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November, 1993

Volume 6, Issue 11



**SUPER STREET FIGHTER 2
STRATEGY GUIDE INSIDE!**

**NUMBER
52**

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ATE
MY

NEIGHBORSTM



"I LAUGHED. I CRIED. I SCREAMED BLOODY MURDER."

Anita Placetohide
-Amityville Herald

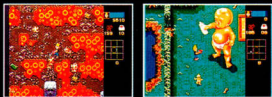


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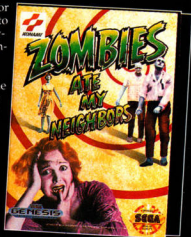
Thrilling performances by two teenage stars who must save cheerleaders, babies and BBQ-happy neighbors from every monster that ever stalked the cineplex.

"Somebody help me! Help me please!"



B.A. Goner-New York Times Up

sounds of "Hedgemaze Chainsaw Mayhem," "Mars Needs Cheerleaders" and "Weird Kids on the Block." Find your way through a "chopping" mall, a grocery store, mysterious monster islands, a haunted house and your own Zombie infested backyard. Run, swim and trampoline over hedges to escape hordes of Zombies, Chainsaw Maniacs, Mummies, Evil Dolls, Lizard Men, Blobs, Vampires, Giant Ants, Martians and more. Or take them out with your uzi squirt gun, exploding soda pop, bazookas and weed wackers. In a pinch use one of your collectible power-ups like secret potions and bobo clown decoys. Go it alone or as a Zombie squad of two. The game goes on and on and on. Run for your life! It just won't die!!



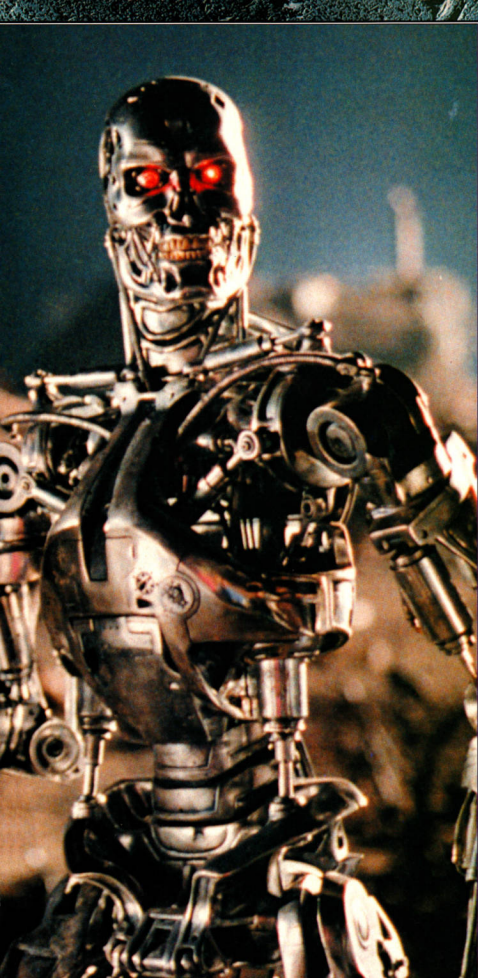
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EGM!



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GOOD FIGHT!"**



EGM!

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PUBLISHER

Steve Harris

EDITOR IN CHIEF

Ed Semrad

SENIOR EDITOR

Martin Alessi

MANAGING EDITOR

Danyon Carpenter

LIFESTYLES EDITOR

Joe Funk

ASSISTANT EDITORS

Sushi-X

Mike Forassiepi

Mike Vallas

Terry Minnich

Andrew Baran

Al Manuel

Howard Grossman

Mike Weigand

Paul Ojeda

Chris Nicoletta

ART DIRECTOR

Juli McMeekin

STRATEGY CONSULTANTS

U.S. National Video Game Team

FOREIGN CORRESPONDENTS

Kai Kasahara

Terry Aki

Sam Rye



WORLD NET™

CONTRIBUTORS

The Super Famicom-Japan;
Gamest-Japan; Mega Drive Beep-
Japan; Famicom Tsushin-Japan.

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**CONSUMER
MAGAZINES**

INSERT COIN

TOO MANY CHOICES!

If a new game system is the main item on your Christmas wish list, be prepared for a rude awakening when you start your shopping. If you thought this was as simple as choosing between the Super Nintendo or the Genesis, brace yourself. This season there are no less than 19 systems to choose from (even more if you want to have the Japanese versions of the U.S. machines)! Sounds scary, doesn't it?

Well, OK, before you jump all over me claiming gross exaggeration, the list does include the portables and the relics like the NES and Master System which no respectable gamer would ever want now, but the list is still longer than you would expect.

Need some help in wading through the systems? Let me run through the list in order of personal preference.

On the bottom of the list is a console version of the FM Towns called the Marty. Besides being very expensive, don't expect to see it or its games at your local Toys 'R Us. With no national distribution, this puppy died on the boat from Japan to the United States.

Here's one system you probably haven't thought of, but if you wander through your local Radio Shack store, you will run across their VIS (Video Information System). The distribution is there but the games are horrible. Pioneer is now in the game business with their LaserActive CD system. Coming in at a huge price—\$1,570 (if you want both the Sega CD and T.T.I. Duo modules) and a small number of 120 games, this system has a long way to go before it becomes a household world. Great for karaoke, though!

CD-I is Phillips' entry in the 'game' market. Even though it has been in the stores for some time now, it hasn't caught on as the games just don't cut it. One kind of wonders how desperate they are when one of their new releases (with video inserts) is the popular book—The Joy of Sex.

Commodore is back and their new console system is the Amiga CD². This one could be a contender and is worth watching. The games are good and the \$400 price is within reason.

TTI is still hanging in there with their Duo. The number of new games this season is way down and they are going to have to work real hard to get back in the players' interest.

SNK's home arcade machine, NEOGEO, is becoming a worthy investment if you like fighting games. Come on guys, how about something new? Atari has made a big splash with its \$200 Jaguar. Their first games are okay, but will they get the 'big name' third-party developers that are needed in order to turn it into a major contender?

3DO is the premier new system. If you can swallow the heavy start-up price it just might be worth the price of admission. The first batch of games are good but not great. Needs time to mature.

Sega comes in on top with its Sega CD. Though it started out poorly, Sonic CD and the upcoming AX 101 and Midnight Serenade could pull it out of its slump. But next year's 32-Bit Saturn (in Japan) may cause some players to wait for their whole new system.

What's left? The big two of course—Genesis and Super Nintendo! Somehow I bet you knew what would be the systems to buy this year. For our opinions on which of these two is the best though, don't miss our 1994 Video Game Buyer's Guide coming out next month. Have fun shopping!

Ed Semrad
Editor

EGM!

SENDAI MEDIA GROUP

ADMINISTRATION

PRESIDENT

Steve Harris

CHIEF FINANCIAL OFFICER

Mark Mann

VICE PRESIDENT OF OPERATIONS

Mike Riley

ASSOCIATE PUBLISHER

Ed Semrad

DIRECTOR OF NEW PROJECT DEVELOPMENT

Martin Alessi

DIRECTOR OF PROMOTIONS

Cindy Kerr

PUBLICITY MANAGER

Peter Berk

CIRCULATION MANAGER

Dave Marshall

NEWSSTAND DIRECTOR

Harvey Wasserman

NEWSSTAND MANAGER

Peter Walsh

CONTRACT PUBLISHING MANAGER

Ken Williams

CONTRACT PUBLISHING ASSISTANT

Ron Pringle

LAYOUT AND PRODUCTION

PRODUCTION MANAGER

Colleen Bastien

PRODUCTION ASSISTANT

Dean Hager

MANAGING COPY EDITOR

Jennifer Whitesides

COPY EDITORS

Gayle Schneider

Jo-Ei M. Damen

AD COORDINATOR

John Stockhausen

CUSTOMER SERVICE

(515) 280-3861

ADVERTISING

NATIONAL ADVERTISING DIRECTOR

Jeffrey Eisenberg

Eisenberg Communications Group

10920 Wilshire Blvd., Suite 1120

Los Angeles, CA 90024

(310) 824-5297

Heh-Kyu Lee, Senior Account Exec.

Suzanne Farrell, Ad Coordination



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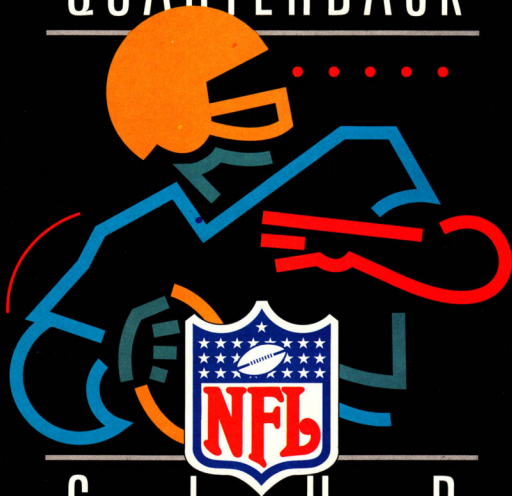


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Pop Quiz: What's Following Your Sega™



B. SG ProgramPad²

The new 6-button SG ProgramPad² jams with pre-programmed moves from your favorite Genesis™ games – Mortal Kombat®, Street Fighter II CE™, Streets of Rage 2™, X-Men™, Fatal Fury™, Jurassic Park™, Sonic The Hedgehog 2™, & David Robinson's Supreme Court™! Plus, you can program 6 of your own deadly moves from any game. Then check it out on the LCD screen. Tack on slow motion, auto-fire and button re-alignment and you've never had this much power in the palm of your hand! Whoever said that programmable was wimpy doesn't understand that sometimes you do whatever it takes TO WIN!

E. All Of Them

*Moves from Street Fighter II CE™ are based on media report

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C.

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D.

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Make your own rules

STD

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 Hunt Valley, MD 21030
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he Above

since the game was not released at the time of production.

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EGM!

NOVEMBER / 1993 / VOLUME 6 / NUMBER 11 / ISSUE 52

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SONIC MANIA HITS GAME SYSTEMS EVERYWHERE!

Yes, he's back—Sonic Mania Day is coming November 23! Sega rolls out their famous hedgehog in the grandest of styles with three versions for the Sega CD, Genesis and Game Gear. Sonic CD, Sonic Spinball and Sonic Chaos fill twelve spectacular pages in this month's issue. Turn to EGM for the first news and pix on this trio of devilish gaming fun. Don't miss the most expansive coverage of Sonic the Hedgehog to date.



AROUND THE WORLD WITH THE LATEST GAMING INFO.

EGM's been on the move visiting game companies around the globe. On a whirlwind tour, EGM stopped in England to visit our friends at Elite and Codemasters. Then, it was off to sunny California to chat with the people at Virgin. Find out what they had to say about their new and exciting carts.

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A SPECIAL 8-PAGE BLOWOUT ON SUPER STREET FIGHTER 2 STRATEGY!

You will be awestruck by the immense coverage of our special feature on Super Street Fighter II. Inside, you'll find eight pages revealing all the super top-secret moves of your favorite Super SF II characters. But that's not all! Witness combos that you could never have dreamed of before right in front of your eyes!



SUPER NINTENDO
ENTERTAINMENT SYSTEM

YOSHI'S COOKIE

Cookie Chaos for Mario and Yoshi!

Mario and Yoshi are filling in at the Cookie Factory, and the snacks are piling high!

As fresh baked cookies roll out of the ovens, it's up to Mario to sort and stack 'em before they pile too high! Line up a row of the same kind of cookies either vertically or horizontally, and they vanish. Clear the screen to move on to a new level of munchie-madness! Yoshi appears from time to time to stir things up. Play for high score or go head-to-head against a friend or the computer. The mouth-watering madness doesn't let up!

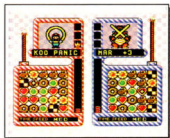


It's a heapin'
helpin' of cookie
crunchin' fun!



Challenge a friend or the
computer for more
munchie-madness!

In the tradition of Tetris™ and Dr. Mario™, Yoshi's Cookie is a heaping helping of lip-smacking, snack-stacking cookie chaos!



- ♥ 100 stages, plus bonus rounds.
- 🍪 1 or 2 players, or play against the computer.
- 🍰 Choose to be Mario, Yoshi, the Princess or Bowser.
- 🧁 Extra puzzle game from the creator of Tetris.

It's a snack attack!

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Temp't your gaming appetite with Super NES' latest menu of games including:
Clayfighter, Aladdin, Tecmo

Super Bowl, Wolfenstein 3-D, Secret of Mana, Art of Fighting, Super Chase HQ, Ren & Stimpy, plus much more!

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Although the weather is cooling down, the heat has been turned up with such sizzling games as Gunstar

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INSTANT PARTY

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Now you and three of your friends can play the hottest game for Super NES at

THE SAME TIME! The Super

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Hook up four players for nonstop, bomb blasting action in the Battle Mode!

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- ★ Super Multitap accessory included with the video game!
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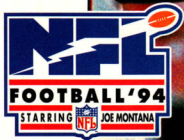
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**"THERE'S SOMETHING
ABOUT KNOWING THE NAME OF THE GUY
TRYING TO RIP YOUR HEAD OFF
THAT MAKES IT MORE PERSONAL."**

JOE MONTANA



**"MY MAN JERRY RICE, HAULS IN ANOTHER. NICE
PASS STEVE, I TAUGHT HIM EVERYTHING HE KNOWS."**



**"BARRY SANDERS WITH A "SPEED BURST" DOWN
THE SIDE LINE, ONLY ONE DEFENDER LEFT (TOAST)."**

“GUYS LIKE BRUCE
SMITH, JUNIOR SEAU,
REGGIE WHITE AND
CORTEZ KENNEDY. IN
MADDEN '94 ALL YOU



GET IS THEIR NUMBERS. MY GAME'S GOT COOL STUFF LIKE DIGITIZED
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QUARTERBACK VIEW*. AND LEARN FROM THE
TRUE PLAY CALLING PHILOSOPHY OF EACH
NFL TEAM. JUST GO EASY ON ME, OKAY?"



WE SWEAT THE DETAILS™

INTERFACE

LETTERS TO THE EDITOR

This is the section where you can open up your mind and let the rest of electronic gaming know what you have to say! If we like what you write, we'll put it inside the pages of this magazine and try to spell your name right. If we don't like it, chances are we'll wad it up and hurt (the paper, not us). Remember that anything you write and send to us can be used in the mag whether you like it or not. Remember that you have the right to remain silent and that anything you say could be used against you in a court of law. If you understand these rights then write us at: Interface, Letters to the Editor, c/o Sendal Publishing Group, 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148. And if you think we're going to answer every letter that comes to our mailbox then you must be nuts...



A NEW LOOK FOR A NEW YEAR

I just got your new issue 51 and, for the most part, the issue looks better. I know you guys don't like praises so I'll cut right to the suggestions. Number one, I don't like only Major Mike giving reviews by himself. The Review Crew is your trademark and you should keep it up. Two, I like the arcade section. Can you put the company name in with the title of the game? Three, how about more prizes for your new contests. Other than that, the size of the mag was huge, and your international coverage that issue was spectacular.

Brad Smyth
Tampa, FL

(Ed. You're a mindreader Brad. As Ed said in his editorial, only some of the revisions made it into that issue. You'll be glad to hear that all three of your points have been implemented in addition to a few others! As for size, how about this book? It's our largest ever! Wait till next month, though!)

PROJECT REALITY... ROUND 1

After I read about Nintendo joining with Silicon Graphics to produce their new 64-Bit CD-ROM machine, I couldn't help but get excited! It's about time Nintendo finally got serious about the CD-ROM technology. While Nintendo may take their time in getting theirs to market, you know that it will be good. I'll bet Sega is seriously considering the future of their Sega CD after this interesting news.

Jonathan Scott
Santa Clara, CA

Oh no, here we go again. What is Nintendo trying to pull this time? Nintendo seems to pride themselves on being all smoke and mirrors. How long are we going to have to wait for this system—two or three years? And the price is only going to be about \$250? Yeah, right! I am the proud owner of a Sega CD, and although the flood of games isn't overwhelming, it's still one game system that keeps many players happy with 'the next level.'

Andy Zagrabek
Wilmingon, CA

I really hope Nintendo knows what they're doing. Sega has a growing market with their Sega CD and all of a sudden Nintendo decided to announce yet another CD-based game system? How many times can the consumer get fooled into believing these Nintendo tales?

Mike Brandish
Jacksonville, FL

(Ed. This is the first of probably a whole series of pro and con letters concerning Nintendo's 64-Bit CD-ROM system. We agree that the specs behind the system are marvelous, but based on Nintendo's past track record of vaporware, it's still seems like Nintendo is playing the old shell game all over again.)

WELCOME TO 3-D

I don't know if it's just me or not, but I'm beginning to become bored with video games in general. C'mon, we've seen every type of game imaginable: shooters, action, simulations, puzzle, racing and role-playing games. We've seen a lot of gimmicks too like the Power Glove, the U-Force and Sega's Master System 3-D glasses. None really worked. Either companies need to come up with something original, or there's going to be some gamers like me leaving this hobby.

Michael Max
Cincinnati, OH



Jim Power utilizes 3-D technology with the aid of polarized, cardboard glasses.

(Ed. Don't pack your bags yet! Game companies are in the same boat as you are. With so many me-too games out there, no one wins. One answer to the problem is to introduce new technology that adds something to the game. This Christmas we'll see more peripherals that bring some interactivity to the hobby. For instance, Sega is introducing their Activator and Sega VR units to bring the player into the game. Then there's 3-D. Electro Brain is releasing Jim Power: The Lost Dimension in 3-D which uses a pair of polarized glasses to give the game a pseudo 3-D perspective. Hopefully these new devices and innovations will get players like you interested again.)

**So What if Pocky and Rocky is a goofy name for a game,
featuring two characters who've never been on TV.**

The Press Loves It!!

"This game is an absolute blast to play! What other great action game can you find where you can block any attack the enemy throws at you!" (Guy)

"Pocky & Rocky is one of the best carts that I've played in a long time." (Dude)
Super NES Buyer's Guide (March 1993)

"Don't let its timid name fool you. Pocky & Rocky is packed with action and non-stop fun."
GamePlayer's Magazine (May 1993)

"Natsume's second Super NES title may be one of the hidden gems of the year. It features beautiful graphics and lots of playability."
Nintendo Power (March 1993)

"At last, here's a fast-paced, two-player, arcade-style action/adventure game for the Super NES that hits you hard with a horde of evil beings and with no slowdown in sight. Pocky & Rocky by Natsume packs great blast-em-up action."

GamePro Magazine (March 1993)

"Adorable! A true rarity! This awesome duo is the freshest thing to hit the Super NES in a long time!"
Electronic Gaming Monthly (July 1993)

"This game is awesome!"
Electronic Gaming Monthly (February 1993)



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THE DUO QUANDARY

Where are all the new Duo games? I eagerly opened the September issue wondering what new Duo games would be revealed, only to find that there wasn't one game in the whole 100+ page magazine. Not even one Duo game in the Review Crew! To say that I was disappointed would be an understatement. I thought you guys were supposed to be the first to review games made for any system. Why were there no reviews for the *Robotech* game or *Dungeon Explorer II*? Reviews for these games have already appeared in other magazines. I hope you will give a little room in your spacious magazine for Duo games too! I understand that many kids have a Super NES or Genesis and the Duo is a less popular system, but at least print something for us Duo owners out there.

Bernie Romero
Ventura, CA



Dungeon Explorer II is one of the few games being planned for the Duo.

(Ed. Although we try to get as many Duo games in the September issue in either the Fact File section or in the Review Crew section, T.T.I. seems to be slowing down in the number of U.S. titles. As we understand, T.T.I. has only three games planned for the rest of the year: Beyond Shadowgate, John Madden Duo CD Football and *Dungeon Explorer II*. Hopefully Working Designs will crank out a few more as they have a great reputation for making exciting softs. As to your question about *Robotech*, it turns out that the game was cancelled for release by T.T.I. and will not be released in the United States. Unless T.T.I. gets on the ball and starts releasing more of the great games produced in Japan, the Duo may have a hard time existing in the U.S. market.)

EGM ENVELOPE ART!



Brent Engstrom
Salina, KS



Nick Fields
Spokane, WA



Steve Pierce
Wyoming, OH



Frank Harris
Devonshire, Bermuda



Tremaine L. Heard
Taylor, MI



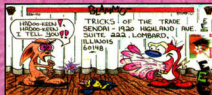
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Lancaster, CA



Chris Barnes
Jacksonville, FL



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GENESIS

GAME GEAR

SONY



IMAGESOFT

A close-up photograph of a single slice of toast that has been severely burnt. The toast is a deep, almost black, charred color with a rough, porous texture. Wisps of white smoke are rising from the right side of the toast. The background is a light, off-white surface with some scattered dark crumbs.

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TOO LITTLE TOO LATE

After seeing pictures of Nintendo's new NES in your magazine and in a store display at a local electronics store, I can't help but think, why? Is Nintendo so desperate to keep consumers that they will actually redesign the extremely old and outdated NES? Nintendo should have saved the money used on designing and producing the new NES and bring a CD-ROM system to the public. Or was there just so much plastic left over from people trading in their NES' for Super NES'? I'm sorry Nintendo but you're two years too late in bringing back the 8-Bit.

John Bethany
Amarillo, TX



Here is Nintendo's new NES. Will it revitalize the dying 8-Bit market?

(Ed. Back at the Summer Consumer Electronics Show, Nintendo didn't seem to make much of a fuss about the new Nintendo Entertainment System. It wasn't in the center stage getting all kinds of attention like one would think. Instead, it sat in a glass display case with other Nintendo products. It seems extremely doubtful that this new NES can pump new life into the dying 8-Bit market. Considering the lack of games that come out every month, Nintendo may be trying to pull the same tactic Atari did when they redesigned the old 2600 and sold it for "under 50 bucks" as the advertisement said. If you're a complete Nintendo nut and must own everything that has a Nintendo label on it, and you're looking for a replacement for your broken NES, it may be worthwhile to pick up. Otherwise, it's just an attempt to sell customers more on looks, rather than the hardware underneath the skin.)

ASLH

LETTER OF THE MONTH!

If you think you have what it takes to contribute to society, go write to Newsweek. If, however, you have a thought or opinion that fellow gamers would particularly find crazy, we'd love to immortalize you with a special edition EGM T-shirt proclaiming your fondness of and psychosis to video games!

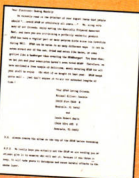


We recently read in the Q-Letter of your August issue that people should "...avoid SPAM at absolute all cost..." We, along with many of our friends, enjoy eating the Specialty Prepared Assorted Meat, and here you are criticizing

ing a perfectly wonderful product. SPAM has been a regular part of many people's diets since its invention during WWII. SPAM can be eaten in so many different ways. It can be eaten straight out of the can, fried and eaten like bacon, or even grilled like a hamburger thus creating the SPAMburger! You know what? We'll bet you and your associates haven't even tried SPAM. Therefore, we have enclosed a free sample of delicious, mouth-watering SPAM for all of your staff to enjoy. So what if we bought it last year? SPAM keeps quite well... just don't expose it to air for extended lengths of time. P.S. Always remove the slime layer on the top of SPAM before consuming.

P.P.S. We really hope you actually eat the SPAM we are sending you or at least give it to someone who will eat it. If you throw it away, it will take years to decompose and cause harmful effects on the ozone layer. Michael Jaackle and Robert Smale, Seminole, FL

Right after this photo was taken, Cyber Boy, our resident junk-food junkie, devoured the SPAM, can and all, without removing the slime layer. He was last seen on public access television touting SPAM as the highest life-form.



MORE FX GAMES!

Having played through StarFox on my Super NES, I can honestly say that Super FX technology is really cool, but aren't there supposed to be more games using this chip? I attended the Summer CES in Chicago and saw FX Trax. Even though it wasn't finished, I saw strong possibilities for it. Is there anything else planned for the FX Chip?

David Mirage
Elmhurst, IL

(Ed. Elite, one of the top manufacturers in England, is producing some titles that use FX technology. One of these is a racing game called Power Slide and a second is tentatively titled Dirt Racer. Both utilize

the FX chip's technology. Read more about these innovative FX2 chip games in the Elite article that is in the Special Feature section starting on page 154 of this issue.)



Elite is producing FX games like Power Slide for the Super NES.



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WORLD HEROES REBUTTAL

I can't even begin to stress how disappointed I am with the number reviews World Heroes received in the "Review Crew" section of the October 1993 issue of EGM. Being the producer on the project, I'm sure you can guess that upon reading the reviews I got very upset. The problem here is that it's hard for me to swallow the fact that three of your reviewers felt World Heroes deserved a score of six. What's worse is the reason behind the reviews. None of you reviewed it as what it is—a conversion of the NeoGeo arcade game. You all basically compared it to Street Fighter II Turbo. It was NOT intended to play as fast as Street Fighter II Turbo. It was intended to play as fast as the arcade version of World Heroes. The main complaint from all of your reviewers is the speed of the game. "It plays slow" is what is up all basically said. I'm sorry, but it plays just as fast as the arcade version of World Heroes and the original Street Fighter II. You can whip out combo attacks and special moves fast and furious. I admit some characters walk and jump slowly, but that's because of their characteristics.

Your new guy Danyon Carpenter says that World Heroes is very old and is one of the earlier NeoGeo games. He couldn't be more wrong. World Heroes came out in the middle of 1992. To bring out a 16-Meg Super NES conversion of the game at this time of year is fairly quick. He also says that if it came out on Super NES last year, it could have been a contender. Why can't it be a contender now? It's by far the best fighting game to come out since the release of Street Fighter II. It's much better than Mortal Kombat.

Martin asks, "Is this supposed to be a fighting game or just another attempt to capitalize on Street Fighter II's success?" I guess in Martin's view only Capcom is allowed to make one-on-one fighting games. If other companies do, they're just ripping off Street Fighter II. Street Fighter II's popularity basically told video game companies that there is a demand for this type of game.

Sushi-X was totally off by saying that the game play was pulled out. Our Super NES version of World Heroes plays as good, if not better, than the NeoGeo version. I seriously can't comprehend any of you having problems with the game play.

We've only heard good things about this

game from everyone who has played it. Even *Game Pro* gave it an excellent review. I feel it is good that you and your reviewers give your honest opinions to a game, but three sixes is putting us down. I know when a game is good or bad. World Heroes is definitely good.

Dan MacArthur
Producer / Designer
Sunsoft, Inc.



The subject of debate between the game's designer and the Review Crew heats up.

(Ed. Well Dan, first of all, I hope you don't mind us trimming back your three page letter. You understand, the space problem. As to your concerns, sorry, WH just isn't that great a game—by today's standards. You said many times in your letter that your version is as good, if not better, than the arcade game. We'll give you that. You did a great job. You copied everything, even its deficiencies. But we are also saying that the arcade game is not that great, especially now. Fighting games evolve and get better. Turbo SF2 is the best. Not only is adjustable speed important but so is having responsive control. WH falls down in both categories. Making a pixel perfect version of a so-so game doesn't make the new one great. Sometimes starting with a clean slate is better than copying an old game. Case in point, look at our reviews of TMNT: Tournament Fighters or Clay Fighter. Not only are both games "Street Fighter 2 clones" but they each are unique derivatives which look and play perfectly. Regarding Mortal Kombat, the success of a game is based on sales. Good luck if you plan on selling more WH than MK. As to Game Pro giving it a great review, so what? Their reviews are, uh, optimistic. Their editors last issue gave 13 perfect (5.0) fun factor reviews. Our editors collectively, have never found one perfect game in six years. Sorry Dan, we won't compromise our reviews. Was our 8, 6 and 6 too low though? You would probably agree that the Japanese mag Famicom Tsushin is a good unbiased magazine. We consider it the most authoritative. They gave WH a 7, 5, 6 and 6. Case closed...Ed Semrad)

the WHEREHOUSE

TOP 5 RENTALS BY FORMAT

FOR PERIOD ENDING 9/18/93

SUPER NES

RANK	TITLE
1	Street Fighter II: Turbo
2	Super Mario All-Stars
3	Bubsy in Claws Adven.
4	WWF Royal Rumble
5	Mario is Missing

8-BIT NINTENDO

RANK	TITLE
1	Jurassic Park
2	Kirby's Adventure
3	Tiny Toon Adventures
4	Battletads 6 Double Dragon
5	Super Mario Brothers 3

GAMEBOY

RANK	TITLE
1	Super Mario Land 2
2	Spot's Cool Adventure
3	Star Trek: The Next Generation
4	Raging Fighter
5	Mickey's Chase

GENESIS

RANK	TITLE
1	Jurassic Park
2	X-Men
3	Bill Walsh College Football
4	Bubsy in Claws Adventure
5	Fatal Fury

GAME GEAR

RANK	TITLE
1	Tom & Jerry Movie
2	Surf Ninjas
3	Streets of Rage
4	Incredible Crash Dummies
5	Streets of Rage 2

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SEGA CD



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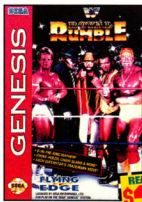
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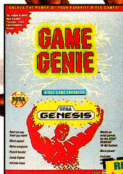
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Q-MANN'S

TOP TEN REASONS WHY EGM IS NUMBER #1

Sure, we all know that EGM is the best, but how did the magazine get to be number one? It sure didn't come easy! The Q-Mann did some probing to get the whole truth and to find out how EGM gets put together every month...

- Genetically-enhanced employees that require no sleep and run on Sonic soda.
- Where else can you read a magazine that has an editor named Sushi-X?
- Polybags! Polybags! Polybags! Not only do they hold your free stuff, but they're also guaranteed not to contribute to the destruction of the ozone layer.
- It's the snazzy UPC code on the front of the magazine.
- Hey, we got Cyber Boy Andy!
- Short lead-times allow EGM to be first with the info and fit into small boxes a lot easier than long lead-times.
- Insect Politics.
- Tasty "Salmon Surprise" in basement vending machines given to best employee of the month.
- Street Fighter 2 Covers!
- Tie:
EGM has the best stuff first, a booming circulation and the most pages... ad pages don't hurt most pages either.
and
Ed Semrad's calendar.

BAD PHOTOCOPY CONTEST!

A new feature to EGM is the official Bad Photocopy Contest. You'll find this contest in every Interface issue. What we did was photocopy a part of the magazine, blow it up, oh, 800 percent and it's up to you to find it somewhere in the magazine. You don't win anything, but you can congratulate yourself if you find it!

ppm. It
e'll not only
you laugh!

Race for
the ghc



Game Gear

Here it is! Attempt to find this picture in the magazine—if you can!

NEO•GEO POPULARITY

Ever since the Neo-Geo came out as a home system, it was regarded as the underdog by consumers. I know the price tag is high, but what better way is there to get arcade quality at home unless you buy every arcade machine you see? Also, it's good to see that there are so many good games coming out for the Neo-Geo. Samurai Shodown is awesome, as is Fatal Fury 2. I recently purchased a Neo-Geo through a local trading paper with the original Fatal Fury, Magician Lord, 2 controllers, and a memory card for only \$370! That price is a steal considering that many stores are selling the Neo-Geo Gold system for almost \$650. Also, since many games are available at trade shows and discount stores for around \$50 each, it's easy to see why this system is really gaining in popularity!

Rick Pattera
Naples, FL

(Ed. We completely agree that the Neo-Geo is an impressive system, but the initial price of the unit scared many people away. Why should they spend that much money when they could go to the arcade and play titles like Samurai Shodown and Fatal Fury 2 for only 50¢? Now with the price of used units dramatically dropping, many people seem to be considering purchasing the Neo-Geo. Many of our editors

around here are already searching for deals to snag a Neo-Geo now while the price is still low! With stores like Funco Land selling Neo-Geo games between \$50 and \$100, we can see the popularity is really taking off as well.)

I WANT MY SF2!

Why hasn't T.T.I. chosen to bring Street Fighter II: CE to the Duo? The game is incredible! In a heat of passion, I ordered the game from an overseas distributor and paid some hefty cash for it, but it was worth every penny. I only wish T.T.I. could pick this title up and sell it here because more people should see just how great this version really is!

Brad Divers
Sacramento, CA



Street Fighter II: CE for the PC Engine has already hit a low price of \$26 in Japan.

(Ed. Street Fighter II: Champion Edition for the PC Engine was a surprise hit when it stormed Japan on its release. However, as with many games in Japan, that furor has died down and many people are selling their games back to the stores which they bought them from. I hope you didn't pay too much for your copy of SF2 because the game can now be snatched up in many stores for about \$26! Quite a big drop from its original selling price of ¥9800, about \$88. It's too bad that T.T.I. couldn't get the rights from Capcom to release the game here, especially right now when they need as many good games as they can get.)



With games like Fatal Fury Special, it's easy to see why the Neo-Geo is popular.

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To order The Lost Vikings, call 1-800-969-4263, or see your local retailer.

THE RESULTS ARE IN

Alright, I have something to say about the Nintendo vs. Sega Mortal Kombat deal. Sega did a great job (or should I say Arena?) on Mortal Kombat. The arcade translation's graphics were good, but the blood is what made the difference. Nintendo, for some reason or another, screwed the game up and pissed everyone off. What's wrong with reality? Blood makes this game and Nintendo can't seem to realize that blood is something you can see on television and in the newspaper! Well, Nintendo may learn a lesson when Sega sells so many more carts. Nintendo is just like my cafeteria, they both ruin good things.

Palmer Burks
Lexa, AR

I have just bought Mortal Kombat for the Genesis. Boy, was I disappointed! The game play was great, but the sound was the worst! Please give me the scoop on Mortal Kombat for the Sega CD. I hope the graphics are better and that it has all the digitized speech and sound effects.

Scott Doepner
Monroe, NY

I am very upset at the fact that people are going to be judging game systems by just one game. Even though the Nintendo version of Mortal Kombat may not be a good translation, that does not mean that the Super Nintendo is a bad system. It works the other way as well. Genesis freaks think that their system is number one just because it shows red blobs in one game out of hundreds. Also, Nintendo doesn't seem worried about the response from Mortal Kombat because they have games like Super Mario All-Stars and Street Fighter II Turbo to bring in sales. I own a Super NES and think that the

Super NES Mortal Kombat is horrid. However, I have no ambitions to go out and buy a Genesis, because I do not think Genesis games in general can compare to Super NES games.

Anthony Yglecias
Tucson, AZ

(Ed. There definitely seems to be mixed reviews when it comes to the Super NES and Genesis versions of Mortal Kombat. Some players were won over to the Genesis version because of the promise of blood and gore flyin' everywhere. Others were led to the Super NES version due to the cleaner graphics and sound effects. It just goes to show how many people have different tastes in games—including our Review Crew.)

BETTER ENDINGS NEEDED

I buy tons of games for my Genesis, Super NES and Duo, and nearly every game seems to have a certain flaw. What flaw am I talking about? I'm talking about game endings. No matter what the game is, whether it's a shooter, action game, or some role-playing game, the endings just don't reward me for playing all the way through. I'm not saying every game is terrible. Many of my favorite RPGs, like Phantasy Star III, may not have the greatest of endings, but at least there are multiple endings to keep you playing. I want to feel I really accomplished something, not just see the words "Congratulations" and the credit list roll by.

Jim Carmins
Topeka, KS

(Ed. While it seems that many games may not offer exciting endings, how many different ways can you show Mario defeating Bowser? As in your example of Phantasy Star III, sure, there are multiple endings and it helps to keep people playing the games longer. But as for more fanfare in endings, maybe game companies never knew there was such a big demand for more dramatic endings. If the companies choose to listen, that could change.)



The differences between the Super NES and Genesis MK are stirring some debate.



Games like Phantasy Star III offer multiple endings to keep gamers playing longer.

WHAT IF!

Ever had a revelation? Okay, how about something really strange about the video game industry? If you've got some strange combination you feel everyone should know about, send it in!

WHAT IF...

... Awesome Possum was Sonic's illegitimate child? Naughty Sparkster!

... Cyber Boy actually called the phone number a girl gave him.

... There was a game called Super Mario Fart and the power-ups were burritos.

... They made a 16-Bit version of Custer's Revenge.

... There was a Beavis and Butt-Head street fighting game.

Send your 'What If's' to:

EGM What If's
1920 Highland Ave. Suite 222
Lombard, IL 60148
Or include your 'What If's' as a P.S. on a letter or postcard you're sending in.

AND NOW FOR SOMETHING COMPLETELY DIFFERENT...

Fabian, Edward, Sheldon and Doug of Nova Scotia, Canada offer their own unique explanation as to why there won't be a Street Fighter III.

12. Ryu is found drowned near a waterfall.
11. Blanka wanted to be like all the other kids and tried to swim. (Unfortunately electricity and water don't mix.)
10. Guile has a social disease and cannot continue fighting.
9. Ken commits suicide rather than live with such a dog of a wife.
8. Chun Li's implants have leaked.
7. Zangief was killed by a bear.
6. Dhalsim dies of anorexia.
5. Balrog attacks a beauty queen and is put in jail.
4. Vega wins the Miss America contest.
3. Sagat is picked up by the Immigration department.
2. M. Bison gets crushed by his bell.
1. E. Honda is still eating.

GAMETEK

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R A C I N G

"One of the hottest, and most realistic racing games available for the super NES... eye popping graphics, incredible game play, responsive controls, loads of options, ... FIVE THUMBS UP!"

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"This is the best racing game on the market..."

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"Nigel Mansell includes just about every option you can think of in a racing game... Gametek is challenging for pole position of Super NES racing games..."

— NINTENDO POWER



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ADVERTISING DIFFERENCES

In the past, you've shown us the differences in video games between Japan and the United States. You showed us pictures of Dragon Knight II and III for the PC Engine which could never be released in the U.S. Then you talked about the differences between Japanese and American advertising and how they can show nudity in ads while we cannot. What about European countries? I know you guys don't travel there much but I've heard stories that they have the same unrestricted advertising that Japan does. Is this true?

Some Kid
Some City, IL

(Ed. Well, we may not have travelled much to Europe in the past, but lately, Ed was fortunate enough to attend the European Community Trade Show, (or ECTS for short) and learned a few interesting tidbits about advertising for the European audience. The Europeans are as open about nudity in advertising as the Japanese are. Whether it's on television or in a magazine, if nudity will sell the product, you're sure to see it. Not even video games are spared. At the Domark booth, Ed noticed that they were advertising Davis Cup World Tour (Davis Cup Tennis over here) with the unique advertising system. Europeans can be more risqué about advertising because it seems to be the norm over there. Of course, Tengen could not do the same advertisement here, so they whipped up their own brochure. Although it's not as visually appealing, it does promote the game more on stats and features, rather than a scantily-clad woman on a tennis court. Will we ever see this kind of advertising here? Doubtful, and those are the, um—bare facts.)



The advertising differences between countries are, uh, pretty apparent.

WHERE ARE...

In issue 51, (I must say it was awesome, by the way) I noticed that you ran pictures of Wolfenstein 3-D for the Super Famicom. As a long-time fan of the PC version, I was thrilled to see that it would finally come to a gaming system. One of the pictures even showed blood on a dead soldier. Will this be left in the American version? Or should I ask if this game will even come the U.S.? It looks hot and the scaling of the dungeon walls could be done perfect to match the PC version's smooth scrolling!

Frank Blatz
Some City, IL

You guys keep talking and talking about Capcom's Mega Man-X, but when are we going to see more of this game? I own and have beaten all the NES versions and am really looking forward to picking this title up. Any word on when Capcom is going to release it or do I have to keep drooling over the pictures in the magazine?

Joe Hudson
New York, NY

(Ed. Frank, we have heard that Wolfenstein 3-D is coming for the Super NES here in the States! It will still contain all the smooth scrolling that made the PC version such a hit. Naturally, the blood may be the first thing to go, but there have been some other changes as well. A new weapon was added and the voices have been changed to English. It's planned for an early 1994 release. It may not be exactly like the PC version, but we were impressed. Read more about it starting on page 188.

Capcom's Mega Man-X may be arriving sooner than you think! It's slated for a December '93 release and will hit the shelves with 12-Meg under its belt. The story line is different from its NES counterpart and features new enemies for Mega Man to conquer. It looks promising and you can see more of the game with our Fact File on page 228.)



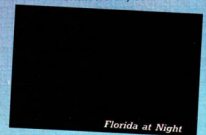
The PC classic, Wolfenstein 3-D, will be coming to the Super NES in early 1994!

POSTCARD PARANOIA!

The next time your parents drag you to some lame roadside attraction, be sure to pick up some of the tackiest postcards and send 'em in.



Steven Ratsner
Chatsworth, CA



Florida at Night
Brandon Jung
Layton, UT

EGM! SPECIAL ASSIGNMENT!

Hey all you artists! Draw what you think Sushi-X really looks like.

Your mission, should you choose to accept it, is to draw Sushi-X the way he looks when not in his ninja uniform. Hint: A real picture of him was printed in EGM sometime within the last year. Here's some drawings of him while wearing his ninja suit doing what he does best.



Nikolas Ulmer
Oxnard, CA



Chris Kabluk
St. Cath., Ont., Canada

SIZZLE IN THE SAND!



Or get scorched on the court! It's your choice! Play on a six-man international team that plays on the hardwood courts around the world, or play two-man Beach Volleyball mode for thrills and spills in the sand. Either way, the hottest sports simulation for the Super NES will keep you coming back for more!

- ⊗ Digitized graphics and super fast action highlight the play!
- ⊗ One or two players compete against each other or both vs. the computer!
- ⊗ Built in Training Mode teaches all the Bumps, Spikes, Serves and Saves to make you the Champion!
- ⊗ Take your team all the way to the finals in your quest for the Gold Medal!

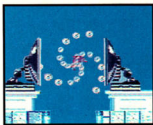


SUPER NINTENDO
ENTERTAINMENT SYSTEM



HUDSON GROUP
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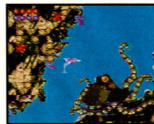
To activate the time sequence
Ecco must learn a special song.
Consult the Information Glyph.



The Killer Whale and other sea
creatures will help you during your
journey. Soak out the rejuvenating
power of the Shelled Ones.



The Asterite knows mysterious,
ancient secrets. Sing to him and
receive important powers.



ECCO THE DOLPHIN™



W E L C O
M E T O T
H E N E X
T L E V E L

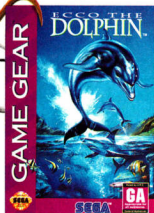
Swim very slowly past the
Octopus. He attacks when
he senses movement.



Call to the Pteranodon. Only he can help you over these rugged cliffs.



Ecco needs you to help him find his family and restore peace and tranquility to the ocean. Navigate through 17 mysterious levels. Fight sharks, octopi, and other treacherous creatures. Travel through time and enlist the help of an airborne dinosaur. Find the secrets that lay deep beneath the sea.



REVIEW CREW

41 GAMES REVIEWED!!!

Gunstar Heroes, Dr. Franken, Ranna 1/2: Hard Battle, Tony Meola Soccer, Paladin's Quest, Magic Boy, Clay Fighter, TMNT: Tournament Fighters, Mario's Time Machine, Top Gear 2, Captain America, Championship Pool, Secret Missions, Pac-Attack, ActRaiser 2, Aladdin, Pink Panther GEN, Vegas Stakes, Yoshi's Safari, Super Nova, Pink Panther SNES, Ren & Stimpy, Street Fighter II-CE, Gauntlet IV, Formula 1 Grand Prix, Super Battletoads & Double Dragon, WWF Royal Rumble GEN, Rocket Knight Adventures, Zombies Ate My Neighbors, Splatterhouse 3, FIFA Soccer, Sonic CD, WWF: King of the Ring, Bioshock for Hire, Awesome Possum, RoboCop vs. The Terminator, All-3 Thunderstrike, TMNT: Tournament Fighters NES, NFL QB Club, Star Wars, Bart vs. the World

MEET THE REVIEW CREW!



ED SEMRAD

While finishing up the largest issue of EGM this year, the poor editor has come down with a bad case of jetlag/burnout. Good thing the "Boss" is taking good care of him.

Current Favorite Games:

Sonic CD, Virtua Fighters, Clay Fighter



DANYON CARPENTER

Heavy "D" must be a cyborg or something much worse. This boy just won't quit! After putting Sega Force to bed, he wants to go jetskiing even though it's 50° outside.

Current Favorite Games:

Gunstar Heroes, Ren & Stimpy (Gen), TMNT: TF



MARTIN ALESSI

Now that summer's come and gone, the resident "referee" is getting ready for the football season as well as all the hot carts coming out for Christmas. Look out, man!

Current Favorite Games:

SSF2, ActRaiser 2, TMNT:TF, Aladdin (Gen)

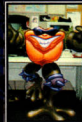


SUSHI-X

Sushi is sick of politics and wishes he could air-kajam the whole world into thinking straight again. Anyway, he is currently addicted to SSF2 and going to a 12-step.

Current Favorite Games:

SSF2, Samurai Shodown, TMNT: TF, SF2 SCE



MIKE WEIGAND

Mike is still undecided about the rest of the crew moving in on his "territory," but is really looking forward to the tons of carts about to be unleashed for the holiday season!

Current Favorite Games:

Ninja Warriors, Samurai Shodown, Gunstar

GAME OF THE MONTH

Genesis

Sega

Gunstar Heroes

Action

Release: Now

Levels: N/A

16 Megs



ED SEMRAD

This cart represents the fact that the Genesis can still beat out the competition! This has got to be one of the most intense carts to date, providing nonstop blasting and hand-to-hand (that's right) combat thrills that will strain your abilities to the max! There are plenty of levels, all of which are truly original and are an absolute riot to play through! Add the fact that it is two-player and you have a fantastic winner!



DANYON CARPENTER

This game kicks @\$\$! Offhand, I can't think of another game that offers a blend of action and shooting like this one! The weapons are cool with enough variety and the levels are huge a plus filled with detail! Then there's the Bosses. Once you fight these beauties, you'll wonder why game companies never did this before! There's nonstop enemies and plenty to shoot at. It looks like the Genesis can still kick butt!

MARTIN ALESSI

This is one of the best looking carts I've seen from Sega in a while. The animation is slick as can be and the use of multiple sprites to form Bosses is extremely well done. The music is good plus the sound effects are explosive. Definitely one of the most intense games I've seen on the home video game scene. Great game play, two-player simultaneous action and nonstop intensity from beginning to end.

SUSHI-X

Every once in a while, a game will come right out of nowhere and take you completely by surprise—so much that it'll take you a while to recover. Gunstar Heroes is such a game. This is one of the most intense and complex carts to hit the Genesis ever! Fighting hand-to-hand as well with guns (with more than their share of fire-power) will keep you on the edge of your seat! With killer music and graphics, this is a real winner!

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ENTERTAINMENT SYSTEM

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Nintendo



Based on the super-hot NEO-GEO coin-op, Ryo and his friend Robert need all their strength and skills in South Town to rescue Ryo's kidnapped sister. They must battle and defeat the toughest villains ever assembled. All these fighters are big, powerful, strong - each with special skills you'll love to use.

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- Cinematic zoom-ins and zoom-outs
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- Dozens of secret moves to discover and master
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- For 1 or 2 players



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- 25 - 1st Prizes, Art of Fighting Super NES Game Paks
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P.O. Box 252, Paramus, NJ 07653-0252

Name _____ Age _____
Address _____ Tel: _____
City _____ State _____ Zip _____

No Purchase Necessary - Void Where Prohibited - All entries must be received by December 31, 1993. Only one entry per person. Employees and their families of Takara U.S.A. Corporation, Ambassador Marketing Group Inc., and their suppliers are ineligible. Judges decisions are final. Not responsible for lost, misplaced, late, misdirected, or stolen mail. All entrants agree to be bound by the official rules which can be obtained by sending a self-addressed stamped envelope to Ambassador Marketing Group, P.O. Box 252, Paramus, NJ 07653-0252. Approximate retail values for prizes: Neo Geo Home System with Art of Fighting Cartridge/Pak(s), US\$1,000; Art of Fighting Super NES Game Pak(s), US\$50; (US\$10 - US\$150); T-Shirt(s), US\$10; Pin(s), US\$1. Allow four to six weeks for delivery of prizes. *Neo Geo is a trademark of SNK Home Entertainment Inc. Neo Geo and its logo are not affiliated with this promotion in any way. EGMA



THE HOTTEST
TITLES. STATE-
OF-THE-ART
TECHNOLOGY.
GAME
SAMPLING.
CAN YOU
HANDLE IT?



MAJOR MIKE'S GAME ROUNDUP

Dr. Franken DTMC / Super NES

This is a good, almost non-linear game, involving Frankenstein with a pair of shades and some devastating attacks as he travels around the globe. The graphics are cute and the animations provide plenty of laughs.

7 7 6 6 7
ED DANO MART SUSHI MIKE

Ranma 1/2: Hard Battle DTMC / Super NES

Punists and fans of the Japanese version will immediately be repelled by the "Americanized" voices, but others will find a very good one-on-one fighting game. The fighters are very original, as are their many moves.

7 8 7 8 8
ED DANO MART SUSHI MIKE

Tony Meola Soccer Electro Brain / Super NES

This game adds a new and different perspective to the usual home video soccer game, but the game play can get very confusing at times. Yet, there are plenty of options to interest veteran video game sports fans.

6 5 5 4 6
ED DANO MART SUSHI MIKE

Paladin's Quest Enix / Super NES

Yet another RPG from Enix! For fans of Soul Blazer, this borrows the perspective, but it isn't as interactive plus combat isn't as direct. Fans of these kinds of RPG games will probably be more than satisfied.

8 8 6 5 6
ED DANO MART SUSHI MIKE

Magic Boy JVC / Super NES

Here is another game that has great ideas (like being able to grab stunned enemies and carry them around with you), but they get almost completely lost in the poor control. The colors are beautiful and very well done.

6 5 5 6 5
ED DANO MART SUSHI MIKE

Super NES Interplay

Clay Fighter

Fighting Release: Now

12 Levels 16 Meg



Interplay went all-out in the originality department for this one—taking a common theme and adding a whole slew of nifty options and, well, slightly separated it from all the others. The control is excellent, and the timing is very good. The additions to all the voices, sounds and music add to the humorous tone of the cart. The only flaw is that the gags get too old too quickly. I also like the added theme song as well!

Well, I've got to give a hand to Interplay. What looked to be another mindless fighting game actually is quite fun to play and extremely humorous. The characters are cool, but since there are only eight characters, it's only a matter of time before you get tired of it. They certainly must be the masters of digitized voice. All the characters have cool voices, an announcer for each fight, and the theme song is awesome!

This is an absolutely brilliant game to bring out while MK and SF2 are the hottest things since sliced bread. The graphics are goofy yet very well done. The game play is filled with special moves, combos and tons of laughs. This will be a great alternative for parents who are having second thoughts about buying MK for the younger gamers out there. The cart is a solid-playing fighting cart with a twist.

If this game were based solely on looks, it would get close to a 10. The graphics are excellent and the animations are hilarious! The control of the various fighters is also uncommonly good. However, the initial thrill wears off rather quickly, plus the game lacks the real replay value of other fighting games (and I don't just mean SF II, people!). Overall, the game comes off as a very good cart.

Super NES Konami

TMNT: Tournament Fighters

Fighting Release: Now

Levels: N/A 16 Meg



Fantastic! This has got to be one of the best fighting games next to SF2, and in some cases better than SF2! The voices are crisp and clear, plus the control is absolutely wonderful! Another factor that I truly like is the story mode set up with dialog boxes unraveling the whole plot! There is a lot of techniques to learn, and plenty of combos that will get you really going! Another great hit from the pros at Konami!

Look out! The preliminary version of this game we received months ago didn't prepare me for how this cart would turn out. This is the definitive fighting game around (besides Street Fighter, of course), but the number of variety of characters, excellent special attacks and the wild finishing moves add up to one serious winner. If Street Fighter and Mortal Kombat have you down, be sure to check this one out!

It takes a company as good as Konami to bring out a game that could literally take on SF2! TF is a perfect blend of the best game play elements from SF2 and MK with the added bonus of using your favorite TMNT characters. The game play is great and all the little details such as combos and finishing moves, have been included. Adjustable speed, Versus Mode and excellent graphics are just the beginning.

TMNT: Tournament Fighters is a real surprise. Fighting fans will definitely want to check it out! The fighters are all unique in their prospective ways (the ones that look the dumbest and up being the toughest), plus the moves are remarkably easy to execute, making it also a great game for beginner fighters! All this and turbo speeds that you won't believe! Great voice and music also deserve mention!

Super NES Mindscape

Mario's Time Machine

Infotainment Release: Dec.

Levels: N/A N/A Meg



Just like Mario is Missing, this cart is aimed at a much younger audience and is based around the edutainment idea. This cart tests your skills at recalling historical places and trivia while giving you a pseudo-Mario adventure. Those players who want a lot of action will not find it here, but if you like to learn about history plus really liked the previous MIM, then this will be your ticket to fun, otherwise—forget it!

I actually enjoyed Mario is Missing and I expected this one to be the same. Luckily, it is and it offers even more challenging quests than the first Kiddies may have a tougher time with this one. For all you experienced gamers, the game will seem like a cake-walk, especially the Donkey Kong-type scenes and the surf boarding, but once you start reading those questions, you'd better break out the history books.

The concept behind this cart is very good. The game basically uses Mario's character to get kids to learn important facts and trivia about history. The format proves to be much more effective than Mario is Missing, since most kids will just cycle through the multiple choice answers until they get the correct one. The game has little to offer in terms of action, but will actually force kids who are determined to win to learn something.

This is another of those "infotainment" (I hate that term) games in the spirit of Mario is Missing. For those of you who like a more deliberately paced game that tests your intellectual skills and recall of historical events, then this is for you. For others, don't think this is in the same vein as Super Mario All-Stars—far from it! The graphics and music are good with some sequences (like surfing) especially well done.

NOW GENESIS PLAYERS CAN KICK SOME REAL



(Fill in the fighting word of your choice.)

STREET FIGHTER II SPECIAL CHAMPION EDITION. ONLY ON GENESIS.



The Ultimate Fight At Home.

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You've Met Your Match.

The exclusive Group Battle mode is found only on Genesis. And the Turbo mode gives you the speed you need.



The Best Moves Win.

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One of the highest rated Sega games of all time.*

MAJOR MIKE'S GAME ROUNDUP

Top Gear 2 Kemco / Super NES

Guess what? If you liked Top Gear, then you will probably also like Top Gear 2! This time there are some improvements over the original—most notably the scrolling is much smoother! Good weather conditions, too.

7 7 7 6
ED DAND MART SUSHI MIKE

Captain America Mindscape / Super NES

Bash! Krak! Ooof! What happened here? The Genesis version, which is almost identical (content-wise), runs circles around this one! The control is bad, making it almost impossible to defeat some enemies.

6 5 4 6 5
ED DAND MART SUSHI MIKE

Championship Pool Mindscape / Super NES

Yes, it is a video game version of pool. What's even more odd is it almost plays like the real thing! Many great options here (like perspective shifts) make this come alive! Some of the options could be eliminated, though.

8 8 7 7 7
ED DAND MART SUSHI MIKE

Wing Commander: Secret Missions Mindscape / Super NES

This is the second Wing Commander game for the Super NES, and falls short of the original. The scrolling and action is incredibly choppy plus gets very distracting. This was a good idea, but it just didn't turn out very well.

5 5 5 5 5
ED DAND MART SUSHI MIKE

Pac-Attack Namco / Super NES

No, don't laugh—just try it! This game looks like nothing, but once you start playing you will not be able to stop! The three games are addictive, and the Two-Player Competition will have you and a friend playing until you drop!

8 7 7 8 8
ED DAND MART SUSHI MIKE

Super NES	Enix
ActRaiser 2	
Action	Release: Now
Levels: N/A	16 Meg



Being the sequel to one of the most popular of the Super NES lineup, you'd expect it to remain relatively the same. I was slightly disappointed by the fact that the overhead scenes were taken out, but if you go beyond that and look at it as an action game—it's great! The only problems (that are apparent) are that the controls need to get used to and the game is filled with lots of one-hit deaths. Still a decent game.

This game is quite a shock. I was thrilled with the original ActRaiser and thought it couldn't be beat—until now! This cart is packed with beautiful graphics, killer sound and enough action to keep anyone happy for days. I do miss the overhead scenes from the original, but this one will do nicely. The only problem I had with the game was the awkward control to fly. It does take a while to get used to.

This cart is absolutely phenomenal! The graphic and audio quality of this game is a total step above the original. The screen explodes with detailed backgrounds, huge animated bosses and vivid colors. Look for tons of hidden techniques and strategies because the game play is as good as gold. The game is very hard, but, if you're game, this one will offer the challenges that veteran gamers have been waiting for.

From the opening music, reminiscent of the original ActRaiser, you just know this game is going to be special, and ActRaiser 2 didn't disappoint. Everything in this game is exceptional—from the hauntingly beautiful music to the graphics—this is a game you'd be proud to add to any collection. The city's building scenes are gone so it's all action, but there is enough new combat skills involved to compensate.

Genesis	Sega
Aladdin	
Action	Release: Now
Levels: 10+	16 Meg



What happened to the Genesis?! Suddenly, all the latest titles are some of the best ever seen! This cart has got to be seen to be believed! The animation is absolutely flawless, making it look just like the animated movie—literally! The slapstick humor of the movie is also retained. For example, when the guards run across hot coals, he jumps from toe-to-toe! Keep this up and who knows what will come up next!

It looks like it's going to be a good year for the Genesis. Aladdin takes many ideas from side-scrollers and turns it into a slapstick game everyone can enjoy! The sound effects are right on the money and the animation has yet to be rivaled. No other game comes close when comparing animation. The only problem with the game is the jerky scrolling that can be annoying for awhile, but soon you'll forget it's there.

Let's hear it for Virgin! This game is a masterpiece! The animation is second to none plus the little Disney touches to the backgrounds and characters make this cart a visual extravaganza. The sounds and music are also top-notch, with lots of emphasis on theme and atmosphere. This cart also plays as good as a Mario or Sonic. Incredible controls and a variety of techniques make this cart one of the hottest.

There are many games based on Disney stuff. While many don't succeed (and few do), Aladdin sets a new standard with its graphics that are as real, you'd think you were controlling characters in the movie itself! There are several levels to be conquered, and they are big enough to keep you entertained for many repeat playings! However, the control was a bit frustrating. Still a good game, though.

Genesis	TecMagik
Pink Goes to Hollywood	
Action	Release: Now
Levels: 12	8 Meg



Huh?! Well, if the president's cat can be made into a game, then why not the Pink Panther? But put that aside and you have a decent run-and-jump game. The music may not be as good as the Super NES counterpart, but it sure does play a whole lot better. The settings are very cool, and the atmosphere generated by the music, enemies, sounds, etc. is done very nicely. An original title in an unoriginal setting.

