EGM PREVIEWS
SUPER NES GAME GENIE
SUPER NES TOTAL CARNAGE
SONY'S SUPER NES CD-ROM
TURBO STREET FIGHTER II CE
SUPER EMPIRE STRIKES BACK
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STREET FIGHTER 3
EGM LOOKS AT HOW THIS
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December, 1992
Volume 5, Issue 12
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ELECTRONIC GAMING MONTHLY
THE BIGGEST AND BEST!!

FACT-FILES

SUPER NES TIMES
Check out the latest pix of Rival Turf 2, Cybernator, Power Moves, Dragon's Lair, X-Zone, and much, much more in sports and action!

OUTPOST GENESIS
This month we've got four big pages for Sonic 2! Also featured are Road Rash 2, Captain America, Turtles, and three new Sega CDs!

TURBO CHAMP
In this issue, EGM looks at four hot new RPGs and action games for the Turbo Duo: Exile, Time Cruise, Shock Man and Samurai Ghost!

NINTENDO FORCE
Your favorite characters from movies and TV have come to life with Swamp Thing, Robocop 3, Tiny Toons, The Jetsons, and more!

NEO GEO CHALLENGE
The latest shooter for the Neo Geo is Viewpoint, and it has to be seen (and heard) to be believed. EGM has all the info. Check it out!

CLUB GAMEBOY
Keep up on the latest games for the pocket-sized system including Mega Man 3, and the hand-held version of the Terminator 2 coin-op!

SUPER GEAR
Check out the new Game Gear version of Super Off-Road, the movie adaptation of Predator 2, and the action-packed Prince of Persia

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The newest fun-filled game for the Atari Lynx, Dirty Larry: Renegade Cop will really make your day!

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Check the issues you need to complete your collection today! Include a check or money order for each magazine plus $1.95 postage and handling per issue. Send your payment to: EGM Back Issues • Sendai Publishing Group, 1920 Highland Avenue, Suite 222, Lombard, IL 60148
Ya, Baby, this guy's jive, and I'm just trying to stay alive. I'm on the run for some real fun. Being in Four Corners Zoo, there's not much to do. So, if I don't blow, Mean Eugene, the Zoo Keepin' Fiend will steal the show. But when we scram, we'll be on the lam. Problem is, I need my bike and it is not where I like. The parts are hidden somewhere in the zoo. I need you to find them too. Then, me and the boys can hit the road, cause life in a zoo just got old. Take it from me, "You Gotta Be Free!" It's not cool to be treated like a fool. So help me out. Grab a bag of Cheetos now and get a $5.00 rebate on my run for fun. Chester Cheetah is my name and "Too Cool To Fool" is the rule for today's hippest adventure game. Brought to you by Kaneko USA, where the fun is never done!

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Comes to Television.
CAN THE BIGGEST AND BEST GET EVEN BIGGER AND BETTER?

That was the question all of us asked each other last month. After working long and hard for the past three months on EGM's new look, we sat back and looked over the November issue. Most importantly, we waited for your response. Every letter, fax and call that came in got our undivided attention, and while we were encouraged with all of the positive comments, we felt that there still was room for improvement. There were some areas which could be made even better.

Readers liked the large size of the November mag, so we made this one even bigger. Totalling a whopping 292 pages, this issue is the largest video game magazine ever published in this country!

Players thought that the idea of having free game related inserts was a good deal, so this issue there are even more. We hope you will like the Tradewest poster, Sonic comic book and Electronic Arts mini-mag.

Hopefully you will agree that the new EGM looks a lot cleaner, and reads much better. We have added staff to make sure that you get the best magazine possible.

We're now placing added emphasis on our loyal subscribers. Not only do sub copies now go out via quick second class mail (insuring delivery long before EGM appears on newsstands), this issue represents a visible difference between the newsstand copies and those being delivered to your home.

Subscribers will not only save money, but also receive extra special bonus items that won't be included in the issues that you buy in stores. A word of warning to the subscribers, don't open the magazine too close to your face! There is a special treat between pages 130 and 131!

Although EGM is very different, there are some things that won't be changing. You're guaranteed to get the most up-to-date information, news, and tricks found anywhere in the country. For example, check out our new Street Fighter 2, character vs. same color character trick. It works with all 8 warriors! Our Next Wave and International sections show off games you won't be playing until 1993! The Fact File articles give you the details on the very latest game software, and just but not least there is the often imitated but never duplicated Review Crew, bringing you only honest ratings for the current carts.

Just as video games have evolved from 8-Bit to 16-Bit and now to CD, magazines must also evolve to best suit the changing needs of the new style of game player. We hope you like the new EGM, and if you feel a free moment, drop us a note to tell us what you think of the new format. We'd love to hear from you!

Ed Semrad
Editor
WWF® wrestling action is better than ever! Steel Cage Challenge™ for NES™ lets you feel every bone-crunching powerslam and clothesline! WWF® Superstars™ 2 packs Tag Team action into your Game Boy® for the first time ever! WWF® Super WrestleMania™ energizes your Super NES™ with spectacular graphics and pounds Genesis™ with each wrestler's own specialty move!

Step into the ring with these WWF® Superstars™ if you dare!
STREET FIGHTER MANIA CONTINUES!

I would like to know if there are any more special codes for the Super NES version of Street Fighter 2? My friends say that there is a super secret Boss code, and that Capcom is holding off on releasing it until 1993. Is this true? You seem to know more about this than anyone else, so what's the story?

Apollo Houser
Clover, SC

Play character vs. same color character with any of the 8 Super NES SF2 warriors!

Thanks for all the great Street Fighter 2 tricks and codes. Tell Trickman that he is doing a great job in coming up with these awesome SF2 bugs. I have been thinking. Since you discovered two of the character vs. same color character tricks, there must be more. And if there are more, then there probably are boss codes! Right? And when will all of the other magazines stop copying your tricks?

James Marshall
Oxnard, CA

There is a Street Fighter 2 machine at an arcade near me that has a sign on it that says it has a speed-up kit installed. The machine allows you to perform fireballs and Dragon Punches in midair, as well as superfast and superslow fireballs. Blanka also turns into Ryu when he performs a head bite. How does this speed-up kit work? Is it licensed by Capcom?

Andy Salto
Mississauga, Ontario

The only authorized SF2 arcade conversion is coming from Capcom in December!

You wouldn't believe how popular your magazine is here in England! Each month, as soon as your issue gets to the stores, they are sold out in a matter of hours! I believe that half the copies are bought by the editors of the English magazines because almost everything that is in your magazine makes its way to ours.

Enclosed is an article which was published in "Game Zone" which is one of the computer magazines published over here. Sound familiar?

Richard Payne
West Midland, England

Moron! The bogus Sheng Long trick makes its way overseas.

(Ed. Out of all the mail that we get here at EGM perhaps the most asked question is whether there is a code to play the Bosses in Super NES SF2. While officials at Capcom swear on a stack of bibles that a Boss code does not exist, they also believed that the character vs. same color character trick that we are running on page 106 couldn't be done! It comes as no surprise to hear that there are a lot of different versions of SF2 and SF2 CE games out in the arcades. All of these are bugs, and none are authorized by Capcom. Capcom is working on their own set of upgrade chips and their new game will be called Turbo Street Fighter 2 Champion Edition. Turn to our Leading Edge section for the first pix of their new upgrade!

The mysterious Sheng Long has moved from Hong Kong (where he appeared in a mag there) to England! Apparently some bozos at the U.K. mag Game Zone ran our bogus trick and updated it to also work on the Super NES version! Cute one!}
A HOLIDAY SAVINGS ARCADE

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Sonic 2
from Sega.
MORE STAR WARS GAMES!

I am a true EGM fan. I am also a big Star Wars fan. I have all the movies, comic books and practically every bit of Star Wars memorabilia available. The two Nintendo games were fun to play and, based on your high Review Crew ratings. I will definitely get the Super Nintendo version as soon as it comes out. But, like any normal game player, I am curious about what is coming out next. The third part of the series was my favorite. Do you know when Return of the Jedi will be coming out? Will it be out for the Super NES?

Lance Hupper
Buena Vista, CO

Artwork for one of the AT-AT walker scenes in Super Empire Strikes Back!

(Ed. Wait until you try the Super Star Wars cart! This is one great game! Don't expect either of the sequels out in the near future, however, as all JVC/LucasArts could give us was this artist's sketch of one of the action scenes! Super Empire Strikes Back (working title and subject to change) will be the next game they plan to produce, followed by Super

LAST MINUTE UPDATE!

FIGHTING STREET 2 ANNOUNCED FOR PC ENGINE!!

Turbo Technologies Inc. has confirmed today, that Hudson of Japan will be bringing out a 20 Meg PC Engine version of Fighting Street 2 (another name for Street Fighter 2) during the first quarter of 1993. This gigantic turbo chip card will have all of the animations left out of the 16 Meg Super NES version. The card, however, will only be available in Japan and TTI has not been able to acquire the rights for the U.S. Capcom U.S.A., when contacted, acknowledged that such a game will be made for the Japanese market only.

ASYCHIO

LETTER OF THE MONTH!

Chris Jones of Shafter, CA earns the right to be the weirdo this month after saying Jaleco started packing in strips of velcro with their Super NES Rival Turf games.

We knew that Jaleco has the reputation for making games that blow your socks off so it doesn't come as too much of a surprise that they would try to help the game players out a bit. Chris, take the velcro and stick one piece to your leg and the other to your sock. Stick them together, then turn on the game. Solves that problem!

"I recently bought Rival Turf for my Super NES. My question is when I brought it home and opened the box to discover two 2" strips of velcro packaged with the game. Can you explain this mystery to me. Awesome mag!!
P.S. I have enclosed one of the velcro strips that came with the game.

Chris Jones
Shafter, CA

WIN AN OFFICIAL EGM T-SHIRT!

Whether you're insane or not, the stupidest letter will always bring home the bacon. If you've got a particularly crazy thought, we'd like to immortalize you with a special edition EGM T-Shirt proclaiming your uncontrollable video game psychosis!

Return of the Jedi in late '93. Both games, as you can tell by the 'Super' prefix in their name, will be for the Super NES. We'll keep you posted as the games progress!

BEST SYSTEM - SUPER NES OR GENESIS?

Now that the 16-Bit systems are down to $99, I want to upgrade to something better. Trouble is, after scouring all the magazines for the past 6 months, nobody has come out and said which is the best system. You guys are my last hope! Have you determined whether the Genesis or Super NES is better?

Carl Burke
Houston, TX

EGM's 1993 Buyer's Guide is the only mag to rate the systems.

(Ed. For the only honest and objective ratings of games and systems check out EGM's 1993 Buyer's Guide. No 'ties' or hokey 'if you like this then get this' type of noncommittal statements as you see in other mags - just the expert opinions from our Review Crew!)
STREET FIGHTER 2 NAME CHANGE

In issue #37 I noticed that Sega's Super NES version of Street Fighter II used the name "Vega" instead of "Zangief" as in the original. Sega may have changed the name due to a legal issue, or to differentiate the American version from the Japanese one. I'm not sure. But it's nice to see that Sega is taking a different approach to its American and Japanese releases.

The much requested Sega Genesis Sports drink is finally available in the U.S. Sega's custom-flavored Sonic the Hedgehog sports drink is only available in Japan. Sega's Japan branch is known for their creative and fun product offerings, including the Sonic the Hedgehog theme park. Sega's beverages are sold at Sega's branches and online stores, and are a popular choice among Sega fans.

WANTED... SONIC SODA!

Thanks for all the great Sonic 2 into 1: I wish I could believe your last issue when I read it. I was about to have a river in the October 1992 issue. You talked about Sonic soda. I think it's a great idea, but I would like to get a hold of a couple of cans of this special drink. Could you tell me where I can get it, in order to get this beverage? Can I get it? How much will it cost? P.S. Enter my envelope in the Letter Art Contest.

Jon Maresky
Getzville, N.Y.

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Interface: Letters to the Editor

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NEW $50 B&W SYSTEM!

I have been getting your excellent mag for some time now and your information is always the best and the first in print. Until now! One item which you have not written about is the other black and white portable game system. I don't remember its name, but I did see it in a magazine. You, to date, haven't mentioned or rated any other portable system. How about checking it out and updating us on any new info?

Courtney Edeburn
Cranbrook, B.C.

EGM GOES TO THE BIRDS!

I could write praising your mag, or I could ask cute questions, but I thought I would just let you know your mag is not just a people-oriented publication.

Oh yes, although Jester is only three months old, she (or he) thinks it can play games with me also.

Pat Elms
Dallas, TX

SF2 NOW S-NES PACK-IN!

As you always supply me with the most up-to-date info on video games, I thought that I should return the favor. Today SF2 was released here in England. The shocking news is that Nintendo has a version of the system with SF2 as the pack-in cartridge! Enclosed is a copy of our newspaper to prove it!

Stewart Shimberg
Manchester, England

The Supervision has a 2 3/4" B & W screen and sells for $50!

(Ed. There is a new B & W system out as you read this. It is called the Supervision and it is made by Watary. It boasts a 2 3/4" square liquid Crystal display, has a 160 x 160 pixel resolution; a 65C02 custom chip; stereo sound and a TV output (you can't do that on a GameBoy!). Eight games were available at the roll-out of the system with 6 per month to follow. The system will cost about $50 and the games either $10 or $16.)

MORE MORTAL KOMBAT CODES

Just finished reading your October issue and while it was good, I was really hoping that you would have at least some of the secret moves of the characters in Mortal Kombat. I've all but stopped playing SF2 and now devote much more of my spare time (and money) to this new game. How about a few moves to save me a lot of money?

Douglas Orlowski
Thunder Bay, Ontario

(Ed. You got it Doug! Check out page 104 in this issue for all the moves!)

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---


CIRCLE #150 ON READER SERVICE CARD.
**STEVE HARRIS**
What was my favorite game of the year? Besides Street Fighter 2 it was probably Super Star Wars. It had great action, excellent looks and enough challenge to make it a winner!

**ED SEMRAD**
Of all the good games this year if all boils down to two 'perfect' games - Sonic 2 and Street Fighter 2. As good as SF2 is, Sonic ends up on top, as to me, it just offers more variety and more fun.

**MARTIN ALESSI**
Call me a skeptic, but SF2 blew me away! It convinced me that not all fighters are boring and repetitious. Of course, shooters are #1 in my book, and Space Megaforce took the top spot for me.

**SUSHI - X**
Why even ask? Street Fighter II is the best, and games like Super Star Wars, Sonic 2, Madden 93, and Road Rash 2 will all have to wait in line behind this megamonster smash hit from Capcom!

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**Sonic the Hedgehog 2**

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Everyone's favorite hedgehog is back in this second installment of the Sonic series. This time, Sonic has enlisted the help of his buddy Tails to help him in his fight against the evil Dr. Robotnik!

This awesome sequel gives you more levels, better graphics and a two player split-screen option for double the fun! There is still tons of hidden stuff for you to search for as well as some incredible new obstacles like the infamous "corkscrew".

Cruise through tubes, jump over traps, and even hop aboard a biplane in a super-Sonic quest to stop Dr. Robotnik once and for all.

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Sega's mascot is back in a new adventure that can just be described with a lot of 2s. Being twice as long the game offers more enjoyment for the buck. As a 2 player game, there is twice the fun. The levels are larger and harder and Sonic's new moves are quite innovative. Overall, the best all-round game on the market.

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No Genesis would be complete without Sonic! The two-player option is the best thing Sega could have done (after all, even Mario shares the spotlight with Luigi and the gang). High-tension backgrounds, awesome tunes, and wild levels are everything I have come to expect from a worthy sequel for Sonic!
CONQUER THE WORLD ONE GOAL AT A TIME.

Choose from 24 world-class teams and battle it out for the World Cup! Soccer like you've never seen it before with options like: Multiple offensive/defensive strategies, come-from-behind steals and one-on-one shots at the goal!

Combine this with pulse-pounding music and incredible graphics for the most intense sports game ever to make it to the Sega Genesis! Find out if you have the gusto to take your international team all the way through the World Cup championships and into soccer immortality!

1 or 2 player simultaneous play

Compete in practice mode or at professional level!!

Develop strategies to succeed against a world of competition!
Your favorite cartoon team has just arrived for the SNES! Help foil Wile E. Coyote's plans of making a quick lunch out of our hero, the Roadrunner! Twenty levels of non-stop mayhem await you in this loony, cartoony cart. Watch the coyote plunge into a canyon, fly into the side of a cliff, fall from a balloon and be flattened into a hairy pancake! That coyote will never learn!

This game has a great style of play and animation that left me with the impression of a Super NES' Sonic. The play is quicker, however, and anchored by some corny "set-ups" straight-out of the cartoon. The play seemed top fast in areas, but with a simple approach filled with plenty for the advanced gamer, this was a joy!

There have been a lot of cartoon translations but none as good as this one. Perhaps the reason can be attributed to the look and feel of the game. In DVR the characters act just like the ones in the popular cartoon. Another new idea is that each level is a whole cartoon in itself with a beginning and an end. Nice touch!

Now this is how a cartoon should be made into a game! I love the way each level is a separate "cartoon" with end boss that coincides with the theme of the levels. The cinematics are great and each one captures the humor of the classic cartoons we grew up to. The game play is tough and could be a little less sloppy.

Yes, yes, yes! The Acme company never could have done this well! Death Valley Rally is extremely funny to play, and the excellent Mode A falling scene is worth the price of the game itself! Look out Sonic! The Road Runner is running right on your tail! A sequel to this comedy extravaganza has to be forthcoming!

In the latest translation of Electronic Arts' Desert Strike, you are the pilot of an advanced assault chopper armed with the most sophisticated weapons systems ever devised. Participate in various incursions behind enemy lines while avoiding missiles, surface-to-air fire and myriads of enemy choppers! The action is heavy in this military tour-de-force.

This is a very good helicopter/action game. The many missions are all appealing and the presentation of the cart is also top notch. Some of the play mechanics are a little jerky in areas, but for the most part this game delivers on all of its promises. Not incredibly intense, but satisfying nevertheless.

EA did a very good job in creating a realistic copter game. With true to life missions that take us back to the war in the Gulf, this simulation is one of the best ever done in a cartridge game. While the weaknesses of the system show through, once the play control is learned, the game is manageable.

This is a great port over from the Genesis. The graphics are much more detailed yet the animation is a bit slower. The sounds are a big improvement and the overall game play is very good. Desert Strike has a number of cool features and enough missions to keep shooter fans happy with a unique perspective.

Sayonara, Saddam! Desert Strike is the type of game you must buy if you are truly an American, or at least against dictators in general! This is a little repetitive and hard to control, but the ending is worth the tedious journey. Believe me! Who knows, perhaps we can look forward to more EA titles of this genre.

The legendary character from the arcades is back in a new Super Nintendo game! Q*Bert is a weird little critter who lives in a world filled with geometric shapes. Q*Bert's strange domain has been invaded by other creatures like Froggy, Colly, Slick and Ugg who are out to make Q*Bert's life unpleasant!

Help Q*Bert hop from tile to tile while avoiding the many enemies that appear!

First off, I must say that I am a big fan of the original Q*bert. I played it for 40 hours straight once. This enhancement of the original would be extremely cool, if the controls and interface weren't so poor. It quickly becomes frustrating when our on-screen hero fails to respond to the appropriate joystick moves. Too bad.

Wow, Q*Bert! At first my thoughts flashed back to the horrible control problems that plagued previous attempts but with four different ways of setting up the jumping in this version, it is good to say that NTVIC has a great playing game. The new enemies add more variety to the game play. Nice backgrounds!

I can't help thinking back to old days when plain stacked cubes were high end graphic technology. Anyway, this cart looks and plays like the classic coin-op with a few new twists. The backgrounds are awesome and Mode A effects are evident almost everywhere. Controls take getting used to but the game is still fun.

Q*Bert is not happy, to be sure! The 16-bit version of this sad tale is lacking in serious game play! Sure, the playing field is cool, and the options are better, but you are talking some serious repetition here! Yikes! Boring quickly becomes the first thing on your mind as you see the same thing over and over and over and over...
Finally! An Arcade Joystick For Your Super NES!

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The Valis Sword has now been handed down to a young girl named Lena in this latest adventure in the Valis series.

Lena must stop King Gallagher and his evil hordes from destroying what little goodness is left in the world. Possessing a variety of mystic weapons such as laser, chaser and aura, Lena must defeat countless enemies and horrifying end bosses to save humanity!

The latest in the Valis series does a decent job of carrying the theme over to the Super NES. Although the graphics are pretty good and the sound support well done, the action is very slow in the early rounds with next-to-no challenge except from the Bosses. Once the game gets going, however, the payoff is pretty good.

Super Valis is a worthy successor to the previous versions of the game. While the cart continues the side-scrolling adventure series, the game does play smoother and faster than most others in this genre. Very good backgrounds, lots of weapons and a larger than average seven level quest make this a good value.

Super Valis IV is a good effort for an action cart on the SNES. The graphics are very good and the music is decent. Surprisingly the cart doesn’t slow down and the action gets pretty intense. The cinematics don’t have the flair of its CD-ROM counterpart but overall this is a fun cart to pass the time with. Too easy.

Super Valis is not my idea of a smooth Super NES title. The overall choppiness of the game really disappointed me, but I suppose the next sequel will have this problem ironed out. The still graphics are cool, with very little break up between frames. I’d like to see this on the Super CD, if it ever shows up!

Those ultra-popular comic book heroes are at it again. This time they must each fight their own way out of separate time warps! In order to return our from the time warp, each character must complete two levels of play.

Assume the identities of each of these heroes as you take on droves of bad guys and numerous traps designed to put an abrupt end to your crime-fighting days!

This game has excellent graphics and some incredible music and sound effects. The interaction and storyline are also very well done. The game, however, is little more than a series of mazes that are littered with obstacles and a minimal amount of enemies to overcome. With more targets it could have been better.

LJN has developed one mighty fine game! I like the idea of having to play all 5 characters through two different events each before getting the opportunity to take on Arcade. While not an easy game, this cart will certainly test the abilities of the best players. Good control, decent graphics and a great challenge.

First of all, the fact that you can’t select the character you want hurts this cart greatly. Each character is designated a group of levels and you must complete them using only that specific character. Bummer! The graphics and tunes are OK but the sounds get annoying (especially Spider sense). Nice try but no banana.

I had a lot of fun playing my favorite comic book heroes, and I would love to see several sequels starring different comic book legends! The graphics are good, with decent game play to boot. The music could use a little work, but I never read the comics for the excellent soundtrack anyway!

Dr. Wily is up to his evil tricks again, and this time he has created a whole new assortment of enemies to help him! Designed by the fans of the past Mega Man installments, these villains promise to be the most dangerous yet!

Jump, shoot and climb your way through sixteen levels of outrageous graphics. Encounter the likes of Gyro Man and Star Man at the end of each level. Good Luck!

Another entry into a series that should have gone 16-Bit last time. The graphics, sounds and play play are all identical to previous efforts, with new robot creations (and their new weapons) representing the only change. There is no doubt the game is good, but Capcom has taken it as far as it’s going to go on the NES.

Who says the 8 Bit is dead? Capcom did a nice update to the old series. Besides bringing back Megaman’s sidekick Rush, it was good to see Capcom adding a few new twists like the cybernetic suitcase - Flip Top and the new attack robot - Beat. Long levels and hard bosses make this more than a one night stand. Superb!

Once again you fight against Dr. Wily’s mean and nasty creations. The game play has barely changed since MM3, but there is enough new here to justify a purchase. The graphics are cute and some of the new enemies are hilarious. How about working on a 16-Bit version or poor Mega Man may start wearing a hockey mask.

Okay, so it’s an 8-Bit title. Big deal. I must admit that I’m hooked on Mega Man. Each sequel looks better than the last, but I just wish it would sneak over to the 16-bit world at about the 6th or 7th sequel! All new bosses with new weapons await, and I can’t wait to stop reviewing it so I can play!
Help Mega Man turn Proto Man into spare parts.

Proto Man's got Dr. Light. But Mega Man is back—ready to put some heavy pedal to the metal to defeat Stone Man, Gyro Man, Star Man, Wave Man, Charge Man and other robotic goons. Use his Mega Buster and Super Arrow to make it to the castle and put Proto Man on the scrap heap forever.
### NES

**Batman Returns**
- **Action**: January
- **6 Meg**

Batman's back in this major punch-fest from Konami. Based upon the movie sequel, this 8-bit cart boasts some outstanding graphics and sounds.

Bash your way through six levels of dastardly evil-doers and major crime figures like The Penguin and Catwoman. Use the multiple devices at Batman's disposal and pick up life-giving icons along the way. Help the Dark Knight triumph over evil.

This game reaches back to the original Batman for the NES. The graphic presentation is similar, but it has little technique. There are several styles of attack, but the problem in game play lies in a lack of any real enemy character - in battle they all respond the same way. Kill a bad guy and another appears. Yawn.

The Caped Crusader comes out of the movies and into the NES. While the system the game plays quite well. I liked the idea of controlling not only Batman, but also the Batmobile and the Batski-boat. This adds variety to an otherwise linear game. Having 6 levels helps add to the longevity as does a password.

I am disappointed with the quality of this cart. The first Batman was filled with techniques and interesting gameplay. This game reminds me of C.M.N.T. with Batman characters. Punch and jump kick your way through linear levels with extra tough end bosses. Batmobile scenes helped earn this average cart a 6.

Hark, the 8-bit is gasping for air! Can you hear it? Batman Returns would have been a great game three years ago, but hey, this is the 90's! Everything about Batman Returns is decent enough to deserve honorable mention, but who needs outdated graphics, sound, and gameplay anyway?

### Genesis

**Electronic Arts**
- **John Madden Football '93**
  - **Sports**: Now
  - **8 Meg**

Gridiron madness returns to the Genesis compliments of Electronic Arts' John Madden Football '93. Choose from a hefty number of offensive and defensive plays. Throw it long and hope your receiver catches it in the crowd! Then, line up for the extra point and kick it through the uprights! When executing a running play, use your stylish moves to shake the defense. Travel the road to victory with Madden '93.

Another successful follow-up to the series! Like its predecessors, Madden '93 is an all-out gridiron battle with enough options and plays to retain the realism of the sport and absolutely fantastic animation supporting it all. With new digitized scenes and graphic depictions of on-field events, this one is a winner!

EA certainly does know how to make good sports games. Madden '93 is no exception. While die-hard players will rave over the subtle improvements, there is a diminishing returns problem - the previous version was so good that the average player may not think this version is as good as buying a new cart.

Hooray!! Another JM cart for my collection! Again this game is almost flawless in gameplay. The graphics have minute changes but everything basically looks the same. Still no halftime show, but you get John's voice commenting the major plays. Do the Superbowl Shuffle with the infamous '85 Bears. Isn't life grand?

John Madden just keeps improving his all-star hit series for the Genesis! Madden 93 is the best yet, jam packed with so many details, plays, athletes, and options to drive a less stable person mad! I love the new animations, like the shoestring catch, and the new digitized voice of our favorite coach potato, John Madden.

### Genesis

**Electronic Arts**
- **Crüe Ball**
  - **Simulation**: Now
  - **4 Meg**

Play pinball rock 'n roll style with EA's Crüe Ball. Use your flippers judiciously while trying to keep up with the intense action. Awesome musical tracks straight from a famous rock band will keep you a-hummin' throughout the course of the game.

Blast the various bumpers for extra points. Try to hit the little creatures that taunt you endlessly. A simple theme that always entertains.

This is a solid pinball game with A LOT of different screens, cinematics, and rock & roll music! The pinball action doesn't quite have a real feel to it. The ball bounces around without any real inertia building up as it descends. If you like video pinball you can add a point for its review. It's true to its theme all the way.

The sign of a really good pinball game is a lot of action. Tons of bumpers and much to shoot at in addition to having ramps and pins - this game has it all. Best yet, the game has a plot. You must defeat different enemies in each of 9 different levels in order to get to the final boss in the top screen. Wow! Try it!

This glamorous looking pinball really has nothing radical. the game play is OK, but the ball seems to have a problem with gravity at times. The shots are cool and little graphic EQs change the music in the backgrounds. Lots of little touches in the game play help. The 'Motley' music should have been saved for Sega CD.

Pinball games are hard to find these days, for high-end systems. Why? You can count them on your fingers. Anyway, Crüe Ball is a rockin' sockin' pinball game that knows the Crüe like no other video game history. Decent game play added to the crakin' tunes really equal a game that is guaranteed to please.
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If you are ready to try a shooter with a twist then Bio Hazard by Sega may be the ticket. Use various icons to get new and improved weapons. Utilize a robotic pod which circles your ship to aid you in your battles.

Cool scrolling backgrounds and weird aliens await you in this strange realm. Battle huge end bosses by using your "charge-up" weapon of mass bio-destruction. Very smooth animation highlights this shooter.

**Sega CD**

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Based on an upcoming movie, Sewer Shark is a CD-ROM shooter which takes you through the sewers of a futuristic city.

Fly through claustrophobic tunnels in search of ratigators and other sewer vermin while using your guns to eradicate them.

You will gain insight into your mission from Catfish; a probe which travels ahead of you relaying vital information on your journey.

**Sony**

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The solar system is under attack by aliens wearing special armored attack suits. Our only hope rests with two specially designed prototype fighting machines.

Fight the aliens courageously with the special weapons that each robot possesses. The sound effects and animation are very realistic. There is also a great deal of skill involved in dispatching the aliens to the scrap heap!

**Sega CD**

Playing off of the hype that Street Fighter 2 has created, Black Hole uses the CD to provide some jammin' tunes and extra memory for great character animations. The action is one-on-one all the way, with special moves that are pretty cool. The game doesn't have an abundance of variety, but it's fun as a two-player game.

**BigNet**

BigNet has done an admirable job in creating a fighting game that involves unusually large characters. With a good variety of moves this futuristic Street Fighter-type game is loaded with technique. Combo moves are important, as is a plan or strategy to be able to talk on characters stronger than you. Fantastic music!

While this disc is an improvement on Heavy Nova, that really isn't saying too much. The graphics are a little better and the music is great. The enemies are cool, but could of easily been done on cart. The game play is good, but seems unresponsive at times. Cool selection of robots and a variety of moves are high points.

The problem with 90% of the games that pop up in this category is that, let's face it, the character interaction is the equivalent of a big nasty. No offense, but without that, the best graphics, the best sounds, and the best ideas are for naught. This is here in Black Hole Assault's programming. As such this is only average.
One warrior. One dream. One chance.
The complete saga. Only for the TurboGrafx™-CD.
Save the scantily clad ladies from the night creatures by shutting the fiends into traps throughout the house! By using strategy and a great deal of clues provided all around the manor, you may be successful - but don't count on it. Be quick about locking the bad guys up or the lives depending on you may be lost.

Live action scenes flow smoothly and are very life-like. Night Trap is an exciting "thinking person's" game.

Although the full-motion video in Night Trap is virtually seamless, the smaller color palette makes many of the scenes somewhat difficult to make out. The acting is, on a whole, pretty bad, although some of the traps reach a cool conclusion. The game is too simple for my liking, but I am glad to see Dana Plato got work.

NT is a game that looks deceptively easy. This is because there are many things going on (on parallel video tracks!) that you can't see without a lot of trial and error and flipping from room to room. Although looking humorous, this just adds to the tongue-in-cheek humor. Not as easy as it looks! A spectacular use of video.

If there were ever a game targeted at the preteen male audience, this is the one. Sega uses their full-motion video to delight your eyes with a group of attractive college co-eds wearing interesting clothing. There really isn't much exciting to the game play, the F.M.V. is kind of impressive for the genre, B-rated acting.

Night Trap is the type of title that makes me ask WHY? several times throughout the game. The digitized pictures are decent, but the plot needs some work. After playing for about five minutes, you will quickly lose interest in this one! Still, this is the cutting edge of technology, so accept some glitches here and there.

Get ready for a quantum leap in gaming technology with Cobra Command. Utilizing the technology of the Sega CD-ROM to its fullest, this game looks and plays like nothing you have ever seen.

Pilot your gunship through tunnels, city streets and exotic locales in this totally realistic flight and fight simulator. Choose from three difficulty levels to make the missions even more challenging.

The Sega CD version of this classic coin-op laserdisc game scores some big points for presentation, but the execution is a little thin. You guide a cursor over attacking targets that are presented via the CD's full-motion video. The animated adventure lacks vibrant colors, but it is the best show piece the unit has so far.

Based on the old laserdisc arcade game of the same name, Sega has obtained the rights to do a Sega CD version and this game is quite good. While not all of the animation is present and the game increments rather coarsely, once the player gets used to the way the controls, the game isn't too bad.

Why are all the new Sega CD games focusing on cinema effects? This game is a decent arcade translation and offers most of the thrills of a high-tech cousin. The game really gives you no control over your copter, and you end up moving a cursor and shooting while watching a cool extra long cinema display.

This is the most impressive CD title featuring cinema interaction so far, but it needs more player control. What good is cool graphics without the ability to explore your playing field and make some choices? This title reminds me of Sewer Shark but is executed a little better. It's a great first generation game for the Sega CD!

Bobbin Threadbare is a young member of an ancient sect known as the Guild of Weavers. Bobbin must combat the dark forces of Chaos in order to save the world from impending doom.

In this sprawling CD-ROM adventure, you will aid Bobbin in his epic quest. Bobbin must use his magic staff, learning spells as he goes along. A beautiful soundtrack adds to the fun.

This game brings new meaning to the term "cerebral play." Loom invites you into a fantasy world with a completely unique form of interaction. The process of acquiring new weaves to proceed through the game is interesting and even though the pace is not lighting fast, I liked the set-up and execution of the concept.

Talk about moving slow! If the box didn't say Super CD I wouldn't know it. While some spots require thinking and planning, many others are more decoration than anything and it would be good to be able to get through them quickly. Too slow for me but great graphics and a very challenging game otherwise.

This game is so different you'll either like it or you don't like it. The concept behind it is very cool and learning music to perform advanced techniques is quite original. The game is not too long and once you figure out the puzzles you really don't want to play through a 2nd time. Great musical score and colorful graphics.

Loom brings a new twist of gaming interaction to life, with unique interfaces to master, and several quests to complete. Still, this game lacks a title in the excitement department, although the game play is solid. Well, if you get bored with the game, at least the soundtrack is a masterpiece of music! I'll wait for the sequel.
MUHAMMAD ALI REGAINS THE CHAMPIONSHIP FOR THE FOURTH TIME!

Why settle for anything less than "The Greatest?"

The graphics are top-notch and include some incredible rotation like you have never seen on the Genesis...this cart is a boxing fan's dream.

MUHAMMAD ALI'S HEAVYWEIGHT BOXING by Virgin is sure to knock out the competition.

—Electronic Gaming Monthly

Adjustable round lengths!
Tournament or exhibition mode!

SEGA GENESIS

Muhammad Ali

Round Totals: 6 Points
Fight Totals: 30 Landed

360 degree rotating ring so you don't miss any of the action!

Special Collector's Edition
Muhammad Ali Sports Card included!
Arcade or simulation-style boxing!
Digitized sound so real you can feel that blow connect!
One or two player simultaneous play!
Atmospheric sound effects!

We're not talking any lightweight offer here!

Enter our drawing to win one of 30 pairs of boxing gloves or one of 75 Muhammad Ali sport cards hand-signed by the champ himself! Just send in your Muhammad Ali Heavyweight Boxing Game warranty card by June 1, 1993 to register automatically.

CIRCLE #115 ON READER SERVICE CARD.
Aliens have landed on the moon with the intention of taking over the world. It’s your job to fend off the impending alien invasion, or die trying.

Six levels of fast-paced action await you in a cart that has finally reached the U.S. Power-up the four weapons of your choice, using the one that is best suited to your own style. The mega-hot graphics will blow you away!

This game was a real blast when I first played it over a year ago. It shows its age next to other blasters, but still remains a good addition to anyone’s shooter library. The game’s rich detail and smooth interaction is tainted by a short adventure, but the trip is worthwhile and guaranteed to put even top gunners to the test.

It is good to see that someone is finally bringing out this super shooter. Although old it is hard to tell from the intense action on the screen! Spectacular bosses, lots of power-ups and a good variety of weapons, all displayed on excellent backgrounds make the one of the best shooters for the Turbo!

This is a game that is long overdue. The game resembles a side-scrolling Blazing Lazers with less power-ups. The graphics are stunning and the music is extremely well done for a cart. The game play is great and provides solid shooting action from start to finish. The cart is too short and there’s not enough weapons.

Dead Moon is a top notch shooter for the Turbo! While taking its sweet time to reach the states, it lost a few hairs, but it still has plenty of life in it! Great power-ups, bosses, and smooth game play are masterfully done. Though it’s a rip-off, very few will taste as sweet.

"I went to a fight, and a hockey game broke out!" After playing Hit the Ice, you may feel the same way! Pick your fighter, err I mean player, from a variety of knuckleheads too unethical to make it into the big leagues. Each player has his own set of dirty moves which can be utilized during the course of the game. The crowd even gets in on the action, throwing their garbage onto the ice!

