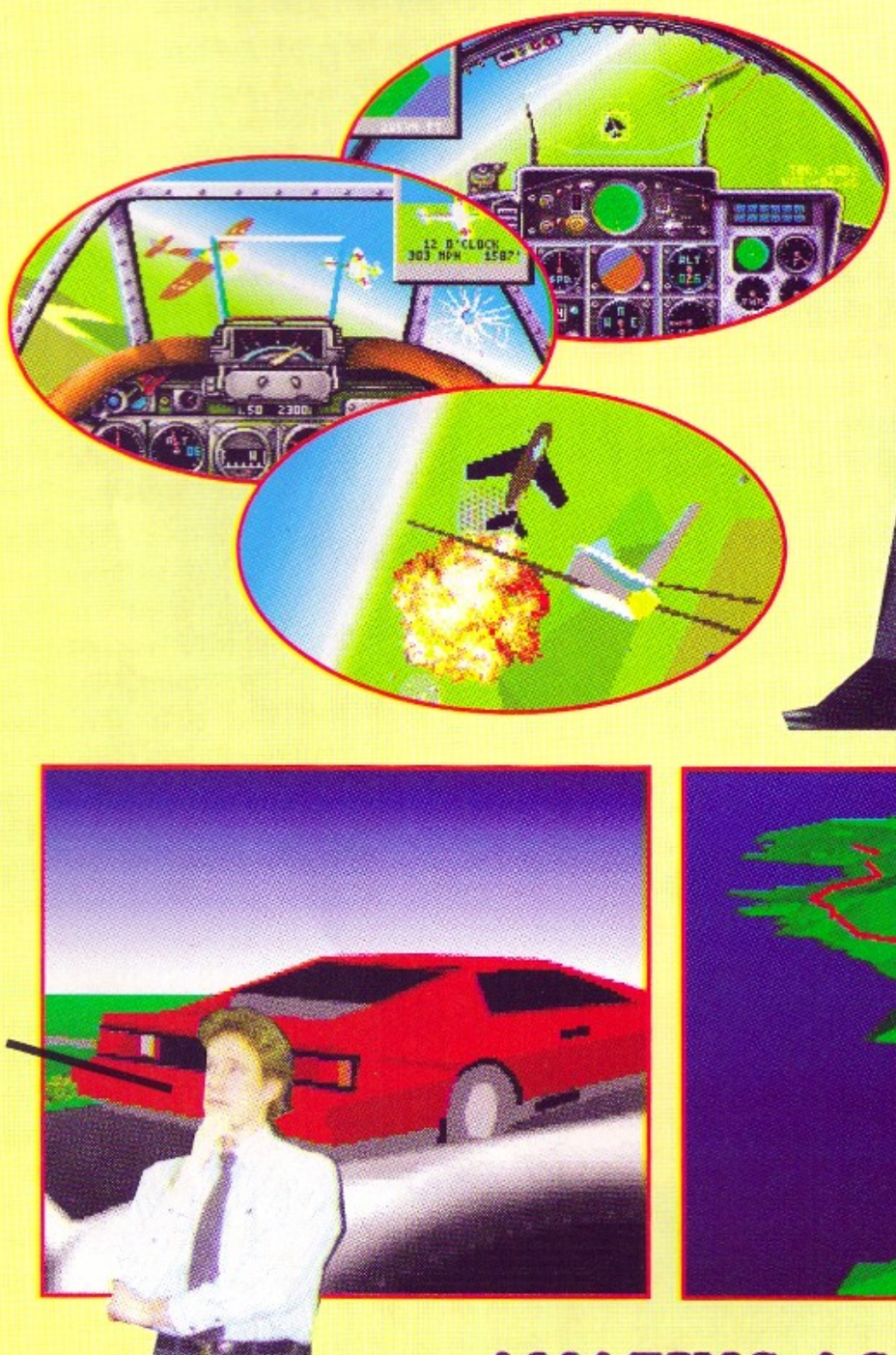
STORAGE AND MEMORY

"A computer's main positive gaming trait is the vast amount of memory it can utilize for a game. In Electronic Arts' Earl Weaver Baseball II, this memory is used to control over 100,000 frames of animation. Without enough memory, the computer just couldn't function properly. Through mass storage and data manipulation, updated statistics can be created quickly and easily."









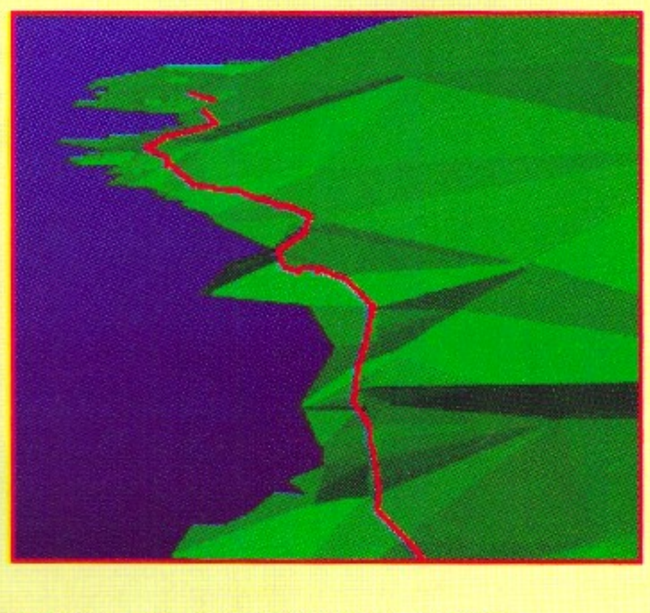
EXCELLENT GRAPHICS

As Chuck Yeager's Air Combat clearly demonstrates, computers offer a spectacular range of colors and crisp detail. With its advanced calculation abilities, the computer can manipulate the graphics almost without bound! Take it from me, computers are a wave of the future!!"



SAVE YOUR GAME

"Probably one of the best features for any gaming system, saving your game lets players take a break from the action and return to the game in the exact same position they left off."

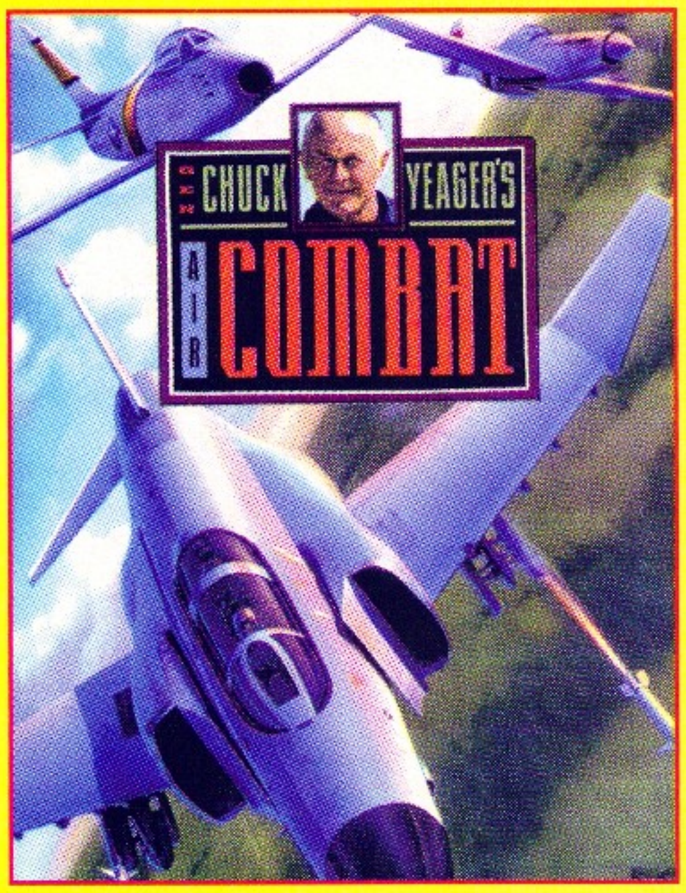


ON	COLORS DISPLAYED	MAXIMUM SPRITES
00	256	12
S	COLORS AVAILABLE	SPRITE SIZE
	32,000	32 x 32

AMAZING ACCURACY

"Car & Driver uses state-of-the-art technology to convert roads from the US Geographical Survey CD Library to an accuracy of plus or minus six inches!! Only computer technology could accomplish such a monumental feat. Besides this, Car & Driver utilizes the excellent 256 color, 400 line, Hi-Res VGA graphics for stunning realism."

A COMPUTER. THE PC SPECS VARY PER MODEL.



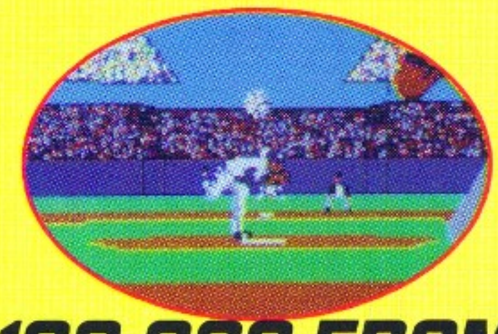


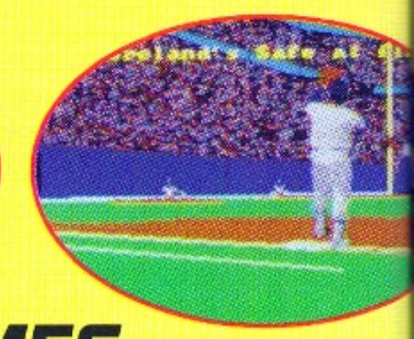
CHUCK YEAGER'S AIR COMBAT ™





Flight simulation has never seemed so real! Choose from over 50 missions during 3 historic eras: World War II, Korea, and Vietnam. If that's not enough, customize your own mission so you can call the shots! Don't worry, you won't be alone in the skies. Yeager will be right beside you giving guidance and helpful hints, using digitized voice technology, before the enemy waxes your tail! VGA 256 colors, Ad Lib and Sound Blaster support.

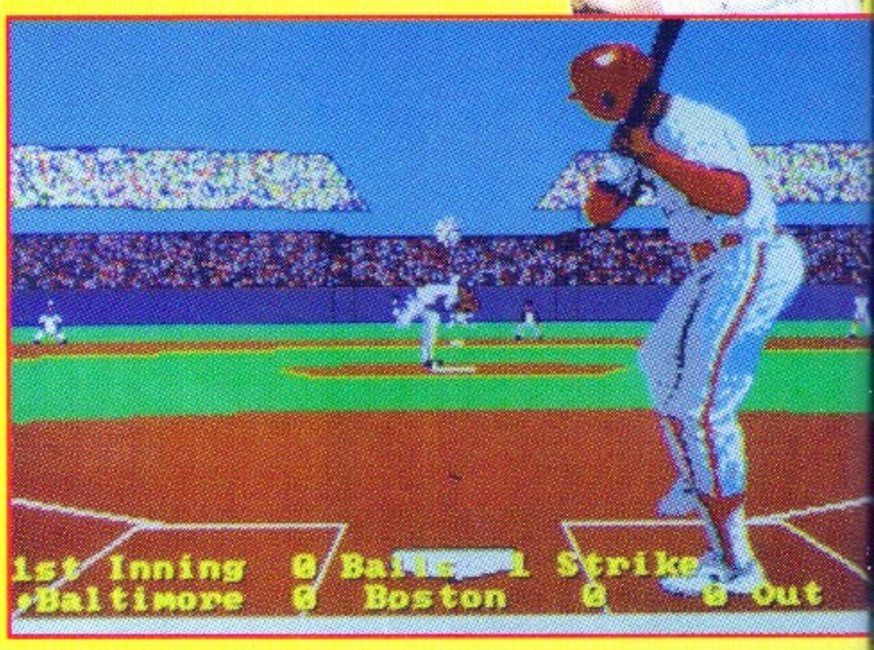




100,000 FRAMES OF ANIMATION!





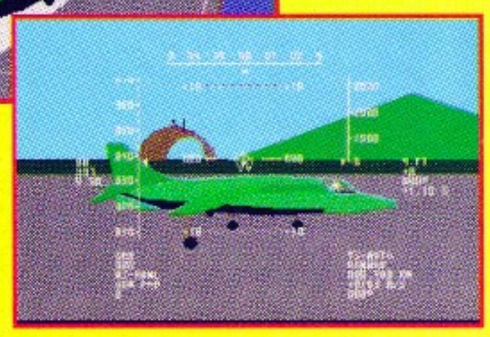






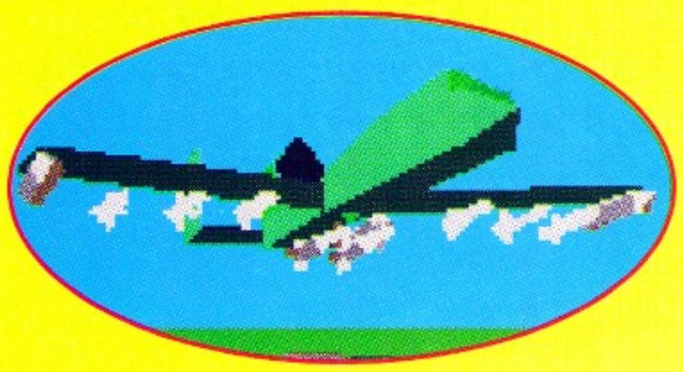
NEW FOR THE AMIGA!!





BIRDS OF PREY ™

Another exciting flight simulator, Birds of Prey features 40 airplanes, more than in any other flight simulator! Also, you get to choose from twelve different types of missions, each with an unlimited amount of possibilities since the world operates in a real-time environment and there is random generation of enemy response. Detailed maps of allied and enemy bases, cities, and installations let you zoom in and out for more detailed information. So load up, and prepare for take off!!



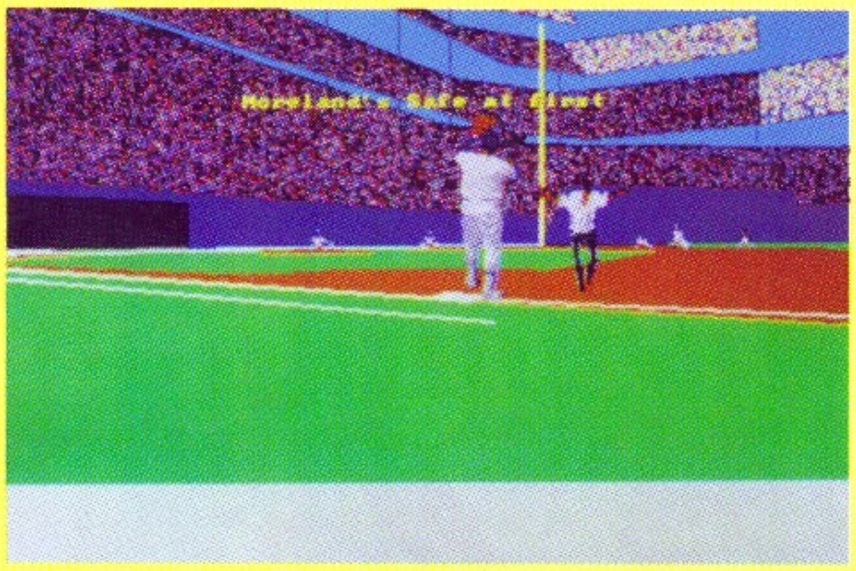
SOFTWA

"5 1/4" floppies are extremely outdated for the computer gamer of tomorrow."



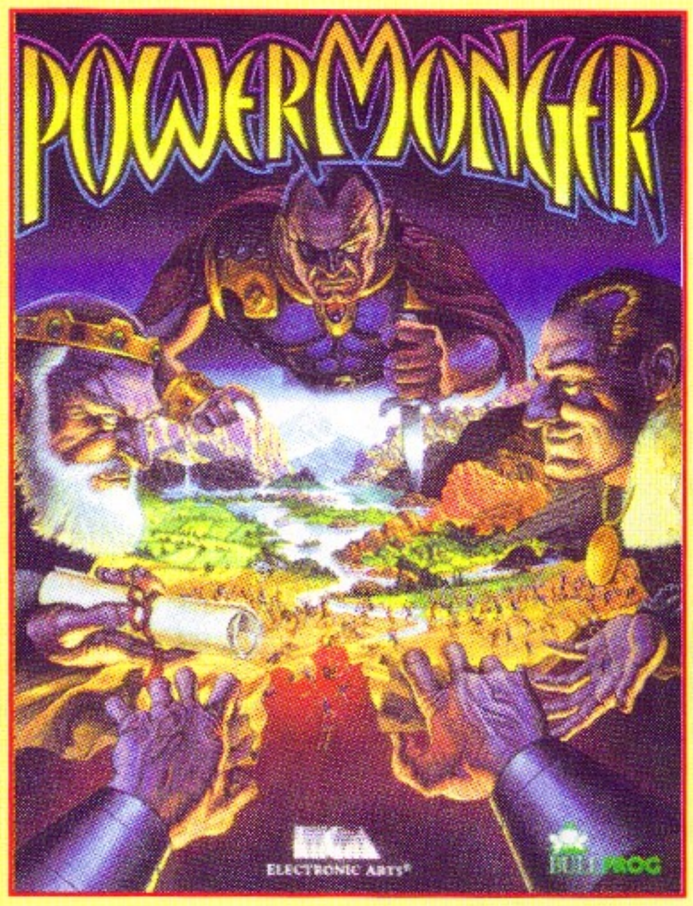
5 1/4" Floppy Disk

HD - 1.2 Megabytes



EARL WEAVER BASEBALL™ II

Just when you thought Earl Weaver Baseball was the best, here comes the sequel! This outstanding sports simulation (it's not just a game, but a simulation!) allows for players to download updated stats, 40-man rosters, views from unlimited angles, and improved skill accuracy. Over 100,000 frames of animation guarantee smooth play! You can even design your own stadium and Fantasy League with the optional Commissioner's Disk II, 1990 MLBPA® Player Statistics and Manager Profiles disk. To top it all off, the previous MLBPA Stats disks are completely compatible!!







POWERMONGER ™

Take on PowerMonger, new from the makers of Populous! You are the leader of a displaced tribe, newly arrived in an uncharted territory - a living world where each individual has a home, occupation, and level of intelligence. Conquer 195 territories before the world is yours, or play a random computer generated map. Millions of maps are available! Unite the world under your rule, and win the allegiance of the people through force, negotiation, or

RE GUIDE

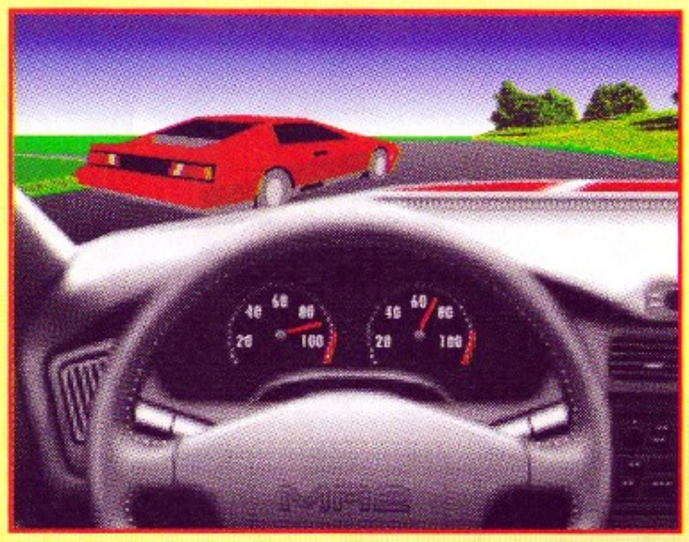
"3 1/2" floppies are rapidly becoming the standard of today's computer market."



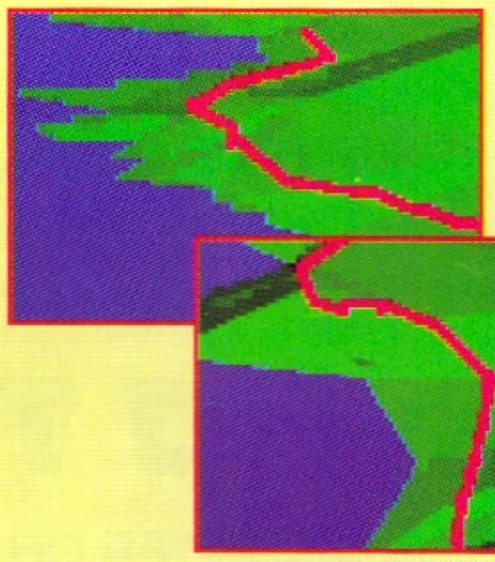


3 1/2" Floppy Disk

HD - 1.44 Megabytes









CAR & DRIVER ®

Experience the thrill of Car & Driver magazine for real. Race more than 10 high performance cars on 10 different raceways from dirt mountain roads to Laguna Seca. This spectacular driving simulation game featuring higher resolution and a full gradient, Car & Driver will reproduce the look and feel of America's most famous highways and byways. Try the two-player split screen option and enjoy the 256 color VGA hi resolution graphic displays!

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INTERNATIONAL OUTLOOK

NEWS, Previews and Info From Around the Electronic Gaming World

Game Companies Unveil New Summer Carts at Tokyo Consumer Software Group Trade Show!

Over two dozen of the major Japanese software companies gave the Japanese game players and press a sneak peek at what will be coming out in the next 6 months. Called the Consumer Software Group trade show, this event was held on March 24th and 25th in Tokyo.

Of course, your globe trotting, EGM reporters were there, camera in hand, in order to bring back the very latest in new software information.

And that there was plenty of! In a time when software usually takes a back seat to outdoor activities, there didn't appear to be any slowdown in new games coming out this summer. Just the opposite! We previewed over 100 new carts, and even more are in the works.



Crowds gathered around the Sonic Demo!

SUPER FAMICOM

With the Super Famicom the newest system on the market, many of the companies appeared to be placing strong emphasis on new carts for this super System! For example, Irem easily had the Game of the Show with their hot shooter - Super R-Type. Capcom unveiled a great conversion of the arcade classic - UN Squadron and Taito's first SF title is a conversion of their coin-op side scrolling shooter - Darius Twin.



Super R-Type was the best game at the show!

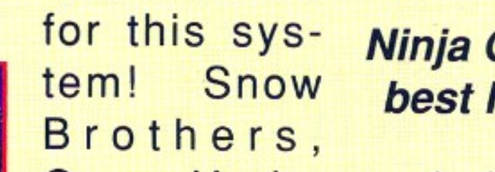
But not all of the SF titles were shooters. Tonkin House came with an excellent conversion of Wanderers from Y's. Seta had a complete version of the RPG - Gdleen and Kemco showed off Drakkhen.

There were a few new sports games. Baseball being the most popular sport in Japan had no less than three new SF softs. Jaleco's Super Professional Baseball looked and played the best; Culture Brain's Super Ultra Baseball improved upon their 8 bit version (the 'strange' league is even more bizarre); and Sony's Pro Baseball Ganba League had the best new features. T & E Soft was there with their new 3-D Golf Simulation and Imagineer talked about a new soccer game.

MEGA DRIVE

Sega's main product was, as expected, Sonic the Hedgehog and judging by the long lines around that game, old Sonic may be as big a hit in Japan as he is going to be here! The arcade game - Bonanza Brothers was also shown and sources have verified that we will probably see this soft here by the end of the year. Shining and the Darkness was completed as were Super Invasion and Langrisser.

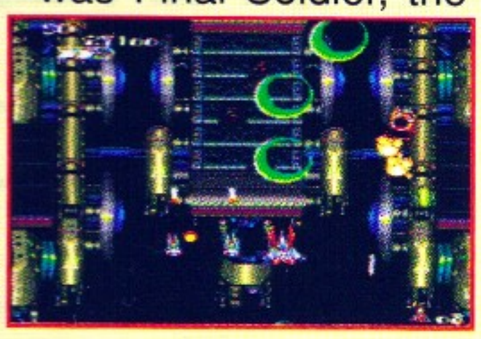
From the Sega licensees the biggest surprise was a partial ROM of Double Dragon 2 by Palsoft. They also had a new vertical scrolling shooter called Undead Line. Other shooters, and there were plenty of those on display, included Fire Mustang by Taito; Zero Wing by Toaplan; Space Battleship Gomora by UPL; and Verytex by Asmic. Blue Almanac from Hot-B of Japan was the best quest game with Alicia Dragoon coming in a close second. Human had a new split screen 2 player driving game -Fastest 1..



Double Dragon 2 is coming to the Mega Drive!

PC ENGINE

Hudson, the major PC Engine software company, had quite a few surprises for everybody. At the top of the list was Final Soldier, the third in the Star Soldier series. Neutopia 2, along with the visually spectacular CD saga - Download 2, are sequels that far surpass the originals and are coming soon. CD's are definitely the way to go for this system, now that the installed base of CD-ROM players is high enough to make this type of medium profitable for the companies. And new CD's were out in force! Bonanza Brothers, Zero Wing, Devil Hunter Yoko and most importantly, a sequel to Aleste (M.U.S.H.A. here) that blew away the Genesis version, hands down!



Final Soldier is Hudson's best yet!

FAMICOM

Things were relatively quiet on this system. Ninja Gaiden easily walked away with the best for this system! Snow Brothers, Over Horizon, JuJu Land and Palamedes 2 were the best of the remainder.



Ninja Gaiden 3 was the best Famicom game!

GAME BOY

Sequels were the highlight in this format. Mickey Mouse 2, Popeye 2 and Choplifter 2 were the best of the lot.

PAC-MAN'S BACK AND GAME BOY'S GOT HIM!

PAC-MAN © 1980, 1990 Namco Ltd. All rights reserved.

The arcade classic Pac-Man makes his Game Boy™debut in this sensational new release from Namco. Relive the adventure as you munch your way through twisting mazes filled with power pellets, bonus fruit, and those wicked'ghosts! Beware of their touch- they've been known to snack on Pac's.

Hook up with a friend to double the excitement in this first 2-player Pac-Man™. Determine the challenge by choosing the number of lives you'll need to defeat your opponent. Add fuel to the rivalry by using the handicap feature which allows two players to begin in different rounds. Gulp down a ghost and shoot'em to your opponent's maze!



There's Ghosts to gobble so get Pac'n.

