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# **SUPER GAMING**

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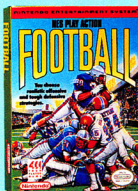


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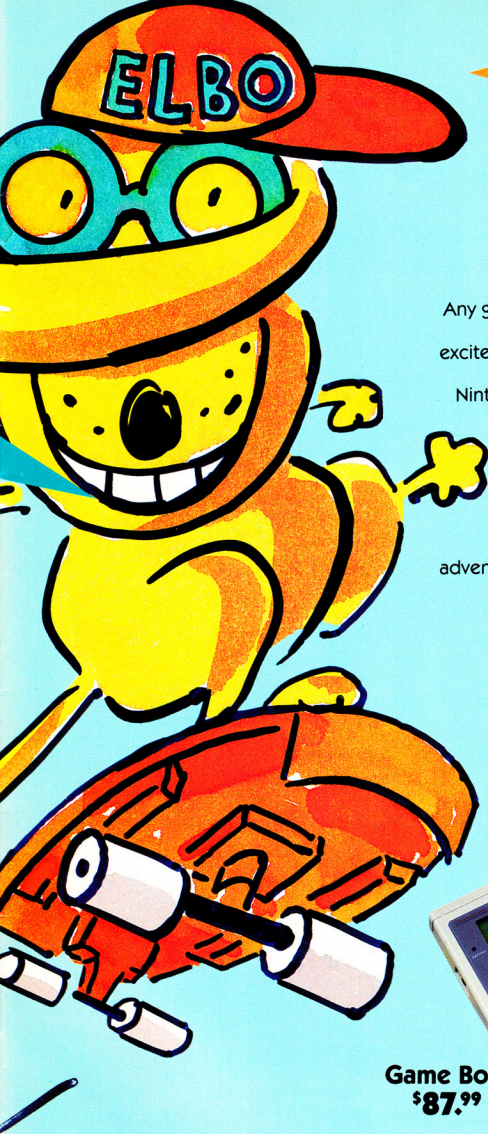


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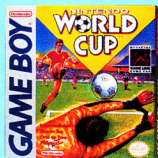
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# **SUPER GAMING**

## **Winter, 1991**

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# **Power Surge**

## **NEW HARDWARE COMES IN TIME FOR CHRISTMAS!**

It's going to be a great holiday season! Whether you own a Mega Drive/Genesis, PC Engine/TurboGrafx or even the old NES the hardware manufacturers will have something new for you! Hopefully, you've been saving up for these upgrades as some of the new products will empty your wallet faster than a spouse/girlfriend.

From Sega (of Japan), the long awaited Mega CD-ROM finally came to the stores on December 7th. This super peripheral will open up a whole new dimension of Sega gaming. With 6 megabit of internal RAM, (the largest in the industry) plus the fastest access time, you won't even know that it is working! Throw in a whole new CPU which not only runs over 50% faster than the old MD/Genesis 68000 brain, but, also works in parallel with the system thereby allowing it to do two things at once, and this combo will really fly through the heavy-duty thinkers like military simulations. It will also help when it comes time for number crunching especially when the new discs call for the biaxial rotation, scaling and zoom functions. The Japanese price is about \$370.

You say that this is great but you have a PC Engine? No problem! While the U.S. NEC is moving cautiously, NEC of Japan is in high gear! Not only is the new Super System Card Version 3.0 out to boost your CD-ROM memory up to 2 megabits but there is also a new super sleek PC Engine Duo out in the stores! Shaped like a wedge, NEC has packed it's new updated Super CD-ROM2 drive with the old trusty PC Engine. This Duo will set you back about \$350. Money is no object? Then you ought to consider getting the super high resolution monitor which plugs into the back of the Duo. If you thought the Turbo Express had good resolution but the screen was too small, this one is 4" in size! The Duo and monitor will set you back about \$600. Don't need a CD-ROM? Just out (December 13th) is the PC Engine LT! While horribly expensive (approximately \$750), this is the ultimate in portability! LT stands for LapTop because that's what it looks like - a tiny laptop computer! The super high-res 4" monitor/TV (tunes in Japanese channels only) is the top half of the unit and a souped-up PC Engine is on the bottom half. A control pad is built in so you can play it like the Turbo Express but also built in is the standard controller plug. You noted the words 'souped-up'? NEC has done something to it's system as our sources say that the LT has a new custom chip that sends the data flying at an unbelievable 16 MHz!! There is a port on the back to connect it to a SuperCD-ROM2!