This might sound cold, but Hit the Ice is nothing more than an average sports title for the Turbo. There was a lot lost in the translation from the coin-op. The graphics are good, but the game play suffers due to oversized characters and imprecise control. The Turbo needs to concentrate on features other than the Turbo Tap.

The arcade game featured some of the fastest action around and once the player gets the hang out of the controls and gets good at the different passes, the game really gets intense. The fights are great and add to the enjoyment, but, like most Turbo sports games, plug in the Turbo Tap, get three friends and have a ball!

This is your typical hockey game and really doesn’t do much of anything different to compliment the sport. There are fights of course and plenty of rough plays. I don’t like the side scrolling view and the game play is sloppy. The graphics are cool, but the players are big and clumsy. A slightly above average sports title.

This is the one of the best sports games for the Turbo! With highly animated athletes and dynamic detail, Hit the Ice really brings the hockey experience you want! The free-for-all brawls are great, with even the crowd joining in! Besides the utter bludgeoning of your opponents, the game play is fairly smooth.

Ripley is back and so are those pesky aliens! Make your way through the isolated prison outpost while combatting hordes of the merciless xenomorphs.

Your situation is not altogether hopeless; scattered throughout the prison are weapons like flamethrowers, pulse rifles and grenades. Use these wisely and you may make it out alive. Fifteen levels of horror await you!

Similar to the Genesis version, the GG Alien 3 deviates from the movie but dishes out a solid piece of action and maze play all rolled up into one. As Ripley, you must collect weapons to take out the onslaught of alien prisoners, while locating fellow prisoners and releasing them from captivity. A nice adventure title.

Game Gear games are really getting quite good considering that they are low meg and run on an 8 bit machine. Alien 3 is clearly one of the best seen to date as it not only plays very well, but it also is quite easy to see the action on the small screen. For gaming on the go this version has it all over the GB cart!

On of the coolest Game Gear carts I’ve played in a long time. The game play is very tough and the aliens are ruthless. Plenty of weapons to beat the xenos with. The mini cupcakes are even impressive for a portable cart. Great game play and graphics combined with a cool theme make this a winner. A bit unfair, but solid.

Aliens should learn their lesson: don’t mess with that Ripley chick! Taking Aliens 3 on the road is the most appealing aspect here, as the game play is nearly identical to its 16-bit bro. Stunning colors really light up the Game Gear screen, and even the music is decent. If sliming alien varmints is your style, prepare yourself!
Rock around a dirt track with **Super Off-Road**! Roll with the villains' punches in **Double Dragon**! You'll find all the action you can handle when you bring these two Arcade Blockbusters home to play on your Sega® Genesis®.

**Super Off-Road**™ separates the men from the boys. And the boys from their lunch. These babies burn nitro. And rubber. And other computer off-roads, if you're good enough. This blockbuster game has 32 course configurations. Plus big-time obstacles like oil pits, sand hills, pot holes and rock pillars.

**Double Dragon**™ is a chilling challenge. Rat-infested slums. Your girl kidnapped. And that's not Mom heading your way. Meet the Shadow Boss. Evil. Tough. Hangs around with a gang of Ninja warriors. They've got a hobby. Terminating you. To survive you must master special Ninja fighting techniques. Like four types of kicks and three types of punches.

Arcade Blockbusters. They're the only way to Rock 'n Roll.

To order, visit your favorite retailer or call 1-800-245-7744. CIRCLE #201 ON READER SERVICE CARD.
Bonk has hit the GameBoy! One of the most popular video game figures is now available to go! Return to the times of the cavemen as you help Bonk to rid the world of the evil King Drool. Use Bonk's unusually hard cranium to dispatch the kooky enemies that come his way! Headbutt flowers for power-ups and eat meat to become invincible. A sure hit with the younger gamers.

There's not much you can say to knock this little guy. The game is Bonk, pure and simple. The technical limitations of the machine are really glaring, however, and it's often difficult to direct your course without losing sight of where you're going. But if you like the Bonk game, this portable version shouldn't disappoint.

Bonk is back in an all new adventure! All of the fun from the color version has been translated to the GB cart, including the hidden bonus rounds, the killer Grand Bonk move and the various power-ups. Charge up Bonk twice and check out what he looks like with hair! Lots of fun and great for the younger players!

I was very impressed by this cart! My first thought was "A Turbo game scaled down for GB has got to be cheesy!" I was wrong. The game play is phenomenal and the graphics and sound are top of the line as far as GB is concerned. The bad points are excessive blurring that hurts my eyes and overly easy levels.

While it is cute to see the Turbo hero appear for the GameBoy, I am deeply disturbed by the bluffed backgrounds and chopped up gameplay. Let's face it! This is a Turbo game, and should never appear on a Nintendo system! What's next, Bonk for Game Gear? Let's get real folks! I want new titles!

Ren and Stimpy are a lot of laughs, but on the GameBoy, the intensity just isn't there. Many of the humorous antics of the terrible twosome are present, but the game itself isn't anything to shout about. This game is only for younger kids who don't crave high octane action like the pros. Unhappy, Unhappy, Cry, Cry!

What do you want, man?!!? The happy, happy adventures of the crazy cartoon duo can only happen on the GameBoy! Follow these two space faring doits as they search for new challenges (besides getting that dried booger out of their nose) in the last frontier! Look for some of their famous antics at every turn as you control both Ren and Stimpy intermittently through several high-paced challenging levels!

This side-scrolling adventure game has some great intros and graphics that are true to the series. The action is well-done, although there is very little in the way of heated battles. The game is more of an exercise in avoidance since the main goal is to simply not get hit. May sound simple, but the game is actually not half bad.

The dynamic duo of the '90s has moved from their cable TV show into the game systems. The GB version is quite good as the characters remain faithful to the show. Although the graphics are OK, the game play is what makes the game. Fans of the show will really dig this cart, but I think the S-NES version is the one to wait for.

This cart proves to be a lot of laughs. The cinemats and digitized voices capture the most humorous aspects of the popular TV show. The game play however is very basic jump and shoot action. Nothing revolutionary, but still lots of fun because of the humor content. Games need a little more than a hot title and humor.

Ren and Stimpy are a lot of laughs, but on the GameBoy, the intensity just isn't there. Many of the humorous antics of the terrible twosome are present, but the game itself isn't anything to shout about. This game is only for younger kids who don't crave high octane action like the pros. Unhappy, Unhappy, Cry, Cry!

The classic legend Pit Fighter is now ready to battle on the move! As one of the first 4 Meg Lynx cartridges, Pit Fighter has some of the most intense animations ever seen on a portable system! You are either Kato, a karate master; Ty, a kick boxing champion and veteran of the Pit; or Buzz, an ex-wrestler with a taste for danger. Control these Pit Fighter as they battle toward the ultimate foe, the Masked Warrior!

You have to review this game on two levels. Although it bears the name Pit Fighter, you're likely to be highly disappointed if that is what you expect. The game you get is a decent head-to-head fighting game for the Lynx. The graphics aren't great, but the controls and interface deliver a decent challenge.

Pit Fighter has really made the rounds. Having been on virtually all systems, the Lynx version when compared to the rest actually comes out pretty good. While the animation is somewhat choppy, the game play does play fairly well. The graphics are nothing to write home about but if you have a Lynx, this game is worth getting.

This is one of the best translations of I've seen. The graphics are well animated and the action is very fast. The game play is accurate and the controls are tough. The music is weak as is the case with most Lynx softs. I would say that 4 Meg Lynx carts are the wave of the future. Great low blows and cheap moves.

Since few action fighting titles are available for the Lynx, Pit Fighter may fill the void for a little while. Unfortunately, very little of the arcade experience has been preserved in the Lynx translation. While still a decent fighting game, it bears little resemblance to the original. It does have decent control, and now I'm out of room...
So now you need another Super NES™ Controller, and there is a sea of options.
Only one's

SLEEK. EFFICIENT. EVEN FEARED. ONLY ONE CONTROLLER STRIKES WITH THIS KIND OF POWER. ONLY ONE CONTROLLER CAN INSPIRE TERROR IN THE HEART OF YOUR OPPOSITION, OR GIVE YOU THE EDGE AGAINST THE TOUGHEST SUPER NES GAMES. WE CALL IT THE ASCII PAD.

INDEPENDENT TURBO CONTROL gives you the most powerful bite. Twenty shots per second will break your opponents down in no time. AUTO TURBO. It's like a continuous feeding frenzy. Hands-free, and fully-automatic, too. And, like Turbo Control, you get to pick which buttons to power up.

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A killer.

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

Advanced design and a competitive price. When you're hungry to win, reach for the controller with some bite. The asciiPad, for the Super NES. Use it or lose it.
### Nintendo

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### Genesis

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### Hot Pick of the Month

**Electronic Arts Sports Network**

**HOT PICK OF THE MONTH**
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**GAME RELEASES FOR NOVEMBER, 1992 APPEARING IN LOCAL STORES NOW!**

FOR SPECIFIC PRODUCT INFORMATION CONTACT THE COMPANIES LISTED BELOW. Information below was supplied by each of the individual companies, and is current as of September 20, 1992.

---

**JOHN MADDEN FOOTBALL93**

FOOTBALL'S GREATEST LINEUP EVER!

The best selling 16-bit sports game ever just got better! Now with 38 pro teams, including the 8 greatest-ever and 2 All-Madden teams, plus John Madden's voice-color commentary you won't want to turn off!

Also includes: split-screen playcalling, no huddle offense, QB stop clock play, tougher computer opponents, new team and player stats saved throughout the playoffs, and a battery backup so no passwords are needed.

CIRCLE #111 ON READER SERVICE CARD
An interview with Tom Walsh—Raider's Asst. Coach/Co-Designer
Sega® NFL Sports Talk Football '93 Starring Joe Montana®

pain-killers.

How is the new NFL Sports Talk Football '93 better than the previous one?
For starters, we used a new process called digitized animation. It's about ten times more realistic, because we actually filmed a real player, Marcus Wilson, running through the plays. We then digitized the image, so it's virtual reality.

No contracts.

How are the plays different?
The previous game had 50 or so plays. The new one has thousands. I worked with Joe Montana to develop a play book based on the real NFL team plays, and each team's plays will be different. The more plays you know, the better you'll do.

No cheesy

So it's like coaching a real team.
Exactly, right on down to knowing the characteristics of individual players and teams. Your skill at choosing the right play at the right time determines whether or not you will beat the opposing team. Just like the real thing.

half-time entertainment.

Could it actually be used to train real players?
Actually, people have said that it would make a good coach's helper, kind of like a live textbook. I used to play football with the guy who developed the game for Sega. And when he approached me to do this, the goal was that it was to be the most realistic and authentic video sport game out there. I think we succeeded heavily. It's a really terrific game.

(Other than that, pretty realistic football.)
### Nintendo

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<th>Game</th>
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### Genesis

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<td>Atari, Batman Returns</td>
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**Babbage's**

America's Software Headquarters

The information below is provided by Babbage's and is current as of October 22, 1992.
LONGER PLAY OR YOUR MONEY BACK

No Need To Push!

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Faster Motion
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Control directional movement with just a touch of your finger (no need to push).

Get the touch, get Turbo Touch 360—the breakthrough, high-tech video game controller that is so easy to use that it lets you play as long as you want. Just pass your finger or thumb over the sensor plate—no need to push—and you have total control of your game. Now, make moves like you’ve never made before and really get into the game. Turbo Touch 360 adds up to quicker response, faster motion, no more sore thumbs, better control, higher scores, more fun, higher levels and longer play. Triax is so sure that you will enjoy extra hours of effortless play that if you don’t, we'll refund your purchase price. Get in touch with the next generation of controllers. Get the Turbo Touch 360 and enjoy extra hours of exciting play.

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TOP TEN BIGGEST AND BADDEST BOSSES

Our staff has picked out the biggest, baddest, meanest end bosses that we've seen in the past few months. The most impressive bosses are found in SNK's Viewpoint, as well as Konami's Contra 3 and Axelay. Viewpoint gets the top spot for huge bosses that just won't quit!

1. Viewpoint
SNK's third level boss has 3 modes of aggressive attack!

2. Contra 3
Play on hard mode for a Konami style ending you won't forget.

3. Axelay
Konami does it again with 3 attack forms and a bad attitude.

4. Contra 3
Go to level 2 and get blown away by this Mode 7 monster!

5. Smash TV
Survey says "Stay away from Acclaim's unfriendly host!"

6. Gate of Thunder
Boss 4 is a wicked two section armored mech. Tank you T.T.I.

7. Space Megaforce
A shooter from Techo that has great bosses even on level 1!

8. Shinobi 3
Sega's boss on level 3 would love to have you for dinner.

9. Air Zonk
This 1st boss from T.T.I. will absolutely amaze you.

10. Super Mario 4
Still impressive even though it's the oldest SNES cart out there.

JAPAN'S TOP TEN!

Ever wonder what kind of carts Japanese gamers are getting into? Here's the latest info hot off the press from Japan! Role playing and simulation games are usually the most popular in the Land of the Rising Sun. Once in a while, however, great games like Super Mario Kart or Street Fighter 2 will capture their imaginations.

1. Dragon Quest 6/SF
Japanese gamers are going crazy over Enix's cutting edge RPG!

2. Super Mario Kart/SF
Mario combined with F-Zero is twice the fun from Nintendo.

3. Street Fighter 2/SF
This fighting game legend from Capcom is still going strong.

4. Super Mario U.S.A./FC
Nintendo brought the U.S. version of Mario 2 to the Japanese 8-Bit.

5. The Admiral's Decision/SF
This naval warfare simulator from Koel is quite popular in Japan.

6. Super Gachopan World/SF
Bandai took SD and made a war simulation with the popular theme.

7. Big Battle Strategy/SF
The Japanese sure love sims. Try land and sea warfare from Ascal.

8. Derby Stallion/FC
Ascal lets you place your bets at the races in this unique simulation.

9. Ring the Frog's Bell/GB
Nintendo's word attempt at action blended with role playing on the go.

10. Super Mario World/SF
Mario 4 is over 2 years old and still remains popular with the 'in' crowd.

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

EDITORS' EGM's Favorite Games!

Accolade's Bubsy

Name of Game / System | Rank | Months | +/-
--- | --- | --- | ---
Super Star Wars / Super NES | 2 | 3 | 
John Madden '93 / Genesis | 3 | 2 | 
Cybernator / Super NES | 4 | 1 | 
Street Fighter 2 / Super NES | 5 | 3 | 
Super Mario Cart / Super NES | 6 | 2 | 
Space Megaforce / Super NES | 7 | 3 | 
Sonic the Hedgehog 2 / Genesis | 8 | 2 | 
Super NBA / Super NES | 9 | 1 | 
Wonder Dog / Sega CD | 10 | 1 | 

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

Unleash the gaming muscle of the Sega-CD™ with the wildest, wackiest arcade-action game you’ll ever play: Wonder Dog™!

The hottest new star in the video-game galaxy will lift your gaming experience to another world. So check out the future of arcade-action gaming...you’re bound to CD difference.

Cartoon-quality animation brings life to Wonder Dog’s narrow escape from the invading Pitbull Space Armada on his home planet of K-9.

In Bunny Hop Meadow you’ll take on mutant mutts, rascally rabbits and dizzy ducks as your long journey back to free K-9 begins.

You’ll get down and dirty in the Underground, where you’ll have to dodge dog-eating earthworms, gnomish moles and pesky gophers.

Climb in the ring with boxers in Dogsville and wailing alley cats in the Scrapyard—maybe you’ll even find a hidden zone or two—or three.

Then you’re off to Loony Moon to face mutant martians, giant space rats and a wild assortment of space cadets on the swiss-cheese tundra.

Anything can happen on Planet Weird: flying pigs, falling monkeys, invisible aliens...and it always feels like someone’s watching you.

Wipe out the entire Pitbull armada and save your home-planet K-9 from tea-pot droids, hovering bull-fiends and frumpy helmet heads.

Cut through Planet Foggia and plug-up the poisonous gas-spewing, Zonker and his smoke-hurrin’ buddy, Hulker.

OVER 400 ENEMIES

JVC
JVC Musical Industries, Inc.

SEGA
WELCOME TO THE NEXT LEVEL

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Licensed by Sega Enterprises Ltd for play on the Sega-CD™ System. Sega, Sega-CD and Sega Seal of Quality are trademarks of Sega Enterprises Ltd.
8 MEGABIT 16 BIT GRAPHICS

LICENSED BY SEGА FOR PLAY ON SEGА GENESIS 16-BIT CARTRIDGE
NOT SUGGESTED FOR CHILDREN UNDER 13

NOTICE
Contrary to published reports, Death Duel has been banned only in certain European countries; however, it is still legal in all 50 states as of the date of this notice. Any reports indicating otherwise are unfounded.
Well done kiddies! The Sultan of Scoops, Quartermann, is back once again with tons of inside info from behind closed doors! Yours truly has gone to great lengths to lock up the brightest news in the biz, with gossip so good I should be slapped! Before you turn that page, let's get going... The super secret Electronic Arts game machine is rolling closer to the starting line! Inside VIPs have told yours truly that the 3D-O project unveiled in these pages for the first time last month, has development systems where it's plenty of programmers waiting in line! The CD console, which will have game downloading capabilities, is rumored to be called the Opera and several conferences have officially introduced the unit to the programming public. Initial word to the Q-Mann says this thing is hot... Have you ever wondered what happened to foosball? I haven't... Don't be surprised if the Madden series continues well beyond part three. Rumor has it that a rental-only version of the pigskin classic could be in the works...

Quartermann is giving a new thumb tack in the eye award to the most fecal corporate decision making of the month. While the initial demo of Atari's Jaguar is truly eye-popping, the company's suits are rumored to have lobotomized the machine by taking out half its brains! The system now has only one meg of operating RAM - erecting a brick wall in front of the chances of any super softs. On the street with a dozen games by April? You're living in a dream world pal... Look for Star Trek: Deep Space Nine to be coming to a video game screen sometime next year... EASN has successfully pow-wow'd a settlement with sports network ESPN over the use of a logo. The use of a logo? Don't worry EA, with games this great it doesn't matter what you call them, I say you're kick...

Late breaking news from the cats at Sega! The Menacer light bazooka-gun-type-thingie will not only come with a cart filled with six boring target titles, but the wonderfully intense Terminator 2: The Arcade Game from Acclaim! If you want my opinion, I would have bought the Sega gun just to play T2, but as a pack-in, the Q-Mann is a sure sale... You didn't think you'd get through this column without hearing about Street Fighter 2, did you? Following up on a scoop the Quartermann dug up some time back, it now looks like sizzling hot Malibu Graphics will be dishing up the further illustrated adventures of Capcom's popular World Warriors! Can't wait... Speaking of Street Fighter 2, moi was totally correct in announcing a SF2 pack-in with the Super NES. The only problem was that I forgot to tell you it would be an arrangement exclusive to Europe. The combo package is selling like hotcakes and pushing the Nintendo 16-Bitter through...

While you Quarter-maniacs have flooded the Governor of Gossip with enough letters exclaiming "gee-wiz did you see the new SF2 diagonal-shooting fireball machines" to lay waste to entire forests, word from the recent AMOA expo in Nashville (...no sir, I didn't like it...), had similar devices being devised for Mortal Kombat! Don't be surprised if Midway releases an upgrade of their own... Tradewest is just the latest corp. to board Sega's ship with versions of the... toads, football and racing readied for the Genesis (cool poster, eh??)! Groovy... Accolade's new 16-Meg monster, Bubsy, is absolutely hot, Hot, HOT! With great animations and superb game play (dare I say better than Mario and Sonic put together???) this Super NES cart gets the Quartermann's roasted ho-ho award for big vid thrills... Aliens vs. Predator from Activision? Try Terminator vs. Predator from Virgin...

An American invasion of Europe is about to take place! All of the blokes who read the Q-Minor overseas take note: EGM is coming!... Although Acclaim passed on it, Total Carnage was set to see the light of day as a Sega cart, but is rumored to have been scraped in favor of added emphasis on CD projects... Get ready for Double Dragon: The Movie from Imperial Entertainment! No names yet, but a nice ad on the back of Variety... This wraps it up kiddies! Be sure to tune in next month for another special surprise from the Q-Mann and the promise that I'll pick the nuggets...

- QUARTERMANNN
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We Provide FREE English Translations On All Japanese Games With Purchase
Super Adventure Island
For play on the Super Nintendo Entertainment System
- Editor's Choice Gold Winner from Electronic Gaming monthly
- Spectacular Graphics Combined with incredible music
- Power-up feature transforms hero into wild skateboarder
- Weapons include: stone axes, boomerangs and fireballs

Adventure Island 3
For play on the Nintendo Entertainment System
- Combat a mysterious invasion of primitive Adventure Island
- Explore eight gigantic islands on your quest to save Jeannie Jungle
- New dinosaurs and weapons are included to defend Master Higgins
- Uncover secret bonus zones and hidden items for extra power

Adventure Island
For play on the Game Boy System
- Master Higgins goes portable in this classic South Pacific game
- Crack open treasure eggs for massive points or handy shortcuts
- Hunt through bizarre islands filled with sneaky killer traps
- Dodge snakes, bats and more as you search for your lost friend
Best From Soft

Felix the Cat
For play on the Nintendo Entertainment System
- Journey through nine levels of intense animated adventure
- Felix’s Magic Bag of Tricks provides dozens of helpful items
- Features many characters from Felix’s zany cartoon series
- Enter hidden Magic Bags for super bonuses and power-ups

Bonk’s Adventure
For play on the Game Boy System
- Classic video game character now available on the GAME BOY
- All-new transformations and power-ups for our cave boy hero
- Do flying head spins and Pile-driver moves to “bonk” bad guys
- Multiple challenges in the special trial areas for extra points

Bomberman II
For play on the Nintendo Entertainment System
- New power items and poison skulls highlight the excitement
- Features include options for 2 or 3-Player simultaneous play
- Build up bigger and better bombs to blow away the enemies
- Over 50 levels of incredibly bombastic heroics in 1-Player mode

CIRCLE #109 ON READER SERVICE CARD.
SONY TO MAKE CD-ROM WITH NINTENDO

On the eve of the Sega CD's official rollout, Nintendo of America issued a press release announcing a renewed alliance between their parent company - Nintendo Co., Ltd. of Japan and Sony Corporation of Japan.

Claiming that this alliance will pave the way for the emergence of an international industry standard for CD-ROM technology, Nintendo is banking heavily on Sony's experience and reputation in the CD marketplace.

Under the agreement, Sony will manufacture and market a new game system which combines Nintendo's Super NES home video game system and a CD-ROM drive. This new product will play both Super NES cartridge games and soon-to-be announced CD-ROM software.

This new combo system closely resembles Sony's older 'Play Station' which was announced over a year ago.

Nintendo will manufacture and market a CD-ROM player which will attach to their existing Super NES. This peripheral will utilize Phillips' patented CD-ROM XA bridge format, thereby allowing Nintendo game discs to play Phillips' popular CD-I home entertainment software. All games, both cartridge and CD based, will be fully compatible across both Nintendo's Super NES CD-ROM and the new Sony console.

SUPER NES GENIE IN STORES FOR HOLIDAYS!

Galoob Toys, distributor of the Genesis Game Genie in the U.S., has just announced that a similar product for the Super Nintendo will be in stores nationwide by Christmas.

Called the "Super 16" Game Genie, the device will come with a book that contains codes for 51 games. A coupon for a free update that contains codes for another 50 games will be packaged with the Genie.

This version of the Genie will allow up to five effects to be programmed at one time. The Super 16 will also have a switch on it whereby the player will be able to turn the Genie on or off during game play.

Scheduled to cost about $60, Super 16 is being rushed into production in order to be available for the Christmas holidays.

A similar product for the Nintendo GameBoy will be released early in 1993. The Super 16 Game Genie will not be a licensed Nintendo peripheral.

When will players be able to buy these systems? Nintendo continues to state that their CD-ROM peripheral will be released simultaneously in the U.S. and Japan in August 1993. Other press releases indicate that Nintendo is still shooting for a $200 pricepoint.

Both Nintendo and Sony each plan to independently license third-party companies to develop, manufacture and sell disc-based games.

The new CD-ROM players will contain a custom built 32-Bit processor as previously announced. According to Nintendo, it will be able to handle the next generation of games better than any other machine. These games envision full motion digitized video, 3-D polygon graphics as well as sound and music that will rival the best in home audio CDs.

Galoob's Super Nintendo Game Genie will be granting wishes by Christmas!

(CONTINUED ON PAGE 60)
COMBAT ACTION WITH A NEW SPIN

BLACKHOLE ASSAULT

Get ready for the inter-galactic battle of the 21st Century. Mother Earth is on the verge of extinction. Overpopulation and mass urbanization have created a shortage of vital raw materials. You’ve been commissioned to pilot our planet’s most devastating weapon — C.A.M.: Cybernetic Anthromorphic Machine — and duel the almighty Akirovs for their precious resources.

- First combat/action CD game on the market
- High-intensity, photorealistic CD graphics
- Pumpin’ soundtrack
- Fuse-poppin’ combat action
- 1- and 2-player gaming selections
- Block-bustin’ 8-player “Tournament” and “League” play
- 10 stellar battleground scenarios
- 8 rude war machines each with its own hot hardware

Challenge a fellow C.A.M.-rad on Satellite Phobos.
Kickin’ CD animation makes all the action come alive.

CIRCLE #175 ON READER SERVICE CARD.
On October 15, 1992 Sega of America held a press conference in New York to officially roll out their Sega CD peripheral. Members of the press got their first hands-on experience with their machine and tested out many of the new and exciting games which will be appearing from Sega and its CD licensees in the near future. While the games were interesting, it was the new technology being demonstrated that really got everybody's attention.

**FULL MOTION VIDEO**

Out of all the games on display, the most impressive titles contained moving video. Night Trap, Sewer Shark, Citizen-X as well as three 'Make Your Own Music Videos' were the best of the bunch and clearly demonstrated the power of the Sega CD.

The live-action CDs were created by a company called Digital Pictures. This company has solved the problem of compressing video (which normally consists of millions of colors and runs at 30 frames per second) and packing it into the memory available. Special software programs have been developed by DP to reduce the palette down to 64 colors, cut the frame rate in half and then digitize the end product. To get 65 minutes of continuous moving video onto the CD they created a new software algorithm which is able to compress the data still further!

**SCALING, ROTATION, ZOOM**

A custom graphic processor chip known as ASIC has been built into the Sega CD. This chip handles all of the cool functions that make the Sega CD shine so brightly. Best of all, these functions will now be done automatically in system hardware, eliminating the need for programmers to build such features into the game. Smooth scaling, rotation, zoom, pseudo 3-D simulation and fading of individual sprites (rather than backgrounds like the Super NES does) will all be possible through ASIC.

The number of sprites or colors will not be increased though. Sega has confirmed that there are new software routines that will 'trick' the system into displaying more colors, but the games that use such tricks won't appear for some time.

**THE FUTURE**

Sega is hesitant to comment on releases beyond three or four months, but they have announced that there will be a back-up RAM cartridge for the CD. This cartridge will plug into the Genesis and allow the player to save game information ranging from high scores to player position data from RPGs. This cartridge is already out in Japan and costs about $50.

A second item soon to appear for the Sega CD in Japan is a mouse. Sega is considering this peripheral as an option in the states to greatly speed up 'point and click' type programs like the new Make Your Own Music Videos and the upcoming Video VCR (see insert article on page 285) programs.

Beyond this, the sky is the limit. Programmers have already learned how to extract a continuous stream of uninterrupted multi-track full motion video from the CD, and as compression technology improves, the second generation of CDs will take this medium into areas that aren't even considered possible by today's standards. The key now is to integrate this new form of video game visualization into games that will be as much fun to play as they are to look at.

Whatever the future may bring, Sega has introduced us "to the next level."

Next year Sega will offer a back-up RAM cart for the Sega CD.
“Greetings, Pig-slime!”

INTRODUCING SKÜLJAGGER™

Your puny little video-life is about to become Sküljagger-chow. The reason? You—and ace rebel Storm Jaxon™—are spearheading a massive revolution against Captain Sküljagger's fearsome forces. And if you think Sküljagger's going to take this revolution lying down, then maybe you've forgotten how hacked-off a maniacal Kitlish™ despot can get!

Sküljagger is the first game ever to combine an awesome action game with a clue-filled, fully-illustrated story. You'll battle in spectacular comic book color and phantasmagoric detail! Sküljagger's Kitlish troops will leap off the screen and into the deepest, darkest recesses of your mind!

Your one hope for survival—the secret game play clues hidden throughout the pages of your amazing clue and story book.

It's going to be a war to end all wars. But it can't start without you.
NEW SEGA CD GAMES FOR 1993

Besides the games already announced, Sega and its licensees have started on the second generation of Sega CD software. Some like Sonic CD are locked safely away behind the closed doors of Sega’s R & D labs, far from the prying eyes of EGM reporters. A batch of new games surfaced for a brief moment, however, and the EGM cameras were there to grab some quick photos of Sega’s first quarter ’93 line-up. Many of these CDs are starting to make use of the extra functions in the ASIC graphics chip and show promise.

RISE OF THE DRAGON
SEGA
Based on the Blade Hunter Mystery Series, Rise of the Dragon features a unique interactive plot and simple point and click interaction on various objects. A true CD game with a challenging mystery!

JOE MONTANA FOOTBALL
SEGA
Big Joe plays coach in the first of the Sega CD sports games. A 3-D perspective is used to display the field from various camera angles. Over 600 digitized moves add to the realism.

TIME GAL
SEGA
Created by the same people responsible for Cobra Command, Time Gal plays very much like the old Dragon’s Lair arcade game. Spectacular animated sequences and superb audio make this CD a hit.

JAGUAR XJ220 RACING
JVC
Get behind the wheel of the XJ220 racer and take on the best drivers in the world. The courses duplicate the big name tracks and a split screen offers head-to-head play.

NIGHT STRIKER
TAITO
Race through cybernetic cities against ruthless computer opponents. Take advantage of the awesome levels by transforming into exciting vehicles through each stage of play.

TERMINATOR
VIRGIN
Virgin has added new levels to the 16-Bit action hit along with 12 minutes of digitized footage from the blockbuster movie. A good example of video games meeting multi-media.
You've never seen 2-player shoot-'em-up action like this! An alien war force is threatening the human race. Our scientists have developed the ultimate weapon: Strike Gunner! Equipped with an awesome arsenal of offensive and defensive devices, only two could be built—but those two can combine into one superfighter of astonishing power!

Available at Toys ‘R Us, Sears, Electronics Boutique, The Wiz, Software Etc., Walden Software and other retailers nationwide.

Q*Bert 3 for the 16-bit Super NES system takes the classic Q*Bert arcade game theme to new heights, with an amazing variety of eye-popping, multi-screen worlds. Along with the old familiar cast of characters, Q*Bert 3 introduces a whole universe of new enemies, obstacles and items.

He's quick, he's curious, he's Qube-Acious!
AND NOW FOR THE LATEST ADVENTURES OF

MICK & MACK AS THE

GLOBAL GLADIATORS

SEGA
GENESIS

SLIME WORLD

WELL, DUDE, LOOKS LIKE IT'S UP TO US TO STOP WITH THOSE OVERGROWN BLOBB Ooze ONCE AND FOR ALL.

YEAH MAN, IF WE CAN'T STOP THESE SLUGGERS FROM ASSEMBLING THAT SLIME MACHINE IN TIME, THE WHOLE EARTH IS GOING TO BE A TOTAL SLIMEBAMA!

MY CREATION IS ALMOST COMPLETE WITH THIS MACHINE NOT EVEN THE GLOBAL GLADIATORS CAN STOP ME FROM SLIMING THE ENTIRE WORLD!

THERE IT IS, DUDE!

WATCH OUT!

GLADIATORS UNITE!!

GOT IT!

HUGH DUDE, THAT WAS A LITTLE TOO CLOSE!

UH-OH!

TO BE CONTINUED...
MONSTER BASH
SLIME SLASH
THRASH TRASH!

SEE MICK AND MACK SPRING, DASH AND BLAST THROUGH OVER 1200 FRAMES OF CHARACTER ANIMATIONS. WE'RE TALKING 10 TIMES MORE THAN YOU'VE EVER SEEN BEFORE! ADD MICK AND MACK'S HI-TECH COD-SHOOTERS AND YOU'VE GOT A GLOBAL PATROL READY TO TAKE ON THE WORLD!

EYE-POPPING BACKGROUND GRAPHICS AND SCENERY LIKE NEVER BEFORE SEEN ON YOUR GENESIS™!

AWESOME MUSIC AND SOUND EFFECTS GUARANTEED TO MAKE YOUR PARENTS SHOUT "TURN THAT DOWN!"

SLIME-BUST YOUR WAY THROUGH A WORLD OF 13 LEVELS OF CHALLENGING ADVENTURES!

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GOLDEN AXE 3: The Revenge of Death Adder

The long-awaited sequel to Sega's Golden Axe has finally arrived! Golden Axe: The Revenge of Death Adder is on its way to becoming one of the most talked about action coin-ops of the year.

Incorporating Sega's latest 32-Bit graphics, Golden Axe looks and plays like nothing you've ever seen before. Pick from four characters, or play with up to three other gamers for a no-holds-barred barbarian slash-fest! Awesome! Slice a path of vengeance with The Revenge of Death Adder! Your world may never be the same!

Watch out for these cannibals. If you're not careful they'll eat you for lunch!

Richly textured 32-Bit graphics make Golden Axe an exciting coin-muncher.

 HOW IT RATES

To say that Golden Axe: The Revenge of Death Adder is graphically intense would be a gross understatement. Sega's new 32-Bit hardware system does a stellar job! Quite simply, one must see it to believe it!

The game plays very well with enough enemies and hidden booby-traps to keep you on your toes. In addition, the four-player option makes a great game even better! The selection of characters is wide, ranging from a centaur to a pitchfork-wielding elf.

All in all, a great follow-up to a classic arcade series!

Overall: 8

If you begin to feel overwhelmed, don't despair; three friends can join you in battle!

AMERICAN AMUSEMENT MACHINE ASSOCIATION
Jerry Glanville's
Pigskin Footbrawl
Available December 18

*Football with an attitude... a bad attitude.*
Jerry Glanville™
Head Coach
Atlanta Falcons.

Licensed for play on
SEGA GENESIS
16-bit cartridge

This official seal is your assurance that this product
meets the highest quality standards of SEGA. Buy
games and accessories with this seal to be sure that
they are compatible with the SEGA "GENESIS" system.

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Licensed from Midway Manufacturing Co.
Capcom has told EGM about a new upgrade kit for existing Street Fighter II Championship Edition machines. Known as the Turbo ROM Upgrade Kit, this software enhancer will significantly change the gameplay of the Street Fighter II characters. This is no joke!

Each character will be able to execute moves much more quickly than before! Also, the talents of all twelve fighters have been refined and equalized. Now, no character will have an unfair advantage over another! In addition to all of this, each character will have new special moves! Chun Li now has a fireball! Whoa!! The kit should hit the arcades in late 1992. Keep your eye out for more on this EGM exclusive!

Chun Li can throw a fireball in the new Street Fighter II Turbo Championship Edition! This is not an illegal "pirate board," but an officially licensed Capcom product.

DOGYUUN

This mammoth boss is a pushover after a little practice!

Here's one for all you diehard shooter fans. The name is Dogyuen, and it is one very intense game. Attempt to annihilate the invading bio-mechanical forces, while returning home alive and in one piece.

There are many weapons to help you along the way, like a particularly nasty homing beam which will vaporize just about anything!

For great graphics and gameplay check out Dogyuen by Toaplan!

The different weapons increase your powers of destruction.

Things tend to get increasingly complicated with two players!
Turn on the power.
For the first time ever, Teenage Mutant Ninja Turtles™ - The Hyperstone Heist™ from Konami® plunges the Turtles headlong into the shell-shocking world of Sega® Genesis. Dare to take this all new adventure on solo or double dare to duke it out with a partner and you're in for a ninjitsu jolt of action that'll leave you green! Will all this awesome power go to our heroes’ heads? The quick-kicking quartet is on the hot seat again thanks to that mondo master of mayhem Shredder, and this could be Sayonara, dudes. Shredder stole the Hyperstone, a gem with the power to shrink New York City. Now catch that totally bogus bully before he makes the whole world small. Uncool!

KONAMI®
The Turtles
Genesis.

You've got all four majorly hip mutants, so choose whichever Turtle flips your switch. Each has his own bodacious new attack moves to shake down the Shred-heads. Donatello is much more than hot air with his Hurricane Attack and Raphael's Vacuum Slice really cleans up.

Experience most excellent 3-D effects in a geek fest that never lets up through 5 mondo body-slamming levels. Four levels each have 3 heinous stages to survive and the other is loaded with the most intense new challenges you've ever seen.

 Slug it out in the sewers, do dirty deeds downtown, grind them up on a ghost ship, surf through treacherous ocean waters and even ninja till you drop.

