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EXPRESS
see pg. M-24

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ELECTRONIC GAMING MONTHLY

NUMBER 21

16-BIT SPECIAL!!

Check Out EGM's Mega-
Hot Previews For the
Super Famicom,
Genesis and Turbo!!

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First Pix of Upcoming
Carts Like Dead Moon
Lone Ranger, Raiden,
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Space Invaders '91,
Vortex, Heavy Unit,
Y's 2, Dragon Quest 5,
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April, 1991



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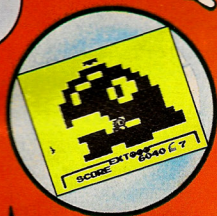
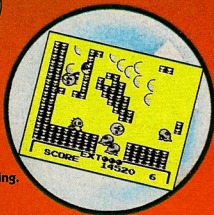


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to do you in.

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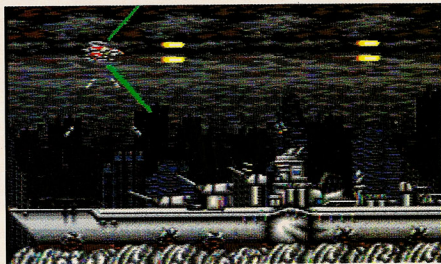
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CIRCLE #161 ON READER SERVICE CARD.



ELECTRONIC GAMING MONTHLY

The Last Word On Video Games



Taito's new 8 megabit Genesis cart - Sagaia is a shooters paradise!

DEPARTMENTS

8 Insert Coin

The Editor talks about how rumors affect the gaming industry.

10 Interface

Readers tell us what they like and don't like in the mag.

16 Review Crew

No game is safe from the watchful eyes of the Crew!

30 Gaming Gossip

Quartermann opens his bag of gossip for the regular collection of industry insights.

56 International

The awesome Wanderers from Y's is out in Japan, as are Vortex and Heavy Unit!

104 High Scores

Check out the latest Team contest and see who the big winner is that gets the exclusive team jacket!

106 Game Over

The credits roll for one of the most popular video games on the NES - Castlevania 3!

FEATURES

32

EG Express

EGM reveals new CD-ROM technology for the arcades and Super Fami!

40

Next Wave

Get a sneak peek at the new games of tomorrow for all machines!

48

Tricks of the Trade

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

60

Super Famicom Times

Check out Actrazer for Nintendo's new 16-Bit powerhouse!

Scope out the newest in portable gaming in our exclusive 24 page Micro Gaming insert magazine



66

Behind the Screens

Bullet Proof Software tells all about the REAL story behind the Tetris licensing deal!

72

Arcade Express

Sushi-X visits Chicago and discovers Konami's new Simpsons coin-op!

78

Nintendo Player

EGM tracks Indy on his last crusade; and gets into something totally rad, dude.

84

Sega Masters

The Master System gets a facelift and new software!

86

Turbo Champ

It's elementary my dear Watson! Help Sherlock solve 3 cases. On CD!



The new Simpsons arcade game!

90

Outpost: Genesis

Blast off into outer space with Taito's first 16 bit super soft - Sagaia! Outflank the enemy in Abrams Battle Tank and have fun with a lighthearted Flicky!

98

Super Play

Five pages of maps and tips disclosing every detail in Natsume's super hit - Shadow of the Ninja!

COVER:

Atari's Cyberball for the Lynx is only one of dozens of games detailed in the special 16 page Atari Adventure insert!

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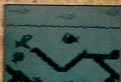
If you're ready, take a trip into the 23rd century with KlashBall. A game so real, it's in your face!



Know your competition.

Get your feet wet.

Navigate through the ocean depths with the original aquatic homeboy, Fish Dude. The object is to eat as many little fish as possible so Fish Dude can grow to fight off his hungry enemies. Big fish, seagulls and a floating feline are all after him. Luckily Fish Dude has some cool pals like Octo dude to help him out of tricky situations. Come on, get your feet wet and explore the high seas with Fish Dude!



Watch out honey!



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THE POWER OF RUMORS...

Earlier this month Nintendo and Sony jointly announced in Japan that they are working on a new CD player for the Super Famicom. That alone is not spectacular news as rumors about such a peripheral have been circulating ever since the Super Fami was debuted last September. But up until now everything was just that - a rumor. Something to talk about when friends get together to argue which 16 bit system is better and has more potential. Now though, it has gone beyond the rumor stage, it is a fact. What is more surprising is that this CD player is already past the prototype stage since Nintendo plans to have it out and in the stores (in Japan) by the end of the year. And, that later this month it will be shown behind closed doors at one of the trade shows.

There's more. Unlike the NEC or Sega unit, the Nintendo player is rumored not to be inexpensive. Instead of selling for \$300 to \$400, the price being discussed is just under 100,000 yen (\$750). And that it will not be compatible with the current generation of CD players. Now the story is getting interesting. Analysts speculate that this CD player is going to do more than just play back games. They are predicting that this CD player will serve as a hub around which a whole new generation of machines will interact. It is known that Nintendo is interested in getting more involved in the home information data base market. And Sony is also thinking along those lines. A new generation of machines though? The Super Fami is less than a year old!

But the long range potential of the CD is too hard to turn ones back on. NEC has led the way in showing us how much better a CD game sounds and plays. And Data East/Intel has demonstrated how the CD-ROM player can be used to usher in a new generation of truly interactive arcade games. So will Nintendo be the first to use the potential of the CD to go beyond games? Right now it's all speculation.

If we look at this issue from another view, it is amazing how a well placed rumor (a very short nondescript press statement) can get a whole industry wondering about something that doesn't even exist yet. It's not a new idea. A major American company in the early '80s was very well known for creating 'vaporware'. It gets the players talking, and even influences their future buying decisions. The huge amount of letters that we get in every month about the Sega CD-ROM goes a long way to prove how important rumors are to companies. In just knowing that better equipment is on the horizon, players can see that what they bought today will last a while longer.

So is the Nintendo CD-ROM for real, or is it something created to take some of the attention away from the upcoming Sega CD-ROM? One thing is for sure, that short announcement from Nintendo/Sony got a free page of advertisement here in this column. And it also got 400,000 players wondering about what the big 'N' is really up to. Now which major company wants a free page where we can talk about a rumor regarding the first 32 bit system?

ED SEMRAD
Editor

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BART VS. THE ***SPACE MUTANTS***



Hello, fellow humans!
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here, with a big secret:

Space mutants are invading Springfield!

Yours truly is the only one who can see 'em—so it's
up to me to stop 'em. I've gotta spraypaint things, get radical on my skateboard, and in general
behave like a nuisance, man. It's a good thing I've got the rest of the Simpsons to help me out.

So if you're a decent person, a patriot, save the Earth! ***Buy this game!***

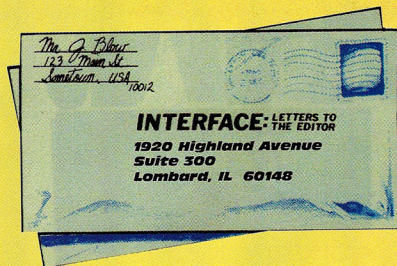


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CIRCLE #150 ON READER SERVICE CARD.



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

GREAT TURBO PIX!

You guys are great. Your 19th issue was the best yet! I haven't seen another magazine come close. Your 16 page Turbo column was the greatest. The previews were awesome, and the reviews did justice to this great system. Keep up the good work. Can we see more of Bonk 2? It looks better than the first.

Eric Turner
Baltimore, MD

I am another fan of yours writing to compliment you on your great mag. But I don't think anyone is as thankful as I am. I am a loyal Turbo owner and when I saw the coverage in issue 19, I was simply astonished! I loved your report on Bonk 2 and the photos of new games such as Talespin, TV Sports Basketball and Lords of the Rising Sun was unequalled anywhere? What else does NEC have coming up for us?

Michael Hall
Emeryville, CA

How do you guys do it? Each issue keeps getting better and better. I have both the Turbo and the Genesis and your coverage of the new products is unbelievable! There are 'specialty' magazines out there which deal only with one system and I subscribed (past tense) to them because I thought they would give me the best info on that system. Wrong! You got Bonk 2 before everybody else, and your Sega coverage blows the others away! I don't know how you do it but

keep it up! It must be Sushi-X with his sources in the orient! Am I right!

Ron Salone
Portland, OR

(ed. First of all, thanks for all the positive responses from all the loyal Turbo players. We try to stay on top of everything which is new and one way to cover each system in detail is with special inserts like the Turbo one. As you can see in

this issue we are really going all out with not one but TWO inserts, and while we can't talk about the future, it is safe to say "You ain't seen nothin' yet!"

By the way, the official name for Bonk's sequel is Bonk's Revenge. And he will make another appearance in these pages before the game comes out!)



Bonk's Revenge! Coming in June for the Turbo.

EGM, OUT OF DATE INFO!...

I have just come from Hong Kong a month ago. Being a game maniac, I bought almost every issue of Famicom Tsushin before I left. I must report that after reading the two most recent issues of EGM, that most of the information and photographs were old and out of date! Besides, the quality of reproduction of the photos of Darius Special for the Super Famicom was not so good. How did you get them as the game is not on the Japanese market yet? I understand that you have your problem for being almost totally deprived of the newest information and that to make up for it you seem to talk in general terms rather than give details.

On the other hand, I found that many people writing in to EGM, complained about what you had told them about new, unreleased games. They call the companies and they say you are lying. This is unfair to you because these games have usually been already out in Japan for a few months. For example the 'System 32' incident in issue number 19. Lucky you that there is a blurry photo to prove that the company is wrong. What if there isn't any concrete proof? For example, there has not been an R-360 in America (I think) yet.

Chin Won Kei
Fayetteville, AR

(ed. Thanks for the information on gaming across the Pacific. You do bring up several points which our readers should know about.

The Darius Special photos I believe you are referring to (actually Darius



Darius Twin for the Super Fami!

Twin) appeared in issue 16. Sorry for the poor quality but the photos were taken while at the world premier of the Nintendo Super Fami in Sept. Like the blurry 'spy photos' that we see in auto magazines of top secret cars, we believe that the same is important of new games. Also, that's how we get photos of games which aren't even out in Japan!

While our information may be old on Japanese standards, we try our best to make it the very newest on U.S. standards. You do bring up a good point about our reporting of the System 32' and R-360. Again, our



Several not so blurry pix of the 'System 32' game screen!

people are always on the lookout for new products while they are in Japan and Sushi-X really outdid himself by coming back with great info from JAMMA.



USA: All's well at the dojo... until Marion is kidnapped.



JAPAN: Something mysterious is happening in the Land of the Rising Sun.



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CIRCLE #158 ON READER SERVICE CARD.

In addition, we are willing to take our share of denials from companies because that is the nature of the business we are in. We have one thing going for us though. Time is on our side. Companies can deny the existence of a product this month, but sooner or later, more often than not, they will announce that it is coming out.)

GREAT SMS COVERAGE!!

The first thing I have to say is you put all the other video magazines to shame. I own a Sega Master System and Genesis and I have to say your coverage of both systems is better than any other gaming mag. Yours is the only one who I can count on for consistent, month to month, SMS news. I loved the great Fact-File on Mickey Mouse, Ghouls and Ghosts and Dick Tracy. Your article on Gaiars really blew me away!

I plan to buy a Game Gear when it comes out. Do you plan to have a section like Sega Masters for the GG? How about calling it Game Gaming?

Tony "Shinobi" Grouzis
Queens Village, NY

(ed. The Master System is one of our favorites and we try our best to cover everything that Sega has. Look for the special SMS exclusive in this issue! Likewise for the Game Gear. We were the first to break the news about it here in the U.S. and we are 100% behind it. Check out the special section in the Micro Gaming insert.)



Pac Man for the Game Gear!

MORE COMPLAINTS??

Over the past three months I have sent you four letters. To date I have not received an answer to any one of them. What gives?

John Sebastian
Kansas City, MO

I sent you a game tip back in December. I haven't received my free game yet. Did you forget about me?

Paul Sever
Minneapolis, MN

In Issue 17 you said that Super Star Soldier would be coming out in December 1990. It is now February 1991 and the game still isn't out yet. When will it really be in the stores?

Bill Wilson
Atlanta, GA

(ed. Well John there is good news and bad news. The good news is that we read all of your letters. The bad news is, we have also read over a thousand other great letters last month. Unfortunately, as much as we would like to, we just can't respond to each and every one of you. Those which would be of interest to the majority of the readers are answered in this section. Your thoughts are important! They play a large part in helping us choose what we will cover in the upcoming issues so keep your opinions coming!

We went back to our files Paul and you did send in a tip in Dec. Unfortunately we had already published the tip in our September issue. Remember to read the rules carefully. All winners will be notified by mail.

Good point Bill, you found one of the problems we run into every day here at EGM. Since we are dealing with early prototypes of the games that are many months away from production, most times the companies can only give us an approximate in-store date. We realize how important this date is to the game players and we are now working closely with all of the software companies to refine the store date. By holding two pages open until the very last minute we are able to get you information that is only a matter of weeks old! Check out our new section which lists all of the games that will be coming out this month!

WE SHARE TRICKS!

I don't know if you have been reading the other game magazines but there is something I believe you

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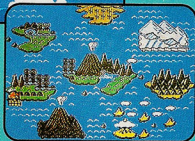
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CIRCLE #109 ON READER SERVICE CARD.

should know about. I subscribe to all three and each one is read cover to cover searching for the tiniest bit of new information. Each mag has their own strengths and weaknesses, and I like yours because it almost always has the information first. Any way, to the point. Have you noticed that when you print either a great trick or a spectacular news item, it also appears in a competing magazine two months later?

Pete Gill
Madison, WI

(ed. We do read all of the magazines on the market and yours isn't the first letter we have received addressing this point. Actually we are flattered. Our main goal is to get the news, whether it be an article or a trick, to you first. Like any news item though, once it is in print it is fair game to anyone. And every once in a while we do see familiar tricks. Passwords are the easiest to spot as it is very difficult for two people to come up with the exact same one.

Perhaps the most famous example has to do with the TurboGrafx game Devil's Crush. There is a 'bug' in the game where almost any combination of letters in the password will get you straight to the ending. Back in issue 15 we made up a password (which actually works) that spells out the full name of one of our editors - DAVID WHITE! Sure enough, it pops up in another such mode, unchanged!



***The famous, and often duplicated
password of our editor David White!***

NEO-GEO, FOREVER?...

Recently I discovered a very disturbing rumor in your February issue of Electronic Gaming, page 30 "Gaming Gossip". Whoever Sushi-X is, he is entirely misinformed.

Sales of the NEO GEO in Japan and here in the U.S. are at an all time high in both the rental and retail markets.

90% of SNK, OSAKA's 300 person staff is made up of research and developmental persons dedicated to

producing more hit titles for our newly released consumer NEO GEO Advanced Entertainment System. There are currently five 3rd party licensees in Japan and we are considering six more within the next 6 months. We expect twenty 3rd party game developers for the NEO GEO by the end of 1992. The consumer version of the NEO GEO will not be discontinued! Quite the contrary, we expect to sell over 100,000 units to the serious game players that know quality advanced specifications when they see them. We will continue to serve our consumers with new NEO GEO hardware and software for many years to come.

Please make every effort to correct Sushi-X's misleading statements as soon as possible as this would be much appreciated.

**Mr. Marty Kitazawa/President
SNK Home Entertainment**

(ed. The statement Mr. Kitazawa was referring to is a rumor in the Gaming Gossip column that said: "Word from Sushi-X in the orient is that the consumer version of SNK's Neo-Geo is being discontinued!"

While Mr. Kitazawa has not provided

us with any actual proof to the contrary, such as monthly sell through totals (which would clearly indicate that the system is healthy), we will take him at his word.

I can personally agree with Sushi's second statement though, - " Many stores carried one unit and one of each soft..." as in my many trips to Japan the Neo Geo was not heavily stocked,

On the positive side, it is good to hear that some third party licensees are being added. And if indeed, as Mr. Kitazawa says, there is a R & D staff of 270 people devoted just for the home system (not including the staff for the arcade system?) this would be further proof of the dedication of SNK to stick with the NEO GEO.

But, whether there will be continued player interest in the future, we can't say. We sincerely hope that the NEO GEO can weather the phenomenal interest in Japan of the Super Famicom, the upcoming Mega Drive CD-ROM unit and later this year, the unbelievable CD-ROM unit for the Super Famicom. And then more of the same on these shores, when it all repeats in the U.S.)

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CIRCLE #103 ON READER SERVICE CARD.



THE 'CREW'

ABOUT OUR RATINGS:

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

STEVE Ed has been keeping himself very busy working out the details on his new trade magazine. In his spare time he unwinds by playing all of the new games from Japan.

ED Ed has been quite mysterious ever since he came back from Japan. All he talks about is the new Nintendo CD-ROM and how it is going to affect the industry.

MARTIN Martin has set the Super Fami aside for a while and went back to the PC Engine in order to play all the great CD games he brought back from Japan.

SUSHI-X Sushi really caught us by surprise when he walked in the door! We haven't heard from him in weeks! And what a surprise - he brought in a complete review of the Simpsons arcade.

Nintendo - Acclaim Double Dragon 3

Type: Action Release: Apr.
Levels: 5 Difficulty: Avg.



A year has passed since Billy and Jimmy Lee defeated the evil Shadow Warriors. Everything has been peaceful until just recently. A Double Dragon student, Brett, witnessed the kidnapping of Marion by a mysterious new gang of warriors, but didn't last long enough to warn Billy and Jimmy of the dangers ahead. The Double Dragons must use their new moves and find the three Sacred Stones to save Marion!

Ever since Double Dragon surfaced in arcades years ago, no fighting game has come close other than the incredible sequels. This sequel is no exception, sporting new radical moves, boggling techniques, powerful bosses, and two player simultaneous play. A winner!

A truly exceptional game. One would think that the programmers would run out of new moves and techniques by now, but each game just keeps on getting better than the previous version. Being able to play as different people is a great idea and adds variety.

Dragon 3 is another good fighting game that resembles part 2 in most aspects. Lots of technique to master before you'll beat this one. I like the other characters that you change into. Cool graphics and awesome moves kept my interest.

As a true fan of the Double Dragon series, I was blown away by this excellent sequel of sequels. The new moves, cast, and storyline add a whole new dimension to intense fighting action. The graphics, music, and play mechanics are very good. I'm waiting for Double Dragon 4!!!

Nintendo - Nintendo Star Tropics

Type: Adv. Release: Apr.
Levels: NA Difficulty: Avg.



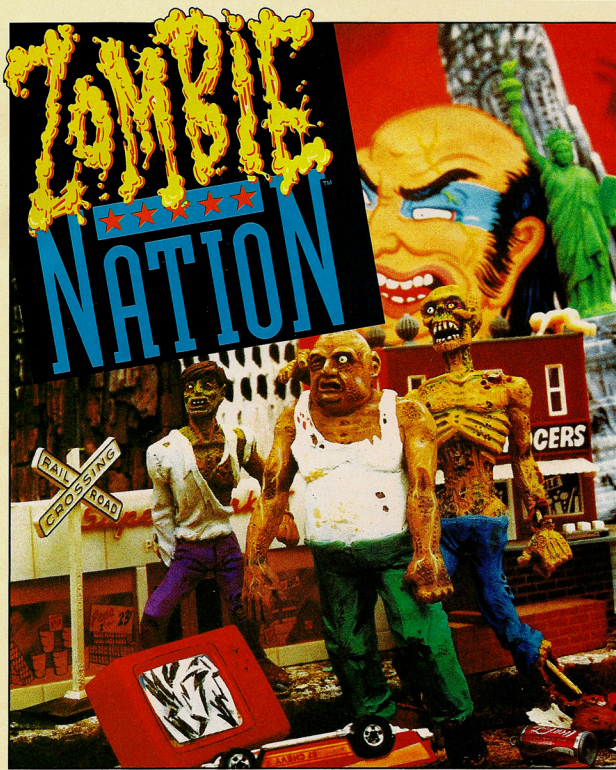
With a blinding flash of light, a shooting star blazes out of the heavens... a bad omen! Mike, the hero, must find his archeologist uncle to learn of the upcoming disaster. Villagers are on Mike's side all the way, but enemies lurk around every corner of the Star Tropics. Gifted with uncanny island sense and a powerful yo-yo, Mike must defeat the strange creatures and sea monsters to rescue his uncle.