If you don't have an interest in all the exotic, new Japanese hardware, you might want to ask Santa for the new Super Nintendo. Coming in at only (!) \$200, this new 16 bitter will keep your adrenalin flowing after loading up some of the hot new carts!

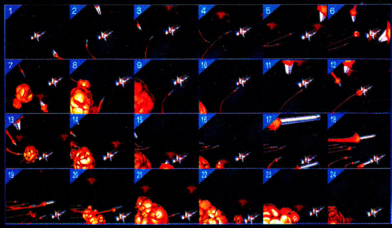
Most importantly, have a merry Christmas. See you next year!



*The new PC Engine LT!*

**Ed Semrad  
EDITOR**





**SOL-FAECE**

**ERNEST EVANS**



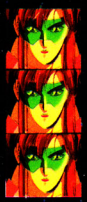
Check Out My Awesome Action Adventure  
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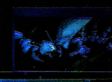
**HEAVY**

**NOVA**

Get  
It



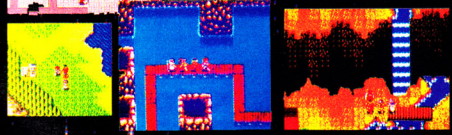
**DETONATOR  
ORGAN**



**LUNAR**

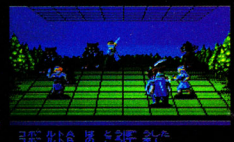
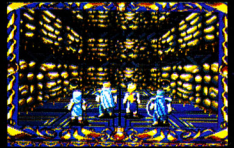


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# SUPER REVIEWS

## Galaxy Force II

by Sega of Japan

MEGA DRIVE



Galaxy Force II has finally arrived for the Mega Drive! Featuring all the same levels as the arcade version, Galaxy Force II should please all who have enjoyed the original. You must complete five missions across the planets in your hopped up space fighter. You have auto firing cannons and missiles to blow away anything that gets in your path. Not exactly the sit down version, but just as fun!

M I K E	Okay, Galaxy Force II is a shooter with enough of a difference to make it noteworthy, but it's not that exciting. In fact, the game is pretty easy. You shoot automatically, and your missiles target automatically, so all you have to do is press the button at the right time. Having only one ship makes up for this a little.	Green	Yellow
	Blue	Green	Yellow
	Red	Green	Yellow
	Blue	Green	Yellow
	Red	Green	Yellow

K E N	Galaxy Force 2 is a major disappointment! While the still pictures look intense and cool, the game play is horrible! The 3D effect doesn't come off very well, and the difficulty is non-existent. In fact, the graphics were so broken up, I thought I was playing a beta copy! The sound track is decent, but it's not enough.	Green	Yellow
	Blue	Green	Yellow
	Red	Green	Yellow
	Blue	Green	Yellow
	Red	Green	Yellow

S A M R Y E	Why didn't they wait to do this game on the Mega CD? The scaling is so choppy and totally ruins the effect of the game. The game is extremely repetitive and offers little excitement for an 8-Meg cart. There aren't enough power-ups and the controls are really sloppy. About the only thing I enjoyed were the tunes.	Green	Yellow
	Blue	Green	Yellow
	Red	Green	Yellow
	Blue	Green	Yellow
	Red	Green	Yellow

## Master of Weapon

by Taito of Japan

MEGA DRIVE



Taito has released one of their newest shooters in Japan called Master of Weapon. Embark on mission like you've never seen before! Master of Weapon features a large array of different weapons for you to choose from. You have your standard firing cannon blaster, but now you also have bombs to destroy the enemies beneath you. Master of Weapon is available now in Japan.