I was surprised by how good this game actually was. Although the character may not be the most modern around, Pink Panther still offers fans of side-scrolling action games some new surprises and a lot of technique. The idea of having movie sets for stages was cool and the music that goes with it is fitting. I would like to have seen more power-ups available, but as it stands, the game is decent.

This timeless character has finally made his way off of fiberglass commercials and into the Genesis. The game play is kind of simple, but there are plenty of power-ups and techniques. The graphics are well done, especially Pink Panther himself. His animation is very good and he has lots of it. The game will appeal to young and old alike plus will be a good alternative for people who really liked Chester Cheetah.

Well, it was probably only a matter of time until this guy showed his pink puss in video games, but now he's here and he is rather pleasant to play! The graphics are surprisingly good, plus the sound adequately conveys the mood of each level. The control was responsive and even better than that of the Super NES version (believe it or not). I really liked the different movie sets—a very clever idea!

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MAJOR MIKE'S GAME ROUNDUP

Vegas Stakes Nintendo / Super NES

Like Championship Pool, Nintendo gives casino life a great video game feel—and your adventures don't just stop in the gambling den! The incidents in the casino add much humor and great variety!

7 8 8 8 7
ED DANO MART SUSHI MIKE

Yoshi's Safari Nintendo / Super NES

After playing this for a while, you may be tempted to turn your SuperScope on yourself and end it all! Yoshi's Safari suffers from one fatal flaw—it is way too easy. The scrolling and graphics are excellent, but that's it!

6 6 7 7 4
ED DANO MART SUSHI MIKE

Super Nova Taito / Super NES

There are some excellent elements here (like great weapons, and, at times, astounding graphics), but the one-hit-wonder aspect that sends you back a ways in each level when hit is very aggravating!

7 7 5 6 6
ED DANO MART SUSHI MIKE

Pink Goes to Hollywood Tecmagik / Super NES

The cool pink cat makes it to home systems! However, you may be better off with the Genesis version of this one, because the Super NES counterpart suffers from stiff control and unappealing levels.

7 7 5 6 6
ED DANO MART SUSHI MIKE

Ren & Stimpy THQ / Super NES

Ren & Stimpy had great expectations, and it lives up to some of them (very good graphics and voice, plus the clever idea of making each section based on a cartoon episode), yet the control could be improved greatly.

6 6 4 5 6
ED DANO MART SUSHI MIKE

Genesis	Capcom
Street Fighter II CE	
Fighting	Release: Now
Levels: N/A	24 Meg



It's about time that SF2 came out for the Genesis. All the problems that seemed to plague the first version of SF2 CE were hammered out—like the black bar and such. Now, this version looks and plays just like the Super NES version minus a few colors. The Group Battle Mode is a neat touch, but doesn't save it from an 8. Though the graphics are there, the sound track and voices are horrible! It really is that bad!

Well, it's here and it's everything I wanted, except for The Flaw. The game is a blast and has all the same characters, moves and combos as before, but now includes a terrific Group Battle Mode for even more fun. Don't even think about using the 3-button controller—it blows. Use a 6-button and you'll be much happier. Now for The Flaw. The sound is horrible and it sounds like each character has laryngitis.

Every Genesis owner's dream come true is here! SF2 CE is a faithful translation of the arcade smash—plus more. There are enhancements that aren't even in the Super NES version. Special matches and eliminations make this a great cart to play with a group of friends. The graphics have greatly improved and the speed is even faster, too! Problem 1: You need the 6-button control to enjoy it.

It's here! SFII Champion Edition has all the aspects of the Super NES version and even more! The Team Match Modes are a big plus, and the special moves are even easier to get off! You should have the new 6-button controller (toggling between kicks and punches by pressing START on the 3-button controller is maddening), but the voices could have used MUCH more work! Overall, a very good fighting game.

Genesis	Tengen
Gauntlet IV	
Action/Adventure	Release: Now
Levels: N/A	8 Meg



The first four-player title for the Genesis! Boy, does it shine! Staying exactly the same from the arcade to the cart, this one is all the original and more! Cool Bosses to fight and TONS of levels to explore! The voices are near perfect and the difficulty, well, it really is quite a difficult quest. That is about the only problem with this cart. Add a four-player tap and the games a rollin' for four-player exploration fun!

Fantabulous! This version of Gauntlet IV is absolutely awesome! Terrific additions have been made like a lengthy Quest Mode and a blood-thirsty Battle Mode for a bunch of your friends. This game may get my vote as having the best music heard on the Genesis! It's orchestrated perfectly. And with the addition of being able to use the Sega Tap and EA's Four Way Play, the options are limitless.

This is the way a classic arcade game should be done. This is a carbon copy of its arcade cousin with tons of enhancements that make it even better. The four-player option is a blast and it's the only way to play once you've been hooked. The graphics are good and the music is above average. This cart really shines in the game play department, with tons of levels plus hours upon hours of difficult adventure.

Very faithful to the arcade version, Gauntlet IV is a four-player game that will keep a quartet glued to the television for hours! The levels are huge and some of the Boss characters (like the giant fire-breathing dragon) are a knockout! The game is a little on the hard side, but there are tons of levels to explore and the game never seems to end! Yet, the four-player simultaneous play does inhibit individual "exploring."

Genesis	Domark
Formula 1 Grand Prix	
Racing	Release: Now
Levels: 12	8 Meg



Oh Joy! Another racing title! Even though I have seen, played and thrown away other racing games, this one does have all the cool, nifty options that make this one different from all the others! The control is really tuned up so things get quite hectic at the push of a button, plus the graphics are decent. A little bit of choppiness can be seen as the track moves and side objects pass you, but it still isn't bad at all.

As a racing fan, I'm glad to see Formula 1 Grand Prix is a good simulator and actually fun to play. The landscape scrolls by smoothly and the computer controller drivers are tough! The amount of changes you can make to your car is kinda low, but it keeps you from getting bogged down with technical garbage. If you think you're good enough, give the Turbo Mode a try. The detail is toned down, but it's ballistic!

By far, this is one of the best racing games that I've played on the Genesis in a long time. The game play is incredible and the number of options available keeps things interesting. I love the Turbo Mode because the action really starts to fly when you get into 5th gear. This driver is actually Activator friendly, and if you don't mind looking silly, it can be a lot of fun. Smooth graphics are the highlight of this intense cart.

Another so-so racing game that, once again, puts you behind the wheel while you watch the track come at you as you drive. Although it's not on par with F-Zero, this game has all the options to be expected and racing fans may definitely want to give it a look. There is a little choppiness as the track and objects on the sides come at you, but the control is precise enough to keep things from getting too frustrating.

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REVIEW CREW

MAJOR MIKE'S GAME ROUNDUP

Super Battletoads 6 Double Dragon Tradewest / Super NES

Yes, I will move to this! This is identical to the NES version with some differences, but the graphics are improved ten-fold! Putting these two teams together was a great idea, and fans of both will not be disappointed! Yes!

8 8 8 9
ED DANO MART SUSHI MIKE

WWF Royal Rumble Flying Edge / Genesis

Played the Super NES version? This one is basically the same thing on a different platform! The colors are diminished somewhat, but wrestling fans will love it! Be sure to use the 6-button controller with this one!

7 6 7 7 6
ED DANO MART SUSHI MIKE

Rocket Knight Adventures Konami / Genesis

Yes, it's Sparkster, and he is one awesome possum! Konami offers the Genesis another great game with this flyin' critter! Plenty of levels, technique and great graphics to keep even the most hardened game veteran entertained!

8 8 8 8 8
ED DANO MART SUSHI MIKE

Zombies Ate My Neighbors Konami / Genesis

The screen layout is like Gauntlet IV (with a black area showing your items), I tend to prefer it that way! Like the Super NES version, this is an excellent game for one or two players, loaded with references to old horror movies!

8 8 8 9 9
ED DANO MART SUSHI MIKE

Splatterhouse 3 Namco / Genesis

This is a guilty pleasure! The control is near perfect and the ability to become a muscle-bound destroyer is an excellent option! Things are VERY violent here, and at times, extremely disturbing! But, this game delivers!

8 8 8 9 9
ED DANO MART SUSHI MIKE

Genesis Electronic Arts

FIFA Soccer

Sports	Release: Now
Levels: N/A	16 Meg



EA and sports, go figure... This title has got to be one of the best soccer games that I have ever played! The animation is very good, and the perspective does not hinder the game at all like most other versions do. Tons of options make for a diversity each time you play! This will be a definite treat for soccer fans all over. The only reason that this doesn't get a 9 is, well, honestly I just don't like soccer that much.

I don't really like sports games at all, especially soccer—until FIFA Soccer came along. It offers everything someone like me wants in a sports game. It has perfect control, a large variety of teams and moves, plus most importantly...it's just plain fun! It's great hearing the crowd chant during those incredible plays. Do yourself a favor and pick up the adapter because this game is wild with four players!

This cart will be to soccer what John Madden is to football. EA has finally outdone themselves by churning out what I consider the best soccer title ever! Everything from the offensive and defensive plays to the cheers and jeers of the crowds has been included. The game play is great and there are tons of play plus even discriminating soccer fans will be pleased. Now let's see how many revisions they'll do of this one.

It's soccer. It's by EA. What else do you need to know? I suppose one could say EA does it again with another excellent sports game, but why bother? (Oops, I just did!) There are plenty of options to choose from, plus the scrolling and motion is fluid and keeps the action going. Sports fans will surely want to check this one out. But how about a Mutant League game called "Mutant League Soccer Her?"

Sega CD Sega

Sonic CD

Action	Release: Now
Levels: 70+	CD-ROM



Excellent, Excellent, Excellent! This CD has got to be the best version of Sonic to date! All the control is here, the glitches that plagued the second one are gone, and having 70+ levels to traverse make this really incredible! Also, the ability to time travel adds wonders to this game—as with changing the future! The bonus stages are cool, but a bit choppy, plus the Bosses are a bit weak, but it still is incredible!

This game is a ball! Sega CD owners finally have a good game to look for. There are tons of levels with cool effects, and the ability to travel into the past and future adds even more to an already great game. The music is what really draws me to the game. It's a mix of techno in the future and more laid back in the past. The cinematics are cool, but you'd expect those in a CD game. Game of the Year? Maybe!

Don't believe the hype. Sonic's a cool dude, but there really isn't anything new in his premier onto the CD scene. The graphics are pretty much the same and there isn't a lot here that couldn't be done on a cart. The bonus rounds are very cool and the music and sounds are extremely high quality. The cartoon-like intros and endings are an added bonus, but there's just not enough originality here to break new ground.

Wow! We're talking BIG levels here with the little blue blur traveling through time zones! Oh, yes, big ring—time to go to the Bonus Stage—YUCK! I've warped into the choppiness of Awesome Possum! Other than this uncharacteristically choppy Bonus Stage (what happened?), Sonic CD is a top-notch game with (as expected) absolutely knockout graphics and atmospheric sound! Yet, some may find it too easy.

NES LJN

WWF King of the Ring

Action	Release: Now
Levels: N/A	2 Meg



It's about time that a new wrestling game came out for the old 8-Bit timer. There are lots of wrestlers to pick from, each being quite different from the other. Being only a two-button game does not really hinder it from being fun, but being on a 8-Bit system does have its limitations—like the occasional character legs disappearing when thrown due to break-up. But it is still lots of fun for two players!

Although there aren't many wrestling games available for the dying NES system, I wasn't very impressed with this one. The wrestlers were all pretty choppy in movement and there was practically no sound. There is, however, a large amount of moves and the cart is only really fun when two players are competing. At least there are four types of matches that can be held. It's good, but nothing spectacular.

A good attempt of making a quality wrestling game for a near-dead game system. The graphics are weak and lots of flicker gets annoying real fast. The game play is decent and the cart proves to be fun for two players. All of the popular wrestlers are present and their special moves are relatively easy to do. This cart will appeal only to those who are caught in some cruel time warp and can't break away from 8-Bit.

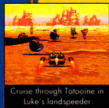
OK, so it's not the Super NES or even the Genesis version! So...let's dance! WWF on 8-Bit does just fine and for two players, it becomes extremely fun! However, the usual drawbacks of 8-Bit still show up (diminished sound, flicker, break-up, etc.), but what is there is well done! There are enough wrestlers to choose from and their moves are easy to execute (remember, this is a two-button system)

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MAJOR MIKE'S GAME ROUNDUP

Dinosaurs for Hire Sega / Genesis

A Contra-type action game, except you can pick one of three dinosaurs—each with his own special attacks, etc. Overall, an entertaining shoot 'em-up. But at times, the programming looks shoddy and rushed.

7 7 6 7 7
ED BANO MART SUSHI MIKE

Awesome Possum Tengen / Genesis

Shut up! This critter loves to talk, and in excellent voice digitization, but that seems to be at the cost of solid game play. The scrolling is a bit too choppy to make this a game with long-term appeal!

8 6 5 7 5
ED BANO MART SUSHI MIKE

RoboCop vs. The Terminator Virgin / Genesis

This is the "Wild Bunch" for Genesis. Shoot a guy with a high-powered gun and he explodes in a bloody mess! As RoboCop, there are many weapons to collect and the control of the RoboCop character is flawless.

8 8 7 8 8
ED BANO MART SUSHI MIKE

AH-3 Thunderstrike JVC / Sega CD

Games for this CD system keep getting better and better! AH-3 is a very good perspective attack chopper simulator with excellent scrolling, sound effects and weapons! Also, being able to choose your mission is a big plus!

9 9 7 7 8
ED BANO MART SUSHI MIKE

TMNT: Tournament Fighters Konami / NES

Well, it wasn't exactly essential to do a version of this game for 8-Bit, but on the smaller platform, TMNT: TF does pretty well. Even with just two buttons, there are plenty of special moves, but a lot of break-up and flicker!

7 7 7 6 6
ED BANO MART SUSHI MIKE

GameBoy	LJN
Quarterback Club	
Sports	Release: Now
Levels: N/A	2 Meg



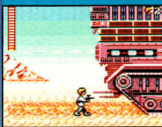
Now here's a something new—originality in a game! Great new options, like the Punt Testing, really make this game warm you up to play a scaled down version of football. You have your choice of real quarterbacks that truly exist—so that is a plus as well. Apart from that there are really no other significant aspects to this game. It's football on the GameBoy, and that is pretty much it.

This is a great idea for football games. It's too bad it's currently available only on the GameBoy. Anyway, being able to test your football players in tournaments, rather than on the field seems a bit strange but the whole idea works out rather well. The realism is there because there are real quarterbacks, which helps the score, but the games can get old quickly and the price of admissions is sore eyes.

Cool concepts like these shouldn't be wasted on hardware like the GB. There are quite a few interesting features present, but the execution and hardware limitations keep this game from being any fun. The game play is OK, and being able to choose from a variety of quarterbacks is cool. The graphics are weak and the game becomes tiresome and repetitive rather quickly. This is one club you don't want to join.

This is an interesting and, at times, successful variation on the old football video game! Being able to test your accuracy, distance, mobility and recognition really haven't been tried before, and being able to use some real QBs adds to the realism. The whole thing does wear thin rather quickly, but for something that hasn't been tried before, this game deserves a lot of merit! Like that Two-Player Mode.

Game Gear	U.S. Gold
Star Wars	
Action	Release: Now
Levels: 23	4 Meg



It's not just the Genesis that is starting to get better titles, but its little cousin, the Game Gear, as well! Star Wars is by far one of the best-looking games for this system to date! The sounds aren't bad and the game play is really good! Those who really loved the 16-Bit versions of this classic sci-fi thriller will go head-over-heels for this one! I hope that more of these games just keep on coming!

What a surprise! I find this version more fun than its 16-Bit counterpart. Although it seems rather strange watching the princess run around with a blaster, the colorful graphics and upbeat sound effects keep the game exciting. The game plays very quickly, but there's no loss of control. If you're lucky enough to get a Game Gear this Christmas, make sure you pick up Star Wars. It's a lot of fun!

A short time from now in a Game Gear not far away you'll be able to experience the action of Star Wars. This is the best portable game I've seen all month and really is impressive considering the system it's on. Colorful graphics and above average music bring the action onto the portable scene. Intense game play and hours of challenge will make this one of your favorite bring-along. Good job, now let's see Empire!

For a translation of what was originally a very good game for a superior system, Star Wars for the Game Gear comes off rather well! Even with the lower graphics and sound, fans of the 16- and 8-Bit versions of the blockbuster science fiction trilogy will be right at home with this one! The game does change the movie around some, but hey—that's half the surprise! This one sports good control, too!

Game Gear	Flying Edge
Bart vs. the World	
Action	Release: Now
Levels: N/A	2 Meg



For all of you who really could not stand the game play in Bart vs. the Space Mutants will not have to cringe when being tempted to purchase this cart. It really has a lot of diversity, and even plays a bit better than the old NES version. The control is excellent, plus the graphics are really good. Lots of appearances by all the Simpsons' characters really make this one a treat for fans of the animated series!

I remember this one back from the NES version. I didn't like it then and I don't like it now. The game plays very slowly and there's no real control of Bart. Sure, some of the scenes may look pretty detailed, but it's just not very exciting and not very fun. Don't get me completely wrong, here. It's better than Bart vs. the Space Mutants and more playable, but it just doesn't offer enough excitement.

This cart is a big improvement over previous Simpsons' titles for the GG. The graphics are excellent and are very bright and colorful. The sounds are really good, too. There is a lot more variety to the game play and the control is very responsive. Of course, the humor of Bart and his wacky friends is rampant throughout the game. Overall this is another quality Game Gear cart and Simpsons' fans should take note.

Ah, yes, more Simpsons! I remember the bad taste left by Bart vs. the Space Mutants (the "Eat my shorts, man" one), so I really wasn't looking forward to playing this one. But, I was somewhat surprised! The graphics are very good and the control was precise enough to keep one from throwing the Game Gear on the ground! Overall, a vast improvement over the previous "Space Mutants" for the GG.

EDITOR'S CHOICE GOLD

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It all began when

I pushed the start button on my new **asciiPad SG-6**. There was this gigantic flash, and suddenly, I was floating in space. Just then, hundreds of vicious alligators solar-surfed past me, heading towards Earth. If you've never seen

an alligator with an attitude, trust me, they're scary. Lots of teeth, and they're not vegetarians.

"We're sick of our swamp planet," they snarled.

"We're taking Nebraska!" I live in California, so I'm thinking, "So what?"—but then I remembered my buddy Travis, from Omaha*. Besides, sooner

or later, I knew they'd add Los Angeles to the menu. So, the fate of the World was in my hands. Actually, a **Fighter Stick** was in my hands—so I flicked on the slow motion control to buy some time. Just then, a spy satellite flew past, with —get this—a laser cannon. I plugged the cord in, switched on turbo fire and blasted those lizards at over 30 shots per second.



Power Clutch (Genesis) The joystick that revolutionized the Sega



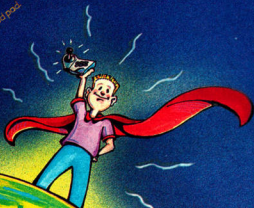
Super Advantage (SNES) As close as you can get to an arcade joystick... but they don't have cool features like Turbo-Fire, Auto Turbo and Slow Mo.



asciiPad SG

(Genesis) Turbo-Fire, Auto Turbo and Slow Mo. All this and good looks, too.





HOW I SAVED THE WORLD FROM THE ALLIGATOR PEOPLE



Fighter Stick SG-6
Okay, not really.

Fighter Stick SN (SNES)

Fighter Stick SN (SNES)
The lightweight of fight controllers. Imagine Imperial Robot

Soon, I had 'em
all rounded up, and
they faced.

I showed them the secret weapon.
"Stick!" I shouted.

showed them the secret weapon. "This is a Fighter Stick!" I shouted. "Everyone on Earth has one," I said, fibbing a little, "so give up your attack, or else!" Before you could say, "later, gator" they were half-way home. This time, we were lucky. But until everyone on Earth has an Asciiware enhanced controller, we'll never truly be safe.

ASCIiWARE



ascipad SG-6

Sega Pad SG-4

Six buttons, and killer styling. Back belt not included.

(Genesis) The only controller that can't be beat.

Top-notch right-hand pad.

EGM'S HOT TOP TENS

TOP TEN GOOFIEST BOX ART COVERS

Last month we brought you the Top Ten Best Box Art Covers! This month, we will take a look at the box art covers that are well... out there! Some of the best games available today are sold in boxes with artwork that is irrelevant, or downright strange! Here are 10 of the many box art covers that stand apart for obvious reasons.



#1 KEMCO/SNES PHALANX



#3 JALECO/SNES RIVAL TURF



#5 RENOVATION/GENESIS BEAST WRESTLER



#7 OTOMIC/SNES RANMA 1/2 HARD BATTLE



#9 JALECO/SNES BRAWL BROTHERS



#2 SEGA/GENESIS DYNAMITE DUKE



#4 CAPCOM/SNES SF II TURBO



#6 NEC/TURBO MAKIN' IT TO THE HOOP



#8 TENGEN/GENESIS PIT FIGHTER



#10 SEGA/GENESIS ZOOM!

EDITORS' TOP TEN



Samurai Shodown knocked ActRaiser 2 from the top spot! The big game season is upon us!



#1 SNK / SAMURAI SHODOWN

NEO 3 Months ▲

#2 ENIX / ACTRAISER 2

SNES 2 Months ▼

#3 KONAMI / ZOMBIES ATE MY NEIGHBORS

GEN 1 Month -

#4 SEGA / SONIC CD

GEN 3 Months ▲

#5 SEGA / GUNSTAR HEROES

GEN 1 Month -

#6 KONAMI / TMNT TOURNAMENT FIGHTERS

SNES 3 Months ▼

#7 TAITO / NINJA WARRIORS

SF 1 Month -

#8 CAPCOM / STREET FIGHTER II TURBO

SNES 5 Months ▼

#9 KONAMI / DRACULA X

PCE 1 Month -

#10 JVC / THUNDERHAWK

GEN 1 Month -

READER'S TOP TEN

Once again, Scorpion and gang held off Street Fighter II Turbo to keep the top slot this month! But the MK SNES version is already slipping down the charts! Is the Genesis version doomed to follow? Stay tuned...

#1 MORTAL KOMBAT / GENESIS



Look at Reptile: "Do you want to play as me?"

#2 STREET FIGHTER II TURBO / SNES



Movin' back up! Can it beat our Mortal Kombat?

#3 STREET FIGHTER II / SNES



The old faithful one that started it all is still here!

#4 MORTAL KOMBAT / SNES



The SNES version is dropping down the charts!

#5 SUPER MARIO ALL-STARS / SNES



A four-in-one cart for die-hard Mario fans everywhere!

#6 SUPER EMPIRE STRIKES BACK / SNES



The second installment with more megas and action.

#7 FLASHBACK / GENESIS



Science fiction adventure on the Genesis!

#8 STREET FIGHTER II CE / DUO



Even the DUO is getting the best fighting game!

#9 FINAL FIGHT 2 / SNES



Haggar, Maki, and Carlos out to rescue Maik's dad!

#10 CLAY FIGHTER / SNES



Blob, Taffy, and other wiggly batters with 16-Meg!



You've got to be fast to last.

In Street Fighter II Turbo, slow doesn't go. Because extensive training has not only made the 8 fighters and 4 grand masters faster and stronger. It's given them a whole new arsenal of kicks, punches and special moves. Get revved for 78 possible matches, where if you're not fast, you'll never know what hit you.



Ryu must blow out Chun Li's new fireball move with his new mid-air hurricane kick.



Dhalsim executes his Yoga Teleport to avoid getting burned by M. Bison's psycho crusher.



In Las Vegas, tonight's fight is Blanka's new vertical ball versus Vega's claw.

Now You Can Get Game Codes And Exclusive Street Fighter Information Anytime. Just Call 1-900-680-2583. Call charges are 95¢ for the first minute and 75¢ for each minute thereafter. Please ask your parents' permission before calling.

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CAPCOM

Babbage's

America's Software Headquarters

The Top Ten information below is provided by Babbage's and is current as of September 22, 1993

NINTENDO		
#1	OCEAN / JURASSIC PARK	-
	2 Months	
#2	TECMO / TECMO SUPER BOWL	Δ
	3 Months	
#3	TECMO / TECMO NBA BASKETBALL	Δ
	10 Months	
#4	ENIX / DRAGON WARRIOR IV	Δ
	5 Months	
#5	NINTENDO / KIRBY'S ADVENTURE	▽
	4 Months	
#6	NINTENDO / SUPER MARIO BROS. 3	▽
	13 Months	
#7	DATA EAST / JOE & MAC	-
	1 Month	
#8	NINTENDO / TETRIS	Δ
	14 Months	
#9	MINDSCAPE / MARIO IS MISSING	▽
	2 Months	
#10	JALECO / BASES LOADED 4	▽
	4 Months	

SUPER NES		
#1	ACCLAIM / MORTAL KOMBAT	-
	1 Month	
#2	CAPCOM / STREET FIGHTER II TURBO	▽
	2 Months	
#3	NINTENDO / SUPER MARIO ALL-STAR	-
	1 Month	
#4	KONAMI / NFL FOOTBALL	▽
	2 Months	
#5	NINTENDO / STARFOX	Δ
	6 Months	
#6	ACCOLADE / BUSBY	-
	4 Months	
#7	JALECO / TUFF-E-NUFF	-
	1 Month	
#8	THE SOFTWARE TOOLWORKS / MARIO IS MISSING	▽
	3 Months	
#9	NINTENDO / SUPER MARIO KART	▽
	11 Months	
#10	SQUARE SOFT / FINAL FANTASY II	-
	3 Months	

GENESIS		
#1	ARENA / MORTAL KOMBAT	-
	1 Month	
#2	CAPCOM / STREET FIGHTER II SPECIAL CE	-
	1 Month	
#3	ELECTRONIC ARTS / BILL WALSH COLLEGE FOOTBALL	-
	1 Month	
#4	SEGA / JURASSIC PARK	▽
	2 Months	
#5	SEGA / SHINING FORCE	▽
	2 Months	
#6	SEGA / SHINOBU III: RETURN OF THE NINJA MASTER	-
	1 Month	
#7	FLYING EDGE / SPIDER-MAN AND X-MEN	-
	1 Month	
#8	AMERICAN SAMMY / SORCERER'S KINGDOM	-
	1 Month	
#9	ELECTRONIC ARTS / PGA TOUR GOLF II	▽
	7 Months	
#10	ELECTRONIC ARTS / GENERAL CHAOS	-
	1 Month	

SEGA CD		
#1	SEGA / BATMAN RETURNS	Δ
	4 Months	
#2	SEGA / ECCO THE DOLPHIN	-
	3 Months	
#3	RENOVATION / ROAD AVENGER	Δ
	8 Months	
#4	SEGA / NIGHT TRAP	Δ
	8 Months	
#5	SEGA / AFTER BURNER III	Δ
	5 Months	
#6	SEGA / FINAL FIGHT CD	▽
	3 Months	
#7	JVC / JAGUAR XJ20	▽
	5 Months	
#8	TENDEN / ROBO ALESTE	-
	1 Month	
#9	RENOVATION / TIME GAL	▽
	3 Months	
#10	SEGA / SHERLOCK HOLMES	-
	1 Month	

GAMEBOY		
#1	ACCLAIM / MORTAL KOMBAT	-
	1 Month	
#2	NINTENDO / LEGEND OF ZELDA: LINK'S AWAKENING	▽
	2 Months	
#3	SQUARE SOFT / FINAL FANTASY LEGEND III	-
	1 Month	
#4	NINTENDO / SUPER MARIO LAND 2	Δ
	10 Months	
#5	OCEAN / JURASSIC PARK	-
	1 Month	
#6	NINTENDO / MARIO'S DREAM LAND	▽
	14 Months	
#7	NINTENDO / KIRBY'S DREAM LAND	▽
	13 Months	
#8	ABSOLUTE / STAR TREK: THE NEXT GENERATION	▽
	3 Months	
#9	NINTENDO / TETRIS	▽
	6 Months	
#10	NINTENDO / YOSHI'S COOKIE	▽
	5 Months	

GAME GEAR		
#1	ARENA / MORTAL KOMBAT	-
	1 Month	
#2	SEGA / JURASSIC PARK	-
	1 Month	
#3	SEGA / SONIC THE HEDGEHOG 2	-
	9 Months	
#4	SEGA / WORLD SERIES BASEBALL	-
	1 Month	
#5	SEGA / COLUMNS	▽
	2 Months	
#6	ARENA / T2: THE ARCADE GAME	-
	1 Month	
#7	SEGA / TOM & JERRY	▽
	3 Months	
#8	SEGA / THE MAJORS: PRO BASEBALL	-
	1 Month	
#9	SEGA / STREETS OF RAGE 2	-
	1 Month	
#10	SEGA / LAND OF ILLUSION	▽
	5 Months	

EGM'S HOT TOP TENS



REGISTER YOUR VOTE

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

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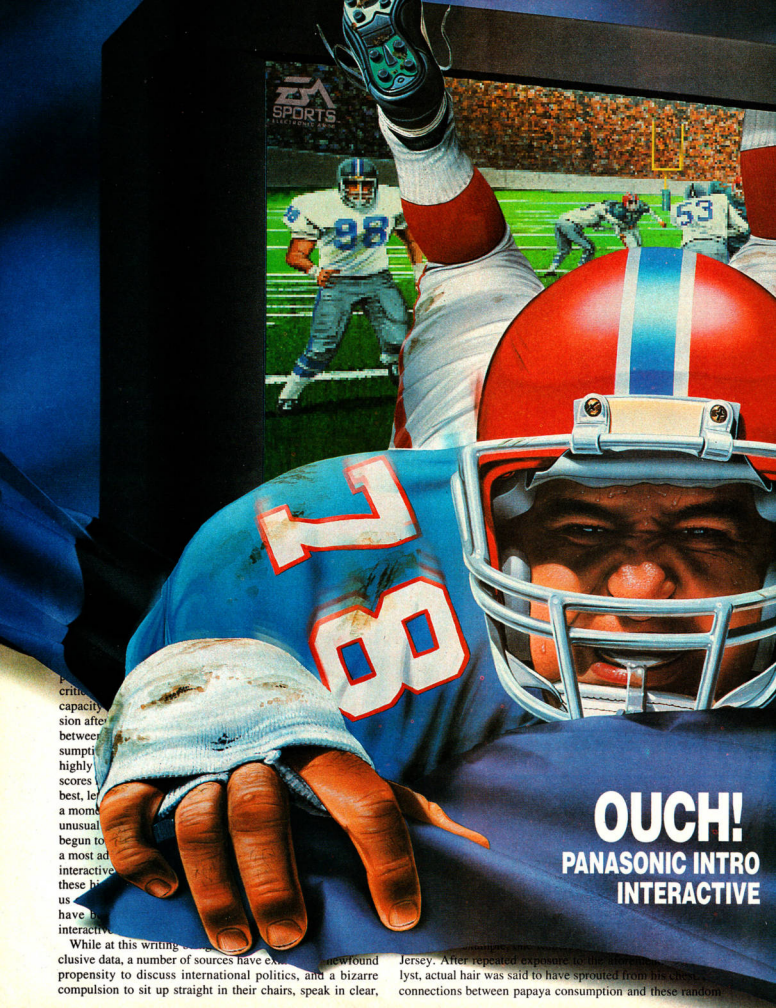
1-900-740-7722

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

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

- | | | |
|-------------------------------------|--|-------------------------------------|
| 1. SNES / SUPER EMPIRE STRIKES BACK | 17. SNES / TMNT: TOURNAMENT FIGHTERS | 33. SEGA CD / MONTANA FOOTBALL CD |
| 2. SNES / STREET FIGHTER 2 CE TURBO | 18. GENESIS / SONIC THE HEDGEHOG 2 | 34. DUO / GATE OF THUNDER |
| 3. SNES / SUPER MARIO ALL-STAR | 19. GENESIS / ETERNAL CHAMPIONS | 35. DUO / STREET FIGHTER 2 CE |
| 4. SNES / STREET FIGHTER 2 | 20. GENESIS / STREET FIGHTER 2 CE | 36. 3DO / CRASH 'N BURN |
| 5. SNES / SUPER STAR WARS | 21. GENESIS / JURASSIC PARK | 37. NEO-GEO / SAMUARI SHODOWN |
| 6. SNES / FX TRAX | 22. GENESIS / MORTAL KOMBAT | 38. NEO-GEO / WORLD HEROES 2 |
| 7. SNES / OUT OF THIS WORLD | 23. GENESIS / SONIC SPINBALL | 39. NEO-GEO / FATAL FURY SPECIAL |
| 8. SNES / BATMAN RETURNS | 24. GENESIS / FLASHBACK | 40. NES / SUPER TECMO BOWL |
| 9. SNES / YOSHI'S SAFARI | 25. GENESIS / BLOODLINES | 41. NES / SUPER MARIO 3 |
| 10. SNES / FINAL FIGHT 2 | 26. GENESIS / ALADDIN | 42. NES / YOSHI |
| 11. SNES / MORTAL KOMBAT | 27. GENESIS / ZOMBIES ATE MY NEIGHBORS | 43. NES / MEGA MAN 6 |
| 12. SNES / STARFOX | 28. GENESIS / STREETS OF RAGE 2 | 44. GAMEBOY / SUPER MARIO LAND 2 |
| 13. SNES / SUPER TECMO NBA B-BALL | 29. SEGA CD / CD SONIC | 45. GAMEBOY / ZELDA |
| 14. SNES / SUPER TECMO BOWL | 30. SEGA CD / SILPHEED | 46. GAME GEAR / JURASSIC PARK |
| 15. SNES / BUBSY | 31. SEGA CD / BATMAN RETURNS | 47. GAME GEAR / SONIC CHAOS |
| 16. SNES / CLAYFIGHTER | 32. SEGA CD / MORTAL KOMBAT | 48. ARCADE / SUPER STREET FIGHTER 2 |

Top Ten nominations change each month with all-new favorites! New entries in red. These nominations are good through November 30.



OUCH!

PANASONIC INTRO
INTERACTIVE

critic
capacity
sion after
between
sumpti
highly
scores
best, let
a mom
unusual
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a most ad
interactive
these hi
us
have b
interactive

While at this writing, no con
clusive data, a number of sources have ex
newfound
propensity to discuss international politics, and a bizarre
compulsion to sit up straight in their chairs, speak in clear,

Jersey. After repeated exposure to the show, the
lyst, actual hair was said to have sprouted from his chest.
connections between papaya consumption and these random

More powerful, more colorful, more responsive than ordinary systems. 3DO technology is so real it hurts. And Panasonic makes the only system that has it.

Put on your protective gear; what we've got here is no sissy video game.

You're barreling downfield toward the end zone, eating up yardage when suddenly you see him. 240 towering pounds—and talk about muscles—there isn't a flat surface on this guy! Or anywhere on your screen, for that matter. We're talking near 3-D graphics here.

You fake to the left, the right—the program gives you total freedom. But he crushes you just the same.

First and goal, the crowd goes ballistic, and you watch an instant replay that actually comes up instantly. Before you know it, you're in formation again. Breath short, knuckles white, heart pounding—this is a video game that makes you break a sweat. This is R•E•A•L.

Introducing the Panasonic R•E•A•L 3DO Interactive Multiplayer, the most highly-evolved integration of audio, video and interactive technology available. It plays audio and photo CDs, and soon, with an optional adapter, video CDs. It will introduce you to a stunning new generation of interactive education, information and entertainment software. And it makes video gaming come to life.

With 50 times more power than ordinary video game systems and PCs. Up to 16 million displayable colors for photorealistic picture quality. Digital CD sound (with right and left outputs for stereo hookup). And a 32-bit RISC chip architecture that makes interaction fast and furious.

All of which means less lag time, better visuals and more play options as you lead your team downfield.

In other words, it's real.

To speak to the dealer nearest you, call

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Quarterback perspective with EA's 3DO™ John Madden Football.™



IT'S REAL.
DUCES THE R•E•A•L 3DO™
MULTIPLAYER.



Panasonic®
just slightly ahead of our time.®

GAMING GOSSIP

**The Latest Dirt On Sega's Saturn
More News On Mortal Kombat 2
Tengen Nails Down Core Design
Codemaster Goes On The Dark Side
Data East and Capcom Duke It Out
Game Genie 2 Coming From Galoob
Midway Rumored To Head Home
MK 'ERMAC' Mystery Revealed**

...Time to dig into the good stuff, kiddies, as the Q-Mann returns for yet another foray into the seedy world of video game gossip! I'd like to extend a special invitation to all the tech-heads in the audience this month, for the Q has collected some mighty fine follow-up material to the Saturn story that the Big Boss Man is running somewhere else in this issue. Also hold on for Gaming Gossip - Special Legal Edition, as yours truly attempts to wade through a variety of mud-slinging game corps. on a mission to start World War 3! Without further delay, let's go...First stop is Hardware Haven, where the Q-Minor has once again scooped the rest of the press with some of the background details on Sega's new Saturn super-system. The big-wigs at Sega Japan are rumored to not only be looking into the possibility of employing the new recordable CD options, but also having cable down-loading functions on-board, with a variety of upgrade boards for the 32-Bit system architecture allowing programmers to provide different environments for each type of game they wish to create. This customized software will be a real boost over typical mechs that offer developers little flexibility in writing new games. The Quartermann has also learned that Sega is trying to be more attentive to the concerns of price, learning a valuable lesson on the steep bill they were asking for the Sega CD, but it could clock in over 200 bucks. More to come...

...The flurry of media attention that exploded around Mortal Kombat is sure to envelope its sequel. The buff-looking part two edition will be ready to hit the streets before the end of the year for sure and will pack a mighty wallop, with new characters joining an all-star cast. You now can take control of Goro and other MK alumni who have learned a few new tricks since their last arcade appearance...The big 'N' is already starting to express some hesitation with Konami's upcoming bloodfest, Lethal Enforcers. Packing a six-shooter in the box and blowing away the city's finest is sure to shower additional attention on everybody's favorite hobby. Sega slapped the MA-17 on this pup, but Nintendo has yet to rule...Speaking of Sega's ratings, they originally approached the MPAA about adopting their PG and R classifications, but the movie mavens shot 'em down...The roasted ho-ho goes to Tengen this month, for a successful end-run behind both Sega and JVCI! According to sources behind the scenes, Atari Games' alter ego locked in an exclusive North American all-Sega format agreement with the mega-hot Core Design Group from the U.K.! Look for some scorching new softs to start hitting the shelves from this combo team sometime early next year...

...Now for the legal battles! Nintendo is flexing their muscles and leveling their cannons at a new target, this time across the pond in Merry Ole England! Codemasters, the same group responsible for bringing the Game Genie to life, has thwarted the big 'N's' security systems and plans to put their lives on the line with an unlicensed version of Dizzy. For anyone who's read Game Over, this move is sure to bring down the wrath of the mighty Nintendo and could lay the ground for some precedent-setting results in the U.K....The next case on the docket is Data East vs. Capcom. Seems poor Data East is being brought to court by the creators of Street Fighter 2 for creating a game that is too similar to SF2. This one's too early to tell, but believe me Capcom, the Q will have something to say on this one...Switching gears to a product with a rich history in our legal system, Galoob has set their minds on squeezing a little more life from the Game Genie concept. Although this rumor came from behind enemy lines, yours truly can say that it appears that a new cordless Genie is now complete and ready to go, but the bones from Galoob want to get one more X-Mas out of the original. The new device won't use codes, but will let you crack open the coding of games and have a field day!...Don't be surprised if you see a Sega CD version of the Genie once enough of the disc players get into circulation...

...Here's a hot rumor straight from home. The Q-Mann has caught wind of a plan from Midway, the manufacturers of Mortal Kombat, that includes the development and production of their own consumer games! While no formal confirmation could be found, I've got it on very good authority that the first titles could come as early as next year and include Mortal Kombat 2...The mystery of ERMAC on MK? Try ERRor MACHine. Good glitch though...Last minute update - the Q-Mann has just learned that there were originally going to be EIGHT new world warriors in Super Street Fighter! When SNK snagged most of the development crew, however, Capcom scaled back their plans to insure that they could hit a Fall street date with the latest version...That does it for this ish, but I'll return in a quick 30 for more of the best dirt from behind the closed doors...

- QUARTERMANN

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in a new, easier flight interface*



The Secret Missions™ is the futuristic space combat sequel to the blockbuster **Wing Commander®**, winner of five "Game of the Year" awards. With all the action and adventure of the original, **The Secret Missions** brings you 16 new missions with a new look and feel.

It includes a new flight interface to allow novice players to begin immediately and experience unparalleled intensity and excitement.

The Secret Missions is the amazing 3-D space combat game for all ages and a must for **Wing Commander** fans.

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You won't find in any



We needed a gun to bring this treat home.

Lethal Enforcers™ comes to Sega CD™ and Sega™ Genesis™ packed with a powerful surprise inside. The Chicago P.D. needs you to go up against a slew of terrorists like you've never seen. Every deadly move is digitized from actual human movement. It's so lethal we needed to load your side iron, The Justifier™, into every package, for a total arcade experience unlike anything you've played at home before.

Just like at the arcades, you've got to time your quick reload feature exactly right so you don't run out of ammo.

Upgrade your firepower along the way to magnum, 12-round automatic, assault rifle or grenade gun. Six levels, including target training, will put your skill to the test in the parts of the Windy City the tourists never see.



a toy like this Cracker Jack[®] box.



Be on the lookout for a bank job in progress, high speed chase, ninjas in Chinatown, helicopter pursuit and volatile Heat of the Night Vision during a chemical plant sabotage. See and hear it all in intense digitized graphics, realistic settings and painful sound effects.

But watch out for the innocent bystanders or you may lose more than your badge.

For one or two top cops.

(2nd player can use controller or mail in for another "Justifier." See details inside package.)
A Super NES[®] game may be released. Please check with Konami for availability.

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KONAMI[®]



PRESS START

GAME GENIE 2 READY FOR PRODUCTION

EGM has learned from sources at Codemasters of England (the inventors of the Game Genie) that all of the technical and legal aspects of the next generation of Game Genies have been worked out, and a new 'codeless' Game Genie 2 (working title) has gone through prototype testing and is ready for production.

There's only one catch. Galoob, the distributor of all of the different versions

lives or starting at any level, that the Game Genies are known for. To be able to create these codes, Galoob or Codemasters has to obtain a copy of the game and find the specific line of game program code that controls the number of lives or other special effects. This process takes a considerable amount of time and the player often waits several months for the codes.

The new Game Genie 2 eliminates all of this. All the player has to do is follow the specific on-screen instructions and then play the game. After a few tries, the player will be able to determine the specific code to achieve the desired effect.

If it sounds familiar, it should. The exact same procedure is used in the Pro Action Replay by Datel Electronics.

Galoob, when contacted, acknowledged that they are considering licensing the new Game Genie 2, but they haven't finalized any type of deal with Codemasters yet.

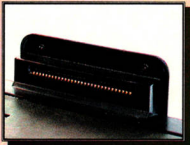
The opinion of the game companies range from neutral to strongly opposed to the original Game Genie. Those who are neutral state that, since the majority of the game sales occur before the codes appear, the product isn't all that harmful. Other companies like Sunsoft are opposed to the Game Genie concept. Some have gone to such extremes as to 'hide' the key lines of the program code in order to make the Game Genie inoperable. Also, it is likely that when the new Genie 2 appears, more companies will start taking similar protective measures in order to deter players from using the cheat codes.

SEGA CD GAME GENIE

While in England, EGM learned from the wizards at Codemasters that they have developed the technology to create a Game Genie for the Sega CD! Long thought to be an impossibility because of the constant loading and unloading of the game data on the CD format, Codemasters' technical gurus have gone in and analyzed the way the program code is manipulated and where and how it is stored permanently on the CD and temporarily in the video game system memory.

While they were very secretive as to how they are able to make the Sega CD Game Genie work, they did describe how they will 'intercept' the program code as it passes from the Sega CD to the Genesis. This will be done at the point where the expansion port on the right side of the Genesis connects to the Sega CD.

This means that the CD Game Genie will be very thin, about the same thickness (1/2") as the old 8-Bit NES Genie except that it will be used standing on edge... essentially a circuit board with an edge connector on each side.



The Sega CD GG will be thin and will fit in between the Genesis and Sega CD.



The Game Genie 2 should come out in 1994 and won't need codes to operate!

of the Game Genies in North America, does not want to bring out the new version this holiday season because there is not enough time to properly ramp up the advertising and national distribution of the GG2. In addition, since some of the Game Genies (like the Game Gear version) are still relatively new, Galoob has decided to postpone the introduction of the new Genie until 1994.

One of the problems that the current Game Genies have is that users have to input very specific codes to achieve the special effects, such as unlimited



Spin out Ryo's Hurricane Kick with turbo assist (like old-fashioned cornering). Press Down, Down-Back, and any Turbo Touch 360 sensor. This tricky game will unleash this powerful attack.



Want to burn 'em up with Ryo's Spinning Kick? Slide your Turbo Touch 360 sensor, then press a punch button to start a series of these fireballs to the max-damage.



Use the Turbo Touch 360's speed to join 'em to the wall with Gaid's Kick. Slide your Turbo Touch 360 sensor, then press a punch button to start a series of these fireballs to the max-damage.



Throw the Spinning Kick at the start of an attack and you're invincible. Slide your Turbo Touch 360 sensor, then press a punch button. Follow up with a Hurricane Kick by pressing any punch button on Turbo.



Division vs. Slide your Turbo Touch 360 sensor, then press a punch button. Follow up with a Hurricane Kick by pressing any punch button on Turbo.



Send 'em spinning with Chun Li's Whirlwind Kick. Hold Down on the Turbo Touch 360 sensor, then press a punch button to start a series of these fireballs to the max-damage.



Put the bite on 'em with this fast Turbo Touch 360 sensor. Come out of any attack and press a punch button. This tricky game will unleash this powerful attack.



M. Bison's Flamingo Turbo Touch 360 sensor and it's easy to unleash with the Turbo Touch 360 sensor. Press a punch button while pressing a punch button. Crazy critter (real Turbo Touch 360 sensor).



Sage's Tiger Kick is made for the Turbo Touch 360. Slide your Turbo Touch 360 sensor, then press a punch button. Follow up with a Hurricane Kick by pressing any punch button on Turbo.

BATTLE TESTED IN THE STREETS

When you play Street Fighter II Turbo, you need a controller that's fast, that gives you all the action you want - easily and effortlessly, and that destroys your opponent, not your thumb! That's why you should be using the Turbo Touch 360. The Ultimate Fighting Machine. For all your favorite games. The Turbo Touch 360 "touch sensor" allows your thumb or index finger to move effortlessly across the screen plate - you don't have to push down. Objects on the screen move as fast as you move your finger, you've got real diagonal and true circular control, and you really feel like you're in the game. The pay-off is being the ultimate fighting machine and trashing your opponent... you know, the guy using the old-fashioned control pad. So, go into the streets to win - go battle-tested with the Turbo Touch 360.

Turbo Touch 360.
The Ultimate Fighting Machine.

Turbo Touch 360 is a registered trademark of Triax Technologies. © 1993 Triax Technologies.

For Game Boy, SNES, & Nintendo



TRIAx
TECHNOLOGIES

Turbo Touch 360® & Street Fighter II Turbo®
The Winning Combination.

For the name of your nearest Turbo Touch 360 retailer or to place an order, call 1-800-858-7429.

Street Fighter II Turbo is a registered trademark of CAPCOM, Inc. © 1993 CAPCOM, Inc. Game played on a Super NES. Super NES is a registered trademark of Nintendo of America, Inc.

SEGA READIES 32-BIT SATURN CD GAME MACHINE

For the last year, Sega has been steadily moving ahead with their new 32-Bit game system. Tentatively dubbed the 'Saturn' by their president, Tom Kalinske, this machine is presently expected to be based on a new Sega/Hitachi highly customized 68030 processor (the 68040 is too new and too expensive at the present time). These chips normally run at a clock speed in the 18 to 24 MHz range.

Exact specs are still a couple of weeks away, but analysts in Japan who are familiar with the Sega/Hitachi project (see related article on page 68) state that it is highly unlikely that the Saturn will be backwardly compatible with the Genesis and Sega CD! To do



An EGM artist's rendition of Sega's new 32-Bit Saturn game system based on new system specs.

this, Sega would have to build a whole new set of 68000 and Z80 chips into the Saturn. Since cost is a major factor with this game machine, Sega will do everything possible to minimize the

amount of chips and circuitry.

Cart or CD or both? Considering the direction games are going, Sega will probably opt for both cart and CD compatibility. With a CD drive, the price will probably be in the \$400 range.

Game companies in Japan are already worried about the incompatibility problem as they are concerned that the Mega-CD could be a 'lame duck' that will just get dumped. On the U.S. front, if Sega delays the U.S. intro until mid-1995, system sales could plummet during the all important Christmas 1994 season... The reason being, players would say... why buy a Genesis when the new Saturn would be out in only another six months?

TWO NEW STICKS FOR THE SUPER NES AND GENESIS!

For those of you wanting true arcade action at home, the SN Programmable joystick for the Super Nintendo system and KBM's Arcadian joystick for the Genesis are here!

The SN Programmable joystick has several features, including slow motion and its programmable feature. Its layout is similar to the Super NES joystick, except that the LEFT and RIGHT buttons are on the top of the pad facing you, as well as two additional large R & L buttons on each side. There is an LED readout inside the clear plastic part that shows your recording status! The X, Y, B and A Buttons are on a circular rotating plastic piece that you can adjust to customize your controller even more. The joystick is obviously geared for fighting games as there is even a list of moves for the SF II characters as well as for characters in Fatal Fury. The programming is simple to use, and once you have recorded certain moves, look out! It is also a great stick to use on newer fighting games like the upcoming TMNT: Tournament Fighters.

The Arcadian stick for the Sega Genesis and Sega CD has six buttons, but only three of them function at a time. The bottom A, B and C buttons execute the movements as they would for the regular 3-button Genesis controller, and the top three buttons do the same only at turbo speeds! In fighting games (like the new Street Fighter II Champion Edition), movements like Chin Li's Rapid Kick can be executed by just tapping a top turbo button! The

Arcadian Stick also works well with Chakan and Shinobi III for easy rapid sword slashes. An advantage of the stick is that you don't have to click on or off any switches for turbo or non-turbo—you just choose other buttons!

Both sticks automatically re-center, and the buttons are conveniently located. The SN Programmable has the START and SELECT Buttons on the front, while the Arcadian has the two buttons along the side.



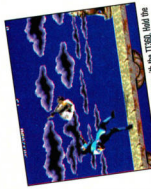
The SN Programmable joystick has several options—like slow motion!



KBM's Arcadian joystick makes turbo moves as easy as the push of a button!



Thanks to Kung's finishing move with the family accuracy of his circular control on the T1360, hold the Start Button and run your thumb around on the Turbo Touch Sensor, making a full circle towards your opponent.



Kung's Spin Attack is a breeze with the T1360. Hold the Start Button and run your thumb around on the Turbo Touch Sensor toward your opponent. Release the Start Button to unleash the attack!



Fry your opponents with Hayabusa and the T1360. Hold down Button A and slide your thumb from down to up.



Test 'em up with Kung's Kettle Attack. The T1360 is cut-ting edge fast! Hold Start and slide your thumb from down to up to unleash the Touch Sensor. As fast as you can slide, you can throw.



Hayabusa's Superman move catches 'em by surprise. Press your thumb toward-down toward and hit Button A. This slide from away to toward gives you the win with split-second speed, without the usual bump!



Real diagonal action on the T1360 gives you the edge! Call 'em with the Sub Zero Finish. Hold down Button A and slide your thumb on the Touch Sensor from down to toward.



Here's a handy move the T1360 makes easy. Jump over your enemy, turn and press Button C. You'll make a throw they can't beat!



'Get over here!' The T1360 brings you down with Scorpion's Spin. Rapidly press the Touch Sensor away twice and press Button A.



Speed game head on Sub Zero's Finishing Move. Slide your thumb toward-down toward and hit Button A. This move is much easier than in an old-fashioned control pad.

BATTLE TESTED IN KOMBAT

When you go into Kombat, you need a controller that's fast, that gives you all the action you want — easily and effortlessly, and that destroys your opponent, not your thumb! That's why you should be using the Turbo Touch 360™ The Ultimate Fighting Machine, for all your favorite games. The Turbo Touch 360 "touch sensor" allows all your thumb or index finger to move effortlessly across the sensor plate — you don't have to push down. Objects on the screen move as fast as you move your finger, you've got real diagonal and true circular control, and you really feel like you're in the game. The payoff is being the ultimate fighting machine and trashing your opponent.

You know the guy using the old-fashioned control pad. So, go into Kombat to win — go battle tested with the Turbo Touch 360.

Turbo Touch 360.
The Ultimate Fighting Machine.

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Turbo Touch 360™ & Mortal Kombat®.
The Winning Combination.

For Games,
SNE'S, &
Nintendo



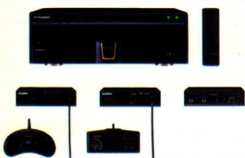
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For the name of your nearest Turbo Touch 360 retailer or to place an order, call 1-800-858-7429.

Mortal Kombat is a registered trademark of 1993 Electronic Arts Company.
Mortal Kombat 3 is a registered trademark of 1993 Electronic Arts Company.
Game played on a Genesis system. © Acclaim Entertainment, Inc. 1993.

PIONEER DEBUTS NEW CD BASED LASERACTIVE SYSTEM!

If you are wandering through your specialty electronics store, you might run into something new. Nope, it's not the CD-I, rather it's Pioneer's new laserdisc game system called LaserActive. Look's pretty good doesn't it? Don't reach for your wallet though. Instead, get your parents to come in as only they will have enough green for this machine. How much? The CLD-A100 will run you \$970 and that gets you the base unit plus one of the optional game system modules. If you want to play both Sega or DUO cartridge and CD games then the price jumps up to a whopping \$1,570! The games will carry a price of \$120 each!



Pioneer's LaserActive CD game system will cost \$970 and come with four discs.

A bit of advice to Pioneer—no one, I repeat, no one who wants to last long in the game business (and this is a game machine), prices a game over the magical \$99 threshold. Also, the white shirts at Pioneer should consider the fact that for about the price of their module (\$600), anybody can go out and buy a Genesis, Sega CD and a Turbo Duo!

The system is quite impressive though. It will deliver laser disc resolution of about 425 lines. Unfortunately the normal TV can only display about

330 lines of resolution so plan on getting a good monitor to get the most out of the system. One good thing though, while you are saving up for your next LD game you can use your LA player to play your music CD's or video laser discs.

Initially, only two games will be available. They include I Will (for the Sega Module—a video mystery set in London) and The Great Pyramid (for the Sega Module—a visual encyclopedia of ancient Egypt).

If you choose the Sega module you get with it a shooter—Pyramid Patrol, Sherlock Holmes CD, a limited edition Fantasia LD plus Sega's four-in-one disc (sound familiar) that includes Streets of Rage, Revenge of Shinobi, Columns and Golden Axe.

If you opt for the DUO module you will get Ecnosaurus (a quiz game), a limited edition Fantasia LD and GTT's four-in-one disk that includes Gates of Thunder, Bonk's Adventure, Bonk's Revenge and Bomberman.

In November or December, Pioneer plans on releasing Hi-Roller Battle (Sega Module), Manhattan Requiem (Duo Module), Vajra (Duo Module) and Space Berserker (Sega Module).

We'll report back when we get a system to test out.



The video games cost \$120 each and will start appearing in November.

SEGA REVEALS 32-BIT PLANS!

On Sept. 21, 1993 Sega announced a strategic alliance with electronic parts giant—Hitachi regarding a joint venture between the two Japanese companies on creating a new state-of-the-art 32-Bit multi-media video game machine.

Although the development of the machine is already underway, the cooperative relationship between the two companies will speed up the mass production of the new custom built 32-Bit RISC microprocessor along with the other specialized components that will be in the machine.

With the component manufacturing process sped up, Sega was then able to confidently announce that they will bring out the new machine in Japan as early as the Fall of 1994!

To assure that this machine will succeed, Sega has also joined forces with JVC and Yamaha. These companies will add to the already large distribution network of Sega.

As for game development, Sega plans to convert many of its popular arcade titles including Virtua Racing, Virtua Fighters and the new Sonic arcade game. Hitachi has vowed to "marshal its entire conglomerate resources" to undertake development of the software.



Virtua Racing will be one of the first games for Sega's new 32-Bit machine!

YES, You Can Take it Everywhere.

(Well almost...we don't suggest scuba diving)



How many times have you wished you could take your GameGear™ to the beach, by the pool, or out on a rainy day? Well, with STD's water-resistant, shock-absorbing play-in case, you can do just that and more. STD's Handy Gear also keeps your Game Gear™ safe from your little brother. After all, he's always spilling stuff on it and dropping it. It's only a matter of time before he totally destroys it. The Handy Gear's unique outer casing makes it little brother-proof. Plus, the Handy Gear's carrying strap goes around your neck to make sure he can't grab it without a fight. And it makes things easier when you're playing on the move too. The Handy Gear also has hot extras to make game play even better: 2x screen magnification for better visibility, adjustable screen protector to reduce glare, and inner storage for an extra cart. So seal up your GameGear™ and take it anywhere you want to go 'cause this is one game that won't get rained out.



110 Lakefront Drive
Hunt Valley, MD 21030
Tel. 410-785-5661

GameGear™ is a Trademark of Sega Enterprises LTD.
GameGear™ is not included.

THE HANDY GEAR
WHY LIMIT YOURSELF?

COMMODORE ROLLS OUT NEW 32-BIT AMIGA C³² MULTIMEDIA/VIDEO GAME MACHINE!

Commodore, last month, announced that they will be bringing out a new version of their popular Amiga computer. This machine will be a dedicated CD-ROM only console unit (without a keyboard) but it will not be short on features. With one of the new 68EC020 32-Bit chips as its heart the CD³² pumps the blood at a quick 14 MHz. More importantly it processes the vital data at a blinding 3.5 MIPS (Millions of Instructions Per Second). The Sega CD-ROM, in contrast, can process data at only 0.3 MIPS. In addition, there is 16 megabit of D-RAM and 8 kilobits of non-volatile RAM packed in the sys-

tem. When it comes to colors the C³² will make a peacock run and hide. Up to 256,000 can be displayed on-screen out of a palette of 16,800,000! Sorry Sega, but your 64 colors just can't compare! None of this is wasted either as the C³² can throw out the pixels until the cows come home. Commodore claims a resolution of 1280 x 400. The 3D0 specs in at 640 x 400 and the Sega CD at 320 x 200. Of course the CD-ROM disk drive runs at double speed in order to keep the data flowing, and Commodore, long known for its outstanding video handling capabilities, has planned for the future by

discs for the system. Specific titles completed or in progress include: Bubble and Squeak, Exile, Biosphere, Oscar, Surf Ninjas, Trolls, Nick Faldo Golf, Lotus Turbo Trilogy, Zool, Zool 2, and Utopia 2. In addition the CD³² will be able to play back some of the old CDTV discs like: Fantastic Voyage, Sim City, Lemmings and Battlemore.