Somehow, Nintendo managed to create an adventure game out of a boring plot. Star Tropics is nothing more than an amalgam of other quest games! If, as any serious quest gamer has, you have played Ultima or Dragon Warrior, you will quickly become bored with this cart.

It's hard to find a good quest game for the Nintendo. It is easy enough for players of all abilities and the adventure is long and challenging. Somewhat reminiscent of Zelda but better. Adequate graphics and action but not exceptional. Still, it is worth buying just for the long quest.

If you've played Zelda then imagine Link with a Yo-Yo and you've basically have Star Tropics. While the quest is a bit challenging the game suffers from the lack of originality and quickly becomes boring. OK if you're into quest games and have nothing else to play.

At first, I thought I was playing Zelda, then Dragon Warrior, then Crystalis, then Ultima Avatar... What amazes me most about Star Tropics is the lack of any originality whatsoever! This cart has qualities from each of the previously mentioned carts but didn't retain any of the positive traits.



Monday December 13, 1999

Zombie Hoards Attack U.S.

■ Strange samurai head heading to New York City.

By I. C. GOOLS, Times Staff Writer

NEW YORK--What appeared to be a harmless meteorite crashing in the Nevada desert has turned out to be Darc Seed, an evil alien creature with horrible powers. By shooting strange magnetic rays, Darc Seed has turned the helpless nation into zombie slaves and has brought the Statue of Liberty to life to do his dirty work.

There Goes the Neighborhood

Mrs. Emma Nuttz of Brooklyn had this to say about the situation. "Just when it seemed safe for decent folks to walk the streets again along comes this Darc Seed with his gang of Zombie hooligans and there goes the neighborhood. And if that wasn't bad enough, it seems the only way to defeat this ruffian is by totally destroying every in sight. Now there really goes the neighborhood!"

Mr. I.M. Sickentired of the Bronx added, "As if we didn't have enough stinkin' garbage on the streets already. Between the freakin' wino's and the blasted beggars and all the other louses already fouling up this miserable town...and now these sleazeball

zombies!! It's enough to make me want to move to freakin' Los Angeles with all the other fruits and nuts!!!

Mayor Heminhaw immediately called an emergency press conference where he read the following prepared statement. "I um, er, ahem, ah, I am doing everything, ah, er, er, humanly possible to see to it that ah, this situation er, um, this terrible situation ah, comes to a ah, ahem, a swift and , er, um, a swift and satisfactory close. I er, er, um, have no further er, er, comment at this time. Thank you".

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ZOMBIE NATION:

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Zombie Nation's graphics are so devastatingly realistic you'll almost be tempted not to demolish them (yeah right!). And the relentlessly pounding sound effects will make you feel like you're right in the middle of the action hammering away at skyscrapers, mountains, and everything else that crosses your path... So don't just stand there like a Zombie, get your copy now!



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Nintendo - SNK Ikari 3

Type: Action Release: Apr.
Levels: NA Difficulty: Avg.



Vince and Paul are back for another hard-nose, no-holds-barred mission of immense proportions! Starting with nothing but their fists, feet, and cunning, the Ikari Warriors must battle through an entire army of tanks, mercenaries, and snipers to reach their ultimate goal: permanent world peace! This game features two player simultaneous action and multiple techniques to blast the enemy away!

The qualities I had come to love in the previous titles in the Ikari series were missing in *Ikari 3*. The overhead fighting scenes are ridiculous compared to other emerging titles. The play mechanics in *Ikari 2* were much better than this, so I guess I expected a little more.

The first two games of this series were good games for their time and I had high hopes that the third would be even better. Unfortunately it is only about as good as the previous games and it just isn't enough considering how far games have come in just a year. Only average.

Ikari 3 is not what it should be. I was really looking forward to an intense overhead commando shooter but it just didn't live up to my expectations. I liked the previous games but the play mechanics in this version weren't as well defined and this kept me from really getting into the action.

Ikari 3 was a slight disappointment from the onset. Compared to the previous excellent sequel, this cart seems lazy and misguided. The graphics are a little too choppy to catch my eye, and game play is just as shaky. Not bad, but not spectacular, either.

Nintendo - Romstar Magic Darts

Type: Sport Release: Apr.
Levels: NA Difficulty: Mod.



Bullseye! Romstar has taken the classic bar game - darts, and brought it home to the Nintendo Entertainment System. Featuring numerous play choices like 301, 501, 701, Round the Clock, Count Up, and Half It, *Magic Darts* appeals to all age categories. *Magic Darts* also sports an interesting cast of players as well as a cinema display at the bottom of the screen to show you how you're doing.

Wow! This cart is actually fun! It can become boring after playing alone, but competing with friends is a major plus. *Magic Darts* is humorous, too! The different characters adds a brilliant touch as well. Use the bruiser, Max, and watch the dart get flattened when it strikes the target!

A dart NES game is a great idea. Romstar has taken a sport that is only average for play value and improved on it by adding unique characters. Each has its own style of throwing and trying to master the ninja technique is a real challenge. A good variety of versions too.

It's darts with a twist. Romstar took an ordinary game of darts and enhanced with all sorts of cool characters. Choose a character like a ninja or alien for a different approach. A well playing game, even though it isn't very intense it's lots of fun when competing your friends.

Magic Darts is a refreshing new addition to the Nintendo sports genre. Sporting many play options, multiple players, and a decent challenge, this cart offers a good time to dart fans of all ages. My favorite tidbit is hitting the fly on the wall for bonus points!

Nintendo - Jaleco War on Wheels

Type: Sport Release: Apr.
Levels: NA Difficulty: Avg.



Smash 'em, crash 'em, and bash 'em! Roller derbies were never this exciting or real! *War on Wheels* adds the excitement of boxing and racing and comes up with a cart full of challenges and surprises. Should an opposing team member get too close, pull him off the track and beat the tar out of him in a close-up action scene not seen since *Blades of Steel*. Knock out the opponents to win decisively!

Hmm... Not exactly what I expected from Jaleco, but it's okay. *War on Wheels* lacks enough excitement to hold my interest for too long. While the fighting scenes are reminiscent of *Blades of Steel*, this cart doesn't seem have any goal. The gameplay becomes repetitive quick. Try again!

I'm not a big fan of roller derby games on TV and because of that I can't really get into a video game version of it. Not extremely exciting but average. Perhaps something unique could have been added to 'spice' up the action.

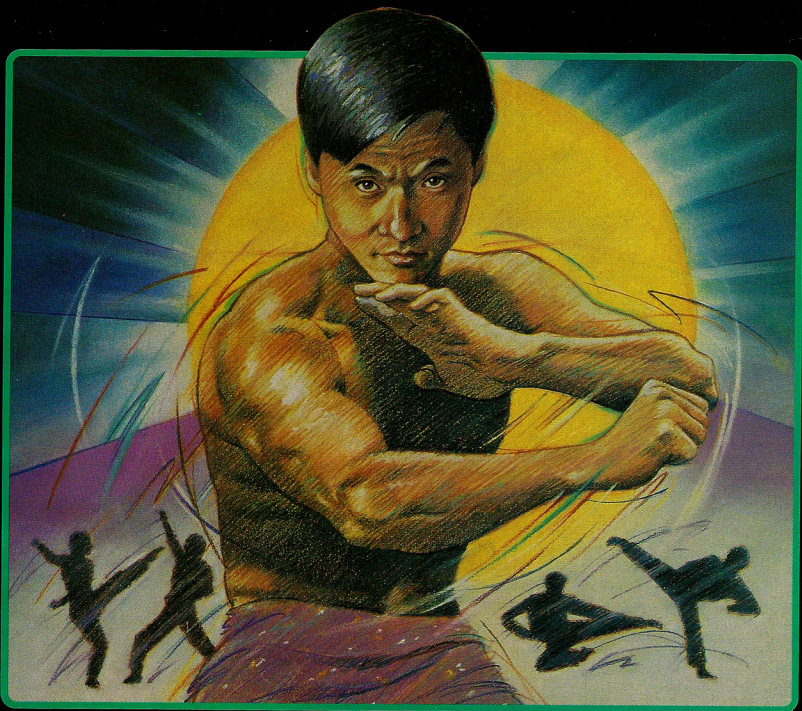
The second of the roller skating fighting games on the NES. Player control is not precise and makes for difficult game play. While a good attempt, it falls short of what I would expect out of a game like this. Some features like the fights add to the game, but it's not enough.

Another new addition to Nintendo's sports line, *War on Wheels* is nothing more than a futuristic roller derby. The fight scenes are amusing and the challenge is constant. Definitely a good effort by the upcoming wizards of Jaleco! This cart reminds me of *Excitebike* for some reason...

Enjoy
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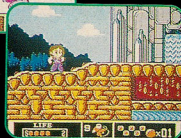
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Nintendo - Sofel Klash Ball

Type: Sport Release: Apr.
Levels: NA Difficulty: Avg.



Far into the future, soccer, football, and robotics technology have meshed into one new sports breakthrough - Klash Ball! Command your players in an arena of destruction where only the best return to talk about it. Fast paced action consume every second as the power ball bounces from wall to wall and players explode after violent collisions! Select from multiple teams and game setting to triple the fun.

To tell the truth, this cart is an excellent effort to bring to the NES a game that would be more at home in a 16-bit system. The game concept is good, and a 16-bit version can't be far behind. Still, it lacks the control and visual stimulation necessary to become a powerful cart.

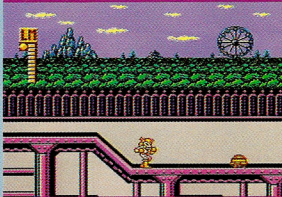
It's not football, hockey, rugby or soccer but it is new and interesting as it seems to be a combination of all of them. Somewhat difficult to keep track of what is going on at times but this is more due to the NES than the game. Not bad as I was getting tired of all the 'normal' sports.

This game wants to be Cyberball but it doesn't come off that way. It tries so hard to come off as a futuristic sporting event, but it seems to be lacking in new features. As it is, the game is just air hockey with robots. The fast action helps it along and keeps you moving but it needs more.

Klash ball is an exciting, fast-moving game that can sometimes be extremely difficult to control. It can be hard to tell where the ball is headed, and the computer is very proficient at blowing up your players and scoring. Still, it's a challenge to true sports fans everywhere.

Nintendo - Jaleco Totally Rad

Type: Action Release: Apr.
Levels: 5 Difficulty: Avg.



The master magician, Zebediah, has offered to train Jake his powerful magics. After much training Jake is attacked and his girl, Lisa, is kidnapped! Help Jake rescue Lisa using his awesome magic that can transform him into a birdman, a catman, or a fishman! Jake also has control of the various elements to wipe out a screenful of enemies in one swoop. The question is, why do these creeps want Lisa?

Now here's an example of Jaleco's brilliance that really shows their potential! Radical, awesome, gnarly, and just plain cool are a few words that describe Totally Rad! The concept is radical, the music is awesome, the magic is gnarly, and the characters are cool. Good work!

Wow! Now this is a game that I am continuing to play even after doing the review. The graphics and BGM are much better than average and the bosses, well, they are something else! This game takes practice but it is fun nevertheless. One of the best in a long time!

Awesome! There's still hope for NES with games like this. Original in concept, this game has excellent graphics and game play. Full of technique and special power-ups plus plenty of variety. Hilarious and bosses take up the whole screen. If you don't get it, you'll be totally had.

Totally Rad is just that, totally rad! Even the best gamers will find the techniques involved in this cart to be challenging and satisfying. The graphics are good, and the music is upbeat. These end-bosses will knock your socks off as they are usually a full screen tall! Good work, Jaleco!!

Genesis - Sega Shadow Dancer

Type: Action Release: Feb.
Levels: 5 Difficulty: Avg.



Many years have passed and evil has once more returned to the world. Shinobi has turned in this sequel to the original cart to rid the world of these evil forces once and for all! This time, he's not alone, however. His faithful dog has accompanied him to help Shinobi ice the bad guys. The dog is virtually invincible, but will shrink to a puppy for a short while when hit. Don't underestimate him, though!

Shinobi at it's best! Although swamped by the influx of Genesis carts, this game is a treat not be overlooked. The graphics are well drawn and animated, and the music is excellent. The only drawback to this cart is the lack of the different ninja magic I loved in Revenge of Shinobi.

This soft is a sleeper. Considering all the great 'big name' carts out there you might miss this game, but don't! Plenty of action, power-ups and very good animation. A lot of different moves to learn, and that is good for this kind of game. Good player control.

An excellent sequel to Revenge of Shinobi that helps fill the blank in the Genesis action category. Outstanding graphics and superb audio. The game play is very good with many techniques to master, but is set a bit too easy. I just wish the last boss would get out of his chair.

The first thing that captured my attention in Shadow Dancer was the brilliant graphics. The music is very good, and the play mechanics are well thought out. The addition of the pooch was more of a visual delight than a useful one. Still, Shinobi fans everywhere should get this one.

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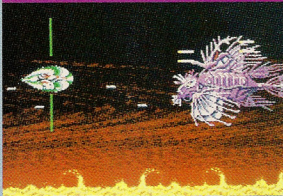
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Genesis - Taito Sagaia

Type: Action Release: Apr.
Levels: 28 Difficulty: Avg.



A generation has passed since the incredible victory in Darius. Now, a new danger has raised its ugly head. Tiat Young and Proco Jr., the ancestors of the original pilots, must face this oncoming threat head-on through 28 vicious levels of shooter action! Multiple weapon power-ups and numerous enemies comprise each exciting level, not to mention huge level bosses with one mission: destroy you!

Two gripes: Poor sound and no two player options. Okay, now that's off my chest, so I can say this is an incredible shooter! Fighting through 28 levels is mind-boggling, and the graphics are superb. I like the new Darius-style bosses, too. Wait until you see the last level bosses!

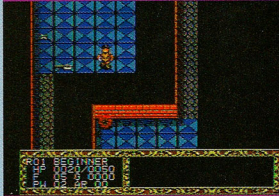
I loved the game as a PC Engine CD shooter and the CD BGM was spectacular. As a Genesis game the graphics are better but the sounds, well, they could be better. But, I'll take graphics over audio any day. One of the longest games on any system!

Another 8Meg monster to buy for the memory muncher. The most impressive thing about this game is not its amazing graphics (and they are amazing), but the fact that it has a total of 28 different levels! Awesome bosses and cool power-ups. The sound could use some improving.

In Sagaia, the main problem is the poor sounds. Otherwise, it remains a worthy sequel to Darius, even adding more levels and different weapons options. One amusing aspect of this cart is the mini bosses that appear frequently through the game...they are the main bosses from Darius!

Genesis - Sega Fatal Labyrinth

Type: Adv. Release: Apr.
Levels: NA Difficulty: Avg.



An evil dragon has taken over a peaceful land and now rests in the Fatal Labyrinth. Only you can defeat the forces of evil that lurk within and find the exit of the ever changing maze-ways. Power up your abilities through experience, potions, rings, and magical canes until you are strong enough to face the Dragon himself in his formidable lair! Only you have the bravery, speed, ability, and brains to succeed.

Even though the mazes change constantly, the gameplay itself never changes, let alone the music! How irritating! The price is right, however, for the Gauntlet fan who hates playing the same levels over and over. Since no passwords exist, you can only finish in one sitting. Yikes!

There are two good points to this game. One, things change from one game to the next and two, the price. At least Sega is starting to realize that not everybody can afford a big 8 meg game and since everything changes the game will have a longer life span.

I'm not into RPGs and this game isn't very impressive. The graphics and sound are OK, but the game is just boring. The only thing that keeps this game from being fatal is every-time you play the mazes change. You never play the same game twice. Nothing to get excited about.

Fatal Labyrinth is a good game, but not a great game. It lacks the excitement of an action and the challenge of an adventure game. The best feature in Fatal Labyrinth is that the item functions and maze layouts change each time you play. The music is too repetitious as well.

Genesis - Renovation Valis 3

Type: Action Release: Apr.
Levels: N/A Difficulty: Easy



Once again, the amazing Yuko must use her powerful Sword of Valis to defeat the evil growing in her land. This time, take along some friends and face the challenge together! Some characters will join your quest and help Yuko along the way. Featuring the classic cinema displays and magic, Valis 3 breathes new life into the classic action theme. Only the Sword of Valis has the power to overcome the evil!

8 Meg games rarely provide the punch they promote, but this hits the mark! Valis 3 has all of the qualities of a good game: cool graphics, control, music, and cinema displays. For those who cannot afford a high priced CD player, this cart will be a pleasant addition to their collection.

Leave it to Renovation to pick great games. Valis 3 has the perfect mix of challenge, game play, length, difficulty and action. Throw in very good graphics and interesting intermissions and this is one of the few 8 meg games that is worth the higher price!

Valis 3 is a very cool action game that has a lot to offer. Great graphics and good sound highlight this sword slashing adventure. Kind of like Castlevania 3, you meet new people and then become them. A bit slow paced and too easy, but very good. I miss the CD voices and music.

Cool! This version of the classic CD game was very satisfying and fun to play. Expecting nothing even close to the CD version, I was very surprised at the excellent detail and cinema displays (minus voices). This is certainly a worthy game on its own. Take a look at this one.

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Genesis - Sega Flicky

Type: Action Release: Apr.
Levels: 99 Difficulty: Easy



Oh, no! Flicky has lost her babies and needs your help! Take flight into Sega's newest addition to its family of Maze-Chases. Flicky's chicks are strewn throughout 99 increasingly difficult levels. Flicky, however, is not the only one who wants her chicks. Cats and lizards are trying to get their paws and claws on the chicks as well! Flicky is not totally defenseless since she can throw objects at the enemies too.

Here is a low cost game for the Genesis aimed purely at the younger players. The theme is cute, as are the characters, but 99 levels is a little much. Since the music and enemies don't change, the game becomes tiresome quickly. The bonus stages do break the monotony a bit.

Another game from Sega that is both economical and fun to play. Not for everybody but once you try it you probably will want to keep on playing. It does go overboard with 99 levels but the younger players will probably be the first to get through all of them. Not bad, but not great.

Based on the old and little seen coin-op Flicky is obviously not the most complex of games. It does however have its adding qualities and with 99 levels at a 1Meg price is not too bad. Directed toward younger players Flicky is an average game for everyone in the family.

Flicky is a highly entertaining game for kids, but not much else. This theme was worn out after City Connection, and doesn't come alive here. The characters are few, the music is repetitive, and the concept is old. The best part of Flicky is having 99 levels to complete.

GameBoy - Irem R-Type

Type: Action Release: May
Levels: NA Difficulty: Avg.



R-Type comes to the hand-held front lines on the Nintendo Gameboy! Journey through 6 intense levels and fight the highly detailed round bosses with firepower only expected to be found in R-Type! Grab floating and hidden power up options and take on the enemy armada. Go where no Gameboy has gone before and take a stand against the forces of evil in a showdown not to be missed!

All Gameboy owners should keep an eye out for this cart! Rarely does a Gameboy game capture my attention like this one does! Brilliant gameplay and graphics are featured in this hand-held shooter's dream. The control is responsive enough to make me feel I'm a part of the action!