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Epic/Sony/Super Famicom
JERRY BOY

EPIC/Sony has a new game where you play the part of a cute big eyed, blue jelly bean. It's a new quest game for the younger player and your goal is to rid the kingdom of the monsters who have taken it over. Get information from the townspeople, extra energy in the homes, and travel through the kingdom avoiding the enemy and staying alive!





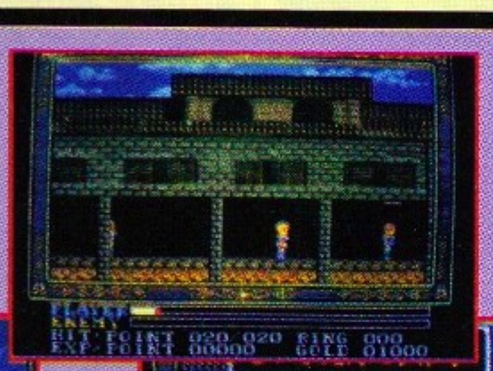




Tonkin House/Super Famicom
WANDERERS FROM Y'S

The spectacular PC Engine adventure/quest game is being converted to the SF. While lacking the great soundtrack and voice, the graphics have been enhanced and the game plays as well as the original. With long sinuous mazes, tons of new enemies to defeat and end bosses that will challenge the best of players, Y's 3 takes adventure games to new heights!







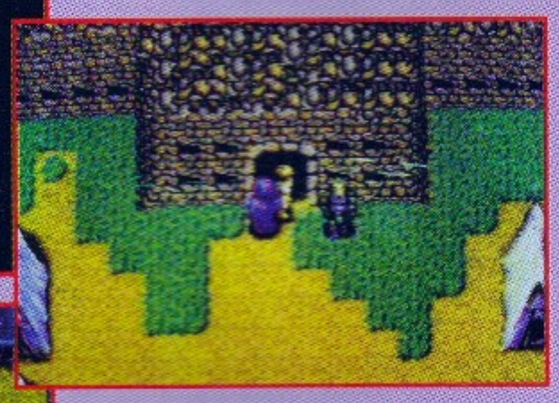


Quick, turn the page!

Seta/Super Famicom
GDLEEN

Gdleen is the first true RPG to come out for the Super Famicom. The quest portion is set in a 3/4 overhead view and is similar to the Phantasy Star genre. As you travel through the countryside you will encounter the enemy and the screen switches to the battle scene. In this, the fighting takes place head on, in a first person perspective view. The rest of the game follows the 'standard' RPG theme with different types of armor, weapons and magic upgrades to be purchased in the shops or located elsewhere in the game.





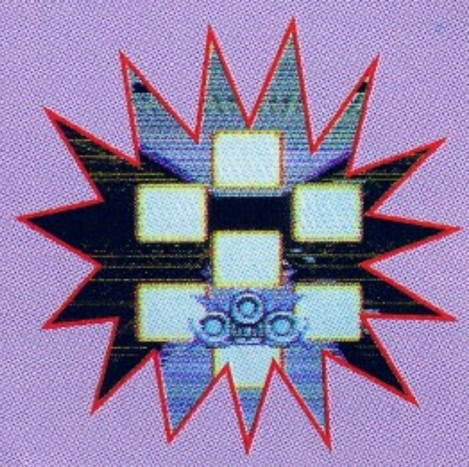




HAL of Japan/Super Famicom
HYPER ZONE

Hot on the heels of Nintendo's futuristic SF racing game - F-Zero will be HAL's version Hyper Zone. Set in a first person perspective, you must pilot your rocket craft through long, winding courses while avoiding or destroying the enemy ships that appear on the screen. Kick in the Turbo boost but watch the temp gauge so you don't overheat!



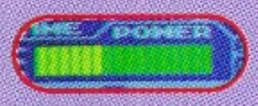


Blow away the enemy ships who are after you!





Turbo Boost!

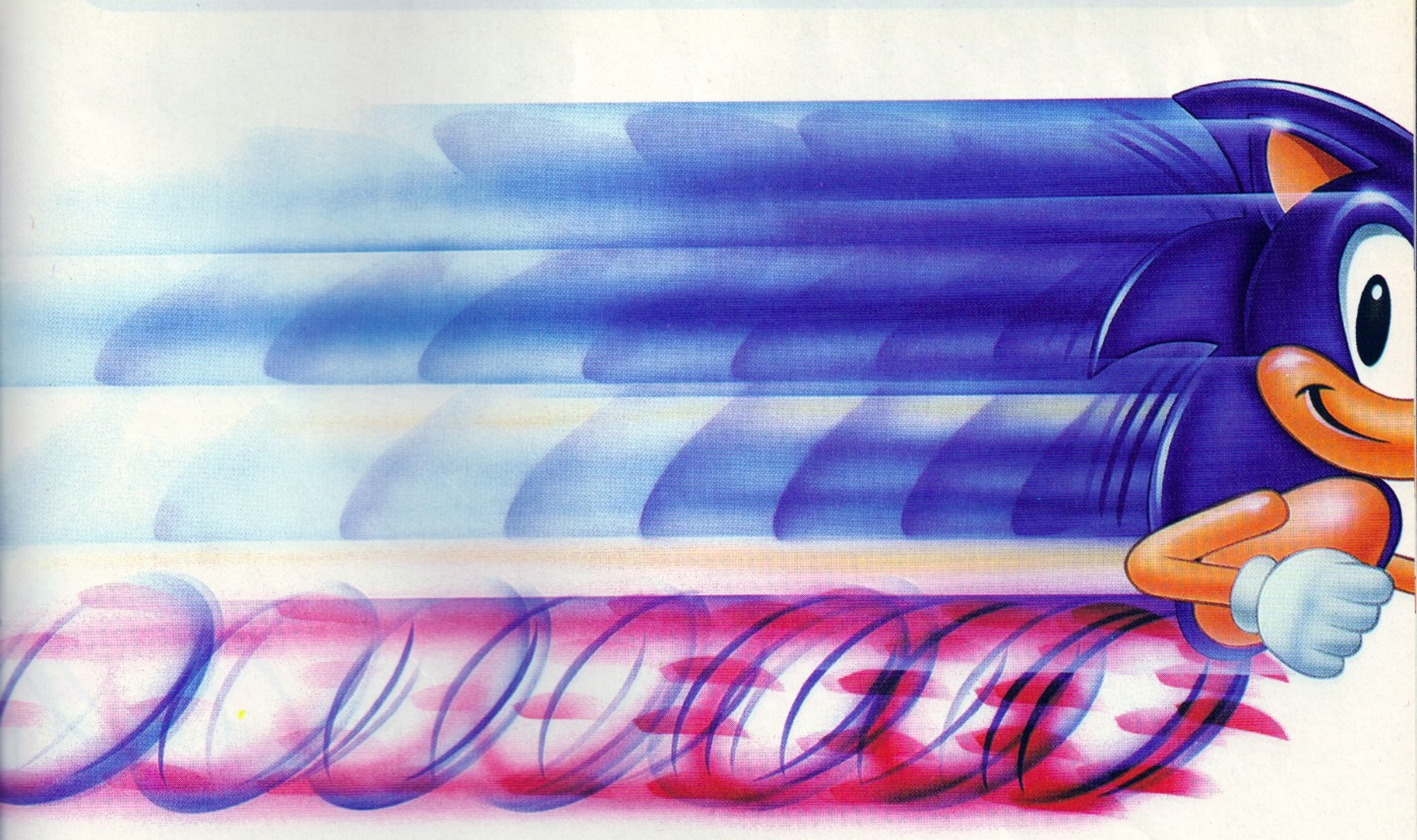


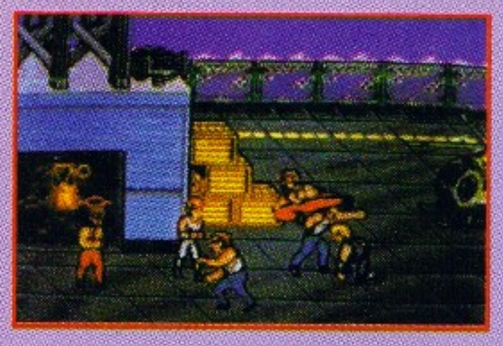
Power!



Speed!











Both Billy and Jimmy are back in the 'classic' DD-2. Now for the MD!

Palsoft/Mega Drive
DOUBLE DRAGON 2 - THE REVENGE

The 'classic' of martial arts game is coming to the MD later this summer! With graphics that rival the arcade version, this copy of DD 2 offers spectacular flicker-free one and two player cooperative game play! All of the great moves have been translated directly from the coin-op making this not only, the best looking but also the best playing of the DD games yet!

Toaplan/Mega Drive
ZERO WING

While shooters are being deemphasized by Sega, the few that will be coming out will be spectacular! Features like - 8 meg, elaborate multi-leveled backgrounds, huge bosses and tons of weapons and power-ups, will be the standard fare in the new generation of shoot-em-ups! In other words -- Zero Wing!



Zero Wing is an example of the new generation of MD shooters!







You just missed him!

UPL/Mega Drive
SPACE BATTLE SHIP GOMORA

Another example of the new generation of shooters is this beauty by UPL. Highly detailed backgrounds and challenging game play set this side scroller light years ahead of the current breed of action game.









Taito/Mega Drive
FIRE MUSTANG

Step back in history. Back to the days of old Mustang P-41's and other vintage WW2 aircraft. This is the setting for Taito's new side view, side scrolling shooter. Go up against squadrons of enemy planes who may not have the most awesome firepower, but do make up for it in sheer numbers! Good seat-of-the-pants flying is definitely needed

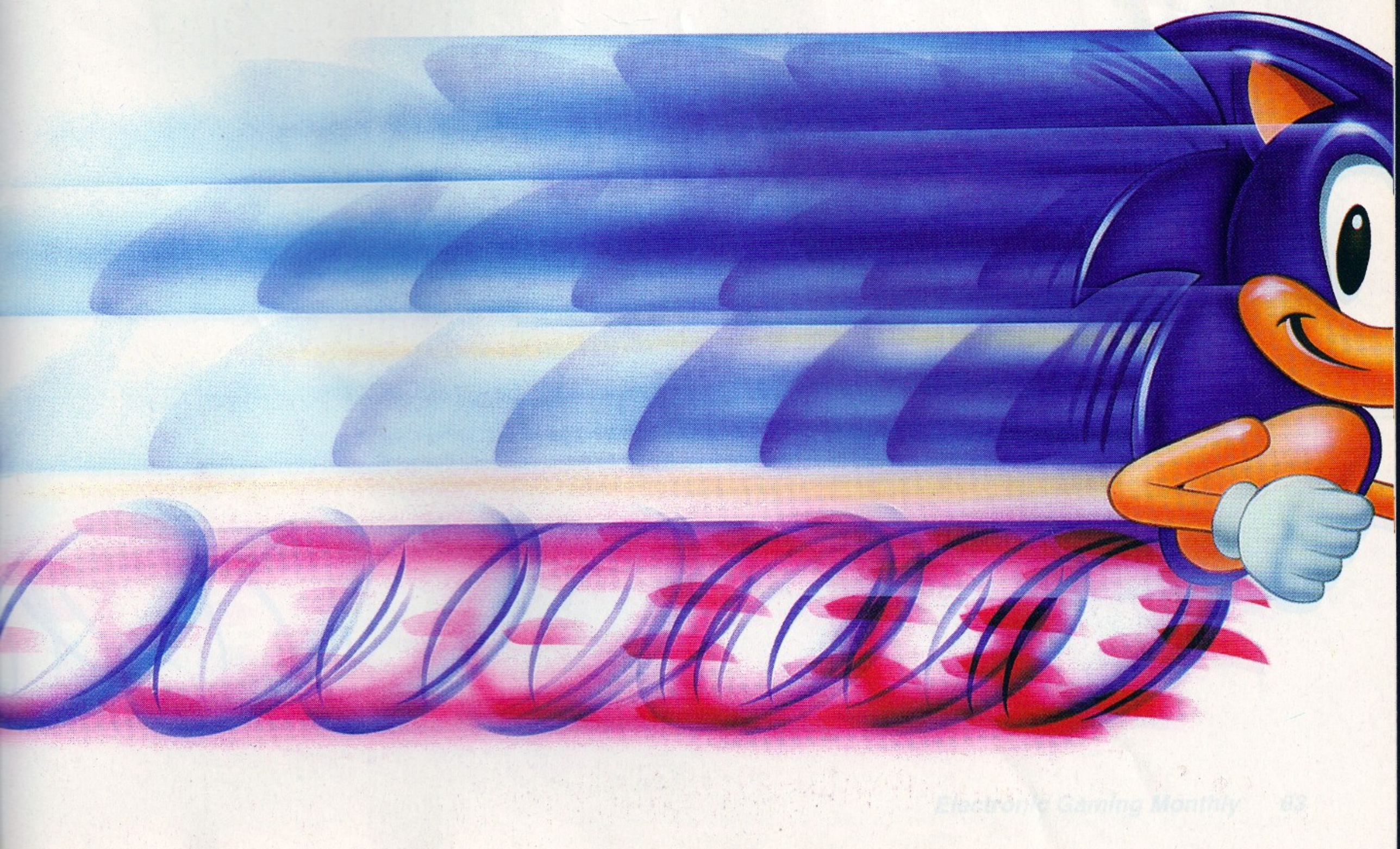








The enemy's attack is relentless!



Sega/Mega Drive
BONANZA BROTHERS

Sega is bringing to the MD a conversion of a little seen coin-op title. Closely resembling the old Atari 2600 Keystone Kapers, BB is a 1 or 2 person cooperative, split screen chase-and-shoot game. You are the robbers in this game, and your goal is to break into buildings gather the treasures and get to the roof to make your getaway. If the security guards or police get in your way they will have to be eliminated. It's all in fun though, and tastefully done!











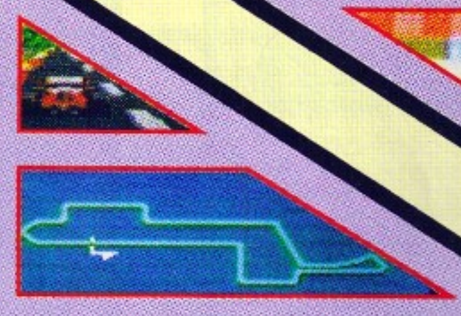




Human/Mega Drive
FASTEST 1

Human has just created the first MD 2 player head-to-head auto racing game. This was done by splitting the screen, and providing each player with his own view of the track. Unfortunately the graphics need more work as the current prototype more closely resembles Super Monaco GP for the Master System.









Race head-to-head with a friend for the world championship!



You have to be faster than that!

Taito/Famicom

THE LEGEND OF JU JU

Here's a game that you can go ape over! Help Ju Ju through 6 levels of steamy jungles, dark caves, and sheer cliffs. Grab a football helmet for some added protection as you scale the walls. Avoid both the enemy and the hidden traps and pitfalls that are set up throughout the round. It's a cute game which is also fun and challenging to play.









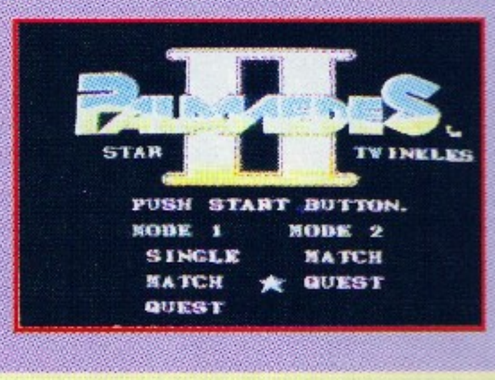








The best version is you against a friend!







Hot B/ Famicom

PALAMEDES 2

We're all familiar with the original Palamedes brought out by Hot-B for the NES. The sequel, which offers more of the same game now contains star backgrounds of the zodiac constellations. Play either a solo version or go side-by-side with a friend. Scheduled to come out later this month.





Hudson/PC Engine
FINAL SOLDIER

First there was Star Soldier, then came SUPER Star Soldier, and now the third in the series is coming out for the PC Engine. This version features wave after wave of enemy who attack relentlessly and in such volume that the game is virtually impossible! FS offers firepower to match but it still will take the very best 'soldier' to win this war!











Naxat/PC Engine
MAGIC SOLDIER

If you thought M.U.S.H.A. was great on Genesis, you haven't seen anything yet! This version is on CD, and it is unbelievable!







Okay, who's the wiseguy that hit pause!

Sonic The Hedgehog™ is coming soon. He's the fastest video character you've ever laid eyes on.
And he's only available on the 16-bit Sega™ Genesis™ system. If you want to catch him you'd better hurry.
He's going to be moving incredibly fast.

SEGA GENESIS™

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Hudson/PC Engine
BONK 3

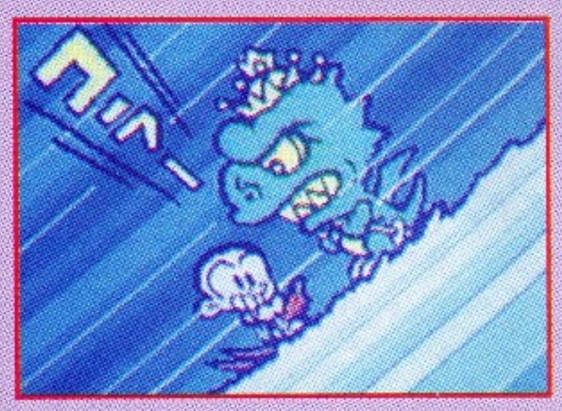
E.G.M. EXCLUSIVE!

With Bonk's Revenge not even on the market yet,EGM has learned from its sources in Japan that work is already underway on the third game in the Bonk series! Instead of another humorous adventure as we saw in the first two versions, the third is to be an RPG! Not to worry though. As our exclusive pictures show, the game will still maintain a comical nature. The tentative storyline has Bonk falling in love with the kingdom's princess but before he can marry her he has to kill off the dragon who is terrorizing the country. It looks like an RPG, but somehow we think that it just won't play like any RPG we've ever seen!

















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THE SUPER FAMICOM TIMES

SUPER R-TYPE

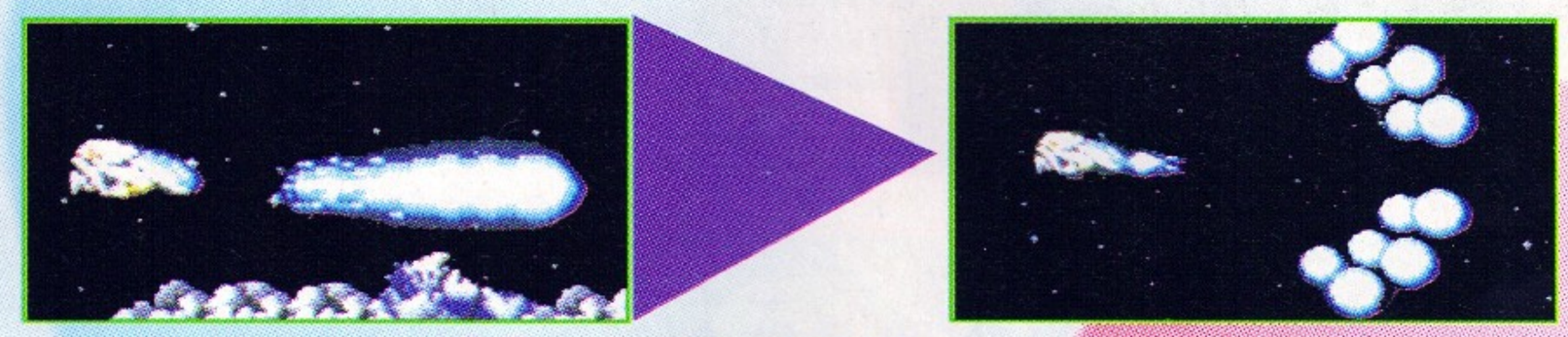
Irem of Japan 8 Megabit July 13,1991

The Bydo Empire is advancing once again and it's up to you to pilot the new advanced R-9 space fighter against this deadliest of foes!

Super R-Type, for the Super Famicom, brings all of the explosive outer space action inspired by the original R-Type to life, with all-new worlds filled with adventure that is unrivaled in any previous blaster.

Combining pieces of the earlier R-Type games with original features, Irem has constructed galactic warfare that has to be seen to be believed! Boasting the advanced 16-Bit graphics of the Super Famicom along with sterling sound and music, Super R-Type lives up to its name!

INCREDIBLE R-TYPE PLASMA BLASTS



Just like the original R-Type you can hold the button down to build up plasma energy. This time hold the button down twice as long for a super intense blast that covers the entire screen.

5 AWESOME WEAPONS

REFLECTIVE LASERS



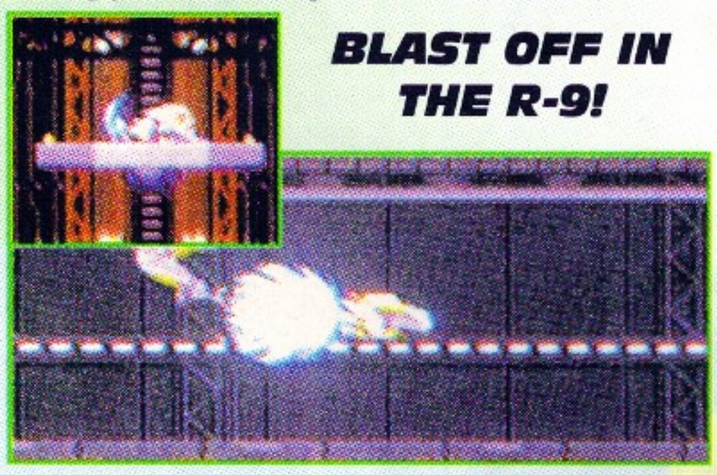
AIR TO SURFACE



HEAT RING LASER



BLAST OFF IN THE R-9!



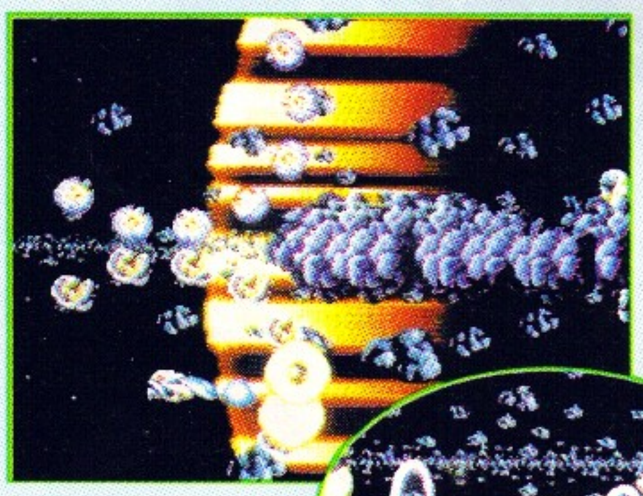
SPREAD LASERS





EXPLOSIVE LASERS





STAGE 1

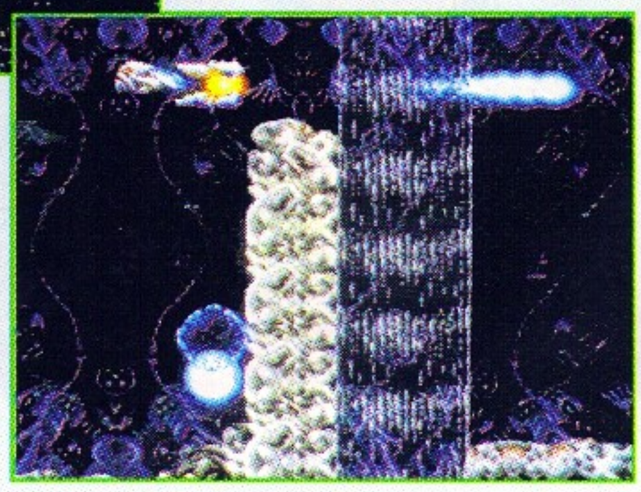






STAGE 2





STAGE 3



Fly through a whole new R-Type adventure. Many new dangers await you in the eerie Bydo caverns and menacing end bosses fill the entire screen!

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- Screen moves as Boomer does
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Our cute and mighty warrior must battle his way through mutant guards to the top of the tower. Travel through 8 challenging worlds as you help Boomer search for the keys to defeat the evil Zoozoon!

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Boomer's Adventure™ in ASMIK World

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U.N. SQUADRON

Capcom of Japan

8 Megabit **Summer 1991**

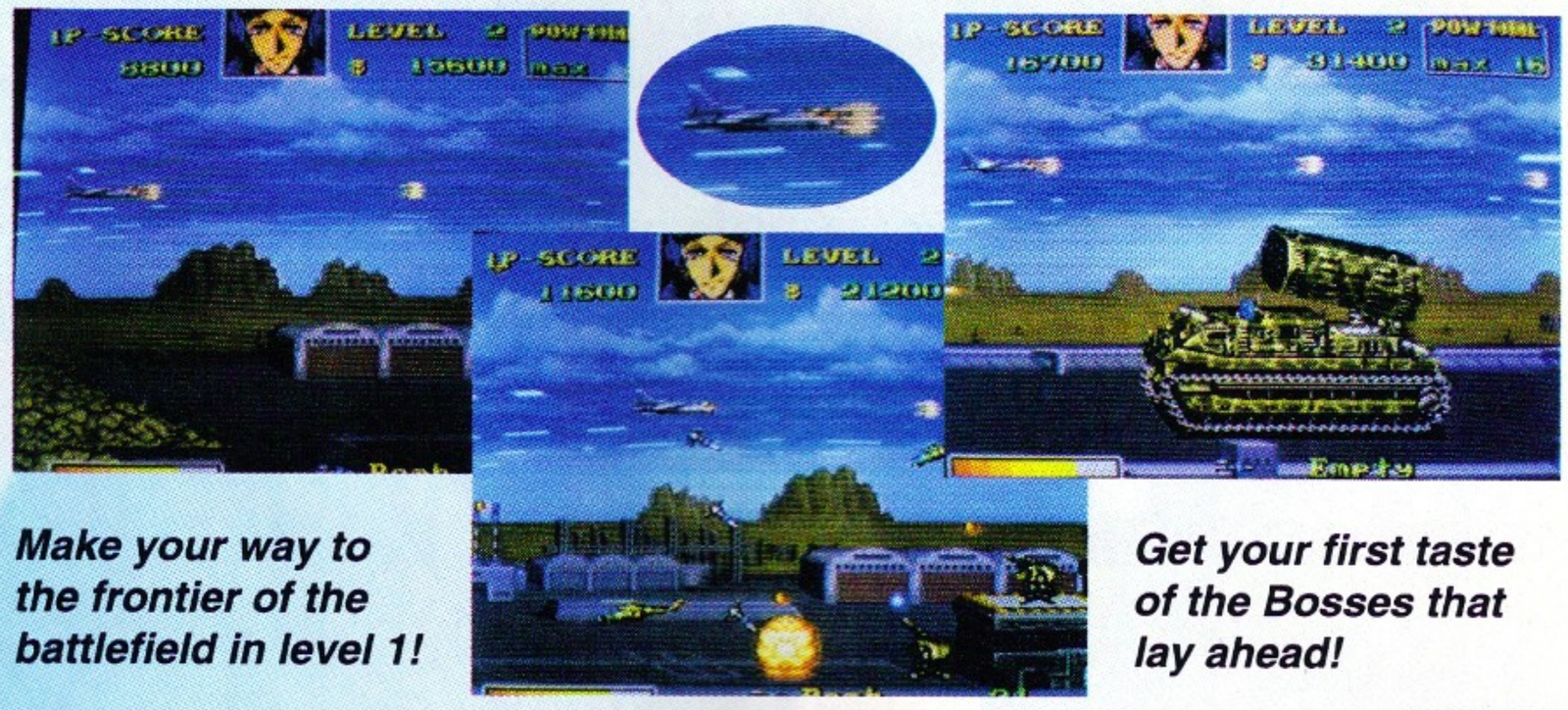
Shoot-em-ups take on a whole new look in Capcom's upcoming release for the Super Famicom called U.N. Squadron! This is a blaster filled with plenty of death and destruction over land and in the skies!