The CD³² was on display at the ECTS in London last month and the EGM editors were quite impressed with its performance. The MPEG-1 video was excellent and of VHS tape quality. The disc access was quick and unobtrusive to gameplay. The games that were available for play showed off the large color palette and most had multiple levels of parallax scrolling backgrounds. Representatives of the companies with games were very enthusiastic about the system and they stated that they also had several additional games in the development stage.

Whether the CD³² can generate as much interest on this side of the Atlantic still has yet to be seen, but with a decent software base to start with, an attractive price point and good marketing, the CD³² could quickly become a major contender in the emerging multimedia market. We'll have a hands on report next month.



Commodore's new Amiga CD³² features 256,000 color graphics, 16 megabits of RAM, a double speed CD drive and an optional MPEG-1 board and will only cost about \$400!



The first batch of CD³² software will include some of the older CDTV titles.

building in a slot for a future MPEG-1 (Motion Picture Experts Group) cartridge. By incorporating this standard the CD³² will be able to play back video using the Video CD format - a compact disc that contains digital video and stereo audio using MPEG-1 compression. The CD³² will even be able to play the popular photo CDs.

All of this will only set you back a paltry \$400!

Another advantage of the CD³² is the long list of 'heavy hitting' third-party developers. Companies like Ocean, Virgin, Mindscape, Gremlin, Psygnosis and Millennium are working on new



Many of the games will take advantage of the CD³²'s 256,000 on-screen color palette.

**THE
NEW
SEASON
STARTS
NOVEMBER 19.**



A close-up action shot from a football game between the Dallas Cowboys and the Arizona Cardinals. Several Cowboys players in blue jerseys and silver helmets with a star logo are huddled together, tackling a Cardinals player. The Cardinals player is wearing a white jersey with the number 38 and a white helmet. The scene is filled with the intensity of a live game, with players' helmets and jerseys clearly visible. A large, bold text overlay is positioned across the middle of the image.

WELCOME

A swarming gang tackle by the Dallas Cowboys is your official greeting from Madden NFL® '94. And every other NFL squad has its own special welcome. The Bills popping the rocket to stretch



The players are bigger and the hits are harder all season long. And John's back with all new commentary. "Now that's big-time football!"

'94 GAME HIGHLIGHTS

- | | |
|-----------------------|------------------------|
| ■ 80 TEAMS | ■ PLAY FLIPPING |
| ■ FULL NFL SEASON | ■ MULTI-PLAYER SUPPORT |
| ■ FASTEST ACTION EVER | ■ PLAYOFFS & SUPERBOWL |
| ■ 72 NEW PLAYS | ■ NEW PANCAKE HITS |

your "D."

The Saints' backers

serving you pancakes. The 49ers turning on the afterburners to blow right by your DBs.

TO THE NFL.

It's the biggest players, the fastest action ever.

Bluff your playcalling. Customize audibles.

See if you're still standing by Super Bowl® Sunday. There's 4 Way Play™ for slamming tournament action.



Visit your EA SPORTS dealer or call (800) 245-4525 anytime. And let John Madden welcome you to the NFL.



In the Super NES version, a 360° camera lets you review every angle of any play. You can even isolate any player on the field.

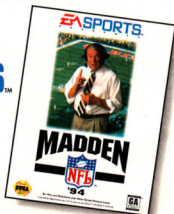
Not only can you play a full NFL season, playoffs and Super Bowl with all 28 '93-'94 teams, you also get the 38 Super Bowl teams since 1966, 12 All-Star franchise teams since 1950, and 2 All-Madden teams.



Also available on Super NES® with Hudson Soft Super Multitap™ 5-player support.

EA SPORTS™

If it's in the game, it's in the game.™



Team names, logos, helmet designs, and Super Bowl are registered trademarks of the NFL, and its member clubs. EA SPORTS, If it's in the game, it's in the game, 4 Way Play and Electronic Arts are trademarks of Electronic Arts. Nintendo® Super Nintendo Entertainment System® and Super NES® and the official seals are trademarks of Nintendo of America Inc. Sega and Genesis are trademarks of Sega Enterprises LTD. Super Multitap® is a trademark of Hudson Soft USA.

ARCADE ACTION

METAMORPHIC FORCE by Konami

Hey! Peel your mug off that screen and get your sorry self over here! That's better! Now, check out the latest from the wizards over at Konami. It's called *Metamorphic Force* and it is COOOOL!

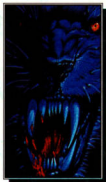
Essentially, *Metamorphic Force* is an action/adventure game which you can play either alone or with another player. Choose from four characters each with different attributes, sizes, and strengths.

Now here's where things start to get really interesting. Each of these characters has the ability to transform into a

super-powered beast! These include a ferocious panther-like cat, a white wolf, and a huge, teeth-grashing bear!

The Bosses at the end of each stage are as formidable as they are fun to look at. But you'd better not sit there and ogle for too long because they are extremely tough, and would sooner turn you into a bearskin rug than give you the time of day!

If you're looking for a great action/adventure game with a really unusual twist, go and play Konami's *Metamorphic Force* at your local arcade! You won't regret it!



Are you man or beast? Explore the grey area which separates the two entities.



Huge creatures like this will confront you in Konami's latest coin-op!



The huge characters are a blast to play, plus the graphics are phenomenal!



Check out the bizarre settings! Some of the levels will really blow you away!

AMA

AMERICAN AMUSEMENT
MACHINE ASSOCIATION



Pick one of these four characters. Two players can compete at once!

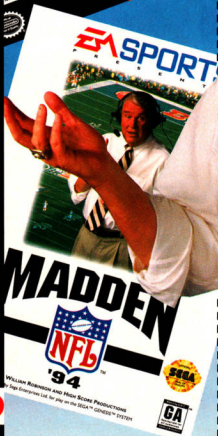


Don't underestimate the power of your adversaries—these guys are tough!


KAY-BEE
AMERICA'S TOY STORE

MADDEN FOOTBALL FRIDAY NOV. 19

FOR
SEGA™ GENESIS™
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Male <input type="checkbox"/> Female <input type="checkbox"/>
<small>Good for Madden NFL '94 Game cartridge by Electronic Arts for your Super NES® or Sega™ Genesis™ systems. Use this coupon at any Kay-Bee Toy Store. One coupon per visit, coupons must be an original, no copies will be accepted. Coupons not valid with any other promotion. Offer expires 12/31/93. Madden NFL '94 licensed from EA Sports. All rights reserved. Sega™ and Genesis™ are trademarks of Sega Enterprises Ltd. Nintendo®, Super Nintendo Entertainment System®, Super NES® and the official seal are registered trademarks of Nintendo of America Inc. © 1993 Nintendo of America. EA SPORTS is a trademark of Electronic Arts. Team names, logos, helmet designs and Super Bowl are registered trademarks of the NFL and its Member Club.</small>
KAY-BEE AMERICA'S TOY STORE

MIRACLE ADVENTURE by Data East



Looks like our heroes have their work cut out for them with this dragon Boss!

Here's a game that will really give you your token's worth! It's Data East's Miracle Adventure. This game is Data East's first cartridge for the NEO-GEO system. Let me tell ya—it's a winner!!

You play the part of a rough-and-tumble adventurer seeking the pieces to a secret treasure map. Your enemy is the wicked Dr. Dokked and his band of evil henchmen. All that stands between you and oblivion is your magical yo-yo!

Your yo-yo is your only weapon and it is a doosie!

You can pick up seven different types of yo-yos! These include a giant yo-yo which kills enemies at a distance, a fire yo-yo which sends out huge blasts of flame, and an



Your range of attack depends on the kind of yo-yo that you possess!



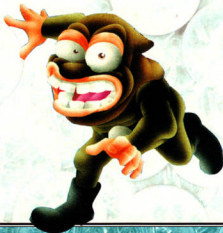
Ride the railcarts and try to destroy Dr. Dokked's band of evil henchmen!



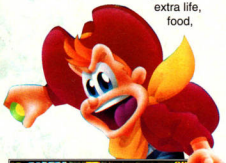
Miracle Adventure has some of the most colorful graphics of any NEO-GEO cart.

ice yo-yo which freezes enemies within a wide radius. Each type of yo-yo has its own super bomb ability built-in. You can grab extra bombs throughout the game. Also, if you hold down the "A Button" you will deliver a super-charged attack!

In addition to the weapons that you



accumulate, there are a variety of other icons to get. You can get a 1-Up which will give you an extra life, food,



Use your magical yo-yos to stop the mummy-goons dead in their tracks.



Miracle Adventure features two-player simultaneous play with buy-in!

which replenishes your energy, and finally, coins which will boost your score.

If you want to play a *really* fun and challenging game with a lot of action, take a swat at Data East's Miracle Adventure for the NEO-GEO arcade system. It's more fun than a barrel of monkeys!

TAKE ON THE PROS!

RBI '93 BASEBALL

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

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

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

It's easy, just look for R.B.I. '93... it's the only game in town.

R.B.I. '93



Kirk Gibson



Replay classic baseball moments with the Game Breakers mode and rosters of every division champ since 1964



Dennis Eckersley



Nolan Ryan



You'll know how it feels to stare down the barrel of a loaded cannon when Nolan lights up the radar at 100 MPH



Mark McGwire



New features include hitting practice and two levels of computer-assisted defense—so if Cal Ripken needs it



Cal Ripken Jr.



Jose Canseco



Keep rosters current with Create Team Option—or make your own trades... how would Jose look in Florida test?



Barry Bonds



Kirby Puckett



With 28 real stadiums, Kirby Puckett can explode in the hometown Homer Dome or sink a pearl in the K.C. waterworks

AVAILABLE NOW!



Tengen
It's a Whole New Ball Game



©MLBPA



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Night Slashers by Data East

If you're a big fan of horror movies, here's one for you! It's Data East's Night Slashers. This side-scrolling action game has a lot going for it.

For one, you can play with up to three people at a time. The angle here is that you can do cooperative moves. Yup, you heard right—two players at the same time can do a special attack on an enemy! This is an exciting, new trend that we're beginning to see more and more of in the arcades (i.e., Saturday Night Slam Masters!).

You can pick up different weapon icons as well as health power-ups.

The object of the game is simple enough; run around and battle your way through the various legions of the damned. The levels are all fairly long with many traps waiting for you. The two-player cooperative moves and special weapons add depth to this already graphically lush game.

The sounds, graphics, and overall game play are really top-notch! The character animations and their fighting moves are awesome (especially the two-player combos!). The Bosses are BOO-SCARRY!

When you're ready to beat the livin'



Night Slashers is a real blowout in the graphics department! Excellent!

Power-ups and icons are pretty much strewn about throughout the course of the game. You can get some diamonds and gold bars, but these are only good for points.



Some of the various icons include food (Top) and weapons (Bottom) items.



Choose one of these three characters. Each has many special moves.

heck outta some pretty scary creatures, and have a lot of fun doing so with a friend, Night Slashers is the game for you! We gamers at EGM hope that the trend toward these two-player "team" moves in games continues. Hats off to Data East!

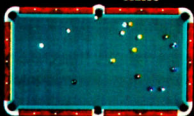


The armies of the undead are waiting around every corner.

THE BILLIARD CONGRESS OF AMERICA PRESENTS

CHAMPIONSHIP Pool

CALLER BALL 3 POCKET 3
EIGHT BALL CUESTER 2



Multiple Viewing Angles



Astounding zoom-in screens



Party Pool allows up to 8 players



Can you qualify for the big one?



Endorsed by the Billiard Congress of America



Chalk Up, Dude!



Professional Video Pool Player.
Do not try this at home.



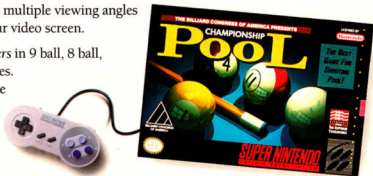
For dealer info or to order, call
1-800-234-3088


It's The Best Rack In Town!

Finally, there's a video pool game that actually "feels" like real billiards. Billiard Congress of America Championship Pool uses multiple viewing angles and astounding zoom-in screens to recreate pool on your video screen.

Pit yourself against the computer or play up to eight players in 9 ball, 8 ball, straight pool and more - a total of 14 different pool games. In the Championship Mode, you can even qualify for the World Championship Tournament.

Shoot with the best - Championship Pool from Mindscape. Real pool "feel" for your video game system. It's the break you've been waiting for!



The background of the advertisement is a vibrant, fiery orange and red. A large, black electric guitar with gold tuning pegs and a red hand gripping the neck is positioned diagonally from the bottom left towards the center. In the upper right, a television screen displays a racing game with colorful cars. To the left of the screen, a box for the game 'Rock N' Roll Racing' is visible, featuring a red car and the text 'ROCK N' ROLL RACING'. The title 'Rock N' Roll Racing' is written in a stylized, metallic, jagged font across the middle of the guitar's body.

Rock N' Roll Racing

Hot games are great — but this one's a scorcher. Screamin' cars and guitars make Rock N' Roll Racing a sizzlin' success. One- or two-player action lets you go head-to-head with a most gruesome field of lead-footed crazies alone or with a friend. The futuristic fun begins with five lean, mean racing machines that will annihilate the competition — and leave a dust trail all the way to the checkered flag. And, the totally awesome rockin' soundtrack will blow you away. So, crank up the tunes and strap yourself in, 'cause this is the wildest ride in the universe!

Interplay

17922 Fitch Avenue
Irvine CA 92714

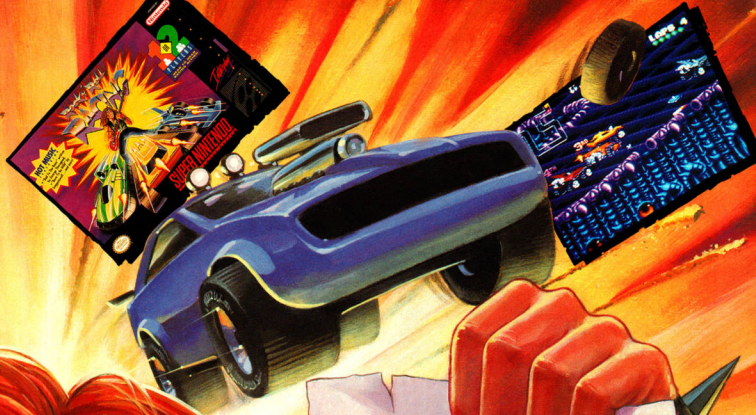


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Nintendo

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 Silicon & Synapse, Inc.



CRITIC'S CHOICE

"A hot racer that will knock your socks off plus great commentary by Larry Huffman! What more could you ask for?"

Electronic Gaming Monthly

"This game is a blast, whether you're tapping your foot to the Peter Gunn theme, sailing off the track to a fiery demise, or taking out your competition with a rogue missile."

Game Informer

"Rock N' Roll Racing gives you that adrenaline rush that is so seldom found in today's flashy 16 Bit games...This is what a SNES game should be."

DieHard GameFan Magazine

"Graphics, music, sound control and fun...it doesn't get any better than this!...Interplay is known for producing quality titles and Rock N' Roll Racing is now the best in their stable."

**DieHard
GameFan Magazine**

"If you like hot, futuristic racing action mixed with heavy-duty firepower and topped off with a kickin' soundtrack, you're gonna love this one."

**Game Players
Nintendo/Sega Magazine**

"From the moment the Interplay logo appears on the screen...this game has you by the intestines, and, dude, it doesn't let go!"

Electronic Games

INTERNATIONAL OUTLOOK

20 GAMES PREVIEWED!!!

Sound Factory, Sughoi Hebereke, Hebereke's Popoon, Super Puyo Puyo, Dragon Ball 2, Fire Emblem, Gaia Fantasy, Tetris Flash, Oscar, Space Ace, Lawnmower Man, Impossible Mission 2025, Markos Magic Football, Smurfs, Dune Buggies, Yogi Bear, Voyeur, Link: the Faces of Evil, Dragons Fury 2, Lotus 2

INTERNATIONAL NEWS

Hi again. It's me, Terry Aki, and I'm back with news from around the globe. I really mean it. Within the past few weeks, I've been in the air more than I've been on the ground. Jet lag city, man.

The hard-hitting news this month comes to you straight from the ECTS Show in London. A lot of game developers were there, along with a number of companies. While not as big as CES or as spectacular as the Japanese shows, ECTS had a preview that the other shows did not.

Nintendo UK Entertainment LTD. had a special behind-closed-doors sneak peek at what "Project Reality" will be like. A series of computer generated images blew away nearly everyone who saw it. Maybe the system really will come out someday.

In a look to the future, expect a lot of computer conversions to be hitting the home consoles, especially from the Amiga, which by the way has a snazzy new 32-Bit CD-ROM that looks hot.

Another interesting point of the show was to see how various game titles were handled in Europe. Changed names and release date delays. Aaargh! In America, you guys get games before the Europeans.



WORLD NET

Nintendo 64-Bit Demonstration!

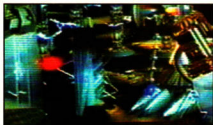
While Project Reality may seem like a dream to many sometimes dreams do come true. And this is one that may just yet come to fruition. At the European Community Trade Show (ECTS) Nintendo UK Entertainment LTD. displayed graphic screens that demonstrated the potential of their upcoming 64-Bit mega machine.

In cooperation with Silicon Graphics of America (SGI), Nintendo had a special behind closed doors preview of what we, the consumers, can expect for its launch in late '95. A series of running demos, all from prototype machines that utilized the new Silicon graphics chips, were set up, giving us the first glimpse at what may very well be the future of video gaming.

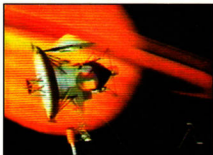
These graphic representations redefine what we call video games. If it is possible to make the graphics there interactive, then it is possible that all sorts of doors will open up. If Project Reality makes full use of the Silicon Graphics machines, like the demos show in these pictures, this system will possibly be one of the greatest game systems ever. I guess we'll have to wait till the next show to find out more information.



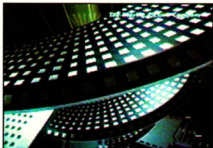
Project Reality could be the dawn of a whole new level of technology.



Imagine all sorts of swirls and globules twisting and turning. It's a cool effect.



Explore the far reaches of outer space with Project Reality.



All new horizons will be available for players in the future.

Hi-Ya!

Bam!

Ouch!



NININDO

WAY OF THE NINJA



Ninja in Training!

It's going to take more than a couple of jumping jacks to prepare for this adventure! After all, no one ever said being a ninja was easy. Learn how to deliver killer blows with your trusty sword and send a barrage of throwing stars at your enemies. Explore dungeon mazes and battle giant rats, toxic worms and super leeches that call these caves home! Snoop on your enemies as you explore the countryside, but watch out for bushwhackers eager to steal your gold. If you train hard and master the ninja arts you may live long enough to exact revenge on the warlord that killed your family. One final word of advice: "Quiet ninjas live longer."



Zip off to new adventures



Race through dungeon mazes



Strike back at fire dragons



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ENTERTAINMENT SYSTEM

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

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AEROBIZ

has Landed for SNES!

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

WE DON'T MAKE WE MAKE THE

Get this—your controller is not obsolete. This might come as a bit of a surprise, since this magazine's loaded with ads trying to tell you that your controller is a piece of junk.

Wrong.

POWER PLUG™ will give you more total game performance than any of those mega-dollar new controllers. They just don't got what we got. Connect the POWER PLUG™ between your controller and your system and go kick some butt.



No one else beats THRASH™ power. Select THRASH™ mode on POWER PLUG™ and you activate preprogrammed moves for best-selling games like Street Fighter II™. Hit one button on your controller instead of four, and you own the Hurricane Kick™. Think of the possibilities of Contra III: The Alien Wars™, Streets of Rage II™, Super Star Wars™



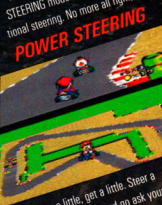
even Turtles in Time.® No, you don't get extra lives. No, you can't move to any level. That wouldn't be fair. You still gotta fight your way to the top.

Want to create your own combination moves? No problem. Program the moves yourself with the killer PRO THRASH™ feature, which you only get with the POWER PLUG™. Do it your way, any combination, any game. Up to 17 commands



channelled to any button on your no-longer-obsolete controller. So in X-Men,® you hit one button to make Wolverine do a spinning, slashing jump. Starting to get the picture?

Look out for that—CRASH!—cat. Welcome to POWER PLUG'S POWER STEERING mode. This is analog proportional steering. No more all right, all left,



Mario. Steer a little, get a little. Steer a lot, get a lot. Master this and go ask your old man for the keys. He will, of course, say no, but it doesn't hurt to ask.

POWER PLUG™

THE GAME EASIER PLAYER TOUGHER

Oh yeah, all those other "advanced controller" features—AUTO FIRE, VARIABLE TURBO, SLO MO—we give you them too. But next to THRASH™ PRO THRASH™ and POWER STEERING, that's just kid stuff.

What if you just bought a new controller? Don't worry. With POWER PLUG™ that controller won't be obsolete either.

POWER PLUG™ is available for both Super Nintendo® and Sega™ Genesis™.

POWER PLUG™ TURN YOUR CONTROLLER INTO THE ULTIMATE GAME WEAPON.



TYCO

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INTERNATIONAL NEWS

It seems the gamers of the world can't get enough of SF2. Just recently published, in Japan by Tokuma Intermedia, are comics based on exploits of the world warriors. The story has no resemblance to the comics published by Malibu Comics in the U.S. The plot revolves around Ryu, a drifter, who enters a Street Fighting Tournament hosted by M. Bison, an international drug lord who rules a fortress-like city. Chun appears as an Interpol agent who is also in the tournament while investigating Bison's misdeeds and the disappearance of her police officer father. Guile is seeking revenge on Bison for being used as a guinea pig for a synthetic drug that causes violent psychosis. (It was on this drug that Guile went loony and offed his best friend.) Dahlsim, Honda and Zangief are mere combatants in the tournament. Of course, Balrog, Vega, and Sagat act as Bison's henchmen. Surprisingly Blanka is one of the bad guys—he wants to become a Bison flunky. With more twists than a bag of pretzels and awesome depictions of violence, this Japanese manga comic should wow hard-core SF2 fans.



Right now, the second is on the stands, and the third one is close behind.



WORLD NET

Nintendo

Sound Factory

Super Famicom

Edutainment

November



Unknown

Nintendo pops up with a new concept in musical software with this nifty mouse cart. Sound Factory is actually three kinds of programs. Pix Quartet is a neat idea. You first choose four kinds of bugs out of 16 that each make a certain sound like a guitar lick or a drum sound. These critters crawl all over your TV screen pretty aimlessly. Here's where you come in—you draw a picture using a palette of 16 colors. Each color represents a musical note.

Whenever a bug crawls over a color, it emits a musical note with its selected voice. If you know your music theory, you can program in four part melodies using the bugs. But if you don't, it's a blast just watching the bugs crawl around making goofy sounds!

Beat Hopper is a funky idea in making drum beats. You guide a strange green bug that's hopping on a pogo stick to beat on colored pads that trigger a drum sound. The objective is to make all the drum pads disappear by bouncing on them one at a time. Fun and noisy!

The final program is Starfly which is sort of like programming your own music box. A firefly with a wand lights up stars that play different notes.

Not really a game, but not a frumpy and square edutainment game either. Sound Factory shows it's fun just to muck around aimlessly with music—which is the way it should be. Sound Factory stands on its own as a decent game of innovative idea. It's good to see that Nintendo is supporting their mouse. Keep it up, Nintendo!



At first the bugs are kind of boring. They need you to draw something.

Pix Quartet
Beat Hopper
Star Fly

Choose from three unique and interesting games in Sound Factory.



In Firefly, you get to make your own video music box. A fresh idea.



Beat Hopper lets you clear away tiles by hitting certain beats.

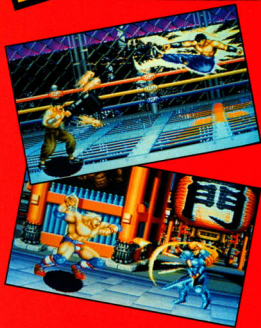


Like the name suggests, pick four bugs with which to make your music.



Once you start drawing, all sorts of musical stuff can be done.

EAT. SLEEP.



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INTERNATIONAL NEWS

Check these watches out! Pretty nerdy looking, huh? But take a closer look. What are all those extra buttons? You guessed it, they're watches with built-in, full feature, remote control for TVs and VCRs. Made by Casio and costing ¥9,500 (about \$90), these puppies let you keep the TV zapper within ultimate easy reach. These units can control TVs and video machines of nine Japanese brands, so they'll be useful to most everybody. Definitely an item the dedicated couch potatoe won't want to miss!

Of course, if you're feeling mischievous, you can change channels of TV sets almost anywhere, like flipping the Jumbotron TV down at the mall to the Playboy Channel. Of course, if anyone finds out, you'll be in trouble....



With these watches, you can wreak complete havoc in your home. What fun!



WORLD NET

Sunsoft of Japan

Sughoi Hebereke*

Super Famicom

Fighting

December

Unknown

Although totally unknown out of Japan, Hebereke (a simply drawn penguin) is known to all Japanese gamers as Sunsoft's first mascot. In this strange fighting game, up to four players can compete using an optional multi-tap. Besides Hebereke, his friends from past Sunsoft games are featured, Ohchan, a cat; Sukezaemon, a ghost; and Jennifer, a frog-like creature. Other characters from the Famicom Hebereke can be chosen as well. Every character has a special power move. These can get pretty weird as the ghost hits himself with a hammer to launch his eyes out. It's a real blast with four players.



Jennifer lies defeated in the middle of the ring. Power moves are nasty.



When four players fight each other, the addictive gameplay gets nasty.

Sunsoft of Japan

Hebereke's Popoon*

Super Famicom

Puzzle

January '94

Unknown

Hebereke makes his appearance in a Tetris-type game. The object is simple. The heads of Hebereke and other characters from the original Hebereke Famicom game tumble out of the sky. You have to rotate and position these heads to line them up in a straight line. When four of the same heads are lined up, they disappear. In a 2-player mode, clearing a set of heads earns players special powers, such as wiping out huge chunks of heads. A bit of a Tetris clone, but it's warped in its own way.



The more heads you clear out the faster and tougher the game gets.



With this puzzle cart, you can choose your own character.



Like most games, two-player mode is one of the best ways to play.

* Under development. Title and system are subject to change.

INTERNATIONAL OUTLOOK

INTERNATIONAL NEWS

Check out these cute figures! These *Gachapon* figures are available throughout Japan from coin dispensers that work exactly like an old-fashioned bubble gum machine. You drop in your money (usually ¥100—about a buck), turn the crank (*gacha*) and out pops (*pori*) a plastic capsule containing one of the 12 world warriors. Besides these deformed munchkins, *Street Fighter 2* characters are available as life-like figures that come two in a capsule for ¥100, and in deluxe life-like rubber figures with metal armor and accessories for ¥200 each.

SF2 isn't the only game to come out as *Gachapon* figures, all sorts of characters from games like *Fatal Fury* and *World Heroes*, not to mention anime appear in the capsules as well. As you can probably guess, these are hot items for SF2 collectors.



The *Gachapon* figures have attracted fans of both *anime* and video games.



All the characters are available, and there are "champion" colors too.



WORLD NET

Banpresto

Super Puyo Puyo

Super Famicom



Puzzle

December

Unknown

Pone, of the biggest Mega Drive in Japan over the past year, is heading over to the SFC. The game system is deceptively simple. It's a mix between Tetris and columns, but with a really weird twist. The things that drop out of the sky aren't blocks or gems, they're wobbly blobs of jelly-like slime complete with goofy eyes. The object is to group them in same colors to make them disappear, while more fall out of the sky. Unlike Tetris, when blobs lower in the pile disappear, the slime-balls drop to fill in the gaps. This lets skilled players set off chain reactions. Super Puyo Puyo is fast and very addictive.



The Mega Drive version was made into Mean Bean Machine.



When the blobs disappear, whole columns can disappear too.

Bandai

Dragon Ball Z2

Super Famicom



Fighting

December

Unknown

The rough and tumble warriors of the stupendous *Dragon Ball Z* anime series are back for another round of hyper-charged battle action. Set in the same head-to-head fighting style of the original, DBZ2 adds several new characters, while the regular crew get new powers, including young Gohan who is easily the toughest of the lot. The neat thing about this game, like before, is that the screen splits when the two players go away from each other. If you're a fan of the anime series, watch for this one.



The screen splits when the fighters leave a certain proximity.



Cinematic scenes like this one have been added to DBZ2.



Each fighter has at least a dozen special moves at his disposal.



MEATY • EVIL

Sure you've played action/adventure games before, and you're sitting there thinking "Been there, done that", there's not a game made you can't beat the crap out of— big yawn right! **WRONG**, dragon breath! You've never seen anything like **LEGEND**. Non-stop action, gruesome villains, wicked weapons and sensational graphics. Travel back to a medieval land where your sword is the only law. Where the rich and powerful reign over the land with an iron fist of terror. Enter the Black Temple and battle through worlds of wizards and fire breathing dragons. Conquer the baddest boss monsters ever seen and fight your way through the uncharted world of **LEGEND**.



 **SEIKA**
Breakin' All The Rules

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INTERNATIONAL NEWS

We just went through the worst summer of all time in Japan. Our rainy season stayed around all summer instead of ending in July as it usually does. Plus, we've been hit by nasty typhoons more often than usual. (Big Ed was almost stranded in Tokyo when a particularly huge storm stopped the town dead in its tracks.)

Perhaps because of the lousy weather and Japan's slow economy, sales of game hardware and software dropped off sharply this summer. The big hits of summer were Street Fighter 2 Turbo, Mario All Stars, The Legend of Mana, and surprisingly Crayon Shinchan, a game based upon a highly popular TV anime. The sales of these four Super Famicom games were originally projected to exceed a million units each. After racking up spectacular sales in the first week, SF 2 Turbo's performance still tailed off quickly. It doesn't appear likely that it'll reap the same success of the original. Already a lot of shops are discounting it by as much as 45 percent. Sale of the other three titles were also brisk, but not spectacular.

On the other hand, things were bleaker for the PC Engine for which SF2 Champion Edition didn't pull in the expected number of sales. The PCE version of SF2CE's now deeply discounted to just ¥2,500 (about \$28) from its retail price of ¥9,800.

Things were also slow for the Mega Drive. Their big titles were Ecco the Dolphin and Jurassic Park; neither of which failed to register meaningful sales against Nintendo and its licensee software.

Overall, it was a lackluster summer for the Japanese games industry.

Nintendo of Japan

Fire Emblem

Super Famicom

Strategy/RPG

November

Unknown



Three years ago, the original Fire Emblem on its own established an entirely new genre of games that combine the best elements of war simulations and RPGs. This type of game has gained popularity in Japan, including Shing Force.

FE will be back as a mammoth 24-Meg SFC cart, the first for Nintendo and the system. It takes place in 20 field maps of the originals 26, and adds 20 or more for an entirely different adventure that takes place years after the first ones end.

Why doesn't America get these types of games? This type of game is very addictive.



The fighting sequences are dramatic as the enemy gets to hit you back!



The quest spans across a large world, with number of terrains.

Enix of Japan

Gaia Fantasy*

Super Famicom

Action/RPG

Unknown

Unknown



Even as the countdown begins for the launch of ActRaiser 2, Quintet, the programming team responsible for the Actraiser series and Soul Blazer, are already preparing a brand new action/RPG. Because this is still very early in development, Enix could provide very little detail about the system or the story, except that is closer to Soul Blazer than ActRaiser.

Despite the sketchy detail, the Enix spokesperson is very confident that Gaia Fantasy will be a major hit for the company.



Evil tentacles spring up from the water to drag down into the depths.

Nintendo of Japan

Tetris Flash

Famicom

Puzzle

September

¥5900



Here's the latest variation on Tetris from Nintendo for the 8-Bit Famicom. This is basically a mix of Tetris and Doctor Mario—pieces disappear not when rows are made, but when blocks are lined up of the same color. The blocks come in three colors, and are of totally different shape than of the original game. This really adds to the challenge.

This cart is being released to help out the launch of the redesigned 8-Bit Famicom. Could this be the savior or the last gasp of the dying 8-Bit?



When you get a Tetris Flash, all the pieces will disappear!



OK!



Who Left The Door Open?

"Brain Bustin', Thumb Crampin' Excitement!"

Electronic Gaming Monthly



**"The thinking man's action/
platform game"** *DIE HARD GAMEFAN*

They're Tricky! They're Trouble! They're Troddlers. Hokus and Pokus are two lazy sorcerers' apprentices. The great magician Divinius barks a simple order: "Clean out the cellar!" But NOOOOO!, they do the stupidest thing they could possibly do, they open a box labeled...

WARNING!
Instant Magical Troddlers
May Zombify If Allowed To Teleport



"Troddlers joins Lemmings at the top" *GamePlayers*

"Hey, maybe these Troddler dudes will help us do the work," they thought. Wrong! They Bail! Right through the teleporter door - hundreds of 'em! Divinius will park their butts in a sling if they're not back pronto! 175 levels of fast, funny, frazzling excitement! Round up those Troddler dudes before they get ZOMBIFIED. You'll work like a dog, but you'll love every minute of it!

SEIKA
Breakin' All The Rules™

INTERNATIONAL NEWS

To keep bringing you the latest word in technology, we turn our views to the computer formats. One of the most eye catching systems at the ECTS was the Amiga CD 32. Why mention it when it's a computer system? Well for your information, a lot of games you see on the Genesis and Super NES, like Turricon and Risky Woods, were originally computer games, specifically Amiga games.

Already the first few games out for it, like Oscar, will be out for the consoles. So this might be a system to watch, if you want an idea of some of the games that will come out in the future.

Anyway, the Amiga CD 32 has got the ability to have full motion video without the color limitations and a bunch of other nifty features. And now for something completely different...



The new Amiga 32-bit CD-ROM system brings computers to the next level.



This is the controller to the Amiga system. Note the four buttons.



WORLD NET

Flair

Oscar

Super NES	SUPER NINTENDO GAMEPLAY COMPATIBLE PAL VERSION
Action	
Unknown	Unknown

In a game similar to Sonic and Mario, comes Oscar from Flair. You are a cartoon character with an attitude. You must work your way through a world of bright and colorful graphics.

Aside from being for the Super NES and Mega Drive, this is also one of the games for the Amiga CD 32. While the graphics are a bit toned down from the 32-Bit, this game still has a lot of cute animations.

While the Super NES and Mega Drive versions are still a few months away, the game looks to be worth the wait. This could be one of the better side-scrollers out there.



The graphics are above average, and the backgrounds are colorful.



Look for hidden items in the most unlikely of places. Search for treasure.

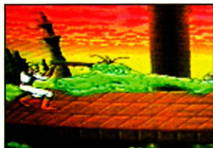
Entertainment International

Space Ace

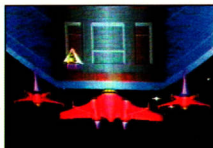
Super NES	SUPER NINTENDO GAMEPLAY COMPATIBLE PAL VERSION
Action	
Unknown	Unknown

How many of you remember the old laser disc game Space Ace? It came out roughly about the same time Dragon's Lair and Cliffhanger. Now a brand new version of this game is coming out for the Super NES. It is a conversion on par to how Dragon's Lair was done.

You are Dexter, a brave young space geek, who has the ability to transform into Space Ace. He must take on a master of evil and save the world. A fine representation of the arcade version.



Take on the vicious space snake. One bad move and you'll die.



This game also has shooter elements in it, alongside the action scenes.



Fly to the center of the enemies headquarters and stop him.

STORM

Lawnmower Man

Mega Drive



Action

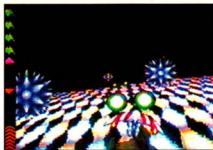
Unknown

Unknown

Recreate all of your favorite scenes from the radical movie of the same name. While it's true that this game takes a few liberties with the film, they enhance the game play tremendously.

Try to take back control from the Lawnmower Man who has enslaved the computer matrix to his will. Fly through three-dimensional zones, through "nodes," and fight off computer viruses. You can also battle in side-scrolling action.

Lawnmower Man makes full use of the Mega Drive's power. The special effects will blow you away. As good as the Super NES version.



Fly at high speeds while dodging spikes and shooting at targets.



Target the enemies that reside inside the neo-technical castle.

Microprose

Impossible Mission 2025

Super NES



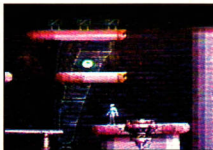
Action

Unknown

Unknown

How many of you out there remember the old Commodore 64 game Impossible Mission or its sequel? It even made an appearance on the Master System.

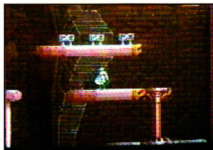
Impossible Mission takes you beyond the first two, by giving us three characters to use, and better graphics. Travel around a series of zones that are protected by robots, steal information, piece it together, and escape. Sound easy? It's a worthwhile challenge. And one I hope will come to the States.



Turn on the elevator to move higher up on the screen. The computers await you.



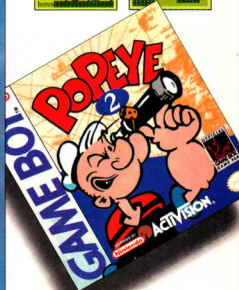
Choose from three characters, including a new android and one tough girl.



Find out a way to get to the computer terminals, and snatch the information.

EAT YOUR SPINACH

Gobble up the green stuff for super socking power 'cuz Popeye 2 is tough to beat! Battle Bluto and lots of pesky pests as Popeye sails the seas, dives through shark-infested water and creeps through caves to find hidden treasure and save the lovely Olive Oyl! It's 1 or 2 player, action-packed fun from Activision, only on your Nintendo Game Boy system.



ACTIVISION®

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INTERNATIONAL NEWS

While in London, I came across some startling facts. While I had already known that the Teenage Mutant Ninja Turtles had become the "Hero" Turtles, I was knocked off my feet when I saw their version of the Contra series. The first game of Contra was originally called Gryzor in European arcades. It featured a cybernetic war machine rather than a Rambo-type character. When it came to the NES, we at the U.S. got the original name and the Europeans got the new name, Probotector.

Since Contra 3 came out for Super NES, it was only reasonable that they would get Super Probotector. Despite the change of sprites in the main characters, the gameplay and graphics are identical.

One interesting point is that the European systems run on something called PAL, which is a bit slower than our TV systems. As a result, their games play slower than our own.



Plus, the PAL games and equipment will not work on our TVs and systems. It's too bad you can't play European games.



Super Probotector is pretty much the same as Contra 3



WORLD NET

Domark

Markos Magic Football

Mega-CD	
Action	
Release Date	Unknown

Joe Marko and his magic Football (it's a soccer ball to us—but remember, this is Europe.) as he gets himself into all sorts of trouble.

Chase your ball through a number of fun levels that are throughout the city. On your chase, you will go through an attic, the park, and downtown. Beware the pedestrians who don't like little kids running about.

Markos Magic Football is a colorful game. The fully animated cinematics are rendered very well, due to the memory capacity of the Mega CD. In making this game, hundreds of animations were used to make it smooth. Who knows if it will ever come here.



Have some fun in the forest. Maybe you can relax here. Watch for wild animals.



Watch your step around the many hazards, or you'll wind up being hurt.

Infogrames

Smurfs

Super Nintendo	
Action	
Unknown	Unknown

Believe it or not, there *is* a smurf game coming out (in Europe that is...) Play as one of those cute blue buggers in an oversized world. It seems that Gargamel is up to his usual trouble again.

You play as an ordinary smurf and you will meet some famous faces, like Papa Smurf and Smurfette.

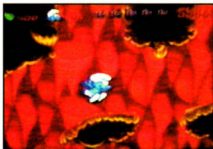
Smurfs is your basic side-scrolling adventure, with a few Mode 7 levels put in for good measure. So it's not just a psycho idea, it's a reality. Who could have ever believed it?



Papa Smurf sends you off on your grand adventure against Gargamel.



Slide down the mountain on your little Smurf sled. Wheeee!



Travel through an eerie cave. An exit must be nearby.

Elite

Dune Buggies*

Super Nintendo

SUPER NINTENDO
GAME BOY ADVANCE
PAL VERSION

Driving

Early '94

Unknown

From the makers of Power Slide comes another racer that is very early in production. As in Power Slide, you control a racer on a constantly winding track.

Like I said before, this game is in its elementary stages, and there wasn't much at the show. Still, this game shows promise; in the fact that it uses the Super F/X chip so that the polygons are smooth and fast. This game should be hitting Europe sometime in 1994, so expect it a bit later here—if ever. From what I've seen, this game has real potential. Racing fans should wait for this one, as it looks like it will be as good as F/X Trax.

*Working Title



The polygons scale in and out, depending on your location.



Right now, the track is very incomplete, as the backgrounds haven't been added.

Entertainment International

Yogi Bear

Super Nintendo

SUPER NINTENDO
GAME BOY ADVANCE
PAL VERSION

Action

Unknown

Unknown

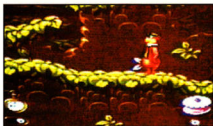
In pursuit of the prized Picnic Basket, Yogi Bear appears on the British Super Nintendo. This enchanting quest stars Yogi, Boo Boo, the Ranger, and a whole cast of other familiar characters.

Collect items, like the picnic baskets, to acquire points and extra lives. The game play is similar to the Mario games. It has fluid animation and a lot of hidden things to find.

If you are a fan of the Hanna Barbara cartoons, Yogi Bear will appeal to you. It's funny, to say the least.



Jump on the picnic baskets to open them up, and spill their contents.



Ghosts haunt the hills. If you hit them, you'll suffer serious damage.



Jump over the bottomless pits. Yogi has never had it this tough!

RAISE
YOUR SPIRITS

It's fiendish fun for everyone with The Real Ghostbusters. Look for hidden keys and secret passages in the haunted mansion while fighting off fearsome phantoms and neutralizing negative auras through 51 challenging levels! The Real Ghostbusters. Outrageous, hair-raising fun from Activision, only on your Nintendo Game Boy System.



ACTIVISION®

The Real Ghostbusters is a trademark of Sony Pictures Entertainment, Inc.

INTERNATIONAL NEWS

Philips showed some significant new developments for their CD-I system at the ECTS.

For the first time, it is now possible to put films on CD. At the show, several movies and music videos using the CD-I were on display. This is opening up doors to a brand new medium—interactive movies. These could change the multi-media market forever. Very impressive.

Philips also had a whole slew of new Digital Video Discs with such cool titles like the *The 7th Guest*, *Inca*, *Zelda: the Wand*, *Link: the Faces of Evil*, and the *Joy of Sex*.

Hmmmm, which of these titles doesn't belong? Anyway, with what Philips showed at the ECTS, the future definitely looks brighter. It seems that the 3DO and the CD-I will be butting heads quite soon.



Zelda must journey alone in *Zelda: the Wand*. An interesting CD-I game.



Have a haunting time with the upcoming *7th Guest*. It's a visual trip.



WORLD NET

Philips Interactive Media

Voyeur

CD-I	
Mystery	
4th quarter	
	Unknown

Voyeur is a political thriller that allows you—from the windows of your apartment—to peek into the awful doings at the neighboring Hawke Manor.

A murder is about to take place. It is up to you to find out who is to be murdered, and save he or she from the killer. As you view Hawke Manor, you will be filming footage. Footage that, in the right hands, can bring justice. It is a tale of greed and death.

As the first of the next generation CD-I games, *Voyeur* uses over 60 minutes of real video. With a constantly evolving plot, *Voyeur* is a masterful mystery.



Certain secrets can be caught on tape if you are sly.



Filming the right footage is sometimes a matter of life or death.

Philips Interactive Media

Link: the Faces of Evil

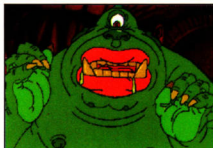
CD-I	
Action	
Unknown	
	Unknown

On the island of Koridai an evil is growing. The most gentle of creatures are turning into bloodthirsty beasts. Gannon has awoke the Faces of Evil, and Link is caught in the midst of all the trouble.

Travel through 15 play areas and interact with over 90 characters. This game is the first in the line of adventures based off of Nintendo characters. Since this is on CD, you can expect there to be terrific music and sound. Could this be the bridge between Nintendo and CD-ROMs?



Link sets out on a wondrous new quest to free the island of Koridai.



Monsters will make themselves known. Some are friends, while some are foes.



Meet all sorts of characters while on your mystical journey.

Tengen

Dragon's Fury 2

Mega Drive



Action

Unknown

Unknown

If you are a real pinball wizard and want to recreate the feeling of playing the arcade at home, Dragon's Fury 2 is for you.

This hot title goes beyond the first game with better graphics, more objects on the play field, and really good music.

On each of the many levels, you will find various traps that will attempt to snag you. Hit the roaming monsters and other annoying enemies for mega-bonus points.

Dragon's Fury 2 is one of the best pinball carts for the Mega Drive. It makes you wish that the good ol' days of yesteryear were back.



Play on a grotesque field with a variety of traps that will catch your ball.



Dramatic scenes will tally up your bonus points after you lose your ball.

Electronic Arts

Lotus 2

Mega Drive



Driving

Unknown

Unknown

Take to the mean streets with Lotus 2. This sequel takes the first game and improves upon the idea.

Like before, you drive a Lotus in a series of timed races. Make it to the checkpoints before time runs out and you get to continue. Like before, there is a number of weather conditions that may be beneficial or detrimental to you. Experience night driving, or even go at it in the two-player mode.

If you've got the guts and perhaps the skill, you'll probably want to try out this fast-paced racer.



Master cornering, and whiz right past the competition. It takes skill to win.



Drive in all sorts of weather conditions, and learn driving techniques.



Drive to the checkpoints to acquire more time to race further.

CLAW

YOUR WAY TO THE TOP

It's claw-to-claw combat as the movie's most fearsome creatures come face to ugly face! It's Alien vs Predator: The Last of His Clan! With four powerful Predator weapons you'll fight five types of Aliens on seven maze-like levels before dueling with the dreaded Alien Queen. It's an action-packed adventure from Activision, only on your Nintendo Game Boy System.



ACTIVISION

Alien & Predator™ and © 1993 Twentieth Century Fox Film Corporation. All rights reserved.

JAPAN

SUPER FAMICOM

奇天烈將軍

ゴイモ?

かんぱれ

マギネ



Goemon and Ebisumaru, the heroes of The Legend of the Mystical Ninja, are rudely called back from their tropical vacation when they learn that Edo Castle has been taken over by a mysterious foreigner, General Macguinness. The odd ninja couple are joined by Sasuke, a clockwork ninja, on their journey through Japan for a cataclysmic showdown with the General who has converted the castle into a flying battleship. On the way, the crafty bunch battle a huge variety of armored bunnies and clockwork traps in wacky oriental settings.

Like TLMN, there are towns where the heroes can rest up, eat, and buy helpful items like health-restoring riceballs, armor, and umbrellas. One town has gambling casinos where you can shoot craps and play small games for cash, and even an arcade with Konami's famous shooter Xexex that can be played to the end of Stage 11! As before, your characters can be powered-up by scooping up cats. And to do battle with the giant army of mecha robots, there is Goemon Impact, a giant robot that you can fight the huge Bosses with!

Goemon 2

FACT FILE

GOEMON 2

MANUFACTURER	# OF PLAYERS
KONAMI	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	DECEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
16 MEG	N/A
THEME	% COMPLETE
ADVENTURE	70%

THE GOOD

Completely original while still sticking to the same play mechanics of the first one—but a whole lot better!

THE BAD

The fact that this game might not make it out over here because of its Japanese style.

THE UGLY

Either playing the second level of Xexex, or being a giant Robot Goemon smashing a city!

Cool Vehicles to ride!

Fish



Mice



Bub-Cart

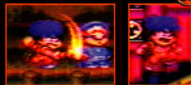


Sumo-Bot



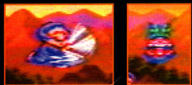
Goemon

In America, his name was Kid Ying, but that's about all that's different with this guy! His not-so-peaceful pipe will pummel you into a piece of petrified pulp!



Ebisumaru

This time, the pseudo Dr. Yang is back armed with a deadly fan that can knock enemies into the vastness of the back-grounds!



Sasuke

A clockwork ninja who teams up with the cast. This guy can shoot his hair up into the sky for an attack or literally slice an enemy into two halves!





Stage One

Here, you must journey through simple side-scrolling pathways beating the pulp out of clockwork samurai bunnies. After a while, you will enter a level that takes place in a sumo wrestling coliseum. Leap on giant abacuses and even take



control of a sumo suit that you can use to trample the little bunnies!



Give this sumo a couple of good wacks, then chase him to his giant mech suit!

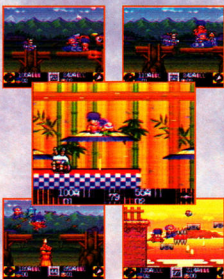


Stage Two

Enter a goofy Japanese setting where bamboo bridges are cut apart by chain saws and a gigantic ogre will bust out the bridge under your feet! Then travel through a forest into a kabuki hall where those colored leaves float in the back and giant



Kabuki try to take you out with their hairdos! It's a strange stage.

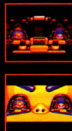
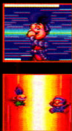


Beware of the Kabuki's flailing hair. Use timing to defeat this menace.



Goemon Impact!

The way to do Boss battles is with this wacky Mecha!



Player One mans the guns while player Two controls the huge bot.



Destroy Bosses using punches and bullets in a first-person view!



JAPAN



Twinbee, the star of the popular series of vertical scrolling shooters, makes his debut in a poppy side-scrolling action game. Twinbee and his friends, Winbee and Gwinbee, are summoned by a princess in a distant galaxy who has been captured by a mad scientist. Either one or two gamers can play with two of the three robots. Each one has different weapons, jumping, and weapon charging characteristics. At first, Twinbee and Co. are capable of only punching their foes, but they soon get to power-up. Collect the hidden bells to get new powers.

As you can see, the graphics are heavy on the pastel side. The game play is deliberately made simple so it can appeal to amateur game players. Don't get me wrong! The zippy game-style and furious action make it a hoot for pro-gamers, too. It has a Battle Mode in which you can take on a friend. Overall, it's a cool cart.



TWINBEE

RAINBOW BELL ADVENTURES



This bell gives you an additional option.



Invincibility is granted by the pink bell.



The blue bell gives Twinbee a shield.



Want a laser? Pick up the grey bell.

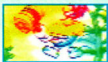
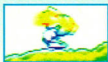


THE MAGIC BELLS

Collect the numerous bells scattered about to gain special powers like invincibility or a shield. However, you lose your powers when you get hit.

COLLECT THE BELLS FOR NEW WEAPONS

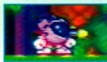
TWINBEE



WEAPON:

Twinbee uses a powerful hammer.

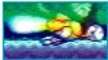
WINBEE



WEAPON:

Winbee uses a killer jump rope.

GWINBEE



WEAPON:

Gwinbee has a giant rattle.

BATTLE MODE!!



WEAPONS

MISSILE

Blasts enemies.



BASEBALL

Throw it!



FACT FILE

TWINBEE R.B. ADVENTURE

MANUFACTURER
KONAMI OF JAPAN

OF PLAYERS
1 OR 2

DIFFICULTY
EASY

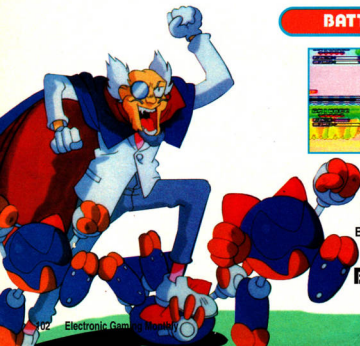
AVAILABLE
DECEMBER

CARTRIDGE SIZE
N/A

NUMBER OF LEVELS
6+

THEME
ACTION

% COMPLETE
90%



FOREST ZONE

In the Forest Zone, you will get acquainted with the control. Ride the clouds to get past the spikes to the exit.



If you charge up, you can fly to get to the "impossible" spots.



Use a super punch to crash through walls and advance in the game.



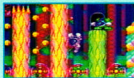
The first Boss looks like an over-grown Tinker Toy. Hit its head to kill it.

WATER ZONE

The Water Zone gradually gets more and more wet. Start off in the deep dark cave and eventually go underwater.



The cave is very dark. You can only see a few feet in front of you.



Dodge the spikes by bouncing on the bumpers. Cool...



The second Boss pops out of the wall to attack you and your friend.

ICE ZONE

The slippery Ice Zone is a dangerous place. Slick inclines and avalanching enemies will give you trouble.



Jump on the falling skiers who are snowballing to the bottom.



Collect the orange things to gain extra lives. You need a lot.



This speedy skier can bowl you over with his fast movements.



THE GOOD

This cart should attract all ages of players. With the 2-player mode, the cart has a long life-span.

THE BAD

The diversity leaves something to be desired. The repetitive gameplay grates on your nerves.

THE UGLY

Seeing all of this cutesy pastel colored stuff. The overall mood seems too happy. Smile or else.

The
1993
NBA

Finals

PARTY



CUSTOM SLUMMERS

JOHNSON
KEMP
STOCKTON
MILLER
HARRISON

OLAJUNNON
FARISH
MUTOMBO
MOURNING
DAUGHERTY
MANNING

ATLANTA

Player	Pos	Ht	PPG	Reb
MINER	C	7'0"	12.2	10.0
HARRIS	G	6'4"	13.0	2.0
BLONK	F	6'8"	14.0	8.0
ROCK	F	6'8"	14.0	8.0
RUCKON	C	7'0"	12.2	10.0

⏮ Last ⏭ Next ⚡ B-Trade

Ever wonder what it'd be like to have a front line of Shaq, Hakeem and Manning? With the custom team builder, you can build your own dream team. Even if all 5 starters are Shaq.

NBA® Showdown is Shaq and Patrick going big on big in the paint. KJ slashing baseline and dishing off. Grant doubling down in the blocks. Hardaway spotting up and busting from the outside. Kemp skying.

Malone taking the rock to the rack.



The ultimate in 5-on-5 NBA action. This ain't the blacktop. So don't bring that weak stuff in here.

IN THE PAINT.

Bring it on. It's the NBA at its biggest and best. The signature moves of the league's finest, including rising rookies like Miner and Mourning. Player trades.



Better clear out when 'Zo powers in with a double pump slam. Because he always rocks the house.

Injuries. Everything from the '92-'93 season. Visit your EA SPORTS dealer or call (800) 245-4525 anytime. And party in the paint.

'94 GAME HIGHLIGHTS

- ALL 27 NBA TEAMS
- FULL 82-GAME SEASON
- SAVE TEAM STANDINGS
- TRACK LEADING STATS
- CUSTOM TEAM BUILDER
- PLAYER TRADES
- 1993 ALL-STAR
- TWICE THE SPEED

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TRICKS OF THE TRADE

TRICKMAN JUST CAN'T SLEEP!

We don't know whether it's insomnia or if Terry just can't get enough of this section in the magazine. In any case, it seems that the Trickman has been sighted at Sendai many a late hour. Most of the employees can't tell, because of Terry's natural bloodshot eye color, but our regular Night-Man has told many a story of the Trickman's habits of staring at the monitor with his mouth moving and no words coming out. We did confirm something when evidence was found of empty Mountain Dew cans all over his desk. The guy just wants to make this section the best it can be. Make our Trickmeister proud by sending in your best gobs of gaming goodies to:

Tricks of the Trade, Sendai, 1920 Highland Ave., Suite 222, Lombard, Illinois 60148. If your coveted code makes Terry pee in his pants with excitement, you will get your name printed in the magazine and acquire a free game for your favorite system* from us!

*Rules that we put in this print to keep our readers happy and cause eye strain. Sendai Publications, Inc. is not responsible for the submission of similar or identical tricks, and is not obligated to award the game parts 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 tricks being submitted, the first trick received will be chosen as the winner. Limit one game per person per issue. You must print your name and address on the actual letter for us to give you credit. Final selection of games is up to us. *The allowable game systems are: NES, Gameboy, Genesis, Sega CD, Dos, Lynx, Game Gear, and Super NES. Void where prohibited by law.

Silpheed

Sega CD

Sega

Gain 10 Continues

At the "Continue 01" screen, wait for the opening demo. On pad 1 press RIGHT, UP, A, B, C, LEFT, LEFT, DOWN, C, A, START.



Now you can get an extra 10 continues in addition to the regular five. Play the game as normal and get as far as you can. You will get five continues. Continue your game up to four times. When the game is on "Continue 01" at the Title screen, wait until the demo reappears. While the opening demonstration is running, press these buttons

in this order on controller 1: RIGHT, UP, A, B, C, LEFT, LEFT, DOWN, C, A, and START. When the title screen appears again, press START and then you will see that you don't just have one continue anymore, but they have increased to 10! With a full 15 continues, you can take out the enemy squadrons with no problem!

Note: This trick was done on a pre-production copy of



Wait for the demo screen and do the trick on the control pad.

the game. The trick could be changed or may not even be in the production copy of the game.



©1993 GAME ARTS

Play the game until you only have one continue left.



©1993 GAME ARTS

When you go back to the title, your continues increase to 10!

Mortal Kombat

Super NES

Acclaim

All Finishing Moves

Listed below are the finishing moves for every character. Follow these precise instructions of the pad movements.



Here are the finishing moves for every character.

KANO:

Away, Down, Toward, B
(You must be very close to your opponent.)

JOHNNY CAGE:

Toward, Toward, Toward, Y



Some characters require that you do the finishing move fast.

LIU KANG:

Beginning Down on the pad, make a complete circle toward your opponent.

RAYDEN:

Toward, Toward, Away, Away, Away, Y
(You must be very quick and close to your opponent.)



With Rayden, make sure you are very close to your foe.

SUB-ZERO:

Toward, Down, Toward, Y

SCORPION:

Hold any button, Up, Up

SONYA:

From anywhere press: Toward, Toward, Away, Away, R button



JOE & MAC



BE A CAVE DUDE - SMASH A DINOSAUR!