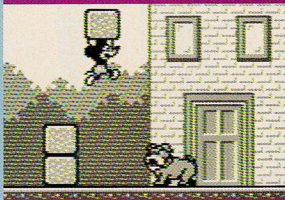
There are few GameBoy games that I want to play but this is one of them! Unbelievable graphics for the GameBoy and likewise for the game play. It could be the best shooter for this format and even the sound was enjoyable. This is one cart that you should get!

Excellent! One of my favorite shooters is available on the go. While not as good as the Turbo Express the GameBoy does a great job of capturing the look and feel of this arcade classic. Terrific graphics, stereo sound, and great game play. I miss levels 4 and 5 from the original.

R-Type on the GameBoy! Impossible, you say? Hardly! This translation to a portable format left little missing. True, the game sounds and graphics aren't quite as nice (color would help), but for the GameBoy, it is a true masterpiece. All shooter fans will enjoy this cart.

GameBoy - Capcom Mickey's Dangerous Chase

Type: Action Release: Apr.
Levels: NA Difficulty: Easy



Mickey and Minnie team up in this fascinating tale starring most of Walt Disney's favorite characters. Mickey and Minnie take on the thugs, dogs, and various other obstacles while looking for magical stars and power ups along the way. Their main offensive weapon is to pick up blocks of stone and hurl them at the numerous enemies. They can uncover mystery items by lifting question blocks also. Go, Mickey!

It appears Mickey will be a hit no matter which system he appears on. Mickey's Dangerous Chase is a fun game to play, sometimes even silly! The option to pick Minnie is different, since Mickey is always saving her in other versions! No matter, though, this is a good all-around cart.

Once again it's Mickey to the rescue! This time he's not alone; Minnie is by his side, and that adds a new twist to this fun cart. Good graphics and hilarious enemies highlight the always pleasing game theme. Attack methods are like the previous titles. You can't keep a good mouse down!

Mickey is ready for action wherever you go. Great game play and good graphics as expected for everyone's main mouse. Pick Mickey or Minnie and go on an adventure. Different methods of attack and a cast of cartoony characters make Mickey a good game for all ages.

Cute, real cute. So far, Mickey and his gang are becoming real targets for the local evil figures. Why can't they leave them alone? Mickey's Dangerous Chase does a good job bringing Mickey home to the Gameboy, featuring decent graphics and humorous game play.

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Gold	10	10	10
Oda	Rice	10	10
Men			

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Gameboy - Hi Tech Expressions Hunt for Red October

Type: Action Release: Apr.
Levels: NA Difficulty: Avg.



You are the captain of the Russian sub, Red October. Your mission: get out of Russian waters and into the safety of the good old U.S.A. This journey will take you through sub and tanker infested waters, all aimed at blowing your sub away! Missiles and torpedoes are not your only worry, however, as the sea walls and floor can damage your fragile sub. To make matters worse, you must battle large bosses, too!

Average. No more and no less. The concept behind Hunt for Red October is excellent, but the execution is less than adequate. Unfortunately, this cart could have been much more enticing if it was faster and featured different enemies and hazards. The round bosses are good, however.

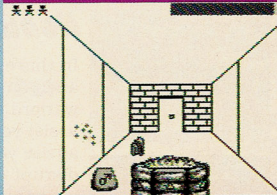
The Hunt, for some reason, seems to move unusually slow. It didn't have to as you aren't really on a hunt where a lot of thinking must take place. As is, it's only average, but the younger player would probably like the game more. It plays too easy for my taste.

The GameBoy version doesn't live up to the name. The game play gets frustrating and your sub isn't responsive enough. The graphics could have been better and the sound is minimal. The game didn't impress me as it moves slow and unpredictably.

The Hunt for Red October is nothing more than a slow-moving shooter in a submarine. The enemies lack variety, and the power-ups are disappointing. The idea is good, and the levels are large, but it just isn't enough to really impress me. Nice try, but it needs more.

Gameboy - Asmik Mysterium

Type: Adv. Release: Apr.
Levels: NA Difficulty: Avg.



Utilizing the tools of fire, water, acid, and mercury, you must transmute the objects that you find scattered throughout the levels into objects that are useful. Use these objects to solve the mystery of the Mysterium. Dive head first into this challenging adventure game from Asmik. Find the clues that will teach you the formulas lost over time to overcome the difficult obstacles in your way.

Wow! My brain is tired from endless calculations and computations from solving this game. This game does not deliver fast-paced shoot 'em up action, but it never promised it, either. The puzzles are good, although the mechanics are a little choppy. Not for the impatient player.

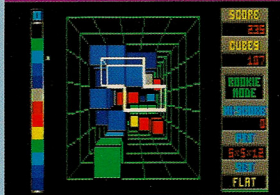
The name of the game says it all. It is a good game where you have to think and not everybody likes to do that. Don't look for lots of action but expect to be challenged every step of the way! I like it as I can do something other than shoot everything on the screen.

Trapped in a maze again. This game reminds me of Wizardry with a little more play appeal. Many secrets to unlock and a long series of puzzles to solve make this an OK cart. Not my type of game but Shadowgate fans should love it.

Well, Mysterium is a mystery to me! The best aspect of this game is that makes you think. No action is really present here, so if you like brain-teasers, this game is just for you. Figuring out the correct formulas is not a problem, but getting them to work is another story!

Lynx - Atari Blockout

Type: Puzzle Release: Apr.
Levels: N/A Difficulty: Avg.



Following in the footsteps of games like itself, Blockout adds a new dimension to puzzle games, the third dimension! Fitting two-dimensional pieces is one thing, but try fitting 3D blocks into a pit so that they interlock and dissipate. Additional features include: Optional pit sizes, block shapes, speeds and rotations. Only master puzzlers will be able to create a blockout, when no blocks remain on screen.

I think I'm getting dizzy watching these blocks rotate in three different directions! Tetris is still a favorite, but Blockout adds a little spice to this waning theme. Different pits and block shapes pump up the action in ways unimaginable! I do miss the coin-op's talking head, though.

The 3-D effect on the Lynx is one of the pluses of the system. The game is decent and as challenging as Tetris but now you have to think with the added dimension of depth. A good addition to the Atari line-up as this is a game which doesn't grow old.

A cool variation on Tetris. Great 3-D effects and mind challenging game play. Stack blocks and make lines from an overhead view. A very addicting arcade conversion that lost very little except for the talking head that is at the intro scene.

Ah, a Tetris fan's dream...or maybe nightmare! The 3D effect in blockout is excellent, and brings out the scaling and rotation special effects of the Atari Lynx superbly. Still, it is just Tetris in another guise, so it loses a little in the originality department. Marvelous work otherwise!

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ELECTRONIC GAMING MONTHLY

THE GAMES OF APRIL 1991...

NINTENDO

BATTLETOADS

Tradewest - Action

CONAN

Mindscape - Action

DIGGER T. ROCK

Milton Bradley - Adventure

DIRTY HARRY

Mindscape - Action

DOUBLE DRAGON 3

Acclaim - Action

FAMILY FEUD

Gametek - Family Fun

FARIA

Nexoft - Action/Adventure

FLIGHT OF THE INTRUDER

Mindscape - Simulation

GUNNAC

Nexoft - Shooter

HARLEM

GLOBETROTTERS

Gametek - Sports

IKARI 3

SNK - Action

KLASH BALL

Sofel - Sports

LOLO 3

HAL - Puzzle

MAGICIAN

Taxan - Adventure

MAGIC DARTS

Romstar - Sports

METALSTORM

Irem - Action

METAL MECH

Jaleco - Action/Adventure

MONOPOLY

Parker Brothers - Family Fun

MOON RANGER

Color Dreams - Adventure

MOTOR CITY PATROL

Matchbox Toys - Driving/Act

NOBUNAGA'S

AMBITION 2

Koei - Military Simulation

POWER BLADE

Taito - Action/Adventure

PRINCESS TOMATO IN THE SALAD KINGDOM

Hudson Soft - RPG/Adven

ROBOCOP 2

Data East - Action

SIMPSON'S, THE: BART VS. THE SPACE MUTANTS

Acclaim - Adventure

SKI OR DIE

Ultra - Sports

SUPER SPY HUNTER

Sunsoft - Driving/Action

TIMES OF LORE

Toho - RPG

TOTALLY RAD

Jaleco - Action/Adventure

TOUCHDOWN FEVER

SNK - Sport

WAR ON WHEELS

Jaleco - Action/Sport

WHOMP 'EM

Jaleco - Adventure

UNINVITED

Kemco-Seika - Adventure

ZOMBIE NATION

Meldac - Action

GENESIS

AIR BUSTER

Kaneko - Action

BIMINI RUN

Nuvision - Action

FLICKY

Sega - Action

GAIN GROUND

Renovation - Quest

JAMES POND

Electronic Arts - Action

KA-GE-KI

Sage's Creation - Action

PGA TOUR GOLF

Electronic Arts - Sports

CIRCLE #125 ON READER SERVICE CARD.

THE VIC TOKAI GIVEAWAY!

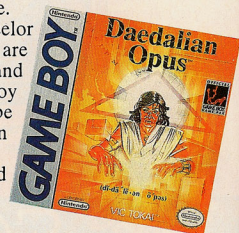
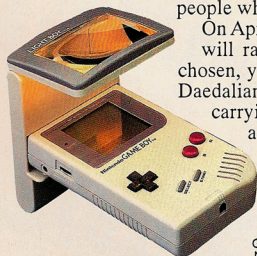
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Hey gamers, are you ready to win NES games, a Game Boy/Light Boy carrying case, or a brand new mountain bike? Pay attention and learn how you can become one of the lucky people who will get to choose a Vic Tokai product of their choice.

On April 20, 1991 from 1:00 p.m. to 2 p.m. PST, the game counselor will randomly choose five callers each 30 minutes. If you are chosen, you will then be asked a question regarding Light Boy and Daedalian Opus. Answer correctly and a Game Boy/Light Boy carrying case or a NES game is yours. One lucky person will be asked three questions and will have the opportunity to win a hot, new mountain bike!

So go out and get Light Boy and Daedalian Opus and mark April 20th on your calendar. Good Luck!

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Taito - Shooter

STORMLORD

Razer Soft - Adventure

VALIS 3

Renovation - Adventure

TURBOGRAFX

BOMBERMAN

NEC - Action

MASTER SYSTEM

GHOULS 'N GHOSTS

Sega - Action

GAMEBOY

BATTLESHIP

INTV - Strategy

BURAI FIGHTER DELUXE

Taxan - Action

BURGETIME DELUXE

Data East - Puzzle

CYRAID

Nexoft - Action/Strategy

DAYS OF THUNDER

Mindscape - Racing

FISH DUDE

Sofel - Maze

FLYING WARRIORS

Culture Brain - Action

GO GO TANK

Electro Brain - Action

HUNT FOR RED OCTOBER

Hi Tech Expressions - Action

JEOPARDY

Gametek - Family Fun

KLAX

Mindscape - Puzzle

KUNG FU MASTER

Irem - Action

LOOPZ

Mindscape - Puzzle

MARU'S MISSION

Jaleco - Action/Adventure

MICKEY'S DANGEROUS CHASE

Capcom - Action

MONSTER TRUCK RALLY

INTV - Action/Sport

NOBUNAGA'S AMBITION

Koei - Military Simulation

NBA ALL-STAR CHLNGE.

LJN - Sports

R-TYPE

Irem - Shooter

SOLOMON'S CLUB

Tecmo - Puzzle

SPUD'S ADVENTURE

Asuka - Maze

SWORD OF HOPE

Kemco-Seika - Adventure

TASMANIA STORY

FCI - Action

TORPEDO RANGE

Romstar - Simulation

WWF SUPERSTARS

LJN - Sports

LYNX

BLOCKOUT

Atari - Puzzle

ROBOTRON

Atari - Action

WARBIRDS

Atari - Action

GAME GEAR

DRAGON CRYSTAL

Sega - Adventure - Maze

G-LOC

Sega - Shooter

MICKEY MOUSE

Sega - Action

PSYCHIC WORLD

Sega - Adventure

SUPER MONACO GP

Sega - Sport



GAMING GOSSIP

Super Famicom To Get New Name in the U.S.?...Atari Panther Update...Best Games of the CES...
Atari Games' Future Coin-Op Hit...Aliens vs. Predator Take War to Japan...Mega Drive Rumors...

...Nintendo is the latest player to enter the fledgling CD-ROM market with a special player for their recently released 16-Bit mega system! Developed jointly with Sony, Nintendo is banking on the pricey peripheral to keep pace with competitors Sega and NEC who will both have units by the time the company unleashes the the wrath of the Super NES on American retailers come June at the CES...Other CES predictions from Q-Mann? Count on a fantastic fanfare from Nintendo to herald in their latest gaming achievement. At \$179-\$199, the newest member on the 16-Bit block is rumored to hit with Pilotwings, one controller and all the necessary cables and connectors. At the same time, don't be surprised to see a dollar drop from Sega or NEC to counter the Nintendo Empire, as well as a major thrust from both labels flaunting high-end CD-ROM technology. While Atari will be absent from the floor of the show, making a Panther preview unlikely, the shape of the industry will be definitely be primed and ready to explode all over again come Christmas season...

...Dum, de, dum, dum - While Mediagenic has been slowly slipping into the bottomless abyss of bankruptcy in the past months with several executive changes, Cinemaware jumped right into the pit and appears to have closed its doors! According to well-informed insiders, a deal between the masters of animated software and mega-label Electronic Arts was close at hand but never materialized, leaving the company with a full-time payroll and only part-time income...If you ask me, it doesn't matter if it's a resource or a magazine, Mega Play is the Ultimate Sega mag. Then again, a lack of creativity usually does signify that you're on the way out...Capcom is just one of the big names with plenty of Super NES softs ready to launch into stores once the machine hits in September. Count on Final Fight in October, followed by UN Squadron in January, Super Ghouls and Ghosts in February and Mega Man 4 shortly after that...

...The Simpsons will continue their proliferation into video games this summer, when Konami introduces America's favorite post-nuclear family as a coin-op arcade title featuring a "rescue Maggie" theme in a four-player (you pick from Bart, Lisa, Marge or Homer as your alter-ego) scrolling action contest. Acclaim, meanwhile has big plans for the clan, with a Super NES cart in the works to debut with the system this fall...Acclaim will also hit us with Terminator 2: Judgement Day, where Arnie comes back from the future to help protect Sarah Conner from an even deadlier monster machine called Key 1000...Look for some exciting news coming soon from American Sammy...

...The Atari Panther is rumored to be bringing back a feature not seen since (or before, for that matter) Coleco-vision: a numeric keypad in addition to a joystick! More details to come...Perhaps Sega does do it all! Sega representatives in Europe are refusing to dismiss the possibility of development work on a 32-Bit home system according to the leading trade paper CTW...Joy! Joy! Another game for that great \$300 Super Grafx system! That means there will be a total of about a dozen titles once six more are released! While it does play PC Engine softs as well, the frequency of releases for this hyper 8-Bitter is every bit as reliable as rain in California...

...The latest from Nintendo's grab bag of dirty tricks comes in the form of an acquisition from renegade third-party pioneer, American Video. It seems that the wizards at Nintendo have made some subtle changes to the chip set that powers the Nintendo - changes that were subtle enough to make American Video's games totally unplayable! While Quartermann has yet to see this performance (or lack of it) personally, it sure isn't surprising. Is it fair? Whoever said business was fair...Don't be fooled by the pictures, folks, Sonic the Hedgehog needs to go on a diet! He recently visited the EGM offices and boy was he heavy...Wouldn't it be cool if you could exchange characters from different games - like how about using the whipping power of Simon Belmont in the Teenage Mutant Ninja Turtles game! Wouldn't that be cool...That's it for now boys and girls, I've got to get back to my game! 'Till next time, here's hoping the U.S. smart bombs Hussein...

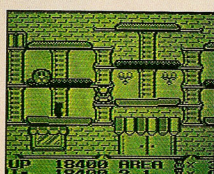
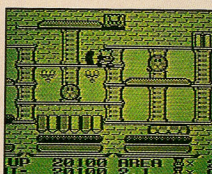
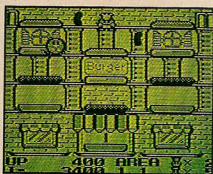
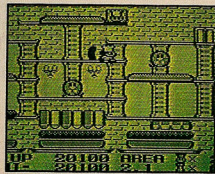
- QUARTERMANN

GIMME' THE WORKS!



Today's Special: **Flame-broiled burgers piled high with all the works.** Peter Pepper, the burger chef is stacking these sizzling, mouth watering burgers with all the trimmings. But the grill is smoking from

the annoying food fiends—Mr. Egg, Mr. Wiener and Mr. Pickle—who are trying to slow down production. It's food flingin' fun for you and a friend with **BurgerTime Deluxe**, new from Data East.



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CIRCLE #116 ON READER SERVICE CARD.

DATA EAST INTRODUCES NEW GENERATION OF ARCADE GAMES!

Video arcade game maker Data East has announced that it is working on developing what it calls, a new generation of arcade games. The key to this new technology, according to a Data East spokesperson, is a Digital Video Interactive (DVI) chip just introduced by the major IC maker - Intel.

Dubbed the i750, this video processor chip now makes possible the high-performance storage and retrieval of large blocks of animated graphics on CD-ROM media. Using this i750 Video Processor, and its own proprietary hardware and software, Data East has designed a new system that quickly and cleanly sends massive amounts of graphical information to the video monitor, thus creating animated images with smooth, movie-like motion and definition.

Essentially, the DVI technology is a new way of compressing digital data. Even though a CD can hold a tremendous amount of information (4.4 gigabits), when it comes to displaying full-motion video, the CD runs out of memory in a very short time.

For example, in order to have a computer duplicate a digital image



"Thunderstorm" - the first DVI, all digital, full-motion, CD-ROM arcade game!

of broadcast quality, there have to be 30 different pictures every second. Each screen would have about 750 kbytes (6 megabits) of data - a tremendous amount of memory in itself! At this rate, a CD would run out of memory in about 24 seconds! Hardly long enough for an arcade game.

The new game system, code named, Interactive Video Game System, or IVG, is comprised of a 32 bit CPU capacity system mother board, and a CD-ROM system drive. The i750 chip will be able to compress the input data so that a total of 72 minutes of action would fit on one CD!

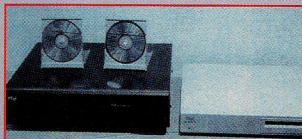
Since the pictures are true digital data, rather than analog as in standard arcade games, any frame, or portion of an image, can be extracted, enlarged, rotated or modified in any way, thereby allowing for unlimited possibilities in this arcade game. While there have been laser-disc games in the past, the data was stored in an analog form resulting in very little player control.

In addition, current plans have it that the hardware will be priced competitively with existing arcade machines, and that the installation of new software will be easy as changing a CD!

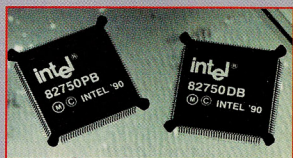
The first game demonstrated was "Thunderstorm, a helicopter action game. Data East plans to also make a driving game and other simulation-type games.

"Data East's DVI games will revolutionize and revitalize the arcade video game marketplace" said Joseph Keenan, president of Data East USA, Inc. "For the first time, arcade games will have graphics with the intensity, depth and realism of film animation. Players will have the sensation of being inside the game as never before. Over the past few years, arcade games have lost some of the technical edge over home entertainment systems. DVI technology returns that advantage ten-fold, and makes immediately available a highly advanced multimedia computer technology that will be found in arcade systems long before its entry in the home marketplace."

The first game utilizing this technology will be introduced in Japan this summer.