Following the format of the popular arcade title, U.N. Squadron puts you in the cockpit of an advanced fighter/bomber on a mission to liberate foreign lands. Armed with vulcan cannons and powerful armaments, you have the ability to take out anything in your path.

Between each battle, you can enjoy the spoils of war by enhancing your guns to get even more power out of your plane. Don't worry either, because you'll need every bullet you can muster against the invading tanks, planes, bombers and huge end-of-level Bosses!

True to the coin-op in almost every respect, including graphics and sounds, U.N. Squadron even manages to toss in some new features that send it over the top! An incredible shooter that's already destined to appear for the American Super NES!

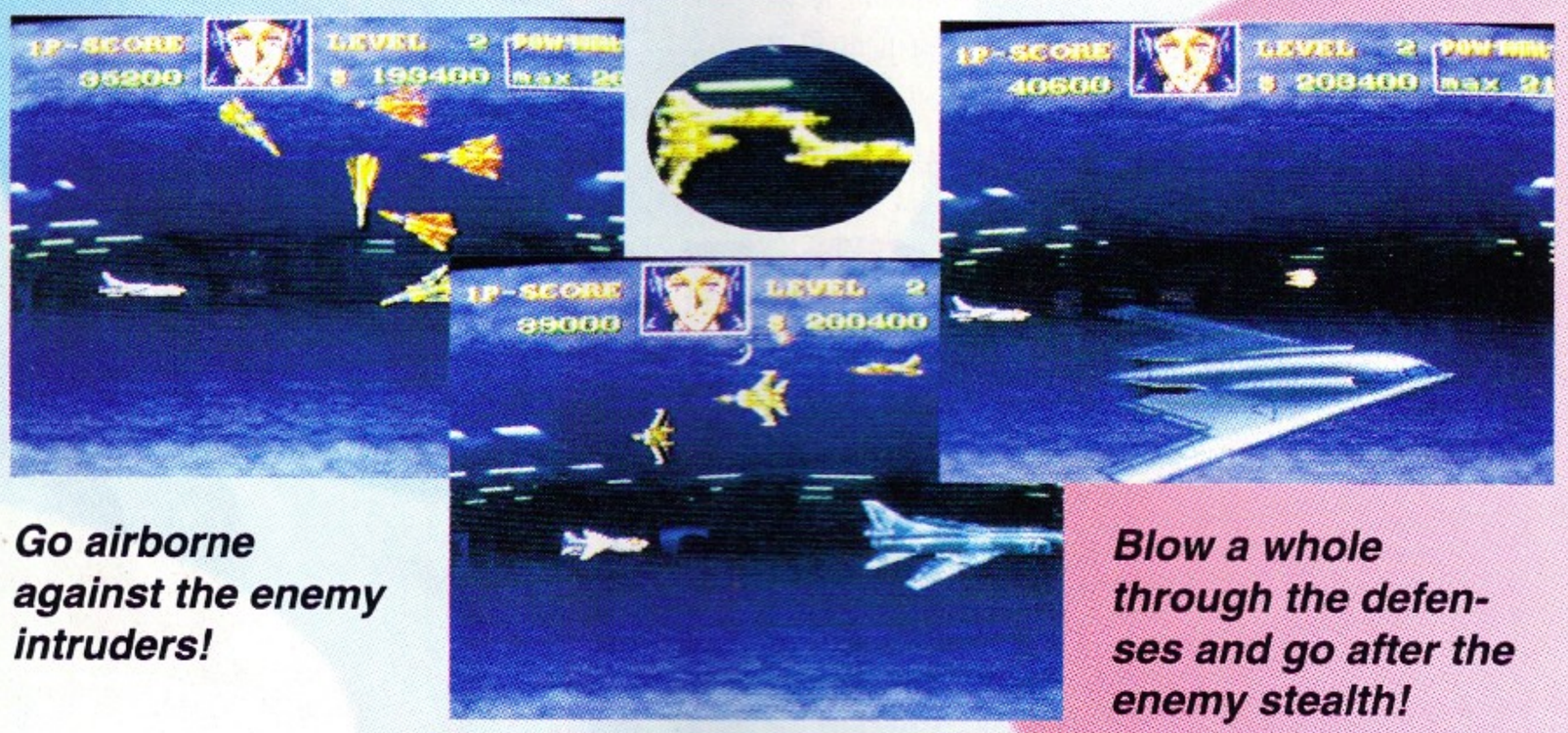
LEVEL ONE



Make your way to the frontier of the battlefield in level 1!

Get your first taste of the Bosses that lay ahead!

LEVEL TWO



Go airborne against the enemy intruders!

Blow a whole through the defenses and go after the enemy stealth!

LEVEL THREE



Clear the stage for bonus then head into the briefing room for your next mission!

Descend back towards the earth as the battle rages on in level three!

Go after the convoy of weaponry that sets in your flight path! Lay waste!!



Visit the shops to increase the fighting abilities of your ship and buy precious weapons!

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BEHIND THE SCREENS AT ICOM SIMULATIONS

"ACCOMPLISHING THE IMPOSSIBLE WITH CD-ROM"

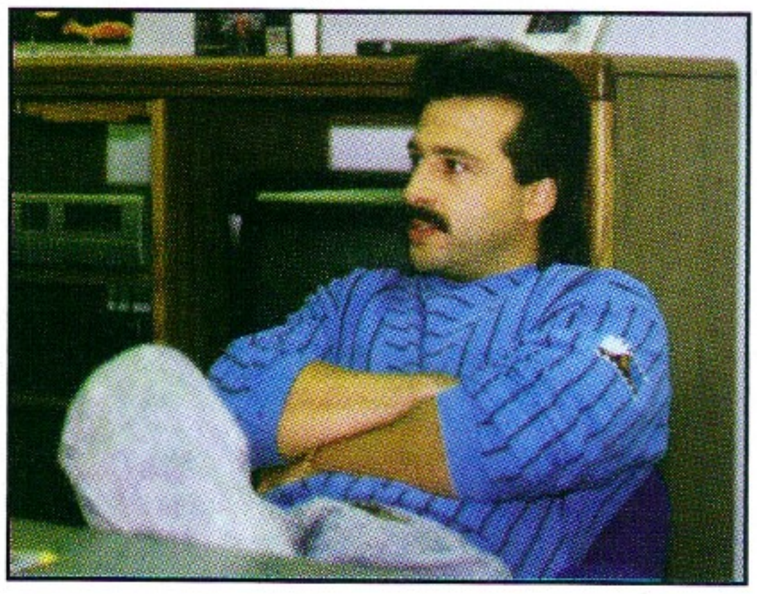
Where do video games come from?

Soon, that question may be 'Where do interactive movies come from?', especially if you talk to the people at ICOM Simulations. They're working on new interactive CD-ROM technology that is simply amazing. For those TurboGrafx gamers fortunate enough to own a CD-ROM unit, they'll be able to see ICOM's newest creation, Sherlock Holmes. This is no ordinary CD-ROM game. The wizards at ICOM have done what the creators of the NEC TurboGrafx system said was impossible to do. The impossible task was to have real-time video running synchronously with digital audio playback. ICOM have broken ground with Sherlock Holmes, because you can now watch the events unfold before you with nearly flicker-free video and clear audio playback, just like watching a movie!

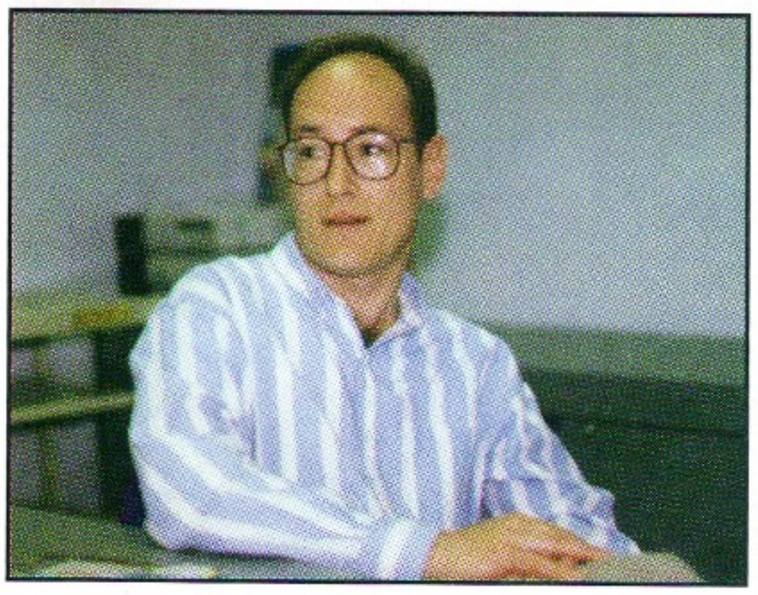
Three key people at ICOM Simulations are participating in the managment of this remarkable advancement in video game technology: Ken Tarolla, Director of Creative Development, Joe Gaucher, Director of Technical Development, and Gary Koffler, Director of Advanced Applications. They will be the first to admit, however, that every person at ICOM played an important part towards the realization of this creative process. In fact, ICOM's President and CEO Dennis Defensor has played an enormously important role in the management of ICOM's current goals and visions.

Time for some history. ICOM Simulations located in Wheeling, Illinois has been involved in the production of interactive adventure games since 1985. Their first adventures for the home computer market were Deja Vu, Uninvited and Shadowgate. These titles were enthusiastically received by computer gamers and the company grew from the initial 10 employees to the now over 45 personnel ICOM has working for them. Even back then, Todd Zipnick, the founding member of ICOM, knew that CD-ROM would play an important part in the future of interactive gaming. In the years that followed, research and development concentrated towards CD-ROM entertainment applications on several platforms that supported the medium. When they completed their research, ICOM approached several companies that offered CD-ROM link-ups to their systems. At the time, NEC was the most enthusiastic about the idea and assisted ICOM in the creation of Sherlock Holmes for the TurboGrafx-16 system. When they completed the prototype of Sherlock Holmes, Ken told us that his company received the highest accolade possible; the NEC engineers in Japan were totally mind-boggled, saying that what ICOM had accomplished was just not possible on the TurboGrafx. This seems to have created a new trend for ICOM, because they're continuing their search for answers to the impossible with some new R&D ideas that designers today say are impossible.

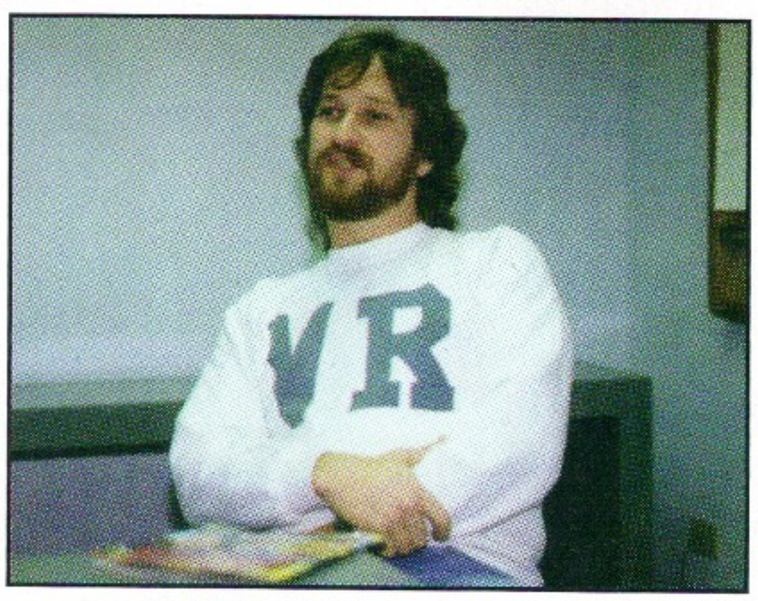
After achieving success on the NEC system, ICOM targeted their technology onto the popular Japanese computer, the Fujitsu FM Towns. The FM Towns is unique in that it is a 386 PC compatible with a CD-ROM unit built-in as standard equipment, not an accessory like most American-style PC's. Knowing that every FM Towns owner had a CD-ROM drive, ICOM grafted their technology onto this platform as well.



Ken Tarolla, Director of Creative Development at ICOM Simulations



Joe Gaucher, Director of Technical Development, ponders on CD-ROM.



Gary Koffler, Director of Advanced Applications, ICOM's "VR" man.

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SEGA GENESIS 16-BIT CARTRIDGE

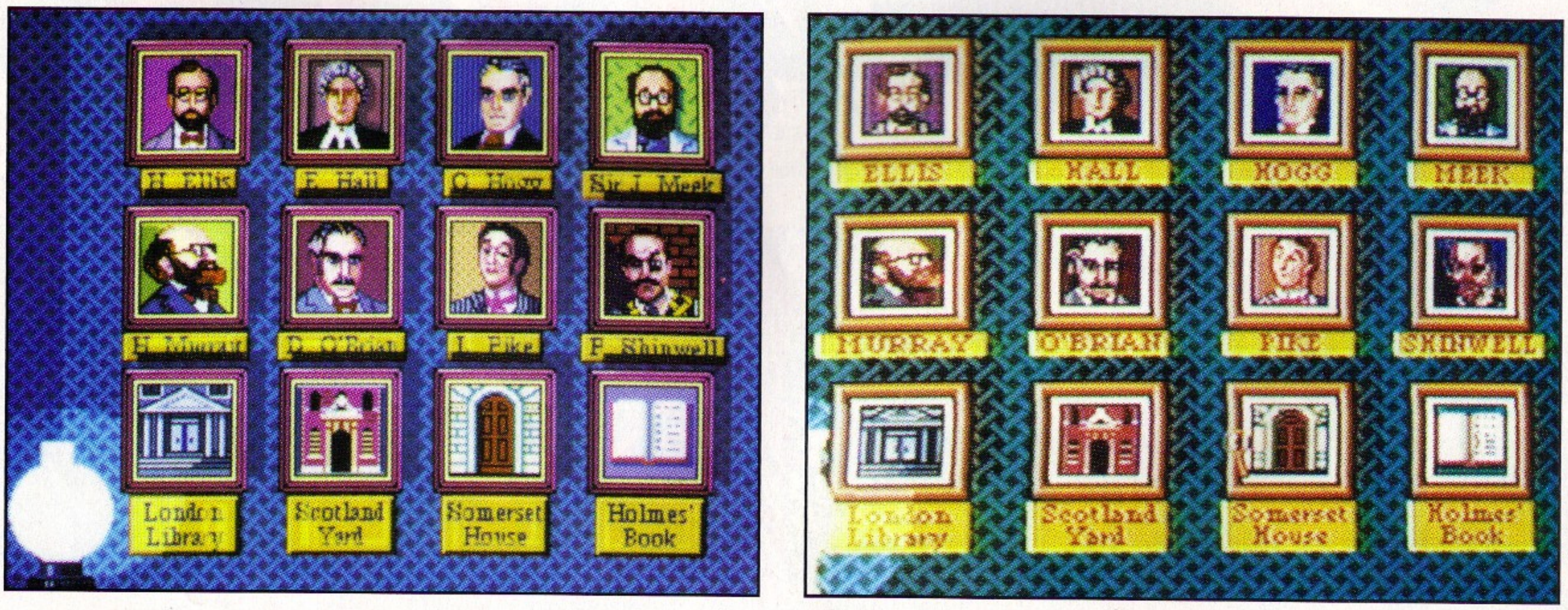
CIRCLE #128 ON READER SERVICE CARD.



In addition, Sherlock Holmes was also given more color and a higher frame to second ratio. On the TurboGrafx, the video is replayed at 10 frames per second. This value is 15 frames per second on the FM Towns. The FM Towns version also offers more colors because of the hardware support for 14,000 colors on the screen simultaneously from a palette of 32,767 colors possible. The programmer responsible for the FM Towns version was Fred Allen. ICOM is now working on versions for the new Commodore CDTV unit, as well as possible conversions for the PC compatible CD-ROM market.

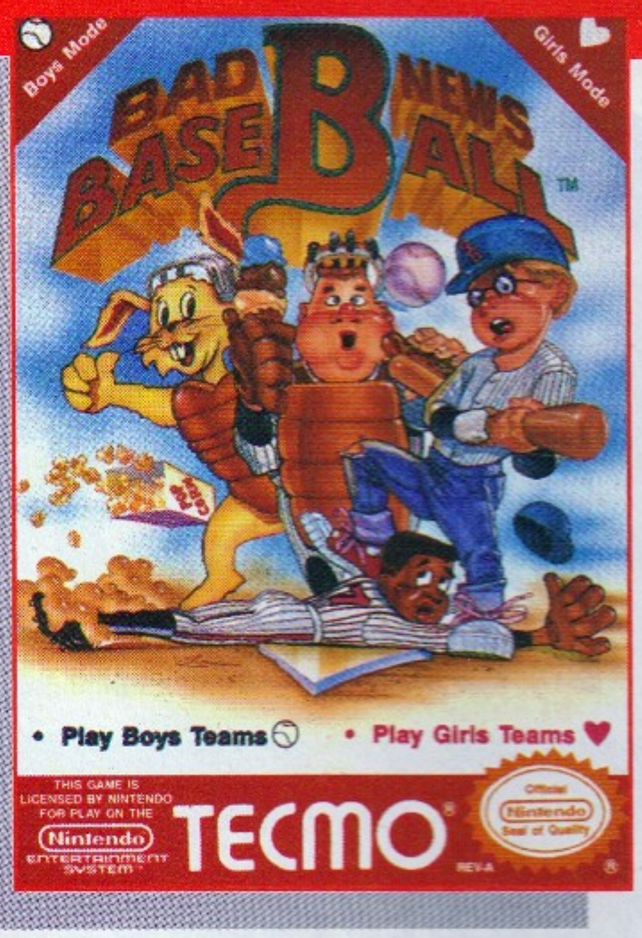
With the idea of solving the impossible, ICOM's Gary Koffler is working hard at some ideas that have been explored in the past with only moderate success when applied to video game technology. Specifically, Gary is working towards incorporating artificial intelligence and virtual realities into video game adventures. Imagine being able to play a game surrounded in a world you are completely enclosed in. Sights and sounds will trick your mind into believing what you see is really happening in the physical world! Although the headsets like those imagined in the movie 'Brainstorm' may be a number of years away, Gary wrestles with the possibilities every day. He is also applying the ideas of incorporating true artificial intelligence routines into adventure games. This means that games of the future will eventually be self-sustaining in their own computerized realities. Imagine creating a character and watching that character grow old, as well as every character it interacts with in the game. For example, if you meet a character who you befriend, that character will remember when you met, how you met, and the experiences you have faced together. The computerized entity will also be able to go off on his own adventures and return to tell you about them. Who knows, he may even bring back more friends or even create new enemies on his own. Every time boot the game, you'll be creating a new world mirroring the relationships of our own!

Ken, Joe, and Gary express that in a few years, these ideas will be further explored and with the current technology at our disposal, we'll be able to rent CD-ROM games like videotapes. In fact, some visionary movie producers are shooting extra film footage just for the purpose of supplying multiple directions and pathways for these adventure games of the future. Imagine playing the part of Arnold Schwartzeneger in the Terminator II, making the decisions yourself and facing different consequences! If you think we'll never see that happen, just chat with the people at ICOM, they love to challenge people who say 'that's impossible'!



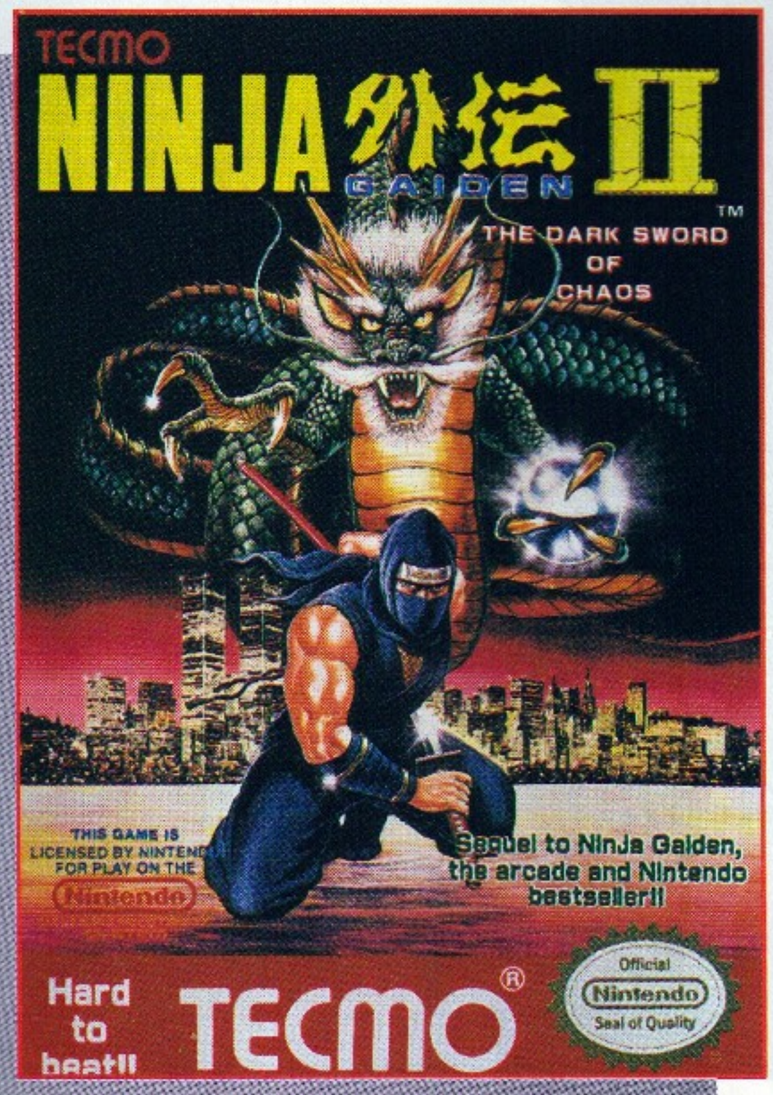
A comparison of the decision pathway screens in ICOM Simulations' Sherlock Holmes. The FM Towns version shown on the left boasts more colors and greater frames per second than the NEC, but game play is identical.