JOE & MAC ARE TWO CAVE DUDES THAT GOTTA FIND THEIR GIRL-FRIENDS - THEY'VE BEEN KIDNAPPED BY EVIL NEANDERTHALS. PICK UP YOUR STONE AXES AS YOU SET OFF ON A PREHISTORIC RESCUE MISSION. BRAVING A WILD AND WACKY WORLD FILLED WITH FLOWING LAVA, ROCK SLIDES, AND MORE PRIMITIVE MONSTERS THAN YOU CAN SHAKE A CLUB AT. IT'S TRUE ARCADE ACTION, WITH DIG, COIN-OP STYLE GRAPHICS AND THE BADDEST TWO-PLAYER OPTION EVER.

- EARTH-SHAKING SOUND EFFECTS
- HUGE DINOSAURS TO MEET AND DEFEAT
- THE BIGGEST COLOR GRAPHICS SINCE THE DISCOVERY OF FIRE
- SAVAGE LANDS TO EXPLORE AND CONQUER
- MORE PREHISTORIC CREATURES THAN YOU CAN THROW A STICK AT!
- FIVE LEVELS - BOTH VERTICAL AND HORIZONTAL - FILLED WITH PREHISTORIC FUN.
- FOR 1 OR 2 PLAYERS

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Video Game Division

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CHEAT SHEET

Doomsday Warrior Renovation / Super NES

Passwords

AMON:

Layban—9D49D9D4
Daisy—696999D4
P-Lump—442D49D6
Grimlock—442HF4D6
Nuform—6C2HC6D6
Bosses—GG2HC6D6
DAISY:
Layban—C44999G9
Amon—CF6949G9
P-Lump—4GBCC9GC
Grimlock—4GBDB4GC
Nuform—6CBD66G6
Bosses—6BBD6BG6
GRIMLOCK:
Layban—6D49D9D4
Amon—496C9976
Daisy—4DBHD976
P-Lump—645H9976
Nuform—6F5H4476
Bosses—G45HFF76

LAYBAN:

Amon—9F49D9C4
Daisy—CCF999C4
P-Lump—C689F9C4
Grimlock—6B89F4C4
Nuform—468946CG
Bosses—4B894BCB
NUFORM:
Layban—9449491C
Amon—9F69C91C
Daisy—44B9G91C
P-Lump—645H91C
Grimlock—6G59H41C
Bosses—6G5D161C

P.LUMP:

Layban—CF49F9H4
Amon—946C49H6
Daisy—9GBCC9HG
Grimlock—C65DB9HG
Nuform—465FHCHD
Bosses—4B5F0GHD
SLEDGE:
Amon—64C94994
Daisy—6FGC4994
P-Lump—9F39F994
Grimlock—C43C4494
Nuform—CF3CC694
Bosses—643CGB94
Zalad Aryanpure, Dublin, CA

Super Mario All Stars

Super NES Nintendo

Whistle Warps

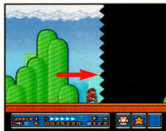
Go into World 1-3. Find the white block. Duck on it and fall into the background. Get the whistle. Save, quit and repeat.



Start the game, Super Mario Bros 3 and get to World 1-3. Find the white block near the end of the level. Get on it and duck until you fall into the background. Now, run to the right and collect the Warp Whistle. After you get out, press START to save and quit. Go back to this stage. Repeat the trick for all three Warp Whistles!



In World 1-3, get on this white block and duck until you fall.



You'll go behind the scenery. Run all the way to the right.



You will be in Toad's house. Collect the Warp Whistle.



Save, quit, and come back to this stage and repeat the trick!

Super Mario All-Stars

Super NES Nintendo

Multiple 1-Up Loop

Jump up and onto the turtle next to the bottom block of the pyramid and you will be able to get up to 127 1-Ups.



Go into the first Super Mario Bros. game and make your way to World 3-1. Near the end of the stage, look for a pyramid with two turtles walking down the blocks. Put Mario next to the bottom block of the pyramid. Once the second turtle is moving down to that block, jump up to bounce on the turtle multiple times.



Bouncing on the turtle causes a chain reaction of 1-Ups!

Super Mario All-Stars

Super NES Nintendo

Unlimited Hammer Bros. Suits

Get the hammer from World 6 and break the rock next to the pipe. Get the Hammer Bros. suit. Save and quit. Repeat this.



Get a hammer from a Hammer Brother and break this rock.



Go into Toad's house straight above and get the H. suit.

In World 6, defeat levels 1 and 2. At this point, a Hammer Brother should be in easy access. Defeat him and get the hammer. Go right to the pipe blocked by the rock. Break the rock with the hammer. Enter Toad's house and get the Hammer Bros. suit. Return to the map, then Press START and

choose "Save and Quit." Go back into the game and choose the data you last saved. When you start again, enter the first pipe near you. You will come out the pipe where the rock used to be. Enter Toad's house and get another suit. Repeat the process to get an unlimited amount of suits.



Save, quit, and repeat the trick for many Hammer Bros. suits.

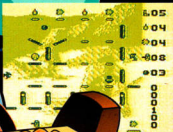


LICENSED BY
Nintendo

COOL! BALL

WHAT'S A LITTLE ROUND GUY TO DO?

HERE YOU ARE, BOUNCING ALONG HAPPILY IN THE PREDAWN OF THE UNIVERSE WITH YOUR GIRL-FRIEND, SUZZETTE. THEN ALONG COMES THE BIG BANG AND 'WHAM!' - OFF SHE GOES FLYING THROUGH TIME, SCREAMING FOR HELP! SHE'S COUNTING ON YOU TO TRAVEL THROUGH TIME AND FIND HER! YOU'LL NEED TO COLLECT VARIOUS OBJECTS ALONG THE WAY, ALL OF WHICH MUST BE COLLECTED IN ORDER TO COMPLETE EACH LEVEL. YOU'LL ENCOUNTER HUNGRY PIRANHAS, GNARLY PTERODACTYLS, GIANT RATS AND TREACHEROUS SWOOPING BIRDS ON YOUR JOURNEY. SO THINK FAST AND KEEP ON BOUNCING!



TAKARA
Video Game Division

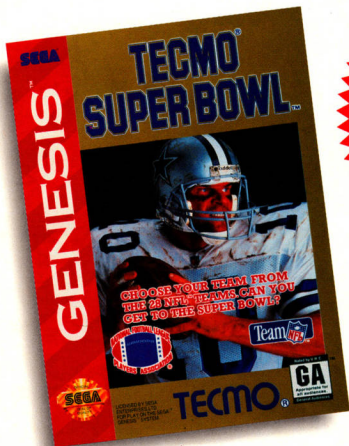
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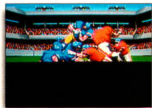
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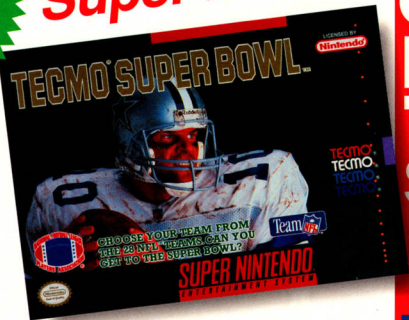
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**16 Bit
Super NES[®]!**



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CHEAT SHEET

Mechwarrior Activision / Super NES

Invincibility

Choose "Start Game" from the Title screen. Highlight the third option on this screen, and press the B button. On the next screen, choose what you want and exit. The previous screen will appear again, except there will be a new option on the left. Choose it and your mech and go into the game. At this point, press START to pause the game and press these buttons in this order: A, L button, L button, Y, A, L button, L button, Y, A, L button, L button, Y. You will then see the word "Invincible" appear. Your mech is now invulnerable to any harm!

Street Combat Irem / Super NES

50 Lives Trick

At the Title screen, move to the Options selection and press START. On the Option Mode screen, move the pointer to the "Credit" option. At this point, press the SELECT button 10 times. Your credits will suddenly be increased to 50! Exit this screen and start your game with 49 credits left in the bottom right-hand corner of the screen.

Dead Moon T.T.I. / Duo

Level Select

At the Title screen, press DIAGONALLY DOWN-LEFT, I, II, and RUN at the title screen. You will see the Level Select screen appear. Michael Ramirez, South Gate, CA

Goof Troop	
Super NES	Capcom
Level Passwords	
Move to the Password option from the Title screen and enter these password symbols in the correct order for any level.	

Here are the passwords for the levels of Goof Troop.

Level 2: Cherries, Red Diamond, Blue Diamond, Cherries, Bananas.

Level 3: Red Diamond, Cherries, Blue Diamond, Blue Diamond, Red Diamond.

Level 4: Bananas, Cherries, Blue Diamond, Red Diamond, Bananas.



At the title screen, move left to access the Password option.



Enter the password to the level you want.



Once you see the map, the flag will move to the next level.



You can even access the last level with these great codes.

Street Fighter II Turbo	
Super NES	Capcom
Vega's Flip	
In Turbo mode, press all 3 punch buttons simultaneously. In Normal mode, press back two times on the control pad.	

The instruction manual doesn't say anything about a move that Vega has to make him backflip. In the Turbo game, it is done by pressing all three punch buttons at the same time. In the Normal game, it is done by pressing back two times on the control pad. This is a great escape move from fireballs, etc.



Vega's backflip is a great escape maneuver in the game.

Ranger-X	
Genesis	Sega
Level Skip	
Pause the game. Press UP, DOWN, UP, DOWN, UP, DOWN, C, B, A, RIGHT, LEFT. The music will start up again. Now press B.	

Now there is a way to skip levels in this great shooter cart with this awesome code. If you find yourself getting blown away in the game, do this: You must first pause the game in the middle of any level. Now press these buttons in this exact order with the first controller: UP, DOWN, UP, DOWN, UP, DOWN, UP, DOWN, C, B, A, RIGHT, LEFT. At this point, the music will begin again. Now press the B button and the screen will fade away and then start into the next level. You can do this trick in any level, all the way until you reach the end of the game.



Start your game as normal and get into the game itself.



In any level, pause the game and do the code with pad 1.



The level will fade out and then go to the very next level. Cool!

Note: This trick was done on a pre-production copy of the game. The trick could be changed or not even be in the production copy of the game.



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CHEAT SHEET

Sonic Blast Man Taito / Super NES

Level Select

This trick will let you select from any level in the game. To do this, go to the Options screen and move the cursor onto the music. Change the music number to whichever stage you want to play (the level number is to the right of the music number). Now, hold the SELECT button and then press these buttons in this order: L, R, R, L, and then START. You will be transported to the level that you chose. To play against the Bosses do the same thing as the trick above described, but put the music number on Boss instead of a level number.

John Naval, San Diego, CA

WWF Royal Rumble LJN / Super NES

Super Punch

When you first turn on your Super NES, you will see a legal screen. As soon as it begins to fade, take controller 1 and press B, then Y. When you hear a voice say, "ugh!" you will have Super Punch! Beat your foe with two punches!

WWF Royal Rumble LJN / Super NES

Mirror Match

On the Player Selection screen, press the top L button to stop the WWF logo in the background from moving. Hold the top L and R buttons without making the logo move again and press SELECT. Move through the selection screen to find your twin to either fight himself or be his own tag team partner!

Shinobi III

Genesis Sega

Unlimited Shurikins

Go into Options and move to S.E. Set it to "Shurikin." Set the Shurikins at 00 and wait to get an unlimited supply.



Here's a way to get an unlimited amount of shurikins in this game. At the Title screen, choose the "Options" selection. In the Options, move down to the S.E. command and set the sound to "Shurikin." Now move back up to the command, Shurikin and set them to 00. Stay on this option and wait until it turns into an infinite symbol.



When you are at the title screen, choose the "Options."



In Options, move to the S.E. and choose "Shurikin."



Move to the Shurikins option and put the number at 00.



Wait until you hear a sound. The unlimited symbol appears!

Street Fighter II Turbo

Super NES Capcom

Button Configuration Trick

On the Character Selection screen, choose your fighters and hold the SELECT. Choose your stage and it will appear.



The trick that worked in Street Fighter II also works in the Turbo version. To configure your buttons without using the Options, go to the Character Selection screen and pick your character(s) in a 1- or 2- player game. Hold SELECT. Once you choose (or fly to) your stage, the configuration screen will appear.



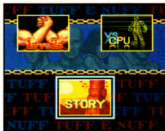
By doing this trick, you can configure between matches.

TUFF E NUFF

Super NES Jaleco

Play as the Bosses

For a one player game, go to the select mode and do the pad trick. For 2-players, reset and go to the second part.



When the "select mode" screen appears, do the trick.

To play any character (including the enemies) against any character, start your game from the Title screen. When the "Select Mode" screen appears (with three boxes), push the control pad in the following pattern: LEFT three times, RIGHT three times, and LEFT seven times. Then

press START and you will hear an explosion sound. Additional characters will appear on the screen. For a two-player game with Bosses, do the same code and Reset the Super NES. When the Select Mode appears again, press RIGHT three times, LEFT three times, RIGHT seven times, then START.



After the explosion, you can pick more characters to use!




Play as the Bosses in a one- or two-player fight to the finish!

WANTED:

Replacement Pilot For Stealth-On-Stealth Mission.

Obituary:
Lieutenant David Doody, failed to pull out of a dive; crashed and burned. Captain Billy Buckets, canopy failed to open on ejection; aircraft crashed and exploded on impact. Lieutenant Colonel Jimmie Dee, ran out of fuel over the Persian Gulf. Commander Cirrus Oakley, lost consciousness in the cockpit and crashed on deck. Major Lance Lott, took a heat seeker missile; aircraft disintegrated. Commander Vincent Gilgamesh, kidnapped by extremist commandos; presumed deceased.

Lieutenant David Doody, failed to pull out of a dive; crashed and burned. Captain Billy Buckets, canopy failed to open on ejection; aircraft crashed and exploded on impact. Lieutenant Colonel Jimmie Dee, ran out of fuel over the Persian Gulf. Commander Cirrus Oakley, lost consciousness in the cockpit and crashed on deck. Major Lance Lott, took a heat seeker missile; aircraft disintegrated. Commander Vincent Gilgamesh, kidnapped by extremist commandos; presumed deceased. Lieutenant David Doody, failed to pull out of a dive; crashed and burned.



Whether you're a top gun or an air bum, **Lock On** puts you on target. Fly intercept missions in the flashy F-14 Tomcat, super fast Tornado or stealth-enhanced FS-X. Blast tanks and ground installations in a A-10 Thunderbolt. Not for those who want to fly the friendly skies!



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SUPER NINTENDO
ENTERTAINMENT SYSTEM

CHEAT SHEET

GAME GENIE

Street Fighter II: Turbo Edition Capcom / Super NES

Game Genie Codes

You must have a Game Genie peripheral for your Super NES to make these codes work. At the Game Genie's code entry screen, just enter the following passwords from Galoob for various results:

D83B-C70D—Sagat's hard Tiger Uppercut goes farther.

D83B-C4AD—Sagat's medium Tiger Uppercut goes farther.

D83B-C40D—Sagat's light Tiger Uppercut goes farther.

D439-340D—Sagat's high Tiger Shots are disabled (You can do the move, but no projectile comes out).

D838-CF0D—Sagat's hard Tiger Knee goes farther.

D83C-C70D—Sagat's medium Tiger Knee goes farther.

D83C-CF0D—Sagat's light Tiger Knee goes farther.

DF39-C40D—M. Bison's hard Psycho Crusher is slower.

DC39-C40D—M. Bison's hard Psycho Crusher is faster.

DF39-CFAD—M. Bison's medium Psycho Crusher is slower.

DC39-CFAD—M. Bison's medium Psycho Crusher is faster.

Jurassic Park

Genesis

Sega

Passwords

Here are the passwords for playing Dr. Grant or the Raptor. Just access the password option and enter these codes.



DR. GRANT

- 1 - 0HHNSIDK (Easy)
- 2 - 2BINHKE9 (Easy)
- 3 - 4LBVGIIIN (Easy)
- 4 - 66RHEH2P (Easy)
- 5 - 8KN0SHUU (Easy)
- 6 - 85BGLNTH (Normal)
- 7 - 8CICDDR8 (Hard)
- 8 - A717MUP6 (Easy)
- 9 - A745EJC (Normal)
- 10 - A6C8EDJI (Hard)
- 11 - CPLPHMMG (Easy)
- 12 - C7UBL67U (Normal)
- 13 - C7DH56B7 (Hard)
- 14 - RAPTOR
- 15 - G21G0014 (Easy)



At this screen, choose "Password" to enter the codes.



G21G0025 (Normal)

G21G0036 (Hard)

2 - I21G0016 (Easy)

I21G0027 (Normal)

I21G0038 (Hard)

3 - K21G0018 (Easy)

K21G0029 (Normal)

K21G003A (Hard)

4 - M21G001A (Easy)

M21G002B (Normal)

M21G003C (Hard)

5 - O21G001C (Easy)

O21G002D (Normal)

O21G003E (Hard)

Jeremy Vance, Memphis, TN

Wolfchild

Super NES

Virgin

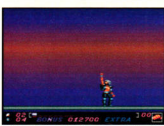
Invincibility

Go to the first boss. Destroy it and press A, B and START simultaneously. On the next level, you will be invincible.



Go through the first level and kill the flying Boss. When he dies, and you raise your arm in victory, press A, B, and START at the same time. (You might have to do this twice). On the next level, you're invincible. DON'T touch the full energy/mutation icon or your invincibility wears off.

Mike Green, Hewitt, TX



Do the code after you defeat the Boss on the first level.

Time Gal

Sega CD

Renovation

Passwords for the Visual Mode

Access the Visual Mode and enter the password of your choice to watch the whole level play through.



1. 70,000,000 B.C.

Password: BMCFXWRL

2. 65,000,000 B.C.

Password: GJRPQVKS

3. 3,000,000 B.C.

Password: THMZCYFB

4. 1600 B.C.

Password: RYFGSXDK

5. 44 B.C.

Password: FTGBDQPW

6. 500 A.D.



Get to the Visual Mode and enter the correct password.

Password: VSLCZKTJ

7. 999 A.D.

Password: CYVZPBMG

8. 1588 A.D.

Password: DRXHTLQJ

9. 1941 A.D.

Password: WBMRJZVH

10. 1991 A.D.

Password: SHKXGJWF

11. 2001 A.D.

Password: XPTMCSHD



You can view the death (miss) scenes of any stage you like.

12. 2010 A.D.

Password: ZVYFLGGQJ

13. 3001 A.D.

Password: QWCDHRKT

14. 3999 A.D.

Password: PLQTVMXY

15. 4000 A.D.

Password: LKDWBSYF

16. 4001 A.D.

Password: KVGPRZCW

Mario Mendez, Los Angeles, CA

Your Time Will Come.

TIMESLIP.

A rift in what you humanoids call the time continuum will allow Tirmat to savor your untimely death. You see, our disruptors will enter your temporal space and destroy your ancestors. You and your offspring will disappear as if sucked into a void. Of course, I love a challenge, so if you would care to slip through the temporal vortex and follow me to an earth of bygone days...But where will I be? One thing is certain; your time has come.

Cretaceous

Ancient Egypt

Imperial Rome

Medieval

2097 A.D.



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CHEAT SHEET

GAME GENIE

Street Fighter II: Turbo Edition cont.

Game Genie Codes

DF39-CF0D—M. Bison's light Psycho Crusher goes slower (Not in normal mode).

DC39-CF0D—M. Bison's light Psycho Crusher goes faster (Not in normal mode).

DF31-CD6D—M. Bison's hard Scissor Kick goes slower (Not in normal mode).

DC31-CD6D—M. Bison's hard Scissor Kick goes faster (Not in normal mode).

DF31-CDDD—M. Bison's medium Scissor Kick goes slower (Not in normal mode).

DC31-CDDD—M. Bison's medium Scissor Kick goes faster (Not in normal mode).

DF39-C76D—M. Bison's light Scissor Kick goes slower.

DC39-C76D—M. Bison's light Scissor Kick goes faster.

DF69-7DD1—Balrog's first Dash Punch goes slower.

D869-7DD1—Balrog's first Dash Punch goes faster.

D432-CF0D—Balrog's first Turn Punch goes slower (and a little backward).

DC32-CF0D—Balrog's first Turn Punch goes faster.

DC38-1F6D—Chun Li's hard Whirlwind Kick goes farther.

DF38-1FDD—Chun Li's medium Whirlwind Kick doesn't go as far.

Super James Pond

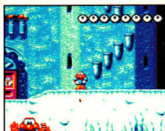
Super NES Seika

Secret Room

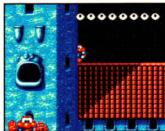
Begin the game and go right until you reach the last tower. Jump up and to the left. Run on the roof and go into the tower.



To find a secret room in Super James Pond you must go all the way to the right of the screen, jumping over doors along the way. When you reach the last tower, jump up the small platforms leading to the roof, and then run left on the roof all the way until you go inside the tower itself. Find the room! Humberto Villegas, Chicago, IL



Jump over doors and go all the way right, up to this point.



Keep running on the roof until you go inside the left tower.



Jump up the small tower platforms and then go left.



You will go down stairs until you reach the secret room!

Roger Clemens' M.V.P. Baseball

Super NES LJN

Incredible Password

Just choose your number of players and then enter your password on the designated screen to be 33 games ahead.



This code will guarantee you the pennant without a lot of effort. Just enter:

LZFMJY RBZVJS FY7WFX 6CB8NS

You will be the Minnesota Hounds. You'll be an incredible 33 games ahead of the opposition and automatically win the pennant.

Paul Lieber
Brooklyn, N.Y.



Enter the password at this screen for the pennant win!

Mutant League Football

Genesis Electronic Arts

Passwords

Choose to Continue Playoffs and enter your password. You can even access the Mutant Bowl as the Darkstar Dragons.



Using the Darkstar Dragons, you can enter the playoffs by putting in these passwords:

Divisional Playoffs—

H1B1111J

League Playoffs—

H1G111111

Mutant Bowl—H1L1111114

Ricky Rawson
North Pole, Alaska



Go to this option and choose to Continue Playoffs.



Enter the passcode of your choice at this screen.

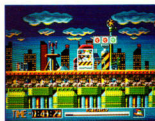


This shows an overview of the teams in the upcoming games.



Choose the Divisional Playoffs or even the Mutant Bowl!

Who's Faster Than A Roadrunner, Got More Attitude Than A T-Rex,
And Has More Juice Than The Electric Company?



Well, who do you think? Of course, it's Socket, a heck of a duck. He's got the speed and he's got the attitude. When this duck comes unplugged, he's charged up for some very electric action,

including a momentous duel with his revolting arch-rival, Time Dominator. Plug into Socket for a little AC buzz and some fast times!



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GENESIS™

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TRICKS OF THE TRADE

TERRY AND TINA ART THAT DIDN'T MAKE IT

The Trickman thought he should give honorable mention to some of the interesting envelope art that was received for the contest in the August issue, number 49. Thanks to all who entered. The winner was printed on page 24 of the October issue, number 51.



Kinman Chen
Laguana Hills, CA

Yoshi's Cookie

Nintendo

Nintendo

Play Extra Levels

In the Options, set the music to OFF, the Speed to HI and the round to 10. Then hold UP and press the SELECT button.



Here is a code to access level 11 through 99. Go to the Options screen. Set the music to OFF, set the speed to HI, and the round to 10. Then hold UP and press the SELECT button. The 10 will change to an 11. From here, you can change any option you like and you can move the round number up to 99! Shaun Stehman; Royersford, PA



In the Options, set the correct specifications for the trick.



After pressing the SELECT button, round 11 will appear.



After you do the trick, you can set the options as you like.



You may start in any of the extra levels you prefer!

Note: This ad is cruelty-free. No real animals were injured in it's manufacture.



Shinobi III

Genesis

Sega

Invincibility

Go into the Options and highlight "Music." Play the songs in the correct order and you will have invincibility in the game.

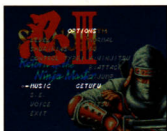
POWER
TRIP



At the Title screen, move the cursor to Options and press START. In the Options, move to the "Music" option and play these songs with button B in this order: HE RUNS, JAPONESQUE, SHINOBI WALK, SAKURA and GETUFU. Exit the Options and start your game. You now have invincibility from damage in the game!



At the Title screen, move to the Options and press START.



Once you press B for the last song, it will just make a sound.



Move to "Music" and play the songs in order with button B.



Go into the game. Any hit you take will not cause damage!

TRICKS OF THE TRADE

TERRY AND TINA ART THAT
DIDN'T MAKE IT CONTINUED...



Steven Pastore
Cambridge, MA



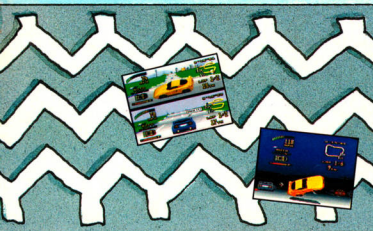
Krista K.W. Lee
Markham, Ont.

Thanks to all who entered.

- Trickman Terry

AT OUT.

The cat's out of the bag: Top Gear 2 is the fastest Super NES game on four wheels. With 64 tracks in 16 countries. Full screen solo or split screen head-to-head racing. Day. Night. Rain. Snow. Jumps. Spins. Flips. Power-ups. And Prize Money. Just grab it and go. No matter what's in your way. **KEMCO**



CHEAT SHEET

GAME GENIE

Jungle Strike Electronic Arts / Genesis Game Genie Codes

You must have a Game Genie peripheral for your Genesis to make these codes work.
R13B-861A—MASTER CODE—MUST BE ENTERED.
D5DT-GA7A—Infinite Lives.
AKFT-JA9C—Infinite ammunition.

MOST WANTED TRICK

The rumors have already been flying about a blood code for the Super NES version of Mortal Kombat. There are a lot of blood-thirsty owners of this cartridge that want to know more about it. Can anyone confirm this rumor? If you have a definite answer (no bogus letters please), send it in! A Game Genie code for blood would also be cool. As always, if your trick makes it, you'll get a free game!



Silpheed

Sega CD	Sega
Secret Voice Test	
At the Title screen, move to Option with pad 1. Hold A, B and C on pad 2 and press START on pad 1 to get a Voice Test.	

Normally when you go into the Option mode, you will get a sound test that just gives you a few effects. But now you can have access to all of the voices that make up this intense shooter with this trick. Get past the cinema demonstration and at the Title screen, press START to access the choices of Game Start or Option. Move the



On the Title screen just press START on controller 1.



Hold A, B, and C on controller 2 while going into "Option."

rotating triangles down to the Option selection. Now, take controller 2 and press and hold buttons A, B, and C simultaneously. With these held, press START on controller 1. In the Option Mode, you will see a new option called Voice Test. Highlight it and have fun with the voices.

Note: This trick was done on a pre-production copy of the game. The trick could be changed or may not even be in the production copy of the game.



Enjoy the voice test and disregard boogie manovers.

Super Turrican

Super NES	Seika
Hidden Sound Test	
Go into the Options, highlight "Exit" and then hold L button, R button, X and A. While holding these, press START.	

To hear all of the Dolby Surround Sound music in this game, just do this trick. First, go to the Options mode and go to the "exit" selection. Then hold these buttons: L button, R button, X and A. While holding these, press the START button. The sound test will then appear.

Manuel Escobar, Houston, TX



Access the Options from the Title, and then do the trick.

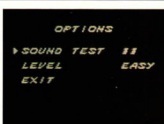
Streets of Rage

Game Gear	Sega
Stage Select and Invincibility	
Go to the Options, choose the Sound Test and put it on number 11. Now press buttons 1 and 2 At the same time.	

Here is an awesome way to get as far as you want in Streets of Rage. First, go to the Options screen. Move to the Sound Test, and pick number 11. Now, press buttons 1 and 2 simultaneously. Underneath the options will be two new options which will ask you if you want damage, and which stage you want.



Choose the Options screen from these three selections.



In the Options, pick number 11 in the Sound Test feature.



Press buttons 1 and 2 at the same time for more options.



You can access any stage you want and invincibility!

Lufia

& The fortress of Doom

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IN STUNNING GRAPHICS!**



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Determine the
outcome of the
opening story!

A vast world
of RPG!

Includes
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TAITO



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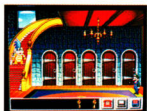
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Nintendo

GOT ME!!"



to famous cities where they commit dastardly deeds.



Travel the world instantly through PORTALS

friendly) natives, collect valuables, outsmart the thieving Koopas, master the Globulator, and then rescue Mario in a surprise ending.

Deep within Antarctica, the evil Bowser has kidnapped Mario and plans to flood the planet by melting the snow. Bowser has the latest in high tech - the Passcode Operated Remote Transportation And Larceny System (PORTALS). Using the PORTALS, Bowser's lizardly henchmen steal off

It's up to you and the "ever-true-to-his-bro" Luigi to travel around the world, rescue national treasures and find the missing clues to save the world from destruction by Bowser. You'll explore exotic locations, chat with friendly (and not-so-



Snap a perfect picture in famous cities of the world!

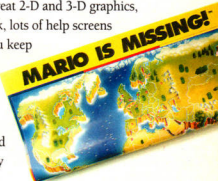
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Best of all, it's Mario's greatest adventure yet. Around every shadowy corner, in every exotic city -- there's always something new!



Keep track of your clues, facts and cities with your fold-up map

MARIO NEEDS YOU NOW!

Mario has been your true-blue friend for years. Now, he needs your help. The evil Bowser has your favorite plumber in his grasp and it's up to you and Luigi to rescue Mario and save the planet from destruction. And it's time for you to be a Mario hero!

MARIO IS MISSING!™



NEXT WAVE

30 GAMES PREVIEWED!!!

Out of This World, Fun & Games, Asterix the Gaul, Chester Cheetah 2, Lawnmower Man, Total Carnage, The Lost Vikings, Star Trek: TNG, Fido Oido, Quarterback Club, Wicked 18, Pink Goes to Hollywood, Flashback, Cosmic Spacehead, Socks the Cat, College Football Nat. Champions, World Class Soccer, Super NBA Basketball, Twisted, Obitus, Jimmy Connors Tennis, Shockwave, Peter Pan, Son of Chuck, Battlechess, Cliffhanger, Ms. Pac-Man, Last Action Hero, Battletoads, RoboCop 3

NEW SOFT NEWS

Lots of cool games are on their way. For example, the Sanctuary Woods Corporation has announced that they will bring out multimedia games based on their Ripley's *Believe it or Not!* license. Expect a game for the 3DO in the future. More on this exciting news when we get more info.

Another great license has been grabbed by T.H.Q.. Based on the animated film, Akira will give players some real hard-hitting action.

For those of you who want to get a little physical while playing your games, check out the Heartbeat Personal Trainer. This system will monitor your heart, and adjust the game play accordingly. So now you can get fit and still have fun at the same time. This unit is compatible with the Sega Genesis. Two games made especially for it, *Outworld*, and *Outback Joey*, will come out at the same time it's released.

And finally, Tengen has just announced that Gauntlet IV will be compatible with both the EA four player hook-up, and the Sega adapter. This was made possible through special programming.



Interplay

Out of This World

3DO

Adventure

The 3DO has caused a major uproar in the industry. With a large number of licensees, and a whole slew of upcoming titles, this system is going to start off strong.

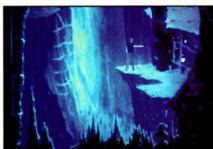
Out of This World startled players around the globe. Its terrific polygon graphics and intense plot line instantly drew gamers to it.

What better way to show off what the 3DO can do, then by revamping one of the most amazing titles for a home system!

The plot of *Out of This World* starts out fairly simple. During a freak experiment, our hero is teleported to a strange alien world. From start to finish, you must avoid almost certain doom by using both your mind and quick reflexes to survive.

The 3DO version of *Out of This World* is surprisingly beautiful. All the adventure and danger from before is here, and looking even better than ever. The polygons are now textured, and the backgrounds are simply stunning. Even the animation and sound are unbelievable.

This is a great start for the 3DO. If any game should bring players to a system, this is one of the best choices. *Out of This World* is going to be one hot title this fall.



By charging up your gun, you can easily blast through walls and doors.



Take out the vicious guards who hunt you down, wherever you may go.



Search out the caves for an exit to the upperworld. Beware of falling rocks.

OUT OF THIS WORLD

Tradewest

Fun & Games

SNES/Genesis

Edutainment

For a simple way to relax from all the fighting carts and shooters out there, try Fun & Games. For both the Super Nintendo and the Genesis, Fun & Games offers a number of inspiring levels that will bring out the artist in you.

Fun & Games contains a drawing program, a music system, and much more. Other games include a "dress-up" of a cartoon character, and a lightning fast action game, for something a little more intense.

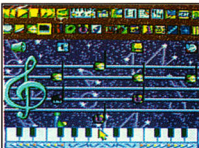
As a point of interest, this game was awarded the Good Housekeeping Award. The first ever for a video game. It's a real honor.

Fun & Games is an entertaining cart, no matter which way you look at it. It's an inexpensive way to exercise your creative skills.

SCORE: 20



Test your fashion sense by adorning the character with various clothes.



How musical are you? With Fun & Games, you can find out.



With a little talent and practice, you can draw nearly anything you want.

Electrobrain

Asterix the Gaul

Super NES

Action

Asterix the Gaul, a popular character in Europe, is finally making his way here to the States. Try to save your land from the might of the Romans. Use your sword and special icons to get through the many levels. This game looks just like a cartoon. If you like action, Asterix the Gaul offers plenty.



Brave hazards and terrible Roman Centurions throughout the game.

NEXT WAVE

Kaneko

Chester Cheetah 2

Super NES

Action

Chester returns in a Wild Wild Quest. Chester Cheetah must travel to Hip City. Along the way he'll visit such famous locales, as Little Socks, Arkansas and Unclearwater, Florida.



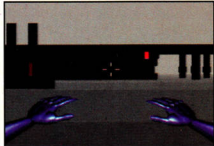
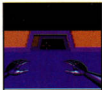
He's
fast. He's
crazed. He's
cracked! He's
got hair with an
attitude. Run for
Rocky Rodent.

Before your video
game store runs
out!



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NEXT WAVE



Quickly fly through cyberspace to get to the exit marker.

T*HQ

Lawnmower Man

Super NES

Action

Lawnmower Man is coming out for the Super NES, compliments of T*HQ. Play as either the scientist, or the young boy, and battle the government agents, the runaway apes and the Lawnmower Man himself.

The action is divided up between action sequences in the real world, and trips to cyberspace. In cyberspace the Lawnmower Man has set up traps to destroy you. He even has awakened inanimate objects in the real world, like gas pumps to kill you.

This is by far one of the most impressive games by T*HQ. The cyberspace scenes are intense.

If you ever wanted to live out the movie, this is as close as you're going to get. Lawnmower Man has enough action for any player.



The gas pumps have gone insane! Watch out for their fire—it's lethal.



Blast the computer viruses deep within the computer matrix.



Akboob will give the media his reply, and the computers will translate it.

T*HQ

Total Carnage

Super NES

Action

The relentless fury of the arcade hit comes home to the Super NES. Total Carnage sticks close to the coin-op with very little changed.

You and an optional friend must save a small country from the tyrannical grip of a madman. The game play is similar to Smash TV, and you acquire many of the same icons.

The Super NES version has all the cinema displays from the arcade, and it even retains all of the voices. The sounds are impressive, too.

Total Carnage is an all-out war that uses the Super NES's capabilities to the max. Will you be tough enough to destroy Akboob?



After The War Of 1999, Reporters Swarmed Into The War Zone...



Save the hostages, and collect the ammunition—you'll need it!



You'll be swarmed by countless enemies. It's incredibly hard to survive.



Land mines and splatter zones will make your life miserable. The slime is alive!



Blow Orcus apart piece by piece until he dies. It's the only way out!

Interplay

The Lost Vikings

Genesis

Action/Puzzle

One of the most popular Super NES carts, The Lost Vikings is now on its way to the Genesis. This is yet another game that's out for both systems.

In The Lost Vikings, play as three vikings, Olaf, Baleog, and Erik. Each one has a special skill that he can use to get out of trouble. Be it jumping, defense, or offense, there's a way through any puzzle.

They'll need these skills, as all three have been sucked up into a UFO. The game curtails the struggle of these three brave souls, as they try to get back home.

The Lost Vikings has always been a good game, and the Genesis version is nearly an exact replica of the one for the Super NES. This is just one of those games that grows on you. A decent cart for puzzle fans.



What would you do if you were a viking sent to a bizarre place?



You can use the items that you find in the levels. Most can heal you.



Use each viking's skills accordingly to each problem you encounter.

Sega

Star Trek: TNG

Genesis

Action/RPG

Sign aboard the Enterprise, and explore the universe. Control every aspect of a working star ship, and travel to the strange planets. There are over 2000 worlds to find.

Your overall quest is to piece together the Trinity Puzzle, and along the way you'll meet with Romulans and Ferengi. Wow!



Interact with all sorts of beings from around the known galaxy.

NEXT WAVE

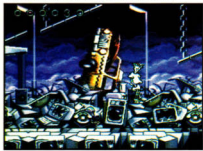
Kaneko

Fido Dido

Super NES

Action

Fido Dido is a black and white cartoon character that turns whatever he touches into color. Why? I don't know, but it sure makes an entertaining game. Fido Dido is now for both the SNES and Genesis.



YIELD TO RODENT

He's a hairball on wheels.
A rodent with an attitude. A head-on collision with what's happening. Catch **Rocky Rodent** at your local video game store—if you can move that fast.



IREM
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NEXT WAVE

Acclaim

Quarterback Club

Super NES/Genesis

Sports

Acclaim, besides making some great licensed games, is trying to get into the sports market. Quarterback Club's an interesting new football game that has many cool features.

Now you can match up your quarterbacks and see their skills. You also get the perspective of being the quarterback as well.

The Super NES and the Genesis are both pretty good. This game's an interesting twist on the now common theme. Are you good enough to join the QB Club?



Move down the field as fast as you can. The goal is in sight!



You have a large playbook from which to call your plays.



One unique option is the ability to compare your quarterbacks.

Bullet-Proof Software

Wicked 18

Super NES

Sports

Think you're good enough that you've mastered all the golf games out there? Think again!

Bullet-Proof Software's latest creation is a golf game that will not only test your skill, but your endurance as well. Wicked 18 is just that. Eighteen holes of sheer madness. No golf course has ever had obstacles this tough. Trees, rocks, and the ever dreaded sandtrap can be found.

Wicked 18 surpasses most golf games by simply making it fun to play. The challenge level is there, but it doesn't get frustrating.

Wicked 18 is a wonderful game of golf. If it's nasty traps, and colorful graphics you are looking for, this game is for you. Bullet-Proof has done it again.



Check out an aerial bird's eye view of the spectacular courses. Totally radical!



If you screw up, a pretty young girl will give you some helpful advice.

TecMagik

Pink Goes to Hollywood

Genesis

Action

The famed Pink Panther has struck fame once again. After wreaking havoc in a hollywood movie set, Inspector Clouseau begins to hunt him down.

As the Pink Panther, you must cover 12 different movie sets, from Pinkenstein's Lab, to the elaborate Amazon Pink. To help you, you are armed with bowling balls and the ability to spring trap doors.

As you can probably tell by the pictures, the graphics look just like the animation. Don't forget the classic song. You'll find it here, too! If you want to be a cool cat, and want to be a little weird...take a trip to Hollywood!



Visit a haunted movie set. Trees, bats, and spooked sheets will attack you.



Clouseau thinks he's Robin Hood. Better avoid him and his arrows.



Monkeys will chuck coconuts at you. Run by them, or get hit.

U.S. Gold

Flashback

Super NES

Action

It wasn't your fault. You stumbled upon an alien plot to enslave the Earth. What else could you do, but try to save your home planet?

Flashback is the adventure of trying to stop an invasion of alien forces on an unsuspecting populace.

You start off in a jungle, unaware of who you are, or how you got there. Along the way, you'll find clues as to who you are, and how to stop the alien forces. Your investigations will take you to the deadliest places around. With scenes like a killer game show, and a neo-topian city, you are bound to find adventure.

For those who were astounded by Out of This World, and mangled by Flashback for the Genesis, this cart will be a sure pleaser, especially if you don't have the Genesis version.



Start off in the jungle with little or no memory of who you are.



Aliens are everywhere. Can you foil their insidious plot in time?



Play in a game show of death. Better lock and load, or you'll fry.

Code Masters

Cosmic Spacehead

Genesis

Action

Based on Linus Spacehead for NES, Cosmic Spacehead is an improvement over the original.

As before, you must find a way to travel through outerspace, and find out if "Earth," the legendary planet, really exists. This game combines action with role-playing elements to make an interesting cart.



Find a way to get into the demolition derby. Try to make a license.

NEXT WAVE

Kaneko

Socks the Cat

Super NES

Action

The President's pussy cat is now in his own Super NES cart. Play as Socks the Cat as he makes mischief with the C.I.A. agents, and even Chelsea. You'll have a hairball laughing over all the antics.



HAHAHAZARDOUS HAHAHAIRBALL

60

Get ready to "Rocky" and roll. This is hair-raising action in fast forward. Get **Rocky Rodent** today at your local video game store. And don't forget your hairspray.

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NEXT WAVE

Sega

College Football Nat. Champ.

Genesis

Sports

Sega has an all-new football cart lined up. Play as one of 32 teams in all the games including the 5 major bowl games. Realistic digitized cinemas and unique perspectives will thrill you. This one looks hot!



Acclaim

Champions World Class Soccer

Super NES

Sports

Acclaim has set out to create a brand new soccer game. Pushing the technical threshold of the Super NES back, Champions World Class Soccer looks very impressive.

To give you complete control, a large number of realistic moves are at your disposal. Like in the real game, you head, knee, or even flip kick the ball. Everything is at your fingertips.

Using above average graphics, and a different visual perspective, Champions World Class Soccer tries to stand out above the crowd. If you have a passion for the high speed thrill of Soccer, then Acclaim's Champions World Class Soccer should appeal to you. This stands out as one of the better Soccer attempts on the market.



There are plenty of teams to choose from in this realistic soccer cart.



Teamwork is what counts, so pass the ball around to confuse the opponents.

Tecmo

Super NBA Basketball

Genesis

Sports



Super NBA Basketball offers a variety of options to customize the game.



Prepare for the tip-off. If you can score first, you will have better momentum.

Tecmo, known for their great sports games for the NES, is introducing yet another title to their increasing lineup of sports-related titles. The latest, Super NBA Basketball, is as realistic as you can get.

Your Genesis will rock as you choose one of many teams. What's nice about this cart is the fact that you have so many options. Play an All-star game, or play a regular season. You can switch around your players, each a real person from a real team.

This is one basketball game that sports fans must have. The look and feel is just like being at a real game. It's a basketball fan's dream.



It all begins with the tip-off. Try to get the ball first to gain the advantage.



Try to set your players up for a basket. It's a simple but effective strategy.



Slam Dunk! If you are lucky, you'll get a terrific cinema display.

GO HAIRWIRE WITH YOUR SNES



He's quicker than a greased hairball. Tighter than a hairpin turn. He's got hair with an attitude. And the fastest can of hairspray in the west. He's trouble in the fast lane. Tricks in a can. Cars, trucks and uncool dudes pull over. He's good road—from Irem. Move hair fast to your nearest video store for **Rocky Rodent!**

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NEXT WAVE

Electronic Arts

Twisted

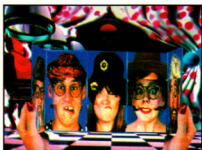
3DO

Puzzle

Twisted is a game like no other. One of the first games for the upcoming 3DO, by Electronic Arts, this cool game is actually a number of games on one CD.

Most of the games are of the mix and match variety. You have to flip, slide, or turn around pieces of the "video puzzle" to make a complete picture. Just by looking at the pics below, you can see that this game has a bizarre sense of humor.

If you want something a little different, Twisted is really warped.



See how fast you can mix and match the faces of the people.



Another fun game allows you to flip and slide pieces of a puzzle.



Choose your game, and have a ball doing it. Only on 3DO!

Bullet-Proof Software

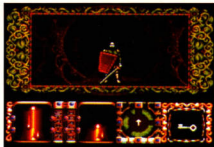
Obitus

Super NES

RPG

Deep within the four realms of Obitus reside the gems that can return you back to your own time frame. Each realm is a world within itself. And far below the sun's light are the accursed catacombs, where the most foul beasts dwell.

Obitus is a long and gripping role-playing game. As you search for the four gems that can return you home, you will meet up with dozens of characters. Some will give you help, and others death. In a world plagued by evil, you must be careful. The majority of the game is played out through a first-person perspective, and an easy to learn interface gives you a large selection of magic and weapons to use. To survive Obitus, you must be wary, lest you stay there forever...



A knight from an evil order challenges you to combat. Only one will survive.



Evil lurks within the dank corridors of the dungeon, ready to strike you down.

Atari

Jimmy Connors Tennis

Lynx

Sports

Just when you thought you'd seen the last Atari Lynx cartridge, here comes a new tennis game. Jimmy Connors Tennis has all the fun and flair you would expect from a Lynx game.

Jimmy Connors Tennis offers you a wide selection of serves, lobs and returns. If you want a tennis game that has a lot of options, this is it. Using the special capabilities of the Lynx, you can expect there to be some scaling of the ball here.

Hopefully this won't be the last in the line of Lynx carts. This game is appealing, especially to sports fans. Lynx owners...keep waiting.



Play close to the net, and slam the ball down when it comes your way.



Play a game of doubles to really get in on the action. It's competitive fun!



The serve is the most important part of the game—don't screw it up.

Electronic Arts

Shockwave

3DO

Shooter

When the Earth is in danger, you are there to protect it. With your lightning fast ship you will be able to stop nearly any opponent in your path.

Shockwave is more of a flight sim than a shooter. You have control over where you fly and where you shoot. Select your guns and missiles, then head off to the danger zones.

Shockwave is an impressive way to show off the capabilities of the 3DO. The textured backgrounds are very well done, and the scaling is realistic. Another feature of note are the amazing cinema displays. These are ultra-realistic, and the voice is (of course) CD quality.

This is one of the games that should be out around the 3DO's release, and one you should see.



The debriefing scenes will inform you as to what your objective is.



High above the Earth, a ship looms ominously overhead.

Tengen

Son of Chuck

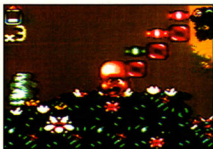
Game Gear

Action

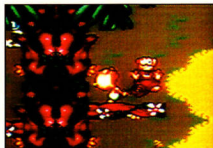
Like father, like son. The caveman hero, Chuck Rock, is the proud father of a bouncing baby boy. Unfortunately Chuck has been captured by some prehistoric baddies, and it's up to his infant son to save him.

Son of Chuck must travel through a stone age world, filled with danger. Despite the trouble you will face, there is a great deal of lightheartedness to this cart. In fact, you'll probably laugh out loud while playing it.

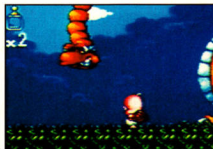
Son of Chuck is just like the Genesis version, with only a few cosmetic differences. This is an ideal game for on-the-go travel. The Game Gear goes prehistoric!



Hilarious death sequences occur each time you sustain too many hits.



Club the monkeys out of the trees. Show'em who's the higher life-form.



Huge dinosaur Bosses await you at the end of each of the many levels.

NEXT WAVE

Electronic Arts

Peter Pan

3DO

Edutainment

Keeping in the lines of multi-media, Electronic Arts has designed Peter Pan for the 3DO. Taking advantage of the 3DO's advanced capabilities, this game comes off as an interactive and enjoyable cartoon.

By taking some creative freedom with the classic tale, we are able to see Never Never Land as never before. Join Peter Pan, the boy who'll never grow up, as he takes on the dreaded Captain Hook!

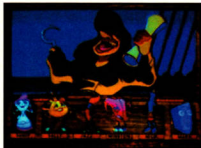
This is yet another game in the growing library of 3DO games.



Captain Hook and Peter Pan battle it out in graphically detailed cinemas.



With animations like this, younger players will be entertained for hours.



If you make the wrong choices, Captain Hook will win.

NEXT WAVE

Interplay

Battlechess 3D0

3D0

Strategy

Battlechess has been a favorite for computer players for years, and now an all-new updated version has been made just for the 3D0.

This very well animated chess game has battle scenes between moves, showing the outcome of your actions. It's cool to see pawns, rooks, and bishops battling it out. Still, the queen is all-powerful.

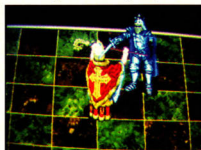
As you can see from the pictures below the graphics are top-notch. If you like chess, this game'll not only test your skill, but make you laugh!



Select the level of difficulty of your computer opponent.



Plan out your strategy, otherwise the computer will slaughter you.



Watch the battles scenes between the playing pieces to see the results.

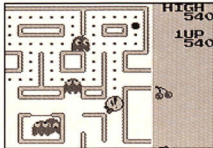
Namco

Ms. Pac Man

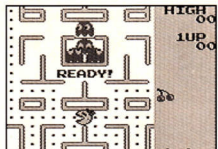
GameBoy

Action

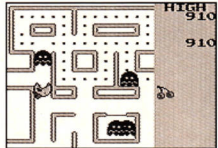
Old classics never die, they just go to the GameBoy. Relive all your favorite memories with this terrific adaption from the good ol' coin-op. It even has all the old cinemas, like how she met Pac Man. Overall, it's a terrific classic reborn.



Race for the power pill. Eat the ghosts or they'll eat you!



Plan your route so that you'll be able to avoid the ghosts. It's a classic.



Once you eat the pill, the ghosts become vulnerable to your jaws.

Sony Imagesoft

Cliffhanger

Game Gear

Action

If you ever wanted to live out the action-packed scenes from Sylvester Stallone's latest film, you now can, and it's portable. The graphics are very crisp and clear for the Game Gear, plus the multifaceted game play is refreshing.

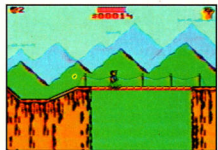
When a couple of suitcases filled with an obscene amount of money is lost in a mountain range, it soon becomes apparent that you must collect it. Unfortunately, there are some ruthless criminals out to get the money as well. Not only must you brave avalanches, bottomless pits, and wild animals, but some majorly bad dudes as well.



Take the high road or the low road. Both are very dangerous routes.



Watch your step, or the eagle will knock you right off of the cliff.



Just beyond the bridge lies the fire, which is your checkpoint.

Sony Imagesoft

Last Action Hero

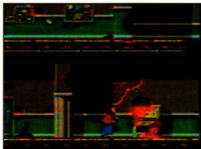
Game Gear

Action

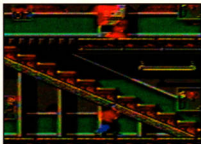
You are Jack Slater, a one-man-army direct from the movies. Because of a strange Magic Ticket, you are freed from the boundaries of the movie world. Unfortunately, so are some of your worst enemies.

That's the premise behind Last Action Hero. This portable adventure is just like its big brother on the Genesis. Fight through scenes from the movie, like the ravaged school. Like the name suggests, there is a lot of action. You have special moves in which to deal with your foes.

If you liked the movie, Last Action Hero is sure to turn your head. Its graphics are top-notch, and the action just won't quit. Last Action Hero should satisfy anyone's thirst for destruction. Besides, where else can you see a school on fire?



The school is crumbling down around you. Run right through.



Keep on working your way to the roof. That is where your enemy waits.



Watch your steps. One wrong move, and you'll fall all the way down.

NEXT WAVE

Tradewest

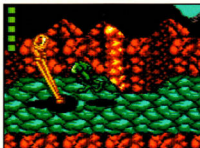
Battletoads

Game Gear

Action

The Battletoads go portable on the Game Gear! Embark against the Dark Queen with Zits, Pimple and Rash.

Use a variety of spectacular moves to deal with the many foes. Ride the hover cars and the twisting snakes. If you've ever wanted to be a toad....this is for you.



Butt heads with the nastiest enemies you'll ever see on the Game Gear.

Arena

RoboCop 3

Game Gear

Action

Take out the criminals with your smoking pistol. You are RoboCop, a unique police officer. In this sized-down version, try to save Detroit from a ruthless corporation. High speed action for the Game Gear.



**WHEN
YOU'RE
TIRED OF
FIGHTING
IN THE
STREETS...**

STEP INTO



NO CHILDISH CHARACTERS...

NO MAGIC WEAPONS...

JUST REAL-LIFE COMBAT

IN A 20X20 WAR ZONE...

If you're finally ready for a real challenge, get off the asphalt and step into the ring, where Riddick Bowe is King—and you're just another two-bit contender.

But be warned! Red leather does things to your face you can't even imagine—especially when it's attached to the business-end of a 6'5" battering ram with the burning desire to cram your mouthpiece down your throat.

So if you think you've got what it takes to bring down Big Daddy, put on the gloves...and leave the dreamland fighting to your little brother.

THE RING.



Be "Big Daddy" in 2-player mode and clean your buddy's clock with jabs, hooks, uppercuts and rib-cracking bodyshots.



Create your own boxer—from the color of his trunks to the power of his punch—and go from a no-name punk to a top-ranked contender.

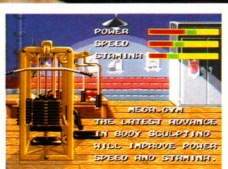
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After each fight, unload on the speed bag, lace up a new pair of super-lite noggin-splitters, or go a few rounds with the mega-gym.

RIDDICK

BOWE

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- Battery back-up allows you to create and save up to seven of your own contenders in Career Mode
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- Individual round and career stats
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SPECIAL FEATURE!



The Super Sonic Blue Warrior is Back and Ready To Take On All!

Ever since the debut of Sonic, people have adored this fast, spiny character that brought a whole new face to the shelf of video gaming.

Since then, he has made an unparalleled sequel, and two Game Gear debuts that, while shrunk down to 8-Bit, remained just as good as the 16-Bit versions! So now where is the blurred wonder going?

EGM invites you to take a look at the future of Sonic. Here we present to you a four page blow-out on Sonic CD (the best version of Sonic to date), Sonic Spinball (adding a whole new twist to the existing Sonic titles), and Sonic Chaos (where you can play as either Sonic or Tails and are out to get the red Chaos Emerald from Dr. Robotnik!)

Also, by the time you are reading this, there will be an animated cartoon starring the blue warrior as well as many other promotional items like Sonic Soda (a Coca Cola product, not the Japanese drink), clothing, an action figure lineup, and so on!

What can we say? Sonic Mania is getting bigger and bigger—I can't wait for the future!

You've read it in EGM in the past, so now here's the rest of the scoop on this phenomenal title! Get ready for some truly intense levels

that are twice as long as those in Sonic the Hedgehog 2! There are a whopping 70 levels when you take the time travel levels into consideration.

Cinemas at the beginning and end of the game tell the whole story in graphic detail.

Sonic's back and better than ever on CD!

SONIC CD THE HEDGEHOG

What we have already seen so far. . .

Time Travel! Below are the same areas, different times!



Find the machine and destroy it for a good future!



The colors are fresh and attractive looking.



Polluted skies and technical terrors await in the future!

Palm Tree Panic Zone

Collision Chaos Zone

Tidal Tempest Zone



The latest in green hill fashion levels! Lots hidden!



Filled with springs and pinball flippers, it's a trip!



Rising waters and Egyptian traps haunt you in here!





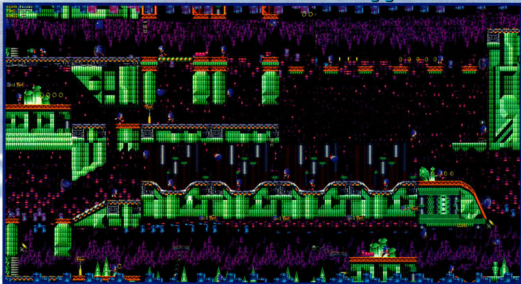
... and now, Get ready for this!

Quartz Quadrant ZONE

Plenty of beautiful backdrops line this cave system. There are conveyor belts that can change directions at your command, as well as plenty of tubes that lead left, right, up, down, sideways, counter clockwise up leftward, and everywhere else! Use the conveyor under the Boss to melt its base. Once you give Robotnik the hotfoot, then it's on to bigger and badder things!



The Quartz Quadrant Zone is beautiful but gigantic in size!



This is the beginning of QQ Zone 2. Don't be fooled by the simple terrain. Almost all of the floors are covered with conveyor belts that can be reversed. Just beyond this section is a large cavern that is lined with springs that you need to use to obtain special power-up items and 1-Ups!

Loops 'n More! Go Nats!



The loops are a great way to find hidden items, and for time traveling speed!

Some other goofy loops have doors that will seal after you exit.

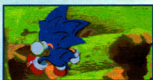


Quadrant Boss!



Run on the Treadmill to melt the bottom of Robotnik's machine via friction!





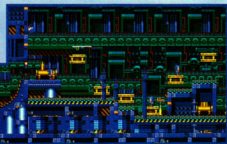
Wacky Workbench ZONE

Enter a gigantic garage filled with energy coils that will shock you to death! There are also freezer jets embedded on the bottom of some walls that will turn you into a block of ice! To also add to the fun, there is a weird floor that repels objects off of it, essentially sending you flying to the ceiling, where the whole mess of energy coils and enemies lie! Ouch!



Loops in this area are awkwardly placed.

Enter this room and you will be propelled to the ceiling tops!



Face Dr. Robotnik in the Wacky Workbench Zone!



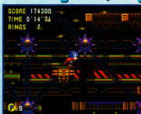
Start off by hitting him once—he will rise into the air. So what do you do now? Yipe!

The ceiling will crumble apart and chunks will fall. Jump on them and you'll soar up high.



Climb higher and higher until you get to the ceiling where Robotnik lies waiting.

Energized Hedgehogs!



This whole level is filled with metal coils and other energy conducts!



Gravity control floors!

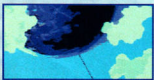


This floor has such a powerful reaction that it can propel you to the ceiling.

Get your fresh frozen Hogsicles!



These are jets that will freeze you into a solid block of ice!





Truly trippy things that you can do in this zone!



These panels will let you switch between the foreground and the background plane to travel through on.



Loops galore! There are many tunnels that will send you flying all over!



These in-ground devices serve as propelling guns that send you through the entire level at lightning speed!



Stardust Speedway ZONE

Definitely one of the

most bizarre levels in the game. The motif behind this one is of a giant brass wind instrument. Be aware of the many hundreds of tubes scattered about the level, along with rocket powered gun-like things that send you flying! Expect to go faster than you ever have before in any other Sonic game ever! This is truly one level that can give you motion sickness!



If you find these spring guns, they will lock you into a specific destination and fire you far into the distance!

Spotlight effects enhance the looks of this level!