An early prototype version of Data East's new CD-ROM based hardware !



The Intel i750 video processor consists of a pixel processor and a display processor!

Rate Dragon Warrior II



1ST PRIZE

One winner will receive a statue of Gold Man.



3RD PRIZE

Four winners will receive the Gold and Silver Keys from Dragon Warrior II.



2ND PRIZE

Three winners will receive the Jailers Key and the Watergate Key from Dragon Warrior II.



4TH PRIZE

Six winners will receive a cloth displaying the armor from Dragon Warrior I, II and III.



5TH PRIZE

Six winners will receive a cloth displaying weapons from Dragon Warrior I, II and III.



**Complete the Game and Send Us a "Report Card."
Win Prizes and a Chance to be First to Play Dragon Warrior III.**

When you complete your quest in Dragon Warrior II, send us a photo of you next to the game's final screen, along with your written, detailed impressions of Dragon Warrior II. Beginning in February, 1991, and continuing each month through May, 1991, the 20 best write-ups for each month will win one of the prizes shown above clutched in the monster's claws. In May, the 24 players with the best "report cards" will win a **pre-release copy** of Dragon Warrior III and a chance to provide feedback about the new game. Each month's winners will be notified by mail. Entries must include your name, age, address, telephone number, and the name of the store from which you bought the game. Good Luck Brave Warriors!

Watch the Dragon Warrior Cartoon Show. See local TV listings for time and station.

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CIRCLE #172 ON READER SERVICE CARD.

NINTENDO AND SONY TO INTRODUCE SUPER FAMI CD-ROM THIS YEAR!

Nintendo Company Ltd. of Japan and consumer electronics firm Sony Corp. have just officially announced that they are working on a joint project to develop a CD player for Nintendo's new 16 bit Super Famicom game system. Sources in Japan have told EGM that this project has been going on for some time now and that it is nearly complete. The finished CD player, sources say, will be shown, behind closed doors, at this month's trade show in Tokyo.

While Sony of America can not discuss the project because of special nondisclosure agreements, EGM's foreign correspondents have been able to unveil some of

the details behind this top secret project.

Unlike the CD-ROM players from NEC and Sega, which have been designed with low price in mind, the Sony unit will have capabilities that far exceed the current generation of game systems.

Rumors have it that the CD player will sell for under 100,000 yen (\$750). Analysts in Japan predict, that if the price can be lowered to under 75,000 yen (\$570), well over one million units would be sold.

It has been verified that this CD player will be incompatible with the current generation of CD players. This new unit will be able to not only play and display video games, but it also

can be used as a medium for displaying computer graphics. Music is a third use for the new CDs but it is unknown if the player will have CD+G capabilities.

At this lofty price, Nintendo and Sony must be looking towards a use beyond just video games, and sources have indicated that this CD player may just lay the groundwork for Nintendo to introduce another generation of game machines even more advanced than the Super Famicom. These systems would probably be more closely related to computers and would serve as a multi media machine.

One thing is for sure - EGM will be there when the unit is unveiled!

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SPECIALS OF THE MONTH



Blue Blink

(Like Mario 3).....

59⁹⁵



New Zealand Story.....

59⁹⁵

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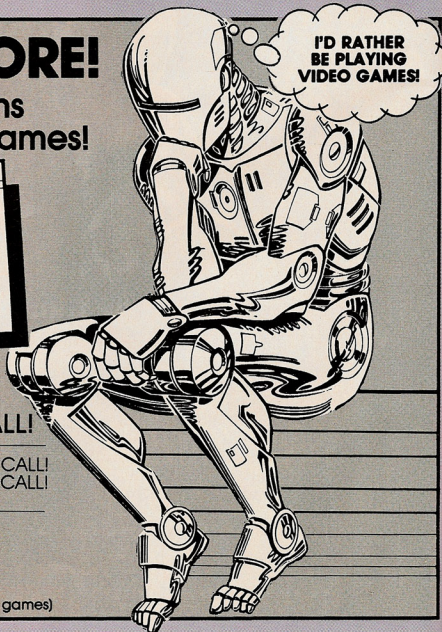
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Blow it!



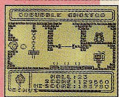
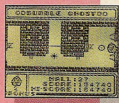
If you blow it you could end up as dinner!

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



You have to blow it to win the game!

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



FCI Not Just Kid Stuff

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NEXT WAVE NEXT WAVE NEXT WAVE NEXT WAVE NEXT WAVE

**S.C.A.T.; LASER INVASION;
LONE RANGER; DEAD MOON;
RAIDEN; PRO TOUR GOLF;
SPACE INVADERS '91; JAMES
POND; BATTLE WORLD;
BURNING FIGHT; STREET
FIGHTER 2.**

NEW SOFT NEWS

CES is over and all of the companies have settled down to put the finishing touches to the games which were incomplete and unfinished at the show. A few new carts have surfaced, but most are scheduled for much later this year. The big news is the portable battle which should start this month with the introduction of the \$159 Game Gear and the \$99 Lynx. Both companies hope to steal some of the market away from the Game Boy. The master system is 'Gearing' up for a major move with a new line up of 8 bit softs that include Strider (4 meg), Shadow Dancer, Spiderman and possibly Donald Duck!

MENU

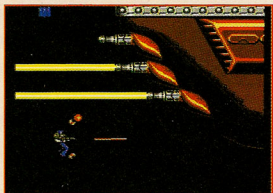
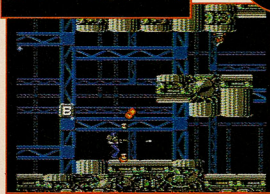
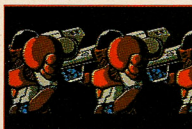
Nintendo
Sega
TurboGrafx
Genesis
GameBoy
Lynx
Game Gear
Neo-Geo
Arcade



S.C.A.T.

Natsume/Nintendo

If this game looks familiar, as it should, you might remember it as Final Mission. While made by Natsume of Japan, a year ago they licensed it to Taito but it now is back as a Natsume game with a new name. Titled, Special Cybernetic Attack Team, this outstanding side view shooter, very similar in concept to Forgotten Worlds for the Genesis, has features that the serious NES game player has been looking for and not often finding! S.C.A.T. not only scrolls both horizontally and vertically but it also can be played solo or as a two person cooperative game! Spectacular graphics coupled with very challenging game play and fast and furious action set this game apart from the rest!



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the rounds with guys named Fuzzy, the Walrus, Hubie and Fred. In sum, sixty of the best players ever to swing a club.

No matter how you slice it, this is the most realistic Genesis® golf game ever.

Real players with hole-by-hole tips. Real courses like the TPC's at Sawgrass and Avenel. 3-D greens you can read like an open book. A whole arsenal of special shots like chips, punches, and fringe putts. Even random pin placement.

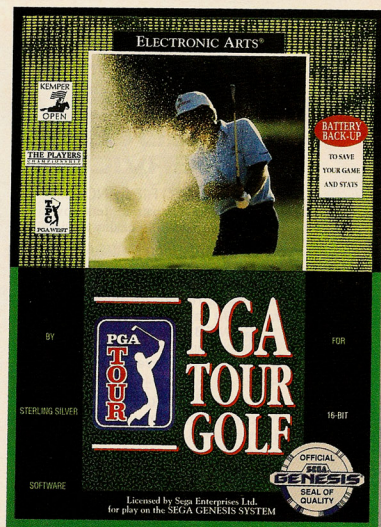
You think any other game has the PGA TOUR stamp of approval? Come on. Get real.



Instant replay captures every hole-in-one or splash down. Just like TV.

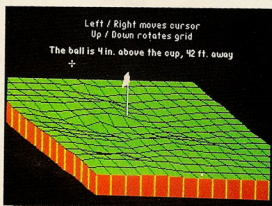


Take a real course in golf. We used the original blueprints that built the TPC's at Sawgrass, Avenel, and the PGA West Stadium Course. Plus the ultimate fantasy course. Anything else you try will be definitely under par.



PGA TOUR Golf doesn't miss a trick. With balls that have backspin and forward roll. More impossible lies than a politician. Hooks and slices that butcher the fairways.

And TV coverage is better than any you'll find on the tube. With spectacular aerial fly-bys. Close-ups of the hole. Multiple angles of the ball in flight. Instant replay. Killer sound effects—crowd applause, club swings, chirpin' birds. Even



Topographic contours reflect even the smallest green wrinkle. If you misread them, watch out for the bogey man.



Trade shots with 60 top pros like Tommy Armour III, Mark McCumber, Mark O'Meara, Fred Couples, Fuzzy Zoeller, and Craig Stadler. Ignore their advice and you could have a stroke.

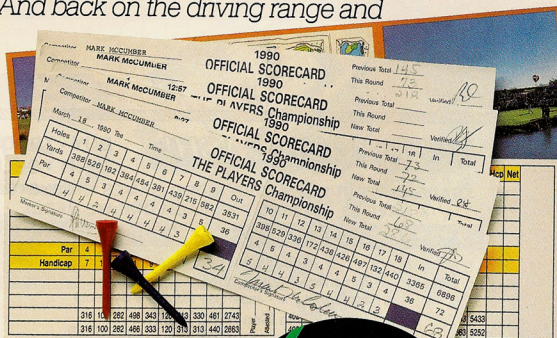
a sportscaster with tournament highlights but no commercials. If you don't devour all your

greens, you'll finish out of the money. And back on the driving range and practice greens. A battery backup saves everything—games, accumulated earnings, scores. Even PGA TOUR stats for up to 82 golfers.

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LASER INVASION

Konami/Nintendo



Konami promised to create games that would take advantage of their new LaserScope's ad-vanced capabilities and this is the first of that series. Don't have a scope yet? No problem, the game works equally as well with the old Zap-per. Take to the air and blow away his copters; slice through his ground forces and maneuver through a first-person perspective 3-D maze, protected by killer mercenaries! Constant action for the quick thinkers and fast shooters!



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BANDAI

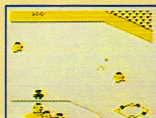
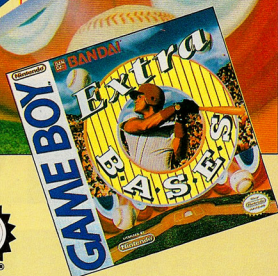
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B.A.S.E.S.

The Race for the Pennant!

"Well it looks like the home town boys are down to their last chance in this, the seventh game of an incredible series. The score is 4 to 2 in the bottom of the ninth with 2 outs and runners on 1st and 2nd. The count is full, so the runners will be moving. Here's the wind-up and the delivery...Oh, Wade got all of that one!!...it's a deep fly ball to center!...Cole races back to the warning track!...IT'S GONE!!! HOME RUN!!!"

Now you can experience all the excitement of a neck and neck pennant race with EXTRA BASES™. You can pitch, bat, field, and run the bases just like in a pro baseball game. So step up to the plate and swing for the fences. With EXTRA BASES™, you're a sure winner.



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CIRCLE #119 ON READER SERVICE CARD.

THE LONE RANGER

Konami/Nintendo

Hi ho Silver and away! The Lone Ranger is back with his faithful companion Tanto. Featuring over-head role-playing and shooting scenes that let you relive the cowboys and indians era on your NES. A good blend of action and strategy brings a whole new theme to the NES line up.



DEAD MOON

Radiance/
TurboGrafx 16

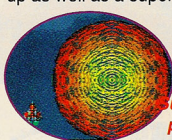
A new side-scrolling shooter that has 4-Meg of unbelievable graphics. New parallax distortion gives the backgrounds an amazing 3-D effect. Tons of power-ups and huge end of round bosses make Dead Moon shine.



RAIDEN

Bignet/Genesis

A great translation of the arcade blast'em up is making its way to the Genesis in a big way, 8-Meg of memory that is. Raiden delivers solid shooting action in the same category as Twin Cobra and Truxton. The two main weapons can be powered up to immense proportions. Other weapons such as homing missiles and air to air missiles can be picked up as well as a super destructive smart bomb.



super intense
power-ups!





16-BIT CARTRIDGE

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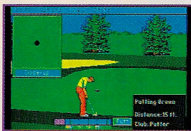
CIRCLE #175 ON READER SERVICE CARD.

PGA TOUR GOLF

Electronic Arts/Genesis



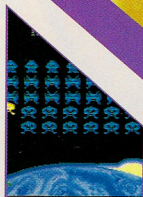
Move over Mr. Palmer as you now have some serious competition at your favorite pastime - golf. EA has taken a pass on tacking a big name to their newest sports game, and they really don't need it as the game play speaks for itself. Everything possible is built in, even mulligans, punch shots and the famous instant replay! Put backspin on your iron shots or try a chip shot to get the ball to the hole. Any way you play it you'll soon see that PGA Golf is the new generation of Sega golf games. Time to retire, Arnie!



SPACE INVADERS '91

Taito/Genesis

Old games never go away, they just disappear for a while and then come back for a new generation of players. SI is one of the 'new' old games, and this time it has returned after being refurbished with spectacular 16 bit backgrounds and improved sounds.



The old classic is back; now in 16 bit form!



JAMES POND

Electronic Arts/Genesis

The name is Pond...James Pond. He's a fish loaded to the gills with problems as much of his under-sea habitat is slowly being destroyed by mankind. Take on 12 perilous missions appropriately titled - A View to a Spill or For Your Fins Only. Give this lighthearted game a try just for the halibut as you could hooked on it!



Find the needed itens which are hidden in the ocean.



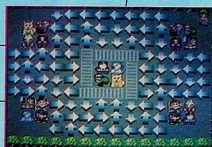
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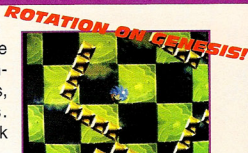
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SONIC THE HEDGEHOG

Sega/Genesis

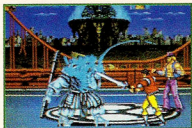
The cute little 'hog' is coming this summer to the Genesis. It's a quest/adventure loaded with hidden items, power-ups and surprises. Great 16 bit rotation tool! Look for more in May!



BATTLE WORLD

SNK Home Entertainment/NEO GEO

SNK has plenty of new softs underway. What was at CES is only the tip of the iceberg! Battle World, similar in concept to Ninja Combat, will soon be out.



STREET FIGHTER 2

Capcom/Arcade

The fabulous sequel to the original Street Fighter is on its way to the states! Already out in Japan, and a major hit at that, Capcom will soon have this punch and kick masterpiece over here for us to enjoy. Lots of new moves, weapons, powers and huge bosses to contend with. Spectacular multi-layered backgrounds that only an arcade machine can do!



New moves to try out, or watch out for!

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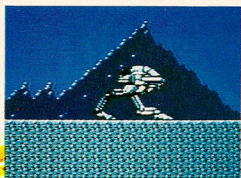


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METALMECH™

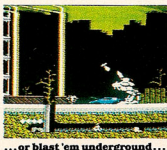
MAN & MACHINE



The all-terrain attack vehicle of the future!



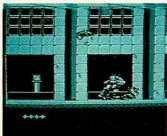
You can beat 'em into the ground...



...or blast 'em underground...



...or fight 'em alone!



It's what you need in a world gone to the dogs!

The most powerful duo on the face of the earth!

Fight "The Great Alien Invasion" with MetalMech!

MetalMech is the all-terrain attack vehicle of the future—a fusion-driven, three-legged beast that mangles, stomps and blasts anything in its path...mechanized dogs, slinkys, rats, space-fighters and more.

Need to blast enemies out of a tight spot? Eject your armored warrior from MetalMech and strike out on foot. Zap 'em on rooftops, balconies, and in underground passages.

The MetalMech battle takes place on dozens of screens through six levels of the most exciting, super-futuristic, blasting action ever created for the Nintendo Entertainment System.®

But beware—this machine has a mind of its own. It's up to you to discover all of the controls, weapons and tech systems. Then make them work for you as you fight against time to save what's left of mankind.



New! For the Nintendo Entertainment System.



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TRICKS OF THE TRADE

TOP SECRET VIDEO GAME TRICKS, CODES AND STRATEGIES



STRIDER

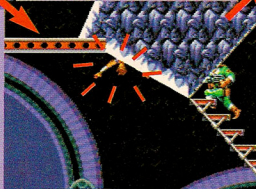
(Sega/Genesis)

Secret Room - In level 2, fight your way past the gorilla and follow the procedure below. This will get you to a secret room which is really just a glitch in the game. It doesn't do anything for you, but it is very cool to watch.

Eric Viglotti
La Jolla, CA

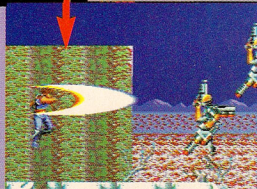


↑ On level 2, fight past the gorilla and jump onto one of these containers. Wait till you're at this point..



Jump into the rock at this point and you should go right through. Try it till it happens.

↑ You'll get caught in the rocks and then forced down into a hidden area.



While in the room you'll fight the phantom fighter. Just walk to the right to go on.

MICHAEL JACKSON'S MOONWALKER

(Sega/Genesis)

Stage Select - Now you can select any stage except for stage 6! All you have to do is hold **UP & LEFT** and button **A** on controller 2. Then push start on controller 1 and select a one player game. After pushing start, you will see the words "Round 1." Simply hit left or right to select the levels and press start.

Jim Polak
Joliet, IL



**UP &
LEFT
AND 'A'
ON
CONTROL
-LER 2**



FUN FOR KIDS OF ALL AGES



2 PLAYER

If your idea of fun is blasting your way through endless armies of fierce enemies from the past, present, and future, then **GAIN GROUND** is your game. Choose three warriors from an elite group of twenty, all with different weapons and

capabilities, to venture into this strange and deadly world of war simulation gone berserk, where helpless captives await rescue. Team up with a friend and hit the battlefield... Young, old, or in-between, everyone can be a hero in **GAIN GROUND**.

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



BUT IT STILL HAS ROOM FOR YOU.

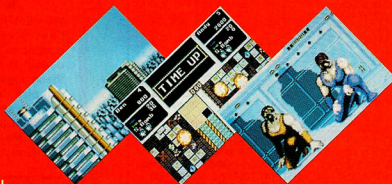
Give or take a few enemies, time delay bombs, laser cannons, and sinkholes, but who's counting. Because you'll need all your skills, good judgement, and quick reflexes to crack this game.

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

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

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

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



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SWORD OF SODAN

(Electronic Arts/Genesis)

Secret Message - Drink one of each potion at the same time and you'll be poisoned and given some true words of wisdom.



ROADBLASTERS

(Atari/Lynx)

Hidden Ghosts - In Bubble City drive into the first tree on either the right or the left side of the road while holding the B button to get a picture of the programmers.



Matt Scott



Scott Williamson



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TEENAGE MUTANT NINJA TURTLES 2

(Konami/NES)

Simon Belmont Trick - First hit Reset five times then at the title screen hit UP & A four times, Down & B three times, Left & Select twice, and Right & A once on controller 2. Then on controller 1 hit U, D, L, R, B, A, Select, U, D, L, R, B, A, Select. You'll hear a whip slash sound and Simon's head will appear where the turtle icon was. Hit start and play as Simon Belmont!!!