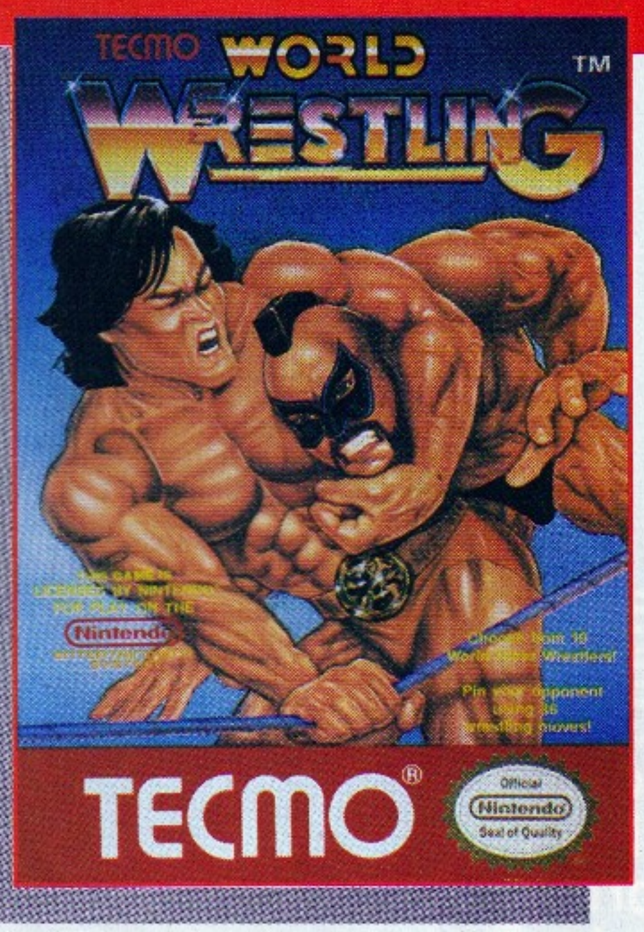
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- Superior graphics
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- Password for continual action
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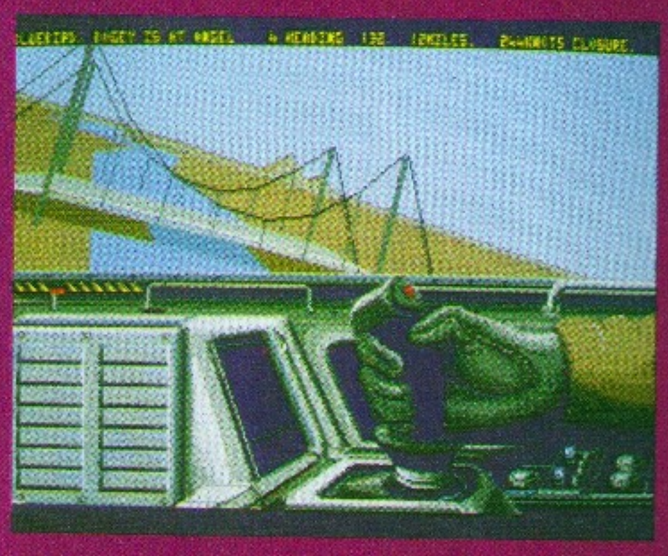
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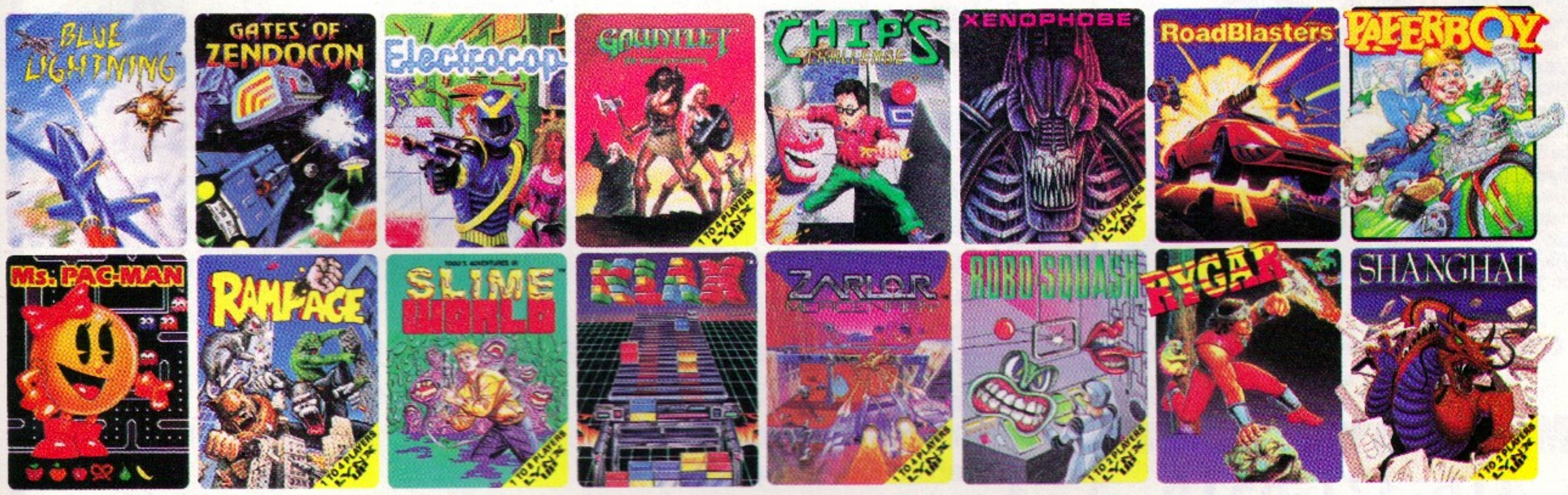
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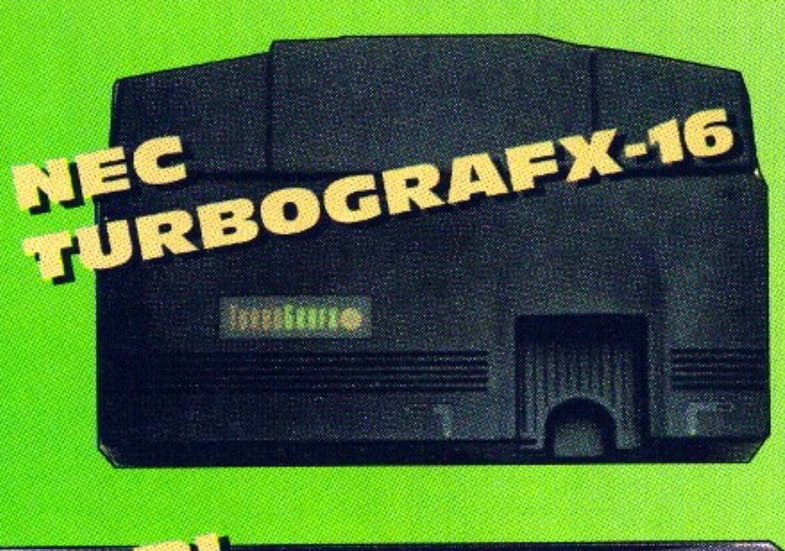
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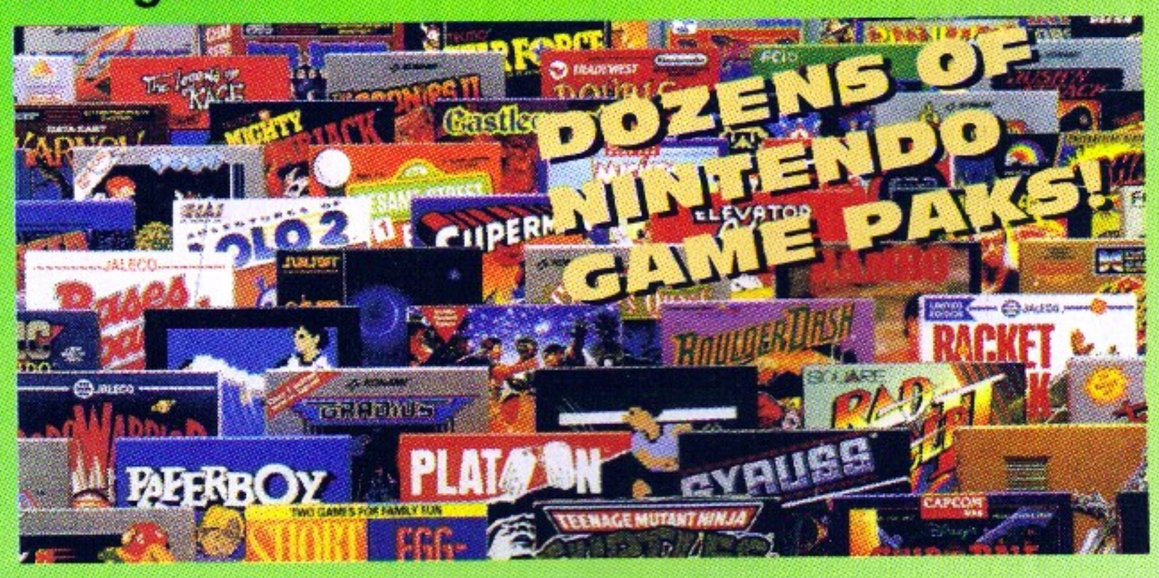






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Rules: All entries must be postmarked by June 30, 1991 to be eligible for the second drawing. All entries received after June 30, 1991 will automatically be registered for the third drawing. All previously accepted entries are eliminated after each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

The ROCKETEER

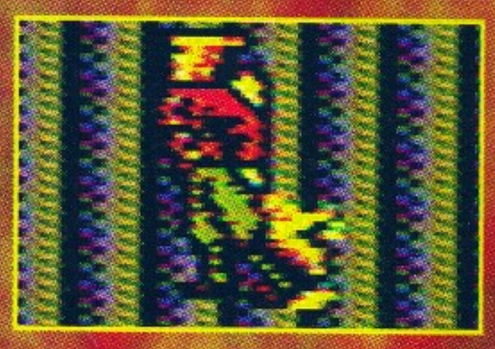
FACT-FILE

Manufacturer: Bandai
Machine: NES
Cartridge Size: 2 Meg
Special Chip: MMC1
Number of Levels: 6
Theme: Action
Difficulty: Average
Number of Players: 1
Available: Now

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Collect these to power up your pack and take to the air. Your supply will disappear quickly so keep an eye out for more.



BULLETS

You'll find these or get them when you defeat certain enemies. You must have a lot of ammo to survive.

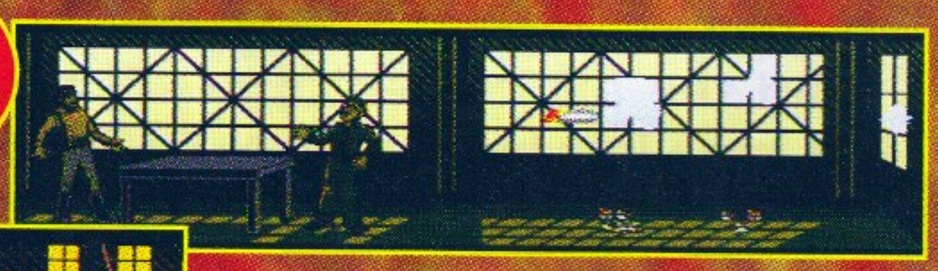


HEART

These also can be found or earned by beating enemies. Make sure that you always have enough health.

AWESOME CINEMA DISPLAYS















PUNCH



GUN



AUTO



SPREAD



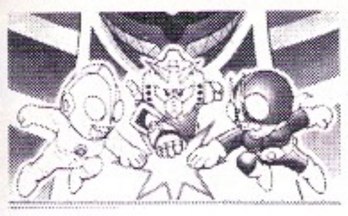
GRENADE



ROCKET



CONTINUED ON PAGE 102



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SYSTEMS

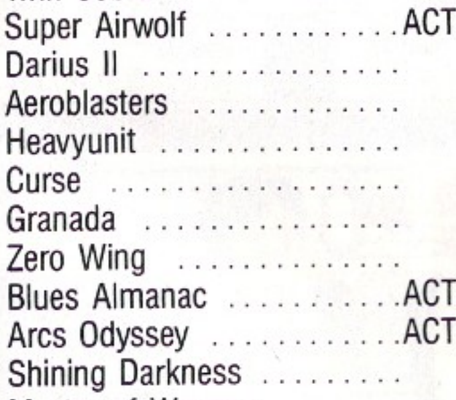
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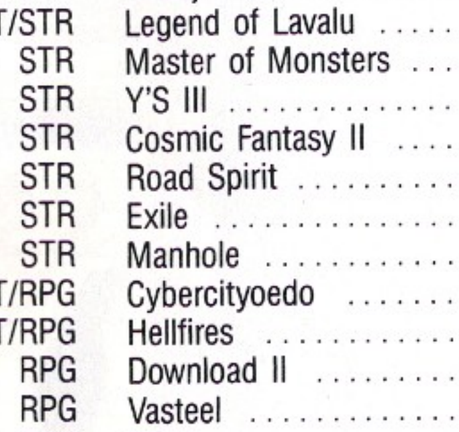
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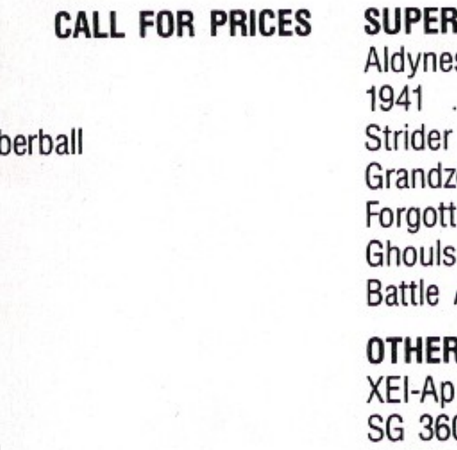
Super Pro Baseball Super Famicom



Dynasty Warriors PC Engine/CD



Alisia Dragoon Mega Drive



Ninja Gaiden (New Lynx)

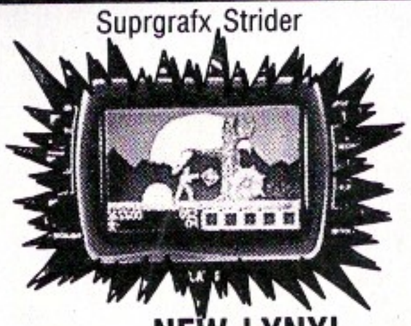


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NEW LYNX!

CIRCLE #131 ON READER SERVICE CARD.

CHAPTER ONE

Make your way out of the airplane hangar and collect as much ammo and Rocketeer fuel as possible. When fighting the first boss be sure to have enough ammo for a few shots or the rocket launcher as well as enough fuel to fight him. You should waste him quite easily.













CHAPTER TWO



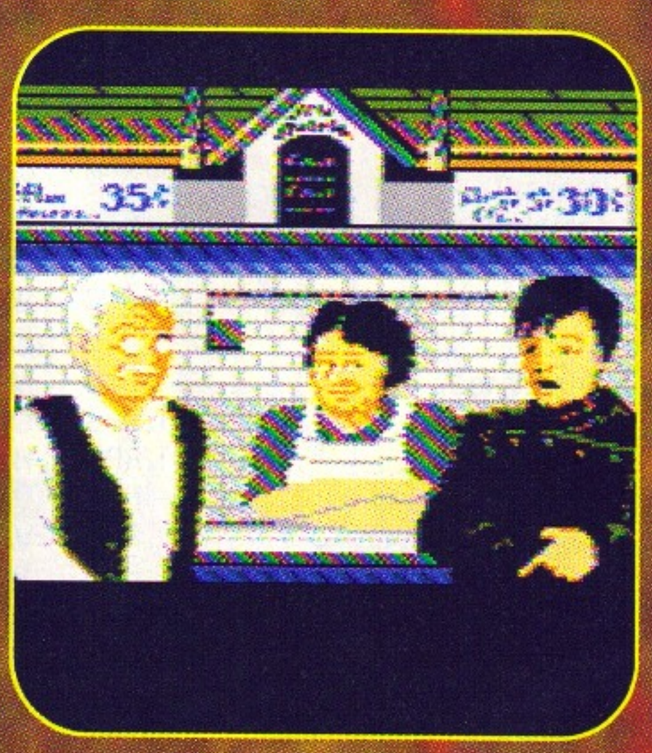


The mob has tracked you down to your house. Use your rocket pack and take to the skies to rescue Jenny.









CHAPTER THREE

Cruise over the skyscrapers and collect ammo to help you defeat this mobster boss. Then learn more about the mysterious plot.















DON'T GIVE UP CLIFF... JENNY'S NEEDS YOUR HELP!

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The Good: "One great winter game is good, but to have five great winter games all in one cart is pure, snowy, heaven. It's like a brisk schuss down a steep slope; like a roll in the snow after a dip in the hot tub; like taking your boots off next to a roaring fireplace. It represents all the best winter has to offer."

The Bad: "The designers wanted to make a serious role playing game with plenty of heart pounding action. What they ended up with is a title that has no interesting roles to play and offers about as much action as the school library on Saturday night. 'Just say no' to the dope who designed this game.."

The Ugly: "Our motto at VTR is 'For players. By players.' The motto of the people who made this game must have been 'For little kids. By little kids.' What I mean is, the average age of the designers of this game must be about five years old. This is definitely a four-mega game: mega-dumb, mega-boring mega-primitive and mega-easy."

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Flicky	010220	Totally Rad	900185	Sherlock Holmes	call for code
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PGA Golf	070026	Metal Mech	900178	Murder Club	call for code
James Pond	070538	T-down Fever	245008	Dead Moon	call for code

This list was written in April. Choose the New Additions option to get the latest game codes!

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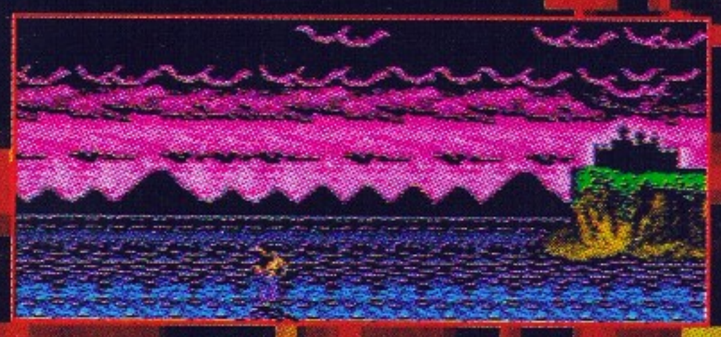
Verdict TeleReviews
For Players. By Players.

CIRCLE #168 ON READER SERVICE CARD.

ULTIMATE JOURNEY

FACT-FILE

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





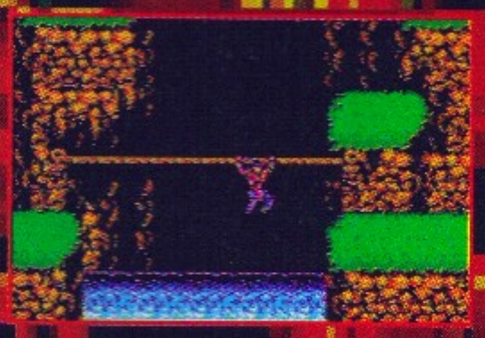


LEVEL 1: DEATH CANYON
Survive this waste-land filled with wild animals and defeat the Giant Spider.

PREPARE YOURSELF FOR THE ULTIMATE JOURNEY...

We've seen action games come, and action games go, but Bandai has set out to deliver NES players a very different kind of adventure in Ultimate Journey. This is a cart that takes the theme into the days of cowboys and Indians.

You control the fate of a brave warrior named Mojavo who must venture out into the wild lands of the west to rescue the beautiful indian Haypavo. She has been kid-napped and taken to the evil Wrathkon's Castle. Battling the minions of darkness that lurk within the Outcast Mountains, you begin the ultimate journey to save Haypavo and restore peace!



LEVEL 2: RIVER FOREST
Cross over roaring rapids on rope bridges and fight the Haunted Tree.







LEVEL 3: CRYSTAL CAVERNS
Leap over bottomless pits and defeat the hideous blob monster to get the magic pill.

LEVEL 4: LAKE OF DANGER
Transform into a shark and take on a world of underwater enemies.











LEVEL 5: SKY REALM
Battle the enemy from above and soar over the clouds to get to the final confrontation at Wrathkon's Castle.



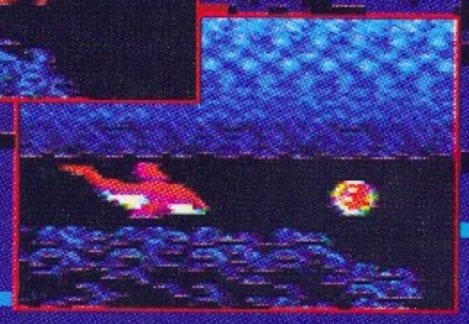
Be a brave Indian warrior or transform into animal spirits.







Blue Shark





Golden Eagle





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CIRCLE #129 ON READER SERVICE CARD.

FACT-FILE

Manufacturer: Tradewest
Machine: NES
Cartridge Size: 2 Meg
Special Chip: MMC3
Number of Levels: 12
Theme: Action
Difficulty: Hard
Number of Players:1 or 2
Available: Now

BATTLETOADS

FUNKY KEEN FROG MACHINES!!!

Time to toss your shells aside and get ready for some toadally awesome fighting action. Princess Angelica and Pimple were out cruising and were kidnapped by the evil Dark Queen. Now it's up to Zitz and Rash to rescue the princess and their captured comrade. You're no ordinary amphibian though, you're radder than a reptile and nastier than a ninja when there's a battle to be fought. You have over 20 different moves at your disposal as well as turning the tables on the bad guys by using their arms and legs, lost in battle, as even more powerful weapons.



Check the map than descend on the Turbocables to 12 levels of incredible action below.

TOADALLY AWESOME MOVES!!!



THREE AWESOME AMPHIBIANS!









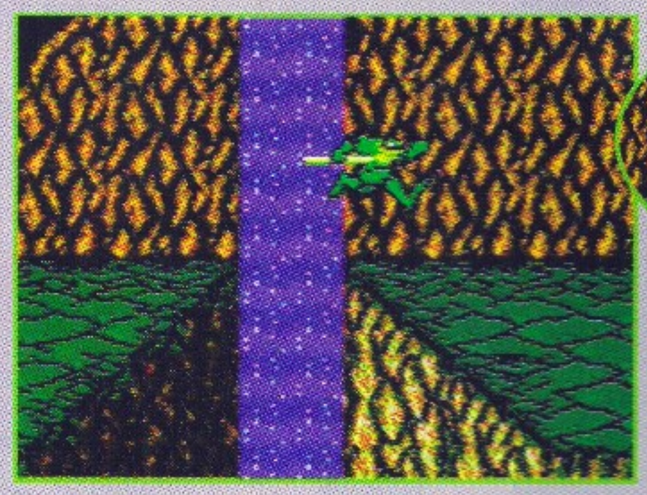


COOL CINEMA DISPLAYS



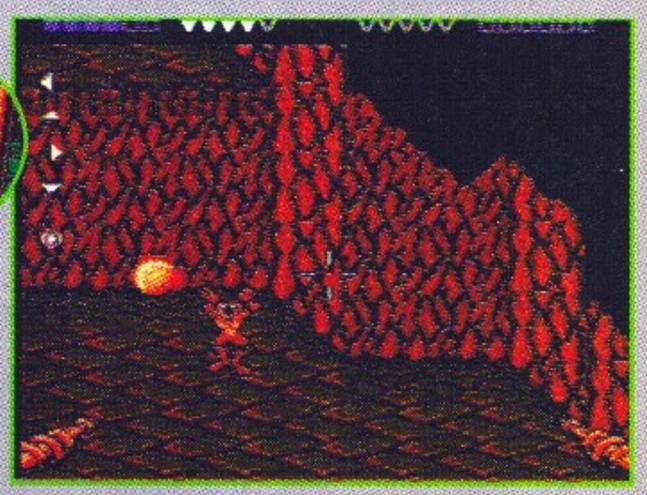
LEVEL ONE: RAGNAROK'S CANYON







Throw the rocks at the Boss to defeat him.



LEVEL TWO: WOOKIE HOLE





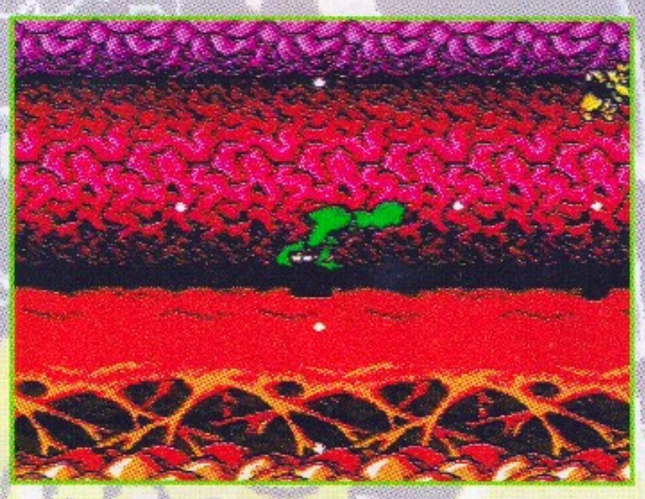


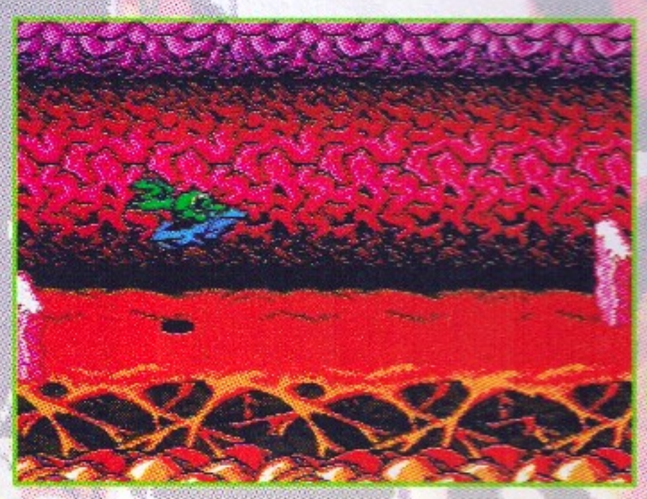
Keep hitting the bird and the points will multiply for a 1-up!

I-UP TRICK!!!



LEVEL THREE: TURBO TUNNEL







Halfway through the round these little invaders will try to steal your health. Punch them and they will drop the life square, but you must catch it to return it to your meter.

LEVEL FOUR: ARCTIC TUNNEL





LEVEL FIVE: SURF CITY

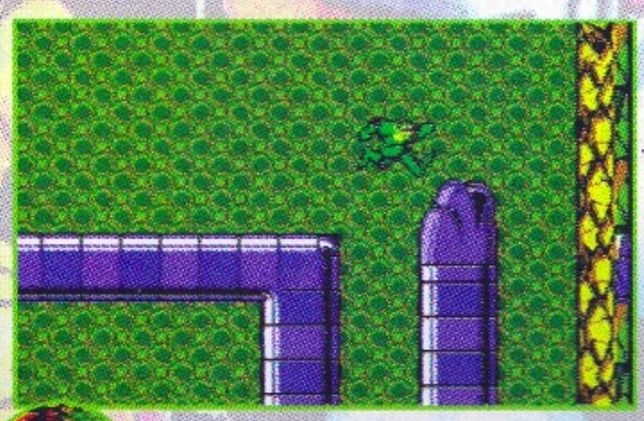


Surf's up dude! Check out those huge water-falls. Watch out for the logs.



LEVEL SIX: KARNATH'S LAIR









Ride the huge snakes to get to the top of this area. Be careful as the later levels have fatal spikes below.