Make it through all this ninja nastiness and Shredder will curse the Cowabunga battle cry. But then you must face that Duke of Dweebs on his own turf. Hang tough because he'd love to have you at his place for some fried Turtle legs!

Konami Game Hint and Tip Line:
1-900-896-HINT(4458).

79c per minute charge. Minors must have permission before calling. Touch tone phone required.

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STAR WARS PINBALL

Warm up those flipper fingers for the ultimate pinball challenge! Star Wars Pinball by Data East will blow you away with its awesome mix of live action and video. Try to keep your mind on the contest as you are bombarded with incredible stereo music tracks sampled from Star Wars®, The Empire Strikes Back® and Return of the Jedi®. There are even voices from the Star Wars trilogy including the evil Darth Vader and the droid R2D2!

The game play is fast and furious, alternating between pinball and video action. Use the shifter handle on the right side to control your journey through space. During the video mode, like the Speeder Bike sequence, use the shifter to avoid the trees for big time points!

The video sequences are handled by a surprisingly clear, full-view dot matrix display. You will be absolutely astonished during the Hyper Space scenes!

Smash at the up/down target on the spinning Death Star to initiate the multi-ball option. Blast Jabba's Bounty feature for any one of over 10 special items like the Advance Multiplier or the Bonus Hold, each of which give you mega-points. Hit the moving R2D2 and you receive an ultra-bonus worth more points than you can shake a light saber at! Too cool!

You will be amazed as the legendary Star Wars saga unfolds before your very eyes! So, if you crave a great mix of live pinball action with the visual impact of a video game, check-out Star Wars Pinball by Data East, coming this month to arcades everywhere! May the Force be with you!

SHOGUN WARRIORS BUSTER

If you would like to try your hand at a new fighting game, grab some quarters and play Shogun Warriors Buster by Kaneko.

Pick your fighter from a pool of eight powerful, unique Japanese characters like Kabuki, Kappa the birdman, Shogun or Geisha. Each of these characters possesses a highly unusual set of special powers. For example, Kabuki can call forth an energy net which quickly drains the power from an adversary.

Kappa is the ancient birdman who enjoys beating his adversaries into submission!

Multiple joystick movements are required for all of the special moves! The sounds, graphics and overall playability are top-notch! The 8-way joysticks offer excellent playing response as do the numerous buttons. As for the fun factor, this coin-op will have you begging for mercy! For an intense and challenging fighting game, take a swing at Shogun Warriors Buster by Kaneko.

Choose your fighter from a complete roster of popular Japanese characters.

The special attacks may take time and effort to learn but they are well worth it!
FOR ALL YOUR VIDEO GAME NEEDS...

$5 OFF!! NOW AT ELECTRIC AVENUE!!

Introducing the latest Final Fantasy Adventure...
Square Soft brings forth an epic quest for role-playing fans of all ages. Final Fantasy Mystic Quest is designed as a game for beginning or advanced players. Anyone can enjoy this game!

Final Fantasy II
The best selling SNES role-playing game!

Hours of enjoyment await all who dare enter the world of Final Fantasy II. This adventure takes you to lands never before dreamed of or explored.

BRING THIS COUPON INTO ELECTRIC AVENUE TODAY AND RECEIVE $5 OFF THESE AWESOME ROLE-PLAYING GAMES!!

SPECIAL OFFER AT ELECTRIC AVENUE...
ALL TITLES ON THIS PAGE $5 OFF WITH COUPON!!
Believe it or not,

An interview with
Scott Bayless, CD developer at Sega.

the brains behind Sega CD™

What are the technical advantages of Sega CD?
Basically, it offers massive storage, which means we can now use real video action. A 16-bit cartridge could only hold a few seconds of motion video. But the CD holds over 500 megabytes, so you can now play for hours, interacting with real video.

don’t wear pocket-

So the games will be more realistic?
Yeah, way more realistic. We have a second processor and a special graphics chip, so our zooming, scaling, and rotation is incredible. And we use a lot of real-life video you can actually interact with. Characters will speak to you and harass you.

protectors or glasses

What do you mean “interact”?
For example, there’s a game called “Night Trap,” that uses all real-life footage with real actors, and you control the action. You have to rescue girls from a house full of ghouls by operating a surveillance system, and trapping them in different rooms. It’s like controlling the plot and the action of a real movie, from start to finish. It’s pretty wild.

held together with tape.

Do you have a personal favorite CD game?
Yeah. I like the INXS music video game, where you can re-edit their videos with different special effects and graphics. The sound on all the CD’s is pretty amazing; it’s just as good as an audio component. Plus we’re using a lot of original music. When you hook it up to your sound system, it’s like playing in a whole new realm. It’s really amazing. You forget where you are.

(Those guys work for our competitors.)
WELCOME TO THE NEXT LEVEL™

Where to find

Adrays
Babbage's
Best
Best Buy - Select Locations
Boscov's

Caldor
Captron/G & G
Circus World
Circuit City - Select Locations
Electronics Boutique

FAO Schwarz
Fedco
Fred Meyer
The Good Guys!
J&R Music World

K & K Toy Stores
Kay Bee Toy Stores
Lionel Kiddie City
Macy's - Select Locations
Meijer
Montgomery Ward - Select Locations

Nobody Beats the Wiz
Play Co.
Saturday Matinee
Stern's

Sears - Select Locations
Software Etc.
Toy Works
Toys 'R Us
Venture - Select Locations
Waldensoftware
LETHAL ENFORCERS

Take control of crime with Konami’s Lethal Enforcers. You are the toughest of the big city detectives out to test your mettle against some of the world’s most dangerous criminals.

Featuring fully digitized graphics, Lethal Enforcers takes you to the scene of a bank robbery, a hijacking,

Bust a drug deal at the docks. Shoot your way out, but don’t hit any civilians.

Trash heavily armored choppers at the chemical plant. Watch out for explosions!

In between stages, you are off to the shooting range to improve your marksmanship. Your score determines your rank: patrolman, detective, sergeant, lieutenant, captain or commander.

Each stage includes several scenes with lots of hidden surprises! Get lethal with Konami’s Lethal Enforcers and take a shot at crime!

SPACE LORDS

When you destroy an enemy ship, you can feast on its remains before returning to battle! The “Ship Modification” screen lets you custom-build your ship with six different options such as variable laser power and force fields.

Rocket into the void with Space Lords by Atari and get ready for some exciting 3-D gaming!

You will encounter a variety of alien vessels, each with different abilities.

Launch into the unknown with Atari’s Space Lords. This shooter offers incredible 3-D graphics which make asteroids and enemy ships jump right out at you!

You can either fly alone or add a co-pilot to help out. In addition, two games can be linked for eight-player space warfare!

Enemy ship approaching! Aim, fire, and destroy it with your special weapons!
Q: You lost all credibility with your answer to James Mohr in the October issue of EGM. He asked why the Sega CD doesn’t have “advanced resolution, more colors, more on-screen colors and more sprites” since it has scaling, zoom and rotation. Your answer about budget limitations is nonsense.  
   Al Nilsen, Sega’s director of marketing, has told those interested in the CD player: Sega decided not to improve existing Genesis resolution, colors, sprites and the like, as that would split the market with two versions of cartridge games—one using features of the original Genesis and one for the advanced features of the CD player. Instead, Sega added hardware features (i.e., scaling, rotation, zoom) that can be utilized only on CD games.  
   Q & As from the Video Game Universe

Sega’s corporate decisions. Although his answer makes some sense on the surface, I’ll always demand more from my games and game hardware.

But let’s look at it logically. You refer to features such as scaling and rotation as “hardware” based. If higher resolution, additional colors and more sprites didn’t take up precious memory, then you’d always add them to the software. They are, of course, also hardware features. What would be the point of programming the Genesis ROM carts and the Mega CD the same? We’re dealing with different media. Why not add as many features as possible, plus upgrade existing capabilities?

The answer is the same as it was in the October issue: budget considerations. There’s a price war going on right now. The goal of getting projects in under budget is a BIG consideration.

Renwick Thompson Jr.
San Diego, CA

Q: Once HDTV is introduced, will the game systems be compatible or will the companies need to build new machines?
Also, do you think video games will be made to fit HDTV’s 16:9 aspect ratio?

Shawn G. Tucker
Milstadt, IL

A: Great question, Shawn. Unfortunately, I don’t have a great answer for you.
No format has yet been approved by the FCC for High Definition TV (HDTV) in the United States, and none is immediately forthcoming.
The Doc has seen some great HDTV systems, but until a broadcast standard is in place, video game manufacturers would only be guessing as to the eventual format, and that’s a much too expensive gamble.
Actually, the 16:9 aspect ratio you refer to is not considered to be HDTV. According to the folks at Video Digest (the official publication of the Video Retailers Association), we may never see full HDTV in this country, since it would require such an extensive overhaul and conversion of existing technology.
Instead, innovations such as digital TV and the improved 16:9 systems you mention will be fully compatible with existing TV (and, by extension, video game) technology.
The 16:9 sets, for example, convert letterboxed laserdiscs to fullscreen format. In fact, this is the format used by companies such as Sharp, Thompson and Toshiba to display their video wares at trade shows.

Q: I’ve been enjoying a game called King of the Monsters by Capcom, dated 1991. I can’t locate a system that plays it. Is this game ever going to be released for home play?

Carol Valanzuolo
Orange, CT

A: King of the Monsters is available for the SNES from Takara and King of the Monsters 2 has been produced by SNK for its NeoGeo.
Both versions are impressive, with gamers cast as movie monsters consuming major cities.
HOT-B presents the exhilarating and backbreaking challenge of saltwater fishing for your NES®.

Below the warm blue waters, off the world's most famous deep-sea fishing destinations, awaits the ultimate fishing trophy... THE BLUE MARLIN.

Match your strength against the writhing frenzy of the powerful Blue Marlin.

THE BLUE MARLIN is not another fish story! It's a realistic fishing simulation, guaranteed to get you HOOKED!

STILL A BIG HIT!

Licensed by Nintendo

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CIRCLE #198 ON READER SERVICE CARD
**Q:** I hope you can help me understand about the amount of memory in a game. Some games have dazzling sound and graphics and only use four meg, while others use eight meg with less spectacular results. I've long wondered how incredible Neo•Geo games must be, since they can use 60 meg a game. Then EGM showed 2020 Super Baseball for the SNES in the October issue and the pictures are very similar to the Neo•Geo version. With ten times more memory, how come the Neo•Geo doesn't look better?

Tom Hammell  
East Lyme, CT

**A:** Actually, Tom, the Neo•Geo can run games comprising over 300 megabytes. As to why its games are not hundreds of times better than other 16-bit systems, let's look at an analogous scenario. One person is given $10 and another is handed $300. Both have the same mission: acquire the best possible hot dog they can find. Well now, the fellow with only ten bucks is going to spend his money very carefully, considering each penny and how it is spent, whereas the dude with three hundred bills is likely to be more lavish, perhaps traveling around the country, eating at expensive restaurants, and using only the rarest condiments. When all is said and done, however, the guy with only $10 is just as likely to turn up a tasty frankfurter as his richer counterpart. After all, hot dogs are not that expensive and all the money in the world is unlikely to significantly enrich the experience of consuming one.

It's kind of like that with the Neo•Geo. While Sega has spent years fine tuning its sophisticated data compression technology and Nintendo not only squeezes its program as small as it can, but once it's finished, each game then goes to an outside company for purposes of further diminution, Neo•Geo developers don't have to consider space limitations.

Instead, Neo•Geo games are produced without regard to compressing code; in fact, lavish use of memory is actually a priority since the size of its cartridges is one of SNK's major selling points.

Two of the most notorious memory spendthrifts are large sprites and digitized sound. While game logic takes up little space, sound and graphics consume memory the way Wimpy devours hamburgers.

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**Q&A Quickies:** Several readers, including Kons Skembos of Fort Wayne, IN, have asked about a source for old video games other than Frank Polonsky, whom I've mentioned in several Game Doctor columns. With the apparent disappearance of Pleasant Valley Video, the Doc is not aware of any national, mail order source for old games. There are, however, individual stores scattered around the country that traffic in antique electronic games, including a great place near Irvine, CA that reportedly offers a fantastic selection of old software. I am even now attempting to contact this store in order to see if they do business by mail, so stay tuned for more info on this subject. Also, R.T. Byrd of Shreveport, LA, kindly took the time to write and tell us that Game-Busters is apparently out of business. R.T. says he ordered something from them in June and had his check returned a month later. In addition, their 800 line is no longer running.

And that about wraps things up for this installment of The Game Doctor. Remember to send your questions, comments and criticisms to:

The Game Doctor (EGM)  
330 S Decatur  
Suite 152  
Las Vegas, NV  
89107

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**Q:** A few of my friends and I are going to put your video game knowledge to a test. We would like to know the number of Sega Genesis, SNES and TurboGrafx-16s that have been sold in the United States and Canada.

Joe Starr  
Sydney, Nova Scotia

**A:** As you probably know, Joe, the video game manufacturers are not rushing to proclaim their relative sales in the 16-bit marketplace, though there will almost certainly be numbers available after the Winter CES. None of the 16-bit systems are selling at anywhere near the pace of the previous generation of video games.

After a poll of industry sources, however, the following offers a broad consensus on North American sales: The SNES has probably sold between three and four million units, the Genesis over two million, and the various Turbo systems under a million.

In Japan, the Super Famicom (SNES) has now established a comfortable lead over the Mega Drive (Genesis). And, though there are quite a few PC Engines (TG-16s) in circulation worldwide, current figures indicate that sales for that system have peaked.
Two years ago the American Gladiators battled their way to the top of the television ratings charts and have been playing King Of The Hill ever since. Based on a unique concept where skilled contenders, chosen from rigorous tryouts, get a chance to compete against the American Gladiators for cash, prizes and fame.

Now GameTek adds to the phenomenon by giving NES players a chance to try their hand at doing battle with the weekend warriors in events including The Joust, Assault, Powerball, The Wall, Human Cannonball, and The Eliminator. Don't miss out on being part of America's most talked about weekend series.
Big Capacity with 12 Meg ROM!

104 dots x 50 dots characters!

Wow, they're huge! There are more than 150 techniques to choose from. Up to 8 people can participate.

Adopting the Super Defense System!

SUPER NINJA BOY

FUN, FUN, FUN!

A peaceful life in perished Chinland was suddenly thrown into disaster, after the Universal Peace Conference was over. The Emperor's concerns kept growing until Jack and Ryu decided to go out and settle the problems. The places they visited during their expedition were Chinland, Mysteryland, Fairyland, and Futureland. The more they advanced, the more mysterious it became. What they found out was a devastating plot.

There are loads of exciting action, cool items, neat vehicles, great effects, and magic spells available. They are all yours to blow adversaries out of the way of the once peaceful Chinland.

COMING SOON!
ULTIMATE FIGHTER

2 in 1 FLYING WARRIORS.

This game has four modes in it. It's almost like two games in one cartridge!

1. Expert Mode
   - Hiryu no Ken System was refined amazingly!
   - Fighting mode: You can enjoy exciting attacks and are not required to depend yourself in fighting mode. Second, expert mode for fighting manage, its go, joint twist 100%!!
   - Animation mode: And much moreis the first video game that lets you play full scale fighting game for beginners and those people and the story. There is command battle style, animation mode and vs. tournament mode that lets up to eight people participate!! It's a super game system.

2. Fighting Mode
   - You can enjoy exciting fights with simple operations.
   - Fighting mode is much more fun and interesting!!

3. Story Mode
   - Story mode is much more fun and interesting!!

4. Action Mode
   - New Hiryu no Ken System
   - Victory in Story mode.
   - Winning in Action mode.

Are these really for Game Boy®!?!?
By Terry Aki

Hello to each and every international game freak out there in EGM Land! Terry Aki here, ready with all the news from the Land of the Rising Sun and beyond. It has been a busy month, with plenty of news pouring out of the far east that's sure to touch all corners of the video game world!

Before we put our finger on the pulse of the international scene, I'd like to announce a special interview with the designers of Sega's upcoming fantasy epic, Phantasy Star 4, in the next issue of EGM! You'll get the complete scoop on the new story, new characters and new challenges that I told you about last issue. It's a great game that is sure to blow away all three previous games combined!

The game shops did some big business in October, with some surprises filtering into the top ten! Not surprisingly, however, Dragon Quest 5 exploded into stores just as experts had predicted!

**KONAMI OF JAPAN**

**GRADIUS II**

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<th>PC SUPER CD-ROM</th>
<th>CD</th>
<th>CD-ROM</th>
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<tr>
<td>A few years back, we American game players were playing Life Force while the Japanese received the real Gradius II for their Famicom's. While Life Force wasn't a bad game, Gradius II blew the gaming public away and even rivaled some of the 16-bit titles that were available!</td>
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<td>Thanks to Konami, Gradius II is now making another appearance in the Japanese market, but this time on the fantastic, new PC Engine Super CD-ROM!</td>
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<td>All the levels from the Famicom classic have been left intact but more attention to detail, especially in the backdrops, has been given high priority along with the CD soundtrack.</td>
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<td>Purchase power-ups in the familiar Gradius style and face the huge boss invaders! The animation is nearly flawless and the movement is blistering! Each boss has a unique weak point that you must attack to succeed.</td>
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<tr>
<td>Unfortunately, this may just be another story of the Japanese getting this hot shooter. Keep your fingers crossed, just in case!</td>
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</tbody>
</table>

The Stage One Boss is a firebird that spews flames from its mouth.

To attack Stage Two Boss, fire at its opened eye while dodging the arms.

On the way to the second Boss, these pods sprout arms that attack swiftly.
Move over masters, a new champion is kicking in.

This exciting action adventure game recreates the fury and explosiveness of international boxing. In this game, they take no prisoners. It is a fight for life and the championship in a ten series match. Set against international backdrops players pit themselves against ten of the most deadly Masters of the Martial Arts. Each master brings to the fight their own special weapons and fighting techniques. Players kick, punch and jump their way to victory. This exciting video battle features dimensional screens, high quality graphics, special sound and video effects and challenging game play. Enemy masters can be designed for special attacking action. Weather and seasons change during the course of the game action. Make your move to power with one of the hottest games yet, "POWER MOVES!"

*The action is furious as players kick, jump and punch to victory.*

*The crowd roars as the Victory sign is flashed.*

*Special sound, video effects and 3-D screens add to realism.*

*Weather and seasons change during game play.*

This official seal is your assurance that Nintendo has approved the quality of this product. Always look for this seal when buying games and accessories to ensure complete compatibility with your Super Nintendo Entertainment System.

Circle #103 on Reader Service Card.

Kaneko USA, Ltd.
1370 Busch Parkway
Buffalo Grove, IL 60089
Phone (708) 800-1370
Fax (708) 800-1375

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International News

Dragon Quest 5 Gives Street Fighter 2 a Knockout Punch...

The minute the game starting showing up in camera shops and other game outlets, crowds formed and lines grew long. No deposits for this baby, the only way to buy into the first 16-Bit DQ was with cold hard yen!

Also eclipsing Street Fighter 2 in many polls was the solid Nintendo driver, Super Mario Kart. No argument from Mr. Aki, mind you, this is a great game with plenty of depth and incredible play technique.

Super Mario Kart has also secured a position in the Japanese top ten!

Other hot softs with solid street buzz include the recently released version of Super Mario Bros. 2, called Super Mario USA. Regular readers will remember that our Super Mario 2 was quite different from the game Japanese played (the U.S. version is based on an old title that featured a family of

Media Rings Corp. of Japan

Zero 4 Champ II

Get behind the wheels of the fastest sports cars around! The fast paced racing takes place primarily in first person perspective, but various events change to an overhead view as well! The Super CD-ROM is really put to good use in this title!

The overhead slalom is a fierce race to the finish! Only the winner succeeds.

Wolf Team of Japan

Road Blaster FX

In Japan, the Mega CD may have been lacking in quality titles but Road Blaster FX still proves that the CD is here to stay! Thunder Storm FX is the basis for Road Blaster FX. The game is linear in the sense that the car continues to travel on its own path until you are given the option to change it. While this may deter hard-core racing fans, the effect is barely noticeable and doesn't hinder an otherwise great game.

The graphics are cartoon-like and the music that accompanies the driving is appropriate.

Your basic objective is to pass the checkpoints and finish line while bashing your opponents off the rocky cliffs. Road hazards are a challenging threat that add to the pleasure of Road Blaster FX!

The arrows are an indicator to inform you a turn is rapidly approaching.

Since no one appreciates a hitchhiker, slam on the brakes to send him flying.

My, what a tight situation! Check the rearview mirror for a helpful clue.

Don't just blare the horn! Ram the crazy driver straight into the wall.
Now Mega Man must
Really save the Earth.

What in the world is Dr. Wily up to now? He's drilling through the earth's crust to tap its energy and create his most powerful robot of all. And eight of his most famous robots are back in commission. The danger comes in waves for you and Rush on the way to Wily's underwater headquarters. Do you have what it takes to send Wily to an oily end?

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CIRCLE #139 ON READER SERVICE CARD.
INTERNATIONAL NEWS

oppressed Arabs out to stop a ruthless tyrant. Although the game got little more than a face over for American audiences, the Japanese were never able to see the game with Mario as the star.

STREET FIGHTER 2 - FOR 8-BIT NINTENDO?

Sources in Hong Kong have told Terry Aki that such a thing does exist. The game, obviously created without the approval of Capcom, is being peddled for the 8-Bit Famicom for around forty bucks. Inspired by the hit arcade game, the new

Street Fighter 2 makes its way (illegally) to the 8-Bit Nintendo!

version is called Master Fighter and it attempts to duplicate the look and feel of the original game.

Master Fighter features four of the Street Fighter 2 characters. They include Ryu, Guile, Chun Li, and Zangief. Most of the special moves are also reported to be in the 8-Bit game, including the fireball attack of Ryu and Chun Li's spin kick. Will this game ever find its way to America? I'd say the chances are close to nil, considering Capcom doesn't endorse the game in the first place. It might be cool to see a different version of Street Fighter 2, but it's also an illegal and unfair infringement of the real designers' ideas.

WOLF TEAM OF JAPAN

ANNET AGAIN

<table>
<thead>
<tr>
<th>MEGA CD-ROM</th>
<th>CD</th>
<th>CD-ROM</th>
</tr>
</thead>
<tbody>
<tr>
<td>The storm rises once again in Annet Again, the sequel to the popular El Viento series. After being defeated by Annet in the first episode, Hastur returns to wreak havoc on the free world. His evil organization is bent on sacrifices and the cult. Annet has continued with her studies and her magical abilities are even more powerful than in her first encounter. This time, the fighting will not take place in New York, but right in Hastur's own front yard. His castle is filled with plenty of trickery to snag Annet before she can reach Hastur and put an end to his uprooting of evil! Featuring lengthy cinematics that also star Earnest Evans, this CD title is the one to watch! The graphics employ a pseudo-3-D effect highlighted with great looks! The side-scrolling action sequences take advantage of many CD options. Earnest Evans plays a special role in this incredible CD action entry.</td>
<td></td>
<td></td>
</tr>
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</table>

MISAWA ENTERTAINMENT OF JAPAN

CHRISTOPHER COLUMBUS

<table>
<thead>
<tr>
<th>SUPER FAMICOM</th>
<th>UKN. MEG</th>
<th>CARTRIDGE</th>
</tr>
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<tbody>
<tr>
<td>In the year of 1492... you know the song! This new shooter from Misawa is based on the well-known historical figure. Pilot Christopher in his ship as he travels on water and in the skies to free people and restore peace. While we know Columbus didn't do this, it still makes for an exciting shooter! You will square off with some odd airborne enemies during the battle in the clouds! Blast the attackers off this wooly mammoth's back as you progress.</td>
<td></td>
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</table>

88 Electronic Gaming Monthly
YOU’RE GONNA BE LATE FOR DINNER.

You won’t even think about stopping once you start playing Interplay’s five newest games.

From barbaric vikings to dastardly racers, champion hurdlers to out-of-this world monsters, these exciting programs won’t even give you time to catch your breath.

So c’mon, what are you waiting for?

You never liked meatloaf anyway.

To order any of these products, call 1-800-969-4263, or see your local Nintendo retailer.

Interplay
Interplay Productions
3710 S. Susan, Suite 100
Santa Ana, CA 92704
HUDSON ENTERS HARD - PUSHES NEW TECH A BIT

While I'm writing this column, Hudson has sent word that they will re-enter the next-generation video game hardware sweepstakes with their new 32-Bit mega-machine that was shown in preliminary form several issues back. According to my sources, Hudson will be breaking the news next week (October 26) at a special press conference in Sapporo.

Sources inside the company have said that a major amount of attention will be placed on the new hardware as an upgrade to the company's existing PC Engine line (which is now over five years old). Although the CD-ROM unit and subsequent software enhancements have kept interest in the PC Engine high on these shores, the company wants to make the move to 32-Bit as opposed to introducing a 4.0 Super System card.

The technology behind the new Hudson 32-Bit game hardware...

...and the enhanced options that it displays! Check out the morphing!

NCS OF JAPAN
RANMA 1/2

<table>
<thead>
<tr>
<th>SUPER FAMICOM</th>
<th>12 MEG</th>
<th>CARTRIDGE</th>
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</thead>
</table>

While we showed this 12 Meg masterpiece back in the August '92 issue, much more of it has been completed and we feel it deserves a bit more coverage.

As you can see by the picture on the right, two players can play the same character with different color options.

Also, the backgrounds are scenes straight from the series and range from the streets of Japan to local supermarkets.

There is plenty of technique and challenge to Ranma 1/2!

Now two players can choose to fight each other with the same character.

Shampoo is a worthy fighter and is a master of aerial fighting techniques.

Akane can do a flying uppercut to knock opponents out of the air!

Genma and Moose are two of the kookiest fighters you will face.

TELENET OF JAPAN
COSMIC FANTASY 3

<table>
<thead>
<tr>
<th>PC SUPER CD-ROM</th>
<th>CD</th>
<th>CD-ROM</th>
</tr>
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</table>

The adventures of Van and the Cosmic Hunters returns, but this time it is going to be on Super CD! Venture through space and solve a gigantic mystery that will keep anyone's attention for quite some time!

All of the original cast is present, from Pico to his father Niyam to Van and Babette, even Cobra and his clan! Stay tuned for more info on this sure-to-be super RPG of the year!

Rei is confronting the jailguard and will probably engage in a fierce battle.

Niyam is piloting his spacecraft toward idea. No doubt he'll end up in trouble again.
We ripped-off a perfectly good idea.

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

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

SUPER ADVANTAGE

OVERSIZED JOYSTICK. 8-way directional control provides true arcade action.

VARIABLE SPEED SLOW MOTION. Slow down the entire game when things get out of control.

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

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

FIRING BUTTONS. Instantaneous response, and built to last.

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AND NOW FOR SOMETHING COMPLETELY DIFFERENT: FIGHTING STREET 2...

The system-wide race for Street Fighter 2 has been on almost since the game made its debut over a year ago! The big guns behind the hardware are each aiming for their own versions of the hottest video game hit in recent history. Although Capcom denies that work is being done for the Sega platform, news has leaked out that an incredible 20-Meg translation of the game will be produced for the PC!

The original Street Fighter game cast you in the role of Ryu!

Engine! Well, sort of.

If you remember, the original Street Fighter game appeared on the PC Engine and Turbo as an early CD effort called Fighting Street. Sources close to the production have indicated that the PC Engine adaptation of Street Fighter 2 will be called, you guessed it, Fighting Street 2! Hudson has indicated that this game will represent the last big push for the existing system specifications.

The beefed-up game is still in development, but should appear in the early part of '93. The extra memory will be used to animate the game even better than the Super NES version! What a present!
IF ONLY I COULD SKATE SLAM RAGE JAM THRASH SCAM AND SCORE
LIKE I DO WITH THE ASCIIPAD SG, THAT'D BE KILLER!

Whoever said, "life is unfair" must have gotten their butt kicked by the new asciiPad SG.

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

NEW from ASCIIWARE for SEGA GENESIS • SEGA CD

IT'S HOW TO WIN.
THE LEGEND OF PLANET MEGA...

Sega plans to give itself an all-new face in the Japanese market by introducing a variety of events under the Sega World title. This special amusement center will invite game players to sample a wide variety of Sega coin-op and consumer video games. It will also include other interactive media and hopefully cast a bright light on the Sega brand name. With Namco already operating an amusement center and Nintendo hinting at the same, it's not surprising that the big 'S' would want to get into the same game.

An artist's rendition of Sega World. Are entertainment parks the future?

TENGEN LINKS UP FOR GAUNTLET...

Following up on reports of multi-player peripherals in the last issue of International Outlook, the good folks at Tengen Japan have clued the one and only Terry Aki in on a similar splinter for the Mega Drive-Genesis! The four controller add-on is going to actually get tested on Tengen's own Gauntlet. Although it's sure to be a cool addition to Sega's 16-Bitter, Gauntlet is sort of an old game in my opinion. Actually, it's not just my opinion - it really is old!
SNakes, Rats, Poison and Danger. It's Like Eating in the Cafeteria.

Indiana Jones
and the
LAST CRUSADE™

From the caves of Utah to the deserts of Aralina... You're off on a quest for the Holy Grail.

The catacombs are a dangerous place, skulls, bones, fiery rats, and the constant threat of death.

Navigate the caves, fend off the enemies and find the Cross of Coronado.

Storm Castle Brunswahl, but don't slip. It's a long and dangerous fall you won't live to tell about.

You don't have time to pet the animals on this Circus Train.

You're fast, but are you clever? Solve three puzzles of the Grail Temple or it's goodbye Jones Sr.

Not only is the Holy Grail about to fall into the wrong hands, they already have their hands on your father, Dr. Jones Sr. There is still time but you better step on it and don't make any mistakes. Fight your way through five levels of danger packed action. Be smart, steady and above all fast, and you might have a chance. Blow it...Your father and the world are doomed. This game is only recommended for those up to the challenge.

Available for Sega® Genesis™ and Game Gear™

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CIRCLE #168 ON READER SERVICE CARD
NEW SOFT NEWS...

Not to be outdone by Dan-O's quite cool-as-usual international coverage, I've dug deep to uncover some top-secret news of potentially hot carts.

Get ready for Konami to go back to basics with a new Gradius adventure for the PC Engine! Curiously called Gradius 2 (are we surprised?), the game will be packed with new weapons and levels according to programmers close to the project.

Bandai will launch a follow-up to its Ultraman fighting game called (now I know you'll be surprised!) Ultraman 7! Can't tell you how it will play, but the Super Famicom cart should appear next year.

Tapping into the other side of the planet, the Genesis will get Out of This World 2! The English import should reach these shores during the first quarter of '93. If it's anywhere near as good as the Super NES title, we'll all be in for a treat!

Look for a follow-up to the amazing Out of This World for the Genesis!

The original Ultraman will get an even better sequel called Ultraman 7!

TAITO

SUPER H.Q.

<table>
<thead>
<tr>
<th>MEGA DRIVE</th>
<th>4 MEG</th>
<th>CARTRIDGE</th>
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Chase H.Q. has been a hot title in the arcades on the Pacific front and it seemed only appropriate to introduce an even better home version for the Mega Drive.

Begin each stage by receiving a profile of the criminal and his car from headquarters. Then pick your vehicle of choice. This time you have a choice of a semi-tractor, a Ferrari F40, or an offroad truck.

Hop in the passing lane in quick pursuit of the vehicle. The distance meter informs you of how close you get to the criminals. Squeeze off a burp of nitro to make the chase even faster!

Repeatedly hit the criminal's car and watch it burst into flames. Ultimately, you will catch all of them and bring them to justice!

This time you can select a Ferrari, a semi-truck or an offroad truck.

InfoCom of Japan

NIGEL MANSELL F-1 CHALLENGE

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<tr>
<th>SUPER FAMICON</th>
<th>8 MEG</th>
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Nigel Mansell offers all drivers the challenge of a lifetime. Compete against him throughout 16 circuits in a fight to the finish.

The game is striving for a real full scale Grand Prix mode. The three race choices include a beginner race, a practice race and a coach mode. Nigel Mansell offers advice during the coaching mode.

Take part in the racing challenge of a lifetime!

The race is set in a front view to get the most effective feel of open wheel racing!

Hop up or change the various components of the race car's chassis.
When you’re on the go, you want fun, action and excitement to tag along with you. And the only way to do that is to get these five great hits for your Game Gear™!

**PRINCE OF PERSIA®** gives you non-stop action and adventure, featuring the most fluid and realistic animation ever seen on your Game Gear!

**SUPER SPACE INVADERS®** is ready to rock the world again — with new power-ups, weapons, shields, awesome graphics and waves of ever-descending aliens trying to take over Earth!

**PAPERBOY™** delivers hilarious fun as you wreak mischief across town on your bike!

**MARBLE MADNESS™** will drive you nuts as you guide a marble along mind-blowing mazes to the finish line!

**KLAX®** is one tough brainteaser! And the toughest part is pulling yourself away from this mesmerizing game!

Buy the full line of Tengen hits at Toys “R” Us, Kay-Bee Toys, Target, Babbage’s, Electronics Boutique, Software Etc. and other fine retailers!

Or call 1-800-2-TENGEN to order.
SUPER EGM PREVIEW!

BUBSY
THE BOBCAT

IN
CLAWS ENCOUNTERS OF THE
FURRED KIND

JUST BOBBING
ALONG!

We may not be first, but we always have more! Get ready for Accolade's super 16-Meg monstrosity that rivals real cartoons! This cart has the features of other side-scrollers, but it surpasses them all in terms of animation, sound, and a just plain cool look and feel! Check out the detail in these pix and you'll see what we mean! Stay tuned to EGM for lots more on Bubsy!

Travel through some strange lands in this awesome 16-bit cartoon!

Find these special bonus stages and load up on yarn balls!

Even the enemies scream in terror at the sight of Bubsy!

Bubsy can glide down to a safe surface!

You can even get into a cat fight!

If Bubsy sits too long, he begins banging his fist on the TV screen!

CHECK OUT THESE COOL SCREEN FLIPPING EFFECTS!
Get Tengen's great hits for your Genesis® and you'll do more than play. Everything's so real, you'll live the action and excitement!

RBI® 4 has such awesome animation, graphics, sound and realistic play, you'll experience every crack of the bat, every roar of the crowd as you play in the big league!

In STEEL TALONS® feel your stomach drop.

your hands sweat and your heart pound as you fly the Army's most advanced attack helicopter on dangerous combat missions!

Fire away in RAMPART®, an explosive game of superb strategy, graphics and action, as you seek to conquer the Middle Ages!

Ride your bike with twice the fun and laughter when you wreak mischief as PAPERBOY® 2!

Advanced combat flight simulator with 360° polygon graphics.

Build fortresses and position cannons before the battle!

All-new graphics with action on both sides of the street! Coming Jan. '93!

Buy the full line of Tengen hits at Toys "R" Us, Kay-Bee Toys, Target, Babbage's, Electronics Boutique, Software Etc. and other fine retailers!

Or call 1-800-2-TENGEN to order.

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CIRCLE #142 ON READER SERVICE CARD.
Introducing Electronic Gaming Weekly, the ultimate resource of video game information from the editors of Electronic Gaming Monthly magazine! Here’s your chance to be an industry insider, listening in on the hottest news and getting the first-hand scoops before they hit the press!

With Electronic Gaming Weekly’s explosive magazine format, you can instantly access the information that you want from the same menu of selections that you get every month in EGM!

So be in the know! Call to hear this week’s issue of Electronic Gaming Weekly today!
DAWN PATROL

Frigid air buffets your face as you fly through the war torn skies of France. From the east you see movement: an enemy patrol. You adjust your goggles and slam the throttle open. You know you can take them.

Wings 2 - Aces High plunges you into the swirling air battles of World War I. Join an elite squadron of the Royal Flying Corps and take off on three different missions. Sweep in low with blazing machine guns on deadly strafing missions. Shatter enemy installations on charged bombing runs. Clear the skies in desperate dog fights. Precise play control brings the feeling of flight to the Super Nintendo Entertainment System. We’ve got the gear if you’ve got the guts!

- Smoking digitized graphics.
- Passwords keep you close to the boiling action at the front.

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Take It To The Streets...

CRASH THE BOYS STREET CHALLENGE

"Crash" Cooney and his posse from Southside High own every sports record in Spring Hill history. Legends? Heroes? Not in this town—where Todd Thornley and all the rich snobs up on the Hill think Southsiders are low-lifes.

So Todd and the silver-spoon mama's boys at the three "Hiller" schools have issued a desperate challenge to save their fading reps: Let's take it to the streets in the Southside...no rules...no refs...no penalties—and we'll see who comes out in one piece.

And just in case the Hillers can't handle Crash 'N The Boys, Todd's rich daddy has fielded Team Thornley—a ringer group of super-athletes from Thornley Industries.

Five radical events. Five motivated teams. Five members per team. Only one winner.

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## Leader Board

Check out the top qualifiers in each event. Have you met the Challenge?

### 400 M Hurt-les

These athletes have what it takes to attack the track and cross the finish line in record time.