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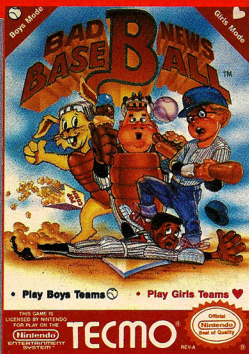


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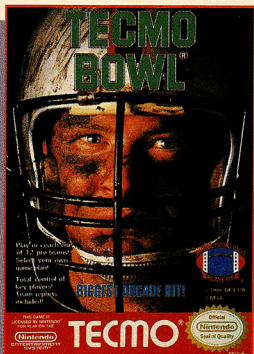
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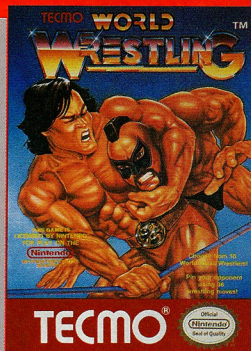
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- 1 or 2 players
- Superior graphics
- Coaching mode
- Password for continued action
- 12 teams
- Super action cinema screens



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



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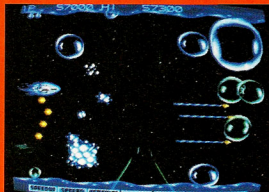
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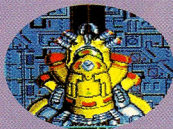
INTERNATIONAL OUTLOOK

NEWS, Previews and Info From Around the Electronic Gaming World

Super Famicom takes Japan by Storm!! Dozens of New SF and Mega Drive Softs Coming Soon!

Asmik/Mega Drive VERYTEX

Asmik has a new vertical scrolling action game coming out for the Mega Drive. Similar in design to Cyber Core, this multi-layered, overhead view shooter features a wide variety of weapons and power-ups. Not to mention all the different types of enemy warships you will encounter. Detailed backgrounds, solid game play and plenty of action highlight this fast moving soft.



*Huge enemy bosses
await you!*



*It's a vertical scroller
similar in concept to
Cyber Core.*



Toho of Japan/Mega Drive HEAVY UNIT

Beautifully detailed, multidimensional backgrounds, and unusually large enemy robots are features found in Toho's new side scrolling shooter. Start off as a sleek flying machine but transform into a 'Heavy Unit' when extra firepower is needed. Plenty of power-ups to get along the way and all will be needed when it is boss time. Moves a bit slow but the action is still average as far as shooters go.



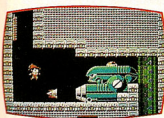
*Grab a shield to give you more
protection against enemy fire.*



DON'T TURN THAT PAGE EARTHMAN! WE KRIONS HAVE YOUR PUNY PLANET NOW!



Earth's skies are raining metallic men from a predator planet, and your only hope against the Krion Empire is a witch that vanished generations ago. Francesca, we need you!



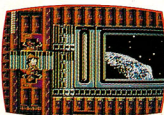
- The good witch Francesca, who has come to save the planet from The Krion Empire, has infiltrated the ice base! Before she can do battle with Yukimaru, the Snow Monster, she must get by this Krion Menace!



- Among the clouds Francesca searches for Sky Hawk's base. Beware of the robo bees and deadly spikes!



- "Gasp...Choke!!!" Francesca had better find an air pocket fast or risk drowning!



- Thousands of miles above the earth Francesca continues her quest to end the Krion reign!

The Krion Conquest™

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WANDERERS FROM Y'S

Hudson Soft of Japan/ P.C. Engine CD-ROM

Almost three years have passed since Adol had rescued Y's from the clutches of evil. Adol with his faithful companion Dogi were wandering from country to country. One day, a rumor lead them to return to Dogi's place of birth. Something strange had happened in Felugana, fields were dying and becoming barren. Strange creatures hunted the people in the dark cloak of night. This did not discourage Adol and he plunged into his new journey. The sequel to one of the best P.C. Engine games ever, is now available in Japan! Wanderers from Y's features a fantastic new musical score and cinema intermissions that are even more spectacular than Y's Books 1 & 2! This time the game is played in a fast and furious side-scrolling battlefield. Tons of items and hours of exciting game play could make this the best CD available yet.



*More cinema
intermissions
than in Books
1 & 2!*



*Talk to townspeople to
get valuable information.*



*A whole new land for
Adol to explore.*



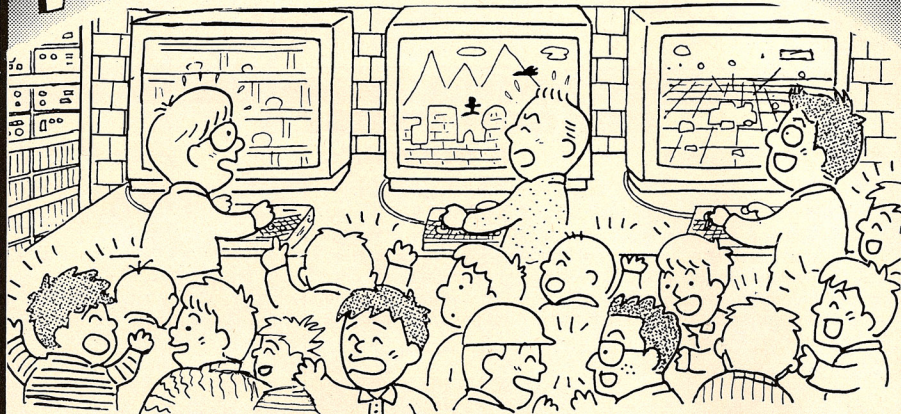
*Fight your way through
huge caverns!*



*Find items and wea-
pons along the way.*



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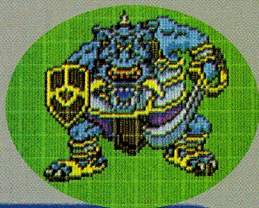
DRAGON QUEST 5

Enix of Japan

8 megabit

Fall 1991

The fifth installment in the popular Dragon Quest series is moving up to the Super Famicom. It is still a ways away from production but plans are to make it 4 times larger than the first of the series. Another new feature is the 'layering' of enemy monsters. Not only do they line up in a row, but they can be several rows deep. The quest will relate to the previous adventures but the specific tie ins haven't been worked out yet.



GOEMON

Konami of Japan

4 megabit

June 1991

Named after a popular cartoon character in Japan, Konami's next release will be meant just for the Japanese market. Actually this is the third in the Goemon series as the other two games were famicom softs. You must avoid the ghosts which chase after you while gathering treasure chests and power-ups. Good kung-fu moves and plenty of action make for a good action game.



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ACTRAISER

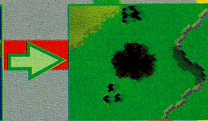
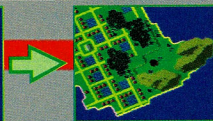
Enix

6 Megabit + Battery

Now

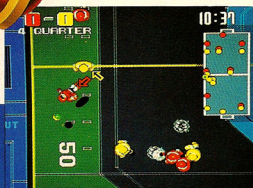
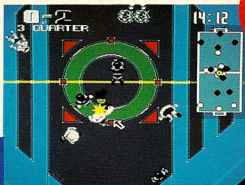
The newest Super Famicom adventure available is Actraiser from Enix. Actraiser has fast action hack'n'slash arcade-style game play combined with the mind challenging Creation Mode that captures the most appealing features of Populous. Each round is highlighted with fantastic graphics and an amazing musical soundtrack. The music is full of digitally sampled horns, violins, and percussion and clearly stands out as the best sound on Super Famicom yet! The graphics are equally as impressive with backgrounds and characters drawn in utmost detail. While the Creation Mode seems to slow the game down, the outstanding action scenes show how advanced the SNES is. An excellent game that really shows off what the system can do with two solid game concepts blended to bring you the ultimate in 16-Bit video gaming adventures.

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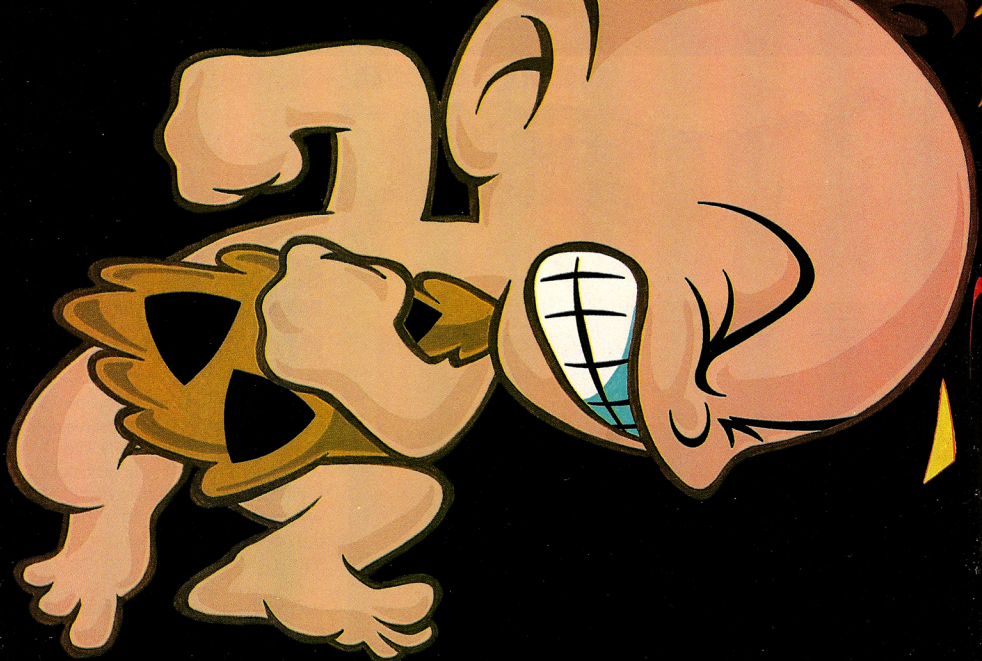
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The Game Creator

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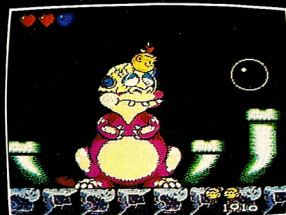
deserts. All for a mere zero dollars.

All you have to do is buy the specially-marked TurboGrafx-16 System now (which already comes with another great game, Keith Courage in Alpha Zones) and you get Bonk's Adventure right on the spot.

So you can save 50 bucks, and start banging heads immediately.

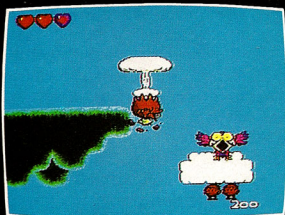
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ADVENTURE



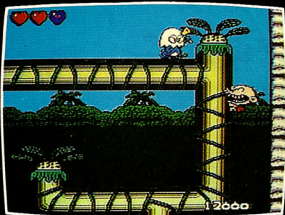
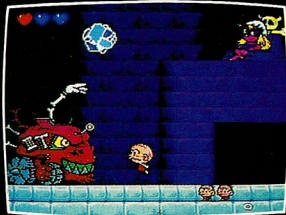
As Bonk, you must battle Huey, the first Boss. Huey is hypnotized, so he forgets he's really your friend. Just keep bonking him on the head to jog his memory.

Look for more lives inside the dinosaur. Also remember to check every cave entrance and bonk all walls to find secret bonuses.

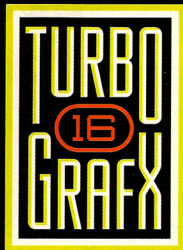


Meat helps Bonk get fired up to beat the bad guys. Like all fast food, you never know when you'll come across it, so keep your eyes peeled.

A most heinous boss, Tractor Head, has a deadly beanball fight with Bonk. You can beat him, just use your head.



Sometimes Bonk needs to climb to get where he's going. Since they hadn't invented the ladder in 10,000 B.C., he uses his teeth.



NEC

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BEHIND THE SCREENS AT BULLET-PROOF SOFTWARE

"TAKING ON TETRIS WITH THE POWER OF LICENSING"

Where do video games come from?

The answers to this question are as different as the games themselves. Last issue we showed you how the idea for a cart is formed and produced by a programming team comprised of artist and developers who start, quite literally, from scratch.

But that is only one method of getting a game into a box. The most prolific method used to get games onto store shelves is through a complicated process known as licensing. Although some see licensing as a process that involves the acquisition of a popular character or theme (such as *The Simpsons* or *Batman*) that is then developed into a workable game project, some publishers go straight to other companies and essentially buy the rights to make the game for a specific region of the world.

This is done more than 90% of the time in the video game industry. Why? Because most of the games

that you've enjoyed on your Nintendo, Turbo and Genesis systems originally started out as softs for the Famicom, PC Engine and Mega Drive. American game manufacturers locate the titles that have the most potential and then import the same game into the U.S.

This process is a lot easier for some companies than it is for others. Many of the larger game manufacturers, such as Capcom and Konami, develop products for the Japanese market and then choose the best (since most NES producers are limited to the number of games that they can introduce in the course of a year) to ship into stores here. Other big names, including even Nintendo and Sega, will shop around to smaller licensees and developers for the rights to their games in favor of their own.

Why would a game company sell a game if it has blockbuster potential? Why not make the game them-

selves and keep all of the ability to adequately market or distribute games, when you could make an arrangement with someone like Nintendo to buy their game plus forward a percentage of the profits that it makes! In this way, they can get the added exposure that a name like Nintendo can bring, sell more units and in the end come out ahead!

While it sounds as though licensing is little more than a golden road leading to even greater riches, it can also become a gamble. Most of the games are first released in Japan, a country that has time and again favored such themes as puzzles and RPGs, two genres that haven't always translated into big bucks on this side of the ocean. In fact, Nintendo banked on the appeal of RPGs as a new form of video gaming in 1989 and urged their licensees to follow the course. Unfortunately, many did and with few exceptions they all ended up with more games than they could sell.

One company, however, has had incredible success as owner of the license to one of the most popular games of 1990. Coupled with strong leadership and a hands-on approach to licensing, Bullet-Proof Software has quickly emerged as one of the predominant forces in the Nintendo game category...despite the fact that many of you may not know which game they're responsible for.

"It was a very strange situation," begins Henk Rogers, President and Founder of Bullet-Proof Software, "I had traveled to the Soviet Union to see if I could acquire the hand-held rights to a computer game that I had first seen tucked into the corner at the 1989 Consumer Electronics Show in Las Vegas. As a way to break the ice, Henk



showed them the Japanese Nintendo version, which had been produced and sold by BPS in Japan under license from Tengen. When they saw this, they immediately began to talk amongst themselves excitedly in Russian. Their next question to Henk was where did he obtain the Nintendo rights to the game. The game in question was none other than Tetris.

"Licensing a game can be difficult, but going after Tetris was made doubly complicated due to the fact that I was having to deal with the Soviets and their export bureaucracy as well as stumbling into the middle of a misunderstanding." The misunderstanding that Henk describes affected not only BPS and Tengen, but Nintendo as well.

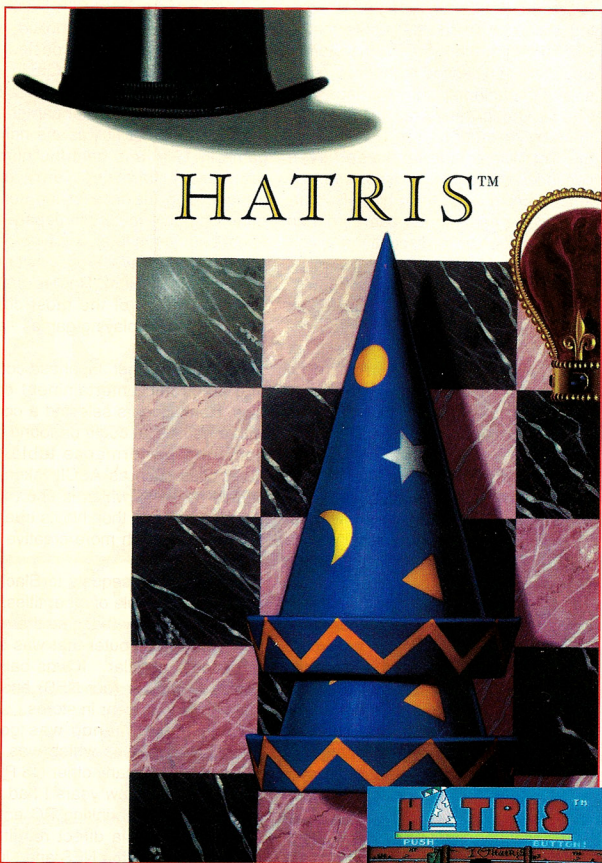
"At one point I thought that the Russians might lock me up for copyright infringement!" Henk exclaimed. After sternly explaining to the head man of BPS



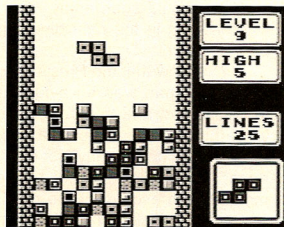
EGM Publisher, Steve Harris (r), talks to BPS President Henk Rogers (second from right), and the developers of Tetris and Hatris!

that ELORG, the Soviet company responsible for the marketing of Tetris, had only provided rights for the IBM PC, IBMPC compatibles and C-64 versions of the game. Rogers had to come up with plenty of answers...fast! Fortunately, cooler heads prevailed, "I calmed everyone down and let them know that I too was interested in finding out who had the real rights to Tetris because if the rights under which I had been publishing Tetris turned out to be bogus, BPS could possibly face very serious legal consequences."

In the end, this trip to the Soviet Union would pay off for Henk and BPS. It finally was revealed that the company that had originally been given the rights to Tetris on computer, Andromeda, had themselves sold the license to formats they had no actual ownership of. The final chapter to this story had Tengen in the



Hatris, the latest in the line of games inspired by the original Tetris, is one of several upcoming titles from BPS!



The game that started it all! BPS license GB Tetris to Nintendo!



Hatris takes the Tetris premise and gives it a new twist!

midst of a Tetris recall, Nintendo scoring a coup with the full rights to the NES product, the rights to the GameBoy product (licensed to them by BPS) and BPS ending up with the Japanese Family Computer rights (licensed to them by Nintendo). The reshaping of the Tetris licensing landscape even continued for several months, with Nintendo forcing Sega, who had also purchased the rights to the game from an incorrect source, to discontinue a version for its 16-Bit console (copies of which can go for as high as \$200 in some circles). As far as Henk Rogers was concerned, the deal worked out perfectly, allowing him to use the same creative approaches that he'd employed in the past, effectively reshaping the software and cartridge game industries of both Japan and the U.S.

Bullet-Proof Software was molded out of Henk's own creativity and was out of a necessity to be taken seriously. He started out of a necessity to be in business or to go back to teaching English in Japan. At the age of 29, Henk had personally designed, developed and programmed an RPG called Black Onyx. While many hard-core RPG'ers would consider the game too simple by today's standards, Black Onyx was the title that opened up the Japanese market to role playing games. It was just one of many firsts that Rogers would enjoy on his ascent into the forefront of the electronic gaming world.

"It was the first RPG," Henk elaborates, "to use bar-graphs to graphically display the hit points and wounds as well as characters that had different faces and whose clothing and inventories were graphically represented." When the game was released to the fledgling Japanese computer game players, it didn't take off right away.

The problem Henk faced was that because RPGs were a non-existent genre at the time, his advertising dollars fell on deaf consumer and distributor ears. Realizing this, he visited all the Japanese computer game magazines and personally demonstrated the game. One month later, Henk was rewarded with rave reviews which were quickly followed by booming sales. BPS was in business.

Needless to say, with Henk at the helm the public started to notice. With a unique game packaging design which eventually became a standard in Japan, Black Onyx was marketed with a higher price than other computer games. But it sold and sold big (it was the number 1 game in 1984 and held the number 2 ranking the following year), forever transforming the face of the computer entertainment industry in Japan with its quest and, years later, the type of video games we all play. From power-ups to power meters, Henk Rogers managed to create many of the most common parts of the role playing games - all with just Black Onyx!

Like many other Japanese computer and electronic entertainment companies, Henk Rogers selected a company with a name that could be found on any computer performance table. With other titles such as ASCII taken, Henk settled on BPS (which is short for Bits Per Second) and then hid its true meaning with the much more creative Bullet-Proof Software.