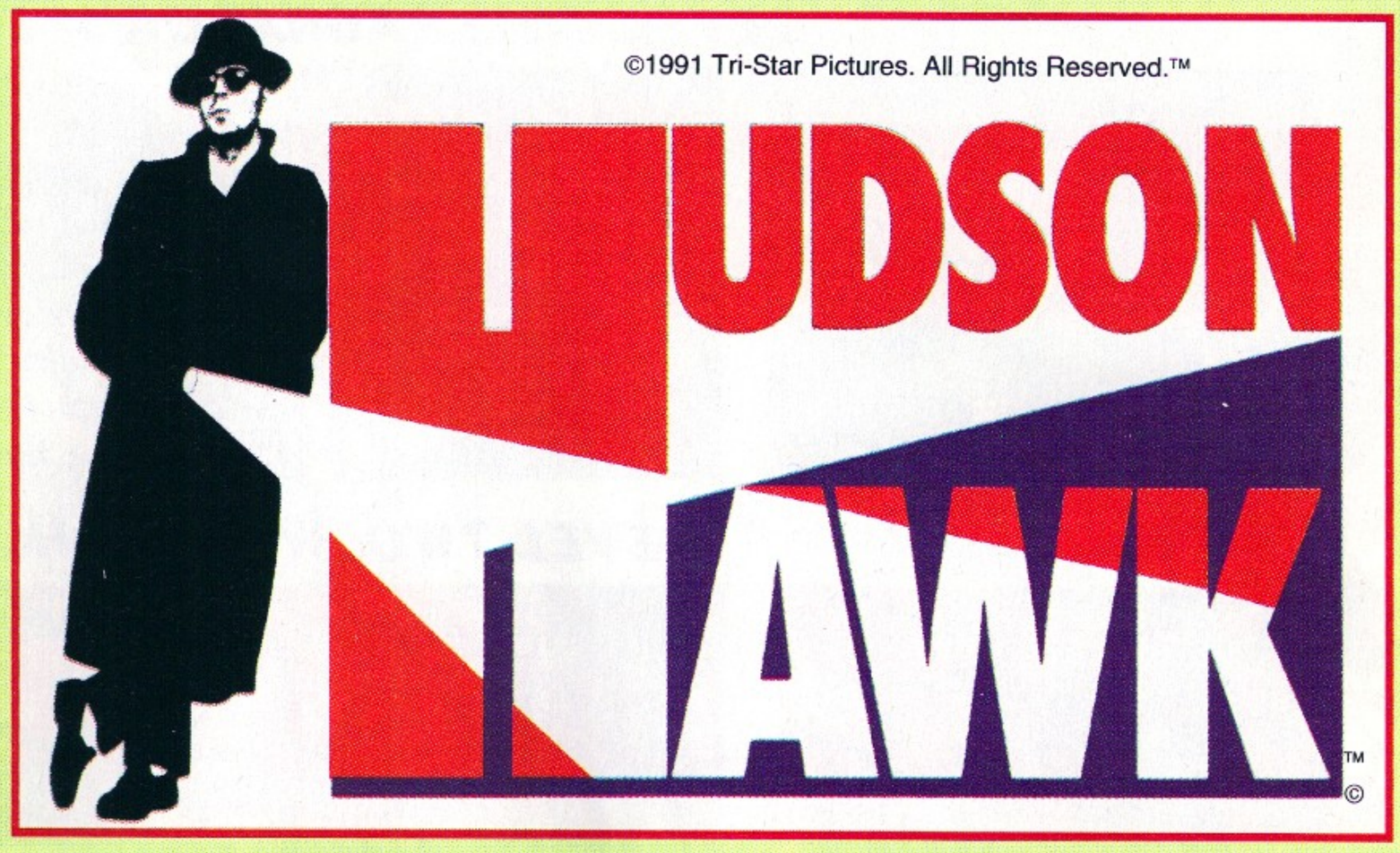


Grab this guy's leg and beat the boss!



FACT-FILE

Manufacturer: Imagesoft
Machine: Nintendo
Cartridge Size: 1 meg
Number of Levels: N/A
Theme: Action-Strategy
Difficulty: Medium
Number of Players: 1
Available: Fall 1991

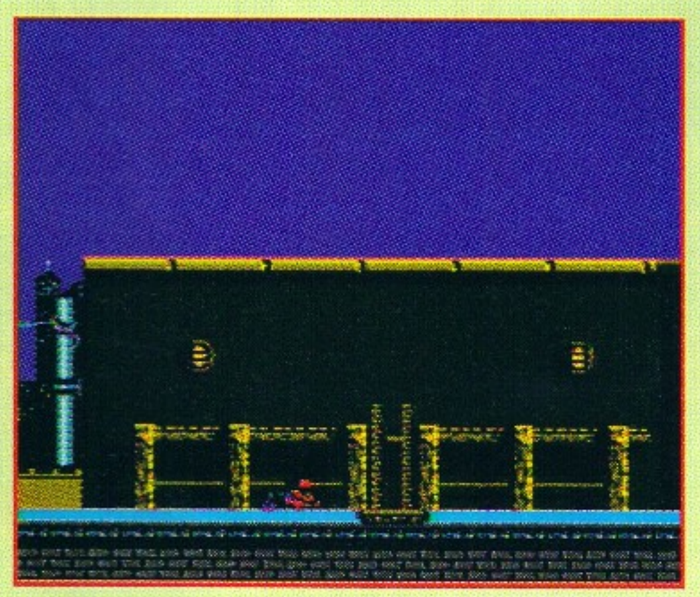


PLAY THE WORLD'S GREATEST CAT BURGLAR!

Eddie Hawkins, also known as "Hudson Hawk", just got out of prison after serving a long 10 year sentence. He's vowed to give up his illegal profession as the world's greatest cat burglar. That was until ultra-rich and mega-trendy Darwin and Minerva Mayflower forced him out of retirement. They needed the best thief in the business to steal three Leonardo da Vinci artifacts. If the Hawk-man refuses to work for the Mayflower's, they will kill Hawk's best friend!

With his back against the wall, Hawk accepts this new mission which sends him around the world in search for the three artifacts. What Hawks doesn't know, however, is that these priceless objects when combined together are extremely lethal, as in goodbye civilized world! Hawk eventually discovers this reality with the help of Anna Baragli. With this new found knowledge, not only does Hawk have to track down the necessary artifacts to save his friend, but also put a stop to the Mayflowers' evil scheme.

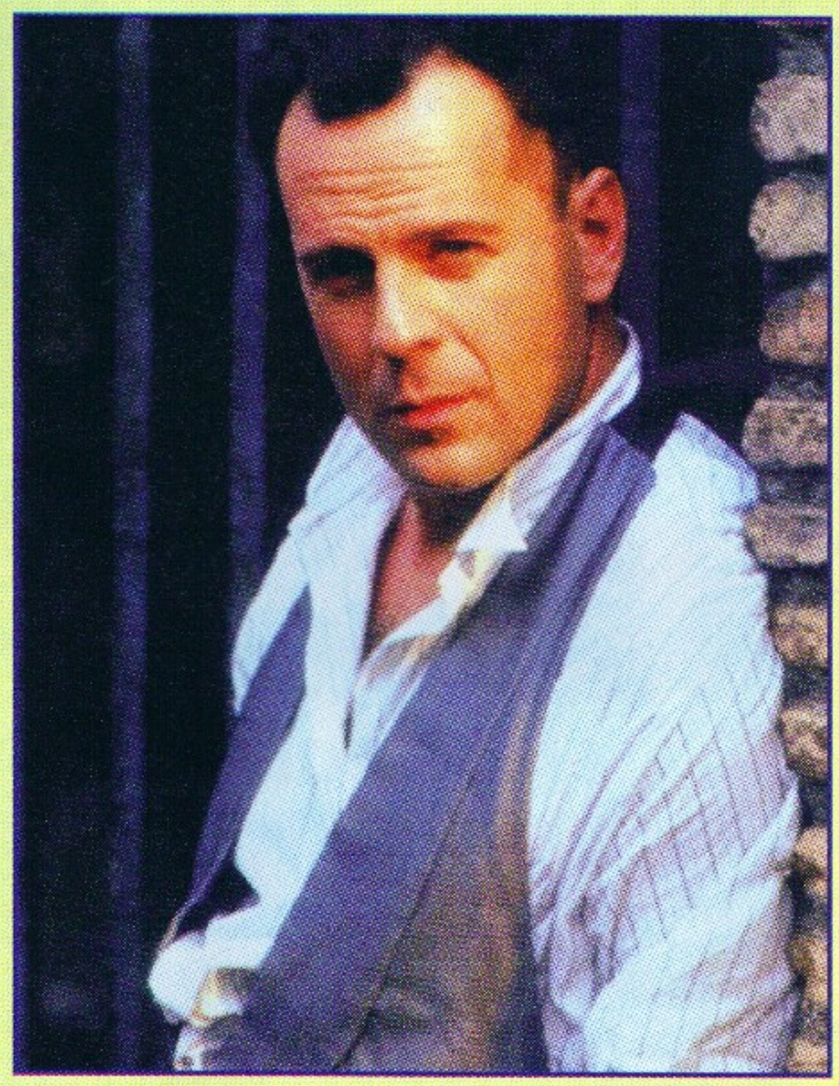
In Sony Imagesoft's "Hudson Hawk" for the Nintendo, you play Bruce Willis' character, "Hudson Hawk", searching for the artifacts while avoiding the police, the Mayflowers and other dangerous traps. You'll also have to deal with jumping across ravines and buildings throughout your quest.

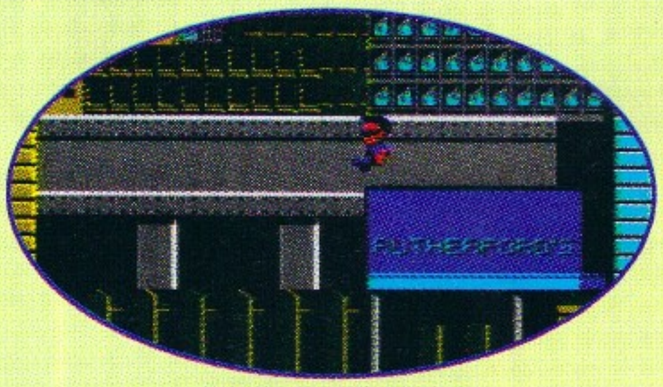


Spring, punch, throw and even crawl your way to the artifacts!



"Hudson Hawk" features many elements of strategy too! Here, Hawk stacks boxes to go places!







OVER $3,800 IN PRIZES!!!

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HUDSON HAWK

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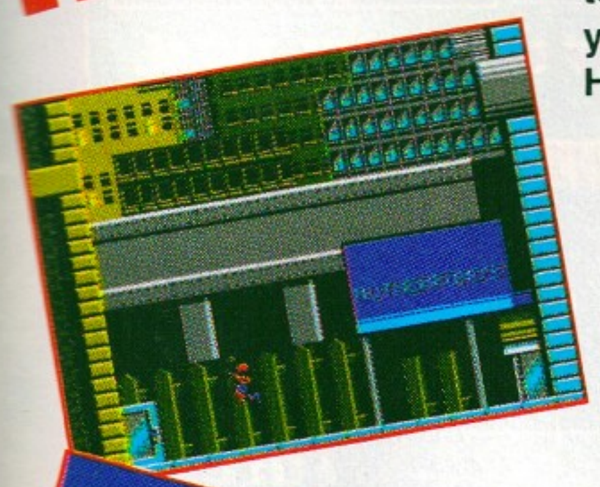
GRAND PRIZE

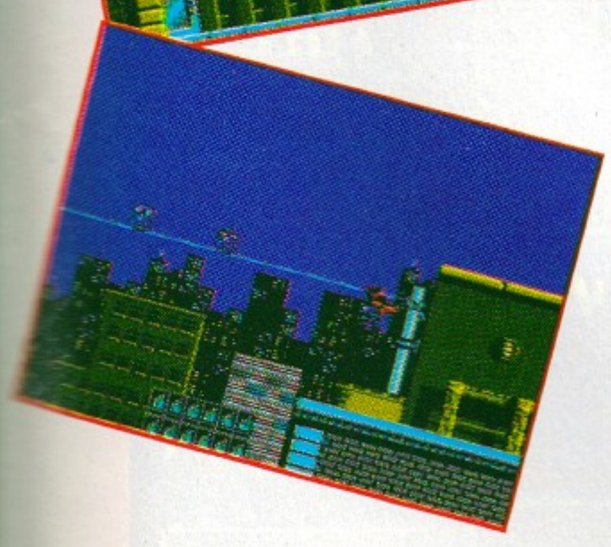
ENTER EARLY!!

1

HURRY!

How would you like to be one of the first people to see Bruce Willis' new movie, "Hudson Hawk"? How would you like to have the entire movie theater to yourself and 100 of your friends? How would you like to own the new Nintendo Super NES? And how about owning every title that Sony Imagesoft has ever produced for the new Super NES, the 8-bit Nintendo and the GameBoy? That's a lot of stuff, isn't it?!?! And all this could be yours if you're the Grand Prize winner in the ultimate movie to game tie-in sweepstakes. Sony Imagesoft and Tri-Star Pictures, Inc. are offering you a chance to win this ultimate prize of a lifetime if you enter you name in the "Hudson Hawk" Sweepstakes!





ENTER THE SONY IMAGESOFT AND ELECTRONIC GAMING MONTHLY "HUDSON HAWK" SWEEPSTAKES!

To become eligible for this drawing, send your name, address, age and phone number to:

"Hudson Hawk" Sweepstakes
c/o Electronic Gaming Monthly
1920 Highland Avenue, Suite 222
Lombard, Illinois 60148

Entries for the Grand Prize must be received by June 30, 1991. Entries for remaining prizes must be received by August 31, 1991 to be eligible. Watch for the October issue of Electronic Gaming Monthly to see if you're a winner!

5 *FIRST PRIZES*

Five winners will receive first prize - a VHS copy of the movie "Hudson Hawk" when it becomes available.

25

Twenty five winners will receive third prize - a $25 gift certificate by Sony Imagesoft, redeemable at any Captron World of Nintendo Store towards the purchase of any Imagesoft game available.

15

Fifteen winners will receive second prize - a copy of Sony Imagesoft's "Hudson Hawk" game for both the Nintendo 8-bit and GameBoy. They'll also receive copies of the official movie poster.

Sweepstakes Rules: All entries for the Grand Prize must be received between May 5, 1991 and June 30, 1991. Entries for the remaining prizes must be received between May 5, 1991 and August 31, 1991 and 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 decisions of the judges is final. No purchase necessary to enter. Sweepstakes is not open to employees of Sendai Publications, Tri-Star Pictures, Inc. or Sony Imagesoft, or to members of an immediate family, of, or domiciled with employees. Taxes are the responsibility of the winner. Sony Imagesoft reserves the right to cancel this promotion with appropriate notice. Value of prizes: Grand Prize: $1,700; First Prizes: $450; Second Prizes: $1,080. Third Prizes: $625. The winners will be notified by mail and announced in the October issue of EGM.Prizes courtesy of Tri-Star Pictures Inc., Columbia Pictures Entertainment, Inc., RCA/Columbia Pictures Home Video, Sony Imagesoft and Captron.

Hudson Hawk Name & Logo ©™1991 Tri-Star Pictures, Inc. All Rights Reserved.

FACT-FILE

Manufacturer: Sega
Machine: Genesis
Cartridge Size: 8 Meg
Number of Levels: 9
Theme: Action
Difficulty: Average
Number of Players: 1
Available: Now

MOONLIGHT RESISTANCE

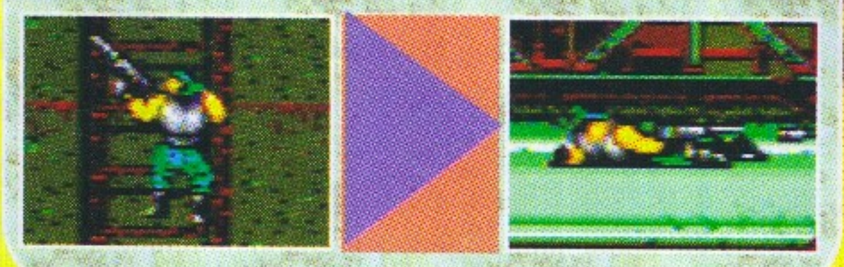
RESCUE YOUR FAMILY FROM THE MUTANT SCUM!

Your grandfather has been conducting experiments on an alien life form he found on the moon. The creature seemed dormant at first but then it suddenly went haywire and destroyed his lab. The organism mutated, transformed an entire city's population into a hideous mutant army, and kidnapped your entire family. Now it's up to you to rescue your relatives and rid the world of this alien menace. Use your guerrilla warfare skills and an arsenal of awesome weapons to put an end to this chaos. Don't get any mutant guts on you.



COOL 8-WAY FIRING!

CHANGE YOUR DIRECTION WHEN YOU CLIMB OR CRAWL!

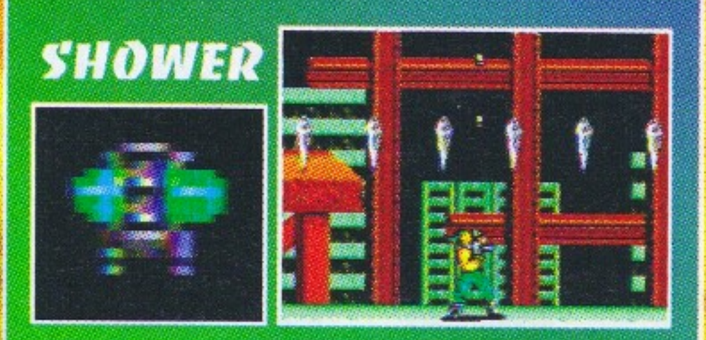


BACKPACK WEAPONS

NITRO



SHOWER



H.M.



PRESS UP TO USE THEM.



COLLECT THE KEYS TO UNLOCK INCREDIBLE FIREPOWER!!!

FULL AUTO



3-WAY



FIRE



SHOT GUN



MORE POWER-UPS TO INCREASE YOUR ODDS.



BULLET



1-UP



BARRIERS



GET THE SUPER CHARGE TO DOUBLE YOUR FIREPOWER!

FULL AUTO



3-WAY



FIRE



SHOT GUN



LEVEL 1: ENTRANCE TO MUTANT HEADQUARTERS



This is where the battle begins, your partner drops you off at the front lines to the mutant headquarters. You will be confronted by many foot soldiers so collect the keys they drop. Watch out for the huge tank boss!

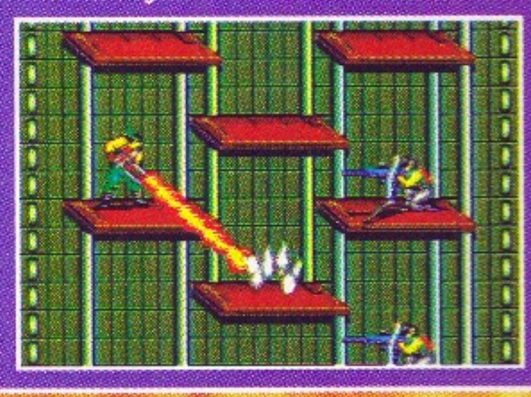


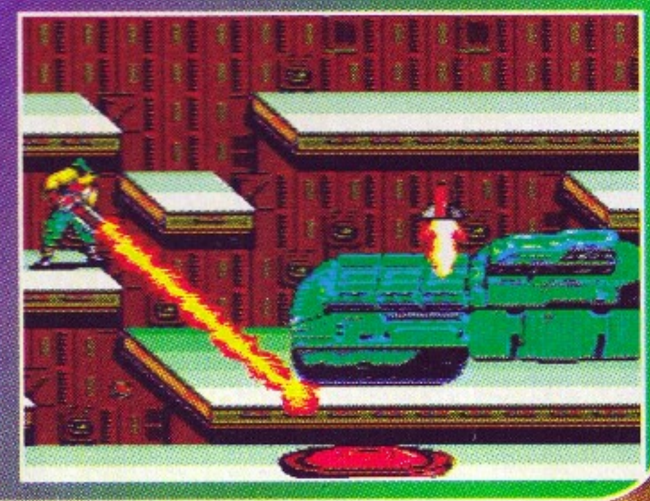


LEVEL 2: MUTANT DEFENSIVE DETOUR ZONE



The mutants set a decoy entrance for you. Now you must survive this intense defensive zone to get to the real entrance. Crawl through the base and destroy the missile launcher with the fire weapon.



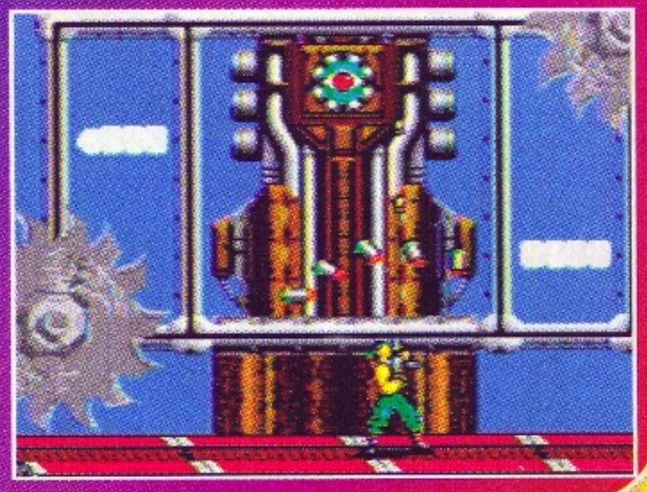


LEVEL 3: ENVIRONMENTAL DESTRUCTION ZONE

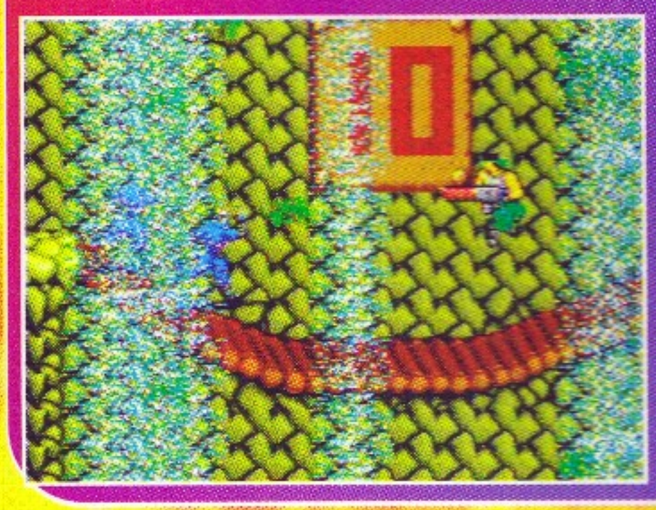


Now you're back outside the base again and must progress through this extremely well guarded area. Hop onto the plat-forms for a ride to the top where you face a giant saw-machine with an attitude problem.





LEVEL 4: SECRET REAR ENTRANCE TO MUTANT H.Q.

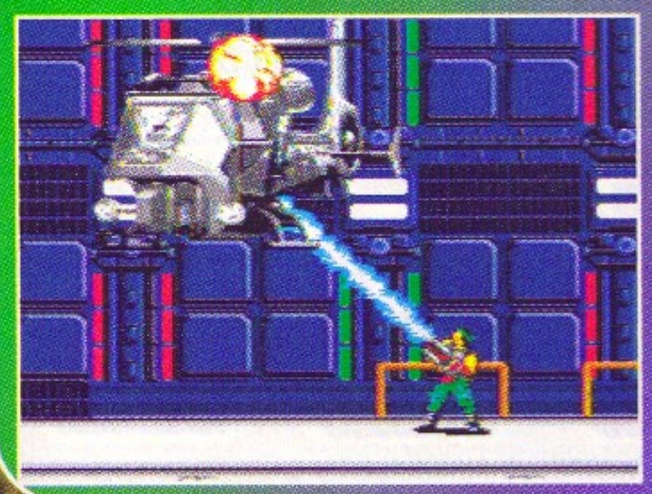


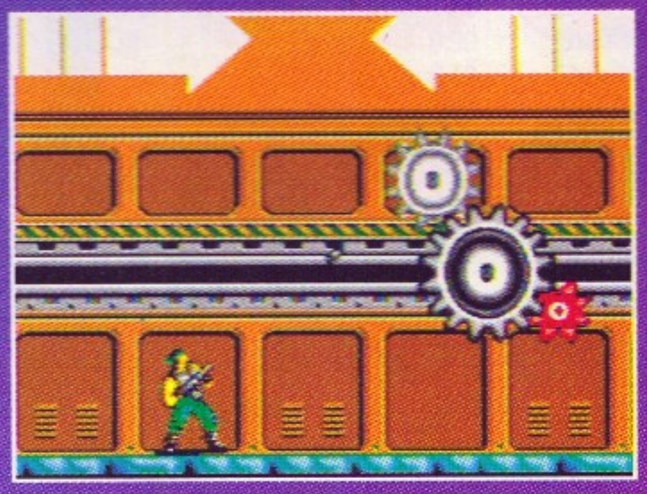
Cross the wooden bridge that goes through the waterfalls to get the secret rear entrance to the mutant H.Q. Get ready to battle a entire armada of deadly stealth bombers before entering the massive mutant base.





BLAST THROUGH THE MUTANTS' BASE AND RESCUE YOUR FAMILY!







FACT-FILE

Manufacturer: Sega
Machine: Genesis
Cartridge Size: 4 Meg
Number of Levels: 8
Theme: Action
Difficulty: Easy
Number of Players: 1 or 2
Available: Now



A STORM IS APPROACHING...

When the sirens wail, you'll know a storm is on the horizon, an Alien Storm!! Take on the evil aliens as one of three different heroes, similar to the format of Golden Axe. Play alone or with a friend!

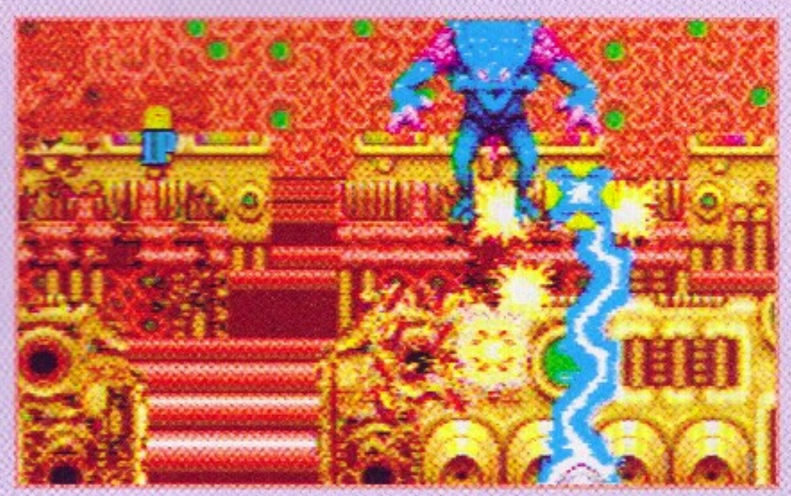
Each character has his/her/its own attack as well as a special attack. Don't stall, however, the aliens have a few surprises too! Fight to the alien spaceship and prepare to face off against the fear-some Mother Brain in a battle to the death! Of course, you must fight your way



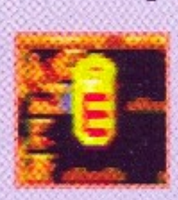


CHECK OUT THESE INCREDIBLE ATTACK MOVES!!