<table>
<thead>
<tr>
<th>Rank</th>
<th>Name</th>
<th>City</th>
<th>Character</th>
<th>Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Desmond Wu</td>
<td>San Carlos, CA</td>
<td>Wheels</td>
<td>0:54</td>
</tr>
<tr>
<td>2</td>
<td>Ted Chuh</td>
<td>San Mateo, CA</td>
<td>Wheels</td>
<td>0:54</td>
</tr>
<tr>
<td>3</td>
<td>Shannon White</td>
<td>Phoenix, AZ</td>
<td>Sling</td>
<td>0:58</td>
</tr>
<tr>
<td>4</td>
<td>Bennett Meyer</td>
<td>Richmond, VA</td>
<td>Clint</td>
<td>1:00</td>
</tr>
<tr>
<td>5</td>
<td>Evan Burns</td>
<td>Detroit, MI</td>
<td>Skip</td>
<td>1:08</td>
</tr>
</tbody>
</table>

### Water Slaughter

These water warriors have shown their dominance of the aqueduct and defeated their opponents faster than anyone else out there.

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<th>Rank</th>
<th>Name</th>
<th>City</th>
<th>Character</th>
<th>Time</th>
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<tbody>
<tr>
<td>1</td>
<td>Ted Chuh</td>
<td>San Mateo</td>
<td>Knots</td>
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</tr>
<tr>
<td>2</td>
<td>Desmond Wu</td>
<td>San Carlos</td>
<td>Clink</td>
<td>1:41</td>
</tr>
<tr>
<td>3</td>
<td>Jerry Anderson</td>
<td>Edina, MI</td>
<td>Knots</td>
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<tr>
<td>4</td>
<td>Howard Issac</td>
<td>Pearlz, IL</td>
<td>Zack</td>
<td>1:49</td>
</tr>
<tr>
<td>5</td>
<td>Pat Hudson</td>
<td>Denver, CO</td>
<td>Mile</td>
<td>1:53</td>
</tr>
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</table>

### Skyline Scramble

In the most dangerous event of all, these athletes have proven their strength and endurance, vaulting 13 buildings and crossing the finish line in world record time.

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<thead>
<tr>
<th>Rank</th>
<th>Name</th>
<th>City</th>
<th>Character</th>
<th>Time</th>
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<td>Crash</td>
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<td>Crash</td>
<td>1:59</td>
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<tr>
<td>3</td>
<td>Jerry Overland</td>
<td>Des Moines, IA</td>
<td>Barns</td>
<td>2:07</td>
</tr>
<tr>
<td>4</td>
<td>Nick Vinnoli</td>
<td>Newark, NJ</td>
<td>Cheese</td>
<td>2:10</td>
</tr>
<tr>
<td>5</td>
<td>Gregory Lee</td>
<td>Omaha, NE</td>
<td>Crash</td>
<td>2:14</td>
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### Judo

These Judo Masters have proven they've got the brains to outwit their opponents and the brawn to pummel them in the fastest times ever.

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<tr>
<th>Rank</th>
<th>Name</th>
<th>City</th>
<th>Character</th>
<th>Time</th>
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<td>Desmond Wu</td>
<td>San Carlos, CA</td>
<td>Noise</td>
<td>0:39</td>
</tr>
<tr>
<td>2</td>
<td>Ted Chuh</td>
<td>San Mateo, CA</td>
<td>Noise</td>
<td>0:49</td>
</tr>
<tr>
<td>3</td>
<td>Perry Fazio</td>
<td>Milwaukee, WI</td>
<td>Cheese</td>
<td>1:27</td>
</tr>
<tr>
<td>4</td>
<td>Brad Worth</td>
<td>Stanford, CT</td>
<td>Zack</td>
<td>1:52</td>
</tr>
<tr>
<td>5</td>
<td>Sandy Beck</td>
<td>Kansas City, KS</td>
<td>Crash</td>
<td>2:03</td>
</tr>
</tbody>
</table>

### Tie-Breaker Questions

The tie-breaker questions will determine the winner if two or more entrants have achieved the same qualifying time in any of the events. Make sure you answer both questions.

**Question 1:** What gift does Todd bring Team Thurley to the airport, in the victory animation sequence following a 1-player Tournament victory by Southside High?

**Question 2:** How many gold medals are available on the Hammer Throw golf course?

---

## And Win Your Share of $5,000 Cash!

Show The World Just How Good You Are...And BAG BIG BUCKS!

In May, 1993 American Technics and Electronic Gaming Monthly will award a total of $5,000—IN CASH—to the country's top gamers. We'll dolie out the dough to the top five record holders in each of four Street Challenge events: 400-M Hurtles; Water Slaughter; Skyline Scramble; and Judo.

You'll be able to keep track of the current world record and record-holder right here on our World Record Holders Board—which we'll update each issue between now and March.

Can you get your name and record up on the board for the world to see? Even more important, can it stand up against all challengers month after month until we make with the moolah? Remember, you're goin' up against the best—and just like you, they can't wait to get their hands on some serious coinage.

### Contest Rules

1. To Enter: Send a photo of the game screen showing your best time in PRACTICE mode of any of the four listed events to: "I'll Take The Challenge", 2401 Broadway, Suite 103, Redwood City, CA 94063.

2. Entry Requirements: Entrants must be at least 18 years old and live in the United States.

3. Contest Duration: June 1, 1993 to August 31, 1993.

4. Prize Limitations: Prizes will be awarded to the highest-scoring player in each of the four listed events.

5. Prizes: The grand prize will be a cash prize of $5,000. There will be a total of $5,000 in cash prizes to be awarded.

6. Contest Winners: Winners will be notified by phone and/or certified mail.

7. Contest Winners: Winners names and photos may be used by American Technics for promotional or advertising purposes without further compensation.

---

*For a list of winners, send a self-addressed stamped envelope to "I'll Take The Challenge", 2401 Broadway, Suite 103, Redwood City, CA 94063.*
### Tricks of the Trade

**MORTAL KOMBAT**

<table>
<thead>
<tr>
<th>ARCADE</th>
<th>SPECIAL MOVES AND DEATH MOVES</th>
</tr>
</thead>
<tbody>
<tr>
<td>MIDWAY</td>
<td>KANO</td>
</tr>
<tr>
<td></td>
<td>Head Smash - High Punch when close to your enemy.</td>
</tr>
<tr>
<td></td>
<td>Spinning Blade - Hold Block while moving Forward and Back quickly and repeatedly with the joystick.</td>
</tr>
<tr>
<td></td>
<td>Spinning Roll - Holding the Block button and move joystick in a 360° motion in the opposite direction of your opponent and while spinning, let go of Block to roll.</td>
</tr>
<tr>
<td></td>
<td>Death Move - Stand close and move Down, Diagonally Down-Right, Right, Down, Diagonally Down-Right, Low Punch.</td>
</tr>
<tr>
<td></td>
<td>JOHNNY CAGE</td>
</tr>
<tr>
<td></td>
<td>Green Fireball - Back, Back, Forward, Low Punch.</td>
</tr>
<tr>
<td></td>
<td>Splits Punch - Block and Low Punch simultaneously.</td>
</tr>
<tr>
<td></td>
<td>Death Move - Forward, Forward, Forward, High Punch.</td>
</tr>
<tr>
<td></td>
<td>SONYA</td>
</tr>
<tr>
<td></td>
<td>Force Wave Punch - Move Forward and Back quickly and repeatedly and press Low Punch.</td>
</tr>
<tr>
<td></td>
<td>Flying Air Punch - Move Forward and Back quickly and repeatedly and press High Punch.</td>
</tr>
<tr>
<td></td>
<td>Double Leg Grab and Slam - Get close to your opponent and press simultaneously, Diagonally Down-Left, Low Punch, Block, and Low Kick.</td>
</tr>
</tbody>
</table>

### FREE!
- Instructions, Tips, & Secrets
- Video + Newsletter

---

**THE GAME HANDLER**

One-Hand Controller

Licensed by Nintendo

COUNSELOR 1-800-800-7185 HOTLINE
**ARCADE**

### SPECIAL MOVES AND DEATH MOVES

**Death Move** - Forward, Forward, Back, Back, Block.

**Power Slide** - At any distance, press simultaneously, Diagonally Down-Left, Low Punch, Block, Low Kick.

**Death Move** - Forward, Down, Forward, High Punch.

**Raiden**
- **Teleportation** - Down and then quickly Up on the joystick.

**Lightning Blast** - Down, Diagonally Down-Right, Right, Low Punch.


**Scorpion**
- **Spear and Pull** - Back, Back, Low Punch.
- **Teleportation** - Down, Diagonally Down-Left, Left and High Punch.

**Death Move** - Hold the Block button and press Up two times.

**Liu Kang**

**SUB ZERO**
- **Ice Blast** - Down, Diagonally Down-Right, Right, Low Punch.

**Orange Fireball** - Forward, Forward, High Punch.

**Flying Kick** - Forward, Forward, High Kick.

**Death Move** - 360° motion in the opposite direction of your opponent.

Apoorva Desai, Libertyville, IL

Raiden’s Torpedo Push is one of his most powerful moves.

Make sure to block Johnny Cage’s Sliding Shadow Kick.

Get over here! Scorpion’s spear is extremely deadly!

Liu Kang and Johnny Cage can throw fireballs.

Raiden and Sub Zero do their Lightning and Ice Blast.

---

**GAMEHANDLER**

**Make Mario Run Backwards!**

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

**GET A GAMEHANDLER®!**

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

**WHERE DID THE TURTLES GO?**

"Make Turtles Disappear!"

**NO CODES**

**NO PROGRAMMING**

WATCH THIS SPACE FOR MORE SECRETS AND TRICKS.
This is it! The method to play every character's same color computer opponent has been found! Follow these instructions carefully, and you will be fighting your twin with any character you choose!

Start a one-player game and choose any character. Once you fly to your opponent's stage, let your fighter lose both rounds. When you are asked to continue, press START on the first controller. You will go back to the player selection screen. (Note that the character you previously used is now in black and white). Now, this is very important. Designate the character that you want to feature and play against. Once you have chosen your fighter, you will be taken back into the stage you fought before. Let your fighter lose both rounds again. When you are asked to continue, press START on the first controller. Again, you will go back to the player selection screen. Choose another different character. (Note that the character you just used is still in color). Now, with a new chosen character on controller 1, fly to a stage and press START on controller 2. DO NOT pick the fighter that you designated to fight as the same color character. Take player 1 and purposely defeat player 2. Let player 2 lose both rounds. Player 2 will be asked to continue. Wait until the computer chooses a stage and then press START on controller 2 to join. Pick the character corresponding to the stage you are flying to. This way, you will keep advancing stages. But, be careful that you don't pick the fighter that you designated to fight as the same color character. Once you go through the characters and get to the stage of your designated alter ego, let player 1 and player 2 sit in that stage for 4 rounds without hitting each other, until time runs out. After this happens, player 1 will be asked to continue. Press START on the first controller and pick the fighter you designated to fight his/her clone. With the first controller, press START, and you will be fighting the same color character. This also works with the Character vs. Character code (DOWN, R button, UP, L button, Y, B as the Capcom logo fades in). If you enter that code and use the same method, you will be able to fight against the alter ego colors. The pictures below illustrate the trick step-by-step and will help you get through this complex yet extremely cool hidden technique!
Try hitting this guy below the belt.

Introducing Power Punch II.

The Champ is back! With new super-charged graphics and a ring full of other-worldly opponents itching to re-arrange his face. The competition will be fierce as you shake claws and come out fighting the most vicious mutants, cyborgs and creatures to ever hit the galaxy. Or anything else. Each possess ferocious strength, inhuman stamina and warp drive speed. To walk away a winner, you’ll have to use every trick in the book. Power Moves and Punching Tools like super nova jobs, steller upper cuts, and hyper-awesome rights and lefts. Hit the right combination and...POW!...alien heads will roll! It won’t be a pretty sight. But as any Heavyweight Champion of the Universe knows-when the going gets tough, the tough get Power Punch II.
**LEMINGS**

**GENESIS LEVEL PASSWORDS**

Lemmings is a fun puzzle game that can get quite difficult in the later levels. These passwords will get you through each round of the Lemmings’ Genesis adventure! Choose the Password option from the title screen and enter the following codes for access to every one of the levels.

<table>
<thead>
<tr>
<th>Passwords</th>
</tr>
</thead>
<tbody>
<tr>
<td>2. QWKYN</td>
</tr>
<tr>
<td>3. NDDTD</td>
</tr>
<tr>
<td>4. SWKYN</td>
</tr>
<tr>
<td>5. FTDVM</td>
</tr>
<tr>
<td>6. KMKBX</td>
</tr>
<tr>
<td>7. HTDVM</td>
</tr>
<tr>
<td>8. MMBX</td>
</tr>
<tr>
<td>9. VDDDT</td>
</tr>
<tr>
<td>10. ZWKYN</td>
</tr>
<tr>
<td>11. XDDTD</td>
</tr>
<tr>
<td>12. CKYK</td>
</tr>
<tr>
<td>13. PTDVM</td>
</tr>
<tr>
<td>14. TMKXK</td>
</tr>
<tr>
<td>15. RTDVM</td>
</tr>
<tr>
<td>16. WMKBX</td>
</tr>
<tr>
<td>17. VHVDV</td>
</tr>
<tr>
<td>18. ZJKKZ</td>
</tr>
<tr>
<td>19. XHDVD</td>
</tr>
<tr>
<td>20. CBKBP</td>
</tr>
<tr>
<td>21. PXDWM</td>
</tr>
<tr>
<td>22. TQKX</td>
</tr>
<tr>
<td>23. RXDWM</td>
</tr>
<tr>
<td>24. WQKX</td>
</tr>
<tr>
<td>25. FJDV</td>
</tr>
<tr>
<td>26. KBKBP</td>
</tr>
<tr>
<td>27. HJDV</td>
</tr>
<tr>
<td>28. MBKBP</td>
</tr>
<tr>
<td>29. YXDWM</td>
</tr>
<tr>
<td>30. DRKX</td>
</tr>
</tbody>
</table>

Access the password option and you will see this screen. Put in different passwords to advance to each game level.

**FACEBALL 2000**

**SUPER NES LEVEL MAPS**

These maps should help you locate your enemies on certain levels. The chart will help in determining which enemies are present in the levels shown. Each number stands for a different character in the game. This will help you better plan your method of attack, and eventually escape the round unscathed!

<table>
<thead>
<tr>
<th>Level</th>
<th>Map</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td><img src="image1" alt="Level 10 Map" /></td>
</tr>
<tr>
<td>15</td>
<td><img src="image2" alt="Level 15 Map" /></td>
</tr>
<tr>
<td>20</td>
<td><img src="image3" alt="Level 20 Map" /></td>
</tr>
<tr>
<td>26</td>
<td><img src="image4" alt="Level 26 Map" /></td>
</tr>
</tbody>
</table>

Make your way through the Cyberzone, and you will access some hidden levels called Cyberscape!

**KABLOOEY**

**SUPER NES LEVEL PASSWORDS**

These level codes are for the incredibly puzzling puzzle game, Kablooe! At the password option, enter these codes as follows:

<table>
<thead>
<tr>
<th>Passwords</th>
</tr>
</thead>
<tbody>
<tr>
<td>15. MVFF</td>
</tr>
<tr>
<td>16. DJMF</td>
</tr>
<tr>
<td>17. DBVG</td>
</tr>
<tr>
<td>18. DPLL</td>
</tr>
<tr>
<td>19. DJSK</td>
</tr>
<tr>
<td>20. GBTF</td>
</tr>
<tr>
<td>21. JRPN</td>
</tr>
<tr>
<td>22. GBMF</td>
</tr>
<tr>
<td>23. PBSS</td>
</tr>
<tr>
<td>24. WPRG</td>
</tr>
<tr>
<td>25. LFBG</td>
</tr>
<tr>
<td>26. CVFF</td>
</tr>
<tr>
<td>27. LPJC</td>
</tr>
<tr>
<td>28. DBTG</td>
</tr>
<tr>
<td>29. WGGD</td>
</tr>
<tr>
<td>30. TJMG</td>
</tr>
</tbody>
</table>

At the configuration screen, choose the Password option. Entering your password will put you in these higher levels.

Kevin Crane
W. Seneca, NY
Free T-Rex T-Shirt

Buy Two Irem Games
And I'll Give You
The Shirt Off My Back.

Earth-shaking visuals, huge challenges, and a story you can really sink your teeth into.

Amazing feats and adventure lurk around every street corner in this incredibly exciting game for 1 or 2 players.

Top arcade game brings explosive action right to you. Special effects & two-player simultaneous action.

Tee-off with skins — winner-takes-all on every hole or match play — combines different styles.

Save the Universe from the evil Bydo Empire. Features non-stop action and a variety of challenges.

Here's how it works!
1. Buy any two of these games: DinoCity, Super R-Type, The Irem Skins Game, GunForce, or Street Combat.
2. Cut out the UPC code from your box(es).
3. Fill out the form, cut at dotted lines, then put form and UPC codes in an envelope mailed to this address.

IREM AMERICA CORP
Irem America Corporation
8335 154th Avenue N.E.
Redmond, WA 98052
FAX: (206) 383-8035

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Please hand print in ink.

Name: ____________________________ Age: ______
Address: ____________________________
State __ Zip __ Phone: ______

□ Sm □ Med □ Lg □ XL
Check which 2 games you purchased: □ DinoCity □ GunForce □ The Irem Skins Game □ Super R-Type □ Street Combat

Please allow 6-8 weeks for delivery. Offer expires 4/15/93.

CIRCLE #158 ON READER SERVICE CARD.
**SUPER MARIO KART**

**SUPER NES**

**GHOST RACER**

Start a one-player game, pick Time Trial, and go to the driver selection screen. You will see the first player highlighted. Next, press START on controller 2 and the Princess should have the letters "COM" above her. Choose your 1P driver with the first controller and your COM driver with the second controller and then choose your course. Start the Time Trial and you will see that the COM driver is really a computer-controlled ghost driver that will be racing with you in the Time Trial competition. Be quick, because this ghost driver is no wimp! If the ghost driver wins the race, it will not affect your time in any way.

Choose a 1 player game, do the trick, and then race. A ghost racer will appear to challenge your Time Trial.

**ARENA**

**PREDATOR 2**

**GENESIS**

**LEVEL PASSWORDS**

If you are having trouble with some of the rounds in this game, try these passwords. At the title screen, press START to get the options. Go to the password mode and press START. You will be given a password entry screen. Select these passwords for the corresponding levels that follow:

- Level 2 - KILLERS
- Level 3 - CAMOUFLAGE
- Level 4 - LOS ANGELES
- Level 5 - SUB TERROR
- Level 6 - TOTAL BODY

Now you can start your game in the levels, and go on to win the game!

Access the password option on the title screen. Enter different passwords to advance to higher levels.

**NINTENDO**

**SUPER MARIO KART**

**SUPER NES**

**SPEED BOOST START**

Start a game and go into any race. When Lakitu floats down with the starting lights, wait until the first one flashes and makes a beep. **Now, timing is very critical.** After the first beep, press and hold the B button. After all of the lights have gone, you will boost ahead of your opponents as if you had used a mushroom. Keep trying if it doesn't work the first time.

**TTI**

**NEW ADVENTURE ISLAND**

**SYSTEM**

**LEVEL SELECT**

To access the level select in this platform game, go to the title screen and push these buttons in this order: LEFT, LEFT, 1, RIGHT RIGHT 11, UP, DOWN, UP, DOWN. You should now see a number in the lower left-hand corner of the screen. Push UP on the pad to choose the level number. Push RUN to go into your chosen level.
Keeping It Portable Was Tough...Until Now.

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

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

Never again will you have to sacrifice power for portability.
**TTI**

**GATE OF THUNDER**

**TURBO DUO STAGE SELECT**

To select your stage within this phenomenal shooter, wait for the title screen to appear. Next, press these buttons in this order: I, II, I, SELECT, I, II, I, SELECT, SELECT and then press RUN. You should be in the configuration screen. Notice that there is one more line in the options that is highlighted in red, called STAGE. Access this line and press LEFT or RIGHT on the control pad to change the level numbers. You will be able to use the pad to choose your starting stage! With different stages come different challenges! This is a good way to start where you left off and using this code, you can even access the last level of play!

Kerwin J. Blazoluski
Lockport, IL

**KONAMI KING'S QUEST V**

**NINTENDO PASSWORDS**

Once you get into this game, highlight the icon that is circled in red. Next, select the Restore option. When the screen appears, choose the Password option. You will then be able to enter these passwords with the cursor on the screen:

**5-19SB013Q50MNJ**
Mordack's library

**5W1CJ8012L50DMN**
Mordack's lab

**5Y1206002258H-N**
Battle 1 with Mordack

**5Y1204002258HON**
Battle 2 with Mordack

JT500F155R30R18
Maze under Mordack's castle

Steven Engle
Salem, IN

**KONAMI T.M.N.T. IV**

**SUPER NES EXTRA SET OF CONTINUES**

Here is a very easy method to get an extra set of continues for this time-travelling turtles game. When you are on your last continue and close to dying, press START on controller 2. You can now continue as the second player with as many continues as you started out with on controller 1. It will now be easier to finish the game.

**NINTENDO SUPER MARIO KART**

**SUPER NES SCREEN ROTATION**

Choose a one-player game and go to the Time Trial option. Choose your player and go to the course of your choice. While racing, be careful not to hit anything. Get a good time and then access the Replay option. While in Replay mode press the L or the R button to rotate the screen. You can do this on any level in the Time Trial!
It's so fast, it'll make your teeth rattle. So intense it'll make your toes curl. So action-packed, you'll go rocketing, blasting, and splashing your way through 8 stages in Thunder Spirits™, the Super NES™ Action/Arcade classic. It may take facing horrific 3-D creatures & multi-level scrolling. It may take a will of iron & nerves of steel. But you've got what it takes! Even if you have to hurl!
**TTI**

**SOLDIER BLADE**

**TURBO DUO**

**LEVEL SELECT**

This intense shooter can be difficult; especially in the later levels. If you would like to start off on any level of your choice, then do this method to access the level select. On the title screen, Hold UP on the control pad and then push SELECT. Let go and hold DOWN and then press SELECT. Let go and then hold LEFT and then press SELECT. Let go and hold RIGHT and then press SELECT. Now push the SELECT button one more time and you will see a stage select option appear in the lower middle of the screen. This will allow you to start at the beginning of any stage, and even start right at the last level to face the last boss and his minions!

**ELECTRONIC ARTS**

**TEAM USA BASKETBALL**

**GENESIS**

**INCREDIBLE PASSCODES**

This basketball game can get tough. Do you think you are good enough to make it to the Gold Medal Round? Here is an easier way to get there without having to play through the whole game to do it. Choose the tournament option and go to Restore. Use the A button to put in the letters of the password. The START button will let you leave this mode. This password will take you to the Gold Medal Round against Italy:

**VOT6RBB**

This next password will let you view the ending ceremonies without having to play any of the game:

**V#T6RBK**

Garnett Reeves
Newburgh, NY

**KONAMI**

**BUCKY O'HARE**

**NINTENDO**

**GAME GENIE CODE**

Help Bucky rescue his friends with even more success when you use this code. Once you continue your game, you will get 10 lives instead of 3! You must have a Game Genie unit to make this code work.

**PEXGVYZE**

Every time you continue, you will have a total of ten lives so you can do better.

**CAMERICA**

**QUATTRO SPORTS**

**NINTENDO**

**GAME GENIE CODE**

Give yourself an advantage in the BMX bike racing part of Quattro Sports. You must have a Game Genie unit to make these codes work.

**SLSEEXVS** - Stops the timer

**AYEEOZYG** - 47 minute timer increased to 70

**EAEEXZAI** - 50 minute timer increased to 80

**EPUEUZAG** - 40 min. timer increased to 90
WHY PLAY THIS...

IF YOU CAN PLAY THIS!

You've seen it all before. The short, squat, stubby cartoon-like players. The overhead view. The awkward feel. You've probably even asked yourself: Is this the best a 16-bit home video tennis game can be? With all that power available, do these games have to wind up looking only slightly better than an 8-bit cart? Of course not.

Check out Amazing Tennis™—the revolutionary tennis video game that blows all the others right off the court! Everything your 16-bit machine's capable of is right up there on the screen: 22 planes of depth, motion-picture-quality animation, precision-play controls, full shot selection, an on-the-court view. And you can choose from a roster of 15 ranked opponents in 1-player mode, play an entire tournament, or go head-to-head against a friend!

So don't waste your time hacking with amateurs. In Amazing Tennis, you're playing at full potential!

For 1 or 2 players, on your Super Nintendo Entertainment System® or Sega™ Genesis™. Featuring the digitized voice of world-famous chair umpire Frank Hammond!

Designed by David Crane.

Time your serve for maximum speed! The radar gun displays service velocity!

Catch your opponent at the net and ace a winning lob!

Put one away with the overhead smash!

Charge the net and slice a winner!

SUPER NINTENDO

ENTERTAINMENT SYSTEM

CALL

CIRCLE #151 ON READER SERVICE CARD.
**RAMPART**

**SUPER NES SECTION PASSWORDS**

Knock yourself out with these section passwords for the action packed war game, Rampart. At the password screen, put in these codes to move to the different and more difficult sections of the game:

- Section 1: BCBCBCCBC
- Section 2: CDDXXXC
- Section 3: BBCXBCBB
- Section 4: BBDFDGF
- Section 5: DFDFDXTF

Enter your specific section code at this screen.

You will be amazed at the many types of levels available.

Daniel Wu
Seattle, WA

---

**PHALANX**

**SUPER NES CHEAT MODE**

Now there is a method to increase your stock of ships, credits and select the starting stage for this shooter. At the title screen, press START. Go to the System Configuration option and while holding the top R button, on controller 1, press START. On the configuration screen, press the top L and R buttons simultaneously on controller 2 and you will see your current Stock and Credits. Now on controller 2, press and hold these buttons in this order: A, B, X and Y. A stage select option will appear. Highlight the Stock option with controller 1 and then press SELECT and then START on controller 2. You can now increase your Stock to 30, Credits to 99, and your Stage Select to 8, which is the last level.

Go to the System configuration and start the trick.

You will be totally powered up once you do this trick!

---

**FACEBALL 2000**

**SUPER NES CHEAT MODE**

Thanks to this Game Setup screen, you can set the options to your liking. The settings you can change are the number of beginning lives, your armor, shots, speed, and the time it takes to reload. To access this setup mode, go past the title screen to the starting level screen for Cyberzone and hold the top L and R buttons and then START.

---

**BE THE KEEPER OF THE CHEESE!**

With a work load that leaves him no time for lunch, Trickman Terry has been eating from the brown-bag cafe and loading up on cheese and crackers every day! Lately, the terrorist of tricks has been resorting to his high-cheese diet so strongly that some things aren’t moving like they should in the Trickman’s office! The big boys at EGM won’t let the poor guy go until he figures out the hottest hints on all the super softs. Make the world a better place for Terry and become the Keeper of the Cheese by sending in your gaming goodies right away! After all, man cannot live on limburger alone! Act today! Send your new soft secrets to: Tricks of the Trade, Sendai, 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148.

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MUTATE AND CONQUER!
Fight with Toxie, a hideously deformed creature of superhuman size and strength, as he battles the evil alien Dr. Kilemoff and his ruthless henchmen!
TOXIC CRUSADERS IS A NUCLEAR BLAST
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COMING SOON IN
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Now you can subscribe to the Bandai Gaming News Letter, "BGN"! Every month "BGN" will provide special tips, codes and maps that will help you become an expert Bandai game player. You also get the inside scoop on all of our exciting new game releases for NES, SuperNES and Gameboy 1992/1993! Just fill in this coupon and mail it today to get your copy of "BGN"!!
Super NES Buyer's Guide

Exclusively Designed for Super NES Players!!!

Now there is a magazine made exclusively for owners of the hottest, most powerful Nintendo video game system ever made, the Super NES! Here is a magazine with all of the latest information, unbiased multi-person game reviews and spectacular maps and tips, so incredible that only the editors of Electronic Gaming Monthly could put it all together! Turn to the Super NES Buyer's Guide for the first and best info on the S-nes and its games! In each bi-monthly issue, you will find pages and pages packed with the most detailed full-color coverage on everything for your favorite 16-bit machine! With an exclusive focus on the best and worst the Super NES has to offer, this Buyer's Guide is the one magazine you can trust to get the most out of your Super NES system!

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- Tips, tricks and strategies, complete with maps, that will let you score higher immediately!

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KOEI means role-playing. And this fall KOEI continues the tradition but with a twist. Not only is KOEI releasing a hot new line of RPGs, but we are inviting you to take on the role of creating a new company slogan!

As you build your airline empire in AEROBIZ (SNES), sail the rough seas of UNCHARTED WATERS (SNES, SEGA & IBM), fight for American independence in LIBERTY OR DEATH (IBM) and return the kingdom of Ishmeria to peace in GEMFIRE (SNES, SEGA, IBM), take a break and come up with a new KOEI company slogan.

The winning slogan will capture the excitement of these new titles with the intensity of past KOEI games such as: ROMANCE OF THE THREE KINGDOMS, GENGHIS KHAN and NOBUNAGA'S AMBITION.

Once you have a slogan, fill out the entry form and send it in. If you play the role right and your slogan is selected, you'll win one of many great prizes. Now that we've offered you the role, are you up to the challenge?

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Put

a shooting gallery in your living room without ruining your wallpaper.

How is the Menacer any different from other video shooting controllers?
There are four different ways you can play with the Menacer. Hold it in your hand for a sure shot, add the stabilizer to shoot commando style, add binoculars for dual vision, or use all three for full tilt action.

How does it work?
Aim at the screen, and fire. The infrared receiver reads the laser beam from your fire and feeds the message into your Genesis™ machine. You see the damaging effects immediately. And with Accu-Sight™, the on-screen crosshairs can be turned on or off, so your accuracy is unbelievable.

They're all shooting type games?
No, actually. Six different kinds of games are included, and there's real variety. WhackBall™ is more of a skill game. It's very challenging. Most people can't even get past the third level. And Arena™ will be bringing out T2™ The Arcade Game™ soon. If you're the aggressive, competitive type, it's your game.

What's your favorite game?
Ready, Aim, Tomatoes!™ is pretty sick. You blast bad guys with tomatoes to protect ToeJam and Earl™. You can even power up and machine gun tomatoes at them. The game speeds up as you go, so it gets to be super challenging. But that's what makes it fun. All the games are fun in that way. It's really a terrific way to take out your frustrations.
NEW SOFT NEWS

Well gamers, the Christmas season has fallen upon us again and this is the time we celebrate all the goodies that the video game companies have created for us game lovers!

It seems that the Sega CD is the new system that everyone is talking about! With all the hot titles that are appearing, it's not hard to see why!

Some of the newest titles include Sony's Sewer Shark, a quest that sends you racing through stinky sewers to save the human race. • Switch is a humorous new game from Sega where you supply the ingredients to create a hilarious and original cartoon. • If music videos are your thing then Sony has got you covered. Kris Kross, C+K Music Factory and many other CD's allow you to make your own original music videos.

Other CD titles include Night Striker, Dracula and Hook to name a few.

On the Super NES side, Bandai has recently developed Bazooka Blitzkrieg to support the Super Scope 6 peripheral. • The Bat is back for another bout with the Joker in Batman: Revenge of the Joker from the folks at SunSoft.

For Genesis owners, the influx of new games is overwhelming! Shadow of the Beast 2 from EA takes the system to new heights. • Outlander and Pigsink Football are unique titles with a special flair. Can't wait to see what 1993 offers!

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<tr>
<th>JVC JAGUAR XJ220</th>
<th>SEGA CD</th>
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<tr>
<td>When flying along at high speed, the turn arrow indicators are welcome!</td>
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<tr>
<td>Drive through historic cities at blazing speed on the straightaways!</td>
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<tr>
<td>The fans love a race, but don't let their good cheers stop your concentration.</td>
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<tr>
<td>Watch out! This gravel truck has spilled its load right in your path.</td>
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<td>The England checkpoint is your goal as you race on these twisty roads!</td>
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<tr>
<td>Jaguar's were never meant to go offroad or slam into overpasses.</td>
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EVOLUTION...To paraphrase Darwin, it's the survival of the hippest. One wrong move and you're dino-meat, one wrong step and you're a fossil, one fashion faux-pas and you're the laughing stock of the gene pool, baby. Discover tools, survive and multiply or these HUMANS are a time-line footnote. In this world of chaos and carnivores...

...Keep the tribe alive.
### Bazooka Blitzkrieg

**GENESIS**

The Super Scope 6 is widely gaining acceptance as the hottest new peripheral for the SNES. Bandai has jumped on the bandwagon to produce their first SS6 title, Bazooka Blitzkrieg.

Sylon Inc.'s mainframe computer has gone on the fritz. All of the security robots are now running rampant through the city streets. Armed with the Super Scope 6, you're the city's last hope!

Throughout the five levels of play, you can shoot the enemy robots as they try to stop you. Power-ups can be found to keep yourself in optimum battle condition. Collect shields, missiles and health points to keep you going. The war to save the city is on!

- Hit the shield icons to protect yourself from oncoming enemy assaults.
- These robots never give up! When they appear, blast 'em with a missile!
- Stage 2 features hover-bike riders that lob fatal grenades at you. Heads up!

### Shadow of the Beast 2

**GENESIS**

Since you have slain the beast lord, all you need to do now is head home to your family and your sister child. However, as you arrive, you discover to your dismay that she has been stolen by the vile Zelek, a necromancer of incredible power who is in the service of a mysterious demon named Maletoth. Now you must venture out once again and solve the puzzles that lurk in the land!

Since you have been changed back to a human, you now use a ball and chain weapon. But you can still conquer others along the way by throwing axes and casting special spells. The graphics and parallax scrolling are much better than the first version, and the music provides a more vivid and horrific atmosphere!

- Enter the old castle and set this grisly beast free to attack a dozing goblin!
- Should you find the way to this place, talk to the giant snail to find the exit!

### Batman: Revenge of the Joker

**GENESIS**

The insidious Joker once again holds Gotham City under siege. He is extracting his revenge by assembling an even more fiendish group of thugs to raid the town. The police can do nothing about it, but one man can . . .

Take to the streets of Gotham with an entire arsenal at your disposal. Spread guns, Batarangs, and grappling hooks allow Batman to stop the Joker's minions from taking over the city.

Battle through the city sewers, streets and rooftops of Gotham. Only Batman's cunning skill and strength can help him now.

To succeed, the Dark Knight must return to put the crooks on ice, battle the Joker and save Gotham City from the forces of evil once again.

- The sewers are a perfect place for the Joker's smelly cohorts to hang out.
- Swing into action with Batman in his biggest and best adventure yet!
### SONY IMAGESOFT

**DRACULA**

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Dracula lives on the Sega CD! Take part in the future movie of the year in a game that sets new standards for CD-ROM. Pursue Dracula and stop him once and for all.

No wooden stakes here! Use the latest in high-tech weaponry to stop 'ol Drac before he strikes out once again! This is coming in the Spring for the Sega CD!

---

### ELECTRONIC ARTS

**GALAHAD**

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Previously known as Leander on the Amiga format, Galahad offers exciting play with a challenging quest. Control Galahad through eight stages of magical mysteries. Before each quest, a maiden informs you of your mission. You must complete each stage to her instructions if you want to achieve your final destiny!

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### COMPILe

**SWITCH**

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Our daily lives are inundated with various types of switches, but in Compile's Switch, you're not dealing with the modern-day circuitry of our world, but instead a different environment where switches cause action.

You supply the mechanics behind this new category of gaming called gagventure! Switch contains an unprecedented 1000+ jokes, each with its own unique punchline.

As a CD, Switch is capable of offering hilarious animated sequences that will have you on the floor! Every sequence has a range of comical options depending on the actions you take. Try to find all 1000 jokes; we guarantee it's a Switch!

---

### HUMAN NATURE

**BART'S EVOLUTION**

- APE: Very fit, very strong, not very smart
- HUMAN: Sort of fit, sort of strong, not very smart
- MODERN: Not very fit, not very strong, not very smart

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CIRCLE #105 ON READER SERVICE CARD.
**SONY IMAGESOFT**

**HOOK**

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The mysterious Hook has kidnapped Peter Banning's children. After becoming Peter Pan, he must set out on twelve levels of excitement to rescue his kids and stop Hook forever.

Hook for the Sega CD combines the brilliant action and graphics of the 16-Bit game with digitized scenes from the movie. CD-quality sound adds to the suspense of this thriller.

Face hordes of pirates throughout the colorful lands. Power-ups are readily available such as swords, leaves, and the all-important pixie dust that allows flight.

If you are looking for more in your action titles, take part in the adventure fantasy of a lifetime. You'll be hooked for sure!

With Peter Pan's flying technique, this pirate will never know what hit him.

Take on this airborne boss with help from Tinkerbell's pixie dust. Fly high!

Witness one of the many digitized images found only on the Sega CD!