"I did some sequels to Black Onyx as well as a couple of other titles," Henk continues, "but by that time there was a new type of computer that was starting to become popular. It was called the Family Computer (our NES) and it had just begun to appear in stores. I did not believe that Nintendo was going to affect my business which was mostly PC, just like so many other US PC companies. After a few years I had to face the reality of a shrinking PC entertainment market as a direct result of the great success of the NES and I just had to be a part of it!"

As we all know now, Henk's assessment of Nintendo's potential, as flattering as it was, didn't come close to touching the real success that the machine would soon enjoy. But Henk was heading in the right direction, and he had a plan!

Henk knew that the President of Nintendo in Japan was an avid player of the game Go, and that if he could convince him that a version was possible for his machine, he may just be in business. With this in mind, he got the meeting and eventually the contract to produce a translation for the Famicom. After developing Go for the Famicom (rated one of the best games on the

Famicom by the Japanese mags), Nintendo allowed BPS to publish it themselves. Go was a success for BPS and it gave them a foot-hold into the Nintendo market.

With several NES carts under their belt (including softs such as Archon), BPS is now an established member of the software development and publishing field. The company's commanding presence is bolstered by strong ties with the programmers of Tetris and other popular Russian games.

"The first day I met Alexey Pajitnov, he was a bit distant, sort of sizing me up," Henk goes on, "but after we talked and he knew how enthusiastic I was over Tetris he opened up. We had dinner together later that evening and came up with a dozen different sequels to Tetris - maybe someday we'll see them all!"

Right now, however, Henk and the rest of the BPS staff are gearing up for the release of the second Nintendo Tris game, called Hatris. Developed along with Vladimir Pokhilko, Hatris takes the Tetris concept, doubles it and then adds a very challenging puzzle to it. You must line up two descending hats onto the heads of different people as Vladamir and Alexey look on. Whenever five hats of the same kind are stacked successfully atop one head, the hats disappear and bonus abilities are added. If enough of these bonuses are gathered, you can pick up hats or throw useless ones away.

In addition to Hatris, BPS is also working on two other products - a Nintendo version of Chip's Challenge (a Lynx game that is one of Henk's favorites) and a new first person perspective four player GameBoy cartridge called Face Ball 2000.

Take a lot of creativity, a bit of daring and plenty of smarts and you end up with the brains behind one of the best new Nintendo licensees on the rise! Henk Rogers is a man who has forever changed how we play games as well as the games we play! With a feeling for what's fun and always an eye toward the future, Henk has managed to position himself alongside the best in the industry.

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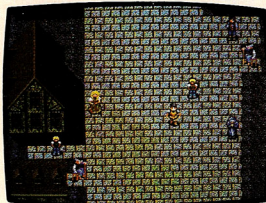
FATAL LABYRINTH:

Fight vile monsters that attack you from all angles. Use the right weapon and magic at the right time. Avoid secret pits and deathly chaos squares. Search for hidden stairwells that lead you to the almighty dragon and restore light to the world.



FATAL LABYRINTH:

Create your own journey each time you play. Search for weapons, magic, armor, shields, and food in rooms that mysteriously appear as you travel.



FATAL LABYRINTH:

Start the journey in the village outside Dragonia's castle. The village dwellers will tell you of their plight and what you need to do to save the world from darkness.

S JUST THE BEGINNING.

Fatal Labyrinth is fresh. Because you create the journey. And no two journeys are the same. Travel through 30 levels of ever-changing mazes, with new rooms and hallways revealing themselves at every turn. No hundred-page hint-books here. You're on your own.

Marauding ghouls have raided the nearby village and stolen the Holy Goblet, delivering it to the High Tower where the Dragon rules. With the goblet in his vile talons, soon darkness will consume the world.

As Trykaar, you will bravely enter Dragonia Castle and employ a vast array of powerful weapons and mysterious magic items, discovering their functions and uses as you journey headlong into the clutches of the Dragon's minions.

Whether you're new to dungeon travel or a hardened veteran, Fatal Labyrinth will hold surprises and high adventure unlike any other fantasy game. Every time you play, it's like a new, different game. And with *Phantasy Star II*™, *Sword of Vermilion*™, and *Phantasy Star III*™ coming soon, we've got the RPG category covered. Which is why we say, Genesis does.



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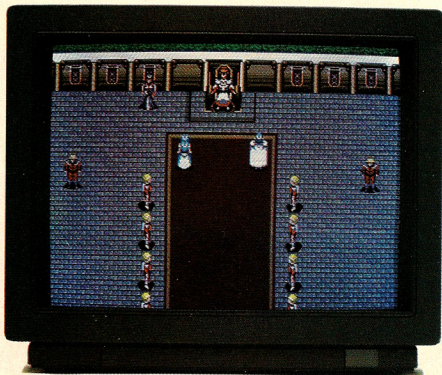
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With 19 multi-level maze dungeons and 9 separate cities to explore, you'll solve twisted riddles and fight hundreds of Biomons that will hopefully lead you to your goal. Awarded "1990 Best Video Game of the Year" by Video Games & Computer Entertainment.



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ARCADE ALLEY

By
Sushi X

THE SIMPSONS

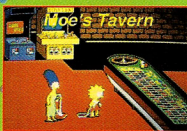
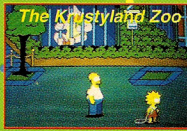
America's Funniest Family



**AVE CARUMBA,
DUDE!**

The Simpson clan are at it again in an all new coin-op adventure! One day in downtown Springfield, the Simpson family stumbled into a robbery in progress. Homer bumped into the crooks, causing a large diamond to pop out of their hands and into Maggie's mouth! Naturally, the robbers can't remove the diamond from Maggie's mouth and simply decide to kidnap Maggie. Taking matters into their own hands, the whole family takes off after them. Follow Bart, Lisa, Homer, and Marge throughout Springfield as they attempt to save Maggie from the clutches of jewel thieves!

Even though the Simpsons only want Maggie back, the thieves send thugs to stop them. Unfortunately for them, they didn't realize what they were up against! Each Simpson has a unique fighting style. Bart has his skateboard, Lisa uses her jump rope as a whip, Marge clobbers the crooks with her vacuum, and Homer simply utilizes his lethal hands and feet. Nobody messes with the Simpsons! Another interesting attack involves team cooperation. Stand two family members near each other for a second or two and get ready. Homer and Marge can roll over the bad guys like a bowling ball. Lisa and Bart run and yell, giving the crooks instant headaches! Or, pair up parent and child to double their attacking power. Another way to waste the robbers is to nail them with the various items laying in each level. Hammers, bowling balls, slingshots and more are all at their disposal.



Oh, no! Maggie has the jewel, and she won't let go either. Act quick, Bartman!

The crooks have taken Maggie!! The Simpsons will have a hard time saving her.



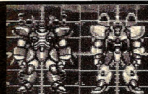
Their journey will not be short, either. The Simpsons must travel through Downtown Springfield, Krustyland, the Springfield Discount Cemetery, Moe's Tavern, scenic Springfield Butte, Dreamland, Channel 6, and finally, the Nuclear Power Plant. All aspects of the hit television show have been perfectly preserved and enhanced in the coin-op, right up to each Simpson's individual smirks and gestures! Add four player simultaneous fun, challenging game play, and numerous player options, and you've got one coin-op that even Homer could enjoy!

The Simpsons are washed up on shore after diving headlong over a waterfall!



They're taking Maggie to Channel 6! Hurry up, Simpsons, time is running out!!





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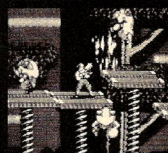


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Acclaim Entertainment	150	9,11
American Sammy	118	MG19
Annunziato Corp	178	34
Atari Corporation	122	MG13
AV Distributors	136	12
Bandai America	119	41
BigNet	175	43
Chips and Bits	134	52
CSG Imagesoft	120	61
Data East	116	31
Die Hard Game Club	131	73
Electronic Arts	111	38-39
Enix	172	33
FCI	121	35
Game Express	171	14
Game Train	133	81
Gametronix	179	83
HAL America	110	21,23
Home Entertainment Dir	173	74
HO/RC Hobbies	163	72
HOT-B USA	128	37,55
Hudson Soft	109	13,19
IGS	127	45
Irem America	158	6, 7
Jaleco	147	47
Japan Video	135	12
Kaneko	103	15
Koei	166	25
Konami	146	MG2
Meldac	105	17
Namco America	140	MG5,63
Natsume	126	OBC
NEC	101	64-65
NTVIC	106	MG7
Play-It-Again	129	87
Power Up Video	169	46
Renovation	113	49
Sage's Creation	112	51
Sega of America	107	MG14-15,69-71
Seismic	174	27
Sofel	102	5
Sunsoft	164	IBC
Taito	161	IFC,3
Tecmo	123	53
Tesco	170	68
Ultimate Game Club	130	91
Verdict Telereviews	168	89
Vic Tokai	125	28-29, MG17,57
Video Game Excitement	177	59
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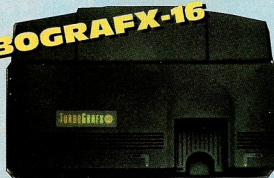
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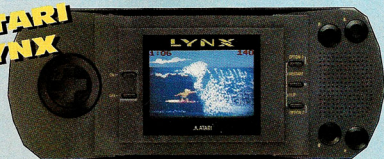
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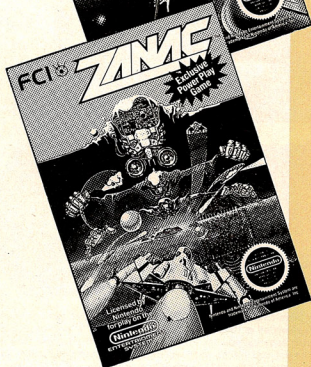
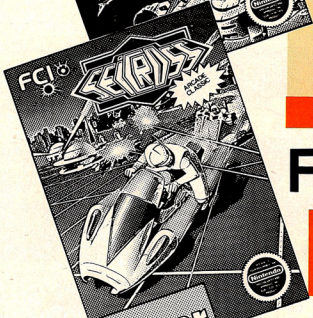
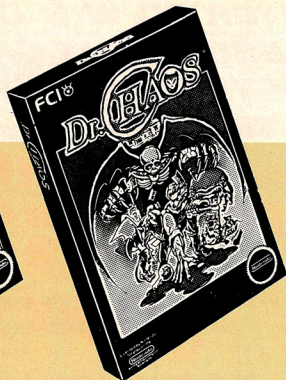
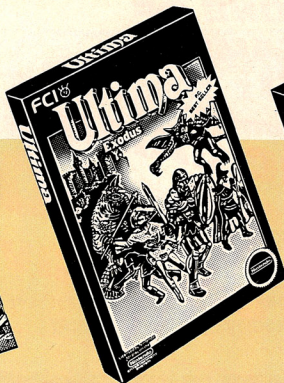


**ATARI
LYNX**



Rules: All entries must be postmarked by March 31, 1991 to be eligible for the first drawing. All entries received after March 31, 1991 will automatically be registered for the second drawing. All previously accepted entries are eliminated after each drawing is completed. The decision of the judges in the selection of the winners is final. Neither EGM nor the judges will be liable for lost or misdirected mail. No purchase is necessary to enter. Multiple entries are allowed, but only if sent under separate postage to: EGM Great Game Give-Away, 1920 Highland Avenue, Suite 222, Lombard, IL 60148. The specific titles of the Nintendo game paks contained in the Nintendo game packages is up to the judges. Employees and families of Sendal Publications, Inc. are not eligible to enter. Deadline for second drawing is June 31, 1991. Deadline for third drawing is September 31, 1991. Grand Prize Winner is selected at random from the previous 15 winners on October 15, 1991. The title of the arcade game awarded is up to the judges. Void where prohibited. * \$10,000 value based on MSRP of all products awarded.

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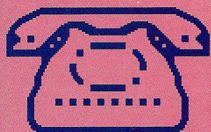
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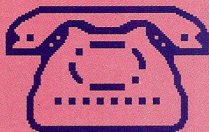
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FACT-FILE

Manufacturer: Taito
Machine: NES
Cartridge Size: 2 Meg
Number of Levels: 6
Theme: Action/Quest
Difficulty: Average
Number of Players: 1
Available: Now

THE QUEST OF A LIFETIME...

Fresh from the masterminds at Taito comes an excellent movie to game cart translation - Indiana Jones and the Last Crusade! This action/quest takes you on several unique missions that challenge your mind as well as your reflexes. As in the movie, Indiana must find his father and the Holy Grail before the Nazis close in!



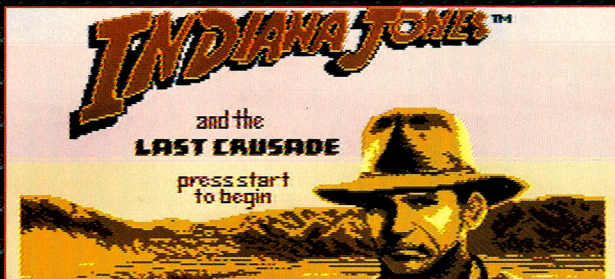
Finally...a moment to relax...Hey, what's this? Something from Venice, Italy. It's Dad's Grail diary.



Every clue he followed, every discovery he made; the complete record of his forty year search for the Holy Grail.



The last I heard, Dad was in Venice deeply involved in his search for the Holy Grail. But why would he send the diary to me?



SAVE MARCUS AND DAD!

Once again, Sallah informs you that you must save Marcus and your father before you partake on the Grail Quest. Of course, don't forget to visit Venice and retrieve one of the most valuable clues in the game - a picture of the Holy Grail! Hurry, Indy! There isn't much time!



I'll go to Venice.
I must rescue Dad.
Back to Iskenderun.
I must get Dad's diary.
I must get the Grail.

THE DIARY IS YOUR LIFE!

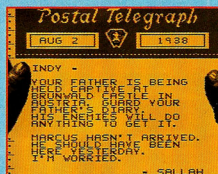
Should you lose the diary to the Nazi henchmen, go after it immediately! The motorcycle course is difficult, but you may try to retrieve the diary as often as you like. This way, if you get knocked out again, all you need to do is get the diary once more.



You chose... wisely!
Unfortunately, you are not worthy of the Holy Grail...

A NOTE FROM SALLAH??

After completing one of the first quests, Sallah sends you a telegram stating that he found the location of the Holy Grail. Take his advice seriously, and be sure to have the diary when you finally attempt to retrieve the Grail! Be patient, however. You have many quests to complete first.



DECISIONS, DECISIONS...

This cart is a true quest/action game. The choice of missions allows players to decide which fate they would like to pursue. A word of warning, however, the quests become harder as you complete them. Even the Grail Puzzle is nearly impossible at higher levels!



They took Dad's diary!
I've got to go to Berlin and get it back!

NOT SO FAST...

Even though the option to search for the Holy Grail comes early in the game, do not attempt to retrieve the Grail unless you have 1) gotten the Cross, 2) rescued Marcus, 3) gotten the Grail sketch, 4) rescued Indy's father, and 5) retrieved the Grail Diary. All attempts will fail...

YOU WILL FACE MANY CHALLENGES IN YOUR QUEST FOR THE HOLY GRAIL!!



Claim the sacred Cross of Coronado off the coast of Portugal



GET THE CROSS!!

One of these pirates is holding the Cross of Coronado. After you defeat the last pirate, you will be rewarded with the Cross. After grabbing the cross, Indy will jump off the ship.



Rescue Marcus from enemy tanks on the vast desert of Iskenderun



I don't know, I'm making this up as I go...

SAVE MARCUS!!

Marcus has been kidnapped! Battle it out with the thugs in the tank and knock them over the edge before they wipe you out. Don't take too long, as the tank is headed for a cliff!



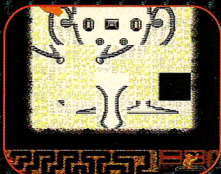
Dr. Schneider, what is the present surprise? You say there are important clues in the library. Let's have a look.



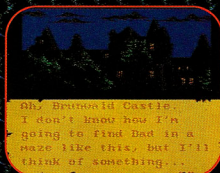
Wow, that's a picture of the Grail, but it's been scrambled.

A GRAIL PUZZLE!!

In Venice, you must unscramble the picture of the Holy Grail and escape the cavern before the fire arrives. Make sure you memorize the finished picture for later reference.



Save your father from the clutches of enemy soldiers at Brunwald Castle in Austria



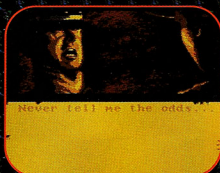
Oh, Brunwald Castle. I don't know how I'm going to find Dad in a maze like this, but I'll think of something...

SAVE YOUR DAD!!

Getting close! Now Indy must face the Nazis to rescue his father, hidden somewhere in Castle Brunwald. Secret doors and walls are everywhere! Try using the whip on objects.



Retrieve your father's diary from Berlin and elude the enemy soldiers



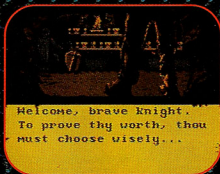
Never tell me the odds...

GET THE DIARY!!

The Nazis have the Grail Diary! After Indy retrieves the diary, he must escape on motorcycle. Numerous hazards along the way will hinder Indy's escape. Take great precautions here.



And finally claim the Holy Grail from the Lost Temple



Welcome, brave knight. To prove thy worth, thou must choose wisely...

ONTO THE GRAIL!!

Having completed the rest of the quests, Indy may now attempt to retrieve the Holy Grail. Use the information in the diary sketch, and the Grail is yours!



FACT-FILE

Manufacturer: Jaleco
Machine: NES
Cartridge Size: 2 Meg
Number of Levels: 5
Theme: Action
Difficulty: Moderate
Number of Players: 1
Available: Now



MOST EXCELLENT, DUDE!!!

Jake is the apprentice of Zed, a master magician. While preparing for his training, Jake is maliciously attacked by unknown assailants! While fighting off the attackers, Lisa, his girlfriend, is kidnapped, so Jake heads to the underworld to win her back!

Of course, Jake is not defenseless either. He has a powerful assortment of magic at his disposal, including magic that can transform Jake into different man-animals! He has mastered the art of elemental mysticism and can control fire, water, air, and earth spells.

As Jake completes each level and destroys more enemies, his magics become more and more intense. Then again, so do the enemies! Certain magics only work when Jake is himself, so plan your strategies carefully.

TRANSFORM TO SURVIVE!!

CAT



The cat magic gives Jake an invincible jump and a powerful but short-range electric claw beam!



EAGLE



The eagle magic transforms Jake into a bird man who can fly and throw super charged feathers!



FISH



The fish magic turns Jake into a frog man that can swim and shoot destructive bubble stars!



JAKE



Jake himself is the all-around radical magic dude! Only Jake can utilize the really powerful magics.



USE THE MAGICS CAREFULLY!

FULL LIFE



The Full Life magic restores all of Jake's life and costs 4 magic points.

HALF LIFE



The Half Life magic restores half of Jake's life and costs 2 magic points.

TOTALLY TIME



The Time magic stops the enemies for 5 seconds and costs 2 points.

INVINCIBILITY



Invincibility magic lasts for only 5 seconds and costs 2 magic points.

FAR OUT FIRE



The Fire magic flames the on-screen enemies and costs 2 magic points.

WICKED WATER



The Water magic ices the on-screen enemies and costs 2 points.

AWESOME AIR

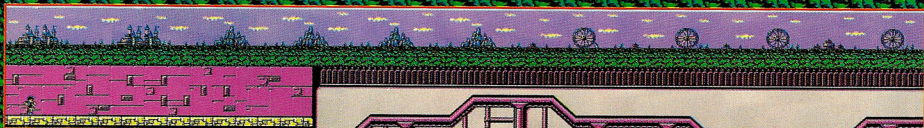


The Air magic blows away on-screen enemies and costs 2 magic points.