FIRING RANGES!



After completing an area, you will play a shooting range sequence to regain your energy and health.





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SEGA GENESIS

GENESIS System	$179
Arcade Power Stick	$43
Control Pad	$20

GENESIS ROLE PLAYING

Dando	$49
Fiery Tale Adventure	$46
Final Labyrinth	$36
King's Bounty	$46
Might & Magic 2	$59
Phantasy Star 2	$59
Phantasy Star 3	$59
Super Hydlide	$47
Sword of Vermillion	$59

GENESIS ADVENTURE

Alex Kidd Castle	$35
Alien Storm	$42
Arcus Odyessy	$56
Atomic Robo Kid	$49
Bean Ball Benny	$42
Bimini Run	$42
Crack Down	$44
Dark Castle	$46



This 8 Meg shooter is awesome, with loads of powerups, full screen bosses, 7 levels and great music.
SQUARES $56

Dick Tracy	$42
E-SWAT	$42
Fantasia	$42
Final Zone	$44
Gain Ground	$42
Ghostbusters	$42
Ghouls 'N Ghosts	$48
Golden Axe	$52
Granada	$44
James Pond	$39
Mickey Mouse	$42
Mystic Defender	$48
Onslaught	$43
Rambo 3	$45
Ranan Saga 2	$42
Revenge of Shinobi	$52
Shadow Blasters	$44
Shadow Dancer	$42
Sonic the Hedgehog	$49
Spiderman	$45
Stormlord	$49
Strider	$56

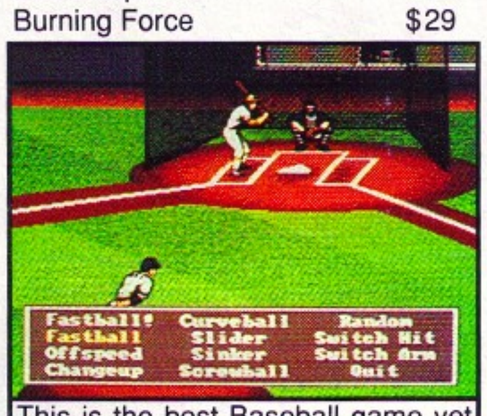


The best roleplaying game yet, 14 towns, 14 dungeons, 30 spells, 12 weapons, & 20 special items.
SWORD OF VERMILLION $56

Swamp Thing	$45
Sword of Sodan	$42
Target Earth	$47
Techno Cop	$47
Vallis 3	$56
Wrecher	$46

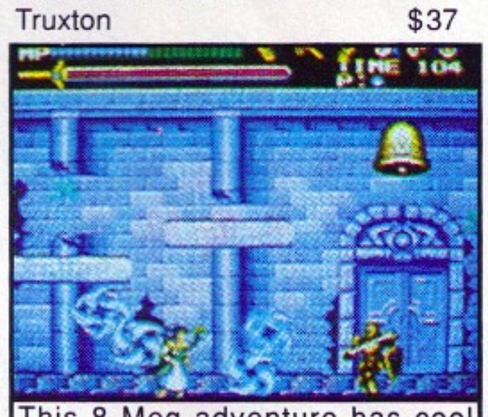
GENESIS SHOOTERS

After Burner 2	$42
Air Buster	$43
Arrow Flash	$44
Battle Squadron	$42
Burning Force	$29



This is the best Baseball game yet for GENESIS. The best graphics and the best game paly.
HARDBALL $46

Crossfire	$59
Death Duel	$59
Dynamite Duke	$42
Elemental Master	$56
Fire Shark	$43
Forgotten World	$48
Gaiares	$56
Hellfire	$43
Insector X	$44
Musha	$49
Phelios	$29
Raiden Trad	$42
Road Blasters	$44
Sagaia	$43
Space Harrier 2	$37
Space Invaders	$38
Super Thunder Blade	$37
Task Force Harrier Ex	$56
Thunder Force 2	$37
Thunder Force 3	$49
Truxton	$37



This 8 Meg adventure has cool graphics, good control, music, & cinema displays.
VALLIS 3 $56

Whip Rush	$34
Wings of Wor	$46

GENESIS STRATEGY

Berlin Wall	$39
Blockout	$39
Centurion:Defender of Rome	$46
Columns	$29
Herzog Zwei	$39
Ishido	$43
Junction	$38
Klax	$44
Ms Pac Man	$35
Populous	$42
Shove It	$37
Star Control	$56
Warrior of Rome	$59
Zoom	$30

GENESIS KICK & PUNCH

DJ Boy	$49
Kageki	$54
Last Battle	$37
Moonwalker	$42
Pit Fighter	$49
Slaughter Sport	$46

GENESIS SPORTS

Arnold Palmer Golf	$46
Budokan	$46
Buster Douglas Boxng	$42
Cyberball	$42
Hardball	$46
Jesse The Body Ventura	$46
Joe Montana Football	$42
John Madden Football	$46
Lakers vs Celtics	$46
NHL Hockey	$46
Pat Riley Basketball	$42
PGA Tour Golf	$53
Powerball	$45
RBI 3	$49
Super Volleyball	$35
Soccer	$35
Tommy Lasorda Baseball	$52
Zany Golf	$29

GENESIS SIMULATION

688 Attack Sub	$59
Abrams Battle Tank	$49
Air Diver	$44



This 12 Meg space game offers a 3D star map, multiple ship types, inertia, gravity, and great graphics.
STAR CONTROL $56

Dinoland	$42
Hard Driving	$47
Paperboy	$39
Road Rash	$46
Super Hang On	$37
Super Monaco GP	$42

TG16 HARDWARE

TurboExpress	$299
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TurboVision	$90

TG16 STRATEGY

Bomberman	$39
Boxyboy	$37

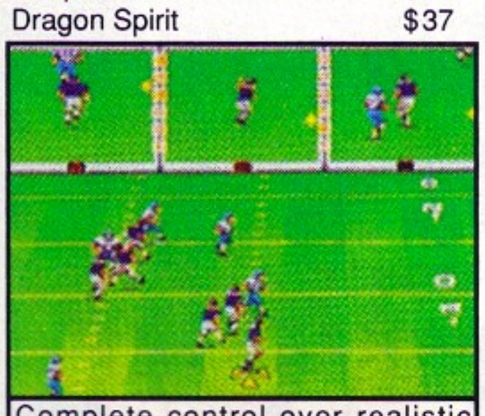


Free the imprisoned fairy folk before they are obliterated by an evil queen.
STORMLORD $49

Chew Man Fu	$39
Drop Off	$39
KLAX	$43
King of Casino	$40
Military Madness	$47
Timeball	$40

TG16 SHOOTERS

Aero Blasters	$49
Blazing Lazers	$37
Cyber Core	$47
Deep Blue	$29
Dragon Spirit	$37



Complete control over realistic players, over 100 plays, 17 teams, audibles, weather, zoom windows.
MADDEN FOOTBALL $46

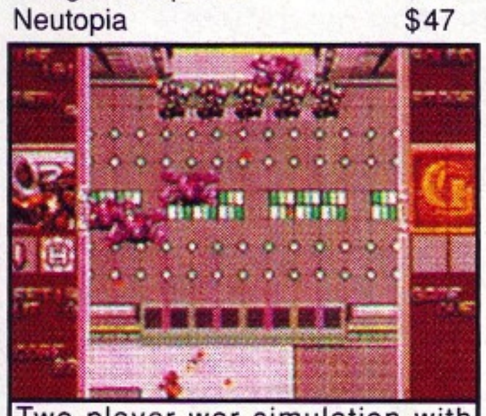
Fantasy Zone	$29
Galaga '90	$29
Ordyne	$37
Psychosis	$39
R -Type	$56
Space Harrier	$37
Super Star Soldier	$49

TG16 SPORTS

Battle Royal	$47
Jack Nicklaus Golf	$44
Power Golf	$47
Sonic Spike	$37
Super Volleyball	$39
Takin' It to the Hoop	$39
TV Sports Football	$43
World Class Baseball	$29
World Court Tennis	$29

TG16 ROLEPLAYING

Double Dungeons	$47
Dungeon Explorer	$36
Neutopia	$47



Two player war simulation with multiple weapon types, past, present, and future.
GAIN GROUND $42

TG16 ADVENTURE

Bonk's Adventure 1or 2	$42
Bravoman	$47
Cratermaze	$29
Dragon's Curse	$39
JJ and Jeff	$29
Legendary Axe 1	$39
Legendary Axe 2	$41
Ninja Spirit	$49
Pac - Land	$29
Splatter House	$49
Tactical Gladiator	$47
Talespin	$49
Tiger Road	$47

TG16 KICK & PUNCH

China Warrior	$29
Vigilante	$36

TG16 SIMULATION

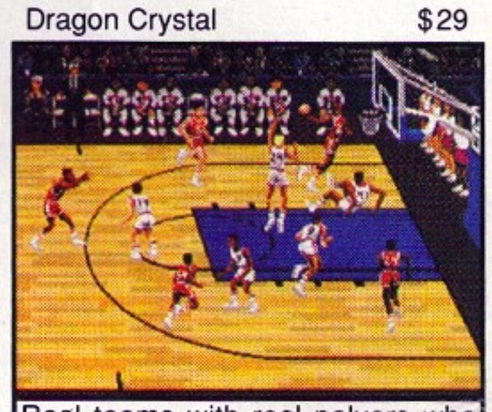
Alien Crush	$29
Bloody Wolf	$49
Devil's Crush	$47
Final Lap Twin	$37
Moto Roader	$37
Victory Run	$29

TG16 CD GAMES

Fighting Street	$47
Final Zone 2	$47
It Came from Desert	$47
Jack Nicklaus Golf	$44
JB Harold	$47
Last Alert	$47
Magical Dinosaurs	$47
Monster Lair	$47
Sherlock Holmes	$47
Vallis 2	$47
Yo Bro	$47
Y's Book I & II	$47

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Dragon Crystal	$29



Real teams with real palyers who make their real moves. 5 on 5 play. Shoot, pass, make substitutions.
LAKERS VS CELTICS $46

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Golden Axe	$39
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Revenge of Drancon	$29
Shinobi	$29
Super Monaco GP	$29

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Buster Douglas Boxing	$29
Golden Axe	$34
Golden Axe Warrior	$34
Ghouls & Ghosts	$34
Joe Montana	$29
Mickey Mouse	$34
Moonwalker	$29



This 8 Meg adventure scrolls in 4 directions. Climb, jump, slash & swing through awesome graphics.
STRIDER $56

Paperboy	$34
Pat Riley Basketball	$29
Phantasy Star	$39
Psycho Fox	$34
Slap Shot	$34
Super Monaco GP	$34

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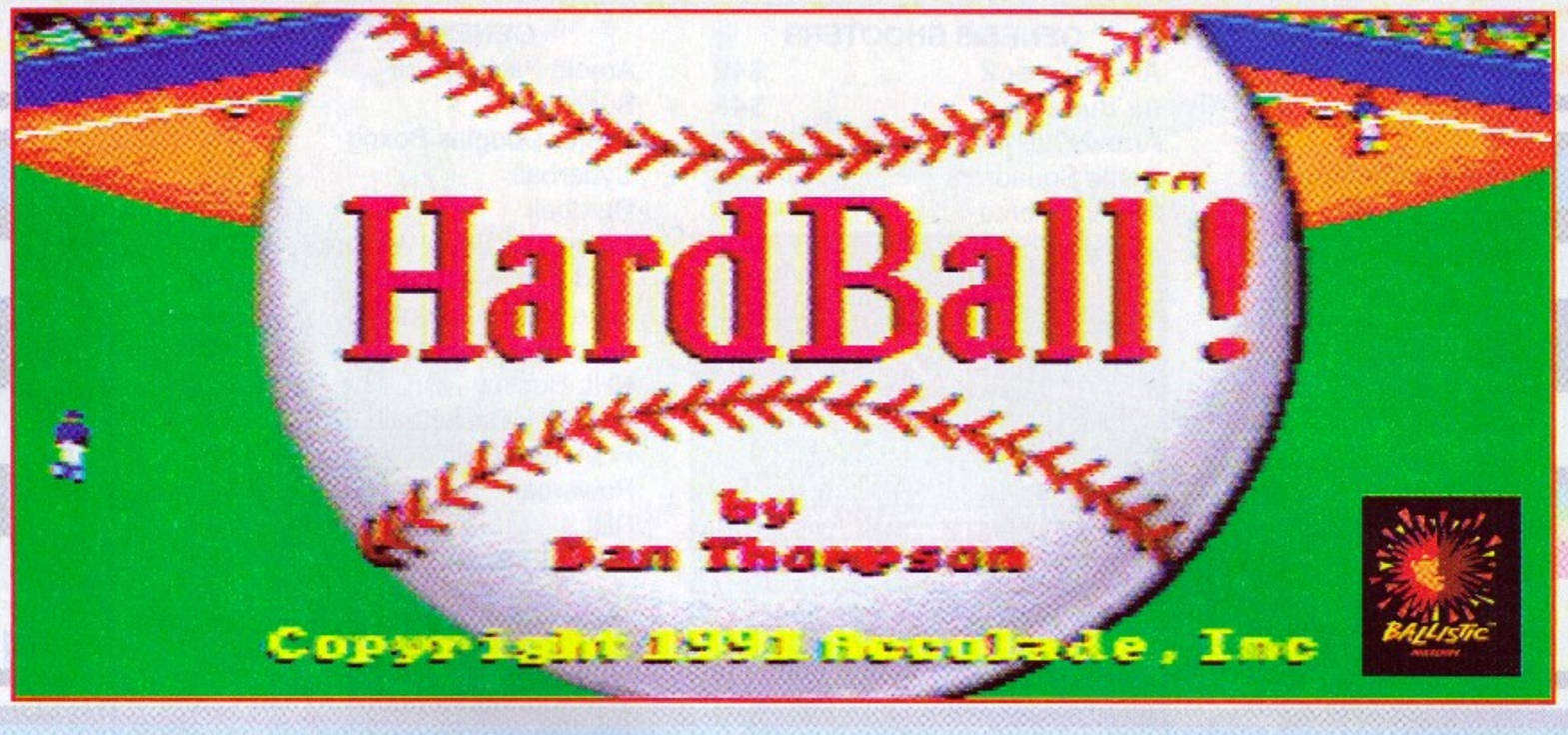
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CIRCLE #134 ON READER SERVICE CARD.

FACT-FILE

Manufacturer: Ballistic
Machine: Genesis
Cartridge Size: 4 Meg
Number of Levels: NA
Theme: Sports
Difficulty: Average
Number of Players: 1 or 2
Available: Now



HOLY COW!!!

That's right baseball fans, it's that time of year again, and Ballistic's Hardball is here for the Genesis! All of the American and National League teams are featured in Hardball. As a pitcher, choose from a variety of pitches and stances, or attempt to pick off a base runner. As a batter, pick your stance and maybe go for extra bases.

One unique feature in Hardball is the Batting Cage mode. Here, you can practice slugging the variety of pitches out of the ballpark!! You can also play a world series game, or start a new season with the handy password feature!

Another amazing triumph in Hardball is the digitzed voices and sound effects! You'll cringe when you hear the plate umpire call a strike, and rejoice when the announcer yells "Homerun!"

One quick tip for batters is to follow the shadow of the pitch to determine when to swing. By doing this, your batting average will improve!!

THE GAMEPLAY IS SUPERIOR!


Check the call...


Wind up...


STRIKE!!!


Line Drive!!


It's a base hit!!


Homerun!!



Batting Cage!!



Substitutions!!



World Series!!



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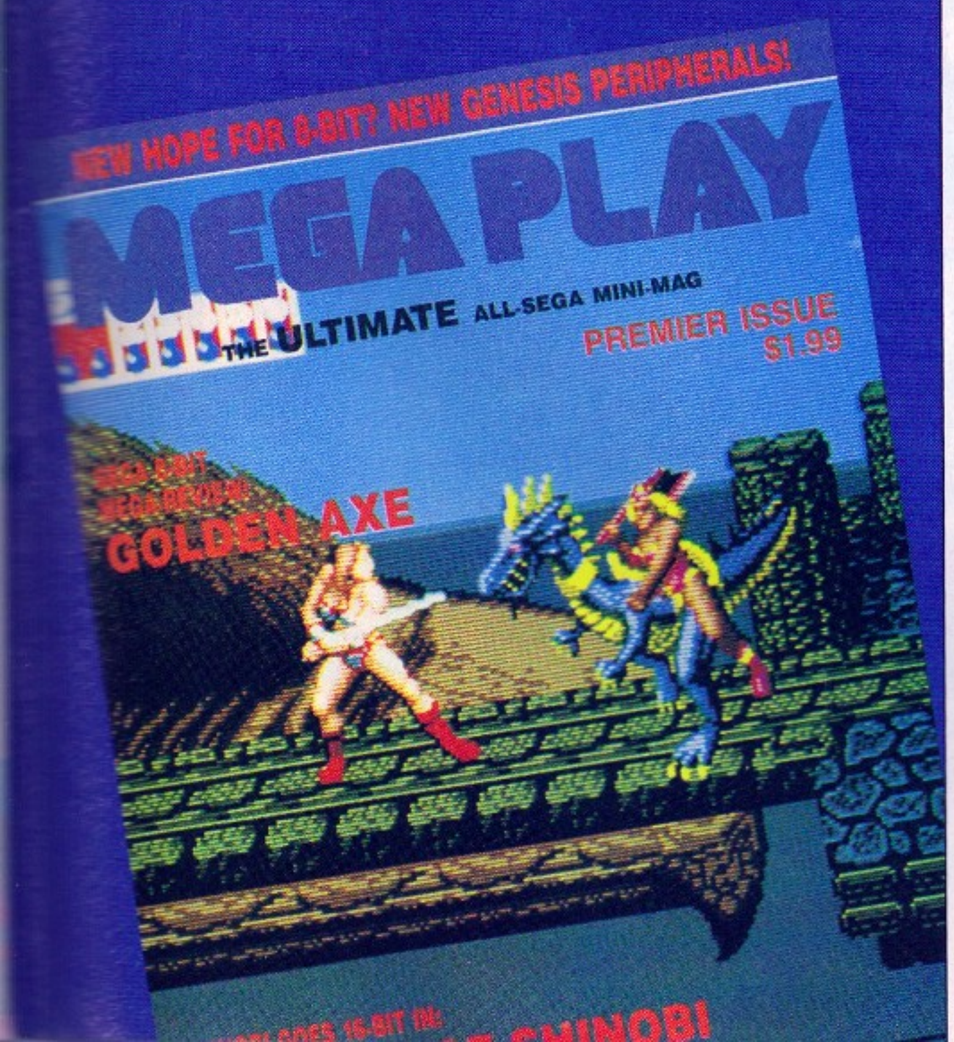
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Finally, a magazine made exclusively for owners of the Sega Master System and Sega Genesis! Introducing Mega Play, the first full-color publication with all the tips, tricks, reviews, and previews a Sega fan could ever want! Each quarterly issue of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



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CIRCLE #138 ON READER SERVICE CARD.

FACT-FILE

Manufacturer: Treco
Machine: Genesis
Cartridge Size: 4 Meg
Number of Levels: 9
Theme: Action
Difficulty: Moderate
Number of Players: 1
Available: June



ARE YOU TOUGH ENOUGH??

When the going gets tough, the tough get Street Smart! Battle your way through Treco's marvelous coin-op translation of Street Smart for the Sega Genesis. Nine levels of pure martial arts action await as you try to win the prize and the girl. The alleyways and dark streets of the city slums are the battleground, and no force can stop your fury!

Utilizing six different attacks and two defensive moves, face off against the nine stage bosses. Sometimes, the bosses have a twin, and they gang up on you! If all else fails, you have an ultra-powerful death blow to throw at an opponent. This radical move uses energy, however, so don't squander it aimlessly! After every fight, add a few points to your abilities and kick some butt!







































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Dragon Punch







Spin Kick









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THE PUNISHER

FACT-FILE

Manufacturer: LJN
Machine: GameBoy
Cartridge Size: 1 Meg
Number of Levels: 5
Theme: Shooter
Difficulty: Moderate
Number of Players: 1
Available: Now

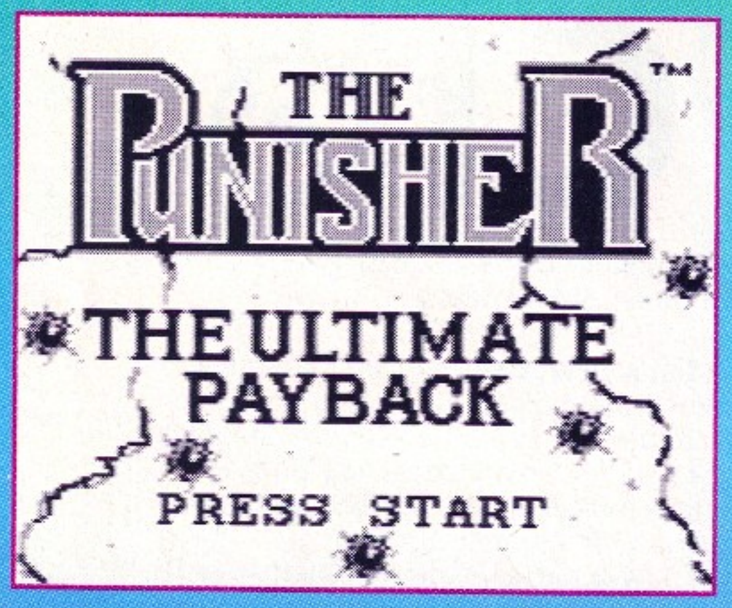


THE GUILTY MUST BE PUNISHED. THE INNOCENT MUST BE PROTECTED

SHOW NO FEAR...

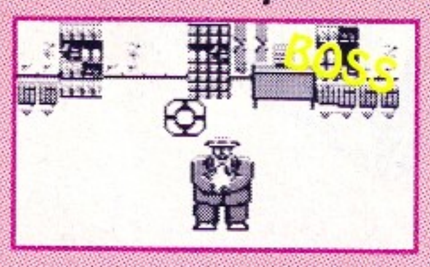
After local crime figures gunned down his family, the Punisher has become a one man crusade against evil! Help him fight the drug lords and gangs that are terrorizing the city. Even Spiderman is willing to give you a hand!!

The Punisher, by LJN, has a first-person shooting perspective. Power up icons are hidden in objects scattered throughout the levels, as well as on the enemies themselves. Shoot everything (except the innocent bystanders) on the screen to uncover tons of weapons, health, and 1-ups! Be sure to shoot all of the enemies! After each level, you will receive a tally of the number of enemies shot. If you get 100%, you'll receive a free man! You may be outnumbered, but you're not outgunned!!

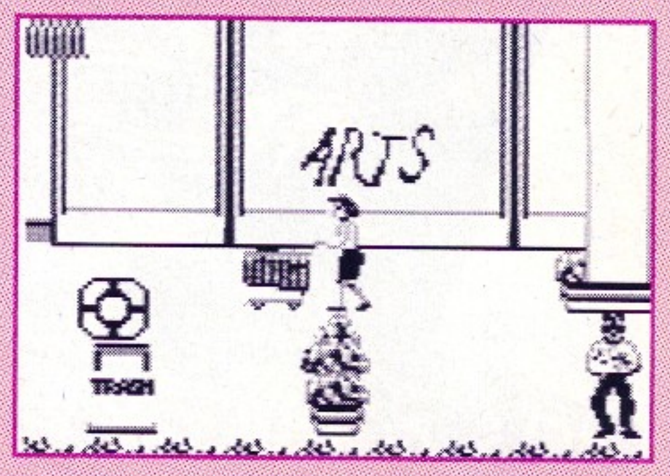


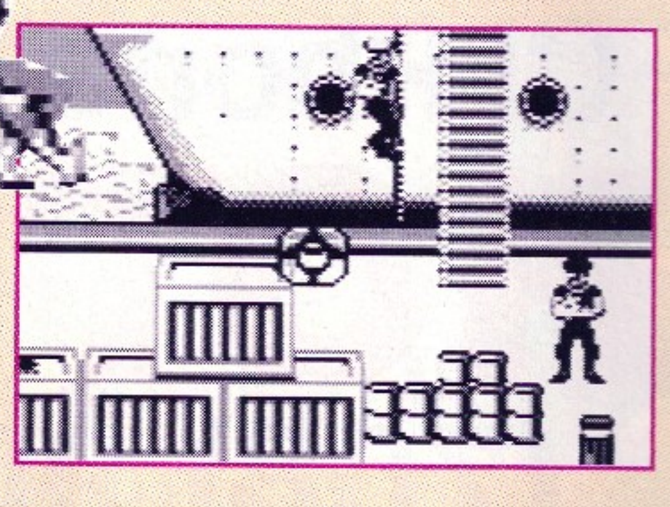


LEVEL 1
THE MALL



Spiderman will help you rescue people shopping in the mall. Don't blast him!

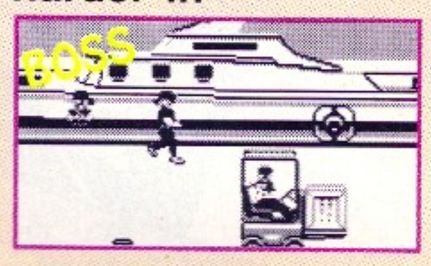




LEVEL 2
THE DOCKS



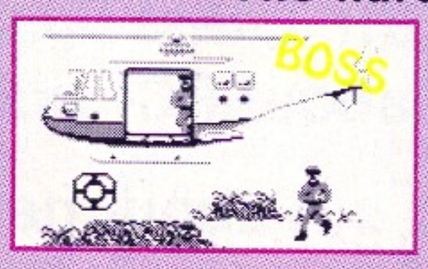
The game gets harder in this level. The enemies try to hide in barrels and crates.