The Race of Death with the Deadly Mecha Sonic!



Try to outrun Mecha Sonic! Don't lag too far behind—Robotnik is right on your tail!

Watch out for Mecha's bodily energy shield which he uses to smash tough spike linings!



Try to reach the end of the level before Mecha, so that he will smash against the wall!



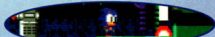


Metallic Madness ZONE

Enter the final zone, where cylinders rise and fall, ready to crunch you—all the badniks have weapons and all kinds of other defenses! Spikes are lined up all over the place. Also, turbo tubes are in the walls so that you have no idea where to go! Also watch out for the laser that can zap you down into an itty-bitsy little Sonic that can fit in small crevices and many other places!



OOHHH! How Cate! Widdle Hedgehogs!



There are rays in this structure that can shrink you down to a tiny blue critter!

The High-Tech Terrors of the Metallic Madness!

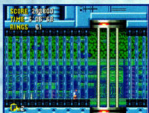


A whole tube network maze is installed in the second zone. It's a real bugger!



The turbines are back from the original Sonic. Use these to get to higher areas!

Foreground to background switching fences!



These conveyors are a real pain for timing!

Enemies are now armed with plenty of items!





The final battle of good and evil, enter the last Boss!

Robotnik will first come down and roll on the ground, trying to crush you.

SCORE 8400
TIME 1:44:11
RINGS 5



After losing two wings, he will try to fire plates your way to slice you in two!

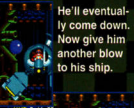
SCORE 189200
TIME 1:47:88
RINGS 5



Here he is, but don't be fooled by his looks. For he is actually a breeze!



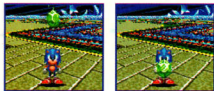
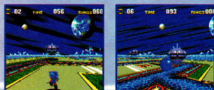
Finally, he'll come down on you like a pogo stick. Give him the final blow!



He'll eventually come down. Now give him another blow to his ship.

What other wonders does this Super CD title support?

Try to capture all of the Time Stones!



Change the future?! Of course you can!

Go into the past to find and destroy this device—all enemies will die, and the future will change to a utopia!



You can make the Good Future a happy one with plenty of beautiful music and joy!

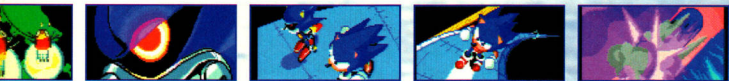
The Normal Future is a grim place with pollution and broken technology.

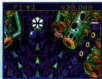
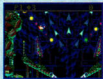
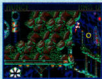


The Time Attack will really hit high speeds!



The Time Attack zones are only accessible for the levels that you have completed. Yes, that can be a real pain in the royal keister, but its purpose is for practicing the levels that you are having trouble getting through!





The Chaos Emeralds...



In order to escape from this treacherous level, you must find the three Chaos Emeralds to reach the Boss!

Bonus Stages Galore!



In the bonus stages, you will find that you are Sonic at a pinball machine. The object is to free your captured friends!



Robotnik is always in the way of your ball.

It is tough to get back there and smash open all the glass jars!



Hey! All the characters are straight out of the comic book!



Now, get ready for a new kind of Hedgehog adventure—Spinball! This time around, Sonic must face four nasty levels in a pinball style fashion in order to save the island from Robotnik's clutches!

This time around, Sonic was programmed in the U.S. of A., by American programmers. This cart is filled with all kinds of kooky animations and cool stunts that we've come to expect from a Sonic cart. Also, there is a pinball bonus game that allows you to free your trapped friends that are from the comic book stories. Definitely the best from Sega of America!

Sonic and all his kooky animations!

Spin Dash



Power-up for a real fast trip!

Hanging



Swing Sonic to safety!

Barrel Swim



Row, row, row your barrel...

Mine Car



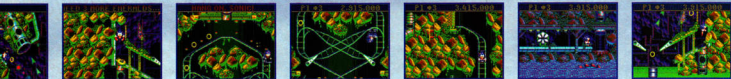
This is just like a rollercoaster!

Saving your Hog Hide!



SONIC THE HEDGEHOG SPINBALL

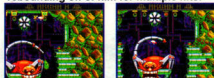




BOSS 1 - MECHA SPIDER!



This Boss can't really kill you, but it does take quite a few hits in order to defeat him. The key is to get between his tail and his body so that you can keep rebounding off of him for multiple hits!

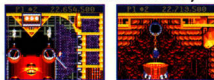


This guy drips acid, but don't be scared, it won't hurt you. It just pushes you.

BOSS 1 - BOILER BOSS!



This is quite an odd Boss. Contained within the huge boiler are the many faces of Robotnik, and the key for defeating this foe is to let him cool down—literally! Hit the switches to turn on the frost and freeze that adversary!

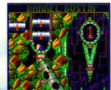


It's not very nice here, because one slip, and it's into the magma pit with you!

Perform specific actions to get to the Chaos Emeralds, like draining this one of the slime covering it so you won't die.



The other switches have to be activated by pulling two switches. This will raise a bridge, giving you access.



There are two ways to reach the Boss: through the drums or by blasting a door.



These pressure cookers will overload and fling you into heaven knows where! Be careful!



These bells are only here for points. It's best to avoid them because they will trap you inside!

Toxic Waste Zone

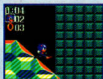
This zone can be best described as a tutorial. If you manage to die in this zone, then you really do stink! You can attempt to rescue yourself from danger.



Lava Powerhouse Zone

Here, it won't be as easy to escape from dangers as it was in the last level. Fire pits of lava will scorch you and wind pipes will push you into inevitable death!





Sonic to the Rescue!

Sonic is basically the "hard" mode.

He starts off with no continues and only three lives. Ouch!

Rocket shoes for the pros!



Pogo sticks away!



The hog with an attitude is back once again on the Game Gear for the third time. What an adventure this one is going to be! First off, you can either play as Sonic or Tails. The difference being that using Sonic is the "Hard" mode. Tails is the "Easy" mode—having continues, more lives, and the ability to fly about the screen! However, Tails cannot enter the bonus stages to rescue the Chaos emeralds, which is crucial in order to beat the game, for Robotnik has stolen the red emerald!

You will be simply amazed at what this cart has packed in—six stages that are filled with tons of hidden surprises as well as some neat tricks. Hey, even the Sonic 2 Genesis version Corkscrew effect is present!

Way to go Tails!

Tails has it easy, with 5 lives, 5 continues, and the ability to fly about the screen any time with his tails. He's cool!

A spin dash like Sonic's!



Use his tails to fly all over!

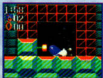


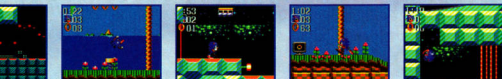
The stages follow in the footsteps of Sonic 2, being very diverse and filled with loads of hidden surprises and power-ups. The Bosses are also challenging and, for once, not just Robotnik in some goofy machine. They are now specialized high-tech terrors that may appear harmless enough, but are really quite deadly!

As we have stated before, the graphics are simply incredible, and the speed is twice as fast as the previous versions of Sonic for the Game Gear. The only flaw that could have made a nice feature is the absence of a two-player option using the link-up cord, each player having his/her own view of the action. Put that aside, and you have one phenomenal title!



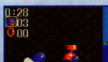
Enter the Turquoise Hill Zone 1!





Turquoise Hill zone

Once again, the Green Hill zone is re-born! Filled with twisting loops and the ever-popular corkscrew effect, you will dash about the place, finding hidden items galore! Be careful of the Boss, he may seem harmless, but...



Pass under structures high above for an easier road to the end.



But if you take the higher roads, you will find all kinds of goodies!

Gigapolis zone

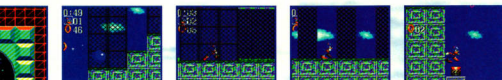
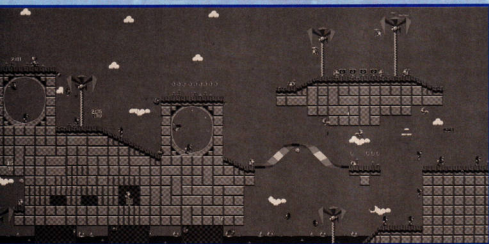
This technological stage is similar to the Starlight Zone in the original Sonic. This one does add some new twists, like a slanted metal surface that you need to race across at the highest speeds or you will tumble off!



Tubes and secret passages exist, leading to more areas of play!



A new slanted surface will make you tumble off if you're not at max speed!



Boss 1 - Giant Lady Bug!



This guy rolls about the ground back and forth. It may seem stupid, but it is tough!

Should you look in the right places, you will come across cool items.



These little buggers are armed with BIG guns!



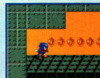
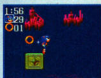
Foreground and background objects play havoc with your eyes!

Boss 2 - The Bead Worm!



To the defeat this huge worm-like Boss, dodge the sections of his body which fly toward you and hit him in the head.





Sleeping Egg zone

Now here's a kooky zone where you can actually bust through the walls, ceilings and floors! Also, this is where the pogo stick first appears, which allows you to find all sorts of helpful power-ups. Use them throughout your journey.



Filled with breakable walls and enemies, this level proves that... well... it can still be hell trying to find an exit to this place!

Pogo up to more goodies!



Use the pogo stick to reach higher levels where power-ups lay waiting for you!



When you manage to find items, be sure to check for guards!

Look in the highest places to find some of the more useful items.



Break away wall blocks!



The Blocks in this level can be broken down to find new areas to explore!

Boss 3 - Bouncy Robot!



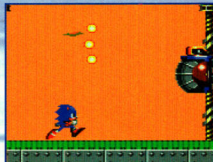
This robotic rep of Robotnik bounces around while trying to gun you down!

Lots of slanted edges!



Get ready for a headache! These things will kill you off if you're not careful!

Boss 4 - The Tree Crawler



This Boss is armed with spread guns and powerful blasts of energy.

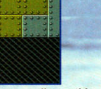
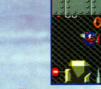
Mecha Green Hill zone

This is definitely one level that will make you scream "cheap" at the top of your lungs! The slanted surfaces are back. If you don't run, you'll slip off and tumble to certain death! There are also plenty of small platforms that float about, waiting for you to jump on them.

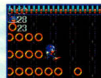
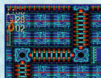
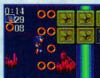


Being the hardest level of the game, you must be careful where you go and where you jump to—it could mean the end!

Hidden Rooms Galore!



There are secret entrances all over this level, but some may be traps too!

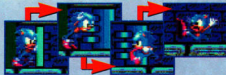


Aqua Planet zone

Where would a Sonic game be without a treacherous, dragging underwater sequence? While looking for items, you might encounter a door, that when opened, will pull you into the room via the water's current! Be careful when you're in here!



Don't forget to hit the surface of the water for a breath of fresh air, for if you linger too long, you're history!



The water has a nasty current that can pull you right into trouble!



Yes, besides the water, there are items outside and above the wet death!

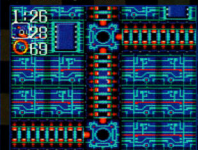
Boss 5 - Sphere-O-Bot



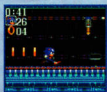
This Boss is a real pain, firing missiles and jumping around like a maniac!

Electric Egg zone

Enter the final level of the game! The whole stage is set up like a gigantic computer chip board. There are no enemies, just nasty pitfalls, plenty of lasers, and mine carts that propel you downward at high speeds! Plus, there is a mess of tubes that need to be worked through as well!



Toward the end, there is a tube maze that you need to navigate through in order to reach the final Boss!



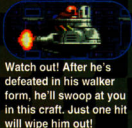
Beware! The lasers mounted on the ceiling require timing in order to get past them!



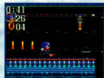
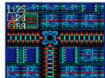
These goofy mine cars will only take you down hill, and then dump you in a pit!

The Final Showdown With the evil Robotnik!

Here he is! Robotnik uses reflecting lasers, spread guns, and power blasts to try to destroy your life.



Watch out! After he's defeated in his walker form, he'll swoop at you in this craft. Just one hit will wipe him out!



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Meet your chefs... The Raptor slices and dices you, while the Spitter waits to baste you in his venomous marinade.



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Triceratops is heading your way! Restore island security and re-arm the voltage gates. Remember: the only good dinosaur is a fried dinosaur.

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AND GAME BOY



SPECIAL FEATURE!

ELITE

There's a new software company on the block and their name is Elite. If you have never heard of them, don't worry, you are probably not alone. Based in England, Elite is leading the way in FX Chip technology.

As you may or may not know, the FX

braking and acceleration. Courses will also be numerous as well as varied. Each course will have its own set of conditions such as difficulty and weather. The overall difficulty of each course will be determined by these factors. From what we have seen, the courses are not



Dirt Racers, which is in early development at press time, is another FX-based cart from Elite. **Dirt Racers** attempts to maintain the look and feel of real off-road racing.

Chip is a microprocessor which enables the Super NES to do some really funky stuff. You can see a good example of this technology in the StarFox cart.

Essentially, the chip allows for some great scaling and rotation effects and will add incredible depth to the overall game play of many different games. Benefitting most from this chip will be games where motion is critical. Games that involve racing cars or motorcycles, for example, will give the player a feeling of heightened realism.

Elite is in the process of developing such technology into two new games which may soon reach American shores.



Control of the vehicles is very realistic and includes the ability to countersteer.

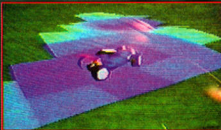
The first of these games is called Powerslide. It is a racing game where you can race against either the computer or another player. You will be able to choose from different types of cars with different attributes such as handling,

exactly a cakewalk!

As for the game play, Powerslide promises to be something of a ground-breaker. The FX Chip really does a great



Your instruments will probably include a speedometer as well as a tachometer.



The FX chip will definitely have its work cut out for it in these new titles from Elite.

job handling everything that the game can throw at it. Your car's control is very good, and every turn must be carefully executed to prevent a wipeout! Just like real driving, you will have the ability to countersteer if you find yourself in a skid.

The back end of the car will really fishtail if you don't watch your cornering! It's all very realistic!

The graphics, although polygon-based, seem surprisingly good. They maintain their integrity even when things heat up on screen. The backgrounds, although not yet completely rendered, are fairly crisp and easily defined. Heck, you can even see the jiggle of your car's suspension as you rip around those tight corners!



Watch out for the other guy, because Powerslide will be a two-player title!

A possible shortfall of the two-player mode is what could happen to the game when two cars are far apart. Never fear, Elite has programmed a split-screen option which will kick in when the racers have become separated by a certain distance. The look and feel of Powerslide will then remain intact! Cooooo!

Elite's second FX game is tentatively called Dirt Racers. This game is an off-road tour-de-force! Even though it's still in its infancy, Dirt Racers also looks to break new ground in FX technology.

The main action in Dirt Racers is going to be fast and furious with lots of tumbles and rolls. Apart from the difference in vehicle types, tracks and other racing conditions, Dirt Racers will definitely not be any less intense a cart.

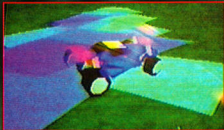
Powerslide and Dirt Racers do share one thing in common—they will help push FX technology into the spotlight of the video gaming industry. What does this mean for the future of video gaming? Well, for one thing, the games will continue to become more and more realistic. Driving games will look more like driving simulators than driving video games. Also, there will be a whole new crop of



Play against a computerized opponent or, if you're feeling lucky, a friend.



The various tracks and surrounding terrains are surprisingly well detailed.



Made for off-road use, the vehicle in Dirt Racers is suited well for its surroundings.

video games popping up. Shooters will now have a whole new look, as will sports games, fighting carts and just about everything!

Elite is hopefully planning a whole slew of these "new generation" FX-based games for release in America. Based on



Powerslide will give you the option of picking your own car type for each course.

the impending success of games like Powerslide and Dirt Racers, this will no doubt herald a new era in home video gaming.

As for Elite, look for them to release these two games sometime in the near future. If Powerslide and Dirt Racers are any indication of the shape of things to come, we're in for a hell of a ride!



Each type of car will probably have its own special features like handling and braking.

BEHIND THE SCREENS...

EGM INTERVIEWS TREVOR WILLIAMS, DEVELOPER/ MANAGER of Elite's new Super NES FX2 chip games.

EGM: With regards to Powerslide, what did you plan to do differently with this game that hasn't been done already in all of the other racing carts?

TW: Our main goal was to make a real driving game. In this one the car behaves as an actual race car would. It can oversteer, understeer, slide around corners, etc. If you 'blip' the throttle you'll lose the back end in a turn! It's a true simulation. And that is why we didn't do another Formula 1 game. This one has a lot more variables built in and that makes it much more fun to play. One great feature is the different types of terrain. You can slide into an asphalt turn and if you don't do it right, you hit the mud and wipe out. It's a very demanding game! **EGM:** With two-player games becoming popular, will you be able to make yours two-player or will it slow down the FX2 chip too much?

TW: With the added speed of the FX2 chip there will be very little slowdown in a two-player game. We'll pull a few polygons out of the car to make it even faster. As you can see, with our split-screen it still plays very fast.

EGM: How does your game compare with Sega's Virtua Racing?

TW: Virtua Racing is a very good game but again, it is Formula 1 and that is an 'easier' type of racing game. Ours will simulate every aspect of rally racing which has considerably more variables to it. Ours will really put a person's skills to the test.

EGM: How far along is this game and when will it come out? What about a U.S. release?

TW: This version is about 33% done. We expect it to be completed in spring and ship in England in the fall of 1994. A couple of U.S. companies are looking at it and you should see it also next fall.

EGM: Is anything special going to be built into the game?

TW: Here's an exclusive. We plan to add an extra car in the game. To get this special vehicle you have to beat it and then it will appear as an option. It will be faster, have better tires and just perform better.

EGM: What about cost? Will the FX2 chip make it an expensive game?

TW: We had to keep the game at 4-Meg to offset the FX2 chip price.

YOUR WORST NIGHTMARE JUST HIT TOWN ON GENESIS!

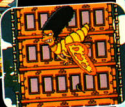
Bart's in deep, deep trouble! To find his homework, he has to outwit the bazooka-firing Itchy and Scratchy, battle the mighty Homer Kong, escape the dreaded Momthra, and more! Help him if you dare...but hurry! The fire-breathing, laser-firing Bartzilla is coming... and this dream has nightmare written all over it!!!



**NEXT STOP...
BART'S NIGHTMARE**



**BARTMAN TO
THE RESCUE**



**EVER-DAINGEROUS
MOMTHRA**



**IT'S SMILING
JOE FISSION**



**TEMPLE OF MAGGIE
MAYHEM**



**ITCHY AND
SCRATCHY HIJINX**



**READY... AIM...
PLUNGER!**



WHY YOU LITTLE...



**GREAT BALLS
OF FIRE!**



**FLYING
EDGE**

SEGA GENESIS

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GASP!
ALSO LOOK FOR
BART VS. THE WORLD
ON GAME GEAR!



And you thought that being in the video game business was all fun and games? Ha! Obviously you don't work for Virgin Games! These folks have been busy little campers over the past year or so. The next few pages are just a few of Virgin's awesome new lineup getting ready to ship verrrry soon!

First is the awesome dual-platform release of *Jungle Book* for both the Super NES and the Genesis. These two carts really look beautiful! The character animations are so good, you'll think you're watching the hit movie!

Young Merlin is a magical journey with plenty of action to keep gamers of all ages busy for countless hours. You'll really enjoy the amusing things that happen to *Young Merlin* along the course of his Super NES adventure.

Dune II and *Dune CD* are also in the works for the Genesis and the Sega CD respectively. While *Dune II* is mostly a military strategy game, *Dune CD* is more like an interactive video adventure.

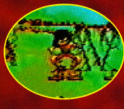
Dragon, a serious martial arts game, is also in the works. Based on last summer's movie, *Dragon* looks hot! You can use different moves and combos to finish off your opponents. To top it off, you can play with either one or two players! Cool!

Finally, there's *RoboCop vs. the Terminator* for Super NES. It's the ultimate match-up of two of the world's

greatest mechanized warriors! This cart promises to make mince meat of the video gaming market! Way to go Virgin!!!



JUNGLE BOOK FOR THE GENESIS



FOR THE SUPER NES



Get ready for the time of your life with Virgin's twin titles *Jungle Book* for the Super NES and the Genesis. Go on an adventure with all of your favorite *Jungle Book* characters and relive the fun you had watching the movie! Thanks to Virgin, owners of both platforms will have a great time swinging through the jungle! You can bet your bottom dollar that both of these games will be huge successes!

Young Merlin

Young Merlin is a magical adventure of a boy who will someday grow up to be the most powerful magician the world has ever seen!

Follow *Young Merlin* on his epic quest through evil forests, dark caves and some of the weirdest looking creatures you have ever seen!

Collect various magic-enhancing items and follow the clues given to you along the way! You must unravel the mystery as you go along!



You'll go bonkers over the whimsical predicaments that *Merlin* gets himself into! Some of the enemies here are a real riot (especially in the forest) and will have you laughing the entire length of the game!

Check out Virgin's *Young Merlin* and see just how much fun it can be being young for once! Coming soon for the Super NES.





Relive the magic of the hit movie *Dune* with Virgin's *Dune II* for the Genesis. You can take part in this interactive video adventure.

Use your military might as you attempt to put an end to tyranny against the Fremen. You can travel to different locations and gather information to help you in your quest. All of the military simulation that you yearn for is here for the asking. It's very complex and very rewarding!

You will be absolutely amazed at the awesome graphics complete with incredibly vivid cinema sequences. You have got to see 'em to believe 'em! The music and sounds are even top-notch! The challenge factor is high, too! This is not your little broth-

DUNE



er's video game.

If you were a fan of the movie and books, you will absolutely love this cart! Even die-hard fans of military simulators will find *Dune II* a more than challenging game.



If you have been waiting for *Dune* to come to the Genesis you will be happy that you waited. The Genesis has never looked so good! Ready yourself for *Dune II* on the Genesis from the masterminds at Virgin.

DUNE CD

OK Sega CD owners! You didn't think for one minute that you'd be left out in the cold, did you? No way! It's *Dune CD* and this is a real trip!

Use your menus to talk to people and extract information about the mystery which you must work to unfold.

The Sega CD has never looked better. When you travel from place to place in your air vehicle, the CD special effects will make you air sick! It's that cool! Also, because of the CD quality audio, you get real music and real voices! None of that digitized stuff for you, no sir!

To really put the icing on the cake, this is not a quick run through the park! This is a long, difficult and very engrossing game. As a matter of fact, once you start playing and gather your



information, the plot will keep you engrossed for many hours of playing time!

Once again, if you like the books and the movie, Virgin has you covered!



This is about as close to true interactive entertainment as you can get! Remember, make haste to check out *Dune CD* for the Sega CD! You can thank us later!

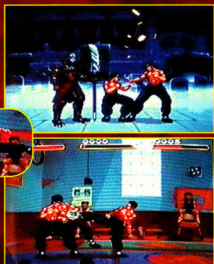


DRAGON

Hot off the heels of the release of the movie with the same name, Dragon is a martial arts game with style. Fight your way through different and exotic locales all over the world as you attempt to improve your fighting style.

You can play alone or with another player as you hone your fighting skills against the best the world has to offer. Use a variety of kicks and punches as well as some truly spectacular special moves to defeat your enemies. You can even execute combinations of different moves to really finish 'em off!

The graphic capabilities of the Super NES are really put to the test on this one! Expect Dragon to be a huge hit (no pun intended) with fans of fighting games!



RoboCop VS THE TERMINATOR

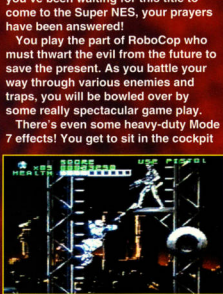
Two of Hollywood's biggest box office draws come together in your house to do battle in RoboCop vs. the Terminator for the Super NES. If you've been waiting for this title to come to the Super NES, your prayers have been answered!

You play the part of RoboCop who must thwart the evil from the future to save the present. As you battle your way through various enemies and traps, you will be bowled over by some really spectacular game play.

There's even some heavy-duty Mode 7 effects! You get to sit in the cockpit

of a specially designed machine which can eliminate terminators. The scaling and rotation will knock you out! There's also more levels than you can

shake a terminator's arm at! Thanks to Virgin, you'll be able to see the mythical battle between these two mechanized titans!



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AND THERE IS ONLY ONE WAY

TO RESTORE PERFECT ORDER.



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FOUR WINDS. ONE WARRIOR MUST

UNDERTAKE A DANGEROUS JOUR-



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WHOLE. OR THE WORLD AS WE

KNOW IT WILL CEASE TO EXIST.

THERE'S A SECRET INSIDE EVERY BOX.

The word is out on the Secret of Mana, a new action adventure game from Squaresoft. Just ask those who have played.

16 Megs of action, story, graphics, weapons and more,

including: Eight levels of weapons and eight levels of spells

♣ Bigger characters and better animation ♣ More bosses

and enemies to wage battle against ♣ Extensive use of

sophisticated modes and special effects, including smooth,

seamless flight animation ♣ Long game play ♣ Simultaneous

3-player capability ♣ Player's strategy manual and map ♣

Battery back-up that saves up to four different games. All of

which adds up to an exciting new playing experience.

So what are you waiting for? Uncover the Secret today.



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next in search of
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mutants. Win and
you can absorb
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your lifeforce is
drained away.



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SPECIAL FEATURE!

BEHIND THE SCREENS AT CODEMASTERS OF ENGLAND!



The house that Dizzy built! Not a bad spread! How would you like to work on a 90 acre farm set in a rural farming atmosphere, miles away from the hustle and bustle of London!

The British are coming, the British are coming! The Japanese may have been first to influence us with their style of game programming, but now it's the Brits turn. Companies like Elite (Power Slide) and The Sales Curve (Lawnmower Man) are just starting to set up offices over here to test the viability of the market, but one company—Codemasters, is going after the American game players in a big way.

Code who? Perhaps if we mention Dizzy the Egg or Linus Spacehead...

Still nothing?

How about the Game Genie? Yep, these are the wizards who invented (and beat Nintendo in court) the magical cartridge buster.

Having done immensely well in England (Dizzy is in his 6th+ sequel) and getting rave reviews (over there) on almost all of their games, Codemasters is getting ready to expand across the Atlantic to the country of tens of millions of game players. But, they realize that the American market is different than the European market. What is good in the U.K. does not always translate into some-

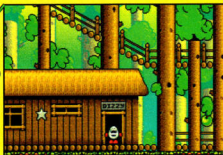
thing that is good (i.e. a million seller) in the States.

To get a good idea as to what the American market likes, Codemasters invited all the major video game magazines out to their 'ranch' in rural England, so they could brief their programmers, developers, company executives and public relations staff as to what American game players like—and more importantly—don't like. Representatives from *EGM*, *Game Informer*, *Game Players*, *TWICE*, *Toy Book* and *Video Games* went to Codemasters. Our head ed.—Ed, represented *EGM*, and according to his story, he gave the people at Codemasters quite an earful about what he thought about Dizzy and Spacehead. Check out our Fact File on the Game Gear version of Dizzy on page 301 (What do you think of the game?).

Anyway, these guys have it good! How would you like to live in a small village and work at an old converted farmhouse set on a 90+ acre farm? If anything, the relaxed atmosphere must certainly help the creative juices flow as the programmers at Codemasters have quite a few interesting games lined up for late 1993 and early 1994.

The first game that they are bringing out is a great Genesis translation of their hot Micro Machines game. A Game Gear

CODEMASTERS 1993 GAME LINEUP!



Codemasters is about to launch their new lineup of games for the Christmas season here in the states. This is Dizzy and it is coming out for the Genesis (left) and Game Gear (right).



The sequel to the old NES game Linus Spacehead is also ready for a November release. The Genesis version of Cosmic Spacehead is on the left and the GG cart on the right.

1994 AND BEYOND!

version is in the works and it will feature probably the most unique version ever of a two player game. Game play is simultaneous on the screen and one player uses the control pad to move his car and the other person uses the 1 and 2 buttons to move his car. It makes for two people playing right next to each other, but it works (for more normal game play two Game Gears can be linked together)!

Later this month they will bring out Genesis and Game Gear versions of their hit (in England) games—Fantastic Dizzy and Cosmic Spacehead. Players might



While at Codemasters, EGM got to take a few pixs of some of the games that they have in development including World Class Tennis* (left) and Psycho Pinball* (center and right).



Codemasters is perhaps best known for the invention of the Game Genie.

remember similar games for the NES (Oh well, Ed warned them!).

Next Codemasters plans on bringing out C.J.—Elephant Fugitive (Genesis and Game Gear) and Bignose the Caveman (Game Gear and NES).

When 1994 rolls around we can expect to see Dino Riders (a Micro Machines game on dinosaurs for the Genesis); World Cup Soccer (Genesis); Excellent Dizzy (a collection of five of the best (!) Dizzy the Egg games ever made for the Genesis, Game Gear and NES).

Later in 1994 Psycho Pinball, Arnie the Aardvark, World Class Tennis and Micro Machines 2 will be released.

Codemasters would be dizzy if they put all their eggs in one video and computer game basket. That's where the Game Genie comes in. They have done quite well on royalties from this device and considering that it is now out for every major home system, this is a golded egg that is worth keeping around. Accordingly, the hardware gurus have been burning the midnight oil recently and they have found a way to improve on the already spectacular Game Genie.

How? After a bit of market research,



Watch for a Micro Machines 2 for the Genesis and GG in the first half of 1994.



Psycho Pinball* will feature a steel plated armadillo who rolls himself up into a ball. The game'll have six different pinball tables in addition to five bonus rounds and sub-games.



Arnie the Aardvark* (left and center) and World Cup Soccer* (right) are two more console games being worked on at Codemasters for a Spring/Summer 1994 release.

they discovered that the major failing of the device is the fact that it requires very specific codes for each "trick", for each game.

Actually it wasn't that difficult. It didn't take a rocket scientist to see that their (only) competitor (Datel) had a 'Genie' like device that would work either with codes or in an auto-program mode. The latter mode is what Codemasters wanted in their new Game Genie 2. They set their people down and came up with a new device that worked better and easier than the Datel Pro Action Replay. The work is now completed and Galoob is now currently negotiating with them for the rights to bring the next generation of Game Genies to North America. It's too late for a 1993 release of the Game Genie 2 but 1994 should be the year the new system hits.

So far all of the publicly announced Codemasters' games are either for the Genesis, Game Gear or NES (they have discovered a way around the NES security chip). When questioned about whether

Codemasters would do a Super NES game, the executives got very quiet. The game developers, on the other hand, have told EGM that the programming for Super NES games, notably Dizzy is well under way and the work is almost completed. Sources also told EGM that Codemasters has been able to find a 'legal' way to bypass the security measures built into the Super NES and they state that "It is in the hands of our lawyers now." They further stated that when, and if, they do bring out their first Super NES game that "It will be in England, so Nintendo would have to fight us on our home ground."

And what a fight it would be too! Codemasters isn't just a bunch of young naive kids anymore. What started as a hobby, now employs 50 people full-time, over 80 freelance programmers and produces over £2.6 (\$4.2 million) a year profit.

And who said that video games is just for kids!

Now you're in...



Two of your worst nightmares have joined forces
to bust your butt and take over your world!
They're the ultimate dirtbags of baditude!...



**Sometimes to even the score,
you've got to double the odds.**

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double trouble



But you've got the Battletoads and the Double Dragon dudes
to even the sides and gang up on the goons.

They're the ultimate team!

Available on NES™, Super NES™,
Game Boy™ and Sega™ Genesis™



TRADEWEST

An Interactive Entertainment Company



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SPECIAL FEATURE!

**ELECTRONIC
GAMING**
MONTHLY

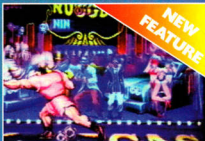
IN-DEPTH STRATEGY GUIDE

STREET FIGHTER II

The New Challengers



TRICKS AND TECHNIQUES BEHIND THE COMBOS



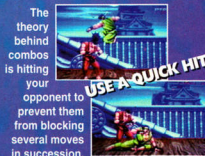
One new feature is that the dizzies are shown before you even land. This puts the downed fighter at a disadvantage, since the other player can then back off briefly and do devastating combos.



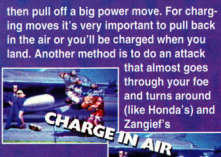
Many power moves are your best defense as well as offense. Perform your move to counter and simultaneously hit. Try a close D.P. through a fireball. These moves are also great for reversing traps.



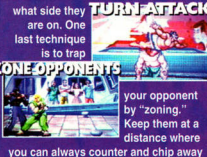
Moves have more of a recoiling effect. After certain moves, the player is pushed back out of range to prevent cheap combos. Timings and ranges have been altered to make things even.



The key is to use a quick move like a strong/forward or a jab/short after the initial hit to keep them from blocking.



then pull off a big power move. For charging moves it's very important to pull back in the air or you'll be charged when you land. Another method is to do an attack that almost goes through your foe and turns around (like Honda's) and Zangief's



what side they are on. One last technique is to trap your opponent by "zoning." Keep them at a distance where you can always counter and chip away at them. This is cheap but works well, especially with characters who use projectile weapons.

TURN ATTACKS

ZONE OPPONENTS

THE TOURNAMENT BATTLE

THE TOURNAMENT IS COMING TO THE U.S.



The rumors are true! The Tournament Mode of Super Street Fighter II will be in arcades and stand-alone versions. If you thought there was cool competition before, you haven't played anything yet!

For the first time in the States, four machines will be hooked up in tandem for eight-player simultaneous competition. Some sport games have used dual screens, but

never has there been four together. Not only will the competition be high, but the quality is supposed to be equally impressive, with computer control and surround sound quality with Q Sound. This new challenge is bound to renew arcade interest in SF II. Stand-alone versions will be available as well, but the awesome challenge of Tournament Mode is hard to resist.

The U.S. version will feature 4 "regular" machines, all computer controlled.

GUIDE TO STICK IT TO THEM

No key to moves here! Follow this joystick and button guide to master all the new secret techniques. All moves are done assuming player is facing right.

1 Press button at the end of the yellow arrow.



2 A solid bar means to push all three buttons at once.



3 Single arrows indicate pressing of any button.



4 The blue arrow is done first by holding back for 2 sec.



5 Indicates either all top or all bottom buttons.



6 The blue arrow is done first by holding down for 2 sec.



SUSHER-X
寿司-X

PREVIEWS THE NEW FEATURES AND FACTS

8 COLOR CHOICES



No more crazy colors or pasty hues. This is one of the best smaller features.

WHAT'S THE POINT?



For the Tournament Mode it's a cool idea, but it's not used for the stand-alone, yet. It should be used in all versions.

IS SPEED WHAT YOU NEED?

Too many people are used to turbo and may not initially like it, but the speed isn't what makes it good. The slower speed is to allow for more technique and fewer quickie moves. It works if you give it time.

THE PROS AND CONS



There are a lot of new moves and animations as well as improved graphics and sound. Changes range from the new reaper dizzies, nine new endings, and the Tournament Mode. However, you only fight 12 characters and the game is a bit easy. It will easily keep me busy 'till Street Fighter 3!



DEE JAY

The happy mon from Jamaica is a real contender for the title. His moves are fast, far reaching and damaging. Look for this overall well balanced character to become a quick favorite in your local arcade.

SPECIALS

DOUBLE DREAD



The stronger the kick, the longer he charges.

MAX OUT



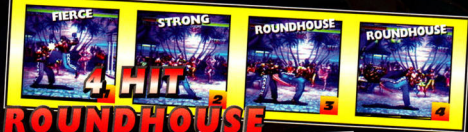
A bit wider than a Sonic Boom but as powerful.

MACHINE GUN PUNCH



This is only good when you're in really close!

KILLER COMBOS



PRELIMINARY STATS



CANNON DRILL



It's easy to counter if blocked, but it's still fast.

THRUST KICK



Not as strong as a D.P. but great for aerial counters.

SPINNING KNUCKLE



Like a Yoga Flame, that's a charging two hit move.

SPECIALS

CAMMY

She is the only other female world warrior. Don't let her size fool you—she has air throws, fast ground attacks and her moves do a considerable amount of damage. Move over Chun, here's Cammy!



"YOUR MISSING TEETH WILL REMIND YOU OF MY VICTORY."

KILLER COMBOS



PRELIMINARY STATS



THE HAWK



It's easy to block and counter, so use it wisely!

RISING HAWK



Use this on flying foes or to go through projectiles.

THUNDER SLAM



A powerhouse slam with decent range.

SPECIALS

THUNDER HAWK

This is the next big boy on the block. His moves are devastating. Zangief players may take stock in this powerhouse that requires real timing in order to defeat enemies.



KILLER COMBOS



"YOUR SCREAMS SOUND LIKE A PATHETIC WAR CRY."

PRELIMINARY STATS



2 HIT HAWK



HAWK



This guy is quick and loaded with combos. His moves aren't that damaging, but he makes it up with multiple hits. The only thing he needs is a Fireball!



"YOU MUST LEARN TO BLOCK OR MY SPEED WILL OVERCOME YOU."

PRELIMINARY STATS



SPECIALS

POWER FIST



Use it several times in a row for a multi-hit.

FLAMING DRAGON KICK



A classy kick version of the Dragon Punch.

HOP KICK



A strange short hop and kick—tricky looking.

KILLER COMBOS



5 HIT FLAME





RYU

Probably the most balanced character, Ryu is equally fast and powerful. He is the master of the Fireball and still takes off quite a bit with every hit.



NEW
MOVES



This new Fireball stuns as they fall back.

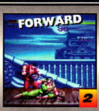
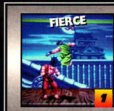


The new Hurricane arcs very differently now.



Ryu now has a Double Hit Dragon with Fierce.

COMBOS



This is similar to his previous combo. You can also mix Step 3 with a Dragon Punch for even more damage.



The move is now a charge, and it dissipates with time.



This is a great defensive kick for flying foes.



A two-hit flip kick that can be used in combos.

NEW
MOVES

CHUN LI

The female warrior has gotten the majority of the new moves. Mostly they're just revisions, but they give her a new edge in the competition.



The new Double Hit Flip Kick is great for catching them off guard. Also try Ryu's combo for a Fireball up close.

COMBOS



ZANGIEF

The liberated Russian gets pumped up with a few new moves including an Air Throw. The tough wrestler has a new standard throw.

NEW
MOVES



The top three spin longer than the bottom three.



A new crushing move for the big wrestler.



No, it's not a new move! It's what happens if you miss. If done right, you'll charge and grab them.

COMBOS



Use this somewhat cheap combo with the new or old Pile Drivers. At Step 2 try many jabs—even standing.



DRAGON PUNCH



Use any punch button to deliver a Dragon Punch, but for a Super Flaming D.P. use the Fierce button. This new move hits three times and can be combined with a Fierce, Fierce, D.P. for a five-hit combo! Looks like Ken is going to be a pain again.



Angle kicks with different heights and buttons.

NEW MOVES

KEN

As if Ken wasn't powerful enough already, they gave him a four-hit Flaming Dragon Punch. You can imagine the combos that will leave you with little or no energy.



COMBOS



For even more damage complete Step 2 while doing the D.P. motion with Fierce for a massive energy drainer.



HONDA

The poor sumo hasn't gotten any new moves, but he has a faster Torpedo that can be used in combos.

NEW MOVES



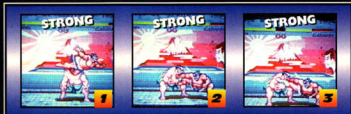
Even in close, it only hits once on the way up.



has his nearly invincible Jab Headbutt up close, but now you can get the same effect with some fast combos.



COMBOS



The Splash is a tricky reverse that can be hard to block. Try a Fierce, Jab, Headbutt combo to use his new speed.



This high rise ball breaks at the top now.



This is Blanka's new weapon against projectile-throwing opponents. This new ball is a spring loaded type that flips back and then comes down like an axe. Effective use can be big trouble for others.



NEW MOVES

BLANKA

The beast has a new technique for dodgin' Fireballs, but still remains the same. He's still got range and speed.

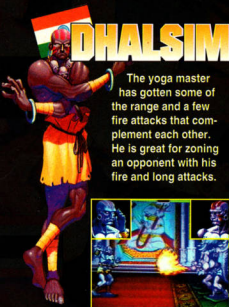


COMBOS



He's still got the speed to execute many three-hit combos. The real challenge will be working the new ball into a combo.





DHALSIM

The yoga master has gotten some of the range and a few fire attacks that complement each other. He is great for zoning an opponent with his fire and long attacks.

NEW MOVES



Stun them with the Slow Fire and try a second hit.

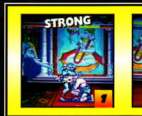


TELEPORT

The Yoga Teleport is now a lot easier to do. The motion is the same (Dragon Punch) with either the top 3 or bottom 3 buttons but it is a lot more forgiving. This is great when you're trapped. Also use it to trick your opponents.



COMBOS



STRONG



STUN FIRE



ROUNDHOUSE

This is similar to his previous combo. You can also mix Step 3 with a Dragon Punch for even more damage.



SHOULDER CHARGE

Go through fireballs and take down air foes.



TURN PUNCH

Nothing new about this move, except it doesn't go through Fireballs.



NEW PUNCHES

He's got several new punches in the air and on the ground.

NEW MOVES

BALROG

This big boxer has a new technique for going through projectiles. He has also gotten a large variety of new punches to help diversify him.



FIERCE



JAB



DASHING PUNCH



FIERCE

COMBOS



NUCKET

NUCKET

NUCKET



SAGAT

The former champ is making a big comeback with loads of new attacks. He hasn't gotten any new power moves but he doesn't really need them.

NEW MOVES



TIGER KNEE

The move is the same but it goes further now.



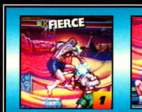
NEW PUNCHES

The kick boxer finally gets to use more than just his feet with new punches.



NEW KICKS

A few extra kicks are added to his lineup to give him some foot superiority.



FIERCE



STRONG



UPPERCUT

Try this Tiger Uppercut combo to inflict massive damage to your opponent. Also try mixing it with other new attacks.



After the original version, Guile was weakened to even things out. His Flash Kick could do two hits up close but left you hanging there. Now his kick is restored to its one-hit knock down strength. He's back and tough as ever.

Guile hasn't gotten any really new moves, but his back did get a new look.

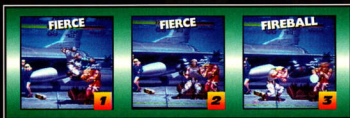
NEW MOVES

GUILE

The service man hasn't gotten any new moves, but he's been restored to his old powerful self. People complained that he was weak—not now.



COMBOS



Guile's old combo from the first version. Try an extra Fierce after Step 3, but the recoil may move them back too much.



VEGA

The beauty queen has gained an extra move but more importantly he has several new kicks and punches. Now he's more agile.

NEW MOVES



Trick them by doing the Spear or Wall Dive.

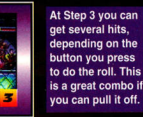


The Spaniard has new aerial strikes with punches as well as new ground strikes.



Vega has a High Roundhouse and other kicks adding to his prowess.

COMBOS



At Step 3 you can get several hits, depending on the button you press to do the roll. This is a great combo if you can pull it off.



Move between this and the Toe Stomp to be tricky.



and alternate the Scissor Kick. The only way to counter is with a special move, but Bison can wait and counter.



Bison can trap you even easier with the one second charge time. Keep throwing low kicks

NEW MOVES

M. BISON

The evil dictator gets a new move, but worse yet he gets a faster charge time. He is still a mean guy to mess with. Look out world!



COMBOS



Here's an easy combo. For those who want a real challenge, try his famous seven-hit combo to see if you can pull it off.

Psygnosis CD's, you Just play it.

**A BRAIN IS A
TERRIBLE THING
TO WASTE.**



Take a journey to the center of the mind. This situation is deadly serious. You are coursing through the body of corporate mogul Thron Korsby in search of a brain manipulation droid planted by a rival company. Time is running out and you're forced to play a fast and furious game of hide and seek. Waste the droid before it wastes Korsby's brain.

Surging through veins, arteries, and other body organs, you blast attacking viruses and your enemies' defensive probes. This struggle for control features non stop action, unparalleled cinematic style imagery, and incredibly smooth gameplay. Over 500 MB of graphic and sound data, coupled with an original soundtrack from Rick Wakeman brings you the look and feel of a true inner-body experience.



**YOU MAY BE
BRAVE ENOUGH,
BUT ARE YOU
SMART ENOUGH.**



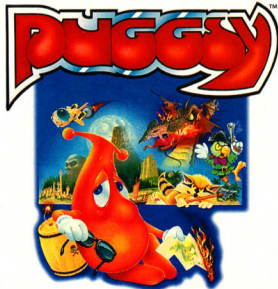
If this quest was simply a test of physical prowess, you would be all set. But the truth is your journey will be filled with diabolically challenging puzzles. In order to save your sister from the evil Beast Master Zelek, you need to scour Kara-Moon and confront him face to face. But, to succeed you must master the most deadly weapon: your mind.

A sinister, intelligent game, filled with fiendish puzzles and challenging battles, Shadow of the Beast II is not your ordinary role playing game, stressing brawn alone. Beast II features an essential blend of strength and brain power. Well orchestrated music tracks, eight-way scrolling and cinematic animated sequences transport you to Kara-Moon, the land of the Beast.



don't have to Psay it.

FASTER THAN A SPEEDING BULLET... NOT!



You've played these games, you know the score: First there were rapid rodents, then came the manic mammals and now we've got frantic felines. You know you've got the moves to shred the rest, it's time to add brains to your arsenal. Meet Puggsy, he's a goofy little alien with a laid back attitude. But he's in a terrible jam. While catching rays on some random planet, the local bad guys scooped his spaceship. Now he's on a frenzied search through a puzzling alien world; and, as we know, extra terrestrials can't get home without their ride.

Puggsy takes you through 50 plus levels of cartoon quality play, filled with secret rooms, hidden levels and 'Easter eggs' and featuring; *Total Object Interaction™ (TO™)* Puggsy actually uses his arms to control forty different objects, solving puzzles and zapping over 100 different alien creatures, as he waddles his way through 17 bizarre lands. With a multitude of sound FX and tunes, Puggsy takes you on an adventure that's endlessly entertaining.

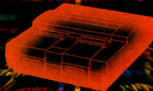


Psygnosis takes you to the cutting edge of SEGA CD™ technology, with three new games that are guaranteed to challenge, thrill and amuse you. SEGA CD™ has got what it takes to blow you away, with enhanced video animation, more play levels, and the intense music and sound effect of QSound with 3-D sound processing. Take SEGA CD™ to the outer limits with Psygnosis' new games; Puggsy, Microcosm and Shadow of the Beast II. Psygnosis CD is *Psenational*.



Psygnosis
675 Massachusetts Ave.
Cambridge, MA 02139
(617) 497-7794

If you can't find this game at your favorite retailer call:
(800) 438-7794 (GET PSYG)
to order your copy today.



From a bajillion miles away, a mysterious purple meteor streams toward Earth. The unsuspecting target for this rampaging comet is an abandoned amusement park. This once peaceful vacation spot in Muddville is about to be awakened by evil!

From the impact of the crash a large dust cloud forms. Upon its settling, the twisted ruins of Playland have been reborn into Clayland. At each corner, a warrior appears whose only thought is to become King of the Circus.

And so begins the story of the clay combatants. There are eight unique characters to choose from with special skills and arsenals of tricky techniques. All are twisted adaptations of friendly circus characters (except for Blob) who use their traits in wacky ways. Get set for a funny yet serious fighting cart with all the moves and skills you love.



Set up your own options.

**1 OR 2
PLAYER
ACTION
WITH
ALL THE
OPTIONS**



Choose your favorite clay.

Can you make it to N. Boss?



Select stage & handicap.



THE GOOD

Lots of secret moves keep you guessing. Also the claymation is done well and is extremely funny.

THE BAD

Bad eh...the only thing bad is that it doesn't quite have the responsiveness of SF2...but what else does?

THE UGLY

The way the characters "hug" each other. Is it wrong? Also, the theme song...where did this come from?

WIN, LOSE, OR BOMB

In the bottom left-hand corner is a bomb ready to go off. If time runs out, the guy with the most health wins. In close fights there is even a draw.



THINGS THAT MAKE YOU GO...OUCH!



FACT FILE CLAY FIGHTER

MANUFACTURER	# OF PLAYERS
INTERPLAY	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	NOVEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
16 MEG	12
THEME	% COMPLETE
FIGHTING	95%

SPECIAL GUEST APPEARANCES BY OTHER FAMOUS CLAY CREATIONS.

Muckster "Duckie" Buckmeister



GUIDE TO MOVES

CB=Charge Back, B=Back, F=Forward, D=Down, DF=Down Forward, DB=Down Back, P=Punch, K=Kick, BK=Brutal Kick



BLOB

LIKES: Clay
HATES: Hair
WANTS: Clay
JOB: Claymaker
MOTTO: Bounce!



BAD MR. FROSTY

LIKES: Snow
HATES: Fire
WANTS: Winter
JOB: Snowplow
MOTTO: Chill out!



CLAY STOMP-D+BK

FLYING RNDHSE-F,D,DF,+K



TAFFY

LIKES: Candy
HATES: Dentists
WANTS: Candy
JOB: Candyman
MOTTO: Stretch



TINY

LIKES: Color
HATES: Wimps
WANTS: Fights
JOB: Flexing
MOTTO: Destroy



TAFFY WACK-B,B,F,+P

TAFFY TORNADO-B,DB,D,DF,+P



MEDICINE BALL-CD,F,+P

SUCKER PUNCH-D,DF,F,+P



BLUE SUEDE GOO

LIKES: Music
HATES: Helga
WANTS: Guitar
JOB: Musician
MOTTO: Oh Baby!



ICKYBOD CLAY

LIKES: Night
HATES: Day
WANTS: Night
JOB: Fright
MOTTO: Run!



HAIR BLADE-D,DB,B,+P

HUM ATTACK-D,DF,F,+P



ECTO BALL-D,DF,F,+P

ECTRO PUNCH-F,D,DF,+P



HELGA

LIKES: Food
HATES: Salad
WANTS: Cookies
JOB: Singer
MOTTO: Eat!



BONKER

LIKES: Pies
HATES: Crying
WANTS: Buzzers
JOB: Clowning
MOTTO: Play



VIKING RAM-D,DF,F,+P

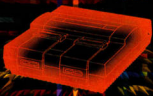
VALKYRIE'S RIDE-CB,DB,D,DF,F,+P



CARTWHEEL-CB,F,+P

FLYING PIE-D,DF,F,+P





Disney's Aladdin



FACT FILE

ALADDIN

MANUFACTURER

CAPCOM

OF PLAYERS

1

DIFFICULTY

MODERATE

AVAILABLE

NOVEMBER

CARTRIDGE SIZE

10 MEG

NUMBER OF LEVELS

6

THEME

ACTION

% COMPLETE

80%

For years Jaffar searched for the secret of the lamp. After many years, he had finally succeeded in piecing together the two sections of the ancient scarab. This magical item led him into the desert to the cave of wonders. A huge tiger's head rose from the ground and warned that only a man pure of heart, a "diamond in the rough," may enter. Because Jaffar couldn't enter, he searched for the man who could—Aladdin.

This cart follows the fantastic Disney movie as you guide the hapless thief to a life of happiness and love with the help of a powerful genie and Aladdin's pet Abu.

STREET SMART SKILLS PAY OFF



To flip off of objects takes timing.



Many jumps end up short, but hang on!

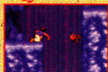


Float through the air to avoid falls.

FIGHTING TECHNIQUES



Swing into the charging guards.



Toss a tomato at tough foes.



Leap on foes but watch for swords.



Release the swing at its highest point.



Tip over all pots for goodies galore.



Stun tricky foes and stomp on 'em.

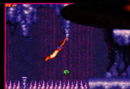
THE MARKETPLACE

Harassed by palace guards, Abu and Aladdin must steal their daily bread to live.



CAVE OF WONDERS

After escaping the palace dungeon, they must search the caves for the magic lamp.



THE GOOD

Plenty of technique fills this game which follows the classic Disney story very closely.

THE BAD

It doesn't have quite the graphic appeal of the Genesis version, with its intense animations.

THE UGLY

The last snake Boss is one heinous looking monster. Also, the spring technique is tough.

SCORE BIG WITH THE BONUS GAME



Find the scarab in chests for a chance at a bonus game.



continue, the heart adds life, the genie adds hearts, and the rest are self-explanatory.

Like "Wheel of Fortune," you spin the wheel to win big "prizes." The stars give an extra



ENTICING ICONS AND ENCHANTMENTS

1 UP



Earn an extra life from the magic lamp.

FOOD



Bread refills one heart; chicken refills life meter.

RUG



Find this item and Aladdin can glide about.

EMERALDS



Collect them and earn a continue for 100 gems.

APPLES



Gather the apples and throw them at enemies.

HEART

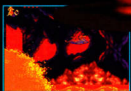


Add an extra heart to your health meter.



ESCAPE THE CAVE'S

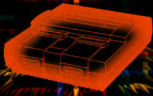
Angered by Abu's stealing, the cave turns against them as they flee with the lamp.



INSIDE THE LAMP

When Aladdin rubs the lamp, the Genie invites him inside for a wacky tour of the lamp's interior.





FACT FILE SUNSET RIDERS

MANUFACTURER	# OF PLAYERS
KONAMI	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	NOVEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MB	7
THEME	% COMPLETE
ACTION	90%

Those Sunset Riders have finally made it around the Genesis bend to the Super NES! This time there are more levels, more gunslingers to choose from, and for some pretty tough stuff—two-player simultaneous shootin'! Look out, though, 'cause there'll be some pretty mean varmints on the trail ahead and bein' a one-hit wonder definitely is a downer! Keep your head and you may avoid the coach to Boot Hill!

BONUS STAGES:

Here you must shoot the bad guys as they pop up on the screen! Move your crosshairs around the screen and get them in your sights. There are 50 bad guys to be blasted. If you are in the two-player mode, you will compete for kills!

ICONS AND ITEMS TO FIND ON THE TRAIL - CHECK OUT THESE VARIOUS ITEMS:

FOR ALL SHOOTERS:

GOLD FOOD



Grab these for varying points!

FOR RIFLEMEN:

GUN STAR



YELLOW GUN ICON: Rapid Fire
SILVER STAR ICON: 2 Guns.

FOR 6-SHOOTERS:

GUN STAR



FOR ALL SHOOTERS:

TNT IUP



Timed boom!
Get an extra life.

BOYS WITH 6-SHOOTERS:

STEVE:



BILLY:



Steve and Billy use their six-shooter pistols to do in the evil-doers! They both have range!

RIFLEMEN WITH BIG GUNS:

BOB:



CORMANO:



Bob uses his trusty rifle while Cormano is content with his shotgun that limits his speed a bit.



STANDARD MOVES:

There are a variety of moves the gunslingers can perform! The Throw move is used with dynamite!



SLIDE



JUMP



THROW



DUCK

SUNSET RIDERS

TWO-PLAYER SIMULTANEOUS ACTION:



With two players, things get even better! When you fight the Bosses, the person with the most shots hitting him wins! If you tie, you both share the reward money! You each have your own continues.



THE GOOD

Two-player simultaneous play just adds to the fun! The four gunfighter selection is also a plus!

THE BAD

Ugh! One-hit-wonder complex! The Bosses on the harder difficulty settings get very cheap!

THE UGLY

Look at Poco Loco with that lipstick! Putting dynamite by his head after his defeat is also interesting!





LEVEL 1: Simon Greedwell

This is a simple side-scrolling level. Push up in front of the open doors to get some icons! There are also two cattle drives which begin at point 1 on the map that you must avoid. Simon Greedwell is the first Boss. Shoot the barrels in front of him first, then blast him to bits!



LEVEL 2: Hawkeye Hank Hatfield

Here you must ride a horse and shoot bad guys! Look out for the covered wagon—logs will fall from it. The Boss hides behind crates and gets help from his goons. Take the goons out first—they shoot faster than the Boss. Then go for him, guns blazing!



LEVEL 3: Dark Horse & The Smith Bros. There are two Bosses here: The first rides a horse—jump onto the 2nd floor and blast him! The second two throw bombs. Don't stay in one place too long—they will get you!



AND MORE LEVELS AWAIT...

There are four more Bosses to go for really big cash rewards! These are the hardest levels in

the game, and look out for Rose—he has a truly nasty trick that he is ready to play on you when you think you have defeated him. These last four levels will also test your jumping, climbing, and sliding skills. So get ready partner. Ya-hoo little buckaroo!





TECMO



This upgraded game is everything the old one was and more. You get more cinemas per play, more plays to choose from, more players on the playing field.

and more options like weather conditions. Other new features include an updated roster, a new touchback feature, and a play that will let you dive over the top of the linemen for a touchdown! The graphics have definitely improved even though the onscreen players are the same size. The logos of all the NFL teams have been used. There are also many digitized voices that describe the plays or fouls.

3 MODES OF PLAY

1. PRESEASON
2. SEASON GAME
3. PRO BOWL



AFC CONFERENCE

Choose from all the professional teams of the NFL. You can also play along with the Pro Bowl teams.



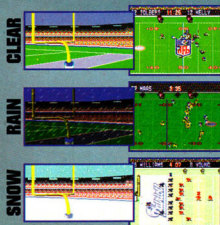
TECMO
SUPER BOWL
TECMO & ATLANTA
EXPERIENCE THE WORLD

FACT FILE

TECMO SUPER BOWL

MANUFACTURER	# OF PLAYERS
TECMD	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	N/A
CARTRIDGE SIZE	NUMBER OF LEVELS
N/A MEG	OCTOBER
THEME	% COMPLETE
SPORTS	95%

WEATHER CONDITIONS



NFL LEADERS

Check out who's who in the NFL and see who leads the league in many categories.