EXCELLENT EARTH



The Earth magic rocks the on-screen enemies and costs 2 points.



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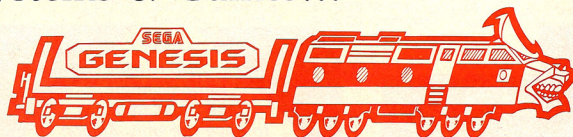
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LEVEL 1



JAKE IS ATTACKED!

After completing his basic training, Jake is abruptly attacked for no reason!



LEVEL 2



ALLISON IS KIDNAPPED!

Quickly, Jake! After them before they get away!! Allison is counting on you.



LEVEL 3



ENEMIES ATTACK AGAIN!

Rescuing Allison really got them mad! They want her back in a bad way.

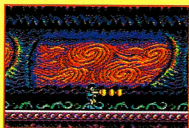


LEVEL 4



INTO THE UNDERWORLD!

All right! No more Mister Nice-Guy!! Take the battle to the underground world.

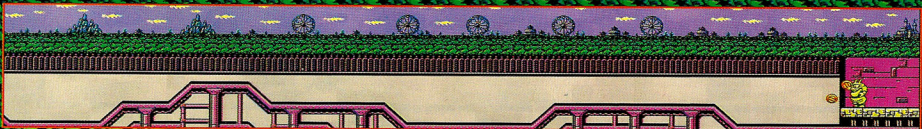
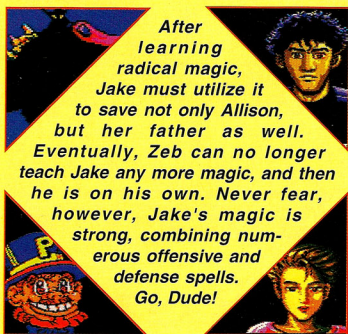


LEVEL 5



UH, OH...

This dude isn't fooling around! Get ready for a surprise at the end of this level!!



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Super Monaco GP	\$41.99
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THE MASTER SYSTEM 2, AFFORDABLE GAMING FOR THE 90'S

Mention Sega and you think of spectacular, cutting-edge technology like

CD-ROM, Tera, R-360 and 32 bit arcade machines. But besides this, behind the high tech glitter, the company has gone in and took a look at the existing product line - the Sega Master System. After all, this 8 bit workhorse still has a very strong following and now, with the worldwide introduction of the Game Gear, the company can do similar 8 bit programming for both the GG and SMS! For the U. S. market the emphasis was to be on an affordable system where price was to play an important part. To achieve this goal the SMS was to be revamped and given a new facelift. As extra incentive, Alex Kidd was now to be built in! And finally the system was to retail below \$60.

Enter the Master System 2! This is Sega's entry level machine but it packs a punch that can give Nintendo a run for its ROM. Containing all the specs of its older brother (except the card slot), the Master System 2 is now available in stores across the country.

But what good is a new system without the software to support it? To date, there have been over 90 Master System



The older SMS has been redesigned. The new MS 2 is now more affordable and has the game Alex Kidd built in!

cartridges released and, to fit in the 'affordable image' the prices of most of the games have been reduced to under \$30! Among the older games are clas-sics such as Phantasy Star, OutRun, Double Dragon, After Burner, Rambo 2 and Ghostbusters.

But Sega didn't just stop there. They knew that it takes a constant influx of new games to keep the players interested and that they have been doing the past few months. Just recently Sega brought out great titles such as: Castle of Illusion with Mickey Mouse, Michael Jackson's

Moonwalker, Columns, Joe Montana Football, Paperboy, Psycho Fox.

Super Monaco GP, Dick Tracy and the phenomenal Ghouls and Ghosts! Not a bad list of games!

And this is just the beginning. Sega plans to bring out at least another half dozen titles by Christmas. A new quest/adventure game - Golden Axe Warrior should be just coming out as you read this. The mega hit Strider will hit the MS2 in June packing a not too shabby 4 megabits! August will bring Shadow Dancer, and in September there will be Pat Riley Basketball and the wall climber - Spiderman. October is the time for Donald Duck, and even better things are in store for the major shopping months of November and December. In addition, Sega is relooking at some of their older unreleased titles.

And finally, should the time arise when you want to step up to the Genesis, your MS2 carts won't be out of date. With the Power Base Converter you'll be able to play them on the 16 biter!

HOT TITLES JUST RELEASED!

MICKEY MOUSE

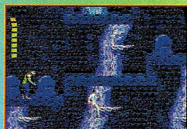


Sega has been busy the past few months in bringing out new MS2 softs.

GHOULS 'N GHOSTS



MOONWALKER



DICK TRACY



JOE MONTANA FOOTBALL



SUPER MONACO GP



COLUMNS



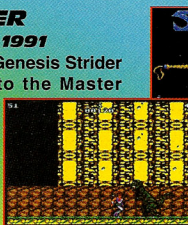
The price should be very reasonable for the new MS2 carts!

MORE NEW TITLES COMING SOON!

STRIDER

MAY/JUNE 1991

The award winning Genesis Strider is being converted to the Master System. It will be a 4 meg cart and, as you can see from the pix, this soft will probably be the best SMS cart ever!



All of the great 16 bit action has been built in the new MS2 cart! Includes all the huge bosses!



GOLDEN AXE WARRIOR

APRIL 1991

It's a new adventure/quest game on the same lines as Zelda. Explore the multiscreen countryside searching for treasures while battling with the enemy forces. Gain experience from your fights but don't let your life energy get too low.



SPIDERMAN

SEPTEMBER 1991

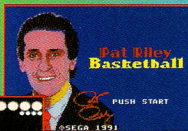
The webbed wonder from Marvel comics is here to rid the city of the scum that is causing havoc. Spidy climbs walls with ease and shoots webs to help him swing from building to building. It's an all out war against the Kingpin of crime and only Spidy can do it.



PAT RILEY BASKETBALL

SEPTEMBER 1991

Lace up your Air Jordans and get ready for a new generation of SMS basketball! Featuring fast action and close-ups of freethrows and slam dunks.



Go head-to-head with a friend in this fast paced full court basketball simulation.

And the action doesn't stop with just these spectacular new softs! Sega is taking a close look at also doing Great Golf, Shadow Dancer, Donald Duck and

FACT-FILE

Manufacturer: NEC
Machine: TurboGrafx 16
Cartridge Size: CD-ROM
Number of Levels: 3
Theme: Mystery
Difficulty: Moderate
Number of Players: 1
Available: March 1991

Sherlock Holmes



Consulting
Detective



ELEMENTARY...

Attention all Baker Street Irregulars, Holmes and Watson are back and they need your help. They have three new cases to solve and it's up to you to help put the clues together for Sherlock and the good Doctor so they can put these criminals behind bars, where they belong.

The first case deals with a 2000 year old mummy committing murder here and now, or at least there and then, as all of these cases take place in 19th century England. An archeological dig has dug up more than bones and artifacts. Holmes smells foul play, and it is up to you to help him solve this caper.

Case 2 involves a female heiress who is being framed for murder and robbery. Being the skeptic that he is, Holmes does not believe she is guilty. You have to prove it.

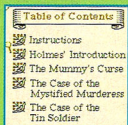
Your third case deals with a different type of lottery. The last survivor owning a wartime ticket gets all the money. Time to head to 221-B Baker St. and help Holmes and Watson.

Sherlock Holmes is a totally unique game, offering for the first time real action video. This is a phenomenal achievement and promises to make it a big hit.

USE YOUR TOOLS WISELY AND DON'T FOLLOW DEAD END LEADS!!



The Notepad will help.



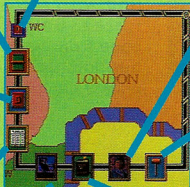
Choose the case for you.



Telegrams are useful.



Who's who in London.



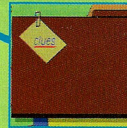
Hold a trial and win!



The Times holds info.



Travel to the scene.



Holmes' own information.

The Mummy's Curse



Is a 2,000 year old mummy responsible for the recent deaths?

The Case of the Mystified Murderess



Is the Society Burglar taking the jewels of his victims, or their lives? Why was an innocent woman framed?

The Case of the Tin Soldier



Who murdered General Armestead, and why? Was it to win the Tontine Lottery?

- THE TIN SOLDIER - WHO MURDERED GENERAL ARMESTEAD??



Holmes
the master-
mind himself -
combine wits
and solve the
crime!



Dr. Watson
Holmes' ever-
faithful assist-
ant - can find
some useful
information.



**Inspector
Smythe**
needs your
help to solve
the murder of
the General.



**General
Armestead**
Somebody
wanted him
dead really
badly.



**Sir Jasper
Meek**
Excellent at
finding the
causes of a
death.



Quentin Hogg
A b r a s i v e
d e d u c t i v e
reasoning are
his main ass-
ets.



**The General's
Butler**
As in many
old mysteries,
did the butler
do it?



**Porky
Shinwell**
He may like to
drink, but he's
full of useful
information.



Anita Thomas
As a Tontine
Ticket holder,
she has a
m a r v e l o u s
motive.



**Claire
Thomas**
Does Anita's
twin know
more than her
sister?



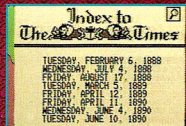
**Inspector
Lestrade**
A stubborn
man, but will
grant you a
favor or two.



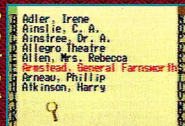
???
Who is this
mystery man
who killed the
General? Why
did he do it?

THE GAME IS AFOOT!!

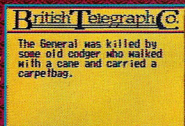
GATHER CLUES AND KEEP AN OPEN, DEDUCTIVE MIND.



Check the
**L o n d o n
Times** for
critical data
on the latest
crimes.



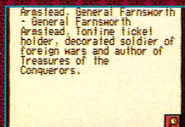
Fish through
the **London
Directory** to
find possible
s u s p e c t s
and info.



Send the
**Baker's
Street Irregu-**
lars to get
data quickly
and easily.



The **Notepad**
contains the
names of
people and
places to
investigate.



Holmes'
personal
files hold
v a l u a b l e
background
information.



**Personal
visits** often
reveal clues
in a digitized
movie clip,
or nothing.



Why is the
figurine of
Napoleon
turned? Is it
a clue or co-
incidence?



Perhaps the
General's
work on the
**Polar Star
diamond** was
fatal.



The short
man with the
letter and
cane killed
the General,
but why?



If you find
the perpe-
trator, try
and convict
him at the
court.



If you win,
**Sherlock
Holmes** will
talk about
the solution
to the case.



After Holmes
finishes his
solution,
compare
your score
to his.

The Future of Video Game Information is Here

Verdict TeleReviews™

Just what is VTR?

VTR is a caller-driven info line, where users can access a mind boggling array of vital video game features.

It takes a lot to boggle my mind. How can VTR do it?

Just listen to this: With one call, you can get well over 160 (more added weekly) critical, objective, and entertaining game reviews. Second, you can access our recommended game lists, which identify top titles by system and age group. Third, you can access up-to-the-minute news and information. Finally, you can use the "Sound Off" to get your views heard by the industry "big boys" (and girls!) quickly and efficiently.

Who should use VTR?

People who are looking for an alternative video gaming source use VTR. VTR is for those who want their info now, be it "No-Bull" reviews of the newest games, a list of the best available titles for their machine, or late-breaking industry news.

What makes VTR reviews special?

First, VTR covers almost every new game that comes out for all of the major systems. Second, our service is available to you any time, day or night, and from any touch tone phone. Plus, you can choose either a short (1 minute) or long (2.5 minute) review, so

you get exactly the amount of detail you want. Most importantly, our reviews tell you straight up if a game is worth your hard earned dollars. Use VTR, and you'll never make a \$50 mistake again!

What are recommended game lists?

These are "top ten" lists expressly designed for those who are interested only in the best games for their systems. These lists are updated bi-weekly, so you'll know that our list includes all the latest and greatest games for your system and age group.

And the news?

VTR covers all aspects of the video gaming world, with bi-weekly updates of new product announcements, manufacturer promotions, gossip, debates and much more. If you can't wait to hear what the video game future will hold, you need VTR News.

Ok. What about Sound Off?

Sound Off makes it easy to get your opinions to anyone in the video gaming industry. Do you have a game related comment, complaint or suggestion? VTR can get it to the right person, right away. Forget looking up numbers, addresses and company titles. Just call us up, leave your message, and we'll take care of the rest. After all, if the players don't tell the companies what they want, who will? You can make your voice heard with VTR!

Is the VTR system hard to use?

No. All the information is accessed using a very simple and efficient menu system. We get you to the info you want with the greatest of ease.

What are the codes listed below for?

These allow you to get directly to 30 of our latest reviews. Codes for over 130 other games can be accessed by listening to "New Additions" or by using the on-line "Code Locator Program." You can also see last month's EGM for other recent codes. Or best of all, leave your name and address on Sound Off for a complete VTR user guide with over 160 review codes!

Wow! VTR sounds great! But who are you guys anyway?

Basically, we're just a group of young game players who got sick and tired of buying sorry, overpriced, piece of junk games. We designed VTR to serve as a new source of information that could help confused consumers (like us!) make educated choices when purchasing games. We know VTR can really help you get the most for your video gaming dollar. But there's no need to thank us, just call!

What is VTR's number?

Funny you should ask! It's right down here...

1-900-226-3431 (1-900-CANDID 1)

1.25 for the first minute, .95 for each additional. If under 18, get permission

Genesis	Code	Nintendo	Code	NEC TG16	Code
Dick Tracy	010145	Star Tropics	630508	Last Alert (CD)	000910
Musha	811603	The Simpsons	105039	Tricky Kick	000186
Granada	100302	Gretzky Hockey	100107	Sinistron	007088
Shadow Blasters	100026	Double Dragon 3	106050	Battle Royale	001078
Trampo Terror	061042	Untouchables	010015	Aero Blasters	001085
Atomic Robo Kid	907013	Bandit Kings	000178	Veigues Gladiator	000958
Shadow Dancer	011142	G.I. Joe	111902	Bravoman	000996
Strider	011128	The Punisher	051680	Drop Off	000972
E-Swat	011104	Deja Vu	000110	Bloody Wolf	000859

This list was written in February. Choose "New Additions" to get the latest game codes! If you'd like a free VTR user guide with over 160 review codes, just leave your name and address on the Sound Off!

VTR

For Players. By Players.

FACT-FILE

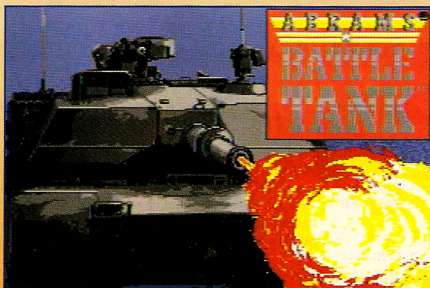
Manufacturer: Sega
Machine: Genesis
Cartridge Size: 4 Meg
Number of Levels: 8
Theme: Simulation
Difficulty: Easy
Number of Players: 1
Available: Now

IT'S ALL OUT WAR!!

After a ruthless Soviet attack, the United States must put up a strong defensive front and mount a counterstrike. You have been elected to command the battle tank and wipe out the Soviet offensive.

This simulation cart gives you four different viewing positions from which to plan your strategies. One interesting strategy is to drive up the side of a mountain and surprise the enemy forces! Besides tanks, you will be facing helicopters with one mission: stop your advances! Abrams Battle Tank features 8 different scenarios (plus the whole war), the option of night or day fighting, and two difficulty levels!!

THERMAL
 Use Thermal Vision to spot enemies in the dark of night.



THE MOSSEL DEFENSE
 THE MOSSEL INTERCEPT
 STEEL INFILTRATION
 NORTHERN HIGHWAY
 MASS RESTRICTION
 THE ROAD TO BORN
 HANOVER PUSH
 CONVOY

**PICK ANY
 MISSION YOU
 DESIRE**



**LOAD YOUR
 TANK'S
 ARSENAL**



**KEEP AN EYE
 ON ALL
 READOUTS**



ENEMY REPORTS
 You'll continuously receive new reports on enemy troops and casualties to gauge your progress.



CHOOSE YOUR ARSENAL CAREFULLY!

AX-Great against the helicopters or armor.



SABOT-Pierces even the toughest armor!



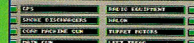
HEAT-This weapon works against tanks.



SMOKE DISCHARGERS



120MM RIFLE METALL CANNON

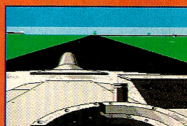


DAMAGE REPORT

THERE ARE FOUR DIFFERENT VIEWING POSITIONS TO CHOOSE FROM!!



COMMANDER
 View the overhead maps for strategies.



CUPOLA
 Align the turret for better accuracy.



GUNNER
 Blast them away from the gunner's seat!



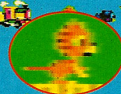
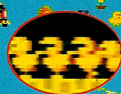
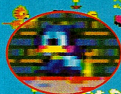
DRIVER
 From here, you can see where to go.

CIRCLE #130 ON READER SERVICE CARD

FACT-FILE

Manufacturer: Sega
Machine: Genesis
Cartridge Size: 1 Meg
Number of Levels: 99
Theme: Maze Chase
Difficulty: Easy
Number of Players: 1
Available: Now

FLICKY



GET ALL THE CHICKS AT ONCE FOR A HIGHER BONUS!!

The point value for each chick you save consecutively increases, so grab as many as you can before you reach the safety door!! Watch out for the cats, however, because they cause you to drop chicks.



A BIRD IN THE HAND...

Help Flicky find her children!! A number of Flicky's baby chicks have gone and wandered off from the nest. The local gang of felines, playfully dubbed Nyannnyans, have spotted the chicks and decided to grab an early lunch. Choro, a quick and sticky lizard, is also hungry! Flicky must grab her chicks and corral them to safety before the models grab her!!

Featuring 99 different levels, Flicky for the Sega Genesis will provide children of all ages with hours of fun and excitement. As Flicky progresses, the enemies become faster and smarter, and the areas become more detailed and difficult.



Catch all 20 of the falling chicks in this fast paced Bonus Round!! Get all 20 for a perfect bonus.



ONLY FAST PLAYERS WILL REAP THE REWARDS OF THE END BONUS!!

Every second counts toward a round bonus. 20,000 bonus points is the maximum bonus allowed here, but it decreases rapidly.



HIGHLY DETAILED LEVELS AWAIT THE PROFICIENT GAMERS!!

Strut your stuff on higher levels and you'll be treated to awesome backgrounds. Each level becomes more difficult as the platforms are meticulously placed to inhibit Flicky's movements.

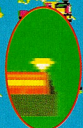


USE THE ITEMS PLACED THROUGHOUT THE LEVELS TO WIN!!

You aren't completely defensive in this struggle against time. All types of items are placed in each level that will kyo the cats and lizards, even if they are bounced off walls!

SPECIAL BONUS!!

This diamond appears after you hit enough cats.



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FACT-FILE

Manufacturer: Taito
Machine: Genesis
Cartridge Size: 8 Meg
Number of Levels: 28
Theme: Shooter
Difficulty: Moderate
Number of Players: 1
Available: Now

SAGAIA

THE SOLAR SYSTEM NEEDS YOUR HELP DESPERATELY!

Darius was once a planet that boasted a highly advanced civilization, but fell into chaos and ruin after succumbing to the relentless attacks of the evil Belser and his armada of space aliens. Proco and Tiat, two survivors fled Darius and settled on planet Orga. Many centuries later descendants of Proco and Tiat receive a distress signal from a distant part of their galaxy. To their amazement the signal came from a different line of Darius descendants. They were also under the wrath of Belser and need help before they are lost forever. It's time to team up with the Organites and blast your way through the solar system to rescue what remains of the proud civilization of Darius.