---

**BLACK PEARL SOFTWARE**

**TOTAL CARNAGE**

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The Kookistan desert becomes the staging ground as General Akhboob begins to cause trouble around the world.

Ace reporter Candy Blitzan is about to report on the news of the century when she and other reporters are suddenly captured by Akhboob's soldiers! Mayhem and Carnage have taken it upon themselves to rescue Candy from Akhboob!

In the arcade, Total Carnage is the sequel to Smash T.V. but this version contains even more action and hideous enemies to face than ever before!

You and a friend can take on the evil with an assortment of machine guns, flame throwers and other potent goodies!

Are you tough enough to take on Akhboob's rebel forces?

Orcus, the mother of all bosses has a near endless arsenal at his disposal!

---

**U.S. GOLD**

**INDIANA JONES & THE LAST CRUSADE**

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The world renowned archaeologist returns for an exploration through a plethora of bizarre lands.

Guide Indiana Jones through five levels to search for the legendary Holy Grail. The mission would be easier if the Nazis didn't want the awesome power of the Grail for themselves!

The game begins by rescuing Indy's father from the Nazis. After that, the game really takes off and follows the movie perfectly.

Indy's weapon arsenal includes his ever-trusty whip, but can also include guns, knives, and anything else Indiana Jones can get his hands upon.

Relive the blockbuster movie again and stop the Nazis from heisting the Holy Grail.

Take a ride on the old Dunn and Duffy Circus Train and travel to new lands.

This enemy may have a gun, but Indy can beat him with a crack of his whip!
Mechanical Madness in The Gadget Kingdom.

The Gadget Kings Gem has been stolen. BOP and BUMP have been summoned to get it back. Follow them on a wild ride through the oceans and atmospheres in their quest to track down the evil THUMP and return the gem to the Gadget Kingdom. Twelve levels of the wildest arcade action ever seen on the Sega Genesys™. Use any number of BOP and BUMP’s strange but effective defenses necessary to defeat their enemies. But watch out, because most of the inhabitants in this world of mechanical madness have a few surprises of their own. Sega Genesis Gadget Twins™ is a masterpiece of mechanical mayhem.
**RIOT ZONE**

Once again, the city streets have been rendered unsafe by drug lords and crime syndicates. Two brave men have answered the call to make the streets safe once again.

Two powerful characters, Debus and Asux are the warriors of choice. Each character has his very own technique to bash in the heads of the ruffians. Debus is the powerhouse with plenty of gusto behind his punches. Asux is the nimble dude with an ultra-powerful super kick!

Combat takes place through five excruciating rounds, each containing four levels. Wipe out these thugs and become the hero of your hometown.

Asux prepares to give this thug a swift boot to the head. Who's next in line?

Asux's special screw attack throws this enemy into a tornado frenzy!

Oof! Not every hero has his day. With a kick to the knees, Asux goes down.

---

**LOTUS TURBO CHALLENGE**

Many avid car fans are familiar with Lotus' original sports car, the Esprit Turbo and the Elan convertible coupe. Despite high car prices, Electronic Arts issues Lotus Turbo Challenge for all aspiring drivers!

In the options mode, the player can select from a wide range of choices that include an automatic or manual transmission, the configuration of the controller and a two-player, split-screen mode!

One or two players can compete for the top title as they race through dry, desert climates, snow-ridden highways and even the darkness of night.

Raceen through sweeping corners and punch the throttle on those long straightaways. It's a turbo-charged rush!

Compete against computer controlled opponents in the one-player race.

For added challenge, race in the two player mode to your heart's content!

---

**KEEPER OF THE GATES**

The long-awaited sequel to Stormlord is finally here! Keeper of the Gates improves on every aspect that made Stormlord such a mega-hit!

Players will be faced with eight horizontal and vertical scrolling levels. This version requires even more of the thought and creativity to solve each of the extremely complex puzzles and traps.

The first thing you will notice is the size of the characters. They're gigantic! Also, six players can alternately compete in tournament play to test their adventuring skills to the max!

This unique game also features beautifully detailed enemies and slobbering bosses that can cut short any warrior's fierceness.

The action sure heats up as you face this blazing boss from the fire pit.

Maybe this boss should cut back on the weight loss program. Yeek!
“Nice Shot.”

C’mon, sink one more.

Your title’s at stake.

So stroke a mean cue.

And don’t get caught
behind the eight-ball.

Prove your skill as you pocket 19 radical trick shots that only look impossible.

Rack up major points in your choice of straight pocket billiards, 9-ball or the trick game.

Master the arts of Aim, Power and English to run the table and smoke your opponent.

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Sega Genesis Seal of Quality

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Sega
Genesis

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

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CAVE-MANIC!

Out of the arcades and into your Super Nintendo, Game Boy and Game Boy!

JOE & MAC

GAME BOY

SUPER NINTENDO

Nintendo

Those nasty Neanderthal nerds have kidnapped the cave babes and it's up to Joe & Mac to get 'em back! Risk raging rapids, runaway boulders, tyrannosaurs and pterodactyls on your mega-mission to bash the bad guys and race to the rescue!

There's no time to lose—so grab a game and kick some dino-butt!

DATA EAST USA, INC.
1850 Little Orchard Street, San Jose, CA 95125

CIRCLE #116 ON READER SERVICE CARD.
**SOMER ASSAULT**

TURBODUO | 4 MEG | CARTRIDGE

Here begins a story from a time and world not of our own. A sorceress wishes to use her evil powers to fulfill her conquest to rule the free world!

You are cast as a little coiled object with blazing guns strapped to your side. You must crawl along the walls and shoot enemies to get power-ups and points.

Each level contains useful utilities that warp you to new areas and create brick bridges. Twelve levels will challenge your intellect as you commence in combat with twelve of the sorceress' slaves that plan to bring the world under their power.

Somer Assault is a fast paced action game like none you've ever played before!

Being so flexible really helps! You can stretch your way around corners.

The first stage boss expertly wields Zodiac signs that contain power-ups.

Don't let this guy charge you up! This boss has a very predictable pattern.

---

**OUTLANDER**

GENESIS | UKN. MEG | CARTRIDGE

The world is in total shambles. All law and order has been eliminated and only the outlaws rule, or so they think . . .

The Outlander is set to clean up the town! Driving in his souped-up car, he can blow away the baddies on their bikes with his built-in machine guns.

When the action takes to the streets, however, the only form of protection is his trusty shotgun to lay waste to the biker clans.

Waste the sinister bikers with your front-mounted machine guns.

---

**JERRY GLANVILLE'S PIGSKIN FOOTBALL**

GENESIS | UKN. MEG | CARTRIDGE

Are you tired of those sissy football games where you simply knock the player down? Would you also like to beat the athletes to a pulp? If so, Pigskin Football is the game of choice.

You have the option to play in a variety of grueling stadiums, complete with an array of unique tackles that include stabbing, impaling and even shooting the other athletes! This game is unique and very twisted!

When the players are knocked-out and become dizzy, it's time to strike!

---

**MICKEY'S™ SAFARI IN LETTERLAND**

NES | UKN. MEG | CARTRIDGE

Join Mickey Mouse as he takes on Letterland in his latest action title release!

Mickey has all the makings of a true explorer. He must locate the missing letter tablets and return them to the museum.

For bonus points, Mickey can collect alphabet jewels that spell out key words.

Mickey's Safari in Letterland is a game geared for kids, but it's also got unique action.

The mysterious Letterland is a place filled with wondrous surprises.
CAPTAIN AMERICA and The AVENGERS

EXPLODING OUT OF THE ARCADES AND INTO YOUR GENESIS!
As Captain America, Iron Man, Hawkeye or Vision, it's up to you and a friend to foil the Red Skull's fiendish plan for world domination. Battle all of the Avengers' most fearsome foes in this picture-perfect Genesis version of the blockbuster arcade smash!
SONY IMAGESOFT

MAKE YOUR OWN MUSIC VIDEO FEATURING KRIS KROSS

SEGA CD | CD | CD-ROM

The hottest, new stars to ever wear their clothes backwards are now on CD! You can load up footage stored on disc and make a unique video to get you jumpin' with excitement!

Their hit songs like 'Jump' and 'I Missed the Bus' plus others are here for you aspiring mix masters! Take the controls and produce a music video unlike anything you've seen before!

If you can't seem to get enough of Kris Kross, then this soft is for you!

T'HQ

HOME ALONE 2™

SUPER NES | UKN. MEG | CARTRIDGE

In the never-ending quest of sequels, T'HQ once again introduces the comical antics of Kevin McCallister in Home Alone 2.

Kevin has been left alone, but this time he's not in a cozy neighborhood, but in the Big Apple!

Kevin's brave journey begins in the Plaza Hotel where Harry and Marv are searching for the little brat that gave them so much trouble during their last visit.

Kevin must now fight off the entire hotel staff with various items that can be acquired. Pop guns, necklaces and punch-bazookas provide the firepower while Kevin's unique sliding technique allows him to take out baggage and collect points and health.

Will Kevin's parents ever seem to remember him?

SONY IMAGESOFT

MAKE YOUR OWN MUSIC VIDEO FEATURING C+C MUSIC FACTORY

SEGA CD | CD | CD-ROM

This disc's gonna make you sweat! C+C Music Factory have put together a mix of video footage for you to manipulate into your own cool creation!

Original footage from the videos is here, but there is some never before seen footage as well! Just like in the Kris Kross CD, you will receive a grade for your video which can be saved to a video tape to show friends!

Watch the selected video monitors to choose footage to mix and match.

TAITO

NIGHT STRIKER

SEGA CD | CD | CD-ROM

Compete in a true race of the future when you get behind the wheel of Night Striker. This revolutionary Sega CD title boasts superior graphics that pull you in and never let go!

Race through future-tech cities against formidable cybernetic opponents out to turn your car into trash.

The excitement doesn't end on the streets. In various special stages, your car has the ability to transform into a robotic fighter where you will battle an onslaught of futuristic invaders in a psychedelic 3-D perspective.

Two races are never the same either, because your path can take place over many exciting scenarios for a different race every time.

The first series of races takes place on the hyper-active city streets.

The cool 3-D scenes will take all your concentration to complete.
From deep within Mordroc’s Castle, a foul stench rises up to mix with the cold, damp midnight air. In the deadly caves far below the surface, the evil wizard’s pet fire-breathing dragon, Singe, guards the captive Princess Daphne. You, Dirk the Daring, walk steadily toward the castle gate. You feel no fear—but then, fear is for cowards. No other would dare to enter this perilous castle where Mordroc has imprisoned the helpless princess. But for you, there is no other possible course to take. Now is the time for heroes. Now is the time to enter the

**DRAGON’S LAIR™**

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**DATA EAST USA, INC.** 1850 Little Orchard St. San Jose, CA 95125

**SUPER NINTENDO ENTERTAINMENT SYSTEM**

**DATA EAST**

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<td><strong>DOUBLE DRAGON</strong>&lt;br&gt;GAME GEAR</td>
<td><strong>BART VS. THE JUGGERNAUTS</strong>&lt;br&gt;GAMEBOY</td>
<td><strong>LOONEY TUNES™</strong>&lt;br&gt;GAMEBOY</td>
<td><strong>SPIDERMAN® 2</strong>&lt;br&gt;GAMEBOY</td>
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<tr>
<td>UKN. MEG</td>
<td>CARTRIDGE</td>
<td>UKN. MEG</td>
<td>CARTRIDGE</td>
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<tr>
<td>The adventures of Billy and Jimmy Lee are about to hit the portable gaming market. &lt;br&gt;Once again, Marian has been kidnapped and the brave brothers must face the terrors of the Abobo brothers and Rowper. &lt;br&gt;Some of the levels have been redesigned to add a futuristic look and feel to this action packed fighting game.</td>
<td>Bart Simpson certainly has his work cut out for him this time! &lt;br&gt;The juggernauts have threatened to take over Springfield. Bart must challenge the juggernauts to a game of gladiatorial combat to save the city! &lt;br&gt;Compete in events like a joust on the nuclear plant towers and a 'shocking' battle against the evil juggernauts. &lt;br&gt;It's Bart in a portable video game unlike anything you've ever seen.</td>
<td>Take the original cartoon hijinks of all your Looney Tunes friends wherever you go! &lt;br&gt;Looney Tunes stars all your favorite characters from the shorts in different stages throughout the game! &lt;br&gt;Race through a desert, warehouse and lakefront in scenes right out of the cartoon series. &lt;br&gt;These and many more exciting episodes await all you cartoon lovers in Looney Tunes.</td>
<td>The original web-slinger is back for his second GameBoy adventure! &lt;br&gt;Dr. Octopus is leading a crime wave and he means business. Go into the neighborhoods and stop the forces of Mysterio and Hobgoblin. &lt;br&gt;Use Spidey's trusty webs and his cunning skill to stop the crime wave and restore peace, at least until Part Three appears.</td>
</tr>
<tr>
<td>The motorcycle thugs are awaiting your arrival in the warehouse.</td>
<td>The juggernauts fight for their own survival and never think twice about it.</td>
<td>Wile E. Coyote is always hungry for a lunch break with the Road Runner.</td>
<td>Super sticky hands really come in handy when scaling huge buildings.</td>
</tr>
<tr>
<td><em>ACCLAIM</em></td>
<td><strong>ALIEN 3™</strong>&lt;br&gt;GAMEBOY</td>
<td><strong>LOONEY TUNES™</strong>&lt;br&gt;GAMEBOY</td>
<td><strong>SPIDERMAN® 2</strong>&lt;br&gt;GAMEBOY</td>
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<td><strong>SUNSOFT</strong>&lt;br&gt;GAMEBOY</td>
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<td><strong>CARTRIDGE</strong></td>
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<tr>
<td>The alien infestation returns to the portable scene! A forgotten prison installation, Fury 151, provides the perfect setting for Ripley and her fight for life. &lt;br&gt;Use many types of weaponry like pulse rifles and motion trackers to hunt down the aliens. The prison is filled with traps and hidden aliens so be on your guard against the infestation.</td>
<td>The aliens have made Fury 151 their new home! Destroy the alien eggs!</td>
<td></td>
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</tbody>
</table>
You're in total control of all the fast and furious soccer action you can handle with World Trophy Soccer. Play the ultimate championship game by yourself or with a friend as you pass, dribble, tackle and shoot your way through the qualifying rounds with national dream teams from all over the world. The only thing you can't control is the other team's ruthless players. As long as the ref's not looking, they'll try every underhanded strategy imaginable to win the Cup!

**FEATURES:**
- Adjustable difficulty levels and match lengths.
- Complete directional control allows for perfectly-placed free kicks, goal kicks, corner kicks, throw-ins and penalty kicks.
- Fast, smooth, multi-directional scrolling.
- Ability to save your game after each round.
- Single or two player simultaneous action.

"Packed full of exciting game play, impressive graphics and intense soccer action, this great cart is sure to be a winner!" — MEGA PLAY
Grip-it™

THE NEW, ONE HANDED VIDEO GAME CONTROLLER™

THE NEXT GENERATION IN GAME CONTROL™

Your Grip-it plays both

SEGA® GENESIS®

NINTENDO® 8 Bit

No Programming
No Codes
1-800-3GRIP IT

Look for this package at your local retailer!

Grip-it

The Grip’s™ Internal Motion Sensors put directional movement control totally in your hand!

A REVOLUTIONARY ONE HANDED CONCEPT IN VIDEO GAME CONTROL!! COMPATIBLE WITH NINTENDO® 8 BIT AND SEGA® GENESIS® 16 BIT SYSTEMS. A SIMPLE ONE PLUG CONNECTION TO ONE HANDED CONTROL™ NO MORE THUMB FATIGUE, WITH Grip-it’s™ ERGONOMIC DESIGN.

FEATURING:
- One Handed Control™
- Easy Start/Pause button
- Lighted A-B switch
- Quick response select button
- Rapid fire - Regular fire - Slow motion switch allowing control for beginners to experts. Control for all ages and levels.
- Convenient natural action trigger for continuous action play.
- Flexible 12 foot cord for unencumbered movement and freedom of play.
- Total integration of game control, left, right, up, down and jump, with the natural movement of your hand.

CIRCLE #238 ON READER SERVICE CARD.

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WATCH YOUR OUR WORLD'S

WORLD CLASS

LeaderBoard™ Golf

12 different types of scoring and competition for one to four players. Includes “Best Ball,” “Skins” and “Texas Scramble.”

Looks like he hit the tree! Duplicate voice and sound effects on all the holes.

Near the green use the special “Chip” and “Punch” shot options to improve your accuracy.

Ask your caddy which club he recommends and be sure to check the wind direction before you hit your next shot.

Weather conditions affect the roll of your ball on the green. Hit a little harder on wet greens and easier on dry ones.

Tee it up on some of the world’s most famous golf courses. Florida’s Doral Country Club, a course so tough it has pros think about getting into a new line of work. Cypress Creek, the longest in Texas, this baby challenges even the biggest hitters. Saint Andrews in Scotland, the true granddaddy of them all. And, if that’s not enough, there’s the custom designed Gauntlet Links, maybe the toughest of the four. So if you’re ready for the excitement of world class action... This bulb’s for you!

Available for Sega® Genesis®

Leaderboard is a trademark of Access Software Inc. Sega and GENESIS are trademarks of Sega Enterprises LTD. © 1992 U.S. Gold, Inc.
SELF STAR IN OLYMPIC GOLD SERIES.

Archery
A lot harder than it looks. Wind speed and how far you pull back the bow combine to affect the arrow’s flight.

100 Meter Sprint
You’ll need a fast start and warp speed to have a shot at the gold.

Springboard Diving
Four required dives and one optional. Scores are based on difficulty, execution and entry into the water.

Pole Vaulting
The hardest event. Plant the pole and time your release to clear the World Record heights.

110 Meter Hurdles
Timing of your jumps is as important as speed if you hope to medal in this event.

200 Meter Freestyle Swimming
Bang these turns, but make sure you conserve your strength to sprint for the gold in the last 50 meters.

Hammer Throw
Trajectory, speed, angle of descent, you get the idea.

Barcelona 1992. It’s the Olympic Summer Games all over again. This is your once in a lifetime chance to prove yourself in the world arena. You’ll hear the crowd, feel the heat and experience the total rush of the ultimate in Olympic competition. Smash an Olympic Games record. Or beat up to three friends. Hey, you got to be tough. The world is your stage in this one.

Available for Sega Genesis and Game Gear

Official Licensed Product of the 1992 Barcelona Olympic Summer Games.
WANTED: JEDI KNIGHTS TO ANNIHILATE EMPIRE!

Rid the galaxy of evil Empire scum. Join the Rebel Alliance today and blast your way through a dangerous, interstellar adventure.

But first, a little Jedi I.Q. test. Answer the following questions to see if you're worthy of this revered position.
Six correct answers will qualify you to win one of the prizes below. Mail your answers to EGM at 1920 Highland Ave. Suite 222, Lombard IL, 60148 by January 31. Be sure to include your name, address and telephone number on your entry.

**JEDI I.Q. TEST:**

1.) From what famous Jedi Knight does Luke Skywalker get his lightsaber?
A. Obi-Wan Kenobi
B. Anakin Skywalker
C. Sir Lancelot
D. X-wing

2.) Which Rebel Alliance starfighter?
A. TIE interceptor
B. X-wing
C. Star Destroyer
D. STJ

3.) Where does Luke Skywalker first meet Han Solo?
A. The cantina at the Mos Eisley Space Port
B. In the hangar where the Millennium Falcon is docked
C. At Denver College
D. On the planet Tatooine

4.) What is Darth Vader's other name?
A. The Lord of the Flies
B. The Lord of the Rings
C. The Lord of the Sith
D. The Lord of the Rings

5.) What is the name of Han Solo's ship?
A. Millennium Falcon
B. Fugitive Falcon
C. Enterprise
D. Star Destroyer

6.) What is the name of the Empire's ultimate weapon?
A. Master Blaster
B. Star Destroyer
C. Super Star
D. Death Star

Helpful hint: the answer to at least one question appears on the Super Star Wars game box.

**GRAND PRIZE**

One winner will get to have his or her face included in LucasArts' next Super Nintendo adventure, *Super Empire Strikes Back* (working title). Just supply EGM with a clear, color photo of your face, and the genius artists at LucasArts will transport you into *Super Empire* to join forces with the famous intergalactic heroes of "Star Wars.""
ONLY THE STRONGEST MONSTERS WILL SURVIVE

The Universe has turned, and Man is no longer master of the Earth. The Era of the Super Monster has arrived. Each monster is cruel and vicious, but who is the strongest Super Monster of all? Only through battle will this be known, as Cities are smashed and Mankind quakes with fear!

Become one of four Super Monsters, and challenge the rest to combat. Fight with massive force and use special powers to defeat Monster and human foes alike. Avoid the human's military might and smash their tanks and planes or use them as bludgeons against your fellow Monsters. Defeat all opponents and be crowned the greatest Super Monster of all!

- Battle through eight stages in four Battle Cities!
- Multiple Monster fighting techniques!
- Special deadly weapons for each Monster!
- Play against the computer or tackle another player head to head!

Great graphics, so-real sound effects, and amazingly lifelike street mapping add to the fast-paced fun. Get King of the Monsters soon—before it gets you!

TAKARA
Video Game Division
MORE FUN THAN ROLLING HOMER

What could be more fun than rolling Homer in the snow? Well, nothing...but these outrageous Simpsons™ video games are really close.

It's an avalanche of Simpsons™ hits on every video game system! More action, excitement and fun than Bart, Ho-Ho-Homer, and Krusty can shake a candy cane at. Naughty or nice, let everyone know you want The Simpsons™ video games... otherwise you'll get socks and underwear!

(PSST, if you want to check out these games early... your parents hid the presents in the attic...again.)
RING HOMER IN THE SNOW!

ACCLAIM ENTERTAINMENT INC.

FLYING EDGE

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CIRCLE #150 ON READER SERVICE CARD.
Clearly the hottest video game in recent memory is Capcom's Street Fighter 2. Boasting recognizable characters and an enormous level of play technique, SF2 has succeeded in selling millions of copies (both coin-op and consumer formats), two arcade upgrades, and also captured EGM's award for "Best Game of the Year" for 1992.

Out of all of the thousands of questions that roll into the offices of EGM each month, the most frequently asked inquiries ask about Champion Edition codes for the Super NES Street Fighter 2 and information, any information, about Street Fighter 3. While the jury's still out on the Champion codes (I'd rank their existence as doubtful), this article will try to address the potential of a third Street Fighter and what EGM would like to see in it.
Before I read off EGM's Street Fighter 3 wish list, it must be made clear that this article is not based on factual information. It is a compilation of what our office World Warriors (myself being the leader of the group) hope Capcom might include it and when they begin designing Street Fighter 3 (which their coin-op crew says is not even in development yet). I'm excited to share our ideas for an ending to this trilogy, but please don't think they are set in stone or even being considered.

So what makes Street Fighter 2 so incredibly popular? You're sure to get many different answers to this question, depending on who you ask. Many players like the selection of characters, extending themselves into the roles of Ryu, Chun Li, Blanka or any one of the game's twelve fighters. Others, on the other hand, enjoy the head-to-head action that the game delivers. Maintaining a position of prominence at an arcade machine while competitors sulk away, their on-screen alter egos brutalized and battered, is the all-new video game high! Still others, however, simply like the toe-to-toe combat and strategy required to win.

For a second sequel to work it would clearly need to embrace all of the aspects of play that made part two such a universal hit. Expansion upon the themes would also be a must, but the skilled developers of Capcom would have to temper their desire for a new look to the game with the important understanding that any deviation in game play could prove detrimental.

THE NEW NAMES IN TOWN...

One of the easiest, and coolest, features that Capcom could program into any future Street Fighter sequel would be the return of Birdie, Gen, Lee, Eagle, and the rest of the SF 1 stars! Why did only a handful of the original characters make it into part two? Bring them all back and make sure they're equipped with a host of new special moves!

While we're on the subject of new characters, don't you think new additions to the cast are in order? How about more women, some quick and fast kids, or even new mutants? Imagine meeting Blanka's long-lost brother - or having the two siblings battle! It would be electrifying to say the least! And if you're going to add new characters, how about representation from other countries like Canada, Mexico, Australia, etc. Whether the fight was in the Yukon, desert or down under, you can bet Capcom would deliver big time!

THE BIG POW...

Adding additional techniques certainly couldn't hurt the new Street Fighter 3 game. Among the most important moves EGM feels should
Ryu • Ken
We'd love to see our favorite pair of World Warriors get different colored fireballs with different speeds and effectiveness, as well as variable powered Dragon Punches.

Chun Li • Guile
Let Chun Li Lightengh Kick thwart Fireball attacks and add a double hit move - perhaps her back flip. Insert a delay between Guile's sonic booms (about half as long as Ryu's).

Blanka • E. Honda
How about combining Blanka's Roll Attack with his Electric move for a double-damage Electric Roll? And what if E. Honda's 100 Hands attack deflected fireballs back at the attacker!

Zangief • Dhalsim
We'd love to see Capcom give the Russian Zangief a charging move, perhaps a shoulder thrust. Dhalsim should also be able to use his meditation powers to levitate for flying attacks!

It would be better if throws could only be accomplished as counter moves, making it impossible to hurl participants who are legally in a defensive, blocking position. While we're talking about defensive statures, every character in Street Fighter 3 should be given some type of defense against the long range attacks, either by being given their own Fireball assault or a cancelling or deflecting move.

BAN THE THROW!
In any new Street Fighter game, I think they should make it much more difficult to institute throws. They're just too common and they inflict far too much damage for the ease at which they can be executed.

KEN: The Martial Arts Master and the Number One World Warrior!
Hey, World Warriors! Ever wonder who my favorite Street Fighter character is? Ever since Fighting Street materialized in Japan, I have held a powerful connection to the American Sheng Long disciple, Ken. Even Ryu cannot withstand his wrath for long! Ken's full berserk rage is virtually unmatched among all the World Warriors! He has perfected the deadly wide range Dragon Punch and hypersonic Hurricane Kick, affectionately known as the “eggbeater.” Ken is not only the most dangerous World Warrior around, but he also has a heart of gold, as his true love, Eliza knows.

SPECIAL EGM CONTEST!!
We've received great response to our EGM Envelope Art since the first issue it was spotlighted! Now we want all of you budding artists (and Street Fighter fans) to use your creative talents to design new uniforms for the World Warriors to wear in part three!

Pick your favorite character, or the one you hate the most, but put pen to paper and give us your impressions of what the world's most popular fighters should be wearing in '93! The ten best will appear in a future issue of EGM and receive an EGM T-Shirt! All entries become the property of Sendai Publishing Group. Give it a try, and your World Warrior may make it into the biggest and best video game mag around - EGM, just like our friend Bellaway's rendition of Chun Li above. Send to: Sendai Publishing Group Street Fighter 2 Costume Contest 1920 Highland Avenue, Suite 222 Lombard, IL 60148
DETAILS, DETAILS...

Like video games in general, EGM feels that the next Street Fighter episode should make the same monumental jump in audio and visual technology that part two did over the original. If you compare these two great games, you see sharper graphics, more fluid animation, and backgrounds that now crackle with activity.

Although employing real actors in the roles of Ryu, Chun Li, Dhalsim, etc. and then digitizing their images might produce an effect too similar to Mortal Kombat, it would still be way cool. Even if real actors aren't used in the next Street Fighter sequel, creating more settings and using a wider variety of colors would definitely spruce up play. Adding more background movement would also be attractive. A new orchestrated sound track would support the intensity of the game to an even greater extent.

"...While the prospect of competing against a gang of other warriors may sound appealing to die hard fans, the possibilities of team play would be awesome!"

SF2 ON GENESIS: TRUE OR FALSE?

For players who have yet to upgrade to the Nintendo 16-Bitter, the only way to play Street Fighter 2 is to travel to the local arcade. The questions surrounding SF2's arrival on the Sega platform have been hovering about since the first announcement that the blockbuster arcade smash would appear on the Super NES. So what's the latest news?

Officially, Capcom continues to deny the existence of any Street Fighter 2 game development for the Genesis. Although many inside sources have privately told EGM that the game is on its way for sale next summer, Capcom has yet to give their blessing to this news and we must believe their statements. I'm sure it would be a great game and I hope it appears soon!

If Street Fighter 2 were ever to be released on the Genesis you could expect a special controller as well!

The Creation of a Video Game Legend...

How do you set out to design the most popular video game of the '90s? You start from scratch, of course, with a fantastic idea and incredible characters!

These special sketches, originally published by EGM in April, show the genesis of how Street Fighter 2 came into being. Drawing upon the creative energies of the most talented game designers in the business, Capcom created a whole new category of gaming!

Just think how different the game would be if these wild ideas were used instead of the familiar characters we all know!

CHUN LI
In these early pre-production drawings of Chun Li, she was going to wear military garb!

BLANKA
Originally, the wild man Blanka was going to be half man/half tiger as this early sketch shows!

VEGA
The inspiration for this character appears to be closer to King Arthur's round table than Street Fighter!
GOTHAM CITY IS FOR BOTH

IT'S PAYBACK TIME.
ON 16-BIT SYSTEMS

BATMAN REVENGE OF THE JOKER™
NOT BIG ENOUGH
OF THEM.
Several months ago, the city was ravaged by a ruthless street gang and their nefarious leader, Mr. Big. Although the gang's operations have been dissolved and its members scattered, the threat continues. Smashing through the 16-Bit barrier, Rival Turf 2 absolutely demolishes its predecessor in every category! With the addition of new characters to control, awesome cinema pictures, and cranking tunes, Rival Turf 2 will challenge other street-fighting games in its class!

The story begins as you receive calls about gang violence throughout the city. After studying each incident, you realize the M.O. of the crimes. Mr. Big, is back, and this time he means business! Luckily, you've made some friends and trained hard to improve your fighting skills. You and a friend can comb the city together as a team or individually. Look for highly improved graphic details in each character, along with backgrounds that will blow you away! If you get bored saving the city, you can always grab a friend and fight head-to-head in the optional battle mode. Rival Turf 2 has it all and more!

The familiar heroes from Rival Turf have returned with a vengeance! Give those thugs a taste of your own recipe: the knuckle sandwich special! Use all new characters in this grueling battle against the worst gang in history!
BOSS ONE
You must now duke it out with the first Boss in a factory full of rowdy and screaming workers! Bild will come at you with blazing speed! Dodge his running attacks and counter with a jump kick or corner him for a throw!

If you get too close to Bild he will grab you and backdrop you onto the ground.
Dinner is served. Don’t let yourself become the next char-broiled steak!
If you play your cards right you can trap this bully and throw him over the top!

JUNGLE LEVEL
Once you reach the jungle, you will face guerilla fighters armed to the teeth! As Kazan, you will need all your ninja speed and skills to overcome the odds. Several of your enemies carry lead pipes, while others prefer to pummel you with their bare hands. Steer clear of the pipe-toting dudes but take out the rest. You’ll have fewer distractions during the fight.

Pipes, pipes, and more pipes! Doesn’t anyone believe in guns anymore?
Once you reach the Rock Level, you are ambushed by several chumps in an alley.

STAGE 1 CLEAR
THANKS, PAL.
After defeating an end-level boss you will be introduced to a new character.

Speed and accuracy are necessary when fighting these sluggish foes.
As Norton, you can protect and defend your turf with clear ease! Nougat!
CYBERNATOR

A TIME OF RECKONING

Far into the Earth’s future, a war has broken out between countries fighting over the remaining fossil fuels and territorial rights to the moon. Both sides developed new technologies and came up with the most destructive forces ever seen.

Take the role of Jake, a man who is not fighting this war for patriotism or glory, but simply because he was drafted, and believes it is his duty. You are in control of his battlemech suit and are stationed with the battleship Versis. Be prepared for one intense assault in this future land!

The plot of the game is very involving and progresses as you advance. The Super NES capabilities are used to the max in this game. There are tons of objects to shoot at, huge boss characters, and special effects galore! The attention to detail is glorified when your mech overheats while falling into the atmosphere or when you blast holes in every wall you find! Packed with challenge and mind-blowing action, this is a true winner!

FACT FILE

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<td>ACTION</td>
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MAJOR BELDARK

An experienced mech fighter and the enemy leader. He will never accept defeat!

JAKE

In a time of chaos, Jake fights for only one reason - it is his duty as a soldier.
MISSION ONE
The first mission towards freedom. Enter the outskirts of a space colony and take out the main flagship of the enemy forces. You must quickly find the ship's energy booster, because it is preparing to fire on the Versis!
Be sure to search the entire place; Hidden power chips abound here!

MISSION TWO
In mission two, you need to attack a mining camp. You start off soaring, mounted on a propulsion unit that is very much like a side-scrolling shooter. As you enter the base, there is no gravity, but you have free control of your movements!
Strap on your jets and sail into a furious side-scrolling shooter!

MISSION THREE
Next you must make an assault on the meteor station Arc Nova. First, you need to break into the station and wreak havoc on the crew. The enemy will then try to plunge the whole station into the Earth, so it's off to destroy the engines before it's too late!
First cause some havoc inside, then bring the whole thing down!

MISSION FOUR
You will descend from space onto the Earth's surface. As you begin to overheat, you are rescued, and land on the planet. This is where you will first fight Major Beldark. After the fight, you will need to get to the supply shuttle and shoot it down!

As you descend to the Earth, fight until you are rescued.

Once you reach the end of the colony, you will see the energy booster being hoisted up onto the gigantic vessel. While dodging the turret guns, concentrate your fire on the booster so that the Versis is free of danger!

Fight to the docking bay, then pursue the shuttle into the air!

Watch out for a surprise attack from a mobile artillery vessel!

Before it crashes, destroy Ark Nova's turbines!
FEEL THE POWER!!

Joe was an everyday street rumbler who always dreamed of becoming the greatest fighter in the world. After many years of intense training, the time has come for Joe to test his skills against the world’s best. Power Moves takes fighting to the highest degree. As Joe, you must battle your way through seven countries to reach the final challenge. You can play as various characters in the two-player versus mode!

POWER MOVES

Warren is a Hawaiian native who turned his everyday instincts for survival into one of the most potent fighting techniques. Joe must defeat him first in Hawaii to advance.

LEVEL ONE: HAWAII

Vagnad, a Siberian worker in Russia, heard of Joe’s amazing accomplishments and challenged him to a battle on his home front. Vagnad is also an expert wrestler.

LEVEL TWO: RUSSIA

Deep from within the jungles of Kenya emerges a half-human mutant named Baraki. He has the skill to roll himself into a ball and launch himself at anything.

LEVEL THREE: KENYA

Electronic Gaming Monthly
Known throughout Japan for his fierce fighting skills, Bush's spiritual background gives him the ability to disappear and reappear. Joe faces him in a grueling and bloody duel.

**LEVEL FOUR: JAPAN**

China, known for its savage warriors, has produced Gaolun, Master of the Bladed Tonfas. Make one false move and Gaolun can hit you with a devastating triple-hit combo!

**LEVEL FIVE: CHINA**

Ah, Spain! The land of the fearless bullfighter. Enter Nick, Spain's number one matador. Bored with petty bullfighting, Nick has found a more worthy sport: street fighting!

**LEVEL SIX: SPAIN**

Reayon: the only female fighter in the competition, makes use of her perfect gymnastic abilities. She also has the fastest moves in the circuit, so you'd better watch your back!

**LEVEL SEVEN: THAILAND**

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**Dragon's Lair**

**Your Quest Awaits...**

Delve deep into the castle of Mordroc, the evil wizard who has taken beautiful Princess Daphne prisoner. Only Dirk the Daring can rescue the fair maiden from the clutches of the hideous fire-breathing dragon guarding her in the cold caves beneath the keep. Lead the valiant knight through this trap-ridden fortress full of enchanted monsters and slay the dragonbeast once and for all.

**Fact File**

- **Manufacturer:** Data East
- **Console:** Super NES
- **Difficulty:** Hard
- **Release Date:** February
- **Cart Size:** 4 MEG
- **Number of Levels:** 24
- **Theme:** Action
- **% Complete:** 100%

**Mordroc's Castle Walls**

- This shadow knight strikes the ground with an electrical charge from his sword!
- The Lizard King will chase Dirk around the castle, determined to squash him!
- Mannuver Dirk through the waterways. Watch out for sea snakes and lethal fish!
- Take a bite out of this giant snake Boss. Avoid the baby pterodactyls he spits out!
WE'RE TAKING IT TO THE NEXT LEVEL!
COME TO CAPTRON AND G&G HOME VIDEO FOR SEGA HITS!!

$10.00 OFF
THE SEGA CORE SYSTEM
OR SEGA CD!!

SONIC THE HEDGEHOG 2
HE'S BACK!
Need we say more?

MENACER
The four-in-one infra-red shooting peripheral for Genesis!

BATMAN RETURNS
Holy blockbuster - Batman's on Sega CD!

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STAGE 1:
Parachute and drift down to the computer stronghold. There's no Boss here, only a time limit as you fall to the target.

STAGE 2:
Three Bosses will confront you here: two sand worms and a land walker! There is also a variety of tanks and vehicles!