[illegible]

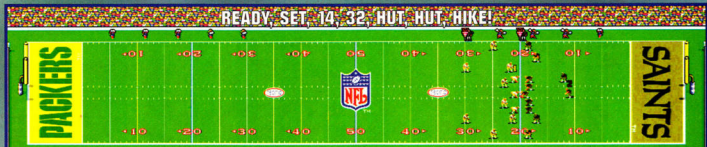
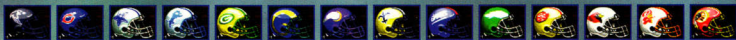
OFFENSE

DEFENSE

INDIVIDUAL LEADERS

PASSING	RECEIVING	RUSHING
SCORING		PUNTING
INTERCEPTIONS		SACKS
PUNT RETURNS	KICKOFF RETURNS	

SUPER BOWL



SEASON SCHEDULE

*** 1993 SCHEDULE ***

WEEK	BUF	M.E	DET	SEA	IND	CHI	ATL	NYJ	WAS	PHI	ARI	NO	DAL	SEA	IND	CHI	ATL	NYJ	WAS	PHI	ARI	NO	DAL
WEEK 1	BUF	M.E	DET	SEA	IND	CHI	ATL	NYJ	WAS	PHI	ARI	NO	DAL	SEA	IND	CHI	ATL	NYJ	WAS	PHI	ARI	NO	DAL
WEEK 2	BUF	M.E	DET	SEA	IND	CHI	ATL	NYJ	WAS	PHI	ARI	NO	DAL	SEA	IND	CHI	ATL	NYJ	WAS	PHI	ARI	NO	DAL
WEEK 3	BUF	M.E	DET	SEA	IND	CHI	ATL	NYJ	WAS	PHI	ARI	NO	DAL	SEA	IND	CHI	ATL	NYJ	WAS	PHI	ARI	NO	DAL
WEEK 4	BUF	M.E	DET	SEA	IND	CHI	ATL	NYJ	WAS	PHI	ARI	NO	DAL	SEA	IND	CHI	ATL	NYJ	WAS	PHI	ARI	NO	DAL

SUPER CINEMAS MOVE WITH THE AWESOME PLAYS



RUN
Hand off to your star halfback, go for the hole, and blast through.



PASS
Sit back in the pocket and launch the ball to an open receiver.



REFEREE ANIMATIONS

All fouls and penalties will be decided on the field by the men in stripes.



PUNT
Can't get a first down? You'd better punt as far back as possible.



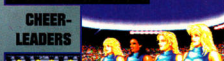
FIELD GOAL
Kick one through the uprights for three points.



HALFTIME SHOWS



BIG BLIMP



CHEER-LEADERS



ROCK CONCERT

GAME STATISTICS

HALFTIME STATS
Look at the statistics after two quarters.

GREEN BAY PACKERS
INDIANAPOLIS COLTS

TEAM	YARDS	TD	INT	PEN
GREEN BAY PACKERS	141	2	1	3
INDIANAPOLIS COLTS	107	1	0	2

GREEN BAY PACKERS
INDIANAPOLIS COLTS

TEAM	YARDS	TD	INT	PEN
GREEN BAY PACKERS	141	2	1	3
INDIANAPOLIS COLTS	107	1	0	2

POSTGAME STATS
After the game, review the game statistics.

THE GOOD

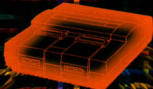
More plays to choose from, more cinemas to watch, and more options to work with.

THE BAD

The players are still the same size as in the NES version.

THE UGLY

It gets pretty boring seeing the same cinemas run after awhile. You should be able to turn them off.



The PC classic is making its way to the Super NES system: Castle Wolfenstein 3-D! Except, as expected, things will be toned down quite a bit. The basic premise is the same: As super-commando B.J. Blazkowicz, you are sent behind enemy lines during World War II, into the dreaded title castle. This first-person perspective allows you to walk from room to room—blowing away enemies if need be—all presented in Mode 7! There are six missions in this game, each representing a certain building floor. The levels have end Bosses—tough soldiers that take several hits to kill, and even attack dogs (well, sort of—the big “N” has requested they be mutant rats instead)! Yet there are several weapons to be found that you can use to help you along the way. The game is compatible with the standard Super NES control pad, or the new mouse.

THE GOOD

Nice Mode 7 effects and good control (especially if you use the mouse for the Super NES).

THE BAD

The audio effects are a bit fuzzy, especially the voices.

THE UGLY

This game after the Nintendo's censorship butchers get done with it.

EGM X-TRA DARE TO COMPARE A LOOK AT OTHER FORMATS...



Wolfenstein 3-D for the Super NES (below) looks much like its PC counterpart (above), although the blood and violence will probably be toned down—if not completely removed from the finished version.



OBJECTIVE: READ YOUR SCREEN

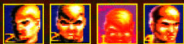
The blue bar on the bottom of the screen shows which items you have, plus Health, Floor, Score, and Ammunition left.

FLOOR	SCORE	ITEM	HEALTH	AMMO
2-1	22900	18	84%	79

VISUALLY (AND FACIALLY) DISPLAYED HEALTH STATUS:



The picture of you in the blue health bar gives a graphic illustration of your health, complete with a “wounded look” that changes with each hit you take.



ON-SCREEN WEAPONS:

Directly above the Status Bar you can see your hands and the kind of weapon you are currently using!

OPEN DOORS:

To open a door (or suspect secret passage entrance), simply get in front of it and press the A (unless it is locked).



SOME WEAPONS AND OTHER ITEMS TO HELP YOU SURVIVE:

To cycle through the weapons you are currently carrying, press the SELECT Button.

To use a weapon, press the B Button.

GATLING GUN:

This is one of the most powerful machine guns in the entire game! Unfortunately, it uses too much ammunition at a very fast rate! Use it sparingly, or only use it when the situation arises!



BAZOOKA:

This slow-loading weapon packs quite a punch! You cannot carry very much ammunition for it, but it is almost guaranteed to destroy enemies with one shot! Save it for the Boss characters.



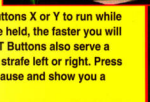
KNIFE & PISTOL:

These are the two “basic” weapons in the game. The Knife is your last weapon. You will use it when you run out of ammunition for everything else (or if you select it). The pistol takes a few shots to kill a foe.

Wolfens

MISSION 1:

Each floor is divided into different sections. At the end of the last section is a Boss—here it is Hans Große who will attack with a machine gun in each hand. Remember to use Buttons X or Y to run while moving: the longer they are held, the faster you will move! The RIGHT and LEFT Buttons also serve a purpose: they allow you to strafe left or right. Press START and the game will pause and show you a map of your progress.



FLOOR 1: DRESDEN STRIKE

Floor 1 is divided up into three stages, with a tough Boss at the end of Stage 1-3! In addition to the guards, you will also encounter dangerous guard dogs that will rush at you and attack instantly! At the end of each stage is a white door: to finish the stage, you must have the key to open it. Once inside, go to the switch on the wall and the stage will end! On Stage 1-3, you must kill the Boss to get the key first, though.



FLOOR 2: OPERATION EISENFAUST



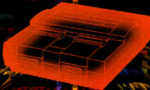
Some new enemies await you on this floor—most notably the White (1 & 2) and Blue (3) guards! These guys take quite a few hits to get rid of! Each time you take a hit, the screen will turn a shade of red. Make sure to grab their ammo when they fall—you can use it! 4) Make sure to push against “suspicious” walls and press the A Button—they could reveal secret passages with items hidden inside. 5) A Blue Guard at the wrong place at the wrong time. 6) Try and get the enemy guards bunched together, then use your gatling gun to spray fire and do them in!



FACT FILE WOLFENSTEIN 3-D

MANUFACTURER	# OF PLAYERS
ID/IMAGINER	1
DIFFICULTY	AVAILABLE
MODERATE	1st QTR. '94
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	30
THEME	% COMPLETE
ACTION	90%

te in 3-D



YOUNG HERO

This young man was marked by the gods at an early age when he was guided to the ancient Sword of Mana. Your sword skill becomes unequalled. When a weapon is in your hand, you will become unstoppable. He begins his journey alone, but he'll be joined by two other characters later.

ALLY



A very gentle, but strong-willed lady who has spent her life learning the healing arts and studying how to give strength to others to enhance their abilities.

SOME MAGIC ABILITIES

Cure
Water

Remedy

Ice
Sever



SOME WEAPONS TO USE



NAME YOUR CHARACTERS

Each character you run into lacks a name, including the hero. When you meet them, you will have to give them one, and there can be up to six characters.

ALLY

An active young sprite. The hero finds her in the Dwarf Cave. She is aggressive and will excel at casting attack spells, especially when confronted by enemies.



SOME MAGIC ABILITIES

Energy
Absorb

Freeze

Acid
Storm



CHARGE YOUR WEAPON FOR A POWER ATTACK



SECRET of MANA

Role-playing fans who play RPGs from Squaresoft know the quality of game they are getting. Ever since news broke out that this was coming to the U.S., RPG enthusiasts have been eagerly waiting this 16-Meg monster.

This RPG tells a great story about a boy who accidentally pulls an ancient sword from a stone. It rid evil from the land and sealed away the monsters, but its strength has grown weak. Now he must set forth on a journey to bring peace and harmony back to the world.

Unlike most role-players, this one has an option to let more than one player get in on the action. With the Multitap, you can embark on this super RPG!



FACT FILE SECRET OF MANA

MANUFACTURER	# OF PLAYERS
SQUARESOFT	1 TO 3
DIFFICULTY	AVAILABLE
MODERATE	NOVEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
16 MEG	N/A
THEME	% COMPLETE
RPG	100%

CHARACTER ABILITIES

Each character can use any weapon they come across. They can switch them to see who uses each better. The two allies are the only ones with the ability to use magic. The sprite casts attacking magic, while the other casts defensive magic. As each magic is cast, they can gain experience. Weapons can gain experience as well.

SOME ITEMS TO PACK



Candy

Eat some of this sugary treat to partially restore your hit points.



Medical Herb

Take this herb if poisoned by an enemy or chest with needles.



Magic Rope

Use this to return to the start of an area if you get lost.



Cup of Wishes

Drink the cup's contents to return a perished member of your party.



Royal Jam

Use this jelly to restore your health to its full capacity.



Chocolate

This bar restores more health than the candy, but costs more.

3-PLAYER SIMULTANEOUS

Hook up the Multitap and you and two friends can play at the same time.



THE GOOD

L-o-o-n-n-g quest! This game could take you close to 70 hours to see the end.

THE BAD

Prepare yourself for a lot of sleepless nights. This story will keep you glued to your controller.

THE UGLY

Yourself with bloodshot eyes and sore thumbs!

THE OPTIONS MENU

Attack Edit
Issue commands to the computer controlled members of your party.



Controller Edit
Set different button functions outside of the default settings for the controller.



Window Levels

Adjust the window for different frames and patterned backgrounds.



Character Stats

View stats like experience gained, health, and magic points.



Weapon Levels

Check the rating of your weapons and magic to see how strong they are.



DESTINY CALLS...

When the game begins, the hero meets his friends at the falls. He'll fall to the bottom and must find his way home. Suddenly he hears a voice calling from a distance. It is the ancient Sword of Mana!



VISIT POTOS VILLAGE



THE TAVERN

There is a strange man having a drink at the village tavern.



REST AT THE INN

Rest up at the inn when your health is low for some gold pieces.



A LONG JOURNEY BEFORE YOU

This is just a small portion of the entire game. To finish the game, you may get close to 70 hours of playing time.



VILLAGE ELDER

The village elder is concerned about you when you return.



THE MONSTER BELOW

Rid the village of the giant clawed monster lurking below!

Cool full-motion cinema scenes that appear after a spectacular play.

15 of the 16-Meg was probably used for the cinema scenes alone.

The play control needs some serious work.

Sports Illustrated

FOOTBALL/BASEBALL



FOOTBALL MODE

PLAY AN ENTIRE 16-GAME SEASON SCHEDULE



Check out the team match-ups for the week.



See what teams you will be playing against at a glance.



The standings eventually will show who's in the playoffs.

TEAM MATCH-UPS



View the strengths and weaknesses of each team before the game.

PICK FROM MORE THAN 90 OFFENSIVE AND DEFENSIVE PLAYS



Hand off to the HB and sweep to the right for yards.



Touchdown celebrations can be seen on the scoreboard.



Get set in the pocket, look for an open WR and fire.

UP CLOSE AND PERSONAL



When the action gets intense, the screen will change to a close-up view of the field for a better view.



Combine the sports know-how of one of the leading sports magazines, *Sports Illustrated*, with two of today's most popular sports, and you've got a cart that's a must-have for every sports gamer.

The sports experts at *Sports Illustrated* were asked to help the guys at THQ come up with the hardest-hitting football/baseball combo cart ever. A huge task like this could only be done with no less than 16-Megs of memory. Along with the cool idea of a two-sport combo, they also crammed some really cool, digitized, full-motion scenes that appear after a spectacular play.

The football mode of the game is

viewed from a pseudo 3-D perspective, which is a fresh alternative from the usual vertical scrolling games. The game is filled with digitized voices and sounds.

When you are in the mood for some baseball, you'll be immersed in a really unique playing scheme. For the first time, you can actually pitch the ball at the speed you choose, then aim it inside or outside the plate. Fielding is enhanced by a darkened spot on the field that marks the area where the ball will drop. Like in the football mode, there are plenty of digitized voices and sounds from the real game. Everything from the umpire calling strikes to the crowd cheering is programmed into the game!

FACT FILE

SPORTS ILLUSTRATED FOOTBALL/BASEBALL

MANUFACTURER	# OF PLAYERS
THQ	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	NOVEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
16 MEG	N/A
THEME	% COMPLETE
SPORTS	75%



BASEBALL MODE

TEAM COMPARISONS



Check out which team has the advantage in certain positions on the field.

PLAY AN ENTIRE BASEBALL SEASON



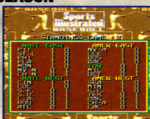
LEAGUE SCHEDULE

See which teams play against each other.



TEAM SCHEDULE

Look ahead to see which teams you will face.



LEAGUE STANDINGS

Play through 160 or more games in a season.

ROTATE YOUR STAFF



CHANGE FIELDER

Replace some fielders to rotate your order.



CHANGE PITCHER

You can bench your starter when he tires.



CHANGE BATTER

Substitute a struggling batter if you need a hit.



CHANGE RUNNER

Go for the speedsters when runners are slow.



NOW IT'S TIME TO PLAY THE FIELD



UNIQUE PITCHING

Hold the pitch button to charge for speed. Then, aim your pitch when a marker moves toward the batter.



BALL IN PLAY

Hit the ball between the gaps and run for home plate.



HOME RUN TROT

Hit one out of the park and round the bases like a real pro.

SCORE BOARD

An animated sequence can be seen on the ballpark scoreboard.



A MATCH M

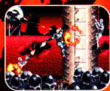
ROBO

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T H E V I D



AVAILABLE FOR YOUR F

MADE IN HELL

ROCCO

IS

ANATOR

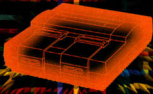
VIDEO GAME



FOR YOUR FAVORITE GAME SYSTEM.

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ORION PICTURES CORPORATION. ALL RIGHTS RESERVED.





Ryo Sakazaki's sister has been kidnapped by some of Mr. Big's men. Bad move! It's not a good idea to aggravate one of the world's most skilled martial artists. Now he and his friend, Robert Garcia, must take matters into their own hands and track down her whereabouts. Together, they will bring down Mr. Big's men. Once Mr. Big is defeated, they will face their greatest challenge in Mr. Karate. Like Ryo and Robert, he has superior skills. It is believed that the only way to beat him is to master the powerful Hao-Ken.

Art of Fighting combines the best aspects of hand-to-hand fighting games with fighting games that have a story. This keeps the player interested and involved. The plot gets heavier the closer you get to finding Ryo's sister.

Although the memory usage has decreased, the graphics are nearly identical to the NEO-GEO version. The scaling has remained intact. There are loads of digitized voices from each fighter's attack. You can play as the same player!

THE GOOD

A lot of cool ideas, like spirit points to use for special moves and the story mode.

THE BAD

Game play and control of moves need to be refined.

THE UGLY

Some of the "special" moves really aren't anything too special.

RYO SAKAZAKI

To find his kidnapped sister, he goes into South Town.



HIEN SHIPU-KICK



KOOKH KEN



ZANRETYU KEN

ROBERT GARCIA

A friend and rival of Ryo's, he goes along into South Town.



GENET KICK



RYUGEKI KEN



HIEN SHIPU-KICK

STORY MODE

This is one of the few fighting games with a cool Story Mode where you must find the whereabouts of a girl.



Something has happened to your sister.



Try to find out where she has been kidnapped.



Defeat enemies and they will tell you where to go.

BONUS GAME

Test your might and skills in three cool bonus areas.



Chop off the necks from the bottles.



Break the four stacked ice blocks in two.



Throw a huge fireball called the Hao-Ken.

ART OF FIGHTING



FACT FILE

MANUFACTURER	# OF PLAYERS
TAKARA	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	NOVEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
16 MEG	8
THEME	% COMPLETE
FIGHTING	98%



RYUHAKU TODO

FLYING KICK



NO ONE'S AS STRONG AS ME. WHAT A BUMMER!

This Japanese warrior has great agility and can unleash a lethal triple blade attack.

TRIPLE BLADES



JACK TURNER

DOUBLE HEEL



TAKE ON ME! I'LL BLOW YOU AWAY!

The bar is the home of Jack Turner. He'll beat you to a pulp with his large mass.

FIRE CROSS



LEE

FLUTTER-KICK



YEE HEE HEE! WHO'S NEXT?

This quick and deadly fighter depends on his speed to counter stronger opponents.

SPINNING CLAWS



KING

FLAME KICK



COME ON, WEENIEMEISTER. I'LL SHOW YOU MY STUFF!

This butler uses her bouncing techniques against you.

KNEE-ROCKET



MICKY ROGERS

BURNING UPPER



HA! WHO'S NEXT? I'LL KNOCK YOUR BLOCK OFF YOU BOZO!

One of the best fist fighters; uses flame attacks as well.

UPPER



JOHN CRAWLEY

FLYING FISTS



WHAT YOU LOOKIN' AT? IF YOU WANNA START SOMETHIN', LET'S DO IT!

Fight on a carrier ship with the top military fighter.

TORCH-THRUST



MR. BIG

BODY LUNGE



WHAT A WIMP! I DIDN'T EVEN WORK UP A SWEAT!... NEXT!

Mr. Big attacks with his sticks that launch flames.

FLOOR FLAME



MR. KARATE

DEADLY COMBO

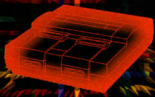


COME ON! I'M GONNA CURE YOU OF THE DISEASE CALLED LIFE!

This villain has the same abilities as Ryo and Robert.

RISEING PUNCH





READ YOUR DASHBOARD



1. **PLAYER:** Shows damage you have sustained and how much more you can take.



"This is Nancy..."
Before each Round begins, dispatcher Nancy will appear and give you information on the next suspect.



OPTIONS:
In addition to three skill levels, you can also customize the transmission type (manual or automatic), steering type (re-centering or not), and which buttons brake, activate the Nitro and accelerate!



FACT FILE SUPER CHASE H.Q.

MANUFACTURER	# OF PLAYERS
TATTO	1
DIFFICULTY	AVAILABLE
MODERATE	DECEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MB	7+
THEME	% COMPLETE
DRIVING	100%

EGM X-TRA DARE TO COMPARE A LOOK AT OTHER FORMATS...



Unlike Chase H.Q. 2 for the Genesis (top), Super Chase H.Q. puts you behind the wheel! However, there is only one car to choose from, whereas the Genesis version lets you pick from three cars!

2. **CRIMINAL:** Shows the suspect's damage and how many more hits he can take.
3. **SPEED:** Shows your acceleration and speed (max speed is approx. MPH).
4. **NITRO ACCELERATOR:** Activate one of these and you will travel at super fast speeds temporarily.
5. **DISTANCE:** Shows distance from you to the suspect in the Round.
6. **TIME:** If this runs out you will have to use a Continue. If you do use one, you will be given 3 Nitro Accelerators.

USE YOUR CONTINUES WISELY:

If you run out of time or wreck your expensive sports car, the game will end. However, you have two chances to continue the game from that point. If you do use a Continue, you'll be completely reimbursed with Nitro Boosters.



Super CHASE H.Q.





ROUND 1:

SUNDAY 13:52

SUMMARY:

THERE'S BEEN AN INCIDENT AT THE BEACH.

THE SUSPECT WAS LAST SEEN DRIVING A STOLEN RED SPORTS CAR.

HE'S ARMED WITH A PISTOL.



SUSPECT 1:
STOLEN RED
SPORTS CAR



This first chase is down a multi-lane freeway. Unfortunately there are other motorists on the road that will get in your way. However, it is a sunny, clear day with great visibility. Accelerate as fast as you can while pumping the brakes at curves so you don't fly off. After you emerge from the tunnel, you will spot your suspect! Bash into him from the rear while keeping an eye open for gunshots he may take at you! Save your Nitro blasts for the end.



ROUND 2:

WEDNESDAY 10:08

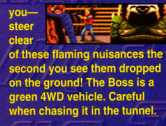
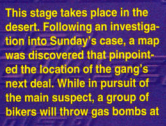
SUMMARY:

THERE'S BEEN A SHOOTING! THE SUSPECTS WERE LAST SEEN DRIVING AWAY IN A FOUR WHEEL DRIVE AND A MOTORCYCLE.

MOTORCYCLIST IS ARMED.



SUSPECT 2:
FOUR WHEEL
DRIVE.



This stage takes place in the desert. Following an investigation into Sunday's case, a map was discovered that pinpointed the location of the gang's next deal. While in pursuit of the main suspect, a group of bikers will throw gas bombs at

you—steer clear of these flaming nuisances the second you see them dropped on the ground! The Boss is a green 4WD vehicle. Careful when chasing it in the tunnel.



ROUND 3:

FRIDAY 17:26

SUMMARY:

THERE'S BEEN A BREAK-IN! SUSPECTS WERE LAST SEEN DRIVING A STOLEN CAR AND A MOTORCYCLE. INTERCEPT AND APPREHEND IMMEDIATELY!



SUSPECT 3:
STOLEN
SILVER CAR.



Here you must deal with oncoming traffic! Be especially careful when going around turns—oncoming cars will surely approach. If they hit, they do a great amount of damage to your vehicle! A biker gang will also cause you problems as they shoot bullets your way. Use Nitro Boosters to ram into them or dodge their hail of bullets! The Boss will try to keep a good distance from you, occasionally firing bullets to slow you down!



THERE ARE STILL TWO MORE LEV-

OTHERS:

ELS TO GO THROUGH WITH EVEN TOUGHER END BOSSES AND MORE ROAD RATS TO WATCH OUT FOR. CAN YOU STOP THE RING LEADER AND BRING HIM TO JUSTICE?



Round 4 (left) will pit you against a modified pickup truck that launches mortar missiles at you! Round 5 (right) is your greatest challenge yet, as a heavily-armed helicopter will fly in and blast you full of holes!





NAME YOUR SYSTEM AND... STEP INTO THE RING!

Get ready for the 16-MEG mayhem of **Royal Rumble**® on Super NES® and Genesis™!! Check out the all-new, pulse-pounding action of **King of the Ring**™ for NES® and Game Boy®! Tournament showdowns... special moves... Steel Cage matchups... Royal Rumbles®... and more! If you've got the guts... we've got the game!

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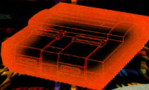


WWF WRESTLING GENESIS™!!

AKkaim
entertainment, inc.
ARENA™ FLYING ROBE™
Lyn

OFFICIAL
WWF
ENTERTAINMENT
FEDERATION
LICENSED PRODUCT





The Ren & Stimpy Show

Ren & Stimpy now have their own Super NES game. Ren & Stimpy: Veediots has you entering all your favorite TV episodes. Play through levels like the disgusting inside of Stimpy's mouth or the rigorous boot camp.

Primarily, you will control Ren, but sometimes Stimpy will be your character, too.

THQ has done an excellent job in recreating the humor of the show. The art is nearly identical. The artist couldn't even keep within the lines! This is a game that will keep Ren & Stimpy fans smiling. Happy, Happy! Joy, Joy!



FACT FILE REN & STIMPY: VEEDIOTS

MANUFACTURER	# OF PLAYERS
THQ	1
DIFFICULTY	AVAILABLE
HARD	OCTOBER
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	16
THEME	% COMPLETE
ACTION	100%

LEVEL ONE: THE BOY WHO CRIED RAT!



To finish the first level, Ren—dressed as a mouse—must evade his friend Stimpy. Stimpy has all sorts of tricks to use. Eventually, you'll wind up inside of Stimpy's mouth. Can you defeat the Beaver Boss and escape?

CYTHEMAS!!



THE GOOD

The humor of the Ren & Stimpy Show is well preserved with the comical antics.

THE BAD

The sluggish control and awkward feel really detract from some of the fun.

THE UGLY

The inside of Stimpy's disgusting mouth, complete with bad breath.



Explore Stimpy's ever-rotting mouth. Watch out for teeth and beavers!



LEVEL TWO: IN THE ARMY



Ren and Stimpy have foolishly joined the army, and their commanding officer is out to get them. On this level you play as Ren. To get through, you must avoid your sergeant, dodge grenades and even a storm of deadly watermelons. Powdered Toast Man will make an appearance. Joy!



Even in the army you'll find some old friends—and some real bad guys.

Licensed by Sega Enterprises Limited for play on the Sega Genesis

THE ORIGINAL *Micro Machines* SCALE MINIATURES

**The ultimate
challenge
has arrived**

"Racing miniature boats, cars and choppers over sand pits, snooker tables and breakfast mats! It may sound weird but it's hellish addictive! Dodge orange juice stains, jump over playing cards into snooker pockets - simply brilliant!"
N-FORCE

**"Arguably
the best
race game
ever written"**

Neil West, 92%
Mega magazine

**U.K.
NUMBER ONE
BEST SELLER!**

**"Will keep
even the most
hardcore
gamers
hooked"**
VideoGames magazine

**"Edge of
your seat,
blistering
micro car
action!"**
GamePlayers magazine

**93%
PERCENT**
**"Probably
the most
playable
game I've ever
seen on the
[Genesis]"**
Games Master
magazine



**IF YOU DON'T GET IT,
WHAT ARE YOU
PLAYING AT?**

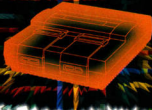


Licensed by Sega Enterprises for play on the Sega Game Gear

Codemasters

For further information, write to: CODEMASTERS U.S.A., Inc., 1405 First, 10 Park Avenue, NEW YORK, NY 10016

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PART 1 - SIDE SCROLLING

The lost path is where you will start your adventure. Watch your timing—jumping from platform to platform gets a little tricky. Pick up icons that pop up from the ground as you run through the level.



PART 2 - BIRD'S EYE VIEW

Intense overhead action is next on the agenda. Watch where you step—those blue circles will spin you 'til you're dizzy. Be careful on the ice—it could slide you right into a wall of spikes!



FACT FILE

JIM POWER: THE LOST DIMENSION IN 3-D

MANUFACTURER

ELECTRO BRAIN

OF PLAYERS

1

DIFFICULTY

HARD

AVAILABLE

NOVEMBER

CARTRIDGE SIZE

8 MEG

NUMBER OF LEVELS

8

THEME

ACTION

% COMPLETE

98%

Electro Brain has got a great new cart, Jim Power: The Lost Dimension in 3-D. This cart features an awesome new form of 3-D. A pair of cardboard glasses, with one clear lens and one polarized lens, is provided. If you don't care to wear the glasses, you will see the game in a still awesome 2-D view.

Special agent Jim Power is all that stands in the way of the evil Vaprak, who is trying to destroy the last planet that blocks the passage to the fifth lost dimension. If you fail, he will destroy our world and open the gateway to let his evil kind ravage the universe. He has become much too powerful for our fleet to risk a frontal attack, so Jim Power must risk the trip alone. Armed with a lone laser and a suit with smart bombs, he will fight. Along the way are weapons left by other agents who also tried, but never returned.

THE GOOD

The intense scrolling coupled with the 3-D glasses make this game really awesome to watch.

THE BAD

Hey! What's with this one-hit and you're dead crap? It makes a hard game almost impossible!

THE UGLY

All the enemies are pretty ugly, but the worst is the first mid-level Boss. He's got a mug you love to hate.

JIM POWER

THE LOST DIMENSION IN 3-D



Be sure to blast the brains out of this biggest, bad bonehead Boss boy!



BOOM! There it ain't. Yes sir, I love them nasty smart bombs and so do kids!

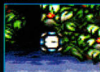
KEEP AN EYE OUT FOR THESE AWESOME ICONS!



Short term invincibility!



Adds one more smart bomb.



Extended game time.



Gives one more guy.

HE'S BACK!

Splatterhouse 3 for the Sega Genesis is the kind of game rating systems were invented for. Check out the screen shots and see for yourself.



So fun you could lose your head over it!



Get your kicks!



Pow! Right in the kisser!



You've gotta have guts!

- 16 megs of gruesome graphics!
- Deadly New Weapons!
- 6 levels of monster bashing mayhem!
- Killer special moves!
- Non-linear game play!
- Multiple endings!
- Password support!



Don't get all choked up!



Wear a mask and pack a powerful punch.



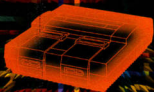
Walk on the wild side!

Warning: This game contains scenes of graphic violence that may not be suitable for younger players.



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namco



Lufia

© The Fortress of Doom

FACT FILE

LUFIA

MANUFACTURER

TAITO

OF PLAYERS

1

DIFFICULTY

MODERATE

AVAILABLE

DECEMBER

CARTRIDGE SIZE

12 MB

NUMBER OF LEVELS

N/A

THEME

RPG

% COMPLETE

90%

THE GOOD

Excellent sound, tons of different enemies, awesome fighting skills, magical, l-o-n-g quest, cool story.

THE BAD

Your attacks don't default to the next enemy species when one is killed off.

THE UGLY

Yourself with bloodshot eyes. Look forward to little sleep with this role-playing game.

A long time ago, four brave warriors clashed against the strongest forces of evil the world has ever known. Each of the evil beings, known as "Sinistrals," possessed the powers of Chaos, Destruction, Terror, and Death. The battle was hard-fought. It seemed our heroes would not survive the powerful magic of the "Sinistrals." With their last ounce of energy, they defeated these beings of darkness. For almost 100 years peace existed, until monsters started appearing again.

Now take on the role of a young boy who is a descendant of one of the legendary soldiers of long ago. Find out the mysteries of the past as you talk to the villagers. Travel the vast country and gather up the fiercest of warriors and bring peace back to the land in this most epic RPG.

IN THE BEGINNING...

Heroes of the past

MAXIM

GUY

SELAN

ARTEA

The game opens with four legendary heroes battling the four evils of the past. The adventure really begins...

The four evil Sinistrals

GADES

AMON

ERIM

DAOS

90 YEARS LATER...

Heroes to fight the new evil

THE HERO

A brave descendant of Maxim who will fight all evil.

LUFIA

Childhood friend of the hero. They are inseparable.

ACURO

Captain of the Lorbenian army who joins your cause.

JERIN

Half-human, half-elf, she has outstanding magic abilities.

A few monsters to combat

GOBLIN

ROOZARD

ZOMBIE

BEETLE

MIMICK

ORC

FIGHT

CARGOYLE

RED MAGI

BANG

BOLT

DEW

FROST

SPARK

Learn some

magic spells

Gain experience and you will be able to cast magic spells.

Lufia

& The Fortress of Doom

Talk to the townspeople and learn about the troubles that have been plaguing the town.



Traverse the outskirts of town in search of treasures while defeating the monsters that lurk about.

Use your fighting and magic skills here.



MUNCHIES!

It's Pac-Man's dream come true: more ghosts to gobble! Video game super star Pac-Man is on the Super Nintendo

Entertainment System in a hot new game:



The object of the game is to line up

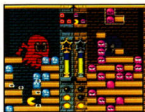
blocks in a row. Sounds simple, but those meddling ghosts are at it again getting in your

way. Never fear, Pac will save the day!

- Three modes of play:
 - One player!
 - Two player head-to-head munch fest!
 - 100 level puzzle game!

- Smoking sound track!

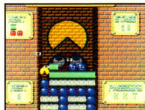
- Cool graphics



Go Head-to-Head with friend
in 2-player mode!



Line 'em up!
Chow 'em
down!



Wrack your brain with the
puzzle mode!



Munch Fest!

Warning:
Pac-Attack is highly addictive.

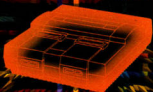


SUPER NINTENDO
ENTERTAINMENT SYSTEM



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namco



LENNUS, A PLANET OF ADVENTURE!



The hometown of the Guud is where you can find weapons, spells, and help!



IN THE BEGINNING...



A harmless village at first, but in it lies an evil waiting for some unsuspecting student to awaken it—namely you!



Chezni climbs the tower to activate a mysterious switch, releasing a deadly force



Fritz's home will be attacked by goblins!



The caves are swelling with nasty creatures!



Winding paths will lead to more trouble for our hero!

Those of you who have been patiently waiting for another RPG, get ready for this one! Originally titled Lennus, this cart casts you as Chezni, an incredibly gifted student of magic who accidentally creates disaster by taking a dare from a fellow student to climb the city tower to

PALADIN'S QUEST

see what is at the top. By completing the dare, you have released a being that is capable of destroying the entire planet of Lennus! Journey through vast lands and learn the secrets of the planet, while having loads of fun laughing at the silly mistakes and other goofy antics throughout the adventure!



PALADIN'S QUEST

© 1990 NINTENDO

FACT FILE

PALADIN'S QUEST

MANUFACTURER	# OF PLAYERS
ENIX	1
DIFFICULTY	AVAILABLE
MODERATE	NOVEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
12 MEG	N/A
THEME	% COMPLETE
RPG	100%

What do you have on your side?

THE GOOD

An RPG that has a slight sense of humor, having you guide an honor sorcery student on misadventures!

THE BAD

If anything, the rather pastel-like graphics tend to get somewhat annoying after a few hours of play!

THE UGLY

The fact that this would have made a great 2-pager but the battery backup was not allowed to work!

Chezni

Duke

Fritz



Here are but a few of the characters that you can have on your side!
Learn the Magic!



Obtain runes from the spirit and you can blend them to create new spells!

***Get Knocked
Flat On
Your Grass.***

pros you'd ever need to build your team. Like "Neon" Deion Sanders, John Taylor, Michael Irvin. And many more. Unnecessary Roughness brings hard-hitting excitement of pro football to life like never before. Hair-raising hits. One-handed catches. And sensational sacks. All coming right at you in extra-large, rotoscoped player graphics.

You're down by six and Junior Seau just sacked you again. Now it's 4th and 18 with only a minute to go. Should you go long to Sterling Sharpe, or dump it in the flat to Thurman Thomas? In *Unnecessary Roughness™* it's your call. But don't worry. You've got all the NFLPA

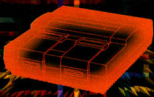
with Al Michaels' play-by-play. The Sega version also features a field that gets more torn-up with every play, while the PC version features Infinite camera views that actually put you down on the field. So suit up and get ready. Because this football game is as real as you can get. Without getting hit.

Available in November for the IBM and 100% compatibles. Available in December for the Sega™ Genesis™ System.

All screens shown are IBM Super VGA displays

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AL MICHAELS
THE SHOTS



MAGIC BOY

While practicing a spell, young Hewlett, a wizard's apprentice, makes a mistake. Not only does he turn his master into a blue elephant, but he also transforms all of the animals into monsters! You must capture all of the roaming monsters and get to the pachyderm that used to be your Boss, so everything can go back to normal again. Throughout the game there are eight worlds to travel to, each having eight levels to conquer. This makes your quest a difficult one to surpass, especially when monsters are out to get you. Grab your trusty magic wand and get to work!



FACT FILE MAGIC BOY

FACTURER	# OF PLAYERS
JVC	1
DIFFICULTY	AVAILABLE
MODERATE	NOVEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
4 MEG	64+
THEME	% COMPLETE
PUZZLE	100%

LEVEL 1-SAND LAND



Hewlett, the young wizard, gets an idea of what a wrong spell can do.

Enemies get progressively harder as you make your way through levels.



Dive-bombing birds don't give you much of a chance to collect needed icons.

LEVEL 3-PLASTIC ZONE



You must bounce around in order to complete this tough level.

Monsters lurk in every mirky part of this plastic molded level.



Timing a series of jumps perfectly is the only way to get out of here.

HELPFUL ICONS



Gain an extra life here.

Skip the current level.



50 point fruit bonus.

Secret bonus book.



MAGIC WEAPONS



Mega bomb power.

Fire wand down.



Fire wand up.

Triple fire wand.



LEVEL 2-WET WORLD

Just because you're in water, don't expect the action to slow down.



Be sure to grab and use every possible icon to make your swim easier.

These are some of the fastest fish that you will encounter in the Wet World.



LEVEL 4- FUTURE ZONE

Make sure that you check every nook and cranny to find hidden items.



Moving belts make it rather difficult to drudge your way to the top.

Jump quickly before these blocks vanish and Hewlett falls to his fate.





DOWNLOAD OR DIE.



**"Not since Zelda and Soul Blazer
has there been an action RPG
like Shadowrun!"**

— *DieHard Game Fan*, June 1993

**"Shadowrun is the best reason to buy
an SNES."**

— *Video Games & Computer Entertainment*, May 1993

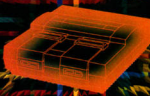
**"Shadowrun could be Super
Nintendo's best game yet.
I literally couldn't put the
controller down!"**

— *Game Informer*, May/June 1993

SUPER NINTENDO
ENTERTAINMENT SYSTEM



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FACT FILE

TOP GEAR 2

MANUFACTURER

KEMCO

OF PLAYERS

1 OR 2

DIFFICULTY

MODERATE

AVAILABLE

OCTOBER

CARTRIDGE SIZE

8 MEG

NUMBER OF LEVELS

64

THEME

RACING

% COMPLETE

100%



CHECK YOUR OPTIONS!

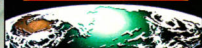


Here's the chance for you and your friend to buy different car parts.

COUNTRY SELECTION



UNITED STATES



Decide which of the 16 countries and tracks you wish to compete in.

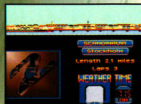
Select from a manual or auto transmission for your racing machine.



MANUAL

AUTOMATIC

WATCH THE WEATHER!



Check what the weather conditions are like before you hit the race track!



This fog really takes away visibility, but luckily doesn't affect the tire traction at all. Play it safe.

Better have some good tires in this dreaching downpour! Slow down for sharp turns.



Snow reduces visibility and makes for a very dangerous race. Try to slide into a snowbank!

Who turned out the lights? Stay alert—it can be very hard to see at night on this road!



Get ready to race, 'cause this one's for real! This game is one of the most intense driving games to ever come out. Awesome scaling and cool looking backgrounds make for a wild race. Starting with your basic car, you have to win races to earn enough money to upgrade the car. Choose different engines, transmissions, tires, body armor, and even visit the paint shop! Cover the entire globe in your search for glory. Race in many different countries and unique tracks. Varying weather conditions (like snow, fog and rain) change the feel of the tracks and reduce visibility.

HOW GOOD ARE YOU?

RACE RESULTS			
RACE	TIME	SCORE	TIME
1	1:23:45.6	1000	1:23:45.6
2	1:24:12.3	950	1:24:12.3
3	1:25:01.8	900	1:25:01.8
4	1:26:15.2	850	1:26:15.2
5	1:27:30.1	800	1:27:30.1
6	1:28:45.5	750	1:28:45.5
7	1:29:59.9	700	1:29:59.9
8	1:31:14.3	650	1:31:14.3

See how well you did in the race.

CHAMPIONSHIP TABLE	
RANK	NAME
1	Player 1
2	Player 2
3	Player 3
4	Player 4
5	Player 5
6	Player 6
7	Player 7
8	Player 8

This table shows the total status.

THE GOOD

Awesome speed and intense scaling give this game a real racing feel that is very exciting.

THE BAD

With some of the bigger engines, when you hit the nitro, it's a little hard to hold it in the corners.

THE UGLY

Better watch those curves, 'cause if you hit the barriers one too many times, your car really flips out!

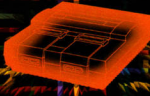
HAVOC IS SAILING
YOUR WAY SOON...
THE SEVEN SEAS WILL
NEVER BE THE SAME.



SEGA GENESIS™



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ARCUS ODYSSEY

A long time ago, an evil sorceress named Castomira lived in a land called Arcus. Castomira plotted to destroy the whole world in order to rebuild it according to her own evil design.

Only one had the power and courage to stop the evil one. A good princess named Leaty, who commanded the powers of light, brought these forces to bear against those of Castomira. The two clashed in the most powerful confrontation in all recorded ancient history. After days of fighting, Leaty was victorious and Castomira was confined to the Dark World. To seal her fate, Leaty forged a magic sword. The sword has come to be called The Power of Leaty. The weapon

has now been stolen by the followers of Castomira. It is up to these brave warriors to find the sword and restore peace to Arcus. A good action/RPG game with plenty of magic and mystery, plus a great choice of cool players.

ACT 1

Start your journey by going through the old village to reach the maze.



WARRIOR

The warrior has very short range but a powerful attack. Best all-around fighter.



MAGICIAN

This magician has a long range magic attack that's very powerful but rather slow.



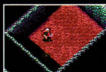
FEMALE WARRIOR

Her ball & chain attack is strong and it will spin around her, covering a wide range.



ARCHER

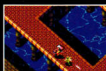
Superior speed and attack range, but she's less powerful than the other warriors.



Once in the maze, search for magic treasure chests. Also look for the prisoner who escaped—he knows the way out.

ACT 2

Find the key for the prison to let the innocent people out.



One prisoner will join you on the quest—if you let her. Another will direct you to the key to leave this maze.



FACT FILE

ARCUS ODYSSEY

MANUFACTURER	# OF PLAYERS
RENOVATION	1 or 2
DIFFICULTY	AVAILABLE
MODERATE	1st Qtr. '94
CARTRIDGE SIZE	NUMBER OF LEVELS
12 MEG	8
THEME	% COMPLETE
ADVENTURE	95%

THE GOOD

A great story line, plus this game is easy to learn and a lot of fun to play.

THE BAD

Wish the game would get a little more involved, and had more levels to fight through.

THE UGLY

Disappearing, reappearing monsters. It's either that or they breed faster than rabbits.

USE MAGIC!



Use this menu to choose the magic you collect during your journey.

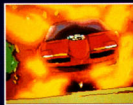
Magic like this elemental summoning will help you survive this journey.



Take a Drive Off the Deep End with Road Avenger!

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

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



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

SEGA

RENOVATION
PRODUCTS

Renovation Products, Inc.
4656 Quivernette Dr., Suite 265
Santa Cruz, CA 95064

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CHAMPIONSHIP POOL

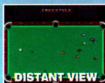


FACT FILE CHAMPIONSHIP POOL

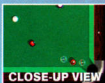
MANUFACTURER	# OF PLAYERS
MINDSCAPE	1 TO 8
DIFFICULTY	AVAILABLE
MODERATE	OCTOBER
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	N/A
THEME	% COMPLETE
SPORTS	100%

Challenge yourself against the computer or up to 8 players in this realistic pool simulation. Make your choice between four types of games including: Freestyle, Party, Tournament, and Challenge. A variety of games are at your disposal. These include Eight Ball, Nine Ball, Rotation, One Pocket, Speed Pool, and many others. Multiple viewing angles are at your disposal with the touch of a button. Zoom into the shot you want to make and use the animated aiming tool to get it in the pocket of your choice. Use the power meter for those long shots. Multiple menus will give you advice, instant replay, a juke box and more!

TOP-DOWN VIEW OF THE POOL TABLE

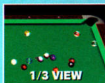


DISTANT VIEW

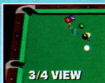


CLOSE-UP VIEW

Choose a favorite angle of the pool table from one of four different views.



1/3 VIEW



3/4 VIEW

THE GOOD

This is a great looking simulation. The views are cool and the game actually plays like the real thing.

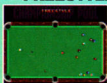
THE BAD

There are a lot of menus within other menus that might confuse the young player. It's pool, not an RPG.

THE UGLY

The four musical selections from the Juke Box sound like they came from a B movie. Just turn them off!

FREESTYLE AND PARTY



The Freestyle game has no set rules of play. Just mess around with your own trickshots and options. In the Party game, two to eight players can take turns at the table playing games like rotation and speed pool.



TOURNAMENT



In Tournament pool, there are only two game types: Eight ball and Nine ball. Choose your break type and challenge 32 contestants in five elimination matches each! Watch it! The computer is nasty!

CHALLENGE



Play up to six games in Challenge Pool. Make sure you follow all of the rules in this series of games, or your challenge will be cut short. The computer will keep your score and then rate you at the end of your series.

WELCOME TO THE JUNGLE



Lester's not a bad kid, he just seems to end up in a lot of awkward situations. This time he's been stranded on a jungle island being taken over by pirates. With your help he should be able to make it back home.

The only problem is Lester's personality. His survival instincts are a little weak. Plus, he always panics the first time he meets a new challenge.

Just don't panic along with him...



Guide Lester wisely and he might just come through in the clutch.



Who wouldn't panic at the sight of a mutant seagull?

FEATURES

8 MEG GAME PAK

20+ LEVELS

ROTOSKOPED
ANIMATION

FALL 1993

Nintendo®

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What is the name of the Konami gun included
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Correctly answer the qualifying question and
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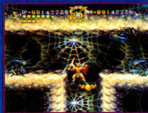
Contest Rules: All entries must be received by January 1, 1994. EGM or Konami (America) Inc. are not liable for lost or misdirected mail. One entry per person. No purchase necessary to enter. A random drawing of all eligible entries will be conducted to award the prizes, and the winners will be notified by February 1, 1994. Prizes are not transferable, divisible or incomplete entries are ineligible. All state federal taxes, if any, are the responsibility of the individual winner(s). All judges' decisions are final. All prizes will be awarded. Void where prohibited or restricted by law. All Federal, State and local laws and regulations apply. Employees of Sendai Publishing Group, Inc. or Konami (America) Inc. and their affiliates are ineligible to enter. Konami (America) Inc. and Sendai Publishing Group, Inc. reserve the right to cancel this promotion at any time with appropriate notice. Winners' names, likeness and prize information may be used by Konami (America) Inc. or Sendai Publishing Group, Inc. for any promotional or advertising purposes without further compensation. Sega™, Genesis™ and Sega CD™ are trademarks of Sega Enterprises Ltd. All rights reserved. Konami® is a registered trademark of Konami Co. Ltd. Lethal Enforcers is a trademark of Konami (America) Inc.

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2. 7 stages and over 14 new areas
3. Vivid, mind-blowing graphics
4. Intense, orchestrated music
5. Enormous, imposing enemies



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MARIO'S TIME MACHINE

• Young and old will have fun playing Mario's Time Machine. It's a real trip! Who knows, you might even learn a thing or two!

I can hear them now, "Hey, let's make an educational video game!" C'mon guys, leave it in school!



Here's Mario's portal through time. Simply program where you want Mario to go!



Check it out! Mario hangs ten! Aim for the mushrooms and then the whirlpools.



Florence, 1505—Travel back to the days of the Renaissance to help Leonardo da Vinci complete the famous *Mona Lisa*. Promptly return Leo's sketch books and you've finished the level!

Orleans, 1429—Try to locate Joan of Arc on the battlefield at Orleans. Return a shield to her that she lost so she can win the war against the English for the Dauphin. After you give her the shield, you are done with the level.



Cambridge, 1687—
Hunt around for Sir Isaac Newton. When you find him, give him the famous apple so he can discover the theory of gravitation. Once this task is completed, you may leave the level.

Philadelphia, 1776—
Thomas Jefferson has lost
the Declaration of
Independence! Mario must
recover it and return it to
Thomas Jefferson pronto!
Mario can return to his own
time upon doing this!



Vienna, 1824—Ho-boy!
Ludwig Von Beethoven has
lost his most important piece
of music yet! Find Beethoven
and return this symphony
to him so that he may
become famous! It's all up
to you, Mario!



FACT FILE

MARIO'S TIME MACHINE

MANUFACTURER	# OF PLAYERS
MINDSCAPE	1
DIFFICULTY	AVAILABLE
EASY	DECEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
N/A MEG	N/A
THEME	% COMPLETE
EDUCATIONAL	95%

GET A MAJOR

CLAY FIGHTER™

TAFFY



**ULTRA
TURBO**
5 HEAD TO HEAD
FIGHTING
ACTION

Official
Nintendo

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BEING A "HERO" AIN'T TOO SWEET!

**ULTRA
TURBO**
HEAD TO HEAD
FIGHTING
ACTION

Clay Fighter™



Where are the world's real heroes when there's a battle to be won? Whacking, punching, crushing and flying their way through a laugh-a-minute circus! They are the Clay Fighters! The outrageous clay characters that'll keep you in stitches—and those fake fighters in traction. So let Taffy, the powerful, stretchable candyman, and the rest of the gang treat you to some real smashing fun. *Outclaygeous* fighting from real heroes... ain't life sweet?

Interplay™

17922 Fitch Ave. Irvine, CA 92714



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SUGAR RUSH!

This guy's no sweet-tempered sissy. He's Taffy—a simple glob of salt-water taffy, turned into a mean-spirited ball of solid sugar. And he's ready to whack, snap and punch any other Clay Fighter that gets in his way.

The rush is on to get in on all of the hilarious fighting power of Clay Fighter. Because if you take your sweet time, you might miss all the fun!

Thank You Card

Dear wonderful parent,
Thanks for being so nice and ultra-cool and generous, and for caring enough that you don't want me playing games that have all kinds of blood and stuff. So if you want to get me Interplay's SNES game "Clay Fighter" (no blood and stuff, but lots of laughs) for the holidays, that would be O.K. with me. Did I say you were awesome, too?
Your loving kid,

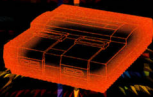


Cut here and give to parent



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FACT FILE

WE'RE BACK!

MANUFACTURER	# OF PLAYERS
HI-TECH EXP.	2
DIFFICULTY	AVAILABLE
MODERATE	NOVEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	15
THEME	% COMPLETE
ACTION	100%

BUDS TO HELP YOU OUT



ELSA: Swoops down and carries Rex off to secret areas.



VORB: Flies by and gives Rex some Brain Grain to gnaw on.



WOOG: Knocks through blocks which Rex can't get access to.



DWEEB: Runs ahead of Rex to protect him from many enemies.

MANHATTAN ZONES



In the city of Manhattan, Rex must climb buildings to get past obstacles.

THE SUBWAY



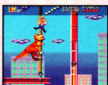
Enemies now try to shoot you. Don't get hit by the train or it's over.

CRANE BOSS



Avoid the metal jaws that try to decapitate you. Jump on the eye to destroy it for good.

CONSTRUCTION ZONE



Timing is the key to this level, just one wrong move and you're dino bits.

ICON TO AVOID

BRAIN DRAIN



This nasty icon will drain Rex's life meter.

HELPFUL ICONS

DINO EGG



Earn 100 points.

BRAIN GRAIN

Increase your status.



I-UP



Gain an extra life.

FOOD

Fills up the life meter.



PARADE ZONES



Rex must take advantage of the balloons to make his way to the end of these stages.

BALLOON BOSS



Professor Screw Eyes is sure full of hot air. To pop his bubble, jump on his head.

We're Back!

THE GOOD

Having your friends help you out in tight situations really helps Rex out on his quest.

THE BAD

Being a T-Rex you'd think you could munch on dudes. Wrong! Instead you throw like a limp-wristed girl.

THE UGLY

It's one thing to fight enemies that are fat, but they could at least buy shirts that fit.

Rex was once your average dinosaur with an attitude and temper. Until one day, an inventor from the future decided to test market a new product; giving Rex and his friends Brian Gain, which makes them smarter and able to have a cool attitude. And with the help of time travel by Captain New Eyes, the inventor that was able to make this all happen, Rex is able to exist in the future. But sure enough, New Eyes' evil brother, Professor Screw Eyes, has some other plans for Rex and his friends. Screw Eyes wants to make Rex and his buds dumb and angry again, with his Brain Drain formula, and turn

them into a prehistoric circus attraction. Screw Eyes has kidnapped Rex's first friends, Louie and Cecilia, to try to lure him in. Now it is up to Rex and his buds to save them by going through various areas in the city to defeat Professor Screw Eyes once and for all. So move over Barney—Rex the Dinosaur is in town. He is going to teach Professor Screw Eyes a real lesson or two.

THE BATTLE TO SURVIVE JUST GOT UGLY!



Two titans of terror are about to square off in the most fearsome fighting the galaxy has ever seen!



As a Predator Warrior, you'll battle dozens of deadly, double-jawed Alien

beasts bent on your annihilation. But you're ready. A cloaking device makes you instantly invisible. You're armed to the teeth with spears, lasers, wrist-blades and killer kick-boxing maneuvers -

Weapons you'll need to survive ten treacherous levels of claw-to-claw combat.



Overcome swarms of Alien drones, warriors, chestbusters and face-huggers and



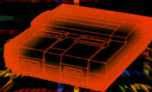
you still face your ultimate challenge: a monstrous battle with the Alien Queen! Alien vs Predator, now face to

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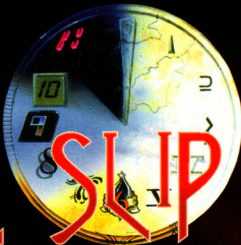
ACTIVISION

ALIEN VS PREDATOR IS AVAILABLE FOR YOUR GAME BOY AND SUPER NES. TO ORDER: SEE YOUR LOCAL RETAILER OR CALL 1-800-477-3650.

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TIME SLIP



FACT FILE

TIME SLIP

MANUFACTURER	# OF PLAYERS
VIC TOKAI	1
DIFFICULTY	AVAILABLE
MODERATE	NOVEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
8	6
THEME	% COMPLETE
ACTION	90%

RUNNING AND JET-BIKE WEAPONS AND ITEMS



BUBBLE BURSTER
Releases 5 bursts.



TIME BOMB
Slows time down.



GRENADE
Lob this weapon to either side.



SHIELD
Temporary protection from harm.



TIME CRYSTAL
Adds to your suit.



BATTERY POWER
Increases the meter.



3-WAY FIRE
Powerful bike icon.



BATTERY HEALTH
Bike bullet increase.



SMART BOMB
Blow up everything.

THE GOOD

The game plays pretty well. After a few minutes, you can get used to how the game plays.

THE BAD

The graphics aren't anything to cheer about and the concept is old and overused. Let's get original.

THE UGLY

That second Boss is one ugly dragon! His bad breath could even set the rocks on fire!

Astronomers of Tirmat find a dangerous temporal rift that is growing directly in the path of their planet. To survive, they plan to take over Earth by going back in time—to eras where the Earth's weapons are too weak to defeat them. Earth has one man left to go against the Tirmatian force. He must face them alone.

In this game, you can power-up your normal gun four times over and shoot in five directions. Destroy canisters along the way that hold vital items such as shields, time crystals, and bubble bursters. Avoid enemies from different time periods and use your skills to ride a speeder bike through treacherous areas.

FIRST AREA - THE FOREST



SECOND AREA -
The dark caves hold annoying skulls and hidden lava golems that spring from rocks.



THIRD AREA -
Swinging maces, spiked, falling blocks, and deadly cannons fill this area with danger!



SPEEDER BIKE -
In the Cretaceous Era, avoid creatures from the past. Follow the arrows.

A SNEAK PEEK OF WHAT'S TO COME!



T2

THE HEAVY METAL EYE OPENER ARRIVES IN DECEMBER

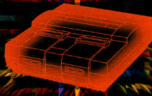
GENESIS

SUPER NINTENDO
DISC MAGNETIC CARTRIDGE

GAME GEAR

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MEGA MAN X

MEGA MAN GOES TO SUPER NINTENDO!



Yes! It's true, Mega Man is coming to the Super NES! This time the story is completely different from the NES line, but the game play is essentially the same: run, jump, and shoot the bad guys! However, there are many new movements, like jumping off walls, being able to use objects that failed enemies were once using, and much, much, more! The game is currently under development for a possible Christmas release! Stick with EGM for more information and pictures as it trickles out on this upcoming cart!

THE GOOD

Improved graphics and sound make this a must-have for all Mega Man fans!

THE BAD

Awesome looking game! Let's see more of it! Come on guys—share!

THE UGLY

Mega Man wincing in pain when he gets hit!



FACT FILE

MEGA MAN X

MANUFACTURER	# OF PLAYERS
CAPCOM	1
DIFFICULTY	AVAILABLE
MODERATE	DECEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
12 MEG	8+
THEME	% COMPLETE
ACTION	50%

EGM X-TRA DARE TO COMPARE

A LOOK AT OTHER FORMATS...



With any 8-Bit version going to 16-Bit, there will be improvements! Note the improvement in detail with Mega Man X for the Super NES (top) over Mega Man IV for the NES (below)! What a difference!



NO RUSH?

Will Rush be in Mega Man X? Maybe, however there is an Options screen when you hit the START button! It shows the number of lives you have left and other such vitally important statistics!



HIGHWAYS & CAVERNS:

This level involves running along the high-rise freeway (above), jumping over crumbling concrete and watching for enemies—especially large flying ones! Jump on a mine cart (below) and speed through an underground cavern! Check out the baddie with the Pick—doesn't he look familiar?



FROM THE DIARY OF DR. SMITH DATE: LATE 21ST CENTURY

SUBJECT: Archeological dig conducted by Dr. Smith.
SUMMARY: I have found a strange underground lab that at one point belonged to a man named Dr. Light. I have found a strange capsule which contains Smith's greatest achievement, a robotic human simply named "X." I will free this creation from its capsule.

DATE: A FEW DAYS LATER

SUMMARY: I have used Dr. Light's notes on X to create a new series of robots called Reploids that can think for themselves. Things are going well. The public loves them and we have perfected their mass production. The assembly lines are rolling day and night. It seems to be a huge success...

DATE: YEARS LATER

SUMMARY: Reploids are completely integrated into society and are part of everyday life. However, occasionally Reploids go maverick and must be terminated. This has happened so often we had to specially design some Reploids to deal with such problems. They are called Maverick Hunters, and exist solely as terminators of renegade Reploids.

DATE: SOME YEARS LATER

SUMMARY: Something terrible has happened! The greatest of the Maverick Hunters (a Reploid named Sigma) has decided humans are inferior and must be destroyed. Sigma has recruited other Maverick Hunters and started an uprising by declaring war on the humans. Our only hope is the original Reploid X, who has joined forces with Zero, the only remaining Maverick Hunter not under Sigma's influence. Time is running out...

THE BATTLE RAGES ON EVERYWHERE: BY LAND, SEA AND... AIR?

That's right—now you can be on a level fighting field where you can use the enemies' weapons against them! Battle hand-to-hand with giant robots you completely control!



You're under the sea now, but don't expect to find any friendlies down here! Hitch a ride on some undersea life if you can! Also keep an eye out for spikes on the sea's floor!

The old "charge trick" of holding down the button for a huge laser blast will also work here! This menacing submarine is searching for a target! Stay out of his sights!