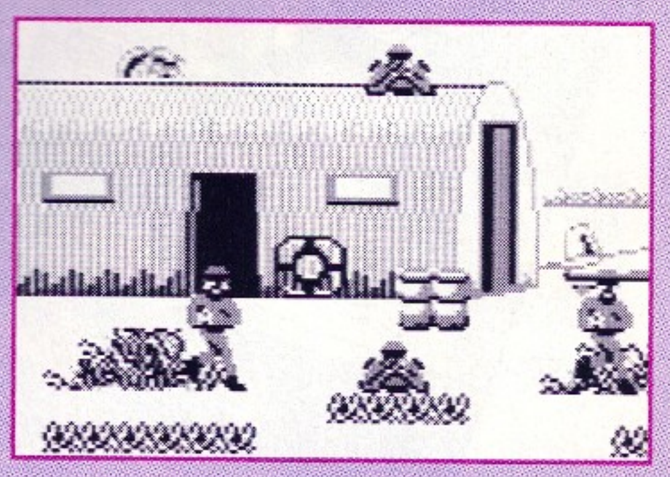




LEVEL 3
THE AIRPORT

The hardest level yet! Many enemies pop out of the woodwork. Check doors!





GRAB THESE ICONS TO STAY ALIVE!!



Bullet Clip



Extra Grenade



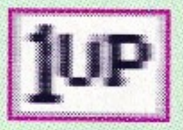
Kevlar Vest



Machine Gun

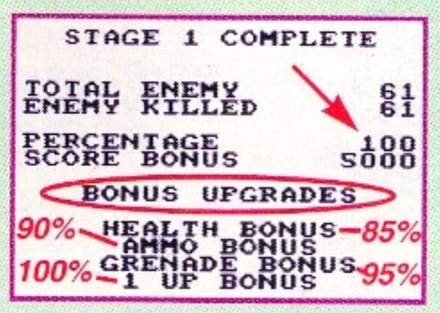


First Aid



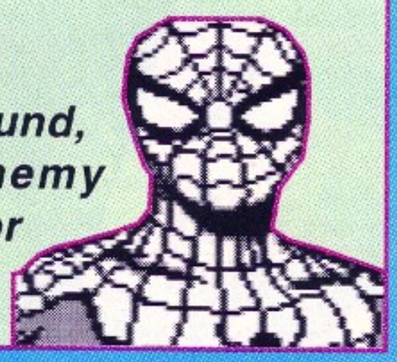
Free Man





BONUS

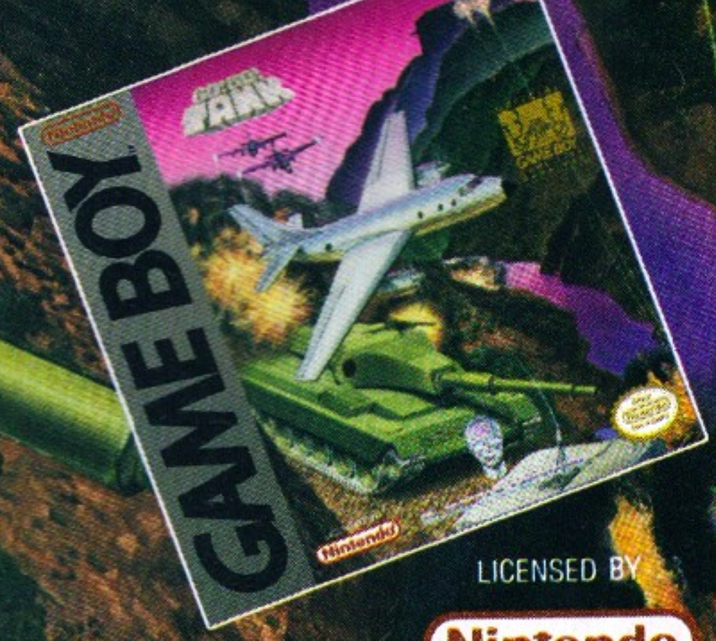
After each round, tally your enemy percentage for bonuses!!



GO! GO! TANK

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

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ELECTRO BRAIN

573 EAST 300 SOUTH STREET, SALT LAKE CITY, UT 84102

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

CIRCLE #156 ON READER SERVICE CARD.

FACT-FILE

Manufacturer: Sega
Machine: Game Gear
Cartridge Size: 1 Meg
Number of Levels: 6
Theme: Action
Difficulty: Average
Number of Players: 1
Available: Now



ONE MORE TIME!!!

The most popular mouse of all time is back again, and this time, the Game Gear has him! Basically, the Sega programmers have duplicated the Master System version of Castle of Illusion for the Game Gear, and we mean duplicated!! Every level is intact, as well as all pitfalls, items, enemies, and music.

The theme hasn't changed; the witch Mizrabel mouse-napped Minnie, and it's up to you to save her by finding the seven Rainbow Gems. Again, you may play a practice game to hone your skills, just as in the SMS version. The gems are strewn throughout five levels, and Minnie lies captive in the sixth level. Levels Four and Five contain two gems each while Level Six has two nasty bosses!!

M-I-C-K-E-Y M-O-U-S-E!

OPEN THE CHESTS TO OBTAIN MORE POWER AND POINTS!!

ITEM BOX *Holds valuable stuff.*

BIG CAKE *Heals Mickey.*

BIG COIN *Worth big points!*

EXTRA MOUSE *Always handy!*

MAGIC KEY *Opens some doors.*

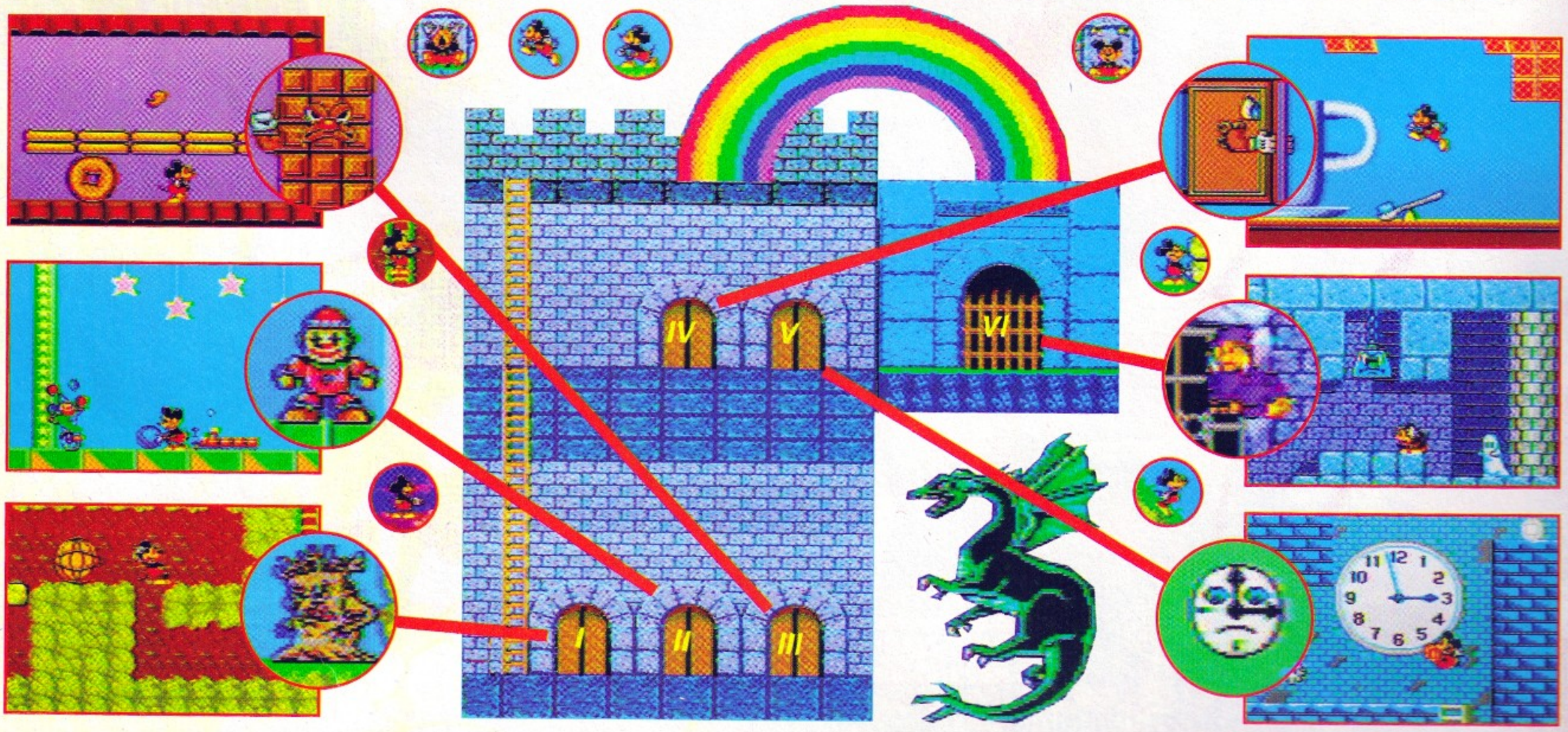
SMALL CAKE *Revives one health point.*

SMALL COIN *More extra points.*

POWER STAR *Power ups heatlh meter.*

GEMS

AREA	I	II	III	IV	IV	V	V	VI



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BATMAN™

FACT-FILE
Manufacturer: Sunsoft
Machine: Genesis
Cartridge Size: 4 Meg
Number of Levels: 7
Theme: Action
Difficulty: Average
Number of Players: 1
Available: Now

THE CAPED CRUSADER GOES 16-BIT!

Batman is finally here for the Genesis! The Mega Drive cart thata has become a legend in the mail order houses is now available in the U.S. All of the incredible graphics and sounds are still there as well as the great game play that goes right along with the movie. The U.S. National Video Game Team is going to blow this one apart for you, with special maps, tips, and tricks to help you clean up Gotham and put an end to the Joker's wicked schemes. We'll show you how to get through levels 1 through 4 and next issue we'll continue with 5 through 7 to help you finish the game.





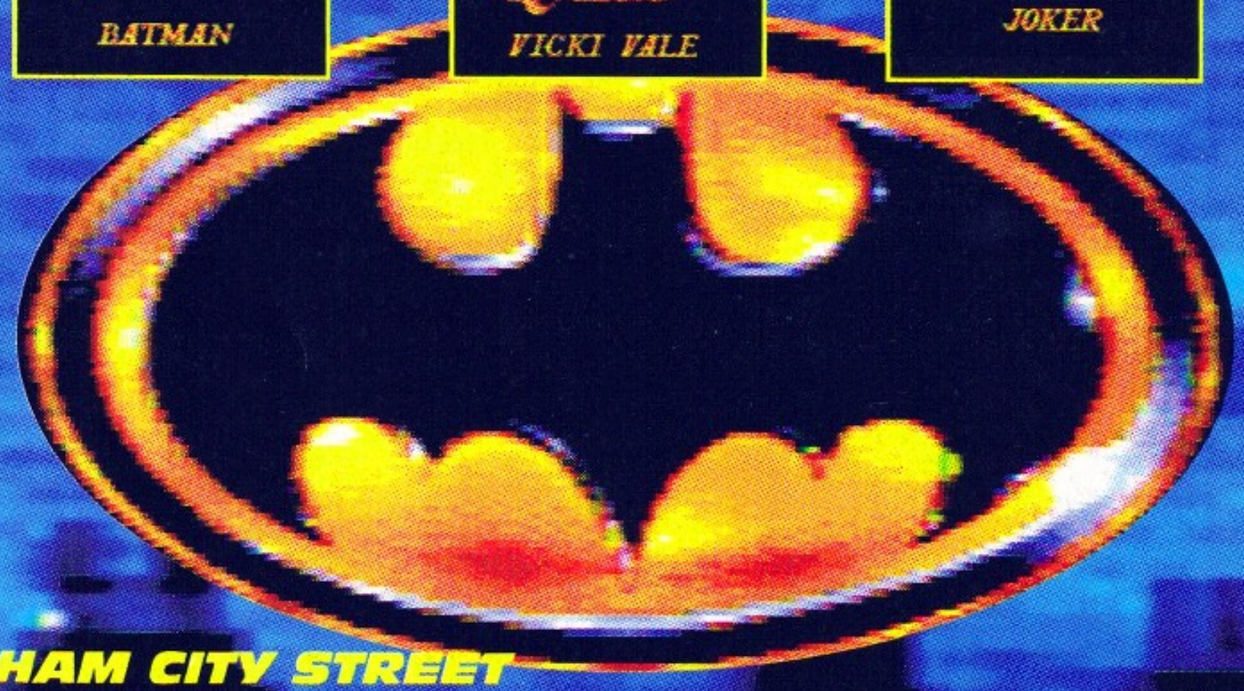








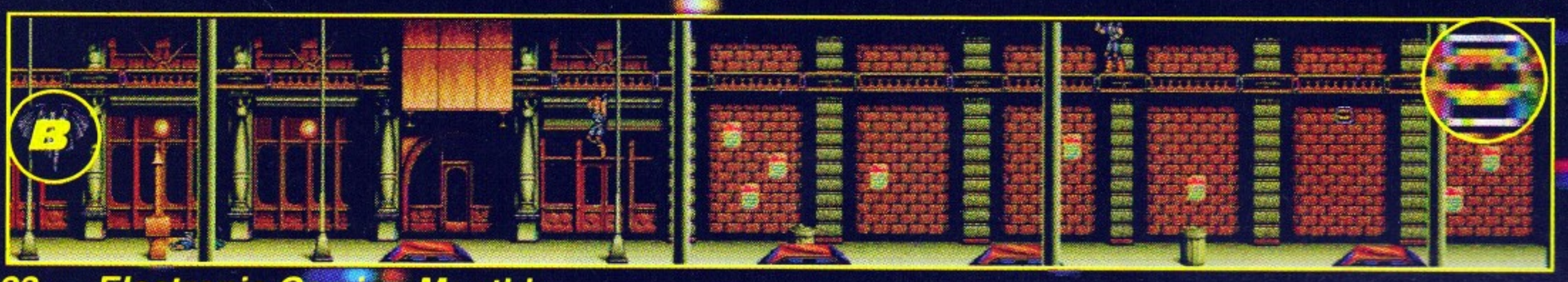




LEVEL 1: GOTHAM CITY STREET





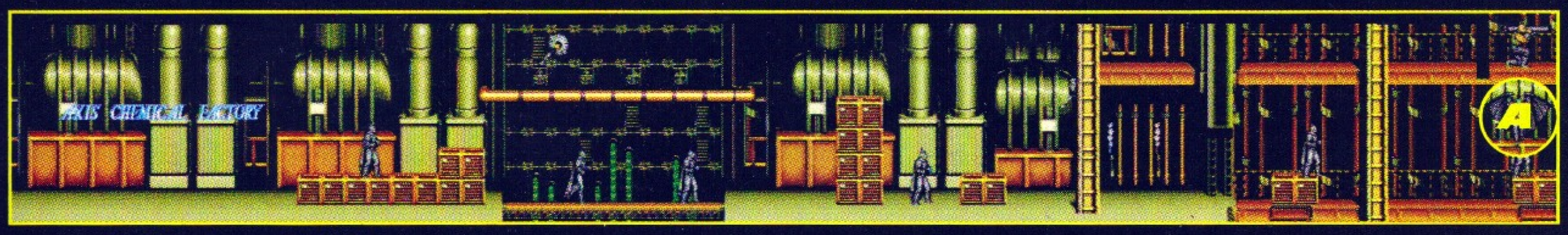


BOSS 1



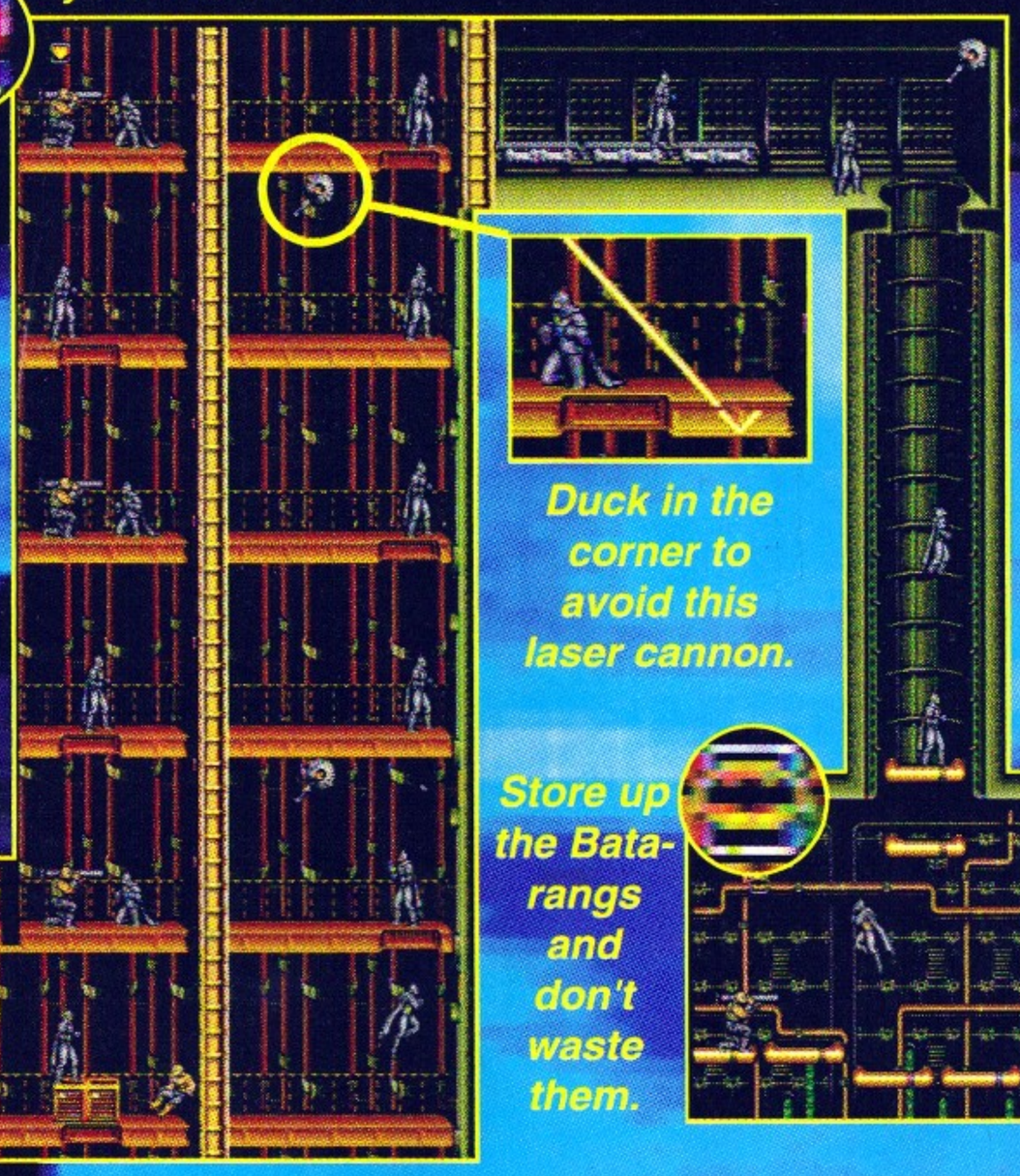
Grab the hearts and nail him with your Batarangs. When you run out, flip over him and punch him from behind.

LEVEL 2: AXIS CHEMICAL FACTORY





Get the heart to fill your life meter.





In this area two thugs will slide towards Batman, you must jump over them and then use your grappling hook to make it over the boxes.

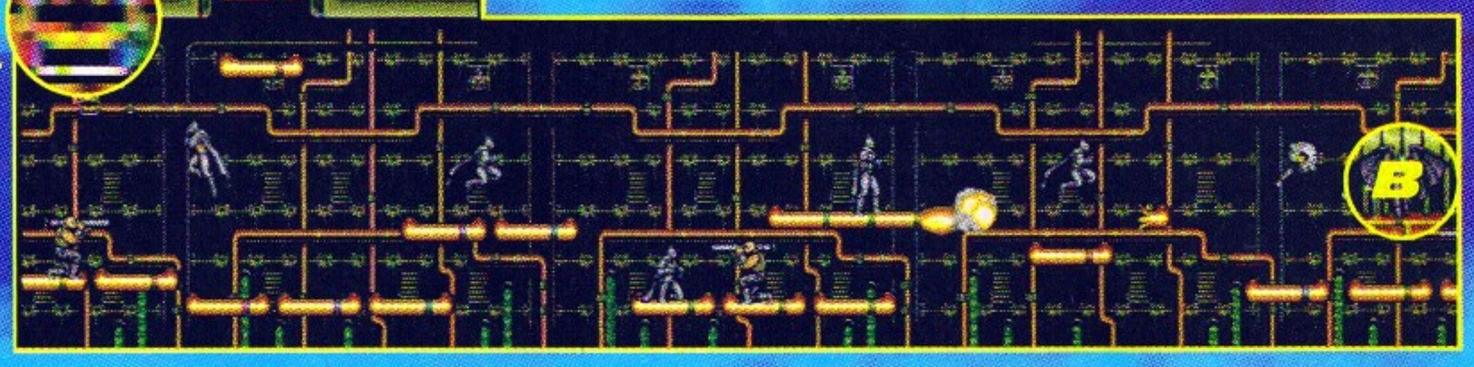


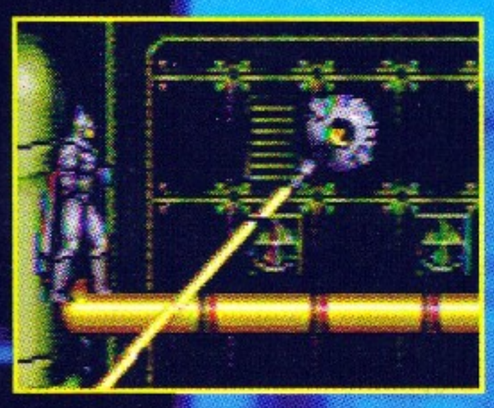
Duck in the corner to avoid this laser cannon.



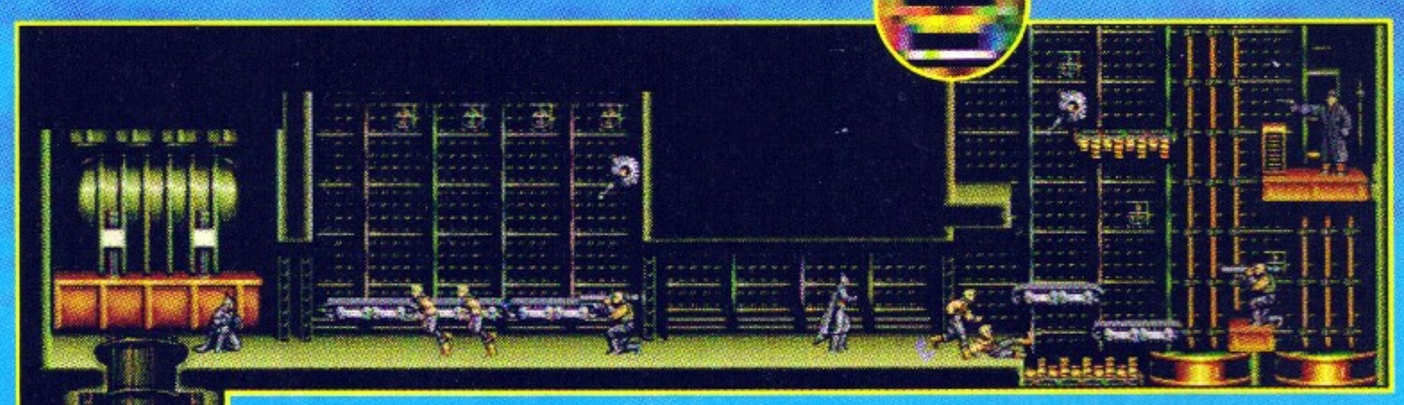
Beware of exploding pipes ion front and behind you. If a pipe starts exploding keep moving until you get to the end and you'll be safe.

Store up the Batarangs and don't waste them.





Laser cannons are stationed throughout the factory, a simple punch will put them out of commision.



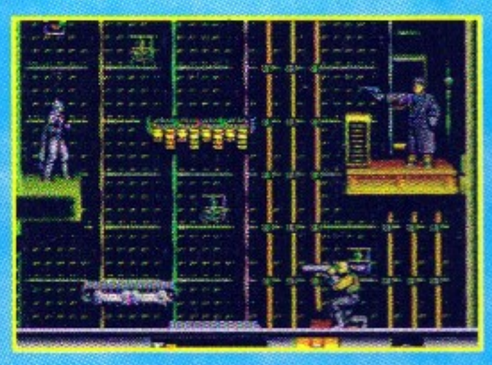


Jump up the platforms to get through here faster.

Watch out for the rocket launchers or you might get blown off the pipes and plummet to your death.

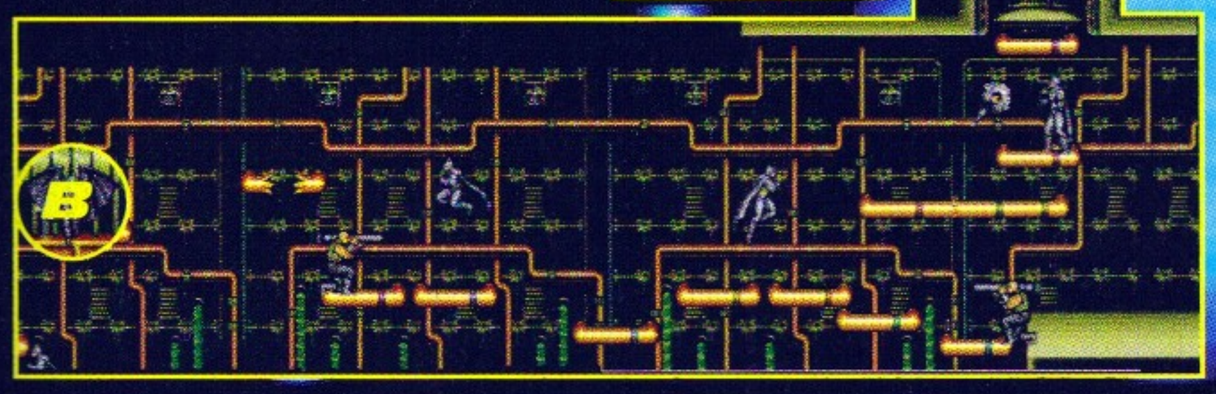


BOSS 2 JACK NAPIER



Jump onto the conveyor and a well placed Batarang will send him over into a pool of toxic waste.