STAGE 3:
Outside the complex, scan the walls for an entrance. The computer will try and stop you at all costs!

IN THE FUTURE...
Imagine a computer that controls the most essential weaponry of the world. Suddenly, it malfunctions and leaves the future of the planet in your hands. Enter the computer compound and shut it down before it's too late! Armed with your energy launcher and body armor, shoot your way through seven levels of non-stop excitement! Fight wave after wave of land walkers, tanks, jets, sand worms, death probes, missiles and nearly every other weapon imaginable! Select from three difficulty levels and grab your Super Scope. Set your sights on this shooting frenzy, take aim and fire!

LEVEL 2 BOSS: This intimidating Nasty shoots machine guns and fires rockets!

Destroy everything on the walls. Watch out for the onslaught of enemy fire!

This hovercraft Boss is armed to the teeth with an arsenal of deadly weapons!

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So you want to be a basketball star? Play NCAA Basketball!

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CIRCLE #237 ON READER SERVICE CARD
TECMO SHINES ON THE SUPER NES

That's right! Tecmo has finally decided to bring their sports expertise to the Super NES with a new basketball game licensed from the NBA!

Get ready for the B-ball game of a lifetime! This cart does what no other basketball game ever did! The control is all there, no problems doing simple lay-ups or a terrific slam dunk! The cinemas also bring the game to life, not to mention the massive amounts of stats containing all of the actual players and big names! Tecmo has made one awesome basketball game!

At the end of the game, you are treated to info on other games played in the NBA.

All of the players' stats are listed for easy reference when choosing your team!

Get ready for a half-time show that you'll never forget!

There it is! Get ready for the slam dunk and watch the crowd roar with joy!

Watch your step on the court! It can get pretty crowded out there!

Should a foul be called, you get to shoot from the free throw line!

Be careful, because the referee is watching your every move!
GET THE COMPLETE PICTURE:

TURN TO THE ONLY SOURCE OF ELECTRONIC ENTERTAINMENT THAT CONTINUES THE COVERAGE WHERE THE OTHER MAGAZINES STOP

Serious gamers need a serious magazine like ELECTRONIC GAMES!

No one beats Electronic Games' coverage of every platform from portables to coin-ops. ELECTRONIC GAMES' critics rely on years of playing experience and hands-on game design credentials to analyze the latest cartridges and disks and put them in the right perspective. ELECTRONIC GAMES has all the headlines, new releases, plus much, much more! Every issue is packed with inside stories and insights that take you to new realms of electronic gaming! It's the only place you'll find entertainment superstars and industry insiders sharing their unique viewpoints while delivering the news and reviews that tell it like it is!

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DANGER LURKS EVERYWHERE!

It has been destined since the beginning of time. You, the avatar, must unite the two warring races of the world Britannia: the humans, and the gargoyles. Join a band of brave adventurers as they journey across a land full of mystery and danger.

Ultima: False Prophet is the latest in the line of great RPGs by FCI. The enhanced 16-Bit graphics and a truly interactive world sets this one apart from all previous games. The music, a rich variety of medieval tunes, helps bring the play to life. So pack your gear and prepare yourself for the ultimate in adventure! Unite or die!
WHEN YOU RACE WITH “THE DUEL,” IT’S ADVISABLE TO CARRY A SPARE.

The knuckles turn white. The sweat turns cold. The heart turns cartwheels. That’s what you can expect behind the wheel of the #1 racing title in history, The Duel/Test Drive II™, now for Sega Genesis.

Squeeze into the cockpit of the hyper-fast Ferrari F40™—a twin turbo V8 with 478 horses ready to snap your neck. Boil asphalt in the Porsche 959™—the legendary road rocket that’ll do 0-60 in a stunning 3.6 seconds. Leave the launching pad in the Lamborghini Diablo™—an awesome exotic with a mind-boggling top speed of 202 mph.

Race head-to-head against the computer or the clock. Blast through tight tunnels, bone-dry deserts and twisting mountain roads. Streak past confused cops and scenic cities. Jam down the highway to hot music tracks. The Duel/Test Drive II™ from Ballistic.

If you’re scared, take the bus.

To order, visit your favorite retailer or call 1-800-245-7744.

BY ACCOLADE

CIRCLE #201 ON READER SERVICE CARD.
Question mark icons will give a hint of what to do if things get confusing.

Collecting keys will open certain doors and treasure chests full of power-ups.

Levers throughout each maze destroy obstacles and open up new passages.

Each level is a labyrinth filled with unworlidy beasts and rich treasures.

Find the shopkeeper and purchase some much-needed health replenishers...

...or if you’re in a destructive mood, load up on some really killer power-ups!

**divine journey!**

The gods have thrown down the gauntlet for only the bravest and strongest of warriors - the legendary Hercules! Gods cast you in the role of this mighty mortal who must traverse through long and twisting mazes and defeat the evil monsters lurking within. Slay the enemies to earn points and money needed to buy more powerful weapons. Are you up to this divine challenge? Survive this Herculian ordeal and you shall be granted immortality!
DRAGON WARRIOR IV

Dragon Warrior II gave your party an immense land to explore...and let's not forget Malroth!

Dragon Warrior III gave you the ability to change your party, new forms of transportation, day and night cycle, and Zoma, of course!

Experience One of the Most Intricate, Cutting-Edge RPGs of Our Time.

- Battle through 4 separate quests.
- Explore an all new and immense land.
- Travel with a horse and wagon, ship or balloon.
- Bring all your companions together for a 5th and final quest.

STRATEGY GUIDE AVAILABLE!!
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CIRCLE #172 ON READER SERVICE CARD.

ENIX AMERICA CORPORATION
NINTENDO ENTERTAINMENT SYSTEM
There's No Biz Like Aerobiz

Simulators first gained popularity on home computers, and now they're gaining acceptance on the Super NES. This airline operation game puts you not in the cockpit, but in the office where you control every aspect of owning and controlling a major airline. Up to four people can play against each other or a single person can compete tooth and nail against several computer opponents. The player is in charge of everything from purchasing and maintenance to advertising and cross-continent negotiations! There are several levels of play ranging from beginner to pro. Many aspects of the business must be controlled and monitored as you attempt to gain dominance of the world's cutthroat airline industry and permanently ground your competition! With realistic business and current international events, this fantastic simulator really soars!
Do RPG games emphasize boredom instead of excitement? OR do you feel action games work your FINGERS, not your MIND?

Get the Best of Both Worlds

Intense action and graphics combined with a mind-bending storyline sure to challenge all the above. No wonder EGM declared, “If you combine Zelda and ActRaiser (two of the best), you will get SoulBlazer.”

From the people who brought you ActRaiser.

ENIX AMERICA CORPORATION

CIRCLE #172 ON READER SERVICE CARD.

Licensed for play on the SUPER NINTENDO ENTERTAINMENT SYSTEM.
SO REAL YOU WILL HAVE BRUISES!

We seem to have finally reached the point where the Super NES has a good football game. The guys at Konami have put together a killer sports cart. The graphics are so cool you will not believe your eyes. They utilize mode 7 with excellent detail, throwing in some eye-catching zooms and a rotating field. On top of all this technical wizardry they also use the real NFL teams and stadiums. There are plenty of plays for both the offense and the defense, accessible by an on-screen playbook. The running game has automatic hand-offs and pitch-outs which allow you to concentrate on your running moves. For the passing game, your receivers will run pre-assigned routes and you can throw to them just by hitting one of the four buttons on the control pad. This is a must-have cart for any football fan who owns a Super NES!

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HIDE AND SEEK HAS TURNED DEADLY.

BIONIC BATTLER™

Enter the renegade robots’ labyrinths of War and save mankind. Don your Bionic Battlesuit, check your radar, watch your scope, and tune your sensors. You’re being stalked as we speak...

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

LICENSED BY

ELECTRO BRAIN

573 EAST 300 SOUTH STREET, SALT LAKE CITY, UTAH 84102. TELEPHONE (801) 531-1867.
CIRCLE 15 ON READER SERVICE CARD

Official Nintendo Seal of Quality
**PRO QUARTERBACK**

**FOOTBALL HERO!**
Pro Quarterback is entering the sports arena for the Super NES! You and a friend can choose from 28 pigskin teams and head to the field armed with a huge playbook. Dazzle the crowd with trick plays and make them grimace as you lay bone-crunching tackles complete with digitized grunts and groans! The Mode 7 graphics will wow you as the game perspective changes from above and behind the QB! So gear up and go for the bomb!

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**AWESOME ANIMATED SCOREBOARD DISPLAY!**
- INCOMPLETE PASS
- INTERCEPTION

The scoreboard will light up with an animated graphic after a play or when the referee makes a call! These are two of the sequences.

**COOL DIGITIZED SCENES**

- The QB fades back!
- Nice play! Touchdown!
- A close one for Frisco!

- Blue 32... Blue 32... Hike! Drop back, look for an open receiver, and fire away!

**OPTIONS**

- Select the game parameters before the action begins on the options screen!

- Choose from a wide range of offensive and defensive plays and go for it!

- Make a thrilling play and watch some elaborate touchdown celebrations!

- This stunned ballcarrier gets a friendly greeting from one of the linebackers!

**Halftime and postgame stats reveal the strong and weak points of each team.**
TO BE... OR NOT TO BE...

BEST OF THE BEST
CHAMPIONSHIP
Karate

THIS IS THE REAL STUFF

ACTUAL TRAINING • BEST FIGHTERS IN THE WORLD • DIGITIZED ANIMATION • INCREDIBLE ACTION

FIFTEEN WORLD CLASS FIGHTERS, TRAIN, SPAR, PICK A STYLE OR CREATE YOUR OWN.
ENTER THE INTERNATION AL ARENA, MAYBE YOU'LL BE GOOD ENOUGH TO BE INVITED TO THE "KUMATE"
THE CHALLENGE AWAITS...

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570 EAST 300 SOUTH STREET, SALT LAKE CITY, UTAH 84102, TELEPHONE (801) 531-1867
CIRCLE #156 ON READER SERVICE CARD.
NBA ALL-STAR CHALLENGE

Choose from 27 of the best athletes in the league in this hoops game! Compete in one of five different playing modes: one-on-one, 3-point, free-throw, horse, and the one-on-one tournament. Expect fierce competition with these high caliber players. Take the challenge and play alongside the NBA elite!

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Air Jordan slams one home against Isiah Thomas in the one-on-one mode.

See who's the king of long-range bombs in the 3-point shoot-out competition.

Hersey Hawkins demonstrates excellent shooting form at the free-throw line.

A friendly game of Horse can help relieve the stress of regular season competition.
Thy quest brave warrior:
Save the world from the threat of evil domination.

The fate of the Kingdom is in thy hands. Choose the most effective warriors for each battle, from wizards to giants, to fight against the evil army. If your tactics are skillful and your sword arm strong you may stand a chance against the rising enemy forces.
BIG BAD BASHING BUDDIES!

As a member of the Combatribes you must try your hardest to clean up the meanest and dirtiest town in America. A woman by the name of Splatterhead has organized all the street gangs and formed a sinister organization called Ground Zero.

This is a great re-creation of the original arcade version. Some things are a little different (the levels are slightly smaller) but the folks at Technos did add a character-versus-character mode where you can play as any of the bosses.

For those of you who loved the arcade version, you'll find other enhancements added just for the Super NES. Prepare yourself for combat with Combatribes!
MOUSE TRAP Hotel

This game pak for use with the Game Boy Compact Video Game System.
Suddenly, the place with the games everyone wants is Sears. Go figure.
Overnight, it seems, there's a place for video games like no other. It's called FunTronics, the new game department at Sears.

FunTronics is designed to have all the games you're looking for in stock. Incredible 16-bit games. By the dozens.

It has both Sega Genesis and Super Nintendo Entertainment Systems. Along with Game Boy, Game Gear and every accessory you could imagine.

Not to mention the game stations where you're invited to get the feel of the hottest games available.

So come to FunTronics. The one place you can figure on having exactly what you're looking for.

Save $5 on Super Mario Kart or Taz-Mania

Limit one coupon per customer and per purchase. Coupon not transferable, and may not be used with other coupons. May not be used as payment on Sears Charge or Discover Card account. Retail purchases only. Void where prohibited. Cash value 1/100 cent. Good through December 31, 1992. Salesperson instruction use bar code to enter coupon.
SONIC IS SPEEDING TOWARDS YOU!

More pix, more levels, more Sonic 2! As we promised in last issue, here is an in-depth look at one of the hottest sequels ever to hit the video game market! Packed with four more meg of power than its predecessor, this cart is amazing from start to finish! Get ready for the Sonic boom!

As you can see, we are showing even more than before: everything from the fancy guru special effects to the incredible new scenes in each zone! Though there have been some changes to the plot, the game is still hotter than ever before! The only real change is that Tails has a proper name - Miles Prower! With this speedy new title, he is well on his way to video stardom. Check out the hidden zone that will blow you away! Sonic 2 is one of the best action carts you will ever see!
**GREEN HILL ZONE**

![Green Hill Zone](image)

All you need to knock out this mobile drilling tank is a good eye. Strike while leaping to win!

**METROPOLIS ZONE**

![Metropolis Zone](image)

The ten clone pods of Robotnik will try to force you to make a foolish mistake, so be alert!

Check out this spectacular spinning tube-like cage! It will send Sonic and Tails flipping and tripping until they get through. Sonic 2 requires even more gaming skill!

Be sure to watch for enemies that lurk around all corners!

**NEO GREEN HILL ZONE**

![Neo Green Hill Zone](image)

The cyber-moles are back from the past!

The new Labyrinth zone! You will need to go underwater and fly across the land as well as rustle through the bushes to succeed! Send exploding leaves everywhere!

As Robotnik's mallet strikes the posts, leap onto the arrows to get higher up the screen!
**Oil Ocean Zone**
Prepare to slip and slide your way through some heavy oil slicks!

**Chemical Plant Zone**
Sail through pools of chemicals and pump tubes here!

**Casino Night Zone**
Enter into a void where taking chances is what you need to win big points, rings, or 1-ups! The level is set up as a series of giant pinball machines where you become the silver

**Dust Hill Zone**
This creepy cavern is filled with vines that activate switches and release doors!

**Boss!**
Up from the depths comes Robotnick's submarine of death!

**Boss!**
This ship can suck up the chemicals below and dump them on you!

**Boss!**
Bounce through a pinball machine while attacking Robotnick. Not too hard.

**Boss!**
Fend off Robotnick's giant mining machine! Avoid the ceiling fragments!
HILL TOP ZONE

BOSS!
This time he is equipped with flame throwers and napalm!

SKY FORTRESS AND DEATH EGG ZONE

CHASE THE SHIP!
Have Tails pilot you to the giant Sky Fortress to stop Robotnik!

IT'S A SONICborg!
Enter the Death Egg and face a mechanical clone of Sonic!

FIND THE WAY IN!
Fight the outer defenses of the Super Battleship to get inside!

Whoa! Take a look at the rear portion of this Titanic battle fortress! Loaded with propeller blades, turret guns, and trap air chutes, this is bound to get anyone airsick! Do you really think you can find Robotnik in this mess?

DA MISCELLANEOUS ZONE

Get ready for some incredible tunes, cinematics, and scaling in the Sonic 2 CD!

The Hidden Palace Zone is more hidden than we thought! According to Sega, this awesome zone has just been removed from the final version! Aww...

Don't forget Sonic's portable adventures! Sonic 2 mania is here!
JOIN THE MARVEL

Swing into action with three hot new Spider-Man® video games! Team up with The X-Men® for a non-stop challenge in ARCADE'S REVENGE™ for Super NES™... dis-arm Dr. Octopus™ evil plan in RETURN OF THE SINISTER SIX™ on NES™... and end Carnage's™ reign of terror in the incredible SPIDER-MAN® 2 for Game Boy®.

It all adds up to action so exciting—you'll be climbing the walls.

YOU'RE IN FOR A SHOCKER, WEB-SLINGER
END CARNAGE'S "RAIN" OF TERROR
STOP JUGGERNAUT'S RAMPAGE
OUTRUN THE RELENTLESS DOOMBALL
BLAST MASTER MOLD WITH OPTIC BEAMS

ALSO ON GAME GEAR!
DREAM TEAM!

COME MUTANTS! COME WEB-HEAD!
LET THE GAMES BEGIN!
REVENGE IS SWEET...

The Neo-Zeed terrorist organization, led by the mysterious Neo-Ghost, is back, and more powerful than ever. Their foul grasp holds the world in a vicious stranglehold.

After vanquishing the Zeeds, Joe Musashi vowed never to fight again, but after witnessing their comeback, he returns. With a deadly assortment of weapons and moves, Joe attempts to free the world from this new evil.

Shinobi 3 is the ultimate ninja cart. The action gets intense, but you have arcane magic and weapons on your side. It boasts a dynamic soundtrack and fluid animation. All of these features combine into an unstoppable, action-packed game!
ROUND ONE
Journey through Japan in a search for the Neo-Zeed assassins. Avoid tigers, ninjas, and pitfalls set in your path. This is the place to learn the skills needed for the deadlier missions that lie ahead. Find the cave and eliminate the boss.

ROUND TWO
The city streets hide an unspeakable evil. Locate the laboratory where bizarre mutations are taking place. All may not be as it seems. Battle this Boss, and you will obtain information regarding the whereabouts of the Neo-Ghost.

ROUND THREE
A huge bio-weapon is hidden in this labyrinth of corridors. The very walls breathe with a life of their own. A fierce battle awaits you down in the pit of living tissue. Beware of this biological horror.

ROUND FOUR
The Neo-Zeed's empire uses its enormous battleships to carry weapons and troops to the front lines. Eliminate it by stopping the craft from leaving the harbor. Only a true warrior will survive the churning waters.

MORE ADVENTURE

LIES AHEAD!
Mickey and Donald help each other out in the World of Illusion. Steady, Donald!

Whoa! There goes Donald Duck floating down the underground drainage tunnels!

Poor Mickey is in some serious trouble. Hopefully, he has a trick up his sleeve!

Mickey shows his balancing skills on this high-wire spider web. Don't look down!

Donald floats with the greatest of ease on the magic carpet. Careful of the birds!

Swimming in the World of Illusion is truly an aquatic experience. It is too cool!

Journey with Mickey through the study. Look at the size of this goldfish bowl!

Mickey checks himself out in the magic mirror before stepping through, into .... ?!

Many famous Disney characters make cameos. Can you guess this one?
RIGHT BEFORE YOUR VERY EYES!

This has got to be one of the greatest animated video cartridges ever to appear on the Genesis. The artwork is simply stunning. It looks as if the whole game was created with water colors and the effect is incredible. It took two mega giants, Disney and Sega, to bring us this kaleidoscope of first-class pixel art. Mickey Mouse and Donald Duck are practicing for a magic show. Donald finds a magic trunk and ventures inside. Mickey soon follows, and they find themselves in a mysterious land where they must learn more magic or be trapped forever!

WORLD OF ILLUSION
STARRING MICKEY MOUSE & DONALD DUCK
BURN SOME RUBBER!

Motorcycle racing fans rejoice! The long-awaited sequel to Road Rash is on its way to a store near you! Road Rash 2 by Electronic Arts is an 8 meg racing tour de force! There are many new twists to this latest entry in the Road Rash series. Two players can now compete simultaneously against either the computer or against each other! The split-screen design allows for easy viewing by both racers without compromising precious play!

Blast through five new courses of exciting racing action! There are also now fifteen new motorcycles including nitro class and super bikes! Too much!

Look for a new and effective chain weapon to force the competition into an early retirement (if you know what I mean!).

The crash scenes are intense and painfully realistic. So get ready for a bone-crushing ride that you'll never forget with Road Rash 2 for the Sega Genesis.

If you get pulled over by the police, you'll get a ticket and lose money.

Try not to waste too much time getting back on your motorcycle after a wipeout!

If you wreck your motorcycle, the ambulance will come and take it away!

Be careful when approaching the various intersections; the cars are dangerous!

MANY CHALLENGING COURSES!

Race against a friend in the two player mode! Use this split screen to aid you.

Race your way through five original courses, each packed with new scenery and a unique set of riding conditions. Get ready to ride hard across the American hemisphere, from New England, to the Great Northwest, to the South Pacific!
Congratulations, you have qualified for the next exciting round of racing!

Impressive backgrounds and smooth graphics add realism to this racing cart.

Some really comical cinemas await you at the finish line of every race!

SWING, PUMMEL AND KICK YOUR WAY TO THE FINISH LINE!

- Chain
- Club
- Punch
- Kick

OOPS! Stay clear of trees and other obstacles or you will pay the price!

After a few races, you can buy yourself a better and faster bike at the Bike Shop.

Here are just a few of the awesome bikes that you can purchase!

- Ultra Lights
- Nitro Class
- Super Bike

The motorcycle police will try to spoil the race for you; go fast to avoid them.

A strong, fast start is a very critical element in being a successful racer!

How about a lift?

1. Rear View Mirror- Your rear view mirror enables you to see the other competitors that are approaching from behind.
2. Player Status- Allows you to check the driver’s position in the race.
3. Bike Status- Provides information about the damage sustained by your bike during each race.

A good strategy to follow during a race is to cling to the inside corners of all turns.
Hook fights dirty, so watch out for his tricks.

Flying's your greatest power, but keep your eye on the flight meter.

You'll face pirates armed with bows and arrows in Neverland Forest.

Here's your chance, you've got him where you want him.
THE CRITICS ARE HOOKED!

Check out what they're saying about the incredible new Super NES version of Hook.

"...one of the hottest action games I have ever played. The music is absolutely beautiful and the graphics are top-notch."
— SUPER NES BUYER'S GUIDE

"Hook is intelligently made from start to finish. Its execution is excellent."
— GAME PLAYERS NINTENDO GUIDE

"Hook's multilayered, smoothly scrolling visuals inspire comparisons to Super NES legends, such as Actraiser and Super Castlevania IV. The music is so good, you'll want to crack open the cart and see if there's a Compact Disc inside! Five-star game play. Hook succeeds in every way."
— GAMEPRO

Hook. The ultimate adventure for your Super NES. You'll be Hooked too!

SPECIAL TREASURE!
Receive a FREE Hook soundtrack cassette when you buy any NES, SNES or Game Boy HOOK VIDEO GAME and HOOK VIDEO MOVIE.

To get your free Hook cassette mail to the Universal Product Code (UPC) print the package of any Hook video game and the front of the music cassette from the Hook video game box. The music packaging will be scrambled along with your name and address and $1.50 for postage and handling).

SPECIAL TREASURE OFFER: 33300/01, Burnsville, MN 55337-0100

Offer valid to residents of the United States. While supplies last.

Also available for NES and GameBoy.
Crüe Ball

**FACT FILE**

- **MANUFACTURER:** Electronic Arts
- **MACHINE:** Genesis
- **DIFFICULTY:** Moderate
- **AVAILABLE:** Now
- **CART SIZE:** 4 Meg
- **NUMBER OF LEVELS:** 9
- **THEME:** Action
- **% COMPLETE:** 95%

**HEAVY METAL PINBALL POWER!**

Are you tired of video games that call you to punch out gang members, shoot alien forces in space, or score points in a sports game? Then try Crüe Ball!

Crüe Ball is the latest video pinball game. You’ll find many of the targets, ramps, gates, point multipliers, and bonuses you’ll find in real pinball, as well as actual monsters and other obstacles to overcome! As you play, the game rocks with pumping music and incredible sound effects. There’s even a jamming track from the metal band, Motley Crüe!

- After increasing the volume, this radical rocker will tell you to “Crank it up!”
- Increase the point multiplier and your score soars! Beware of the Skullwalkers!
- Roll over, Beethoven! Annihilate this composer’s head for extra bonus points!
- Destroy the wall behind this guardian to increase the volume. Pump it up!
- The board has a built-in spectrum analyzer that lights up with the music.
- Knock out the “Head Banger” targets to enter the top portion of the playing field.
BATTLE with the BEST!

Can you withstand the devastating power of Shnouzen's THUNDER CLAW?

Can your wicked twin blades defeat the evil Lord Autarch?

Can you master the searing “Arc Blast” technique?

Will you become the Master of the Realm?

American Sammy Corporation
2421 205th St. STE D-104 • Torrance, CA 90501
“BATTLE BLAZE” is a trademark of American Sammy Corporation, 1992.

Coming soon . . .
LETS KICK SOME SHELL!

Everyone's favorite amphibious mutants are back in the latest Teenage Mutant Ninja Turtle adventure: The Hyperstone Heist. In this installment you once again fight Shredder and his minions of thugs and foot soldiers. This time, however, the masked maniac has stolen the Statue of Liberty and Manhattan as well. It's up to the teenage foursome to get back the Hyperstone and retrieve the stolen artifacts.

The game play is similar to the Super NES version with a few minor differences. There is plenty of martial arts mayhem and special moves for each turtle and each ninja has his own skills and fighting style. The game can be played in either comic or television mode, delighting those familiar with the heroes graphic novels. This true test of ninja skills will leave you shell-shocked. Energize on pizza and teach Shredder not to mess with Turtle power!

NORMAL ATTACK
Hit the A button for each character.

SHOULDER SMASH
Dash with C and hit the A button.

SUPER SLIDE
Dash and hit B, then quickly tap A.

BACK ATTACK
Auto attack, different for each character.

CANNONBALL
Jump high with B button, then press A.

JUMP FRONT KICK
Press B to jump then follow quickly with A.

FLYING KICK
Jump into the air with B and press A button.

TRIPLE SLAM
Get close, hit A and press up or down.

GLIDE KICK
Dash then hit A and B buttons together.
DONATELLO
Slow, but has good reach with the Bo.
WEAPON: STAFF
NORMAL SPECIAL

LEONARDO
The most well-balanced in attack and defense.
WEAPON: KATANA
NORMAL SPECIAL

MICHAELANGELO
A high-strung turtle with awesome attacks.
WEAPON: NUNCHUCK
NORMAL SPECIAL

RAPHAEL
He has a weak defense, but is very fast.
WEAPON: SAI
NORMAL SPECIAL

This gator guy will crawl after you when provoked and can also throw knives.

BOSS 1

Rock Steady charges like a rhino but is deadlier shooting while standing still.

BOSS 2

This villain throws a multitude of knives both horizontally and vertically.

BOSS 3

Krang isn't so tough if you can stay on top of him and attack repeatedly.

BOSS 4

To kill Baxter, jump and swipe his ship while avoiding the menacing mousers.

BOSS 5

Shredder has many means of attack and defense, including this fire shield.

FINAL BOSS

Electronic Gaming Monthly 197
READY, SET, GO!

Gentlemen, start your engines... Get in your four-by-four buggy and race on twelve different tracks in several countries! If you lose too many races, your sponsor will pull his support, and put you out of the competition! Besides fending off other drivers, you must also watch for obstacles such as rocks, trees, pigs, and spectators. Are you tough enough to finish first, or will you fall behind everyone and finish last? Find out with Road Riot and get ready for the time of your life.

FROM THE TITLE SCREEN TO THE FINAL CREDITS, ROAD RIOT IS FILLED WITH GREAT GRAPHICS AND ANIMATION, BOTH ON AND OFF THE TRACK!

The driver’s seat gives you a full view of the course. Always check your mirror!

Choose from a variety of tracks, hosted by colorful and interesting people!

Watch out for the trees and other obstacles standing in your way!
Dare to Escape!

Sorcerer's Kingdom

The ear-splitting cry of a Griffin wracks your brain and echoes down the long dark corridors of Sorcerer's Kingdom. Only your sense of duty to your King gives you the courage to venture forth. As you defeat foe after foe in this precarious land, you feel your muscles growing stronger and your reflexes getting swifter. Up ahead you finally glimpse the daylight and run for fear of what is closing in behind you. You find yourself at the edge of a towering cliff where your only hope for escape is to don your magical wings and fly...

Treco, USA
2421 205th St, Ste D-204, Torrance, CA. 90501

TRECO™ and Sorcerer's Kingdom™ are trademarks of Treco, U.S.A. • SEGA and GENESIS are trademarks of SEGA Enterprises Ltd.
LET THE GAMES BEGIN!

Join James Pond and his fishy friends for the Aquatic Games! See how far you can get in eight different events! From the 100 meter Splash to the Leap Frog Race, this game will challenge your running, jumping and other endurance skills to the maximum! Train in three difficulty levels in preparation for these amphibious events. James Pond goes head-to-head in competition with his friends: the seal, the frog and the starfish!

Winning events isn't the only thing you have to do. There are also some bad guys lurking around who will make the games much harder. Strive for the fishing line!

THE AQUATIC GAMES

STARRING
JAMES POND

AND
THE AQUABATS

THE THRILL OF VICTORY

THE AGONY OF DEFEAT

THE 100m SPLASH

Splash your way to the finish line. Run over the water if necessary!

HOP, SKIP & JUMP

In the triple jump event, you must leap as far as you can in order to advance!

BOUNCING CASTLE

Use the sponge as a trampoline to reach the shells. Remember to spin for points!

FEEDING TIME

Feed the fish with candy before the fishermen reel them in from the race!

SHELL SHOOTING

Jump on the snails to throw them in the air and catch them with your hard hat!

TOUR de GRASS

Use the hills and mountains to build up extra momentum on your unicycle!
Penetrate the Gates...

Do you have the courage to penetrate the Gates to Another World?

Terror grips you as you smell the wretched odors of this unfamiliar place. The darkness engulfs you and suffocates you. Your legs are paralyzed with fear. Are you brave enough to take your first faltering steps where the unknown awaits you around every corner? Is your sense of duty strong enough to take you to the end? Only you will know and the land of Cron prays you will not fail.

American Sammy Corporation
2421 205th St. STE D-104
Torrance, CA 90501

...to Another World

“MIGHT AND MAGIC II” is a trademark of American Sammy Corporation, 1992.
RIGHT DOWN YOUR ALLEY!

Championship Bowling by MentiX offers realistic bowling action for up to four players! You have the ability to select from a variety of playing options including character, bowling ball weight, regular or special game, speed of the lane and single or multi-player mode. The possibilities are almost endless! The graphics recreate the feel of a real bowling alley. You get to see hilarious reactions to your shots, and the overall game play is smooth throughout.

Championship Bowling by MentiX will "bowl you over". Check this game out, and you may never have to rent shoes again!

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The display in the upper left-hand corner will show which pins you knocked down.

Set the power gauge to control the velocity of your bowling ball.

THE CONTESTANTS

MARK
A FINESSE BOWLER

LINDA
A FINESSE BOWLER

LEROY
A POWER BOWLER

DANA
A SMART BOWLER

THE OPTIONS

GAME SELECT
NUMBER OF PLAYERS
PLAYER SELECT
ALLEY SELECT
Power-Grip Glove and Football Set

Hey... we're sure you know what it feels like when you make that great athletic catch. Those times when all your friends yell "Wow! What a Catch!" Well now you can make those great grabs EVERY TIME... with the "Whatta Catch!" Power-Grip Glove and Football Set.

Whether you’re a righty or lefty, our adjustable gloves will fit you. They're covered with sticky hook-and-loop material that makes it almost impossible not to make a great catch! Plus, our high-quality football is so realistic, it even pumps up with air! That makes it better than all those watermelon-shaped foam and cotton-filled footballs you’ve seen other kids playing with. Plus, our bright neon pink and green ball looks great!

"Whatta Catch!" is taking the country by storm so get in on the action. Run over to your store and buy one today!

And be sure to keep an eye out for all our other popular products, like the "Whatta Catch!" Flying Disc and the "Whatta Catch!" Power-Grip Softball. Plus, you can also buy extra Power-Grip Gloves and Footballs individually. That way, the whole gang can play at once!

Look for "Whatta Catch!" games at these and other fine retail stores:

BIG WHEEL  MEIJER  Z Venture  Drug Emporium

© Copyright 1992, Safe Care Products, Inc. International Patents Pending
"Whatta Catch!" products are marketed and distributed by Safe Care Products, Inc., Cuyahoga Falls, Ohio.
THE AVENGERS

CAPTAIN AMERICA: The veteran; when his shield talks, villains listen!

HAWKEYE: #1 with bow and arrow; his marksmanship is unequalled.

IRON MAN: Devastates the enemy with his armor's powerful pulsar ray!

THE VISION: His red ruby solar beam brings death from above!

"AVENGERS ASSEMBLE!"

The greatest team of Super Heroes the world has ever known, the Avengers, have smashed out of the arcades and onto the Sega Genesis with five stages of Super Villains straight out of the comics! Join Captain America, The Vision, Iron Man, or Hawkeye as you engage the evil forces of the Avengers' arch-enemy, the Red Skull! Encounter villains such as Ultron, Whirlwind, The Grim Reaper, The Sentinel, Mandarin and many others as you fight towards complete victory. Play two players simultaneously, alone, or to keep in shape, play the combat mode where you and a friend battle as opposing Avengers! Each Avenger comes equipped with his own special power: Cap knocks 'em dead when he throws his mighty shield; Vision wields deadly energy beams; Hawkeye drops the bad guys with his bow and Iron Man uses his powerful blasters! When things get rough, look for special guest Super Heroes to offer a hand.

CAPTAIN AMERICA and The AVENGERS

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IF YOU THOUGHT TETRIS® WAS FUN, LOOK WHAT WE DID TO WORDTRIS.™

ACID. BOMBS. DYNAMITE. OUR SCIENTISTS MADE IT HARD TO GET A WORD IN EDGewise.

This mind-boggling, falling-block Soviet game will burn you up, blow you away, blast your socks off. This time the falling pieces are letter blocks. Instead of forming lines, you form words. Horizontally. Vertically. They clear. You score. The pace quickens. Where’s that Magic Word? A Wild Card Block appears. The challenge builds as the levels go higher and the blocks fall faster and faster. You find our 50,000 word dictionary knows all. You’re in the mood for 2-player mode so you take on a friend. So much to do, so little time. More challenging than Tetris? You have our word on it.

Spectrum HoloByte
Spectrum HoloByte, Inc. 2490 Marina Square Loop, Alameda, CA 94501

THE WORD’S OUT. WORDTRIS IS AVAILABLE FOR GAME BOY® AND SUPER NES®.

For Visa/MasterCard orders call 24 hours a day, 7 days a week: 1-800-689-GAME (Orders Only). For product questions and availability call: 1-510-522-1164 (M-F: 9am-5pm PST)

Tetris is a registered trademark and Wordtris is a trademark of Electronic Arts. Licensed to Sphere, Inc., Spectrum HoloByte is a registered trademark of Spheres, Inc.

CIRCLE #159 ON READER SERVICE CARD.
SEWER SHARK, our action-shooter, takes you to a new realm of gameplay. Digital video of live actors and CD sound put you in the cockpit of this flight simulation shooter. Set in rat-infested sewers following a nuclear holocaust, you'll team up with ace sewer-jockey Ghost to transport supplies to human outposts. Your mission's clear: deliver the goods and fry the rats. Miss a turn and you're history. But make it all the way... and you're in Solar City, maxin' out to beaches, babes and awesome rays.

video clips and the awesome power to direct, edit and produce your own music videos.

At Sony Imagesoft, we're revolutionizing the video gaming world with a totally unreal lineup of games for the Sega CD. We're the first to put the power of music video creation in your hands with two music video games featuring smash music artists KRIS KROSS and C+C MUSIC FACTORY. They'll blow you away with incredible CD sound, digitized live-action music.

We've also taken CHUCK ROCK and our own movie-based Hook and powered them up for the Sega CD. With nine more levels than our 16-bit version, plus incredible new animation, Chuck Rock is definitely gonna kick butt and take names. And Hook for the Sega-CD, which features digitized scenes from the movie, never-before-seen computer graphics of Hook's ship, and CD-quality audio from the film soundtrack, takes our critically-acclaimed 16-bit game to the next level. So if you're looking for a totally new, totally unreal video game experience, you found it! From Sony Imagesoft: IT'S A WHOLE NEW GAME.

Call Motion Picture Home Entertainment, Inc. for information on your local retailer. ©1991 Sony Pictures Entertainment Inc. All rights reserved. KRIS KROSS and C+C MUSIC FACTORY are registered trademarks of City of Angels Entertainment. SEGA and the SEGA logo are trademarks or registered trademarks of Sega Enterprises, Ltd. or its subsidiaries. Images and art work are ©1991 Sony Pictures Entertainment Inc. учренной.® All rights reserved. Hook and associated characters and names are trademarks of Tri-Star Pictures, Inc. Chuck Rock and all related characters and elements ©1991 Sony Imagesoft. ©1991 SEGA of America, Inc. CIRCLE #120 ON READER SERVICE CARD.
THE SUSPECTS

Your "hosts": Mr. & Mrs. Victor Martin and their lovely daughter Sara.

The floorplan of the house and all the available options are at your disposal.

Looks can be deceiving: a glass wall with a trap door to get rid of intruders.

Too late for Lisa! This unsuspecting guest is about to be attacked!

Your "plant": Special Agent Kelly. She helps you nab the unwelcomed guests.