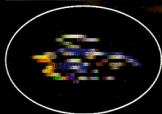
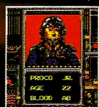
PROCO JR.



SUN



A



TIAT YOUNG



MERCURY



C

VENUS



D



E



F

MANY WAYS TO POWER UP YOUR SHIP!



POWER UP ICON



LASER POWER ICON



MISSILE POWER ICON



SHIELD ICON



1-UP



12 MENACING BOSSSES!!!



BOSS A



BOSS B



BOSS E



BOSS I

MOON



G



K



L



H



M



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J



O

EARTH

MARS



P



Q



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JUPITER



Z1



V1



W



X



Y



Z2



V2



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ELECTRONIC GAMING WEEKLY

1-9000-7

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1

REVIEW CREW

Find out which games have the most to boast as our panel of players rip into the latest releases! Get the same no-holds-barred opinions that you can get only from EGM!

2

GAMING GOSSIP

Put your ear to the phone and get the latest gossip from around the industry - now even sooner than before! Gaming Gossip delivers the dirt on rumors before anywhere else!

6

THE SUPER FAMICOM TIMES

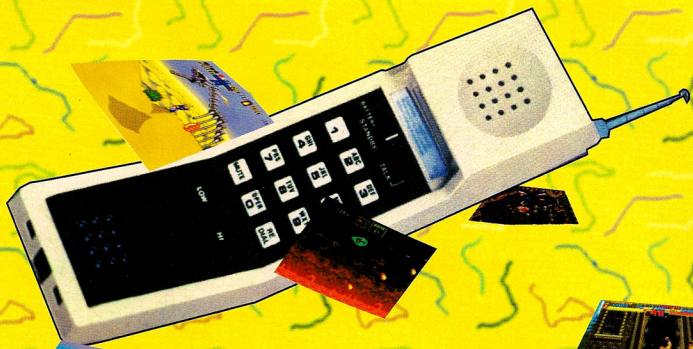
The most spectacular 16-Bitter of them all, the Nintendo Super Famicom, is headed this way, so be sure you've got the scoop on the great new games it plays!

7

NEXT NEXT WAVE

The hottest place to preview explosive new carts for your Nintendo, Genesis, Turbo and more! Learn about the new games and their release dates before they've been announced!

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EG Express

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Your scores will soar once you learn the Tricks of the Trade! Featuring tips, codes and strategies to the latest and greatest games, this section can't be missed!

5

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The only place to turn to for the first word on upcoming game softs now available in Japan! Hear about new titles for the Mega Drive, PC Engine, GameBoy and more!

8

FACT-FILE

Get the full story on your favorite games hitting the store shelves! Complete with descriptions and strategies, dial up the Fact-File on all the popular systems!

9

TOP SCORE!

Try your hand at the selected game of the week and you may find yourself as our champion of the week! Find out about other top players and see if you can score like the pros!

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SUPER PLAY

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STRATEGIES
FOR
WINNING
BIG!**

SHADOW OF THE NINJA

FACT FILE

Manufacturer - Natsume
Machine - Nintendo NES
Cart Size - 2 Meg
Number of Levels - 5

Theme - Action
Difficulty - Avg.
Players - 1 or 2
Available - Now

HARD HITTING NINJA ACTION!!

In 2029 A.D., the evil government of emperor Garuda has claimed many innocent lives. His impregnable fortress stands as a reminder to the frightened people that his will is supreme. All attempts of revolution have failed miserably. Is there no hope?

Meanwhile, Hayate and Lady Kaede, ninjas of the Iga clan, learn of Garuda's oppression. Enraged, they immediately begin their journey to America, set on the destruction of Garuda's empire once and for all!

Follow the Shadow Ninja quest through five increasing difficult levels and stop Garuda from conquering the world!! Superb graphics and sound intensify this battle for freedom.



THE SEA PORT

Level 1-1

Having stowed away on a freighter, make your way to Garuda's fortress. Practice your ninja skills on these relatively untrained rogue troopers.

Level 1-2

Level 1-3

Level 1-4

MISSILE MAN

Missile Man is slow and easy to beat.

OPEN THE ITEM BOX FOR THESE POWER UP ITEMS!!



Item Box
Break it
open!



Katana
Short but
fast.



Kusarigama
Long but
weak.



Bomb
Super
strong!



Shuriken
Quick
and easy.



Scroll
Full
power!!!



Life Potion
Regain 4
life bars.



Full Life
Regain
all health.



EVIL PLANS

Through cunning and power, Emperor Garuda seized control of the largest city in America. The year is 2029 A.D. So far, no army has been able to thwart Garuda's plans of world domination...



THE SHADOW NINJAS!



Lord Hayate



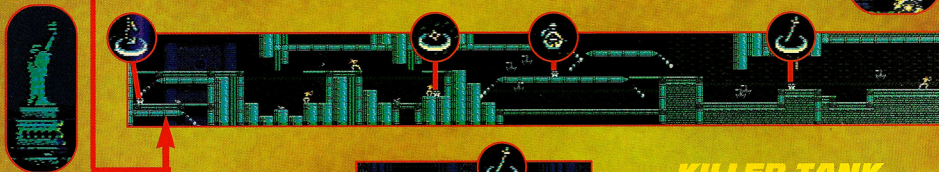
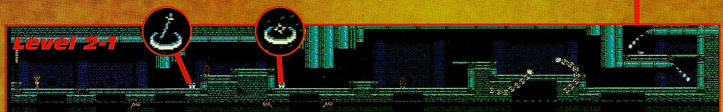
Lady Kaede



A DESPERATE MISSION

Only the Shadow Ninjas, once thought of as legend, have a slim hope of overthrowing Garuda and restoring peace to the world...

THE UNDERGROUND SEWERS



The Underground Sews provide an excellent chance for you to test your mettle under heavy fire. The enemies here can take a beating and dish it out too! New mechanoids like the fearsome Eyestalker, Cyborks, Insectoids, and the Killer Tank stand in your way.



The Palooka guards here will give you a life potion if you defeat them. Beware of their deadly slide attacks!

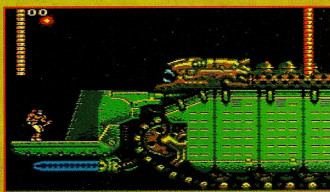
EYE STALKERS!!

The Eye Stalkers are easy with the speedy shurikens.



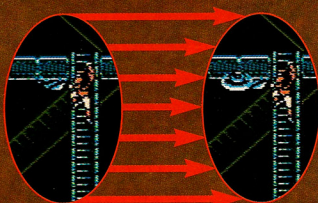
KILLER TANK

The Killer Tank is easy, too. Hit the turret twice, then back off. Watch out for deadly air fire, however.



THE ROOFTOPS OF THE CITY

The Rooftops of the City requires split second timing and marvelous reflexes to complete. Extreme patience is a must when going up against the Boomerang Masters of this level. Try to hit their boomerangs in mid-air and then go for it! Sometimes it is simpler to just avoid them completely and jump over them. Be sure to keep an eye out for the hidden bomb on this level. This level is also an excellent place to power up either the katana or the kusarigama weapons. Item boxes are around every turn, so take advantage of them! A hidden full life icon is also found near the end of this area, near the end boss, the Golden Samurai. Take care, though, the worst is yet to come in Levels Four and Five!!



HIDDEN BOMB

Shoot next to the bomb to reveal the bomb.

POWER-UPS GALORE!!

As you can see, Level Three is stocked full of helpful power-ups just for the taking! Since the Kusarigama is the hardest to power up, this level is the best one to increase its effectiveness. For those who prefer the Katana, you'll surely have maximum power in no time! A fully charged Katana can cut down most of your enemies in seconds, even at a distance thanks to the ninja fire that it releases.

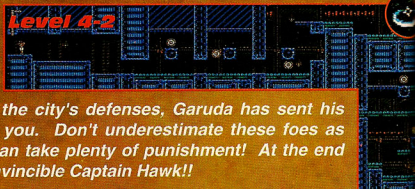


Level 4-1

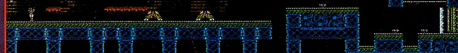


THE AIR FORTRESS

The Air Fortress is but a stepping stone to get to Level Five, the Final Fortress. Having breached the city's defenses, Garuda has sent his most formidable warriors to stop you. Don't underestimate these foes as they pack a powerful punch and can take plenty of punishment! At the end of this level, you'll meet the near-invincible Captain Hawk!!



Level 5-1



ARAKNAR!

This mechanical droid craves ninja blood! It takes a lot of punishment too. Hit it in the air to destroy it easily.

THE FINAL FORTRESS

This is it! The final obstacle to defeating Garuda once and for all! His troops defeated, Garuda now must depend on his automatic defenses and his own personal guards to show no mercy as you get closer to Garuda's lair. Beware you face in the first section of the Fortress. This level will time bombs were placed with meticulous care to stop your



THE GOLDEN SAMURAI

This is one dude with a nasty temper! Hit him a few times, and he comes apart...literally!! Luckily, the Golden Samurai is terribly slow, so avoiding his powerful blows is rather easy. Just watch out when he reforms - he tends to pop up beneath you. Also, he likes to explode towards you.



HIDDEN ENERGY!!

Don't miss this hidden energy capsule right before the Golden Samurai. You'll need it!!



CAPTAIN HAWK

Here, you'll learn why Captain Hawk is named so perfectly. The evil Captain Hawk himself is a pushover, but just when it begins to look easy, he merges with his pet hawk into a truly powerful adversary!! Your timing will have to be near-perfect to defeat this swooping mutation. Study Captain Hawk's movements carefully until you can dodge his attack quickly.



BOMBS!!

Disarm the time bombs by walking near them, but don't get too close!



LASER BOLTS!!

Dodging the Laser Cannons will require patience, timing, and agility. Study their pattern and make your move when the coast is clear, and not before! This also means you need to defuse any bombs in the vicinity as well. There's no timer, so don't rush through the stage.



your approach. The mechanical monsters you will face will Arakna robots! They will be the most formidable opponents to test your speed as well as your power - the laser bolts and nces short. Examine the laser pattern and disarm the bombs!

POWER UP

KATANA

POWER UP

SHURIKEN

BOMBS

POWER UP

KUSARIGAMA

POWER UP

Hold down the attack button until the ninja magic flames the enemies!!! This uses half of your life, however...

NINJA MAGIC!!



GARUDA AWAITS!!

Finally!! Now deep inside Garuda's Fortress, Hayate and Lady Kaede must pass his personal guards and reach the top of the citadel. Another surprise awaits there, however, as Garuda reveals his true self in a last attempt to destroy the Shadow Ninjas!!



Level 5-2



CHECK OUT THIS AWESOME CAST OF CHARACTERS!!

Naturally, since Garuda enjoys his position as Emperor, he'll do anything to keep the Shadow Ninjas at bay. He has taken precautions to guarantee his continuing dictatorship rule. He has been systematically "recruiting" his troops and qualified civilians to undertake cybernetic enhancement implantations in order to further his influence and power.

These robotic warriors show no mercy and feel no pain. Their only thought is to serve Garuda, and they have been ordered to stop the Shadow Ninjas at any cost! Nevertheless, Garuda's reign must be put to an end. Nobody ever said it would be easy...



Shadow Ninjas



Helping Hand



Time Bomb



Water Ninja



Wind Ninja



Mini Buzz



Missile Launch



Sniper Man



Arakna Robot



Amor-Dillo



Big Gun



Sentry Block



Rogue Trooper



Slasher Man



Bomber Man



Boomer Master



Major Palooka



Missile Man



Golden Samurai



Insect-iod



Lady Ninja



Cutter Blade



Captain Hawk



Cyborg Warrior



Eye Stalker



Running Trooper



Ape Man



Power Fist



Laser Cannon



Power Pusher



Geom-eatron



Ground Hog



Hyperion Guard



Emperor Garuda



Warrior Garuda

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This Month's Game...

LEGENDARY AXE

1. RONALD WILSON 30,068,300

2.	Andrew Coats	13,045,850
3.	Jim Hakola	12,166,200
4.	Nghia Nguyen	10,743,900
5.	Ken Chu	7,209,100



Send Scores For...

BLOODY WOLF

All entries by MAY 24.

NINTENDO

Game	Score
Abadox	133,180
After Burner	14,335,970
Bad Dudes	999,999
Burai Fighter	15,342,420
Castlevania	72,800
Contra	6,553,500
Double Dragon	346,450
Double Dragon 2	399,680
Godzilla	11,111,310
Guerilla War	219,400
Karnov	534,500
Marble Madness	147,100
Mega Man	9,999,900
Metal Gear 2	Finished
Paperboy	191,300
P.O.W.	311,500
Rad Racer	62,403
Rampage	81,900
Road Blasters	999,999
Rolling Thunder	179,350
Sky Shark	1,043,570
Star Soldier	6,090,000
Super Mario Bros. 3	9,999,990
Tetris	385,719
TMNT	2,184,100
Wizards and Warriors	999,999

Player

Matt Winingham
Jeff Yonan
Stephan Krogman
Kelly McKenzie
Rob Siegman
Josh Winter
Jeff Benson
Chris Hoffman
David Wright
Stefan Zarzynski
Ralph Mendes
Jason Turka
Jeff Adkins
Sergid Strugar
Glenn Stockwell
David Wright
David Wright
Leslie Ford
Ralph Balbagallo
Edward Charbonneau
Jeff Yonan
Kelly McKenzie
Sergio Stugal
Carl Falco
Chris Hoffman
Jeff Adkins

**WIN BIG
WITH
EGM!!**

Now you can show off your game playing skills with your very own U.S. National Video Game Team jackets and T-Shirts. Each month the top score on our Game of the Month will be awarded a Team jacket and a cart of your choice. Four runners-up will receive official Team T-Shirts! Get your high scores in today!

Rules - All scores on Bloody Wolf must be received by May 24, 1991. If maximum scores are reached, a random drawing from the high scores will determine the winners. All scores must be submitted on official Team entry forms and be accompanied with a legible photo. Void where prohibited. Send a SASE to High Scores, 1920 Highland Ave., Suite 222, Lombard, IL 60148 for an official entry form. One prize per household per year. Score rollovers will be treated the same as maximum scores.

CALL 1-708-916-3147 For Up-to-the-Minute High Score Rankings!!

Game	Score
After Burner	9,704,000
Altered Beast	234,400
Double Dragon	610,370
Missile Defense 3-D	659,000
Out Run	55,626,340
Rampage	795,460
Rastan	2,828,800
R-Type	1,128,500
Shinobi	1,165,750
Space Harrier	35,257,970
Thunder Blade	3,054,000
Time Soldiers	7,437,700

Player
Jeff Yonan
Alex Stamos
Brian Gaudreault
Joe Tadder
Dan Lee
Gerald Breheny
Brian Gaudreault
Brian Gaudreault
Todd Bustillo
Dan Lee
Bob McGuire
Rob Siegmann

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High Scores
to the Pros
at the U.S.**

National

Video Game

Team and

Win Your Bid

At Video

Immortality!

Game	Score
Alien Crush	999,999,900
Blazing Lasers	38,143,370
Bloody Wolf	2,348,300
Bonk's Adventure	999,999
Cyber Core	9,999,900
Dragon Spirit	639,670
Fantasy Zone	98,265,100
Fighting Street	547,600
J.J. & Jeff	10,175,650
Monster Lair	378,600
Side Arms	3,848,600
Victory Run	18 min. 00.13sec.

Player
Barry Bowman
Ken Chu
Ken Shulin
Chris Nygaard
Jim Hakola
Randy Lewis
Brandon Fish
Sergio Strugar
Chris Camera
Mark Discordia
Mark Discordia
Stephen Shelton

Enter Our

Competition

and Send

Your Scores

to the Mag

Game	Score
After Burner 2	28,389,280
Altered Beast	4,682,500
Air Diver	78,023,000
Curse	10,560,300
Forgotten Worlds	1,694,100
Ghouls and Ghosts	1,559,700
Ghostbusters	19,362,000
Revenge of Shinobi	6,029,800
Target Earth	79,172,540
Thunder Force 3	6,222,600
Truxton	3,331,050

Player
Dan Lee
Lee Venteicher
Steve Swetz
Jeff Yonan
Tony DeSilvy
Glenn Stockwell
Kurt Schaal
Bradley Miksa
Randy Lewis
Jeff Yonan
Tony DeSilvy

that Ranks

the Best

Players in

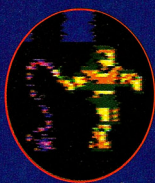
the World!

Game	Score
1943	2,947,360
After Burner	68,588,000
APB	1,002,324
Diner (PIN)	89,220,000
Double Dragon	130,900
Hard Drivin'	529,800
Klax	3,205,000
Out Run	49,050,270
Smash TV	12,624,000 (1 Play)
Super Contra	10,640,310

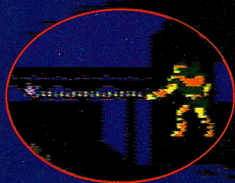
Player
Brian Chapel
November Kelly
Greg Gibson
Steve Ryno
Brian Chapel
Jerry Landers
Leong Su Chin
Dan Lee
Greg Gibson
Martin Alessi

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GAME (BOTH HOME AND ARCADES) EVER MADE!!**

GAME OVER!



Castlevania III Dracula's Curse



**TREVOR
BELMONT**



**SYPHA
BELNDES**



**GRANT
DANASTY**



**ALUCARD
- SON OF
DRACULA**

TIME TO KICK SOME VAMPIRE TAIL!

After traveling throughout the Transylvanian countryside, you arrive at the dreaded home of the Evil Count Dracula. Once inside you courageously battle the toughest ghouls and monsters you've ever seen, finally making it to Dracula's royal chamber. In this room, an incredible battle takes place as Trevor fights Dracula one on one. To his surprise, Dracula has not one but three forms that he must destroy! By the time Trevor defeats the second form he is severely wounded and needs the assistance of his axe-wielding partner Grant Danasty. The final battle ensues and Dracula is gone, for now. Don't worry there are other dangers lurking out there, so the adventure is not quite over.



FORM 1

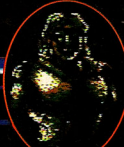


FORM 2



FORM 3

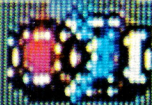
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for the Nintendo Entertainment System

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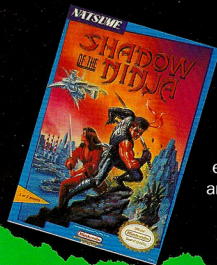
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SYSTEM™

The Future's A Blast!

It's the year 2029 and humanity faces certain extinction! An alien force led by their Supreme Commander Vile Malmort is positioned to destroy the Earth. The President has little time to act. He assembles the greatest scientists from around the globe to stop this menace. From their laboratory came mankind's last hope- the members of **S.C.A.T.**

The **Special Cybernetic Attack Team** has one goal; the utter destruction of the alien fleet. "They've sent an armada to conquer us. We've sent two warriors from S.C.A.T... It should be a fair fight."

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



Join two ninjas on their mission to overthrow Emperor Garuda. They must use the arts and weapons of ninjitsu to infiltrate and destroy Garuda's forces.

"Natsume's latest is one of the finest NES games released this year or any other year." - VG&CE, Dec. '90

Tail Slamming Action!

Charly the mountain alligator must stop an evil dragon Warlord from conquering the peaceful animal kingdom of Moberry. Join Charly as he strikes a blow for freedom with mighty sweeps of his massive tail in this action/adventure title for the Game Boy.

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



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



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