Now Jack has been horribly disfigured and become The Joker. He's kidnapped Vicki so rush to her rescue!





LEVEL 3: THE FLUGELHEIM MUSEUM

SPECIAL TRICK!!!





Grab the icon!





When you get to this area, you can max out your Batarangs. First defeat the Axeman, then grab the Bat icon and walk off the side. You'll land on a platform and when it brings you back up, the icon will reappear. Do this until you have 99 Batarangs and it will make fighting the end bosses extremely easier.

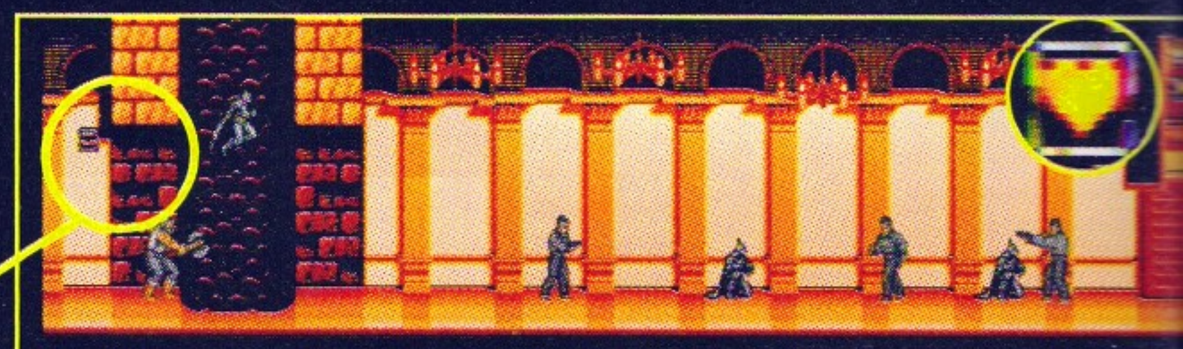


In this level there are many moving platfroms. These platfroms are spiked on the bottom so watch out when jumping up or using the grappling hook.



Watch out for falling chandeliers in the first area and near the moving platforms. Do flips to get past them faster. This is not recommended when jumpimg on the moving platforms though.



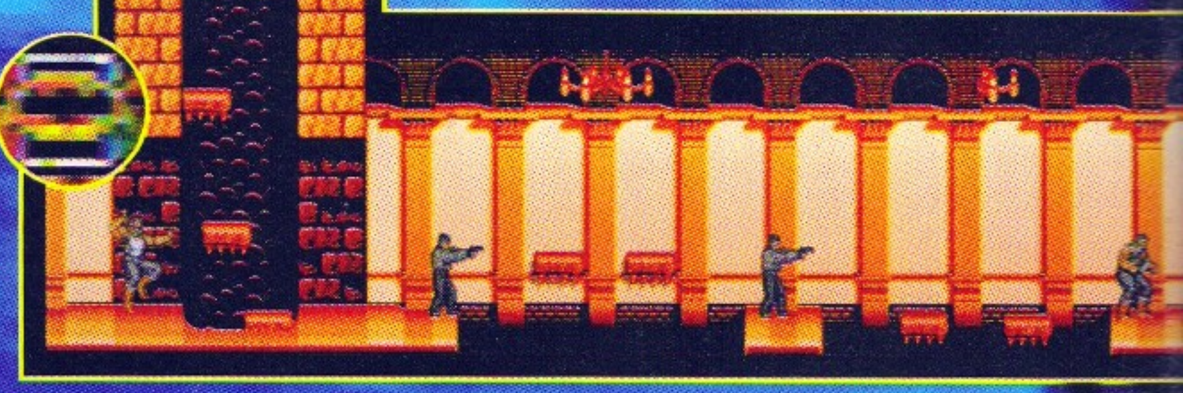




Giant axe men are tough to beat. It takes about 8 or 9 good punches to defeat him.

BATMAN





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HANG ON VICKI VALE!!!
NOW TO THE BATMOBILE

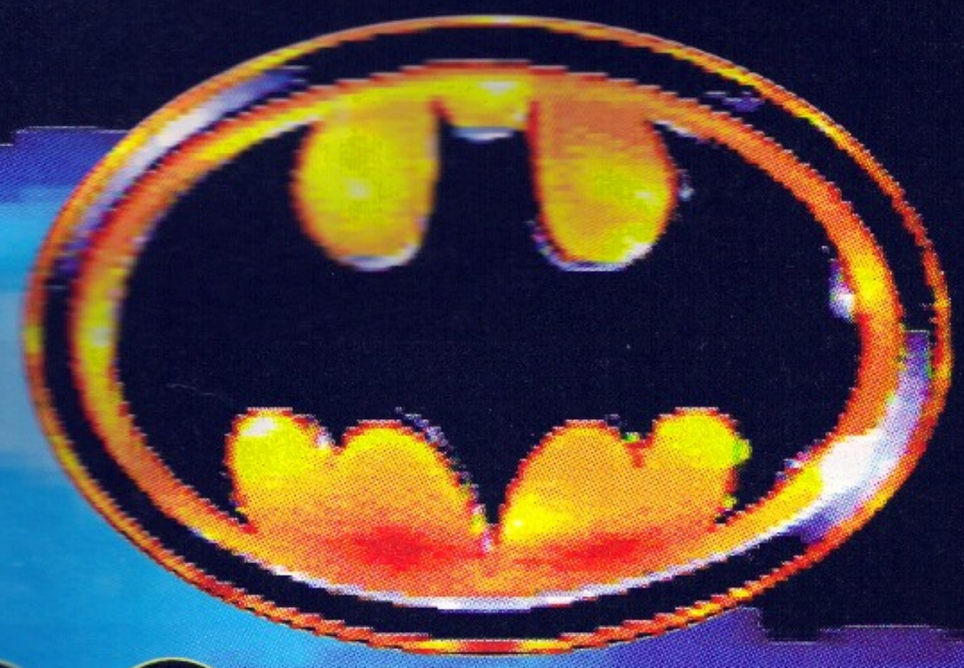




Just duck and fire Batarangs at this annoying villian to take him down.

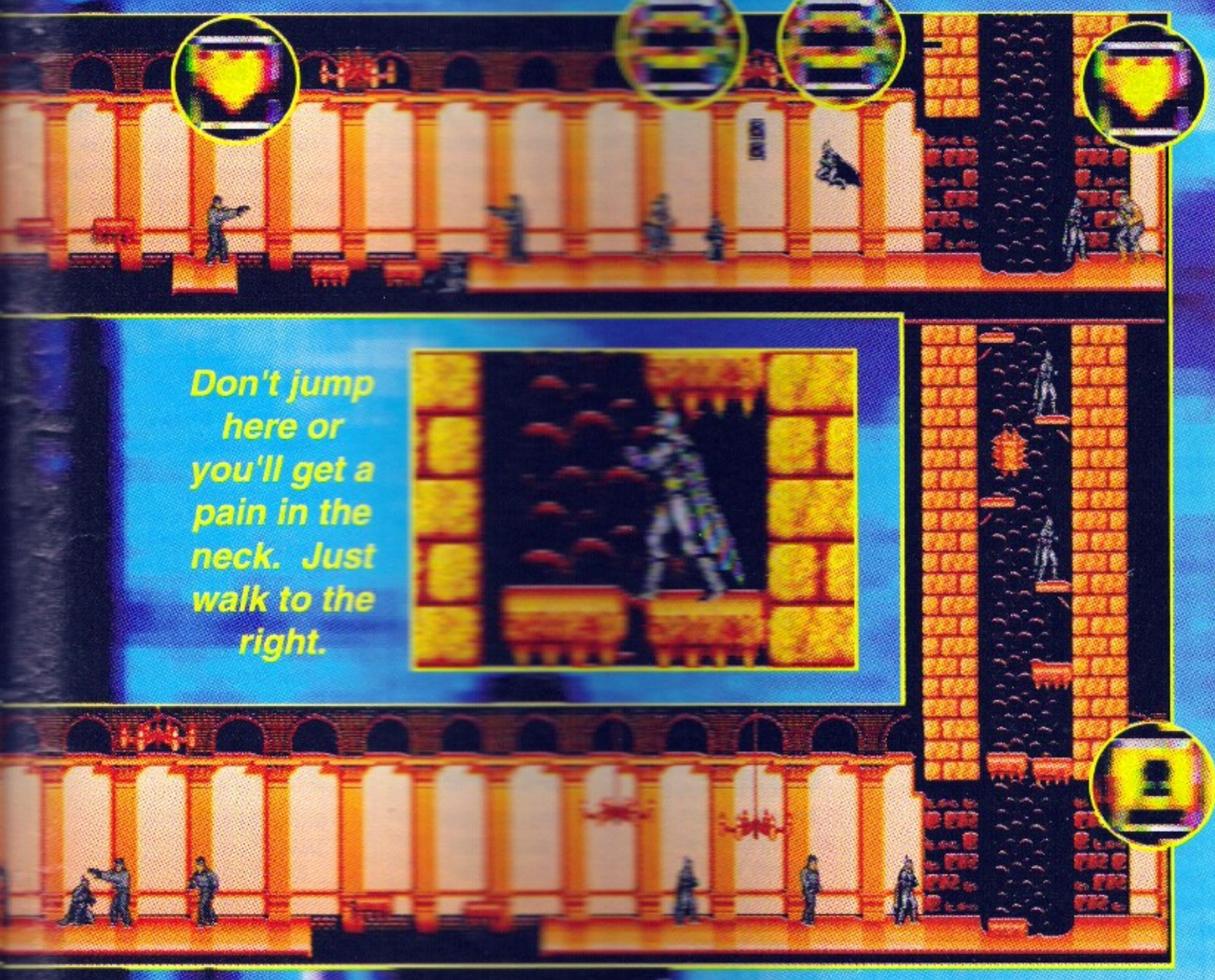


Many powerups are located on the top level. Be sure ot jump up and get them.



BOSS 3





Don't jump here or you'll get a pain in the neck. Just walk to the right.



If you have plenty of Batarangs passing this boss will be a breeze. Just stand to the left and duck and shoot.







If you get too close, he'll throw his radio at you and your in for a beating. Wait till he jumps at you then turn around and punch him.

LEVEL 4: GOTHAM CITY STREETS





Use missles on this huge armored tank.



BOSS 4



The leftover Batarangs will give you a huge arsenal of missles. These will help you finish this level with no problem as long as you don't die.

CHECK OUT THE NEXT ISSUE OF EGM FOR THE LAST 3 LEVELS!!!

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NINTENDO

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After Burner	14,335,970	Jeff Yonan
Bad Dudes	999,999	Stephen Krogman
Batman	6,802,500	Jeff Arensmeyer
Burai Fighter	15,342,420	Kelly McKenzie
Contra	6,553,500	Josh Winter
Double Dragon	346,450	Jeff Bensen
Double Dragon 2	461,080	Jason Turka
Godzilla	11,111,310	David Wright
Guerilla War	219,400	Stefan Zarzynski
Karnov	534,500	Ralph Mendes
Marble Madness	147,110	Jason Turka
Mega Man	9,999,900	Jeff Adkins
Metal Gear 2	Finished	Sergid Strugar
Paperboy	191,300	Glenn Stockwell
P.O.W.	311,500	David Wright
Rad Racer	62,403	David Wright
Rampage	42,999,963	Stephen Krogman
Road Blasters	999,999	Ralph Barbagallo
Rolling Thunder	179,350	Edouard Charbonneau
Sky Shark	1,043,570	Jeff Yonan
Star Soldier	6,090,000	Kelly McKenzie
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Tetris	784,537	Royce Cannon
TMNT	9,999,900	Chris Nygard
Werewolf	228,800	Jay Koster

SEGA

Game	Score	Player
After Burner	13,572,900	Christopher Sims
Altered Beast	234,400	Alex Stamos
Double Dragon	610,370	Brian Gedreault
Moonwalker	21,020	Vince Tennant
Out Run	55,626,340	Dan Lee
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Thunder Blade	3,054,000	Bob McGuire
Time Soldiers	7,437,700	Rob Siegmann

TURBO GRAFX

Game	Score	Player
Alien Crush	999,999,900	Barry Bowman
Blazing Lazers	99,999,999	Dale Scordino
Bloody Wolf	2,348,300	Ken Shulin
Bonk's Adventure	999,499	Chris Nygard
Cyber Core	999,900	Jim Hakola
Dragon Spirit	639,670	Randy Lewis
Fantasy Zone	98,265,100	Brandon Fish
Fighting Street	547,600	Sergio Stugar
J.J. & Jeff	10,175,650	Chris Camera
Monster Lair	389,920	Terence Micharoni
Side Arms	6,396,400	Jim Hakola
Victory Run	18 min. 00.13 sec	Stephen Shelton

ARCADE

Game	Score	Player
1943	2,947,360	Brian Chapel
After Burner	68,588,000	November Kelly
Arkanoid	1,165,910	Stephan Krogman
APB	1,002,324	Greg Gibson
Diner(PIN)	89,220,000	Steve Ryno
Double Dragon	130,900	Brian Chapel
Hard Drivin'	529,800	Jerry Landers
Klax	3,205,000	Leong Su Chin
Out Run	49,050,270	Dan Lee
Robocop	2,240,600	Stephan Krogman
Smash TV	12,624,000(1 Play)	Greg Gibson
Super Contra	10,640,310	Martin Alessi

GENESIS

Game	Score	Player
After Burner 2	29,017,840	Tony Desilvey
Altered Beast	4,682,500	Lee Venteicher
Air Diver	78,023,000	Steve Swetz
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Revenge of Shinobi	12,537,800	Steve Swetz
Target Earth	79,172,540	Randy Lewis
Thunderforce 2	6,776,350	Todd Bustillo
Truxton	3,331,050	Tony Desilvey

Rules - All scores on Kabuki-Quantum Fighter must be received by July 15, 1991. If maximum scores are reached, a random drawing from the high scores will be conducted to determine the prize winners. All scores must be submitted on official Team entry forms and accompany a legible photo. Void where prohibited. Send SASE to High Scores, 1920 Highland Ave., Suite 222, Lombard, Il 60148 for an official entry form. One prize per household per year. Score rollovers will be treated the same as maximium scores. For the Up-to-the-Minute high scores call 1-708-916-3147.

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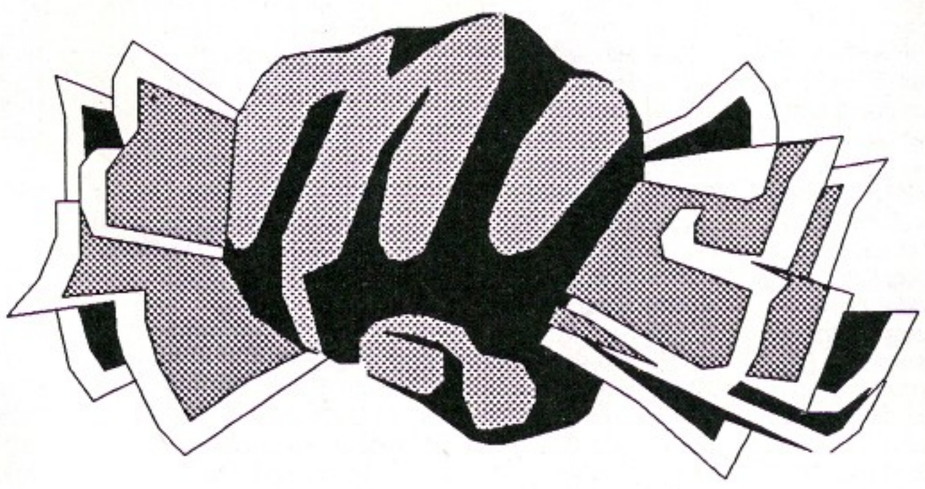
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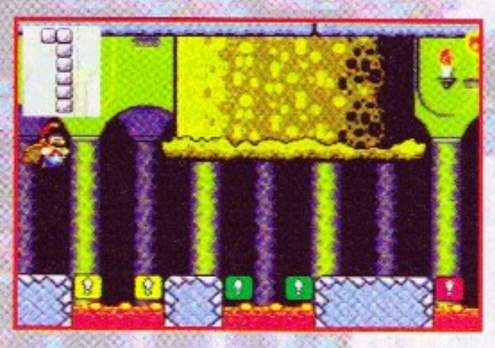
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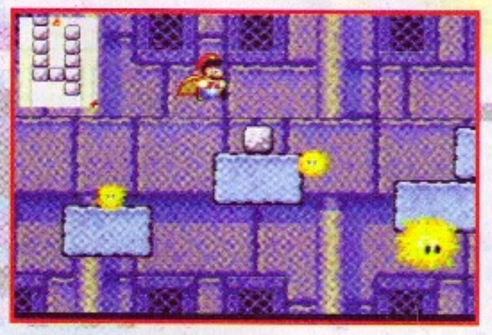
GET YOUR QUESTIONS ANSWERED!

GAME OVER!









SUPER MARIO WORLD

HELP THE BADDEST BROS. IN VIDEO LAND BEAT BOWSER!

Get ready for the most amazing Super Mario adventure yet! To get through this amazing game you only have to play about 45 to 50 levels, but if want really want to blow it apart, there are a whopping 96 worlds to find and conquer. The Koopa Castle isBowser's last line of defense and consists of 8 mini-castles and an awesome dark room where the only way to see is by hitting the spot light. Prepare yourself for the best Mario ending yet!





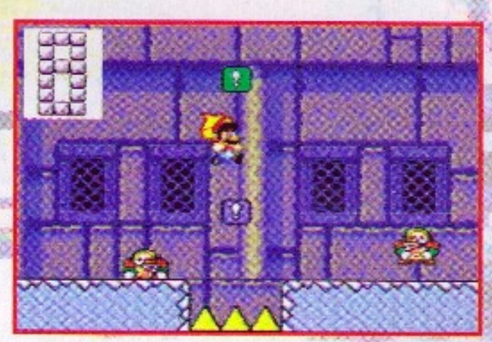


Choose from the first four doors.



Find the hidden passage to go straight to Bowser without going through the 8 mini-castles!





Now choose from the last four doors.



BOWSER!







Come on Mario!!!











Bowser attacks Mario in three different ways. After being hit twice with the Meka Koopas, Bowser will get upset and zoom away. When he returns the princess will throw Mario a mushroom and Bowser will attack again.





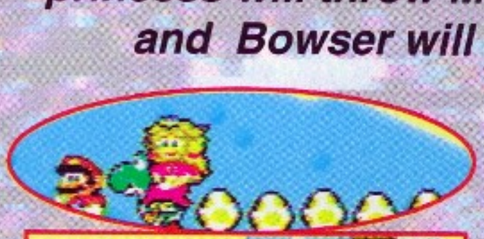


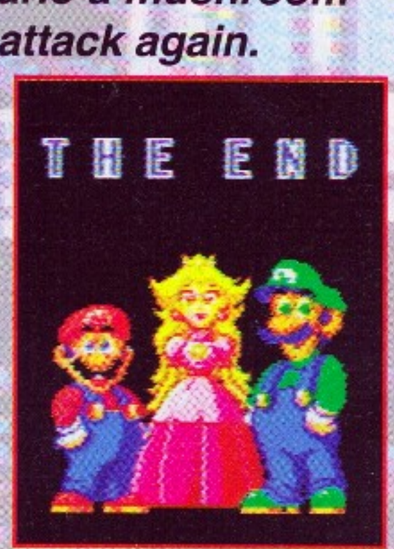






Thanks Mario!





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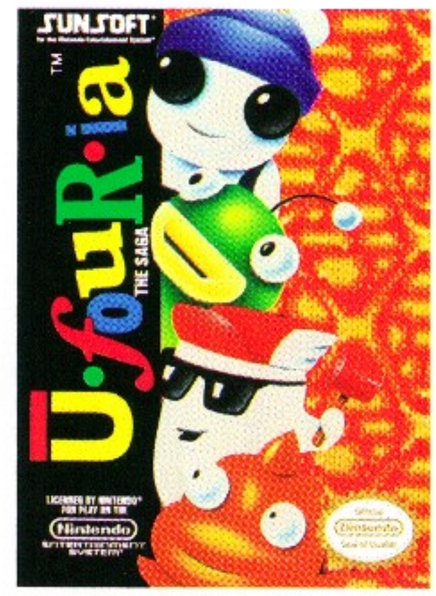
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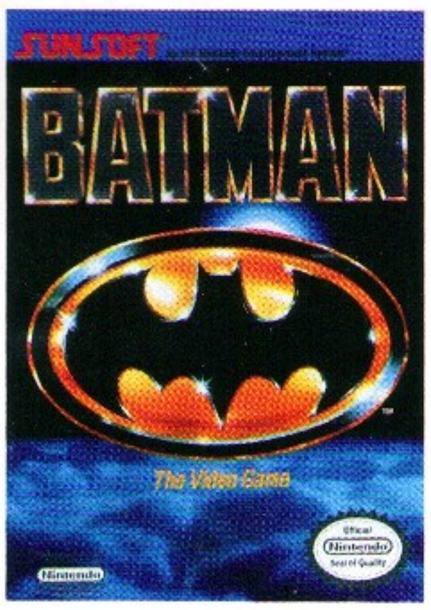
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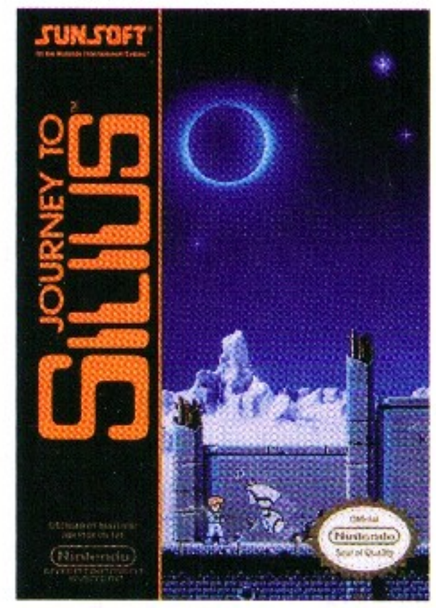
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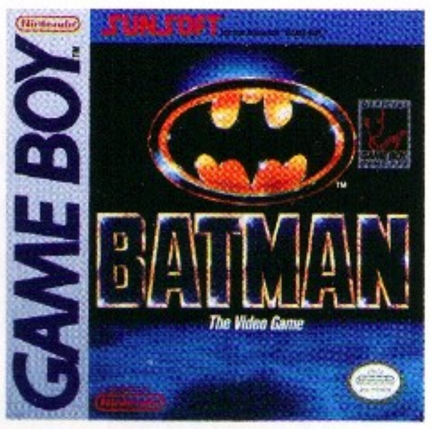
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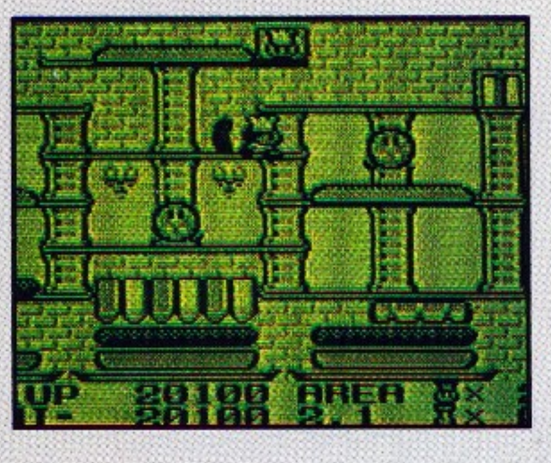
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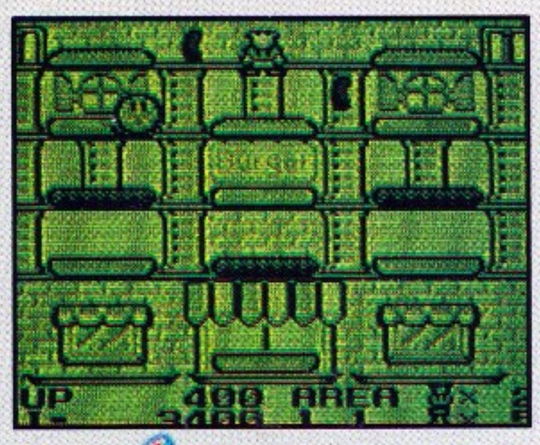
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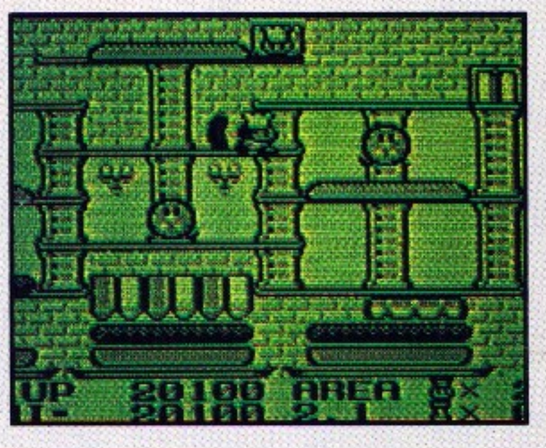
GIMME' THE WORKS!

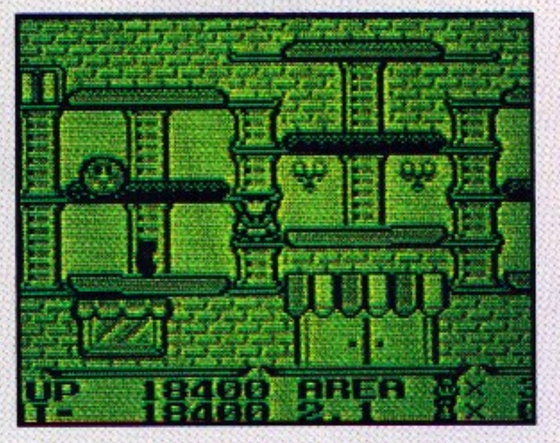


Today's Special: ***Flame-broiled burgers piled high with all the works.*** Peter Pepper, the burger chef is stacking these sizzling, mouth watering burgers with all the trimmings. But the grill is smoking from the annoying food fiends – Mr. Egg, Mr. Wiener and Mr. Pickle – who are trying to slow down production. It's food flingin' fun for you and a friend with **BurgerTime Deluxe**, new from Data East.









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