YOU MUST PROTECT THESE FIVE PEOPLE

TOP SECRET

Dear Agent,

This is your assignment: use the surveillance equipment in the home of Mr. and Mrs. Victor Martin to make sure no harm comes to the five guests staying there. You can't trust these hosts, however, and watch out for the dark-clad thugs lurking about.

This Night Trap, the latest CD-ROM game for the Sega CD! Under my orders, you have access to camera and audio equipment installed in eight rooms of the house, including the driveway. Scan each room, looking for anything suspicious. If you find one of the prowlers lurking about, you can capture him using the trap in that room. These traps, strangely enough, were installed by the house owners and are all activated by a color code. If the owners catch on to what is happening, they will change the code and you'll have to figure out the new colors! For the traps to work, a person must be standing on a certain spot. A beeping sound is heard when one of these intruders is in the kill zone.

If you let too many nastes escape, I will personally take you off the mission! Also remember that you'll be relieved of duty if you trap a guest you're supposed to protect. By the way, we have a spy among the five girls who will help you out whenever possible.

Using live action sequences, become the guardian, of those guests! But don't get distracted too long in one room: there is always time for someone to fail prey to the Night Trap!

Commander Simms

COMMANDER SIMMS

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HELLO, DOGMEAT!

Do you have the guts to take on the sewers and blow away the raptors and other nasties lurking below a major corporation? If your answer is yes, then Sewer Shark is your game! As one of the first Genesis CD-ROM releases, Sewer Shark takes you on a high-speed trip through the underground works of a city's sewer system! It's a messy job, but someone has to do it! Piloting your Hole Hog sewercraft, you and your veteran back-seat co-pilot, Ghost, must maneuver through twisting tunnels! Another co-pilot, the mechanical Catfish, speeds ahead of you, scouting targets! The objective is simple: blow away the rodents and follow the directions Catfish gives you. If you fail to follow them to the letter, you'll hit a dead end! Crash and burn! Watch the arrows at the top of the console - they show you which route to take. Also watch your Energy Level which displays available ammunition. If you run out, you get to do some quick maneuvering while prime targets pass you by!

So, do you think you have what it takes to face this disgusting menace? Then listen to your co-pilot and "pretend it's just a game!"

DOWN IN THE HOLE

In the "hole": You must set your sights on nasty critters and blow them away!

These annoying bats will follow you until you blast 'em to smithereens!

Blast off in the Hole Hog armed with deadly weapons and guiding sensors.

Memorize the directions Catfish gives you so you enter the safest gate.
BUNNY HOP MEADOW
A leisurely walk through an enchanted land. Can you find the secret world?

SECRET UNDERGROUND
This level can only be found by the best players. Bones galore! Enjoy yourself.

PLANET WEIRD
A planet filled to the brim with weirdos. Who could dream of such a place?

BAD TO THE BONE...

"Wonder Dog is not your ordinary pooch from outer space. He has powers beyond human comprehension. Can he jump, hover, and use stars to blast his enemies? But can he find his master, and rid the galaxy of a vile crime lord?"

CD-ROM power is packed to the max with full screen animation. The backgrounds are twisted and the enemies are very bizarre. Secret warps and bonus games add a unique flavor to this cart. Each level rocks with its own distinctive tunes. This is truly a game not to miss, no bones about it!

DOGSVILLE
It's a wacky, wild world where nothing is quite what it seems. Be cautious!

PLANET FOSSIA
Talk about air pollution! You can hardly see anything through this dark smog!

SCRAPYARD
You don't want to run into the giant cats or sewer rats living in this dark alley!

PLANET KINUS
Here is Wonder Dog's home planet. Free it from the grasp of evil and save the day!

LOONY MOON
Blast off into a nutty adventure on the moon. It really is made out of cheese!

FACT FILE
- MANUFACTURER: JVC
- MACHINE: SEGA CD
- DIFFICULTY: MODERATE
- AVAILABLE: NOW
- CART SIZE: CD-ROM
- NUMBER OF LEVELS: 9
- THEME: ACTION
- % COMPLETE: 100%
Enter the Jennifer Capriati Tennis Champions '93 Contest and See A Great Match.

Olympic gold medal winner Jennifer Capriati brings together some of the best players in the world to challenge you with power serves, baseline thunder, net volleys and exciting point rallies. All the realism of tennis is here, from the skid of a backhand shot past your opponent to the overhead smash for the match. Even create your own players for the circuit tournaments or just a quick exhibition match to build up your skills. And don't forget doubles because teamwork is always important in professional sports. Looking for a great match of tennis? It's right here in Jennifer Capriati Tennis, from Renovation Products for the Sega Genesis system.

What Gamers May Win:

GRAND PRIZE — One (1) all expense paid trip for two (2) to see Jennifer Capriati play in a tournament to be determined by Jennifer Capriati. Also included in the prize is a special meeting and autograph session with Jennifer plus two (2) Renovation Products T-shirts.

FIRST PRIZE — One (1) free game cartridge from Renovation Products plus fifty (50) lucky entrants in the Jennifer Capriati Tennis Champions '93 Contest.

SECOND PRIZE — One (1) free Renovation Products 100% cotton t-shirt to five hundred (500) lucky entrants.

How To Enter:

To qualify for the Champions '93 Contest, participants must win all four tournaments in Jennifer Capriati Tennis. When a player has won the complete circuit, a champions screen will be displayed with the statement “Congratulations on your great victory!” followed by the closing credits listing the creative designers behind Jennifer Capriati Tennis, plus a special option password. A photo of any of these screens will be accepted as proof of winning the circuits.

To enter, fill in the form or print your name, address, phone number, age and the words “Jennifer Capriati Tennis Champions '93 Contest” on a 5 x 5 card. Then mail your entry form along with a photo of your winning TV screen to Renovation Products, P.O. Box 641357, San Jose, CA 95164-1357. All prizes will be awarded to qualifying entries in the order they are chosen.

Contest Rules:

This contest is sponsored by Renovation Products and National Mailing Service. Only one entry per person. No purchase necessary to enter. Winners will be notified by mail. Prizes are for personal use only. All entries become the property of Renovation Products and National Mailing Service. Employees of Renovation Products and National Mailing Service and their families are ineligible to enter. Renovation Products and National Mailing Service reserve the right to disqualify any entry or entrant for any reason.

You can buy your Renovation games at Toys 'R Us, Rappaport's Electronics Boutique, Softstar Etc. and other fine retailers. Renovation games are also distributed by Ingram/Commtron. Order games direct by calling 1-800-677-4336.

Fill out coupon and mail to: Renovation Products
Jennifer Capriati Tennis Champions '93 Contest
P.O. Box 641357 - San Jose, CA 95164-1357

Name __________________________ Age ________
Address __________________________
City __________________ State ________
Zip __________ Phone __________

Did You Remember Your TV Screen Photo?

Renovation Products

Renovation and Jennifer Capriati Tennis are trademarks of Renovation Products, Inc. Sega and Genesis are trademarks of Sega Enterprises, Ltd. Endorsement used with permission © 1992 All rights reserved.
THE BLOODY CRUSADES

In years long past, a bloody scourge passed over the land. The so-called "crusades" of long ago brought destruction and suffering to innocent people. Religious and political views were forced upon them by the Templar Knights, working at the behest of the Kispins. The only hope: a lone warrior named Sadler, who previously thwarted one of these "crusades". This time however, he can't go alone, and enlistees needed help. You assume the character of Sadler and throughout the game, join forces with a variety of characters with special powers who travel together as a group. When it comes time for combat, however, you must do it alone - this includes fighting a Master of Evil in each land! As you move from place to place, buy more powerful weapons with treasures you find and get health potions to keep you going. Your life bar increases as you gain experience, and you also gain powerful magic spells. See if you have what it takes to defeat the evil crusades, or remain in exile!

Here you confront one of the Masters of Evil: this one says he is Sadler's brother!

Summon this demon to give you hints on what your next move should be!

ONE OF MANY CINEMAS: TRAPPED IN A ROCKSLIDE, YOU ARE CUT OFF FROM THE REST OF YOUR BAND!
NOW PLAYING ON SUPER NES™ AND GAMEBOY®!

Now this summer’s blockbuster movie bursts onto your video game screens with gut wrenching action over 11 laser-seared locations*. You become a perfectly engineered Universal Soldier — with extraordinary powers — battling the villainous Sergeant Scott across 2000 awesome screens. Armed with Triple Beam Lasers, Land Mines and a special Chaos Weapon, you are both “Ultimate Fighting Machines” — but only one of you can survive!

To order these great games, visit your favorite retailer or call 1-800-245-7744
TRAVEL TIME AND HAVE A BALL!

Soar through time with the latest pinball extravaganza for the Turbo Duo - Time Cruise! Travel back 45,000 years, or journey as far as 63 years into the future! You start with a main pinball playground. This is divided into three playing zones: the far right has two time portals, the middle zone has one portal, and the left zone has two portals. Not all of the time zones push the ball with flippers and bumpers. You also move the ball by golfing, manipulating and tilting it, depending on the level! Don’t worry if you lose all three balls, however, because you have one last chance to get an extra pinball at the end of the game. What a trip!

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45,000 YEARS AGO

Go golfing: Put the ball off each grassy cliff until you reach the bottom.

37 YEARS IN THE FUTURE

You must rotate the board to send the sphere into an Extra Ball position.

63 YEARS IN THE FUTURE

Till the platforms to roll the ball to the bottom and receive an extra one.

940 YEARS AGO

In this time zone, keep hitting the chest to make the numerals reach nine.

WARP MISS ZONE

Here’s another pinball area - aim for the roman numerals and score big points!
SPACE.
IN YOUR FACE.

WarpSpeed's™ full screen, first-person cockpit perspective puts you so close to the combat that your eyebrows may get scorched. Pilot one of four heavily armed Starfighters against multiple alien races. 16 hyper-fast enemy spacecraft come right at you in seven blazing battle scenarios — spinning, firing and flying with fluid 3-D animation. Over 500 way cool combat locations keeps the fighting fresh.

WarpSpeed for the Super Nintendo. Guaranteed to rearrange your face.

To order, visit your favorite video retailer or call 1-800-245-7744.
GET SHOCKED!

The good doctor says he wants to repair you, but can you trust him? Before you answer, you are transformed into Shock Man and the journey to find the doctor begins! In this side-scrolling action game, you can select between Sonya and Arnold. Each come equipped with an arm laser and a blast size that you control. However, you can also select both Sonya and Arnold, and control the pair simultaneously. In addition to double firepower, you have the ability to launch bouncing fireballs! There are also levels where the game becomes a shooter as you take on submarines and a variety of other craft! So shock your way to the top and get the doc... or else!

SHOCK MAN

High above the city, battle this hideous alien that attacks with killer missiles!

After the opening stage, take to your Shockmarine to fight aquatic nasties!

If you play as Sonya and Arnold, you have the power to change into fireballs!

FACT FILE

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<th>DIFFICULTY</th>
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<td>4 MEG</td>
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</table>
WHY BE A NOBODY?
BE A PRO!

Some games claim to be realistic: we are. Check out the rosters. Ever hear of their players? Larry? Joe? Super Batter Up is packed with actual Major League Baseball Players and their statistics. We've analyzed RBI, ERA, home runs, stolen bases, errors, speed, and throwing ability data to insure that our game plays like the real thing. From the national anthem to the 7th inning stretch Super Batter Up delivers the baseball action you deserve. Don't be an average Joe: You can be a baseball hero.

- One or two players.
- 8 megs of realistic graphics.
- 26 teams.

NAMCO HOME TEC INC. 3555-1 Scott Blvd. Suite 109, Santa Clara, CA 95054-3013

Super Batter Up is a trademark of Namco HomeTek Inc. ©1992 Namco HomeTek Inc. All rights reserved. Nintendo® and Super Nintendo Entertainment System® are registered trademarks of Nintendo of America Inc. Officially licensed by the Major League Baseball Players Association ©1992 MLBPA, MLB.
SAMURAI GHOST

FACT FILE

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<td>4 MEG</td>
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BEHOLD, KAGEKIYO!

The soul of the evil Shogun Yoritomo has risen and is building a legion of the dead for world conquest. Fearing the terrible outcome, the Eternal One pleaded with Andabaa the witch to raise Kagekiyo, guardian of the Heike clan, from the dead. Yoritomo and his men were vanquished once before by Kagekiyo and now they have withdrawn to the realm of the Dark Side where they await their resurrection. To prevent this, Kagekiyo now descends to the Dark Side...

POWER ITEMS

- **GOLD PIECE:** Money you need for bales of rice.
- **LIFE FIREBALL:** Restores one half of the life candle.
- **RICE BALES:** Restores one life candle completely.

Proceed northeast through the zones, heading for the HEART OF DARKSIDE.

The rocky desert is infested with giant blackbirds that want to claw our hero!

Jump through the jungle carefully as flying skullbeasts hamper your way.

Strike this skeletal Boss in his mid-section and watch him crumble!

This is the hag who ferries souls across the STYX and raises them from the dead.

Make your way through the ice and snow while avoiding the hideous fire bores!
Winning big has never been easier! Just answer all the questions listed below for your chance to win a huge 27" TV, a thumping stereo and a Super Nintendo. Your games will look and sound better than ever. Check out the back of the game packages for all information you need to win.

1 Grand Prize — 27" TV set plus a stereo system plus a Super Nintendo system, plus a SUPER ADVANTAGE™ from Asciware™!

1 First Prize — a Super Nintendo system, a SUPER ADVANTAGE™ from Asciware™ and a Nintendo Game Boy plus all Namco SNES and Game Boy games released by December 1992!


15 Third Prizes — one each of Namco SNES and Game Boy games.

Name __________________________
Address _________________________
City ____________________________ State ______ Zip ______

1. On the back of the Super Batter Up box who is up to bat for Oakland?

2. What's the score shown in the Post Game Show on the back of the Super Batter Up package?

3. What keeps you close to the action in Wings 2 Aces High?

4. What three types of missions do you perform in Wings 2 Aces High?

5. Name Dig Dug's enemies.

6. Name two weapons used in New Dig Dug.

Send all letters to Namco HomeTek Inc., Attn: Score Big.
An attitude,
An interview with two of the creators of Sonic The Hedgehog 2

tons of enemies,

How will Sonic 2 be different from the original?
Sonic 2 will be much faster and have many more new moves. Like "Spin Dash," which will propel him forward really fast. You can play alone or two people can play with or against each other. And Sonic has a new friend called Tails, a four-year-old fox that has two tails and is almost as fast as Sonic. Tails can also use his tail as a helicopter propeller to fly.

and a running

Will there be more levels?
Yes. Over twenty different stages now. There are a lot of new challenges, like corkscrews and a chemical factory. Also, Dr. Robotnik is back and he comes with 25 different enemies. My favorite is the coconut throwing monkey.

mate with the

How do you get your ideas?
All kinds of ways. For example, when Dr. Robotnik captures animals, he puts them in a metal shell. We got the idea for that from a movie we saw as kids, in which a giant gorilla is encased in armor. Ideas can come from anywhere.

mind of a four-year-old.

How do you go about creating a game?
We start with a storyline, and then create the action and graphics. But we change the storyline a lot as we go, so we have a writer who works with us. For example, we added the Mechanical Zone after we decided to put the animals in the metal shells.

(No, it's not another presidential election.)

Is there anything you'd like to say to Sonic 2 players?
Take care of Tails. Look for many hidden rooms. And have fun. Having fun is the most important thing.
SWAMP THING

ECOLOGICAL AVENGER!

Join our favorite creature from the Louisiana bayou in a war against the evil Dr. Anton Arcane who seeks the bio-restorative formula that transformed Alec Holland into the massive Swamp Thing. With a portion of the formula, Arcane created a legion of horrible mutants known as The Un-Men, ordered to capture our swamp hero. Lead Swamp Thing in his pursuit of Arcane and put an end to his twisted plans.

EXTRA LIFE
Located in hard-to-reach places of some levels.

BEAKER
Adds one life bar to the health meter.

GREEN ROCK
Swamp Thing performs long-distance attacks.

The swamp is infested with giant bugs. Knock them out with a punch or a stone!

Search for power-ups and helpful items scattered here. Dodge the jumping fish!

This level is crawling with skull boulders that pop their eyeballs toward our hero!

Swamp Thing can gather different objects to hurl at Arcane’s monsters!

Before the game begins, a cinema explains the origin of Swamp Thing.
Man-Eating Fish.
Deserted Planets.

Better Sleep With The Light On.

This Halloween is going to be scarier than ever with Dead Moon and Ghost Manor. The two newest 16-bit TurboChip games from TurboGrafx. Here's the trick. In Dead Moon, you have to save the planet from invading aliens. Or in Ghost Manor, help Arthur escape the haunted house of horrors to save the town. Here's the treat. You can play both games on your TG-16 or TurboExpress.

If somehow you survive either game and want to see what's in store for you next, send for a free 20 minute video about the new Turbo Duo and software line-up. Just include your name, address, age, sex and tell us which game system you use now to:

Free Video Give-Away
Turbo Technologies, Inc.
6701 Center Drive West Ste. #500
Los Angeles, CA 90045.

Dead Moon is a trademark of @ 1991 Natsume. Ghost Manor is a trademark of @ 1992 ICOM Simulation. Available at Toys "R" Us, Babbage's, Electronics Boutique, The Good Guys, Software Etc., Walden software and through Sears Catalog.

CIRCLE #101 ON READER SERVICE CARD.
ROBO GOES RENEGADE!

OCP is sending in Rehab Officers to clear the streets of Old Detroit for the construction of Delta City. When ROBOCOP sees helpless families forced from their homes, he joins the movement to battle the Rehab Units. Luckily, ROBO is loaded with a multi-weapon arm attachment complete with a bore cannon and smart bomb. Help this super-cop save the innocent families and bring order to the city!

The city streets of Cadillac Heights are being overrun by mammoth weaponry!

ROBOCOP takes to the air with his new jetpack. Avoid the oncoming missiles!

After a rough day of fighting crime, head to the lab for some much-needed repairs.

---

High Speed Chase.

Hit the road, Jack, and don't you come back until you've cleaned up the streets of New York City! In this new 16-bit game from Taito, slide behind the wheel of your own supercharged Chase 92854 patrol car. Race through the streets of New York City until you locate the fugitive, and then ram his car so you can make your arrest. If you complete your missions successfully, you'll receive a special commendation. But if you fail, the only way you'll be cleaning up the streets is with a broom and a dustpan.

Available at Toys "R" Us, Babbage's, Electronics Boutique, The Good Guys, Software Etc., Walden software and through Sears Catalog.
Tiny Toon Adventures Cartoon Workshop

Babs Bunny is trying to shoot poor defenseless Furball with her water pistol. Plucky Duck flies through the wild blue yonder in search of Furball.

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CART SIZE: 4 MEG  NUMBER OF LEVELS: N/A  THEME: EDUCATION  % COMPLETE: 95%

Lights, Camera...

Now you can animate all of your favorite characters from the Tiny Toons Adventures. Choose your background, special effects, sound, and start filming!

Become the director of a slapstick comedy, or an action-packed thriller. You can even add a soundtrack of Loony Tunes music. Select your favorite Toon, and get ready for a bunch of animated laughs.

High Speed Collision

Hit the Ice

Hold on to your bicuspids, because Taito has a smashing new 16-bit hockey game for your TurboGrafx-16. First, assemble your team from our all-star lineup of free agents. (Good looks, bathing, and teeth are optional.) Then hit the ice, where you can take your team to the championship tournament or face off in a penalty shot contest. It's a grueling, tooth-jarring battle, so may the best team win. And may the losers have dental insurance.
Evil bosses will attempt to end your quest early!

Sliding penguins try to tackle you to the ground!
Pulverize the poodles with your big elephant butt.

Watch out for this tower; it's an eye-full of danger.

This snow-covered ski lodge is filled with icicle spikes!

Race to the trapdoor to gain your freedom and victory!
The creepy zone will surprise you with its many obstacles.

C.J. ELEPHANT

STUNT BUGGIES

F16 RENEGADE

GO! DIZZY GO!

FOUR TIMES THE FUN!

Camerica has packed four enjoyable games into one cartridge. Explore a strange and mystical world with C.J. the elephant. Defuse bombs while avoiding spies in Stunt Buggies. Hit Mach 5 with F16 Renegade, and journey through a puzzling world with Go! Dizzy Go! Quattro Arcade's games address four very different video themes. Everything from action to adventure to an intense shooter is packed into one cart!

Fact File:

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<td>2 MEG</td>
<td>30+</td>
<td>ACTION</td>
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EVERYONE IS REALLY EXCITED ABOUT ZONK.

[Well, everyone except our photographers.]

If a picture is worth a thousand words, then you'd better be a speed reader to catch this guy. Zonk is his name, and Air Zonk is his game. He's been sent into the future by that hard headed superhero Bonk to do battle with hoards of mutated cyber robots.

In this futuristic 16-bit setting, you'll soar through five different levels of intense action. And if you're feeling lonely, team up with one of Zonk's bizarre cyborgian friends to help you in your adventure. Each friend has different weapons and abilities that will come in handy. (And if nothing else, they're all really goofy looking.)

So focus your efforts on getting Air Zonk. He's the picture perfect video game hero. Well, almost.

Air Zonk is a trademark of © 1992 RED and © 1992 Hudson Soft. Available at Toys "R" Us, Radio Shack, Electronics Boutique, The Good Guys, Software Etc., Walden software and through Sears Catalog. CIRCLE #101 ON READER SERVICE CARD.
BEST OF THE BEST
CHAMPIONSHIP KARATE

FIGHT THE BEST
Do you have what it takes to be called The Best? Here is your chance to find out with the latest fighting game, The Best of The Best! Take to the ring for a series of kicks, punches, jabs and sweeps as you face a variety of kickboxing champions! You can fight in the ring, or enter the practice gym and sharpen your boxing abilities. Watch your life meter; it shows the hits you or your opponent have made throughout the confrontation. Battle to be the Best!

3-WAY KICK
Kick high, low or in the middle. You can also use your fists.

Check your life meter in the spotlight while the audience cheers you on.

FACT FILE
MANUFACTURER | MACHINE | DIFFICULTY | AVAILABLE
--- | --- | --- | ---
ELECTROBRAIN | NES | MODERATE | DECEMBER

CART SIZE | NUMBER OF LEVELS | THEME | % COMPLETE
--- | --- | --- | ---
2 MEG | 22 | ACTION | 100%

Practice makes perfect. Test your kicking abilities in the gym before the big fight!
TurboGrafx-CD Super System Card

For the super low price of $65 you could choose the Super System Card without the extra software.

But, for the low price of $95 you get the Super System Card +

You will also receive three games in one CD:
Gate of Thunder
Bonk's Adventure
Bonk's Revenge

The Choice is yours!

The Super System Card will add to your thrills with the addition of four times the memory capacity of the older TurboGrafx-CD games. With this increased storage, you will experience incredible sound and scaling graphics. TurboGrafx-CD system users have no worries! With the Super System Card you will have all the power of a Turbo Duo System. It completely enhances the TurboGrafx-CD system so you can play all the awesome CD games!

These Super CD Games COMING SOON!

Dragon Slayer
October '92
$49.99

Shape Shifter
October '92
$49.99

Prince of Persia
October '92
$49.99

Shadow of the Beast
October '92
$49.99

Loom
November '92
$49.99

Forgotten Worlds
November '92
$49.99

Camp California
January '93
$49.99

Winds of Thunder
(Tentative Title)
February '93
$49.99

Dungeon Explorer II
March '93
$49.99

Riot City
March '93
$49.99

To order call: 1-800-995-9203
CIRCLE #101 ON READER SERVICE CARD.
Meet the Family

- Judy
- Astro
- Elroy
- Jane

The Jetsons

Cogswell Cogs is violating space law by destroying a planet for profit. Join George Jetson in his quest to stop Cogswell. The whole family will give you advice, including Astro! It's an out-of-this-world adventure!

Fast-paced and creative side-scrolling levels set this cart out above the rest. Hidden warps and cool tools add to the complexity. The detailed backgrounds are fun to watch, and the enemies are hilariously animated. This game provides hours of challenging entertainment!

Fact File

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<td>3 MEG</td>
<td>13</td>
<td>ACTION</td>
<td>90%</td>
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GET YOUR GENESIS READY FOR

REAL TEAMS
REAL PLAYERS
REAL FOOTBALL

★ 28 NFC/AFC teams
★ For 1 or 2 players
★ Changeable playbook
★ Team stats & data
★ Create your own pro bowl
★ Coach mode (you call the plays)
★ Real team players
★ Save game results
★ Full 17 week season
★ Weekly stats & standings
★ Substitutions & injuries
★ Cinema Screens

COMING SOON
to your
Genesis Dealer

CIRCLE #123 ON READER SERVICE CARD

PLEASE RUSH ME THE SPECIAL ADVANCE SPECIFICATIONS ON TECMO SUPER BOWL AND A LIST OF STORES WHERE I CAN GET TECMO SUPER BOWL.

NAME: ____________________________
ADDRESS: _________________________
CITY _______ STATE ______ ZIP ______
AGE ______
**Squirrelly Heroes**

At Frostbite Falls the daring duet receive a telegram stating that Bullwinkle's great-grandfather has left him an inheritance in England. The famous team of moose and squirrel head out to claim the cash but Boris and Natasha have other plans. The evil pair plan to impersonate them and claim the loot. As you travel to England you can switch between your favorite heroes. Geared towards a younger audience, fans of all ages can still enjoy this wealth of adventure.

Use your oversized antlers and become a royal pain in the "butt" to old Boris.

As Rocky, you can sail across different levels with the greatest of ease.

Pick up bombs whenever available and let them fly on the bad guys.

---

**Useful Items**
- Find keys to open doors.
- Restore some energy.

**Fact File**

- **Manufacturer**: T-HQ
- **Machine**: NES
- **Difficulty**: Moderate
- **Available**: December
- **Cart Size**: 3 MEG
- **Number of Levels**: 5
- **Theme**: Action
- **% Complete**: 80%
TECMO SPORTS

ARE YOU READY FOR REAL 5 ON 5 FULL COURT NBA ACTION?

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

NINTENDO ENTERTAINMENT SYSTEM

TECMO NBA BASKETBALL

COMING SOON

for the Nintendo and Super Nintendo Entertainment Systems

CIRCLE #123 ON READER SERVICE CARD

PLEASE RUSH ME THE SPECIAL ADVANCE SPECIFICATIONS ON TECMO NBA BASKETBALL AND A LIST OF STORES WHERE I CAN GET TECMO NBA BASKETBALL.

NAME: __________
ADDRESS: __________
CITY: __________ STATE: __________ ZIP: __________
AGE: __________

Send to: TECMO INC., Dept. NBA-E
Sequoia Commerce Center
19260 So. Van Ness Ave.
Torrance, CA 90501
Unlike

An interview with Bert Schroeder, Producer of
Batman® Returns on Sega CD®, Genesis®, and Game Gear®

Bert’s wife,
you’ll appreciate

How will the new Batman Returns games be different from the previous one?
There are a lot of new weapons based on the movie, like access to the utility belt, so there’s tons of cool stuff to use. And the CD version has incredible scaling and perspective. It’s very realistic. For instance, it has a driving sequence with the Batmobile, and you’re the driver.

What are your favorite parts of the game?
In Batman Returns there’s a level near the end where you fight The Penguin’s Duckmobile. You launch all your weapons and use your wings, to jump from iceflow to iceflow. The best thing about all these games is they’re never over when you think they are.

the long,

How is the music on the CD version?
Spencer Nilsen is scoring some original music. The sound is CD quality, so it’s really awesome. And we’re using fully digitized sound effects to help heighten gameplay. Which means that you’ll feel like you’re actually in the game.

hard hours

Were the games difficult to create?
Yeah, but we enjoyed it. There were some fun times. For instance, we really enjoyed being on the Warner Brothers set watching them film in The Penguin’s Lair. Our idea for the slanted building in the Genesis version came directly from that set. Of course, creating the games took time—more than a year—but when they come out great, it's worth it.

he’s spent at the office.

SEGA
LOCK AND LOAD FOR PSYCHEDELIA!

We've all played our fair share of shooters and some of them were really great, but the guys at SNK have pulled out all the stops for VIEWPOINT! This cart has one of the finest soundtracks ever to appear on a game. It takes you from hardcore house music to a middle eastern shuffle and nearly everything in between.

The graphics in this shoot-em-up game are incredible. The colors are vibrant and the artwork is truly three dimensional. You have a number of special weapons at your command including a sonic blast, wall of fire, and homing missiles. If you own a NEO GEO then your dreams have just been answered. Blast off baby!

Fasten your seat belt and get ready for the ride of your life! 4, 3, 2, 1... Blastoff!

Be careful when entering the circular barrier. One wrong move and it's over!

It will take a fast trigger finger and a sharp eye to open these colossal gates!

Don't even bother to shoot the adult slugs - just go for their helpless babies!

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Electronic Gaming Monthly
These slinking towers of doom are instant death!

Hope you saved some bombs for this creature!

Hesitate here and you've seen your last battle!

The psychedelic fish are beautiful but deadly!

This annoying beast will follow you relentlessly!

Better get the force field to deal with this big fish!

Just fly past these worms; you can't kill 'em!

Woe is he who lets these evil guys charge up!

Many of the giant boss ships will appear twice!

This monstrous beast can eat ships like candy corn!

The centipede will block shots for the big boss!

Just look at this guy! You know he's trouble!

Get ready for a bloodbath! These rockets charge you with force fields.

Keep your eyes on the bullets or you'll be blinded by the sniper attacks!

BAD BOSS!

PHASE ONE

PHASE TWO

PHASE THREE

PHASE FOUR

The many mutant phases of the final boss!
PUSHING THE RIGHT BUTTONS

That pesky holiday season is almost upon us and here's a way you can score massive brownie points with your friends! Order *Wizard* (for you or as a gift for your friends), and receive a limited edition Santa card as a free gift, available only through this offer!

**YES!**

Wizard is the best thing since reindeer crap on the roof!
Send it to me *FAST* and don't forget my free gift!

- 12 SIZZLING ISSUES FOR JUST $37.95!
- 24 SIZZLING ISSUES FOR JUST $59.50!

**Send check or money order to:**
Wizard Press
Subscription Dept.
P.O. Box 6782
Syracuse, NY 13217

**or charge my:**

- VISA
- **[Credit Card Image]**

Cardholder name:
Account #:
Expiration date:
Signature:
Telephone number:

See SPOT swing, soar and space out in his latest adventure with the Game Boy! That mischievous red drone has made a break again. Help SPOT jump through clouds, escape from the forest, and a craaazzy fun house, orbit space and even fly through the air in his jet pack—all to get back to the safety of his bottle. That is... when he wants to!

FEATURES:
- Placeable track and platforms which you control
- Breakaway tracks that let you move from one track to another when you want
- A special bonus level

Virgin GAMES

WRITE YOUR OWN TICKET TO ADVENTURE!
One Grand Prize Winner Will Receive A Cool Adventure Weekend For Four!
In 250 words or less, share your idea of the coolest adventure!

Send your adventure idea, name, address, age and phone # to us at
Virgin Games Inc. ATTN: SPOT 10001, P.O. Box 409 Elyria, CA 95714

Adventure limited to $1,000 for transportation and lodging.
Not sponsored by Nintendo.

CIRCLE #115 ON READER SERVICE CARD.
MEGA ADVENTURE!

The third installment of the incredibly popular Mega Man series has arrived for the GameBoy! Dr. Wily has taken control of an oil platform and is drilling through the Earth's crust to tap the planet's natural energy. Before Mega Man can stop Dr. Wily, he must defeat eight robot foes and save the Earth at all costs!

Make your way toward Dr. Wily's castle and put an end to his sinister scheme!

This polar fiend is out to get you as he launches exploding eggs your way!

Mega Man must maneuver himself through many tricky stages. Good luck!

Each Boss has a different attack pattern depending on its mechanical make-up...

YOU GOT SHADOW BLADE

...and after defeating one of Dr. Wily's robots, you'll receive its enhancement!

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DR. WILY'S ROBOT MASTERS

- SPARK MAN
- GEMINI MAN
- SNAKE MAN
- SHADOW MAN
- DIVE MAN
- SKULL MAN
- DRILL MAN
- DUST MAN
I'M MARTHA SPLATTERHEAD... RENEGADE CYBORS AND FABULOUS BABE.

I BAILED ON THE MILITARY AND HAVE COME TO TAKE OVER ALL THE GANGS IN NEW YORK CITY.

NOT EVEN MY OLD BUDDIES THE COMBATRIBES CAN STOP ME NOW!

DON'T COUNT ON IT, SPLATTERHEAD!!

JUST BECAUSE YOU WERE ONCE PART OF THE UNIT, DOESN'T MEAN BULLOVA, BLITZ AND I WILL SHOW MERCY ON YOU AND YOUR BOOT-LICKING GANGS!

WHY, BERZERKER, YOU WOULDN'T HIT A LADY, WOULD YOU?

THWAAAACK!

CYBORGS AIN'T LADIES!!

Special "VS. Mode" lets you battle as any of the 16 gonzo characters and go toe-to-toe with everyone—even your fellow Cyborgs!

The Big Apple's gone rotten and an old ally is at the core.
Your mission: destroy Martha Splatterhead—former Combatribe-babe turned Gotham gang-queen. But before you get close to this renegade mama, you'll have to do some head-bashin' with five of New York City's most feared gangs—on their turf!
CRASH, BAM, BOOM!

Welcome to the world of self-torture. Assume the role of Slick, one of those S&M-lovin' crash dummies, and subject yourself to many dangerous experiments and safety checks ranging from wrecking cars to disarming bombs. Earn big money by completing each task with the least amount of destruction and mayhem.

Before you begin, attempt a stunt dive atop this flaming building and crash into the target. Before crash testing this new air bumper, collect cannisters for better protection. Test out the new ski slope by hitting as many flags as you can on your run. As a quality control inspector, you must blow out the lit fuse from each bomb.

Word from Slick: "Don't be a dummy. Always buckle your safety belt!"
The exciting world of Ultima games comes to Game Boy for 1 or 2 players. Now get the adventure of Ultima in an all new portable game! The villainous Black Knight has stolen the eight runes of virtue! It's your quest to get them back. Guide your character on a heroic quest through the lands and dungeons of Britannia. Who will you choose to be: Mariah the Mage, Iolo the Bard, Dupre the Fighter or Sharnino the Ranger? Explore the dungeons, discover magic weapons and potions, and battle an overwhelming variety of monsters: bats, rats, jaggars, gremlins and wizards.

Ultima Runes of Virtue is a completely new game designed exclusively for Game Boy by the original Ultima designers. You'll enjoy the same hours of challenge and adventure that you've come to expect from an Ultima game.

"Finally there's an adventure for Game Boy to rival the scope and excitement of such NES 'hits as The Legend of Zelda.'" (Nintendo Power, Vol. 23, April 1991)
Sara Connor races through the huge Cyberdyne complex, avoiding the police!

Freeze the T-1000 with liquid nitrogen and make a break for the factory.

The T-1000 has infiltrated Cyberdyne Systems. Escape before he finds you!

**COME WITH ME IF YOU WANT TO LIVE!**

Out of the apocalyptic fires of a nuclear holocaust, a lone warrior must journey to save mankind from the brink of extinction. From terminator to protector, you must now save young John Connor from the relentless, quasi-liquid killing machine, the T-1000!

As in the coin-op, T2 features incredible scaling and great graphics that plunge you head first into the battle of tomorrow. Power up your gun and get ready to save the human race from technology gone mad!

**FACT FILE**

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<th>DIFFICULTY</th>
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<tr>
<td>2 MEG</td>
<td>6</td>
<td>SHOOTER</td>
<td>100%</td>
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This defense gate holds the key to the ultimate ride—a dangerous trip through time.
CATCH THE TAITO HEAT WAVE

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

Panic Restaurant

Oversized mutant morsels are at their boiling point. Indulge in a meal of madness, so spicy, it will make your eyes water. These dirty dishes need to be cleaned up, so grab your pen and start cookin'!

The Jetsons

Cogswell has violated the rights of the aliens by setting up a mining colony. Help George gather gadgets that will help him get to the colony and shut down the power. George's clumsy habits will have to be overcome.

UFO Rescue

This hard-hitting cart will cause some real headaches. You'll need to unleash your tael fists on some bad dudes and crazy creatures. So, punch-in because this job will take a real superhero!

On the Bally

Behold! The ultimate brain buster! Rotate the maze after maze as you try to get your ball through before time runs out. Levels of geometrical motion will keep you dizzy. You'll have a ball!

Fred uncovers a treasure map and sets off on a wild adventure to find the loot. Help Fred through seven adventure-filled stages in this journey.

GAMES

TAITO
THE ONLY GAME IN TOWN.
SPOT'S
COOL ADVENTURE

FACT FILE
MANUFACTURER  MACHINE  DIFFICULTY  AVAILABLE
VIRGIN         GAMEBOY   MODERATE   FEBRUARY

CART SIZE  NUMBER OF LEVELS  THEME  % COMPLETE
1 MEG       12            ACTION  100%

A BIT SPOTTY?