M I K E	Master of Weapon is pretty standard shooter. There are lots of power-ups, but all of them are pretty standard fare. There are already so many shooters out there for the Mega Drive that one more doesn't really do all that much for me. It's good, but it's just a rehash of things I've seen many times before.	Green	Yellow
	Blue	Green	Yellow
	Red	Green	Yellow
	Blue	Green	Yellow
	Red	Green	Yellow

K E N	Nothing special here, just another shooter for the Mega Drive! If you are the type of person who must own every shooter on the market, you'll want this one. The graphics are average, the music is average, the difficulty is average, and the game play is, once again, average. Nothing excites me about this title.	Green	Yellow
	Blue	Green	Yellow
	Red	Green	Yellow
	Blue	Green	Yellow
	Red	Green	Yellow

S A M R Y E	Just another average shooter for the Mega Drive. The graphics are OK and the music isn't anything to shout about. The game play is decent with lots of power-ups. The one thing about the game is that it never really gets intense. The only way to describe this cart is average.	Green	Yellow
	Blue	Green	Yellow
	Red	Green	Yellow
	Blue	Green	Yellow
	Red	Green	Yellow

## Rent a Hero

by Sega of Japan

MEGA DRIVE



Sega's newest RPG in Japan is called Rent a Hero. It's a story about a young man who has the ability to transform himself into a robotic exosuit. He then must set out to destroy the creatures taking over the town. Rent a Hero's scenario consists mostly of towns, but you have the option of talking to people in houses and buildings to get more information. The battle scenes are spectacular!

M I K E	This game's pretty good. It takes your normal quest type game and has some differences that make it interesting. It's a bit hard to follow a quest game in Japanese, and Rent A Hero has a lot of text. Still, if you can manage to get through it, this game has enough to offer to make it worth your time. Great tunes!	Green	Yellow
	Blue	Green	Yellow
	Red	Green	Yellow
	Blue	Green	Yellow
	Red	Green	Yellow

K E N	Rent-A-Hero reminds me of Vermillion, but the quest isn't very interesting. The action scenes are better than some RPG's, but I don't buy RPG's for action sequences. The quest is what gets my attention, and that's precisely what Rent-A-Hero lacks. I feel like I'm on a search-and-destroy mission without a purpose.	Green	Yellow
	Blue	Green	Yellow
	Red	Green	Yellow
	Blue	Green	Yellow
	Red	Green	Yellow

S A M R Y E	I'm not into RPG's and this cart doesn't do much for me either. The graphics are kind of cool but the overbear part of the game reminds me of Vermillion and is kind of boring. The music is good and the intermissions are really cool, but there is far too much Japanese text for most gamers to get through.	Green	Yellow
	Blue	Green	Yellow
	Red	Green	Yellow
	Blue	Green	Yellow
	Red	Green	Yellow



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## MEGA DRIVE

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Devil Crash  
Y's III  
Marensushi (4M)  
Wdrdry, 5/Minstr. World 3 (5M)

## NOVEMBER

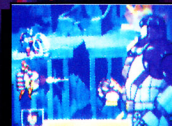
Mao Ra  
Rensei No Ha (8M)  
Treja Harbor (8M)  
Sorcerer Kingdom (8M)  
Caliber 50 (8M)  
Task Force Harrier-EX (8M)  
Double Dragon II (8M)  
Heavy Nova (MD/2Pyr)  
Run-Are (Growl)  
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## DECEMBER

Detonator Organ (CD)  
Ketsu Teikoku (8M)  
F1-Grand Prix (8M)  
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Wdstck. Finky. Horror Band (CD)  
Ernest Evans (CD)  
Nostalga (CD)  
Heavy Nova (CD & 8M cart)  
Ninja Burai Densetsu (8M)  
Tabaki



**Overhauled Man 3 (PC-SCD)**



**Capt. America & the Avengers (SFC)**



**Undead Line (M/D)**



## PC ENGINE

OCTOBER  
Mesopotamia  
World Circuit  
Populous II: The Promised Lands (Super CD)  
Time Cruise II  
Yo Shi No Shi (Super CD)  
Dragon Slayer  
Sorcerian (CD)  
Vanilla Syndrome (CD)  
Magical Chase