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'LUFIA' The Sinistrals, four masters of Doom, arrived in this land on their floating island 100 years ago. You begin your long and difficult quest by traveling through time to join in a tremendous battle against them. **\$54**

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"WORLD HEROES" Well known warriors travel through the globe and through time as they pit themselves against each other. Battle in a death match with electric fences or against another player. 16 MEGS of arcade action. **\$64**

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TURBO GRAFIX

Heroes Super CD

GAME GEAR

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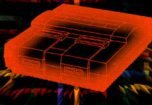
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se a 5th game free from

GENESIS

SNESed October

NOV EGM 1



PINK PANTHER PINK GOES TO HOLLYWOOD

FACT FILE PINK GOES TO HOLLYWOOD

MANUFACTURER

TECMAGIK

OF PLAYERS

1

DIFFICULTY

MODERATE

AVAILABLE

NOVEMBER

CARTRIDGE SIZE

8 MB

NUMBER OF LEVELS

12

THEME

ACTION

% COMPLETE

100%

THE GOOD

The graphics are cute and well done. The music is phenomenal for each and every stage.

THE BAD

The control needs some work. You are too vulnerable to hits from objects that are off the screen.

THE UGLY

What's in that pink spray can? Bug spray? How that can ward off bones and lightning bolts is beyond me!

The Pink Panther is always getting himself into trouble. This time, he has wandered into a movie studio in Hollywood and is lost within the scenery! Besides avoiding Inspector Clouseau, he must also go through a maze of levels with different enemies and music within every stage. In each scene, Pink has a hat that goes along with the movie set he is currently in. This acts as protection from one hit. Once you lose it, you will be vulnerable to damage. Along the way, you will find Tricks and Toll cards. When you pick up a Trick, you can use it to attack or freeze your foes. For example: Pick up a Trick and turn it into a fly swatter. It will attack your enemies for you temporarily. Toll cards have different symbols on them, indicating how it will help you. Just drop the card in the toll box and it will help you on your way!



REFRIGERATOR

Go through the ice machine in the refrigerator. Watch for flying olives and bottle caps. For the Stuffing

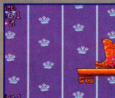
Battle, enter through the turkey. Watch for stuffing balls, various vegetables and bones that try to stop you.



PINKINHOOD

Enter through the book on this high shelf. Jump through a maze of branches to make it into the castle.

Squirrels, archers and eagles who carry you off to another section of the level will do anything to hinder you.



PINK RANGER

The boot on this shelf at the end of Honey, I Shrunk the Pink sets our panther in a western pincer. Jump

over the cowboy boots and tumbleweeds. Ride the cart in the gold mine and survive the Sasparilla Saloon.



JUNGLE PINK

Enter through the painting to get in this stage. Memorizing maps of doors is the key to this level.

Navigate your way out of the jungle and avoid wild animals such as dinosaurs, alligators and spiders.



PINK PANTHER'S TOLL CARD ICONS



BRIDGE



STAIRS



UMBRELLA



HOOK

PINK PANTHER GOES TO HOLLYWOOD



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You'll also get info. on upcoming movie releases and have a chance to meet comic artists ready to talk and sign copies of your favorite titles! Throw in the FREE HERO SUPER TOURBOOK, filled with playing strategies and fantastic V.I.P. news on the best games in the biz, and you have a show that's just too good to pass up!

Don't miss your chance to become part of the TEAM EGM! Watch these pages for updated reports and remember that only EGM brings the best that video games have to offer you!

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AUGUST 27-29
SEPTEMBER 3-5
SEPTEMBER 10-12
SEPTEMBER 17-19
SEPTEMBER 24-26
OCTOBER 1-3
OCTOBER 8-10
OCTOBER 14-16
OCTOBER 22-24
OCTOBER 29-31
NOVEMBER 19-21

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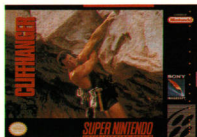


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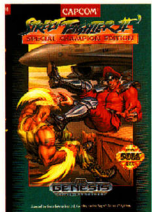
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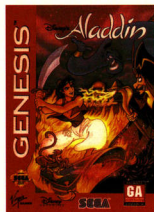
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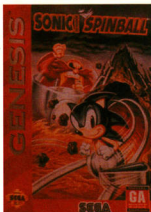
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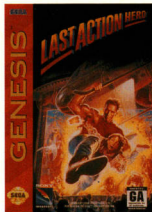
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For The Sega Genesis



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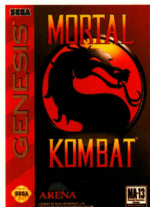


Last Action Hero
From Sony
For The Sega Genesis

For Game Gear



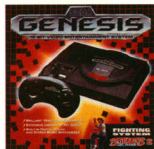
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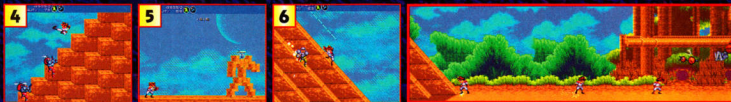
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STAGE 1: THE ANCIENT RUINS

The first part of this stage scrolls horizontally. Keep moving to the right, only stopping to pick up power-ups and other items the bird drops on the ground. 1) A tough Red Guard will meet you here and you can't continue until he is destroyed. Grab him and throw him repeatedly against the sand bag pile, then move on. 2) This Mid-Boss is a tree that drops bombs and uses a giant inchworm to help him. Keep shooting upward,



Two little guys with a lot of firepower must retrieve four precious gems that have awesome powers in this cross between Contra and Mega Man! One or two can play along as you must run, jump, shoot, and fight hand-to-hand to find the gems!

STAGE 2: UNDERGROUND MINE

Using your trusty mine cart, travel horizontally and vertically through this stage! To switch from top to bottom (or side-to-side) press jump twice rapidly! 1) Look out for soldiers and bomb vendors. 2) Strike from above and below. 3) Wait for these horizontal fences to stop, then jump over them. 4) Shoot the three sleeping guards on the train and you will move to a horizontal track. 5) The red Great Soldier will use his own troops as weapons and throw them at you! Keep shooting him and the train blows up.



STAGE 3: FLYING BATTLESHIP

1) Here you must climb upward with the scrolling. Face left and stand where the pipe meets the platform and shoot up. Clear the enemies off, then jump to the level above. 2) A flying yellow guardian soldier will attack with flying kicks—use a homing weapon if you have one. If not, grab him and throw him on the ground! 3) Shoot these generators to get icons. 4) Dispose of this Mid-Boss easily by jumping on top of its foot. When it jumps up, grab the horizontal rope, and stand on it. Point your weapon downward and blast away—it won't touch you! 5) Jump on the wing of this



FACT FILE GUNSTAR HEROES

MANUFACTURER

SEGA

OF PLAYERS

1 OR 2

DIFFICULTY

MODERATE

AVAILABLE

OCTOBER

CARTRIDGE SIZE

8 MEG

NUMBER OF LEVELS

7

THEME

ACTION

% COMPLETE

100%

GUNSTAR HEROES

THE GOOD

Excellent game and a blast with two players! Tons of icons and guns will keep all happy!

THE BAD

Not being able to do both Fixed and Free Shooting with a character.

THE UGLY

Captain Orange and his vertical "Break Wind" power on Stage 3.

TWO-PLAYER ACTION:



In this mode you can use your partner as a weapon! Just throw him like you would any other enemy, except you cause him no harm (as long as he lands on solid ground) and when thrown he destroys enemies!

moving only to avoid harm. 3) A another Red Guard will fight you here. If you have a homing weapon, first throw him upward onto the tree above. Then use your weapon and he will stay up high but never touches you. 4) Jump up the pyramid quickly, step-by-step. Don't bother with shooting enemies and getting icons here—they will only do you harm and slow you down. 5) Bravo Man is the Boss at the top! Although he is big he is easy to defeat: use homing weapons if you have any, or sliding kicks to destroy him. 6) Now you must go down the other side of the pyramid. Don't go too far up or down (off the screen), it will do you damage. Shoot the falling enemies, but jump the shots of the shooting guard who will slide down above you. 7) This is a quick horizontal run. Dodge the slow-moving arms and look out for the bee hives. 8) Pinky Roader and her mechanical robot is the Boss of this stage. Try and slip under one of the machine's legs when it walks, then shoot upward at its belly. Beware, though, it will retaliate with mace-arms that can be avoided.



6) Boss: Seven Force. This Boss will attack you in seven forms (if playing on the Hard Mode) each mode having a special method of attack! You will also battle this Boss travelling horizontally and vertically!



plane and battle the Red Great Soldier! Here he will fly around and drop bombs. Dodge the explosives and retaliate with throws or gunfire. 6) Captain Orange is the Boss here and he wants to pulverize you! He is too unpredictable to use a pattern, so try and keep your distance and keep shooting him. However, if he grabs and slams you, you will flicker—this is your chance to grab him and do the most damage you can: by throwing him off the wing! He will return, but this diminishes his vitality meter the most!

FIXED VS. FREE SHOOTING:

With Fixed Shooting you will stop moving whenever you fire your gun, and can fire in all directions from a fixed point. Free Shooting lets you shoot while you are in motion.



FREE



FIXED



Follow Enemies



Several Shots

AWESOME FIREPOWER:



Torch Baddies



Zap Enemies

You can carry two weapons at once, allowing you to obtain lethal combinations! For example, if you get a Homing and a Laser weapon, your shots will home in on an enemy and stay there as long as the FIRE button is held!

EVEN HAND-TO-HAND:



Follow Enemies



Follow Enemies

You can also fight hand-to-hand! To throw an enemy, get right on him and press FIRE. To do a ground slide, press DOWN and JUMP. This will bowl over enemies and can smash boxes!

The Fixed and Free shooters have different hand-to-hand moves. The Fixed does jump kicks, Free a dive attack!



STAGE 5: "DESTROY THEM ALL!"

This is the longest horizontal stage in the game! Soldiers will attack you from every direction! Watch the giant flying saucers that attack from above. They can be grabbed and chucked off-screen! The boxes usually contain Heart power-ups; use the slide attack to destroy them. The enemy walkers can be destroyed with a few hits.

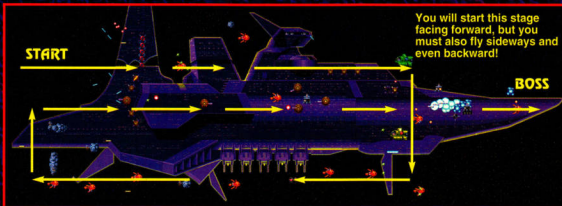


STAGE 6: THE EMPIRE'S SPACE CRAFT

Here you will take to the stars in your spaceship! If you are in Two-Player Mode (A), one person will fly the ship, the other will control the gun that circles around you! The jump button will give a quick speed thrust, and you gather icons the same as you would on other levels. There are several mounted guns on the Empire's ship and you will be attacked by enemy ships as well. You will go around the ship first, then straight toward the front (map below)!



Seven Force is the Boss again (B)! Keep your distance and keep shooting! With two players this Boss is somewhat easy to defeat!



After defeating Seven Force, you will go inside the Empire's ship for some more run-and-shoot levels! When you reach the Core, you will battle the Vortex Boss! It will strike in three stages: first as a spinning barrier, next as a snake that drops gas clouds, and finally as a giant runner that throws deadly balls!





STAGE 4: BLACK, LORD OF THE STRANGE FORTRESS

1) Quick horizontal run here. Blast the enemies, but watch for the pits—falling into them does much damage! 2-5) The second part of this stage is the dice room! Pick up the die and throw it to advance! Some of the rooms are actually helpful (like the crossed-out gun square where you can only fight hand-to-hand). Another square to look out for is the Way Back. This will take you to the Start, but you will pass the squares you've already completed! 7) Black is the Boss, and he attacks with a two-legged walker. His method of attack is determined when he rolls his dice (for example, a two means he will use a flame attack). Keep your distance and blast away!



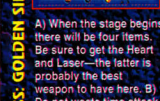
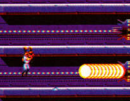
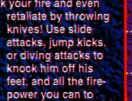
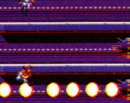
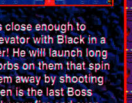
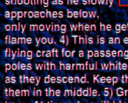
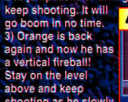
BOSS: GREAT SOLDIER

Now it's time to finally fight the Great Soldier! First he will fly around the screen, dropping bombs and charging you. Then he will take you on, hand-to-hand with extending limbs and fireballs he fires from his trusty pistol!



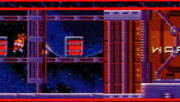
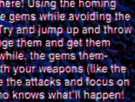
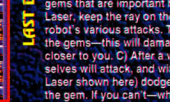
STAGE 7: THROUGH THE VIEWPLATE

This is the last stage, and all your enemies are watching you on a video screen! Watch them exit the room one at a time to fight you! 1) Here you will be opposed by a giant two-legged galling gun! Duck for cover and keep shooting it; however, keep a good distance, its guns may suddenly turn on you at an angle! When it is destroyed, the driver will come at you holding the gun. He is simple to defeat: duck and shoot and he will be gone in no time! 2) Pinky returns! Here with a giant mechanized crab! It will first charge you with its huge claw—Use jump kicks or diving attacks to get over it! After a few of these it will begin shooting bubbles: get on the far opposite side from it and keep shooting. It will go boom in no time. 3) Orange is back again and now he has a vertical fireball! Stay on the level above and keep shooting as he slowly approaches below, only moving when he gets close enough to flame you. 4) This is an elevator with Black in a flying craft for a passenger! He will launch long poles with harmful white orbs on them that spin as they descend. Keep them away by shooting them in the middle. 5) Green is the last Boss here. At times he will block your fire and even retaliate by throwing knives! Use slide attacks, jump kicks, or diving attacks to knock him off his feet, and all the fire-power you can to destroy him!



LAST BOSS: GOLDEN SILVER

A) When the stage begins there will be four items. Be sure to get the Heart and Laser—the latter is probably the best weapon to have here. B) Do not waste time attacking the robot—it is the gems that are important here! Using the homing Laser, keep the ray on the gems while avoiding the robot's various attacks. Try and jump up and throw the gems—this will damage them and get them closer to you. C) After a while, the gems themselves will attack, and with your weapons (like the Laser shown here) dodge the attacks and focus on the gem. If you can't—who knows what'll happen!



In the year 2225, the Eternal Champion is an entity that maintains the balance between good and evil. Embodying the skills of all the fighting styles, it uses its skill to keep things in check. When it finds itself dying, he searches through time

to find the best fighter to take over his position as Eternal Champion.

As in our previous issue, the EGM staff reveals three more of the deadliest fighters of all time. Their fighting skills and biographies are profiled below. Look for more pics and info on this hot fighter!

ETERNAL CHAMPIONS

SLASH

**FIGHTING
STYLE**

**Pain
TIME PERIOD**
699 B.C.

OCCUPATION
Early Man Hunter



BIOGRAPHY

Slash was always advanced. He was the greatest hunter and the best fighter of his generation. His skills didn't just come from his great strength, but from the emergence of an early intelligence. Slash used this instinct and knowledge in his fighting, which meant he could out-think most of his opponents.



JETTA MAXX

**FIGHTING TIME
STYLE PERIOD**
Savate 1899 A.D.

OCCUPATION
Circus Acrobat



BIOGRAPHY

Jetta was always a rebel. As a youth she changed her given name to Jetta Maxx to sound more like a performer. Born in Russia and cousin to Czar Nicholas II, she toured the world performing in an international circus. During her travels, including visits to France and Indonesia, she learned gymnastics and martial arts.



JONATHAN BLADE

**FIGHTING
STYLE**

**Kenpo
TIME PERIOD**
2030 A.D.

OCCUPATION
Bounty Hunter



BIOGRAPHY

Born in Syria and raised in Africa, Blade was dedicated to the extreme, working in some of the meanest parts of New Chicago. He had one small problem: a bad temper. During several undercover cases, Blade was almost killed. The suspect tried to terminate him and Blade lost his patience and brutally assaulted him.



FACT FILE

ETERNAL CHAMPIONS



MANUFACTURER	# OF PLAYERS
SEGA	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	DECEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
24 MB	9+
THEME	% COMPLETE
FIGHTING	N/A

Using his lethal Kenpo style, Jonathan Blade leaps high into the air and performs one of his many, deadly air attacks.

Feast your eyes on the exclusive picture to the right. Here he uses his lightning double heel kick that attacks from an angle. Look out for this maneuver.



One of the most beautiful fighters in the game is Jetta Maxx! A former circus acrobat (isn't she pretty kiddies? YES!) she is no novice when it comes to agility and precision attacks! Here she is kicking Slash with one of her many aerial attacks! Slash recoils in pain and prepares his next move against this formidable feminine foe!



Jetta Maxx now takes on another foe named Jonathan Blade. As a former bounty hunter, Blade is no stranger to pacifying foes to bring them in for a monetary reward. However, pacifying Maxx is not the priority here—winning is! Note the beautiful setting sun through the unbroken windows in the desert background. It is extremely panoramic!

STAY TUNED TO EGM FOR MORE INFO AND PICTURES ON THIS HOT FIGHTING GAME!

The gaming gurus at EGM and Sega have joined together to bring you this second part of an exclusive feature on Sega's incredible 24-Bit head-to-head fighting game. In this issue and in the previous one, we previewed three of the awesome fighters in Eternal Champions. Through a special arrangement we have gained rights to the last three as well. This huge action-packed fighting game is sure to be a top seller as Sega's debut in the fighting game market.

Each character has moves and combos that they use to compete for the title of Eternal Champion. With the large cart size and tons of hype this is sure to be a top-notch fight cart. Can this game knock the all-time champ Street Fighter off its high horse when this game comes out in December?



With volcanic eruptions surrounding them, Slash and Blade go hand-to-hand, perilously battling over the lake of deadly lava! Blade blocks Slash's merciless charge as Slash forces him into a corner! Watch as the smoke fills the sky and carnage fills the screen!

SEVERAL STAGES: Waist-deep in the water, Jetta Maxx prepares herself for Slash's flying kick! There are several areas to fight in, some involving interactive elements (like water here)! Note the domed city in the background, fully animated with reflections on the dome lid!





THE GOOD

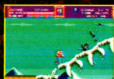
Cool! Castlevania is branching out onto all systems with its wonderful game play and graphics.

THE BAD

Hopefully, the wonderful game play and graphics will be added to this cart when done!

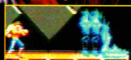
THE UGLY

The super whip and special weapons are greatly animated, but the game still needs work.



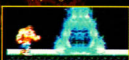
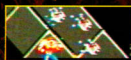
Normal Axe

H. Holy Water



Super Axe

S. Holy Water



Johnny Morris

Born: Dec 12, 1895
Texas, USA

Weapon: Vamp Killer



FACT FILE

CASTLEVANIA: BLOODLINES

MANUFACTURER

KONAMI

OF PLAYERS

1

DIFFICULTY

MODERATE

AVAILABLE

1st Qtr. '94

CARTRIDGE SIZE

N/A MEG

NUMBER OF LEVELS

N/A

THEME

ACTION

% COMPLETE

50%

Eric Lecarde

Born: May 3, 1892
Segobia, Spain

Weapon: Alcarde Sp.



Castlevania is ready to enter the Sega lineup of titles! This time around, the descendant of Simon Belmont,

named Johnny Morris, teams up with his spear-wielding friend Eric Lecarde, to rid the world of the possible curse of Dracula once again! The villain this time is a noble lady who gathered all the evils over the world and is going to start a ritual that will revive the Count into this world, and you must be able to stop his forthcoming or the world will see doom and disaster once again!

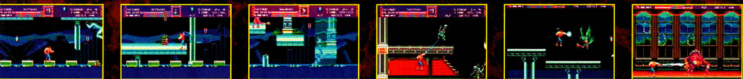
This version of Castlevania will have a much more dark and foreboding tone to it, giving a much more horrific presence to the game. Also, there is plenty of gore to feast your eyes upon, everything from drip-

ping blood from the ceiling to dead bodies being gnawed on by birds and flies. Also, you can power-up your weapon four times as well as increase the power of your special weapons via spheres of energy. The specials can be boosted up to two times their normal power.

Be warned, these screen shots are only preliminary, and still have a lot of tweaking and backgrounds still to be dropped

in. So, hopefully, these additions will be made so that this title may become the best and bloodiest Castlevania to date! So, even though your whip can't go limp, it still has the power to do the damage!





Enter the first level, the Ruins of Castlevania!



No, it's not a Boss, but it still looks cool when two skeletons kill a little man!



The castle is filled with zombies and other creatures!



You can travel under the castle and fight the ever popular fish men!



The Rocket Knight reflection effect is used to enhance the feel of this level!



Watch your step on these structures, they can easily kill you!



These levels rise and sink into and out of the waters of death below!



Boss 1 is a totally animated warrior. You'll need to lob its arms off to kill it.



Two Big Bad Bosses!



This Mid-Boss shrieks to shatter the windows and tries to breathe fire on you!



Huge objects are able to be broken and used as stepping stones in this level.



This Golem (when standing) is taller than the screen! Knock him down to your size!

GENESIS

A great spoof of all the classic horror movies comes alive in this hot cart for the Genesis. Remember the days of the B-horror flicks? They were simple low budget films that had lots of guts and determination. This cart captures all the kooky stories and characters such as a giant baby, killer dolls, and monstrous spiders. Over 54 levels include all the popular monsters and the craziest situations you could imagine. Even if horror flicks aren't your thing, you'll scream for more *Zombies Ate My Neighbors*!

1- OR 2- PLAYER ACTION



JULIE ZEKE

CREEPY DEATH SCENES



USE THE NEW CONTROLLER FOR BETTER CONTROL



Play with either the old or new 6-button controller. The 3-button model is tougher since you must press two buttons together to perform some moves.



22 ICONS OF WEAPONS, TOOLS, POWER-UPS AND ASSORTED HOUSEHOLD ITEMS.

12 STRANGE WEAPONS AND TOOLS

BUBBLE GUN



Encase enemies

SILVER WARE



Use on Wolves

SQUIRT GUN



Regular gun

SODA POP



Use as grenades

KEY



Open doors

FIRST AID



Restore health

FOOTBALL



Toss and kill

TOMATO



Throw at Aliens

DECOYS



Divert attention

QUICK SHOES



Run faster

BAZOOKA



Shoot missiles

PLATES



Throwing discs

RED POTION



Temp. monster

RANDOM POTION



Guess what?

ARTIFACT



Deadly flash

EXTINGUISHER



Temp. freeze

PANDORA'S BOX



Flash of power

GHOST POTION



Temp. invincible

WEEDER



Cut fungi

ICE POPS



Use to kill Blobs

SKELETON KEY



Open skull door

9 SPECIAL WEAPONS AND OTHER ICONS

I-UP



An extra life

FACT FILE

ZOMBIES ATE MY NEIGHBORS



MANUFACTURER	# OF PLAYERS
KONAMI	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	OCTOBER
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	55
THEME	% COMPLETE
ACTION	95%

THE GOOD

This is a great spoof on the B horror movies. It has all the classic creatures and pokes fun at themes.

THE BAD

The graphics could be a bit better, but the only bad thing is the absence of a big chested hostess.

THE UGLY

It's pretty gruesome to see those neighbors get trashed but that Zeke guy looks like a real dork!

LOOK FOR THE SECRET BONUS LEVELS



Get the mystery box and enter the bonus stage with one guy and plenty of goodies.

HELP THE HAPLESS NEIGHBORS BEFORE THEY GET NABBED

BABY



700 PTS.

TRAMPOLINE



10 PTS.

EXPLORER



500 PTS.

SOLDIER



100 PTS.

TOURISTS



200 PTS.

BBQ GUY



5 PTS.

TEACHER



10 PTS.

DOG



500 PTS.

INNER TUBER



100 PTS.

CHEERLEADER



1000 PTS.

USE WEAPONS AND WITS!



Check all the cabinets, curtains, etc...tons of hidden items await!



Use your tools like the weeder and extinguisher to make a path.



The trampoline and water sections can lead you to other parts of the game.

L1 - ZOMBIE PANIC



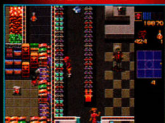
Zombies are on the loose and after your friendly neighbors.

L2 - EVENING OF THE UNDEAD



Darkness falls and the Zombies come out in force!

L3 - TERROR IN AISLE FIVE



Axe-throwing dolls and Zombies storm the mall.

L4 - CHAIN SAW HEDGEMAZE



These guys are hedge trimmers with bad attitudes!

L5 - WEIRD KIDS ON THE BLOCK



Fight your clones as you try to save the hapless neighbors.

L6 - PYRAMID OF FEAR



Secret doors abound in the ancient pyramid ruins.

L7 - DR. TONGUE'S CASTLE OF TERROR



The castle is locked tight, so you'll need plenty of keys.

L8 - TITANIC TODDLER



This steroid kid is throwing a tantrum—get out of his way!

EGM TIP #006

In some of the later levels of the game, especially the aviary in the zoo level, it's

very easy to get hit by nearly every enemy. To avoid this, when either Ren or Stimpy is about to get hit, pause the game and switch to the other character to avoid getting hurt!

SIX LANDS OF MAYHEM AWAIT!



Powdered Toast Man is your guide through six wacky levels ranging from the local neighborhood to the dog pound. Ren and Stimpy need teamwork if they're going to reassemble the Mutate-O-Matic.

THE GOOD

The game has really good graphics and the two-player simultaneous option is a blast!

THE BAD

Unfortunately when two players compete, it's often too difficult to work together as a team.

THE UGLY

Beaver Power? C'mon, the name is bad enough and the hideous picture of it in Level 6 really tops the cake!

THINGS TO LOOK FOR!

KITTY LITTER



500 PTS.

ICE CREAM



250 PTS.

MONEY BAG



1000 PTS.



250 PTS.



1000 PTS.

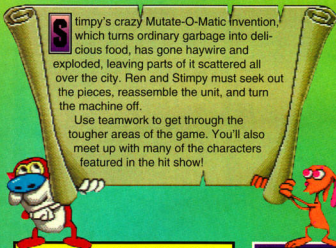


500 PTS.

POWDERED TOAST



Adds 2000 points to your total score plus adds eight life points to your life meter!



Stimp's crazy Mutate-O-Matic invention, which turns ordinary garbage into delicious food, has gone haywire and exploded, leaving parts of it scattered all over the city. Ren and Stimpy must seek out the pieces, reassemble the unit, and turn the machine off.

Use teamwork to get through the tougher areas of the game. You'll also meet up with many of the characters featured in the hit show!

REN & STIMPY

Starring In

STIMPY'S INVENTION

LOOK AT WHAT REN CAN DO!



FACT FILE

REN & STIMPY

STIMPY'S INVENTION

MANUFACTURER

SEGA

OF PLAYERS

1 OR 2

DIFFICULTY

MODERATE

AVAILABLE

DECEMBER

CARTRIDGE SIZE

8 MEG

NUMBER OF LEVELS

6

THEME

ACTION

% COMPLETE

90%

LOOK AT WHAT STIMPY CAN DO!





THE NEIGHBORHOOD

Begin the adventure with a romp through the neighborhood. Our duo will face killer pink flamingos and lawnmowers, plus even go for a blustery walk through a freezer. You'll find the Beaver Power in the freezer.



THE ZOO

The zoo is the next stop, where you'll find the Gauge. Play leap frog across many hippos' backs and visit with some friendly giraffes. To top it all off, there are also stops at the monkey house and the aviary!



THE CITY

The city streets just aren't safe any longer. Killer logs and crazed firemen run rampant through the streets while crazed dog catchers, driving big trucks, try to chase Ren and Stimpy through town on a squeaky old bike.



THE POUND

Take a journey through every animal's worst nightmare—The Pound! Face angry dog catchers swinging maces, and rabid dogs. It's not over yet, though, you'll face the relentless assault of Lump and Loaf in the ring!



THE OUTDOORS

This level isn't your typical day at the park. Ren and Stimpy must face weeping willows with eyes, floating Stimpy noses, and ferocious Kodiak Marmosets. Beware of blood-sucking mosquitoes the size of Stimpy!



IN THE MACHINE

After getting sucked through the nose of the Beaver Power, you'll begin the harrowing journey through the inner workings of the Mutate-O-Matic machine. Get to the end of this level and turn the machine off.



GENESIS



See You!



FACT FILE TREASURELAND ADVENTURE

MANUFACTURER	# OF PLAYERS
SEGA	1
AVAILABLE	DECEMBER
MODERATE	NUMBER OF LEVELS
CARTRIDGE SIZE	6
8 MEG	% COMPLETE
THEME	100%
ACTION	

Treasureland Adventure

THE GOOD

Funny McDonaldland graphics and whimsical music that will have you whistlin'.

THE BAD

Although there are many sublevels, they are a bit too short.

THE UGLY

The Pirate Captain Boss with the Mick Jagger lips.

hostilities and hardship, there are quiet, tender moments with some of McDonald's other valued "friends." Grimace, Birdie, and Hamburglar (along with the plucky, yet tenacious Fry Guys) lend Ronald much-needed moral support! Remember, Ronald must collect the red gems to give to his friends for valuable tips and advice (even though those "friends" are basically mooches). Treasureland Adventure is loads of fun!

One of the most recognized clowns from the world-famous restaurant franchise gets his own video game. Yes, it's Ronald McDonald, but this time he's out to find the pieces to a treasure map! However, some nasties stand in his way and he must use his magic dust to make his enemies die where they are standing! Yet the path isn't filled only with

STAGE 1



Magical Forest



This forest is home to many mystical creatures. There are giant trees with many of the enemies hiding within their branches.



Magical Town



STAGE 2



Head for the town on the circus train. Cargos of circus weirdos and animals will block your way from getting to the engine.



FIND A DOOR TO ENTER ONE OF THESE AREAS



Magic

Power-up your Ronald's magic casting hands.



Arches

The famous golden "M" gives extra continues.



Balloons

Lifts Ronald back up when he falls down.



Life gem

Increases or replenishes health by one.



Ronald

Receive an extra life for picking up Ronald's face.



Jewel

Give these to Ronald's friends in the game.

*Robble, robble!
Help Ronald
find the three
missing pieces
of the
map.*



FIND A DOOR TO ENTER ONE OF THESE AREAS

Item store

Buy items instead of getting them from the playing stages.

Game area

Play a Tetris-like game and match three in a row from falling blocks.



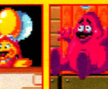
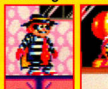
SPECIAL ABILITIES

Along with his ability to make people laugh and smile, Ronald can also cast his magic powers on his enemies. He's also very strong and can hang onto bars with his scarf using only one arm.

Hang from scarf



Cast magic dust



Hungrylar

Birdie



Grimace

FRIENDS IN NEED

For each of the stages, Ronald will meet up with some of his old pals. They will gladly help him out, if he gives them some of the jewels he has collected along the way. The Fry Guys are on the last stage.

WAYS TO GET AROUND

Balloon



Boat



Frog



Pulley



Trapeze



Water spout



STAGE 3



Magical Sea



The map is almost complete. It's off to the seas on a pirate ship. The ship is a maze of doors and passages. Which way is out?



Magical Moon



STAGE 4



Ronald and his friends crash on the moon and are stranded. They must find a way to get off. Maybe there are some friendly aliens.



HOME ALONE 2

LOST IN NEW YORK



FACT FILE

HOME ALONE 2

MANUFACTURER	# OF PLAYERS
SEGA	1
DIFFICULTY	AVAILABLE
MODERATE	DECEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
4 MEG	4
THEME	% COMPLETE
ACTION	60%

THE GOOD

The players in this game strongly resemble the actual actors. That's a scary thought!

THE BAD

This game has levels that are too long, with a lot of pointless repetition.

THE UGLY

The ear piercing, nasty 'yowl' he lets out when the bad guys grab him!

Home Alone 2: Lost in New York, is a game fashioned after the ever popular *Home Alone* movies.

You are Kevin lost again in the dangerous streets of New York while your family is away in Florida. To make things worse for our hapless hero, the two bad guys from the first game are back and they are not too thrilled to see you! Try to make your way safely across the city to the big Christmas tree.

Learn all of Kevin's moves like sliding, running, jumping and pushing. Weapons are to be collected in three pieces and assembled for use. You will also find food to keep you healthy. Be careful and remember everyone is the enemy.

LEVEL 1

Slide past the mean businessmen to get to the baggage claim.



Hitch a ride on a balloon to avoid running into security.

LEVEL 2

Work your way through the land of lost luggage to find your mother's bag.



Watch out for the man-eating luggage wandering around.

LEARN HIS MOVES!



You can push luggage and other objects together to help you reach icons that float in the air.



Use the slide technique to avoid the enemies, such as businessmen and police officers.



Use various objects in the background to help you jump to new heights. Be careful not to fall.

LEVEL 3

Run quickly through the city in order to reach the big toy store.



Take a huge jump after getting a boost from a flag pole.

BE SURE TO EAT!



Some milk and doughnuts will make you feel better. And who said pizza is not good for you?

WACKY WEAPONS

Collect pieces of weapons and assemble them for appropriate use.



Find the pieces to make a slingshot! It's a strong weapon.

Get these three icons to make an ice cream bazooka.



LEVEL 6-IN THE HOUSE



Once you get your hands on the Conqueror you'll always have a smart gameplaying companion. Because this arcade-style controller has a programmable "brain" that remembers your favorite moves. With the Conqueror you can program in your best action sequences and replay them again and again—to really rack up the scores *big time*.

The Conqueror is the newest member of the QuickShot team which includes a full line of high-quality thumb-control pads, joysticks, and arcade-style controllers.

You'll find QuickShot wherever your favorite videogame products are sold. And in the hands of value-wise gamers like you.

So check out all the Conqueror's special features below. Then check it out for yourself soon.

QuickShot Technology, Inc. A Member of Tomei Group,
47473 Seabright Drive, Fremont, CA 94538

QuickShot

It's how you play the game.

STICK WITH THE PROGRAM.

ABOUT FACE.

Conqueror's reverse function lets your hero perform the same programmed sequences, even when he's switched from one side of the screen to the other.

LIGHT SHOW.

Bright LED buttons indicate your speed, direction, and other gameplay selections.

MORE JOY.

You've gotta feel it to believe it! This smoothly rotating, 360-degree joystick will take you every which way but "lose."

PLAY IT AGAIN.

Program in and play back your winning moves. You can combine up to eight action steps in each sequence. And the Conqueror will save your program even after it's been unplugged or turned off.

AN EXTRA DEGREE OF COMFORT.

The rotating control pads swivels 270 degrees to your own best angle; the ribbed wrist-rest supports you in style.

SPEED DEMON.

Your options range from slow motion to turbo speed to independent autofire to keep all your needs covered.



FOR SNES:
Conqueror 3™
QS186

FOR SEGA GENESIS:
Conqueror 2™
QS185

TIME KILLERS



FACT FILE

TIME KILLERS

MANUFACTURER

THQ

OF PLAYERS

1 OR 2

DIFFICULTY

AVAILABLE

MODERATE

DECEMBER

CARTRIDGE SIZE

16 MB

NUMBER OF LEVELS

9

THEME

% COMPLETE

FIGHTING

80%

The finest warriors from history and future have gathered to do battle in a match to see who is the greatest fighter of all time.

This translation remains faithful to the arcade original with all the blood and gore that made it so popular. The game's graphics show, in detail, the fountains of blood spraying from the body of the opponent as their body parts fly off. There's more blood in this game than in a Freddy Krueger movie. Anybody who thinks MK is tops with gore ought to check this game out!

THE GOOD

All the pools of wet, drippy, oozy, red, blood, Blood, BLOOD spraying from every which way!

THE BAD

Try not to eat any food before playing this game.

THE UGLY

Severing the head and limbs from the torso of your opponents can be hard on a weak stomach.

CHOOSE FROM THE FOUR TIME KILLERS OF THE PAST



THUGG

Prehistoric cave-man with a club.



MUSASHI

Viking who's good with the axe.



MUSASHI

Samurai warrior with two Katanas.



WOLF

Medieval knight with a heavy sword.



DECAPITATION MOVE



DECAPITATION MOVE



DECAPITATION MOVE



DECAPITATION MOVE



SAME PLAYERS



RANCIO

Cyberpunk with a chainsaw.



MATRIX

Agile woman with a very big sword.



ORION

A futuristic, cunning soldier.



MANTAZZ

Big alien uses his razor-like hands.



TEAR OFF LIMBS

Catch'em if you can.



If you can't find this game at your favorite retailer call:
(800) 438-7794 (G1 P5VG)
to order your copy today.

Wiz n' Liz have done it now. They've lost their rabbits, man and how. They may be good magicians, amazing young and old. But that last spell they cast must have had a little mold. Their hutch full of bunnies is now empty, it seems. The rabbits are everywhere it's like a bad dream. Now for Wiz and Liz, it's a frantic affair. Racing to and fro to catch the last hare.

Join Wiz N' Liz in their frantic race to regain their wayward rabbits. Dash across the screen collecting rabbits and gaining bonus points by scooping up ingredients for spells. This one or two-player game is a fast, smooth

playing, multidimensional, non-violent adventure that keeps you going at a furious pace. Chock full of hidden levels, puzzles and bonus games Wiz N' Liz will never cease to keep your attention. Multiple sound tracks, 360 pixel/second scrolling for super smooth animation and 56 levels of colorful graphics make this search for bunnies an exciting, whimsical journey through imaginary lands.



SEGA GENESIS



Psygnosis
675 Massachusetts Ave.
Cambridge, MA 02139
(617) 497-7794

Blades of Vengeance

FACT FILE

BLADES OF VENGEANCE

MANUFACTURER

ELECTRONIC ARTS

OF PLAYERS

1 OR 2

DIFFICULTY

MODERATE

AVAILABLE

DECEMBER

CARTRIDGE SIZE

8 MEG

NUMBER OF LEVELS

8

THEME

ACTION

% COMPLETE

90%

LEVEL 1

Fight your way through the mountain of fire to reach the evil fire creature.



Use your block to ward off evil enemy attacks. Then charge them from behind!



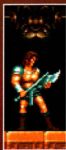
Check all over because hidden doors and treasures are everywhere.

This guy is not too happy and he won't let you go without a nasty fight!



CHOOSE YOUR HERO

Decide which hero you will take into battle. The wizard has a long distance attack to make up for his weakness. The warrior is the strongest but slowest. The female warrior is the best hero overall—she is both strong and agile.



MAGIC ICONS!

Collect valuable magic spells to help in your quest to defeat the Dark Lady!



THE GOOD

This game has a lot of cool backgrounds and enemies. It makes for a terrific but hard fight.

THE BAD

Control of this game is hard to master, and the magic is a little difficult to perform during a battle.

THE UGLY

Bosses from the first stages keep appearing in the later stages as if they don't die, they're just demoted.

LEVEL 2

Search for the tower through the catacombs. Beware the Ghost King!



Pass warriors who went and died before you, leaving only their armor behind.

Watch out! This dog is not going to let you just walk away with his loot.



At the end of this stage, face the evil king who died here! He's out for blood!

FASTER THAN A SPEEDING BULLET... NOT!

PUGGSY™



You've played these games, you know the score: First there were rapid rodents, then came the manic mammals and now we've got frantic felines. You know you've got the moves to shred the rest, it's time to add brains to your arsenal. Meet Puggsy, he's a goofy little alien with a laid back attitude all his own. But he's in a terrible jam. While catching rays on some random planet, the local bad guys scooped his spaceship. Now he's on a frenzied search through a puzzling alien world; and, as we know, extra terrestrials can't get home without their ride.

Puggsy takes you through 50 plus

levels of play, filled with secret rooms, hidden levels and "Easter eggs". With Total Object Interaction™ (TOI™) Puggsy actually uses his arms (no rodent's ever done that) to control forty different objects, solving puzzles and zapping over one hundred different alien creatures, as he waddles his way through seventeen bizarre lands. With a multitude of sound FX and

tunes, Puggsy takes you on an adventure that's endlessly entertaining.

If you can't find this game at your favorite retailer call:
(800) 438-7794 (GET PSYG)
to order your copy today.



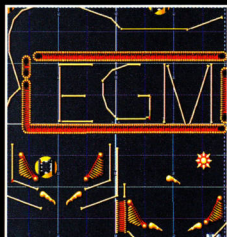
SEGA GENESIS

SEGA WELCOME TO THE NEXT LEVEL



Psygnosis
675 Massachusetts Ave.
Cambridge, MA 02139
(617) 497-7794

VIRTUAL PINBALL



Make your own original pinball game any way you like and then save it!

Electronic Arts takes you into a new realm of pinball games with Virtual Pinball. Forget anything you have ever seen in a pinball game, this one has it all. And if you feel it doesn't, you can create and design a game to your own liking and save it in the memory—up to eight in all. This one- to four-player game is an option's dream. Choose from several game levels, like Mandala, where you take control of seven sets of flippers, or Wide Plan, which is one big blueprint. Next change the board's background—from gore to bamboo, the possibilities are endless. Then change the parts, skill levels, action speed, and if that is still not enough—choose from seven types of music. E.A. left nothing out of this one!



FACT FILE VIRTUAL PINBALL

MANUFACTURER	# OF PLAYERS
ELECTRONIC ARTS	1 TO 4
DIFFICULTY	AVAILABLE
MODERATE	DECEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	N/A
THEME	% COMPLETE
ACTION	60%

PARTS TO DESIGN WITH!



THE GOOD

The fact that you can create your own pinball game the way you want to and save it is too good to be true.

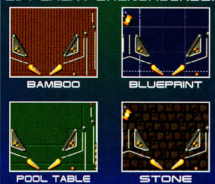
THE BAD

In some levels, there seems to be a lot of empty space, which makes the levels a bit boring.

THE UGLY

I've now seen it all—blood in a pinball game. What is this world coming to? Can't we all just get along?

DIFFERENT BACKGROUNDS!



SOME OF THE DIFFERENT SETS OF PINBALL BOARDS

GRAY WATER

This fast-moving level is sure to keep your flippers moving!



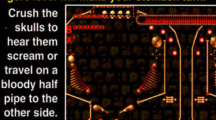
TIME WARP

Combine pool table parts to the game to give it a different overall look.



NUMB KNUCKLE

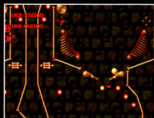
Look out Mortal Kombat, this blood and gore level will make your stomach turn.



Hit the pinball in the left-hand corner to make more pinballs come out.



Score big points by spinning the 8 ball across the table to knock in the 9 ball.

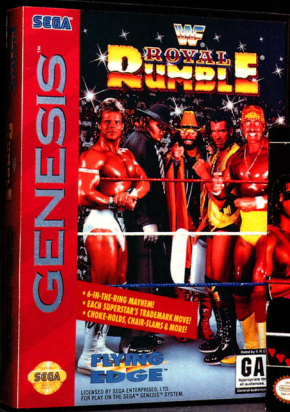


The entire game is outlined in bones and has blood coming out of the bumpers.

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KING OF THE RING™
ON GAME BOY!



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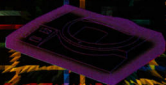
WWF ROYAL RUMBLE® FOR SUPER NES® AND GENESIS™

KAY-BEE
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Good for ROYAL RUMBLE® Game cartridge by Acclaim® for your Super Nintendo® or Sega Genesis™ systems. Use this coupon at any Kay-Bee Toy Store. One coupon per visit, coupons must be an original, no copies will be accepted. Coupons not valid with any other promotion. Offer expires 11/24/93. ®The World Wrestling Federation logo and Royal Rumble are trademarks of TriStarSports, Inc. All other distinctive character names, businesses and logos are trademarks of TriStarSports, Inc. © 1993 All rights reserved.

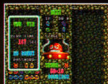
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Date of Birth _____	Coupon #9340928-EGM





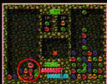
SCENARIO MODE

Robotnik's henchmen will drop refugee beans your way! Win and get a password.



1P VS. 2P MODE

Select your level of difficulty. Group your beans faster than your opponent to win.



EXERCISE MODE

Choose the difficulty and increase your intensity, speed and skill along the way.



DR. ROBOTNIK'S MEAN BEAN MACHINE



The conniving man of chaos, Dr. Robotnik plans on using his mean bean-steaming machine to turn the peaceful beans of Beanville into robot slaves to do his bidding. Utilizing his merciless minions such as Arms and Coconuts to capture the beans, you must counteract their deeds by freeing the folk from Robotnik's dungeons.

Playing the game is simple. As the beans fall into the chambers, you can press a button to rotate them in different positions. Group four or more beans together in any formation to let them escape. Three different modes of play and characters from The Adventures of Sonic the Hedgehog TV series make this puzzle game one to watch for.



FACT FILE DR. ROBOTNIK'S MEAN BEAN MACHINE

MANUFACTURER	# OF PLAYERS
SEGA	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	DECEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	13
THEME	% COMPLETE
PUZZLE	95%

THE GOOD

This is one of the best puzzle games to come out in a long time for the Genesis. It's a blast to play.

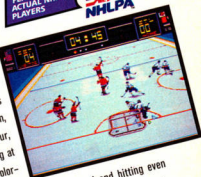
THE BAD

When playing against a computer opponent, it seems to cheat and throw a bunch of beans your way!

THE UGLY

The music sounds like you're playing a shooter in the two-player mode. Oooh...excitement. NOT!

"SCORE ON THESE GUYS, YOU'RE A HERO. MISS IT, AND YOU'RE HISTORY."



"This could give 'face-off' a whole new meaning. Because in Brett Hull Hockey, you're playing with 600 scorers, goalies and grinders from the NHLPA! Like Yermann, LaFontaine, Chelios, Essensa, Gilmour, MacSorey, Roenick and Roy. All coming at you in 16 Megabit, digitized living color—

EDIT LINES - St. Louis

LINE 1	Center	Left Wing	Right Wing	Goalie
1	C. J. HENNEY	B. ZIMMERMAN	J. BROWNE	D. GOSSETT
2	17 B. ZIMMERMAN	19 B. ZIMMERMAN	20 L. ROENICK	21 J. BROWNE

skating hard and hitting even harder. Set your lines for every game situation. Then catch all the action from my exclusive rink-side perspective. Broadcasting legend Al Michaels handles the play-by-play,

and I'll even be around to help you score against the best in the business. When the game's over, get together with me for a little one-on-one shootout. That is, if you've got anything left." Available for Super Nintendo® and Sega® Genesis®. Skate over to your favorite retailer or call 1-800-245-7744 to order.

ACCORDE
GAMES WITH PERSONALITY



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COOL ANIMATED SPACESHIP INTRODUCTION



ITEMS TO PICK UP

There are various items along the way that may be helpful to Puggsy.

	Balloon (Big)	
	Balloon (Small)	
	Beach Ball	
	Box	
	Gun	

STAGE ONE

Puggsy must trek through the coastal beaches and then further inland.



STAGE TWO

Then it's off into the deep forest as you try to get into the Redwood Keep.



FACT FILE

PUGGSY

MANUFACTURER	# OF PLAYERS
PSYBOSIS	1
DIFFICULTY	AVAILABLE
MODERATE	NOVEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	51
THEME	% COMPLETE
ACTION	90%

THE GOOD

Near perfect animation of the main character. He seems almost lifelike. Passwords save a lot of headaches.

THE BAD

Controls are a bit sluggish, but that's a minor flaw. Nothing to cry about.

THE UGLY

What the heck is this Puggsy character, anyway? He looks like an organic jackhammer!

PULL UP & OVER



UNIQUE TECHNIQUES

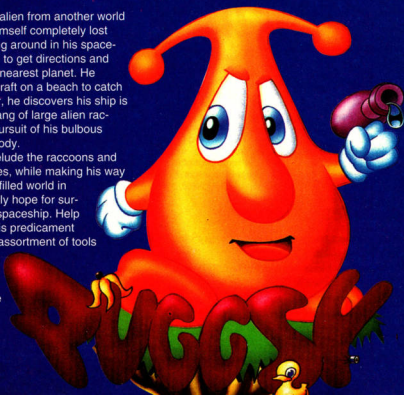
As Puggsy picks up objects, he'll be able to do useful things like pull himself onto a ledge and push objects.



PUSH OBJECTS

Puggsy is an alien from another world who finds himself completely lost while cruising around in his spaceship. He decides to get directions and pulls over to the nearest planet. He lands his spacecraft on a beach to catch some rays. Later, he discovers his ship is missing and a gang of large alien raccoons is in hot pursuit of his bulbous extraterrestrial body.

Now he must elude the raccoons and their alien buddies, while making his way across a puzzle-filled world in search for his only hope for survival, his stolen spaceship. Help Puggsy out of this predicament and find a huge assortment of tools hidden throughout the land to pass each puzzling area. There are 51 levels of increasingly tough puzzles in this alien world!



Will they
save us, Ren?

I hope so,
Stimp...your breath
is keeling me!



Up to 16 lip-smacking levels of twisted
gameplay, man! Yes, sir, I like it!



Load up on putrid power-ups like stinky socks,
band-aids, Powdered Toast... even Log™.



Bizarre graphics and voice tracks make you feel
like you're in the show. Oh, Joy!

Holy Lederhosen! Ren Hoek & Stimpy are trapped in their
own TV show...and it's up to you to bust 'em out before
they fall victim to unsightly yellow build-up—or worse!

All you have to do is help your heroes survive four of
their classic episodes—including an enchanted, yet
deesgusting journey through Stimpy's digestive system.

So don't just watch Ren & Stimpy—play Ren & Stimpy.
And don't forget your breath mints!

VEEDIOTS!

SUPER NINTENDO
ENTERTAINMENT SYSTEM



T•HQ
SOFTWARE

Coming Soon for
GAME BOY

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SONIC

CD GOES SONIC



Over 60 levels Seven zones, three levels each, each level in past, present and future time warps (that's 63, but who's counting?). Heck, we invented Sonic, but it's even hard for us to keep up with him.



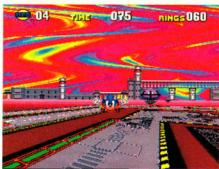
New moves, razor sharp graphics See Sonic in a vertical spin. See Sonic rev his red high tops. See Sonic grab a pole and fling his way forward. There sure is plenty to see here.



New nasty, Metal Sonic The little cretin? No, it's not Sonic on a bad hair day, it's the evil Metal Sonic. See Sonic race Metal Sonic to rescue Princess Sally.

So what happens when a Hedgehog goes CD? You get totally new adventures. Totally sharper graphics. Totally new moves. Totally Sonic CD Sound Track with QSound™. Totally incredible levels — 63 of them. Plus a totally special Special Stage. So is this all the reason you need to get into the Sega CD game system? Totally, yes.

GOES CD



Sonic spins into the screen There's awesome scaling and rotation in the bonus zones, so you can play from Sonic's point of view. You don't get dizzy easily, do you?



Cool Stereo QSound The good news is that Sonic CD has the coolest Sonic sound track ever, composed and produced by Spencer Nilsen. In QSound™ surround stereo.

WELCOMETOTHE NEXT LEVEL™

SEGA CD

Don't miss the madness - Sonic Mania Day, November 23



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STELLAR-FIRE

STELLAR-FIRE
© 1992 ELECTRONIC ARTS

FACT FILE

STELLAR-FIRE

MANUFACTURER	# OF PLAYERS
DYNAMIX	1
DIFFICULTY	AVAILABLE
MODERATE	DECEMBER
CARDRIDGE SIZE	NUMBER OF LEVELS
CD-ROM	7
THEME	% COMPLETE
SHOOTER	75%

STELLAR WEAPONS



MAIN CANNON

This is the first cannon weapon you start out with.



MAIN LASER

You must have good aim in order to use the laser.



MEGA BOMB

This bomb will destroy everything on the screen.



TWIN CANNON

Build up your main cannon for twice the power.

STELLAR ICONS



Find hidden icons throughout the level to power your ship. Each icon will help you in a special way.

OPENING LEVEL



This is the cockpit view. Keep a close eye on your ship's speed, damage status and radar.

Beware of ground and air enemies, but also be on the lookout for rotating walls in your path.



Air attacks require a lot of skill to avoid. For best results, follow them from behind.

High speed chases with land cruisers are required if you wish to stay alive.



SNAKE BOSS



For a snake, he sure moves at fast speeds. To end his terror, hit him in the tail.

In the year 2206, a cybernetically linked race, the Draxon, seeks to consume the intellectual life of the galaxy by assimilating it into their own system by attacking Earth. But there is some hope for Earth's fate. You are in command of the Stellar Force 7, a special attack force made up of the best pilots to stop and destroy the Draxon at their source, the planet Arctura. Upon entering the outer asteroid field of the Arcturan system, Stellar Force 7 encounters heavy fire from the Arctura defense system. This fierce battle causes the Stellar Force 7 to succumb to several casualties in this fight. After defeating the Arctura defense system, only you and Raela, one of your

co-pilots remain alive, to complete your mission. Suddenly, a dark shadow overtakes your ships. A huge Draxon mothership appears over the battle scene. In an instant, it fires. In a blink of an eye, Raela's ship explodes in a flash of light. You unleash your power against the Draxon as you are now alone.

THE GOOD

Intense music, sound, and graphics, that can only be done with the power of CD-ROM.

THE BAD

It's nice having a radar to see where the enemies are, but how about one so you know where *you* are.

THE UGLY

After watching an awesome flying intro, it would be nice to do some actual flying yourself.

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

HERO

ILLUSTRATED

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

The hottest new comics magazine is here! If you want the latest info on all the hot comics, artists, writers, trading cards, movies, action figures, contests with special sections on pricing and keeping your comics in the best condition, then HERO is the magazine for you! Add insider news, exclusive art and video game interviews and tips and you get a picture of what HERO is all about.

Each and every issue of HERO is filled with four-color throughout and features reviews, pictures and previews of upcoming comic books. Don't miss a single issue, because if you didn't read it in HERO ILLUSTRATED - you didn't read it at all!

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HEML1

SEGA CD



Choose your plays wisely and press onward toward the end zone to score.



Unique perspectives with heavy-duty scaling and rotation add depth!

JOE MONTANA'S NFL FOOTBALL

Tons of CD-Quality Special Effects To Dazzle The Senses!



Get ready for some serious gridiron madness Sega CD-style. It's Joe Montana's NFL Football! Where else could you get awesome game play along with lots of special effects, real sounds, and the live-action graphic capabilities of a CD-ROM?

You can pick from any of the 28 NFL teams as well as three difficulty levels.

There are even different game types such as full season, exhibition, and saved games that you can recall at your command. In addition, there are



tons of great plays that made Joe Montana a household word!

If you're into football, do yourself a favor and check this one out. Hike!

All of your favorite NFL teams are here!



Bills



Bears



Bengals



Browns



Cowboys



Broncos



Lions



Packers



Oilers



Colts



Chiefs



Raiders



Rams



Dolphins



Saints



Giants



Jets



Eagles



Cardinals



Steelers



Chargers



Seahawks



49'ers



Buccaneers



Redskins



Vikings



Falcons



Patriots

THE GOOD

Nice graphics. They're pretty cool. Also, the selection of plays, both offensive and defensive, are okay.

THE BAD

Hmm, pixel-boys running downfield really float my boat! A good game for football aficionados!

THE UGLY

If I see Joe Montana's grinning, hyena-like face on my T.V. one more time, I'll puke!

JOE MONTANA'S
NFL FOOTBALL

FACT FILE JOE MONTANA'S NFL FOOTBALL

MANUFACTURER

SEGA

OF PLAYERS

1 OR 2

DIFFICULTY

MODERATE

AVAILABLE

OCTOBER

CARTRIDGE SIZE

CD-ROM

NUMBER OF LEVELS

N/A

THEME

SPORTS

% COMPLETE

95%

Plays 'n Stats Galore!



There are a myriad of offensive and defensive plays available to you!



Team stats are compiled throughout the game. View them at the half!

BARCODE BATTLER



FIND THE WORLD'S MOST POWERFUL BARCODE AND YOU COULD WIN A TRIP TO DISNEYWORLD!

TO ENTER: Cut a barcode from any product and bring it to an **electronics boutique** store.

At the store, scan your barcode through the Barcode Battler and then add the life energy, attack and defense points on the screen to get your barcode total. If your barcode is the highest entered to date at that store, you win a Barcode Battler button and an employee will record your name, address and barcode total.

If by December 24th, 1993, yours is the highest barcode on record at the location, your name will be entered in the finals in our Search for the World's Most Powerful Barcode.

If on February 14th, 1994, your barcode is the highest of all the entries received, you will win an 8 day/7 night trip for two to Disneyworld, Florida. In the event of a tie, all entries with the highest score will be put into a drum and a single winning entry will be drawn.

No purchase necessary. To qualify for the Disneyworld Draw, you must surrender your barcode. Trip for Two to Disneyworld includes airfare from the winner's home city, accommodation for 7 nights at the Holiday Inn, Maingate East, airport transfers, seven day passes to Disneyworld, airport and accommodation taxes. Car rental, meals and items of a personal nature are not included. Winners will be required to book at least one month in advance of travel. Certain blackout dates apply.

PURCHASE A



\$500 REBATE

HERE'S HOW TO CLAIM YOUR REBATE

- 1 Purchase the Barcode Battler Card Battle System before February 28, 1994.
- 2 Cut out the proof of purchase UPC code from the box.
- 3 Mail in your UPC code, sales receipt showing the date, model/item purchased and this form to:
BARCODE BATTLER REBATE OFFER, c/o IRWIN TOY
M.P.O. Box 1466, NIAGARA FALLS, NEW YORK 14302

Your request must be postmarked on or before February 28, 1994. This offer is limited to one item per dealer, firm, one claim per person or household. Available only to residents of United States. Allow 6-8 weeks for delivery.

NAME _____
ADDRESS _____
CITY _____ STATE _____ ZIP _____

ENTER OFTEN AT
**ELECTRONICS
BOUTIQUE!**

IRWIN

SEGA CD



Shoot to kill! That's the way it is with Konami's *Lethal Enforcers* for the Sega CD. You play the part of a cop on a mission to end the crime wave that is plaguing your city.

The Sega CD really shines as you blast your way through bank robberies,



Uh-oh! You just greased a bystander! Be very careful where you're shooting!



Every time you get shot, you'll see a patch of your blood on the screen. Messy!

LETHAL ENFORCERS

hijackings and narcotics deals. Play with one or two players and practice up in the shooting range. Those bad guys are fast, so you'd better keep on your toes!

Join the ranks of the most elite police task force ever known. This arcade-conversion will leave you with an itchy trigger finger. Open fire!

SOME REALLY LETHAL LEVELS

Level 1- You'll foil a daring mid-day bank robbery. You'll then attempt to stop the robbers' getaway by taking out their cars. The Boss will shoot at you with missiles.