Spot, the lovable dot with limbs and shades, is back for more adventure. Instead of appearing in a board game, Spot has decided to take a more direct role in his play! Now you get to move Spot through his Cool Adventure! You start in Carbonated Land, but soon move on to more complex and difficult worlds! Spot doesn't just walk; he also jumps and crouches his way past the nasties on his trail. If blocks are found nearby, Spot can use them to bash his enemies or to build staircases to get hard-to-reach items. Some of the pests that attack Spot will also help him! If Spot jumps on their back, he can then do a double jump! Collecting dots is also essential to increase your score.

Spot has a life meter which decreases each time he is hit. If Spot falls into water, however, he loses a life! There are also life containers along the way that replenish Spot's life bar completely. See what you've got - follow the adventures of Spot!
Think fast. This is definitely no ordinary poker game. Counting the cards is not so easy when you're dealt a new one around every five seconds. It'll take all the concentration you have to beat this game. Of course, a little luck couldn't hurt.

Think all you like. In fact, take all the time you need to figure out 100 increasingly challenging and involving puzzles that may make you forget what planet you're on. By the way, make sure you have plenty of spare batteries.

"...one of the most entertaining hand-held brain teasers to come out yet."
-Electronic Gaming Monthly

"...Lazlos' Leap is a certified brain-drainer."
-Nintendo Power Magazine

It's no wonder why Mom and Dad love playing your Game Boy so much, but they may not be willing to admit they'd like some games of their own. Wrap up these two brain-teasers and who knows, they may just keep your Game Boy® and buy you a Super NES™.
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PRINCE OF PERSIA

YOU'LL WISH FOR A MAGIC CARPET!

You have been imprisoned by the insidious Vissor Jaffar, an evil being bent upon ruling the land. He wants to marry the Sultan's daughter, thus securing his grip on the throne. The princess, on the other hand, thinks only of you. Can you escape from the dark confines of the prison and save your love? Will you become the next Prince of Persia?

The Game Gear perfectly recreates this computer classic with all the action, mystery and danger intact. The animation is unmatched by all other portable games. A password allows you to continue your perilous journey, and the ease of play will amaze you. Now if only you had a magic lamp...
IT'S A KO!

GEORGE FOREMAN'S KO BOXING™

FEEL THE HEAT!

Get ready for the hottest sports games this side of the major leagues. Feel the heat of Roger "The Rocket" Clemens with realistic over-the-shoulder fielding and interactive close-up plays. Get ready to rumble as George Foreman and show the world the power of a Big George Super Punch! Take it to the hoop with 27 NBA All-Stars in the most intense one-on-one b-ball action! Tackle Super High Impact™ for all the bone-crunching football excitement of the arcade smash!

When you're tired of watching from the sidelines... it's time to Play with the Pros!

JAM IT HOME!

NBA® ALL-STAR CHALLENGE™

BONE-CRUNCHING!

CIRCLE #150 ON READER SERVICE CARD.
LEVEL ONE: THE STREETS
Free the captives from the Columbian drug lords.

LEVEL TWO: ROOFTOPS
Watch out for a dangerous ambush on the roof!

LEVEL THREE: CITY SLUMS
Take to the streets, killing everyone in your path!

LEVEL FOUR: SUBWAY
Blast the armed drug dealers hiding in the car!

LEVEL FIVE: SLAUGHTERHOUSE
Dodge the chopper's assault of bullets!

LEVEL SIX: ALIEN SHIP
Seize this truck full of drugs before it gets away.

This sleazy subway is a haven for city crime!
The slaughterhouse is crawling with CIA agents.

Fight the relentless alien hunter on his own ground.

PREDATOR 2

HUNT IN THE BIG CITY BADLANDS!
The galactic headhunter is back! Now you can do battle with him wherever you go on the Game Gear! Take the role of Lieutenant Mike Harrigan, a tough cop who is out to clean up the streets of Los Angeles from the drug lords that have taken over. Watch out for the new guy in town who won't stop until he's satisfied with his quarry!

Set up in a fast-paced side-scrolling fashion, this game contains an arsenal of weaponry ranging from shotguns to assault rifles to the Predator's disk blade! Get ready for some action!

FACT FILE
MANUFACTURER: FLYING EDGE
MACHINE: GAME GEAR
DIFFICULTY: MODERATE
THEME: ACTION
% COMPLETE: 100%

CART SIZE: 2 MEG
NUMBER OF LEVELS: 7
AVAILABLE: NOW
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CIRCLE #144 ON READER SERVICE CARD.
Contest Winners

Here are the correct answers in our recently concluded Defenders of Dynatron City contest.

<table>
<thead>
<tr>
<th>Name</th>
<th>Picture</th>
<th>Power</th>
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</thead>
<tbody>
<tr>
<td>Ms. Megawatt</td>
<td>F</td>
<td>C</td>
</tr>
<tr>
<td>Toolbox</td>
<td>E</td>
<td>F</td>
</tr>
<tr>
<td>Monkey Kid</td>
<td>B</td>
<td>E</td>
</tr>
<tr>
<td>Jet Headstrong</td>
<td>A</td>
<td>B</td>
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<tr>
<td>Radium Dog</td>
<td>D</td>
<td>A</td>
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<tr>
<td>Buzzsaw Girl</td>
<td>C</td>
<td>D</td>
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</tbody>
</table>

The seven(7) first place winners are:
Jason Alaine, Blaine, MD
Marc Kedjora, Hartsdale, NY
Albert Siebert, Saratoga, CA
Billy Taulbee, Bulan, KY
Jennifer Colman, Columbus, OH
Roslyn Scinta, Chesapeake, VA
Ruth Cartwright, Waukesha, WI

The eight(8) second place winners are:
Matthew Weaston, Mt. Gilead, OH
Bobby Chuck, Honolulu, HI
Jeffrey Nachem, Staten Island, NY
Souk Khanhsila Jr, Shreveport, LA
Dan Kilmut, Edwardsville, IL
Jeremy Omo, Concord, MI
Jason Larson, Tempe, AZ
Joe Kell, Manitowoc, WI

The Twenty Five(25) third place winners are:
Derek Antoine, Queens, NY; Jay Liu, Silver Spring, MD; Nick Archer, Millbrook, AL; Dave Woodard, Charlotte, NC; Jose Jamie, Baldwin Park, CA; Michael Grant, Cheyenne, WY; Vincent Parras, Hayward, CA; Michael Kelly, Durham, NC; David Bailey, E. Amherst, NY; John Tobin, Wilmington, MA; Rickey Roussel, Carson, CA; Daniel Carrique, Alpena, MI;
Andy Lang, Xenia, OH; Danny Kung, Rohnert Park, CA; Jonathon Svarzbien, El Paso, TX; Adam Moody, Fox Island, WA; Jeremy Anderson, Atkin, MN; Ryan Underwood, St. Peters, MO; Sean Fraser, Lancaster, CA; Jim Zeiher, St. Clairsville, OH; Fred Lindenstruth, Pawaukee, WI; Tahir Youngblood, Cincinnati, OH; Aaron Phelps, Chico, CA; Herbert Barnes, Frost, MS; Tyler Aiello, Milwaukee, WI

FREE GAME INFORMATION!!

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

Circle the appropriate Reader Service Numbers to receive FREE information on the games and products in this issue! Then complete the Survey Questions and you'll be automatically entered into this month's drawing of EGM's FACT-FILE Game Give-Away!
WIN BIG WITH EGM!

Get ready for the ultimate video game contest - only from EGM! Each month the kindly companies listed below have agreed to smuggle out to us the latest and greatest games we profile in every issue of EGM! Not being the stingy sort, we’ve decided to pass these carts along to you because that’s the real reason why companies send them to us in the first place. Anyway, if you’d like a jab at these gaming goodies, simply detach the reader survey card, answer the questions, and mark which system(s) you own. Once we find a box, we’ll put all your cards together and start pickin’! Remember to read the rules carefully, and enter today!

The following companies are contributing to this contest:
Activision, Acclaim, Arena, Atari, Atlus, Bignet, Capcom, Dynamix, FCI, Electronic Arts, Hudson, Jaleco, JVC, Konami, Mindscape, Namco, Nintendo, NTVIC, Sunsoft, Takara, Tradewest, Turbo Technologies

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

Winners will be listed in the Jan. EGM!

Contest Rules: All entries must be received before December 1, 1993. EGM or the judges are not liable for lost or misdirected mail. One entry per person, multiple entries will be disqualified. Prizes are not transferable. Illegible or incomplete entries are ineligible. Void where prohibited. The decision of the judges is final. No purchase necessary to enter. Contest is not open to employees of Sendai Publishing Group, Inc. or to members of their immediate family. Taxes are the responsibility of the winner. Approximate value of prizes is $800. Prizes will be forwarded to the winner when final production copies are available. One prize per household. Pneumonoultramicroscopicsilicovolcanoconiosis. Go look it up. Determination of winners will be made through a random drawing. The decision of the judges is final so don’t whine if you lose.
Use your money wisely! You'll need certain modifications for each new level.

The victor gets a trophy, cash, and the babe...

Race 1 - Sidewinder

Race 2 - Wipe Out

Race 3 - Big Dukes

KEEP ON TRUCKIN'

Get down and dirty in a racing game for all off-road trucking fans. Most racing games put you on a well-maintained track with expensive race cars. But for hard core rugged racers, there is nothing like bumpy and rough terrain. After each treacherous level you'll be awarded a cash prize according to the place you finish in, along with any money picked up during the race. The cash can then be used to upgrade your truck with enhancements or saved for future races. The driving action is fast, especially with nitro assist, as three other determined drivers all fight for the finish line!

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<td>8 MEG</td>
<td>8</td>
<td>ACTION</td>
<td>100%</td>
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Fasten your seat belt! With BATON TECHNOLOGIES' new TELEPLAY™ SYSTEM, you're about to experience the future in out-of-this-world, head-to-head competition with your friends...whether they're down the block, across town, on Nintendo® or Sega™ Genesis™!

That's right: two screens, two players, two different locations, the same or different formats. You can even attach a PC-keyboard for expanded capabilities! With the TELEPLAY™ SYSTEM, the possibilities are awesome! Your friend can't watch you, so you can make all your ingenious tactical maneuvers and covert actions in complete secrecy!

He'll never know what hit him until it's too late!

The TELEPLAY™ SYSTEM by BATON hits Earth in Spring 1993. It uses the latest in telecommunication developments to let you play against someone in another location. It comes equipped with TERRAN WARS, a head-to-head, fast action, arcade style space game, yet it costs about the same as one 8 megabit cartridge! 8 additional action-packed titles will be released in 1993!

Want to learn more? Call (602) 437-9659.

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The grass is cut. The leaves are raked. Enough is enough. Take things into your own hands and get free Game Gear software by cutting out this page and filling it in as directed. Then, just send it to us with the following: the original store cash register receipt and the proof of purchase (UPC code) from a Sega® Game Gear® The Sonic System™ (SKU #2121), purchased between November 15, 1992 and December 31, 1992; a completed purchase registration card from inside your new Game Gear system (the one with Sonic

some free

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inside); and a check or money order for $3.50 US dollars (no cash, stamps, or C.O.D.’s) to cover shipping and handling (make it out to “Game Gear Christmas Promotion”). We’ll send you one of the following games, according to availability* (fill in your preferences below): Shinobi®, Columna®, Chessmaster®, Solitaire Poker®, World Class Leaderboard®, Golf, or G-LOC® Send it to Game Gear Christmas Promotion, P.O. Box 4957, Hayward, California 94540 4957. All items must be postmarked no later than Jan. 31, 1993.

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Store Where Purchased_________________________1st Choice__________2nd Choice__________3rd Choice________

butt.
DO YOU FEEL LUCKY?

Welcome to the mean streets of Steelburg, U.S.A. We join our hero in the office of the chief of police. The chief is livid about the three cars Dirty Larry has crashed this week (all in the line of duty, of course). After reprimanding the renegade cop, he sends him to the Knight Shade Hotel to apprehend one Harold Snuff, a.k.a. Mr. White, an iceman boss.

Talk about all-out action! This game packs it in. You'll definitely get a kick out of the story and the accompanying cinemas. Luck and load, then get ready for a blast with Dirty Larry, Renegade Cop!

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<td>2 MEG</td>
<td>N/A</td>
<td>ACTION</td>
<td>100%</td>
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Chester Cheetah
Sonic II
Streets of Rage II (16Meg)
 Toe Jam & Earl II
Superman
Road Rash II
Pit Fighter II

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ART OF FIGHTING
PREDATOR 2
MEGAMAN 5
AIR ZONK
ALIEN 3

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**MOVIES**

**Walt Disney Pictures Hopes Aladdin Flies**

Walt Disney Pictures is preparing to make yet another valuable addition to its treasure chest of enchanting full-length animated feature films. Forecasted to be one of the Christmas season's biggest hits, Aladdin will follow in the footsteps of Disney's 30 other animated adventures by featuring composer-created music, recognizable voices, and an original storyline.

A wisecracking Genie and a mischievous monkey named Abu join forces to help Aladdin. With the help of a magic carpet and his friends, the street-wise Aladdin discovers his true potential, wins the affection of a beautiful princess, and defends the kingdom. Aladdin's musical score is created by Academy Award-winning composer Alan Menken. The late Howard Ashman, Menken's Oscar-winning partner on "The Little Mermaid" and "Beauty and the Beast," provided lyrics for three of the film's songs with Tony Award-winner Tim Rice writing lyrics for the additional songs. Recognizable names will give the characters' voices. Gilbert Gottfried, who resembles a cartoon himself, supplies a voice as does Robin Williams, Jonathon Freeman, Linda Larkin, and a host of others.

Aladdin is scheduled for a November 25 nationwide debut and is expected to generate plenty of excitement.

**Mr. Magoo Comes to Life**

Steven Spielberg's Amblin Entertainment paid a six-figure sum for the rights to produce a live-action Mr. Magoo film.

An ornery cartoon character of the 1960s who starred in more than 300 cartoon shorts and features, the nearly blind Mr. Magoo routinely found himself in hazardous situations. But because of his uncanny good luck, the feisty old man always manages to escape certain disaster.

Warner Brothers is financing the film and will distribute it worldwide. The movie is still a long way off, but expect to see a resurgent interest in Mr. Magoo merchandise in the coming year.

**Will the Real Jabba Please Stand Up?**

For all you Star Wars buffs out there, a new video by CBS/Fox entitled, "From Star Wars to Jedi," is packed with informative tidbits about the epic trilogy. The original Jabba the Hut, for example, was going to be a stop-motion creature superimposed over a fat guy with an Irish accent. The plan was scrapped for technical reasons and a lack of cash.
SNEAKERS

In search of Lightfoot

It's night, it's dark. There's a subtle flicker of red light on the sidewalk, and then it's gone.

What is it? It's part of L.A. Gear's new L.A. Lights Collection of sneakers. The shoes actually have small lights in the heel that respond to movement. They're not too expensive either, costing about 50 bucks.

SPORTS

Lucky Lindros

The NHL welcomed its future superstar when 20-year-old Eric Lindros and the Philadelphia Flyers played the reigning champion Pittsburgh Penguins and current superstar Mario Lemieux.

Standing six feet, four inches tall and weighing 240 lbs, Lindros has the size to dominate his competition. But he also has quick hands and a soft touch that enable him to either set up or score goals.

In his first-ever NHL game, Lindros scored an unassisted goal and helped the Flyers tie the heavily favored Penguins. In the Flyers first seven games, Lindros notched four goals, three assists, and six penalty minutes.

TOYS

Who Cut the Cheese?

That's right, kids. No longer will you have to resort to the hand in the armpit routine or the old mouth-on-the-forearm to make a rude nasty.

Instead, you can buy your very own Ren or Stimpy "Rude Toot" dolls. The disgusting darlings of Nickelodeon's number one rated cartoon programs are invading the market and should be popular items this Christmas.

Mattel Toys is introducing a line of Ren and Stimpy toys ranging from the "Rude Toot" dolls to talking Ren and Stimpy, to vehicles, and even a play set.

With the talking Rens, just pull on the deranged Chihuahua's "outie" belly button, and one of six trademark phrases can be heard.

Pull on the hairball lodged in Stimpy's mouth, and he'll say such memorable phrases as "Happy, Happy, Joy, Joy" or "They don't call me stupid for nothing."

WHAT'S NOT

THE ELECTION FROM HIGH TO LOW

Please, please, please, no more political commercials. Pu-lease! We'd rather watch the Energizer Bunny eat Vienna Sausages.
The cast has been set for the much anticipated first-run syndicated television series Star Trek: Deep Space Nine. A spin-off of the number one-rated Star Trek: The Next Generation, Deep Space Nine takes place during the same time frame - the 24th century. The series follows the adventures of a team of Starfleet officers who take command of a remote alien space station on the edge of a new celestial frontier. Dubbed "Deep Space Nine", the seedy space station is located near the mouth of a newly discovered wormhole, a phenomenon that provides a shortcut to a distant, unexplored quadrant of the galaxy. Travellers of all types are drawn to this time/space portal.

A dark and dingy outpost, an antithesis of the sterile environment of the Enterprise, Deep Space Nine is home to a Ferengi-run casino, a holographic brothel, and dozens of alien races. With hostile empires on all sides, DS9 becomes the most strategic post in the galaxy.

Avery Brooks, formerly star of Spenser: For Hire, plays the role of Benjamin Sisko, the disgruntled commandant of Deep Space Nine and a single parent due to the Borg. Sisko isn't too happy about being assigned to the space station, nor about raising his boy in such an environment.

Other inhabitants of the station include Major Kira Nerys, a former terrorist; Chief Operations Officer Miles O'Brien, who knows the hardware of the Starfleet; Lieutenant Jadzia Dax, who's beauty is only skin deep; and Jake Sisko, son of the Commander.

The blend of characters will create new possibilities for Trek stories. Not everyone gets along together in the diverse DS9 universe, and tension caused by the nearby Cardassian war machine doesn't help matters.

Look for the two-hour premier episode of Deep Space Nine some time in January.

Sci-Fi Channel Expands Frontiers of Genre Viewing

Launched on September 24 to an estimated 10 million homes, the Sci-Fi Channel has captured a devoted fan base while diversifying its programming to capture a larger audience.

Catering to Sci-Fi buffs with a steady diet of classic series like Lost In Space, Voyage to the Bottom of the Sea, and Battlestar Galactica, the Sci-Fi Channel is also airing animated series, theatrical movies, original movies, and original series. Among the original series, Nasa Watch is devoted to coverage of the space program while Sci-Fi News features technology and science news. Another original series entitled Inside Space provides an irresistible glimpse of the unknown along with the wonder, excitement, mystery and drama of space travel.

So far, according to Sci-Fi Channel officials, fans have responded well to the original programs.

In order to ensure viewer satisfaction, the Sci-Fi Channel has organized a fan alliance.

Members of the Alliance (nicknamed allies), contribute to the evolution of the network by responding in writing to make their voices heard in a number of areas including programming and marketing on local levels.

As the Sci-Fi Channel continues to expand, look for more original ideas to satisfy viewers.
And In This Corner...

Randy Stradley, Editor of Dark Horse Comics' eminently popular Aliens vs. Predator titles, revealed that an agreement has been reached with Largo Entertainment and 20th Century Fox to produce a feature film based on the comic series. “It is a large scale production,” Stradley said. “We’re excited about the project.”

If the Aliens vs. Predator movie comes anywhere close to the success of the comic series, the film will be a blockbuster.

Combining a solid storyline, colorful artwork, and featuring two of the baddest aliens this side of the Milky Way, the comic series has more than half a million fans. When the Aliens vs. Predator comic was first published, it became the highest selling comic title ever outside of DC and Marvel.

If you want to know the storyline and can’t wait until late 1994 (probable release date) to see the movie, pick up one of the Dark Horse titles, it’s a good bet the movie script will follow closely.

Expect to see the trend towards using computer animation (instead of models and stop-motion photography) continue when Aliens vs. Predator goes into production.

The Sci-Fi thriller is tentatively scheduled to begin shooting in October, 1993.

FUTURE TV

Krusty Live?

Fox Considering a Live-Action Spinoff of The Simpsons’ Kooky Klown

As Fox contemplates the thought of a real, live Krusty the Klown starring in his own half-hour TV show, the question begs: Who could possibly play the role of a harlequin who resides somewhere on the lunatic fringe?

How about Bozo? He has the basic qualifications: large clown feet, fluorescent hair (although its the wrong color), and a cherry-red nose.

Ronald McDonald might be a good candidate. He has the right color makeup, and he can dance and sing, too.

The catch is, would Fox want to lure Ronald away from his day job selling burgers?

GADGETS

Cool Off a Hothead

Manufacturers warning: For the serious water gun enthusiast only.

Made by Larami Corp., this 21st Century water pistol shoots a continuous, soaking stream of water up to 50 feet.

A huge water capacity and quick pump action allow the shooter to engage a number of targets simultaneously, thus enabling mass drenchings. Don’t use it too close to your video game though! You don’t want Sonic or Mario to be a casualty.

XTRAS

Terror at Sea

NBC has confirmed a major deal with Universal and Amblin TV on “Sea Quest.” The Sci-Fi adventure series will reunite the Jaws duo of Steven Spielberg and Roy Scheider.

Crash Test Dummies to Become TV Stars

New Line Cinema is making plans to produce a live-action film based on the Incredible Crash Dummies. Meanwhile, a Saturday morning animated series based on the Dummies is being readied for a fall 1993 release on CBS.
With Batman and Superman representing DC’s perennial stars, and Marvel’s Universe of characters including Spiderman and the X-Men, the prospect of penetrating the comic book market with all new characters would be a task so formidable that even the Hulk would have difficulty breaking in.

For such an endeavor to succeed, a corps of some of the brightest young talent in the business would have to cooperate. They would have to have the guts, fan base, and tons of creative energy to make it work. And they would need to create cool characters tough enough to battle the big boys now on comic book store shelves.

To anyone remotely familiar with the comic industry, this story is well known.

In the most revolutionary event to happen to the industry in many years, Jim Lee, Rob Liefeld and Todd McFarlane formed a consortium of artists to establish Image Comics.

Launched earlier this year, creator-owned Image is rapidly establishing itself as a dynamic force in the booming comic business. Buoyed by appealing characters and hot artists, Image is destined for success. Furthermore, Image arguably has the best art of any comics around, period.

Although Image is clearly carving out a niche among its larger competitors DC and Marvel, it remains radically different in one respect. The formation of Image is due in large part to the heavy duty restrictions the big companies place on artists. Granted, an artist gains widespread exposure by working on a high profile title. But when the artist begins contributing new ideas to the title, he has no control of his creations.

Todd McFarlane, for example, became perhaps the hottest artist in the industry while working on Spiderman.

With gobs of webbing, huge eyes, and anatomically incorrect proportions, McFarlane’s version of Spiderman ensnared new legions of fans. In fact, Marvel produced a new title exclusively for McFarlane. The premier issue sold more than 2.3 million copies.

Despite the enormous popularity of McFarlane’s Spiderman, he legally had no rights to his creation. Eventually, he helped create the web-slinger’s fiercest arch rival and Marvel’s hottest new villain, Venom. But everything he contributed remained the property of Marvel.

Meanwhile, McFarlane’s Marvel colleague Jim Lee found himself in a similar situation. Marvel reaped huge profits from a scintillating new X-Men title penciled by the popular Lee.

"I enjoyed doing the X-Men," Lee said, "but it was hard to stay interested because it wasn’t mine. I had little creative control, and I had no share in merchandising profits."

Also during this time at Marvel, the energetic Rob Liefeld gained notoriety for the extremist style of his characters which includes body-clinging costumes and squinted eyes.

While working on the New Mutants title, Liefeld co-created a mysterious new character, Cable.
A BRAND NEW IMAGE

As Liefeld watched Cable grow into Marvel's hottest new hero, he couldn't sit still any longer. He began work independently on his own title, dubbing it Youngblood. This was the break other artists were waiting for.

Tired of having their imaginations crippled by corporate bylaws, the idea of creating and retaining the rights to their own characters became quite appealing to Liefeld, McFarlane, Lee, and other promising artists such as Erik Larsen, Marc Silvestri, Whilce Portacio, and Jim Valentino.

Image was formed as a loose confederation of independent artists based on the principle of creator-owned rights. So far, the arrangement has stimulated, rather than stifled, creativity. Creators have complete control of their characters and the situations they encounter. Such control also enables the artist to retain legal license to his character. If, for example, a movie studio is interested in producing a feature film or a merchandising company wants to bring out a line of products based on Larsen's Savage Dragon or Portacio's Wet Works, they must deal directly with the character's creator, not Image as a company.

To bolster distributing capabilities, the Image artists recently initiated an agreement with Malibu Comics. Both groups have benefitted from the union. Image remains staunchly independent while Malibu is distributing comics created by the hottest names in the business.

Four months ago, before Image was a player in the Capital City Distribution Comic Book Market chart, more than 70% of the market was dominated by DC and Marvel. Malibu alone had less than a 3% share.

Now bolstered by the presence of Image and just four months later, Malibu's share has swelled to nearly 20% - surpassing DC and cutting into Marvel's once impervious position.

Expect to see the astonishing growth of Image (and Malibu) continue. "Our biggest challenge now is to come up with a character that rivals Batman or Spiderman in popularity," Lee said.

Some day, maybe soon, we'll see Spawn vs. Spiderman or Wetworks and the X-Men fighting it out - if not in comic book pages, then on dealers' shelves.
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**DEFEAT KEN USING RYU**

Ken is one of the strongest and most unpredictable fighters in the game. If you can get into either corner, he will go into a pattern of jump kicks, Hurricane kicks, Fireballs, and Dragon Punches. Wait patiently and use a crouching Fierce or a well-timed Dragon Punch.

**DEFEAT RYU USING KEN**

Ryu is Ken's most formidable opponent. He is fond of getting in close and throwing you across the screen. Use a crouching Forward and he'll jump towards you. If you time it right, you can counterattack his jump kick with a Dragon Punch or a crouching Fierce.

**BLANKA**

- **DATE OF BIRTH:** 2-12-1966
- **HEIGHT:** 6'6"
- **WEIGHT:** 219lbs.
- **B-SIZE:** B 77"
- **H-SIZE:** H 62"
- **BLOOD TYPE:** B

"SEEING YOU IN ACTION IS A JOKE."

**DEFEAT BLANKA USING RYU OR KEN**

Blanka can really cause a lot of damage with only a few hits. He has a weakness, though. He likes to show off his ability to electrocute opponents with a deadly shock. Go to the far left or right and do backflips and jump kicks. Blanka will light up and then you can toast him with a Fireball or a crouching Roundhouse.

**FACT FILE**

- **MANUFACTURER:** CAPCOM
- **SUPER NES:** MODERATE
- **DIFFICULTY:** 13
- **16 MEG:**
- **% COMPLETE:** NOW 100%

The gaming gurus here at the EGM office have compiled the most concise Street Fighter II strategy for level 7 characters! The characters of choice are Ken and Ryu. We picked these two as our main characters because they have the best all around fighting skills and both can perform the invincible Dragon Punch. These strategies should help you fight your way through the toughest Street Fighters in the game. Some of the patterns are so simple you won't believe your eyes! Good Luck and get ready to blow through the game on difficulty 7.
CHUN LI

DATE OF BIRTH: 3-1-1989
HEIGHT: 6' 6"
WEIGHT: 120 lbs.
3-SIZE: 5G 5A 5B
BLOOD TYPE: A

"I AM THE STRONGEST WOMAN IN THE WORLD."

DEFEAT CHUN LI USING KEN OR RYU
When you are playing at level 7, Chun Li is one of the most aggressive attackers in the game. Her biggest weakness is that she takes to the air far too often and becomes an easy target for Dragon Punches. The easiest way to defeat her is to get into the left or right corner and wait for her to jump at you. She will be totally vulnerable to a crouching Fierce or a Dragon Punch. If she gets too close, she will throw you. Use foot sweeps to divert her.

DHALSIM

DATE OF BIRTH: 11-22-1982
HEIGHT: 6' 10"
WEIGHT: 102lbs.
HE CAN CHANGE HEIGHT AND WEIGHT TO SOME EXTENT.
3-SIZE: B 42" H 10" W 36"

"I WILL MEDITATE AND THEN DESTROY YOU."

DEFEAT DHALSIM USING RYU OR KEN
Dhalsim is one of the most intense adversaries that you'll meet. His concentration and patience make him an excellent fighter. Your best bet is trying to connect a flying Fierce or Strong and then throwing him when he lands from the blow. The most devastating combo you can use on him is a Fierce and then a Fierce Dragon before you land and you'll get a double hit! This combo will take almost 70% of his life if he is doing a Yoga Flame!

GUILE

DATE OF BIRTH: 12-29-1880
HEIGHT: 6' 1"
WEIGHT: 191 lbs.
3-SIZE: B 48" H 10" W 36"
BLOOD TYPE: O

"ARE YOU MAN ENOUGH TO FIGHT WITH ME?"

DEFEAT GUILE USING KEN OR RYU
Usually, Guile is one of the toughest characters in the game to defeat. The easiest technique to master against him is to counter his Razor Kick with a jump kick as shown. Use the top of the fence as a guide to place your kick. Guile will be dizzy after three of these, then you can finish him off with a triple Dragon Punch (Jab, Jab Dragon Punch). Guile also likes to Razor Kick short Dragon Punches that are out of his reach. He is easily baleted!
HONDA

DATE OF BIRTH: 11-9-1960
HEIGHT: 6'2"
WEIGHT: 304 lbs.
BLOOD TYPE: A

"CAN'T YOU DO BETTER THAN THAT?"

DEFEAT HONDA USING RYU OR KEN
This extremely muscular Sumo wrestler is considered to be the strongest street fighter ever. His weakness is a lack of speed and limited agility. You can get him under your control by using a pattern. Use a crouching Forward as Honda is coming towards you. He'll block it, or jump up to avoid it, or jump towards you. When he jumps towards you, do a crouching Fierce, or to cause some real damage, a Jab Dragon Punch will work well.

ZANGIEF

DATE OF BIRTH: 6-1-1956
HEIGHT: 5’
WEIGHT: 355 lbs.
BLOOD TYPE: A

"MY STRENGTH IS MUCH GREATER THAN YOURS."

DEFEAT ZANGIEF USING KEN OR RYU
Zangief is a very strong opponent and has excellent reach. Never try to throw him unless he is dizzy or he will counter with massive damage to you. The easiest way to get rid of him is to jump straight up and use jumping Roundhouse kicks when he gets close. If he jumps at you, this maneuver will still work and you can do even more damage if you launch a Fierce Fireball before he lands. Be sure to stay out of his reach.

BalloLG

"HEY, WHAT HAPPENED? I'M NOT THROUGH WITH YOU YET."

DEFEAT BALROG USING RYU OR KEN
Balrog is the first boss character that you will have to fight on your way to becoming the ultimate World Warrior. He has a variety of potent punches that cause tons of damage even when you are blocking. He is very fast and can throw a punch from halfway across the screen, so be careful. You can defeat him rather easily by using crouching Roundhouse and standing Roundhouse combos. Sweep at his feet and he should jump towards you. Just stand and perform a Roundhouse to knock him out of the air. Sometimes you will nail him with the crouching Roundhouse.
DEFEAT VEGA USING KEN OR RYU

Vega is the fastest and most agile opponent in the entire game. He can almost leap across the entire screen and always gets his jump kicks out first. Well almost always. If he jumps towards you, move into where he should land and do a crouching Roundhouse to sweep him off his feet. Immediately jump directly above him, do a flying Roundhouse or a flying Pierce and you'll hit him. Do one more flying Pierce or Roundhouse and he should be dizzy. Perform a Hurricane kick and he will become dizzy again or he will be defeated. If he is dizzy, do one more Hurricane kick for an easy victory.

DEFEAT SAGAT USING RYU OR KEN

Sagat is a long time enemy of Ryu and Ken and he has perfected his own version of the Dragon Punch known as the Tiger Uppercut. The bad thing about this super move is that he is extremely vulnerable while performing it and after he lands. There are two ways to tip him. Wait until he changes the rock on the ground and then do a back flip and a Roundhouse. This will hit him as he is doing the uppercut. If you do a back flip before he gets to the rock his uppercut will just miss you as you're landing. Now you can deliver a wicked standing Roundhouse right to his head for over 25% damage.

DEFEAT M. BISON USING KEN OR RYU

This is the last battle of the game. Don't let Bison get the first hit in or it could mean your early demise. Block his kicks and slides until he jumps at you and nail him with a fierce Dragon Punch. Immediately do a flying Pierce as he bends down to do a Flaming Torpedo and then a crouching Roundhouse. Right after you sweep him do a flying Roundhouse and he will be dizzy. Do a Roundhouse Hurricane Kick and he should get dizzy one more time. Finish him off with another Roundhouse Hurricane or a Jab Dragon Punch!
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- Final Fantasy 5
- Tiny Toon Adv
- Combatribes
- Psycho Dream

NEO-GEO
- Art Of Fighting
- Baseball Star 2
- Fatal Fury
- Segoku 2
- View Point
- World Hero

MEGA DRIVE/CD
- Langstaller
- Naburunque's Ninja Force (CD)
- After Burner 2 (CD)
- Final Fight (CD)
- Geo (CD)
- G-Loc (CD)
- Wonder Dog (CD)

PC-ENGINE/CD
- Air Zonk
- Monster Maker
- Rayxamber 3
- Ranma 1/2 (SCD)
- Super Pro Baseball
- Cosmic Fantasy 3
- Zero Wing (SCD)
- Forgotten World

GENESIS
- Captain American
- Batman Returns
- Tailspin
- Striker 2
- Sonic Hedgehog 2
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- Street of Rage 2

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'VIRTUAL VCR' BRINGS MOVIES TO SEGA CD

One of the best features of the Sega CD is its ability to play games that contain real video footage. Considering the huge memory capability of the CD medium, the problem of getting moving video onto a CD is actually much more complex than it seems. Even with 4.4 gigabits of memory on a CD, only about 70 seconds of full-screen broadcast quality footage can be generated, a duration that is certainly unacceptable as far as games go. By making compromises, however, the 70 seconds can be stretched to well over an hour.

How? The first cut reduces the color pallet to only show the 64 colors the Genesis can display. Secondly, the frame rate is reduced from 30 frames per second to 15 fps. The live area of the image is next cropped down to 1/3 screen. Lastly, the material is digitized and remaining footage is compressed using new programming techniques. Essentially, that is what Digital Pictures has done with great effectiveness for Sega.

Taking the concept one step further, however, Digital Pictures was able to compress data so tightly they got the Sega CD to run continuously at 150 Kbyte/second without without stopping to load in more data like other CD games must do. The end result - 65 minutes of continuous video footage that the player can manipulate as easy as pushing the buttons on a VCR! The first three projects in the "Virtual VCR" line are Time Warner cartoons like Daffy Duck shown above. Although the early applications are limited in scope, expect to see more ambitious titles using this technology in the future.

Watch for more of these great 'moviettes' from Digital Pictures for the Sega CD as well as the new Nintendo CD-ROM system next year.
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**Game of the Month High Scores!!**

This Month's Game...

**Contra 3**

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<th>Player</th>
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**Game**

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**Rules:** All scores on Super Smash TV must be received by January 15, 1993. If maximum scores are reached, a drawing of all maximum scorers will be conducted to determine prize winners. All scores must be submitted on official Team entry forms and an accompany a legible photo. Void where prohibited. Send SASE to High Scores, 1920 Highland Ave., Suite 222, Lombard, IL 60148 for an official entry form. One winner per household per year.

Score rollovers will be treated the same as maximum scores. Decisions of the judges will be final.
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After a long and perilous journey, the Chosen One has found the embodiment of all evil in the land of Darkheim. Harnessing the awesome powers of the Phoenix and the lethal Soul Blade, our hero must do away with this enemy. He finds himself face-to-face with a powerful wizard after entering the Temple of Darkness. Following the battle, pure evil reveals its true and hideous form. The Chosen One must survive or all life will perish...

The king will make the Temple of Darkness appear.

The heavens erupt in a fury of light and thunder.

Within the temple there lies a power of unspeakable evil.

This Beast's flames scorch the ground. Only one will survive.

Beware of the wizard and his deadly powers.

Show your gratitude to those who have helped.

She longs for the day when her true love will return.

Back in the world of mortals, he is reunited with his love.
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ROAD RUNNER'S
Death Valley Rally

AAAAAAAAAAAAA...
AAAAAAAAAAAAA...
PHUGHHHHHHHE!

AAAAAAAAAAAAA...

AAAAAAAAAAAAA...

AAAAAAAAAAAAA...

BEEP! BEEP!
FOR THE AMIGA, IBM PC, AND SUPER NES SYSTEM

Challenge yourself to Push-Over, a game where quick strategy and cunning are of the essence. As G.I. Ant, you must place each domino carefully in a row. Get 'em ready and set up to "push over." But beware! Each domino is programmed with special powers and abilities. Don't be a Push-Over and let this backfire on you!