## NOVEMBER

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Road of Wars (CD)  
Monster Pro Wrestling  
Chess  
Fighting Ran  
Corvorn  
Bubble Gum Crisis  
Might and Magic Book 1 (CD)  
Zero Wing (CD)  
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## DECEMBER

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Spiral Web  
New Ramna 1/2 (CD)  
Lady Phantom (Super CD)  
Forgotten Worlds (Super CD)  
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Quiz (CD)  
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Shadow of the Beast (Super CD)  
Ser. Shevart's Shield (Super CD)  
Ongolema

## SUPER GRAFX

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1941 Counter Attack (8M)  
Darius Plus  
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## SUPER FAMICOM

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Drakken  
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Dimension Force  
Dream TV  
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Final Fight  
Formula-1  
F-Zero  
Gradius III  
Hole-In-One  
Home Alone  
Hyper Zone  
John Madden Football  
Lakers vs. Celtics  
Legend of Mystical Ninja  
Legend of Zelda III  
Magic Sword  
Paperboy II  
Populous  
Radio Flyer  
Robo Cop 3  
Space Mega Force  
Super Battle Tank  
Super Bases Loaded  
Super Battle Toads  
Super Bombs Lead  
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Sim City  
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The Simpsons  
Ultrabots  
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## NEO GEO

Alpha Mission II  
2020 Baseball  
Basketball  
Blue's Journey  
Boxing  
Burning Fight  
Crossed Swords  
Dreadmover  
Fatal Fury  
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Joy Joy Kid  
King of the Monsters  
League Bowling  
Nam 1975  
Magician Lord  
Mystic Wand  
Ninja Combat  
Power Kick Soccer  
Robo Army  
Sengoku  
Super 8-Man  
Super Spy  
King of the Monsters  
League Bowling  
Nam 1975  
Magician Lord  
Mystic Wand  
Ninja Combat  
Power Kick Soccer  
Robo Army  
Sengoku  
Super 8-Man  
Super Spy

## GAME GEAR

OCTOBER  
Ninja Gaiden  
Golden Axe  
Galaga '91  
Berlin Wall  
Frogger  
NOVEMBER  
Kunio Chan No Game Heaven  
Alien Syndrome  
Allie Air  
GG Alleste (MUSHA)  
DECEMBER  
Donald Duck: Lady Luck Adv.  
Space Harrier  
Heavy Weight Champ

## ATARI LYNX

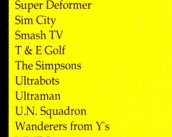
720°  
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Gold Challenger  
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Lynx Casino  
Payland  
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Turbo Sub  
World Class Soccer



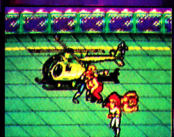
**Super 8-Man (Neo)**



**Mesopotamia (PC)**



**Magic Sword (SFC)**



**Double Dragon II (MD)**



**Prince of Persia (PG-SCD)**

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# SUPER REVIEWS

## Super League '91

by Sega of Japan

MEGA DRIVE



Super League '91 carries Sega's long lasting tradition of excellent sports even further. Super League '91 features many teams to choose from, and even which Japanese stadium you want to play in. Speech accompanies the smooth scrolling fields and the excellent play control. Super League '91 would make an excellent game for anyone who can't seem to get enough baseball.

M I K E	Baseball games aren't my thing. I don't think that there's much that can be done with a baseball game that hasn't already been done before many times. I'd be content with just one or two good ones on the market instead of a "new" one every couple of months. Not bad, but nothing new or exciting.	<div style="display: flex; justify-content: space-between;"> <div style="width: 20px; height: 20px; background-color: green;"></div> <div style="width: 20px; height: 20px; background-color: yellow;"></div> </div>
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K E N	The graphics are really good, and the sound effects are quite impressive, but, as with every baseball game to date, Super League '91 lacks realistic game control to really make it stand apart from the rest. No matter what companies seem to do, the game play of baseball games seems to fall apart.	<div style="display: flex; justify-content: space-between;"> <div style="width: 20px; height: 20px; background-color: green;"></div> <div style="width: 20px; height: 20px; background-color: yellow;"></div> </div>
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S A M R Y E	I don't believe that I've seen a really good baseball video game yet. The graphics in this cart are very realistic and the sounds are equally impressive. The game play is good, but as in most baseball games it is severely limited. The computer offers a little challenge but the two player mode is more fun to play.	<div style="display: flex; justify-content: space-between;"> <div style="width: 20px; height: 20px; background-color: green;"></div> <div style="width: 20px; height: 20px; background-color: yellow;"></div> </div>
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## Jerry Boy