Level 2- Here you'll find yourself in Chinatown battling thugs in the streets. Get to the subway for more action. This level's Boss is a knife-throwing goon!



Level 4- Now you're at the airport trying to stop a hijacking. Collect new weapons. The Boss on this level is a chopper that you must hit repeatedly to destroy.



In the Practice Mode, you will get to hone your skills at the shooting range.



FACT FILE

LETHAL ENFORCERS

MANUFACTURER	# OF PLAYERS
KONAMI	1 OR 2
DIFFICULTY	AVAILABLE
AVERAGE	OCTOBER
CARTRIDGE SIZE	NUMBER OF LEVELS
CD-ROM	6
THEME	% COMPLETE
SHOOTING	95%

GET A BETTER GUN



Machine Gun



Auto Rifle



.357 Magnum



12 Gauge



Grenade Launcher



Semi-Auto.

THE GOOD

Live out your best "Dirty Harry" fantasies! Awesome for releasing pent-up pubescent frustrations!

THE BAD

Requires about as much skill to play as Chutes 'n Ladders. The killing gets old after awhile. (Really!)

THE UGLY

"You can't shoot me!" Play the game... you'll know what we mean! Love that last Boss—NOT!

• EGM READER SURVEY •

SEND TO: EGM READER SURVEY, 1920 HIGHLAND AVENUE, SUITE 283, LOMBARD, IL 60148

NAME _____
ADDRESS _____
CITY, STATE _____
ZIP CODE _____
TELEPHONE () _____

- What is your age?
a. under 8
b. 8-11
c. 12-17
d. 18-24
e. over 24
- Do you have a full or part-time job?
a. Yes
b. No
- If "Yes," what is your monthly income?
a. \$250 or less
b. \$251-\$500
c. \$501-\$1,000
d. \$1,000 or more
- Do you receive an allowance?
a. Yes
b. No
- If "Yes," how much is your allowance each month?
a. under \$10
b. \$10-\$20
c. \$21-\$25
d. \$26-\$30
e. over \$30
- Do you use a computer at home or school?
a. Yes
b. No
- Which system(s) do you own? (circle all that apply)
a. Nintendo
b. Super Nintendo
c. GameBoy
d. Sega Genesis
e. Sega CD system
f. Game Gear
g. TurboGrafx
h. Neo-Geo
i. 3DO
j. Atari Lynx
k. Atari Jaguar
l. Computer
- Which video game system do you plan to buy within the next 12 months? (circle all that apply)
a. Nintendo
b. Super Nintendo
c. GameBoy
d. Sega Genesis
e. Sega CD system
f. Game Gear
g. TurboGrafx
h. Neo-Geo
i. 3DO
j. Atari Lynx
k. Atari Jaguar
l. Computer
- What type of games do you enjoy most? (circle all that apply)
a. Action
b. Adventure
c. Role-playing
d. Strategy
e. Shooter
f. Sports
- How many video games do you own?
a. 5 and under
b. 6-10
c. 11-15
d. 16-24
e. 25-35
f. over 35
- Do you rent video games?
a. Yes
b. No
- If "Yes," do you rent with the prospect of buying the game?
a. Yes
b. No
- Would you rent a CD video game system before buying one?
a. Yes
b. No

- Which of these helps you decide which video games to buy? (circle all that apply)
a. Ads on TV
b. Magazine articles
c. Ads in magazines
d. Word of mouth/friends
e. Game rentals
f. Arcades
g. Game in store
h. Other
- Where do you buy your games? (circle all that apply)
a. Electronic store
b. Record Store
c. Video Store
d. Department/Discount Store
e. Toy Store
f. Mail order
- Other than video games, what hobbies do you have? (circle all that apply)
a. Collect Comic books
b. Collect Sports Trading cards
c. Non-Sports Trading Cards
d. Sports
e. Music
- What is your favorite brand of trading cards?
a. Upper-deck
b. Topps
c. Pro-line
d. Fleer
e. other
- What is your favorite TV station?
a. Disney
b. Nickelodeon
c. MTV
d. Fox
e. other
- What is your favorite cartoon?
a. Ren & Stimpy
b. Batman: The Animated Series
c. The Simpsons
d. None of the above
- How many times did you go to the movies in last three months?
a. 1-4
b. 5-10
c. 7-10
d. over 10
- How many movies are rented and watched at home each month?
a. 1-3
b. 4-6
c. 7-10
d. over 10
- Of these movies, how many titles do you choose for yourself?
a. 1-3
b. 4-6
c. 7-10
d. over 10
- What types of music do you listen to most?
a. Rap
b. Alternative
c. Top 40
d. Hard Rock
- Where do you buy your music?
a. Electronic store
b. Music Store
c. Department/Discount Store
d. Video Store
e. Mail order
- What type of musical equipment do you own? (circle all that apply)
a. Home CD Player
b. Personal/portable CD Player
c. Home Cassette Tape Deck
d. Personal/portable Cassette Tape Deck
e. Home Stereo
f. Car Stereo
- How many CD's do you buy each month?
a. 1-4
b. 5-10
c. 11-15
d. over 15



- How many tapes do you buy each month?
a. 1-4
b. 5-10
c. 11-15
d. over 15
- How many toys do you buy monthly?
a. 1-2
b. 3-4
c. 5-6
d. over 6
- How many soft drinks do you consume per month?
a. 1-5
b. 7-12
c. 13-15
d. over 15
- Which is your favorite soft drink?
a. Coca-Cola
b. Pepsi
c. Dr. Pepper
d. Juice
e. Snapple
f. other
- Do you chew gum regularly?
a. Yes
b. No
- What's your favorite candy?
a. Chocolate bars
b. Chewable candies
c. Hard candy
d. Suckers
- Do you or your parents choose which brand of cereal you eat?
a. I do
b. My parents do
- What is your favorite snack food?
a. Potato chips/Pretzels
b. Ice cream
c. Cakes/Pies
d. Peanuts
- What brand of jeans do you wear? (circle all that apply)
a. Levi
b. Guess
c. Bugle Boy
d. other
- What brand of athletic shoes do you wear?
a. Nike
b. Keds
c. Reebok
d. Adidas
e. Converse
f. Russell
g. LA Gear
h. other
- What kind of sporting goods do you use most?
a. Easton
b. Wilson
c. Rawlings
d. other
- Do you buy/subscribe to any of the following magazines? (circle all that apply)
a. Game Pro
b. VG
c. Game Players
d. Game Fan
e. Electronic Games
f. Nintendo Power
g. High End
h. Other
- How many people besides yourself read your copy of Electronic Gaming Monthly?
a. 1
b. 2
c. 3
d. 4
e. 5
f. 6
g. 7
h. 8 or more

Rules: All entries must be received by December 31, 1993. EGM is not liable for lost or misdirected mail. One entry per person. No purchase necessary to enter. A random drawing of all eligible entries will be conducted to award the prizes, and the winners will be notified by February 1, 1994. Prizes are not transferable. Void where prohibited or restricted by law. All Federal, State and local laws and regulations apply. Employees of Bendat Publishing Group, Inc. and their affiliates are ineligible to enter. Bendat Publishing Group, Inc. reserves the right to cancel this promotion at any time with appropriate notice. Winners' names, addresses and prize information may be used by Bendat Publishing Group, Inc. for any promotional or advertising purposes without further compensation.

SEGA CD

AH-3

THUNDERSTRIKE

S. America



Panama Canal



Eastern Europe



Central America



Choose different missions that could take you across the globe!

Awards 'n stuff!

De-Briefing

You will be given bands for completing different campaigns and also demerits.

Top Gun Points

1000	5000	10000
2000	6000	11000
3000	7000	12000
4000	8000	13000
5000	9000	14000
6000	10000	15000

If you do exceptionally well, you may win medals or a purple heart for surviving.



THE GOOD

It's not an FMV linear game! Finally, scaling is used to bring us a fantastic perspective and good control.

THE BAD

The fact that many companies aren't seeing this kind of potential and still bring FMV games out!

THE UGLY

The fact that you are given a medal of honor after wiping out the entire band of enemy trucks and tanks.

Middle East



South East Asia



South China Seas



Alaska



FACT FILE

AH-3
THUNDERSTRIKE

MANUFACTURER

JVC

OF PLAYERS

ONE

DIFFICULTY

MODERATE

AVAILABLE

NOVEMBER

CARTRIDGE SIZE

CD-ROM

NUMBER OF LEVELS

40

THEME

SIMULATION

% COMPLETE

95%

The Sega CD has been waiting a long time for this type of title! Utilizing the advanced scaling capabilities, Thunderstrike has got to be seen to be believed! The scaling effects are incredibly well done, not choppy, nor is it hard to control! You start by selecting different campaigns to embark on, each containing three to five missions. Some will have you escort convoys, others will have you destroy a special landmark, and some are the traditional blow the heck out of the enemy type! Speaking of which, there are plenty of them, with planes, helies, or ground tanks and trucks. To deal with this, you can use lock-on missiles, rockets or your basic gun. Great sound and superb game play will set the standards!



PLAY IT IF YOU DARE



Few have faced Dracula and survived. Now it's your turn! Based on Columbia Pictures' blockbuster thriller, Bram Stoker's Dracula goes straight for the jugular. Photo-realistic graphics, camera rotation, digitized scenes from the film and an awesome digital soundtrack on the CD version plunge you deep into cold, dark dungeons crawling with spiders and packs of bloodthirsty rats. On every platform you'll experience thrilling game play and battle your way through the treacherous mountains and forests of Transylvania to Castle Dracula. And just like in the movie, the evil Prince of Darkness will rise and attack — as a bat, a wolf, even an old man. But whatever form Dracula takes...make no mistake, he must be stopped!

Available for all Nintendo and Sega platforms.



ACNE, HOUSEHOLD CHORES, PAYING YOUR PHONE BILL AND NOW THIS:

Suddenly, mankind's intergalactic future is in your hands.

{Please, please, please, PRACTICE.}

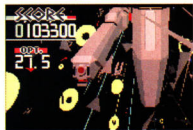
Your mission, if you accept it, is to lead a force of interstellar fighters against a lethal, computerized battle fleet in an epic struggle that spans 64 light-years. In other words, Silpheed is *the best* space shooter ever.

Of course, the galaxy's greatest game technology is on your side: Sega CD.

Which should help even things up:

(SEGA CD also makes those Grayzon battle cruisers even more awesome. Yeah, you better start practicing.

Today.)



If this picture was moving, you'd see the forward-scroll action, advanced polygon graphics, enemy battle cruisers and incredibly annoying missiles and lasers.

OBVIOUSLY THIS IS A LITTLE MORE IMPORTANT



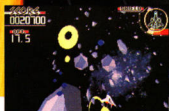
Sure, you get your Forward Beam, your Wide Beam, your Phalanx Beam. But how 'bout a Graviton Bomb? An Anti-Matter Bomb? Choose your weapons.



The CD-quality look is so realistic and three dimensional you may forget it's just a game. But then you'll remember that pile of dirty laundry.



The multi-electromagnetic intakes of the drive system give the SA-77 Silpheed craft its distinct profile. But you probably already knew that.



Only a game for Sega CD could have such cinematic graphics, or so many levels, or such vibrant sound. [Our inter-galactic enemies would be proud.]



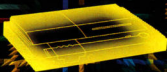
SILPHEED™

SEGA CD™

WELCOME TO THE NEXT LEVEL™

THAN FLOSSING YOUR TEETH AFTER EVERY MEAL.

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Beyond Shadowgate



FACT FILE BEYOND SHADOWGATE

MANUFACTURER	# OF PLAYERS
T.T.L.	1
DIFFICULTY	AVAILABLE
MODERATE	NOVEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
CD-ROM	N/A
THEME	% COMPLETE
RPG	95%

INTERACT WITH YOUR SURROUNDINGS!



Talk to people after you grab this.



Pick things up with this handy icon.



Use the eye for a closer inspection.



Use this menu and the hand tool to use the items you pick up on your journey.

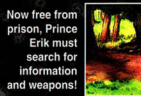
THE QUEST FOR TRUTH BEGINS!



You must find a way out of your cell. Check your items, you may be surprised.



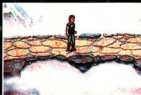
In the caves under the dungeon, the prince will see strange things. Be careful!



Now free from prison, Prince Erik must search for information and weapons!



Walk the streets of this town to get much needed information and gold.



Cross a mysterious stone bridge in order to reach the village and forest.



Off in the distance, you can see a burning village under attack by evil-doers.

THE GOOD

A really cool story combined with intense scenes and backgrounds. Very involving!

THE BAD

Come on Erik, hurry up! This guy moves slower than a turtle with arthritis!

THE UGLY

Okay, I'm in the dungeon, I do a good deed by letting a girl go free, and...WHAM! She's a dog.

Raise the magic sword in triumph, after you pull it from the ancient beast!



A magic portal to another place in the kingdom—if you can figure it out!



THE ARCADIAN



Smoke 'em with 100% Arcade Action

- ▶ ***Arcade excitement at home!***
- ▶ ***Real arcade joystick and buttons***
- ▶ ***Available for the following:***

3-Button/Turbo for SEGA™ GENESIS™
6-Button ultimate control for SEGA™ GENESIS™
DUAL™ for both SNES™ and SEGA™
6-Button control for SNES™

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- Eight foot controller cable
- Total compatibility with all SEGA GENESIS™ games and Super NES™ games for the DUAL™



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SEGA GENESIS is a registered trademark of SEGA of America



PUT A NEW SPIN

SONIC THE HEDGEHOG SPINBALL™



Vault into the Volcano Veg-O-Fortress and kick some 'Bot!



Cop the Chaos Emeralds to bust Robotnik's family jewels!



Get down...get up...get a new perspective in the 3-D Pinball Bonus Round!

**STRAP ON YOUR
POWER SNEAKERS
FOR SPINSATIONAL
NEW SONIC MOVES!**

Lever-launch through eight fresh worlds of pinball-pumping mutant mayhem as Mobius' most heroic hedgehog rolls into action against the demented Dr. Robotnik! Thousands of Sonic's friends are about to become vegged-out robots... So why are you just sitting there? Get your flippers-flapping – and start spinnin'!



Neither sleet, nor snow, nor a slime slurping Scorpius can stop him!



Pull the plug on the Lava Powerhouse for a real global warm-up!



Waste the evil Doc, save the prisoners and make Mobius free at last. Hey, piece of cake!



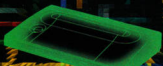
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WELCOME TO THE NEXT LEVEL.

ON YOUR GAME!



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FACT FILE FATAL FURY SPECIAL

MANUFACTURER	# OF PLAYERS
SNK	1 OR 2
DIFFICULTY	AVAILABLE
N/A	NOVEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
100+ MEG	N/A
THEME	% COMPLETE
FIGHTING	80%

The action and intensity of the first two Fatal Fury games comes to a head with Fatal Fury Special. "Special" lets players not only play as the Bosses, but it also introduces some of the older characters from the first game. Duck King, Tug Fu Ru and Geese Howard are back, plus all can be controlled by the player. They have all new background stages, and the levels from Fatal Fury 2 have been improved upon. The endings are different, plus each character has something to say before the fight, depending on who you are up against.

Fatal Fury Special plays, sounds, and looks good. A game worth getting.



MAI SHIRANUI



The background looks better. Do you see the guy surfing on a fish?



JUBEI YAMADA



The background murals have been reworked to show more detail.



BIG BEAR



The truck sign now says special. There seems to be more people around.



KIM KAPHWAN



It rains and snows on this level, while Tug Fu zooms by in a frenzied rage.



CHENG SHINZAN



The dragon ship scrolls by faster and smoother, plus has new animations.



Look at the troop of birds in the background. Strange!

ANDY BOGARD



His stage is pretty much the same as before.

TERRY BOGARD



Joe's stage hasn't changed at all. Seemingly....

JOE HIGASHI

THE NEW BOSS CHARACTERS ARE PLAYABLE!

THE GOOD

This is one of the best sequels I've ever seen. Everything is top-notch. Let's see another!

THE BAD

The price of the home version! Bring down the price and you could have one of the best systems!

THE UGLY

Seeing Tung Fu Ru shining his bald head with a cloth. Where does the cloth come out of?

Now you can play as any of the awesome boss characters, as well as Tung Fu Ru, Duck King, and the fearsome throw-boy Geese Howard. Each of these characters has a special "death move." We printed the other characters, but you must find these! Are you good enough?



This poor guy's going senile. Tung Fu Ru has forgotten many of his moves, however he has learned a few tricks to keep him alive.

TUNG FU RU



Once a goon for Geese, Duck King now enjoys himself strutting his stuff at the local clubs. He is often seen jiving to tunes, while pummeling people with his lethal break-dancing.

DUCK KING



When armed with his three-sectional staff, Billy Kane is nearly invincible. His finishing-type move has him twirling his flaming rod.

BILLY KANE



Axel Hawk is a brute if there ever was one. His fury of fists can crush nearly anything or anyone. Plus, he moves with great speed.

AXEL HAWK



A fast and daring bull fighter whose sword and cape pose a very big threat to those he fights. Lawrence Blood can be devastating.

LAWRENCE BLOOD



Thought to be dead, this evil man killed Jeff Bogard, Andy and Terry's father. He controls South Town with an iron grip. He is a very powerful character in combat.

GEESE HOWARD



A ruthless fighter in a long line of warriors. He is the epitome of speed and power. Only the best can control Krauser.

WOLFGANG KRAUSER



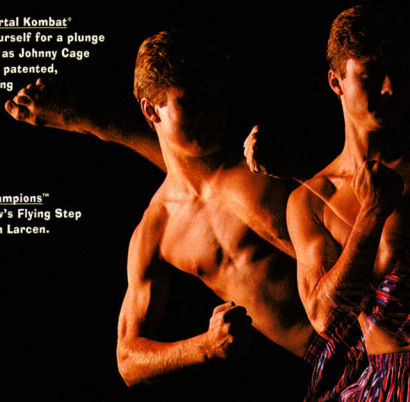
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Kick.



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Blaze flattens Galsia with
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Rearrange his brains when you hit this kick-boxing foe with a Round House.



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Capcom's Street Fighter II™:
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Ryu takes a bite out of
Sagat when you use his
Dragon Punch.



Greatest Heavyweights
This round is over
when you left jab the
big bruiser.



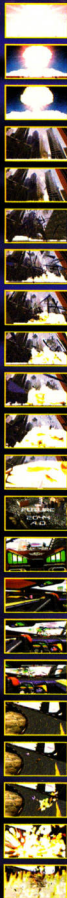
OF ACTIVATOR.™ THEN IT WILL HIT THEM.

You didn't. He's sitting over there moving his thumbs. You're in the middle of an infrared ring, punching and kicking. It'll hit him fast. You've got better moves because you're moving your whole body. He only uses two thumbs. With Eternal Champions, for example, you kick left and right and your character kicks left and right. When you punch back, your character punches back. The guy with the regular controller doesn't have a chance, unless you're completely out of shape. It's not exactly a fair fight, but who cares about being fair?

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H E N E X T L E V E L

How it all started...



PICK YOUR RACER: THE FIRST SIX

Each racer has his or her own strengths and/or weaknesses!



You can even check the statistics of each race! Each track also has a racer who is the current champion!

CRASH COURSE SUMMARY				
RACER	TIME	POINTS	WEAPONS	STATUS
1. JASON CRASH	00:01:00	100	100	WIN
2. CRASH	00:01:05	95	95	LOSE
3. CRASH	00:01:10	90	90	LOSE
4. CRASH	00:01:15	85	85	LOSE
5. CRASH	00:01:20	80	80	LOSE
6. CRASH	00:01:25	75	75	LOSE



SELECT YOUR GAME AND OPTIONS:

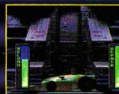
PICK YOUR GAME:

You can pick one of any three modes (although only two are pictured here): Demolition, Rally, and Tournament! Before each race on a new track, statistics will be shown, as well as the track's current champion. The Demolition mode (not shown) is a two-player simultaneous game!



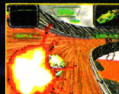
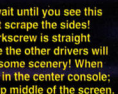
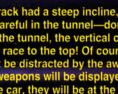
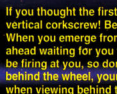
TRACK 1: UP THE DIZZIFYING INCLINE

This first track will take you up an incline that you will see forming as you move down the track! Watch for oncoming hazards like land mines from other drivers, and also atmospheric hazards like sand and ice on the track! After each lap, there is a pit stop where you refuel and get more armor! In the behind-the-car mode, keep an eye on your rearview mirror in the upper left-hand corner: it'll show competitors and their position in relation to you!



TRACK 2: THE VERTICAL CORKSCREW

If you thought the first track had a steep incline, wait until you see this vertical corkscrew! Be careful in the tunnel—don't scrape the sides! When you emerge from the tunnel, the vertical corkscrew is straight ahead waiting for you to race to the top! Of course the other drivers will be firing at you, so don't be distracted by the awesome scenery! When behind the wheel, your weapons will be displayed in the center console; when viewing behind the car, they will be at the top middle of the screen.



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THE ELIMINATOR



The 1st & best fighting joystick to offer compatibility with both the Sega-Genesis & Super Nintendo systems. **2 in 1!** With adjustable turbo speed & a slow motion option, this Alston 8-button controller will make you the champion of the upcoming 6-button Sega-Genesis games. On games like MORTAL KOMBAT & STREET FIGHTER II, if you don't have **THE ELIMINATOR**, you better be ready for defeat.

SUPERSONIC



This is the 21st Century, what are you doing with a cord on your joy pad. Alston's advanced cordless technology will allow you 180 degree movement with a 30 foot range of motion. Add turbo and slow motion options & the **SUPERSONIC** gives you maximum fire power and control. You will be bored-less when you play cord-less. Both SNES & Sega-Genesis are available now.

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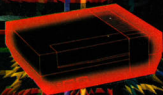
The latest Alston technology makes it possible to use your SNES controllers to play both the Sega-Genesis 16-Bit & CD Systems. With the introduction of the **Megaverter**, your favorite Super Nintendo joystick or joy pad will now offer the same excitement for the Sega-Genesis Systems. So, when you SNES gamers are ready to play the new Sega-Genesis 6 button games, don't buy another controller, save yourself some money and buy the new **Megaverter**. Run out & buy the new **Megaverter** so you can enjoy both the Sega-Genesis & SNES games with your SNES controllers.

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Included in every Alston product package are 2 scratcher game pieces. These game pieces will entitle the bearer to a variety of prizes. With winning game pieces revealing prizes ranging from various Alston products, to the Grand Prize, a Sega-Genesis CD system, **Alston makes you the winner**. Purchase an Alston product today, and test your luck on the scratcher game pieces. These game pieces are void where prohibited by law.

NINTENDO



PRO SPORT HOCKEY

It seems that companies keep on bringing quality carts to the NES. Now Jaleco, well known for their sports line, brings us Pro Sport Hockey. This hockey game is fast-paced, using real teams and players. Choose from a large number of teams, and configure them to your heart's content. Set up your defensive and offensive patterns, then hit the ice. Pass the puck around, ever intent on scoring that goal!

Pro Sport Hockey is a great game of hockey. It is easy to learn, and offers quite a challenge. The animation is smooth, despite all the action. If you are still devoted to the 8-Bit, this cart would make a nice addition to your library.

NEED PRACTICE?



To get ready for shoot-outs, practice as either defense or offense.

STRATEGY...



A B A B DEFENSE OFFENSE

Select from two offensive and defensive positions to fortify the rink.

THE GOOD

This game plays very well most of the time, and there are plenty of options to keep the game fresh.

THE BAD

Whenever you score, it seems that the computer automatically gets two goals. You can't defend.

THE UGLY

You when you start pulling out your hair because the computer decides to cheat when you're good.

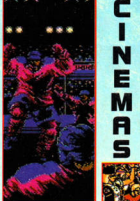
THE GAME...



Face off and try to get the puck first. If you aren't quick, your opponent will score.

PASSWORDS

With the password feature, you can continue your progress at a later time.



CINEMAS



FACT FILE PRO SPORT HOCKEY

MANUFACTURER

JALECO

OF PLAYERS

1 OR 2

DIFFICULTY

MODERATE

AVAILABLE

DECEMBER

CARTRIDGE SIZE

4 MEG

NUMBER OF LEVELS

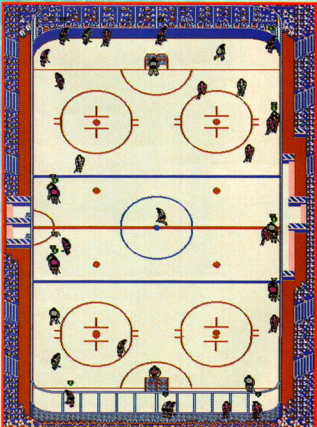
N/A

THEME

SPORTS

% COMPLETE

100%



PARTS IS PARTS



FRANKY AND BITSY ARE TAKING A VACATION FROM THEIR TRANSYLVANIA CASTLE. BUT BITSY FORGOT TO GET A PASSPORT! OUR SPARE PARTS HERO CAME UP WITH A PLAN, THOUGH. HE DISMANTLED BITSY, PACKAGED UP HER PARTS, AND MAILED THEM TO THEIR VACATION DESTINATION - NEW YORK CITY.

THE COMBINATION OF FRANKY'S LACK OF BRAIN CELLS AND THE INCOMPETENCE OF THE TRANSYLVANIAN POSTAL SERVICE HAS SCATTERED BITSY ACROSS THE GLOBE.

FRANKY MUST NOW EMBARK ON A GLOBAL JOURNEY TO RETRIEVE THE MISSING PARCELS AND RESTORE BITSY TO HIS SIDE.



Franky thought only knights were supposed to fight dragons!



Move too slow and you'll be shocked at what you see!



Don't get excited! They're only flying skulls.

FEATURES

8 MEG

20 HUGE LEVELS

1 OR 2 PLAYER

NOV. 1993

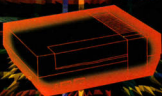
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THE GOOD

The moves are easy to do and the game shines in playability. The voices are done well for the NES.

THE BAD

The players are small and the detail is only average. This game has some break-up problems, too.

THE UGLY

Your attitude when you get thrown or chomped on for the millionth time by your opponent!



FACT FILE

T.M.N.T. TOURNAMENT FIGHTERS

MANUFACTURER	# OF PLAYERS
KONAMI	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	NOVEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
2 MEG	N/A
THEME	% COMPLETE
FIGHTING	95%

THE FIREBALL



Catch the fireball and throw it at your foe.

The Turtles received a strange letter from Shredder, challenging them to a fight in the streets. Accepting the challenge, the Turtles, along with Casey Jones and Hot Head, join the battle.

In this one- or two-player fighting game, use a combination of punches, kicks and other moves to defeat your opponent in one-on-one matches 2 out of 3 rounds. You can choose four different modes, including Tournament, in which you can utilize four different characters in single elimination matches. Collect the dropped fireball during a match to eliminate your foe. In Story mode, you will have to break the walls to gain massive points. Use the guide for special moves listed below.

Leonardo

SPECIAL MOVE



Leonardo has average power. His Tornado Spinning Kick is done by pressing **▼** to accumulate, then **▶** **◀** and A.



Raphael

SPECIAL MOVE



Raphael is highly powerful. His Turtle Drill can be done easily by pressing **▶** to accumulate, then **▶** and B.



Michaelangelo

SPECIAL MOVE



Michaelangelo can leap high, but lacks defenses. To Kangaroo Kick: **▶** to accumulate, then **▶** and A(high) or B(low).



Donatello

SPECIAL MOVE



Donatello's attack is weak. His Heel Drop can be done by pressing **▼** to accumulate, then **▶** and the A button.



Casey Jones

SPECIAL MOVE



Casey is fierce, but he's vulnerable to strong moves. For his Somersault Kick, press **▼** to accumulate, then **▶** and B.



Hot Head

SPECIAL MOVE



Hot Head is slow, but very strong. To do his Fire Breath, press these buttons in sequence: **▼** **◀** **▶** and A.



Shredder

SPECIAL MOVE



Shredder has quick speed and awesome power. His Burst Attack is done by pressing **▶** **◀** **▼** and the B button.



TEENAGE MUTANT NINJA TURTLES TOURNAMENT FIGHTERS

PLAYERS A AND WIRE APPROACH EXTREME CAUTION...

TWO WIRELESS CONTROLLERS AND INFRARED RECEIVER

- INDEPENDENT 2-SPEED TURBO FOR ALL BUTTONS.
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FACT FILE

MEGA MAN IV

MANUFACTURER

CAPCOM

OF PLAYERS

1

DIFFICULTY

AVAILABLE

MODERATE

NOVEMBER

CARTRIDGE SIZE

4 MEG

NUMBER OF LEVELS

12

THEME

ACTION

% COMPLETE

95%



The evil Dr. Wily is at it again in the fourth installment of the mega popular series, Mega Man. This time Dr. Wily has sent his most powerful robots across the world, to combat them, Dr. Light has invented a new machine to make power items for Mega Man to use in his fight against Dr. Wily, but to make these items Dr. Light needs to use special energy items called P Chips. Mega Man must collect as many P Chips as

possible, and then bring them back to Dr. Light's lab. The more P Chips Mega Man brings back to Dr. Light, the better the items Dr. Light can invent for Mega Man. Also to help Mega Man's fight is Rush, Protoman and Flip Top. Rush can turn into a springboard to launch Mega Man in the air. Protoman and Flip Top appear in some stages and give Mega Man helpful items. Mega Man must take advantage of their help if he wants to defeat Dr. Wily.

DR. WILY'S ROBOT MASTERS



RING MAN



TOAD MAN



BRIGHT MAN



PHARAOH MAN



CHARGE MAN



CRYSTAL MAN



STONE MAN



NAPALM MAN



PHARAOH STAGE MAP

1. In Pharaoh Man's stage Mega Man has to make his way through sand, which is not very easy at all. If he stays in one place too long, he will start to sink into the sand.
2. Just when Mega Man thinks it can't get any worse, he now has to work his way down through the sand caves with less room to jump free from the sand.
3. In this part in the sand cave, Mega Man must jump on the blocks, and then wait for them to drop down so he can slide through the wall. Timing is critical here.
4. Mega Man must find the letters B, E, A, and T. These letters are hidden in the first four stages. In this stage Mega Man gets the letter A.
5. It's time for Mega Man to fight Pharaoh Man. Be sure to have extra energy.



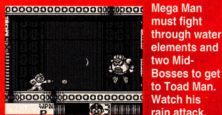
PHARAOH MAN'S STAGE



This is one tough stage to beat. When fighting Pharaoh Man, stay away from him to jump over his shield attack.



TOAD MAN STAGE



Mega Man must fight through water elements and two Mid-Bosses to get to Toad Man. Watch his rain attack.

THE VILLAINOUS DR. WILLY



To defeat the satellite wait for the eye to open up, then fire away. Next, make your way down to face Dr. Willy.

BRIGHT MAN STAGE



In this stage the lights are constantly being turned on and off, which makes it rather difficult to time your jumps.

RING MAN STAGE



On this stage energy bars open up as soon as you walk on them. Avoid the rings that Ring Man throws at you.

MEGA ICONS TO USE FOR SURVIVAL!



For 50 P Chips you can buy an extra life.



For 60 P Chips you can fully recover your vitality.



For 120 P Chips you recover your vitality and weapons.



For 30 P Chips you can recharge one of your weapons.



For 150 P Chips the lowest energy will be refilled instantly.



For 80 P Chips all of your weapons will be recharged.

MEGA WEAPONS TO USE FOR ATTACKS!



RUSH can launch Mega Man into the air.



RING—this weapon will come back to you.



BEAT will fly around the screen to attack.



TOAD flies into the air and will hit anything on the screen.



BRIGHT will make a flash on the screen to stun enemies.



PHARAOH—let this weapon charge up to use its full power.



THE GOOD

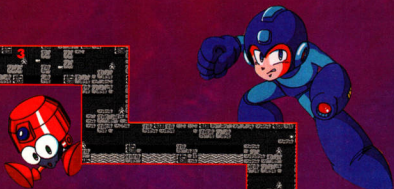
Awesome graphics and intense game play go hand and hand. This game will keep you busy for hours.

THE BAD

There is some slowdown in parts, which does take away from of the action.

THE UGLY

Your vision after someone pries your hands off of the GameBoy.





SECRET AREAS

Move around each level to find out-of-the-way places that may be hiding some icons.



CREEPY OBSTACLES

Timing is critical when going through this level where tons of obstacles will get in your way—like swinging blades, cannons and long gaps.



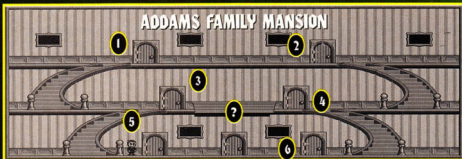
KNIGHTS & THINGS

Watch out here! Weirdo enemies like birds riding on unicycles, sword-throwing knights, and a bearskin rug will attack from all sides.



UNDERGROUND

Below the mansion are passageways and waterways with flying skulls and ugly fish.



EACH DOOR LEADS TO A NEW ADVENTURE!

You will be standing alone in the middle of the Addams Family household when the game begins. Open any of the doors to start your rescue. The door in the middle of the first floor cannot be entered until the six rooms toward the side have been completed.

THE GOOD

Pugsley's animations are totally hysterical. You gotta see him do a 360 degree head turn!

THE BAD

This is a pretty good game that could've used some color.

THE UGLY

Watch Pugsley climb that rope! Yes, yes, oh yess!

the Addams Family

PUGSLEY'S SCAVENGER HUNT

Pugsley's family members have mysteriously disappeared and he needs your help finding them. He believes they are somewhere within the confines of their huge mansion.

Beware! Although this is his home, some of the other ghouls that live within are not very friendly and will try to stop his progress. Venture through the household in this humorous action game!

THE KITCHEN

Manage your way through a kitchen loaded with live tea kettles, mad midget chefs, and the hot pipes of a giant wood-burning stove.



LOCS, LOCS, LOCS

This area consists of a network of secret passageways and entrances. The switches are sparsely located to open doors to other areas.



THE OUTDOORS

Go out the front door to the outside where ghosts and ghouls lurk. Look around for an entrance to the underground caves.



FACT FILE

ADDAMS FAMILY: PUGSLEY'S SCAVENGER HUNT

MANUFACTURER	# OF PLAYERS
OCEAN	1
DIFFICULTY	AVAILABLE
MODERATE	NOVEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
1 MEG	6
THEME	% COMPLETE
ACTION	90%



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BIG SAVINGS



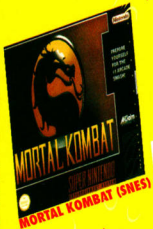
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THE NEW NAME IN NON-SPORTS GUIDES...

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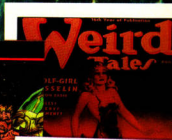


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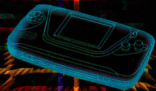
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DR. ELLIE YATTLER

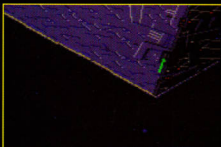




STAR WARS

Return to the thrills and excitement of Star Wars. This Game Gear translation is as close to the movie as you can get. This game has cinemas and music directly from the film. Throughout the game you play as heroes, like Luke Skywalker, Han Solo, and Princess Leia. Travel to famous locales like the Mos Eisley's Cantina and the Death Star.

LEVEL ONE: THE CAPTURED REBEL SHIP



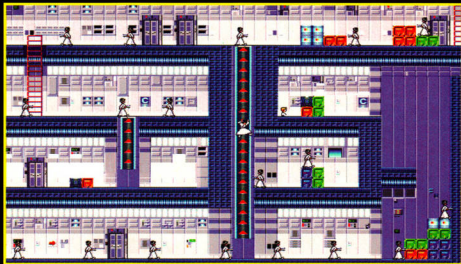
The rebel ship has been captured, and Princess Leia has the plans that could destroy the Empire's ultimate weapon—the Death Star! Controlling the princess, you must find R2-D2, and hide the plans from him. To get to the little droid, you must dodge the many Stormtroopers who are hunting you down.



STORMTROOPERS

Beware! These armored soldiers are everywhere.

HEALTH ICON



Use the lifts scattered throughout the ship to rise to the next floor. Going up?



LEVEL TWO: TO THE SANDCRAWLER



Young Luke Skywalker's uncle has purchased both R2-D2 and C3PO. Unfortunately, R2 has disappeared. Control Luke as he tries to get to the sandcrawler, where the droid is hidden. Acquire the blaster icon for increased firepower.



LEVEL THREE INSIDE THE CRAWLER...



Escape the Jawas and the mechanical traps in your quest to find R2-D2.

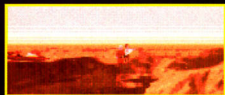
LEVEL FIVE THE CAVES...OOOOH...



Find old Ben Kenobi inside the cave. He will give you the powerful Lightsaber.

LEVEL SEVEN MOS EISLY SPACEPORT

One of the most loathsome spots in the galaxy, you must find someone to take you off of Tatooine. The Cantina is a good place to check out. Just watch yourself—things could get a little rowdy.



THE GOOD

Being able to tote this legendary movie-to-game anywhere you roam. And it plays good, too!

THE BAD

The eye strain from playing hours upon hours on the GG's "halfsie" screen.

THE UGLY

Relying on the force to steer your car as you try playing it on the way to the office.

LEVEL FOUR TO THE CAVES...

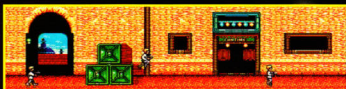


Face Sand People and weird flying creatures on your way to the caves.

LEVEL SIX OFF TO THE LANDSPEEDER



The Imperials are on your trail; you'd better flee to your trusty Landspeeder.



LEVEL EIGHT-ELEVEN TO HIRE A SHIP...



Find Han Solo, a smuggler more than willing to leave Tatooine.



Brave the streets of Mos Eisly to get to the docking bay. Be careful!



The Imperials are everywhere! Try to find Han's ship, the Falcon.



FACT FILE STAR WARS

MANUFACTURER	# OF PLAYERS
U.S. GOLD	1
DIFFICULTY	AVAILABLE
MODERATE	OCTOBER
CARTRIDGE SIZE	NUMBER OF LEVELS
4 MEG	23
THEME	% COMPLETE
ACTION	100%

THE HEROES...



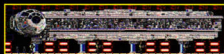
Throughout the game, you can ask the people with you for advice. These may help you along your way. Cool digitization.

TROUBLE...

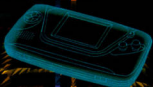
The Stormtroopers are closing in!



THE MILLENNIUM FALCON



Take off in the Millennium Falcon, and head toward Alderaan. What's with the asteroid field? Mark-up another planet to the Empire. There's a lot more action up ahead. This is no small game. You're on your own from here.



DESERT SPEEDTRAP

STARRING
Wile E. Coyote
and
Roadrunner

BEEP BEEP! Here comes everyone's desert-dwelling fowl in an all-new Game Gear adventure. It's Desert Speedtrap—starring Roadrunner and Wile E. Coyote. In this cart, you play the part of the infamous Roadrunner who needs to avoid the overly-hungry Wile E. Coyote. Go on the run (no pun intended) through the desert as you avoid all types of dangerous obstacles like killer tumbleweeds and ravenous vultures. The Roadrunner must also face an unseen enemy—time. That's right, you must complete each level in a set amount of time or face annihilation! Your only hope is to collect enough star icons to replenish your ticking life clock! Whew! Warp to bonus rooms which contain lots of stars. You can eat birdseed which will replace some of your life meter, too.

Other icons are available as well, like additional star points and extra time. So what are you waiting for? The Roadrunner needs your help, so pick up a copy of Desert Speedtrap starring Wile E. Coyote and Roadrunner. Hurry up, time's a wastin'!



FACT FILE DESERT SPEEDTRAP

MANUFACTURER	# OF PLAYERS
SEGA	1
DIFFICULTY	AVAILABLE
MODERATE	DECEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
2 MEG	12
THEME	% COMPLETE
ACTION	100%



Wile E. Coyote makes cameo appearances throughout the length of the game!



EGM TIP #007

Every once in awhile, you will see a vulture who comes out and attacks the Roadrunner. To collect an icon, jump up and do a bounce on him.



The Roadrunner's journey is a long one! Here is a map to guide you along the way.

EGM X-TRA DARE TO COMPARE

A LOOK AT OTHER FORMATS...



Roadrunner's Death Valley Rally for the SNES (Top) is more graphically pleasing because of the 16-Bit graphics. Desert Speedtrap for the Game Gear does a really excellent job for a handheld unit. Fun on the run!



THE GOOD

Pretty darned impressive for a portable. Some really quick action will get you pumped!

THE BAD

Nothing really new here. Standard run-and-jump-and-generally-avoid-stuff fare.

THE UGLY

Aaagh!!! My eyes!!! I can't see! Oh my God!! AAAGH!!!



Level 1



Level 2

In Level 2, Roadrunner must be on the lookout for a number of things. First, priority must be given to collecting stars. You can find them all over the place! Second, learn to use the jumping springs to get to inaccessible locations the Roadrunner must navigate. With a little practice, this level will be a cakewalk.



Level 3

Level 3 represents somewhat more of a challenge to our feathered friend. Watch out for vultures and tumbleweeds as you speed across the desert.

Also of a concern is that crazy Wile E. Coyote, who is now behind the wheel of a bus! Be careful, because he'll try to run you over! Remember to duck!



Level 4

Level 4 is a real pain! Now the Roadrunner must deal with killer plants, jaw-snapping creatures, and that bus-driving-psycho—Wile E. Coyote. Make sure that you allow yourself enough time to cross this level because you may just run out! For this reason, remember to pick up plenty of stars!



ICONS AND OTHER GOOD STUFF!



STARS—These babies add extra seconds to your ever-depleting timeclock. These are important!



SEED—Seeds can be used to replenish your health. Some of these give you the ability to continue where you were killed (right).

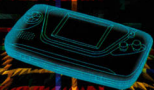


BUTTONS—These will activate platforms to get the Roadrunner into those hard-to-reach places.



EGM TIP #008

A lot of importance is placed on elapsed time, so you must try to grab all of the stars that you can. Find these teleporters to get hidden stars!



ecco

the dolphin



FACT FILE

ECCO

MANUFACTURER

SEGA

OF PLAYERS

1

DIFFICULTY

MODERATE

AVAILABLE

DECEMBER

CARTRIDGE SIZE

4 MEG

NUMBER OF LEVELS

N/A

THEME

% COMPLETE

ACTION

70%

Something strange has happened to many of the ocean's life-forms—they have vanished from existence.

Play as the brave dolphin, Ecco, and track down the whereabouts of your pod. Some creatures of the deep such as sharks, jellyfish and a very huge octopus may try to slow your progress.

Although the graphics and sound aren't as good as the Genesis, the game play has been faithfully preserved. The levels are also huge and you may be lost sometimes. Luckily, you can navigate through the waterways with your sonar. The passwords help a lot for this long quest.

THE GOOD

The animation of Ecco is fast and very smooth which gives the impression of a real dolphin.

THE BAD

The dolphin squeal can get pretty annoying as you get further in the game.

THE UGLY

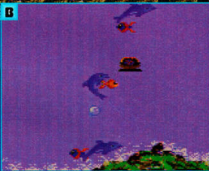
Yeah, swim, swim, yeah! Watch out for those tuna nets!



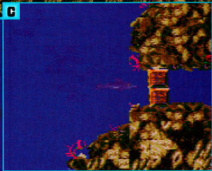
UNDERWATER WORLD



Communicate with members of your pod about the recent strange events.



Jump into the air and all of the sea life will get sucked out of existence.



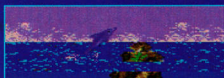
After all sea life has left the blockade, a new world will open to your right.

RAMMING TECHNIQUE

Use Ecco's bottle-nose as a weapon and ram into enemies or just dart toward smaller fish for nourishment.

ENEMIES

FOOD



SEA LIFE ENEMIES

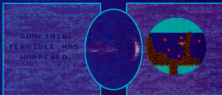


SONAR TECHNIQUE

Dolphins are very intelligent. They use sonar to communicate with other dolphins and navigate through the water.

MESSAGES

MAP





Start your adventure at home. Grab what you can and go save Daisy!



After you find keys, go into Daisy's house, but don't stay too long.



FACT FILE FANTASTIC DIZZY

MANUFACTURER	# OF PLAYERS
CODEMASTERS	1
DIFFICULTY	AVAILABLE
MODERATE	NOVEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
2 MEB	N/A
THEME	% COMPLETE
ACTION	100%

Huge Levels to Explore!!!

After you get the weed killer, use the ground floor elevator key in order to go back into the treehouse village.



Upon killing the big weed, you can explore the rest of the village, picking up helpful clues and keys along the way.



GAME GEAR



Watch your timing on this crazy jump. Those barrels can be lethal!



Find a way to survive underwater before you dive in or you'll drown.

Many things to find!



Use keys to open locked doors.



Feed this turkey to the rhino.



Need these icons to use elevator.



This star is worth big points.

THE GOOD

I love the way he flips when he jumps! It's quite an involving game.

THE BAD

Sometimes Dizzy starts to roll and there's no stopping him—even if it's right into an enemy!

THE UGLY

Since when have rhinos started eating turkey?



FANTASTIC DIZZY

Dizzy's here and he's pretty upset. Daisy's been kidnapped by the evil Wizard Zacks, and Dizzy is the only one brave enough to save her. Now Dizzy must leave his home in the Yolkfolk Treehouse Village to start his quest.

Beginning in Dizzy's own house, he has to find the key to get out. Once you're out, search everywhere for clues and items to help you along before you leave the village.

This game is of the quest type, where you have to search everywhere to find the things you'll need to complete the game.

LIFESTYLES

THE POP

Scare the Pants off Your Sister

Okay okay, we realize this is the November issue of EGM, but since Halloween is at the end of October and these masks are so cool, we figured we'd include them this month.

These high quality masks come from LaPorte, Indiana based Death Studios.

All the masks are carefully crafted and hand painted by Jeff Keim, the owner of Death Studios.

Because of the high quality of the masks, most of them cost between \$50 and \$75. Masks that include extra enhancements such as real hair or fur cost a bit more.

The best thing about the masks is their startling realism. It took our Assistant Editor Andy nearly 20 frantic minutes before he realized that he wasn't really being chased by a walking corpse. It was only Managing Editor Danyon wearing a zombie mask and black trench coat.



BS & more!

Wet Willy - The Sequel

Based on the success of this summer's *Free Willy*, Warner Bros. and New Regency have given the go-ahead for a sequel. Somewhere off the coast of Seattle, officials are currently wooing Willy, the killer whale star of the original, although he's reportedly holding out for more mackerel than the studio is willing to pay.

Whoppisaurus Rex?

Whoopi Goldberg has agreed to star in *T. Rex*, a film scheduled for 1995 release that casts her as a policewoman partnered with a dino-cop named Theodore Rex.



Street Fighter 2 Accessories will be Hot this Christmas

As *Street Fighter 2* continues its incredible run in video game



popularity, the merchandising for the property becomes more and more lucrative.

In Japan, you can buy everything from assorted sizes of *Street Fighter 2* characters to plush toys to just about anything else you can imagine. In fact, the comprehensive merchandising of the *Street Fighter 2* property in Japan is so huge that it rivals that of this summer's block-

buster film *Jurassic Park*.

With the introduction of the new editions of the *Street Fighter 2* video games this Christmas season, look for more and more *Street Fighter 2* merchandise to be on retailers' shelves.

Some of the first stuff to hit U.S. shores are these keychains, watches, and 3-D wall posters from L.A. based Playco Toys.

The 3-D posters are like relief maps of land masses that show various elevations with actual raised and sunken surfaces while the watches and keychains sport your favorite SF2 characters.



CULTURE SOURCE FOR EGM READERS

Interactive TV has Arrived

What's this? A video game for grownups? Well, sort of. It's actually a new concept in interactive TV watching developed by San Francisco based Interactive Network.

Interactive Network's patented system provides

time because our service is an enhancement to existing TV viewing habits. Now consumers can finally talk back to the TV, and it's fun."

Whether you're a fan of wheel screeching auto racing action or the Wheel of Fortune, IN offers a new

way to watch your old favorites. IN offers two tiers of service: \$15 per month which allows the subscriber access to all interactive programming,

or \$25 per month which not only allows complete access, but also the ability to compete for prizes.



subscribers with the ability to play along in real time with their favorite televised professional and college sports, game shows, educational/news/talk and prime time television shows and special events by using a simple wireless, hand-held Control Unit.

Subscribers accumulate points and compete for fun and prizes by predicting plays, providing correct answers or solving mysteries. At the end of the program, they can send their scores back to IN headquarters by briefly plugging their home phone jack into the back of the Control Unit for a 20-second local call.

"For the first time, Interactive Network makes the dream real...now TV viewers can participate in their favorite programming," said IN's president and CEO David. B. Lockton. "IN doesn't ask TV viewers to change what they're doing or reallocate their

Video Games Hit the Cover of Time

In another indication that video games have truly become a part of mainstream

American pop culture, the September 27 issue of *Time* magazine features a seven-page cover story on the subject.

The story provides fascinating insight into the burgeoning \$5.3 billion dollar industry and the almost limitless prospects for the future.

As the line between video games, movies, and interactive viewing becomes more and more blurry, and the technologies come closer together, the stakes are getting bigger and bigger.

There is no doubt that video games have truly grown up and are here to



stay, but when a story appears on the cover of *Time* in the same week that a historic peace accord was reached in the Middle East, it's astonishing to think how much potential still remains for the electronic medium.

It just ain't right...

It's not that we don't think explosions are cool, but when we saw these 'toy' sticks of dynamite, we wondered what message it sends to kids.

Let's imagine. Bobby's little brother is mad at Bobby, but instead of telling Mom, he places the sticks of dynamite under Bobby's bed and pretends to blow him into oblivion. How nice.





Spawn Takes a Back Seat to Mr. T and Other Strange Comic Tales

In a truly bizarre turn of events, Todd McFarlane's Spawn character, arguably the single most popular superhero in comics today, lost out in a priority decision to...Mr. T?

The story begins at Neal Adams' Continuity Comics, where a deal was struck that was to have Spawn appear in a two-book crossover with *Valeria: She Bat*.

Deadlines were critical for McFarlane, who also has a blockbuster Spawn crossover looming with Batman and didn't want to confuse readers with two crossovers happening at the same time. According to reports, that came from both McFarlane's camp and Continuity. Adams, who was to be working almost exclusively on the title from Continuity's end, was also finishing a comic starring Mr. T.

"When the deal was made," related Terry Fitzgerald, Director of Creative Development at Todd McFarlane Productions, "Timing was very important for us because we knew we had the Spawn/Batman crossover on the horizon. Neal promised us on no uncertain terms that the second book would be out by the end of August."

On August 31, *Valeria #1* had just hit the newsstands and McFarlane was forced to pull the plug on the project.

HERO TV Set for Autumn Launch

Yes, you read correctly, HERO TV will explode into your living room this month to bring you the fantastic world of comics and related forms of entertainment.

The new program, dubbed HERO TV, will embrace many of the same features that have made HERO the new number one name in comics. Programming highlights include: interviews with top artists, reviews of new and upcoming comic titles, and assorted info on trading cards, action figures, movies, games and more.

The half-hour program includes updates for collectors while providing the comics industry with a national TV platform.

The first episode features a visit to San Diego-based Homage Studios and an interview with Image creator Jim Lee. If you don't happen to receive the broadcast, which will be on

a cable TV channel in your viewing area, don't worry, the program will also be available on videotape at your local comic shop.

Marvel's Heavy Hitters 2 a Smash

Marvel's little known line of creator-owned comics, entitled Epic Comics, is set for a re-launch under the name of Heavy Hitters 2.

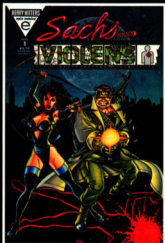
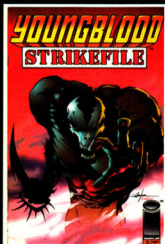
According to Epic Editor-In-Chief Carl Potts, Marvel is making a concerted effort to get the word out that these books are independent from Marvel's traditional superheroes.

If his testimony isn't enough, consider these titles:

• *Dragonlines 2*, from the mind of perhaps Marvel's hottest artist, Ron Lim, which reaches back to feudal China for a setting.

• *Sachs & Violens*, an adult-oriented comic written by Peter David with art by George Perez.

• *Brats Bazaar*, which features a renegade team of teenage mutants.



This month in HERO

Turn to Hero #5 for the latest and greatest news from the comic industry. In this issue, HERO provides an intimate behind-the-scenes look at the biggest convention of the year, the San Diego ComicCon.

Also, Jim Lee talks with HERO about the growing pains at Image, a member of Marvel's Fantastic Four team kicks the bucket, and the floating head of Frank Kurtz appears.



Stallone, Snipes Go Sci-Fi in *Demolition Man*

Continuing a recent trend in sci-fi adventures that are set in the not-too-distant future,

Demolition Man stars super cop Sylvester Stallone pursuing diabolical criminal Wesley Snipes across a bleak urban landscape of the 2030s.

The story begins in 1996, where Phoenix controls a stronghold in the feudal-like gang-imposed boundaries of Los Angeles.

Only one man has the testicular fortitude to take on the super villain in his lair; Rocky Balb-er, John Spartan.

Going against his superior's orders and free-falling more than 300 feet into the heart of Phoenix's compound, Spartan inadvertently sends Phoenix into a fury so destructive, that both men are sentenced to make like Han Solo and cryogenically chill for a few decades.

When they awaken 40 years later, they discover a world quite different than the one they left. Divisions between the upper and lower classes are stark.

The commune-like lower class resembles the world of *Mad Max* in all its grimy splendor while the pristine community of the upper class appears so homogenized that even Barney Fife would have trouble finding a lawbreaker.

When Phoenix and Spartan bring their rough-edged hostility from the 1990s with them to this pseudo-

utopia, the fireworks begin.

Demolition Man boasts an incredible number of stunts, special effects, and explosions to satisfy even the most ardent shoot-em-up-Rambo fans. But unlike the large number of films from this genre that rely too much on the t/x, *Demolition Man* manages to hold interest through the strong on-screen presence of both Stallone and Snipes.

Producer Joel Silver, famous for his work on the first *Die Hard* film, thinks that having well-known and well-liked actors playing the roles of both the good and bad guys adds a whole new element to the good guy-bad-guy formula.

Most importantly, the ticket-buying public likes it. The interaction between Snipes and Stallone throughout the film combined with the surreal settings and dynamite action sequences have so far led *Demolition Man* to smashing success.



The Antagonist

Snipes is Simon Phoenix, a product of the 1990's L.A. streets who returns to terrorize the sterile world of the 2030s.



The Protagonist

Sly stars as renegade cop John Spartan, a guy who isn't afraid to take the law into his own hands to bag his man.



EGM/HERO SuperTour Has Some

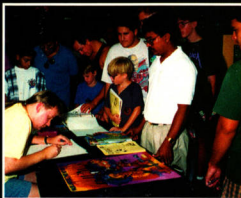
Some come for the comics. Some come for the video games. Like some high-tech bazaar, interested visitors wander among a dazzling display of good, clean, fun known as the EGM/HERO Mall Super Tour.

From the littlest kids who come carried by their parents to kids a lot bigger than their parents, there is something for everyone. Malibu Comic book artists meet fans and sign autographs while groups of people crowd around the monitor where Ocean's Super NES Jurassic Park cart is playing.

"I came out to have the artist sign my Ultraverse comics," said Ryan Wendt, an 11-year-old from Pompano Beach, Florida.

"I wanted to see the new batch of EA Sports Games," countered Cody Richardson, a 17-year-old self-proclaimed Madden Football champ from San Antonio, Texas.

But 8-year-old Dan Lee from Burbank, California put it best when he said: "I just think HERO and EGM are cool magazines, so I knew the tour would be cool."

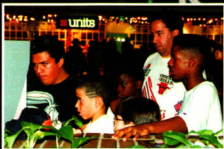


Comic artists are kept busy by the steady stream of both casual comic fans and hard-core aficionados.

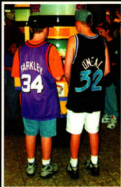
This little girl was shocked to see that Sonic is much bigger than he looks on the TV screen.



Whoa! Now these guys look like serious game players!



Even Sir Charles and Shaq have made cameos at the SuperTour!



Behold! The power of Mario!

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PLAYOFF
CHALLENGE

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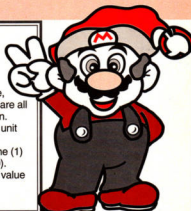
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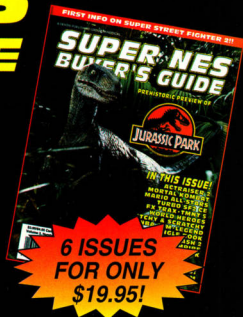
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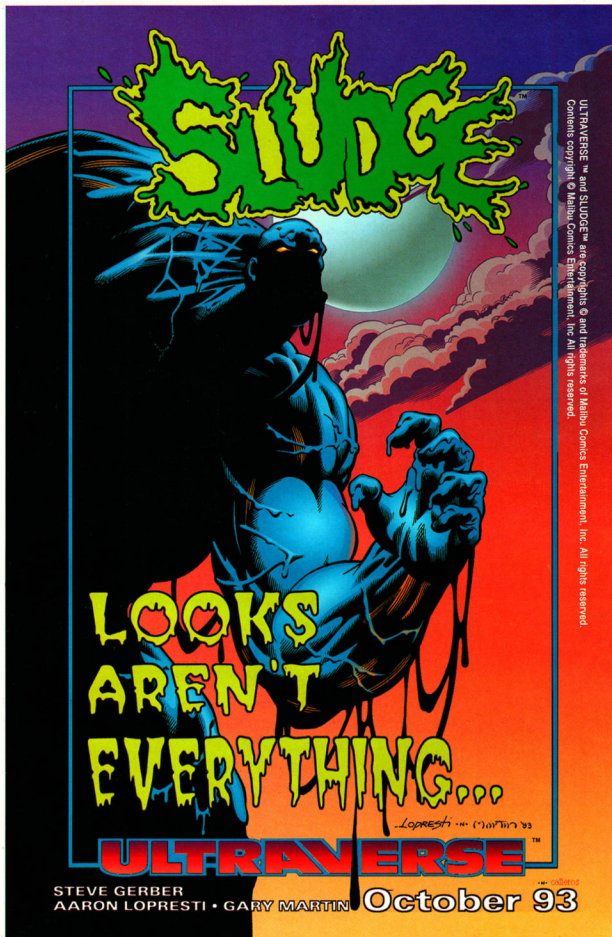
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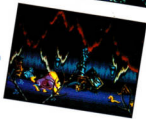
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