by Epic / Sony Records

SUPER FAMICOM



Become a cute little Jelly bean in Jerry Boy by Epic / Sony Records for the Super Famicom. Jerry Boy was once a human, but an evil wizard has turned him into an elastic jelly bean. Jerry Boy must work his way through the pastel colored levels in order to regain his human form once again. Jerry Boy features a non-violent theme so it's perfect for little kids, but will also challenge veteran gamers.

M I K E	Playing as a non-violent, questing jelly bean is quite a change from what I'm used to. Jerry Boy is a cute game and the little kids will like it. I enjoyed playing--there was some amount of challenge in the game, but it was easy enough to learn. The graphics don't look up to 16-Bit par, however.	<div style="display: flex; justify-content: space-between;"> <div style="width: 20px; height: 20px; background-color: green;"></div> <div style="width: 20px; height: 20px; background-color: yellow;"></div> </div>
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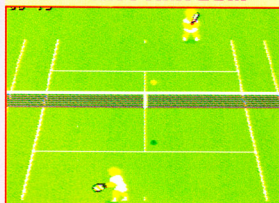
K E N	Jerry Boy is a marvelous game for kids, and I'm sure that they would appreciate the theme more than I. Jerry Boy should really be Jelly Boy, but maybe some Japanese player mispronounced the translation. Anyway, this game is cute, cute, cute, and even the bosses seem too nice to destroy. I don't like being a blob.	<div style="display: flex; justify-content: space-between;"> <div style="width: 20px; height: 20px; background-color: green;"></div> <div style="width: 20px; height: 20px; background-color: yellow;"></div> </div>
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S A M R Y E	Jerry Boy is one of the cuter games for the Super Fami and should appeal to the younger audience of gamers. The graphics are not stunning, but the use of many vibrant colors adds the cartoony feel of the game. The music is appropriate and the game play is filled with lots of technique and fun things to do.	<div style="display: flex; justify-content: space-between;"> <div style="width: 20px; height: 20px; background-color: green;"></div> <div style="width: 20px; height: 20px; background-color: yellow;"></div> </div>
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## Super Tennis

by Tonkin House

SUPER FAMICOM



Tonkin House has created the first tennis game for the Super Famicom. Super Tennis fully utilizes the scaling and rotation features on the SF. Watch as the court rotates around when the game first begins. It's really outstanding! Super Tennis has some serious full court action for all tennis fans. If you can't get outside to play, try Super Tennis. It just may surprise you!

M I K E	Very cool! Now here's a game that I can really sit back and enjoy for a long time. Super Tennis is well done all the way through. Everything is just about perfect with enough challenge to keep me coming back for more! Doubles games are especially fun! This game is more fun than the real thing!	<div style="display: flex; justify-content: space-between;"> <div style="width: 20px; height: 20px; background-color: green;"></div> <div style="width: 20px; height: 20px; background-color: yellow;"></div> </div>
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K E N	I like it! Super Tennis is the most realistic game of video tennis I've ever played! Right down to the John McEnroe retorts, Super Tennis is loaded with tiny details. This game is good enough to let you actually come up with strategies and put them in motion. The options are splendid and the sound effects are great!	<div style="display: flex; justify-content: space-between;"> <div style="width: 20px; height: 20px; background-color: green;"></div> <div style="width: 20px; height: 20px; background-color: yellow;"></div> </div>
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S A M R Y E	This is a pretty good tennis simulation for the Super Fami. The sounds are truly amazing and the digitized voices are very cool and sometimes even humorous. The game play is easy to pick up on and the two-player tournaments are the highlight of this cart. I'm not into sports carts but his one is actually pretty good.	<div style="display: flex; justify-content: space-between;"> <div style="width: 20px; height: 20px; background-color: green;"></div> <div style="width: 20px; height: 20px; background-color: yellow;"></div> </div>
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# SUPER REVIEWS

## Valis IV

by Laser Soft

PC ENGINE CD ROM



The Valis series of quest games continue with Valis IV for the PC Engine. You play the part of Elena and Anna, two girls with special attacks and techniques to use in your battles. Valis IV is very symbolic of the first three quests because some of the answers from the first three are answered. There are many power ups and equipment to use. Fantastic cinema displays and awesome music!

M I K E	Valis IV is a good addition to the high quality line of Valis titles. Great music, lots of power-ups throughout the game and lots of action make this one really sing on the CD.	K E
	There has to be a reason that CD games are being made, and Valis IV is a good argument for going out and buying one.	

K E N	Valis 4 loses a little in the plot dimension, but makes up for it everywhere else. The CD music is super, and the graphics just keep getting better. The new magics are excellent, and the depth of game has been expanded greatly. If you liked the first three, you'll want this installment. I'm waiting to see a Genesis version...	K E N

S A M R Y E	This is the fourth time our favorite lady Yuko has graced our video game screens. The graphics have been totally revamped and the music is awesome as most CD soundtracks are. The cinema displays are also improved with more animations. I can't help but feeling like it's just the same game though.	S A M R Y E

## Neutopia 2

by Hudson of Japan

PC ENGINE



Neutopia 2 by Hudson continues the adventure of Jazeta and his quests. However, Jazeta must gather crystals along his journey, and use them for his encounter with Dirth, the evil ruler of the land. You have magic and many different weapons at your disposal. You can collect new magic as your progress increases. Hidden rooms and an exciting quest make Neutopia 2 a game to watch for!

M I K E	Neutopia's alright, but it's not the greatest of adventures. The graphics are kind of blocky and cute, not what I really want to look at when I'm trying to hack and slash my way to the end of the game. Pretty good, but Neutopia 2 won't be getting my attention for long periods of time in front of the PC Engine.	M I K E

K E N	Hey, if you have a PC Engine and want to play a Zelda-type adventure, Neutopia 2 is perfect. The weaponry is cool, and the quest is very involved; just what the dungeon master ordered! Some of the rooms requires a little brain-work to complete, so don't jump in head-first...you may just lose it. Excellent!	K E N

S A M R Y E	If you like Neutopia and the Zelda series then this cart's definitely for you. The graphics are good and the music is almost identical to the first. The game play is very challenging and there are lots of things to find and figure out. This one shouldn't be too hard to get through even if you don't read Japanese.	S A M R Y E

## Crisis Force

by Konami of Japan

FAMICOM



In the year 199X, a large band of alien ships wiped out Tokyo's civilization. However, two people survived and they became the Crisis Force. Konami's ultimate shooter for the Famicom features two player simultaneous play, excellent graphics, awesome power ups, and the ability for the two ships to merge and become one super ship. This is one game to really watch out for! Intense!

M I K E	Who says 8-Bit is dead? Certainly not Konami when they're putting out games like Crisis Force! This shooter is almost perfect! Great game play, hot graphics, good music, cool power-ups-this game has got it all! I hope they bring this one to the states! It's an action free-for-all smash!	M I K E

K E N	WOW! I didn't think the 8-bit machine could pull off a good shooter like this! It incorporates superb handling and control and it's a two-player simultaneous game! The power ups are decent, but the graphics flicker everywhere. If it comes to 16-bit, cool! Next to Gaijuros, though, I'll pass; but for the 8-bitter, Go for it!	K E N

S A M R Y E	The best 8-Bit shooter that I've played since Gadius 2. The graphics are great for an 8-Bit game and even with the intensive parallax scrolling it only slows down a little. The music rocks and has the typical Konami flair. The weapons are totally awesome and the transforming ship is very cool. My favorite 8-Bitter so far.	S A M R Y E

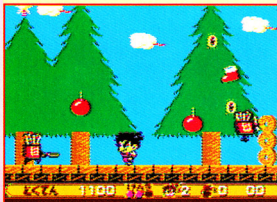


# SUPER REVIEWS

## Kid Niki 2

by Irem of Japan

FAMICOM

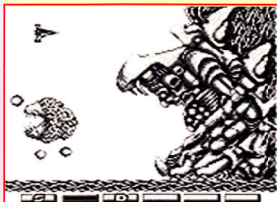


The adventures of Kid Niki return in Kid Niki 2 for the Nintendo Famicom. Our hero is on a mission to exterminate the creatures attempting to control the land. Use your whirling staff to defeat the enemy. Start your journey through some really strange lands like the Candy World, the Volcano Stage, and the Train Ride. Pastel colors and a challenging mission make Kid Niki 2 a game for all to enjoy.

## Nemesis II

by Konami of Japan

GAMEBOY

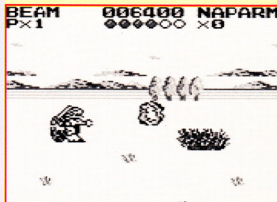


Nemesis is back on the GameBoy and what a return it makes! Continuing the saga, Konami created the sequel for those who have mastered the first. Take control of the Vic Viper to blast away all foes who oppose you. The bosses are the largest yet, and they're tough! You'll need all the fighting skills you can muster to end their reign.

## Zoids

by Tomy of Japan

GAMEBOY



The once popular toy, Zoids, have now been converted for play on the GameBoy. You must pilot your Zoid through a barrage of enemies and destroy them. Your Zoid can be equipped with lasers and multi-fire cannons to help you. There are many different Zoids to choose from, each with their own strengths and weaknesses. If you liked the toys, check out Zoids for your GameBoy.

I can remember Kid Niki when he was the radical ninja on computer formats. This is ninja action made cute and kind of harmless so that smaller kids will like it. A good mission, but Kid Niki isn't all that great. I'm not really one of the cutesy graphics and all that that means. Give me more action and better pictures!

M  
I  
K  
E

It's hard to get excited about the GameBoy when there's so much going on with 16-Bit, but Nemesis II is pretty good. Lots of action and some awesome end bosses make this shooter worth taking a good look at. A good follow up to the original game, Nemesis II is an addicting game that can really get to you if you don't watch out.

M  
I  
K  
E

Nah! I can't really say that Zoids was all that exciting, challenging, or fun. Any game that's based on a line of toys already has a strike against it in my book, and Zoids weren't that great as toys. I can't recommend this one, even if you did like the toys on which the game is based. Leave this one on the shelves.

Forget it! This game lost my interest after ten seconds of play. The graphics on the 1st generation cart blow this monstrosity away, and the game play? It's non-existent in this title. Take it from me, if you liked the first game, you'll hate this one. The only saving grace for Kid Niki 2 is the innovative power up options.

K  
E  
N

Black and white really doesn't do justice to this shooter. Nemesis 2 really needs blasting color to come off brilliant and spectacular. Still, if you're a Game Boy Junkie, you'll like it. Very few games look good on the Game Boy, except maybe a few puzzle titles. The horrible blurring destroys a good game like this.

K  
E  
N

I think someone is really laughing out there. Zoids has no originality whatsoever, and it basically fails in all four Super Review categories. As toys, they are fine, and I have no problem with them. But when they infiltrate the video game world in the form of a bad Game Boy game, I become quickly annoyed.

You can tell a game is not a good sequel when it isn't as good as the first one which was a first generation cart. The graphics are really cheesy and the sounds and music are annoying and repetitive. There are two things I like about the game, the bosses and the ability to change into different animals.

S  
A  
M  
R  
Y  
E

This is about as good as a GameBoy shooter can be. The graphics are very intense as far as black and white go. The music and sounds are great and the stereo effects are very cool. The power-ups and end bosses are what make the game. Throw in a couple of intermission screens and you have a great cart.

S  
A  
M  
R  
Y  
E

These type of games give the GameBoy a bad reputation. The game play is slow and repetitive and graphically inferior to the 2600. The sounds are not that bad but they don't make up for the other shortcomings that the game has. The toys were cool, but this game based on them needs a lot of work.



# SUPER PREVIEWS

## R-TYPE COMPLETE CD

PC Engine Super CD-ROM2 - Irem

That's right! The TurboGrafx/PC Engine mega hit is soon to blow away it's predecessors when it hits the CD market! This time around, you will have a whole new weapons system added to your original to have an awesome increase of destructive firepower. Cinema displays will bring the Bydo empire to lifelike proportions! Get ready, the most intense version of R-Type is on it's way!



*A whole new ship and arsenal is at your disposal in this ultimate blast-a-thon action game.*



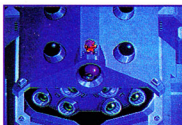
*Take an in depth look at the bosses you will be up against.*

*Communication with the enemy will be highlighted in cinematic displays!*

## MARU 2 - FAR EAST OF EDEN

PC Engine Super CD-ROM2 - Hudson

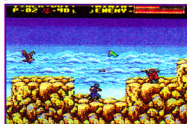
The sequel to a highly acclaimed CD that was released only in Japan. In this awesome CD, you are in control of a band of special warriors with powerful magic capabilities. Spectacular cinemas and huge lands to explore highlight this CD.



## NINJA GAIDEN

PC Engine - Hudson

That's right! The NES 8-bit is now being redone for the PC Engine! Take the role of Ryu, the ninja warrior who is out to avenge the death of his father. Great graphics and cinemas are all here!





## WOODSTOCK FUNKY HORROR BAND

Mega CD - Sega

Enter the realm of CD technology! A band of hippie aliens from another world have accidentally crash-landed on our home world of Earth. Set up in an RPG format, try to help the intergalactic minstrels repair their ship and return to their home planet.



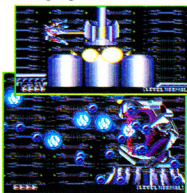
Encounter funky alien rock musicians!



## SOL - FEACE

Mega CD - Wolf Team

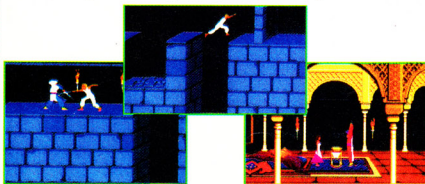
The first super shooter for the Mega CD-ROM! Guide your specialized attack fighter through a horde of mechanized terrors and alien artillery to defeat the power-crazed conspirators once and for all! The most challenging and best sounding CD around!



## PRINCE OF PERSIA

Mega CD - Sega

You are alone, out to search the vast towers of Persia for your beloved. To traverse the peril filled halls and pits, you will need to use your physical abilities and cunning. Be careful, because along the way there will be thugs and conspirators in your way!



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## LAGOON

Super Famicom - Kemco

Journey to a once proud civilization where it is now ruled by wicked demons and merciless monsters bent on total domination and power. Similar in design to the format of

"Ys", Lagoon offers 8-megs filled of lands, palaces, and monsters. Power up your weapons in the villages, and head out into the countryside to battle the enemy.

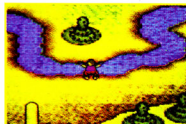


## EQUINOX

Super Famicom - Sony/EMI

This cart, soon to be released on American shores, happens to be the sequel to the popular title Solstice. Now the mode 7 processor of the Super Famicom is being put

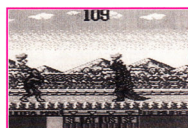
to the test to show just what it can do by having the whole land rotate around your character! Find hidden dungeons and escape from a perilous quest to restore freedom!



## ULTRAMAN

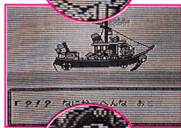
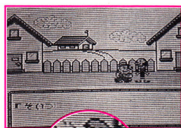
GameBoy - Banpresto

The tin-foil hero from the Super Famicom and the Japanese big screen is about to make its way to the portable screen! You will need to use your special attack moves to combat a horde of monstrous city-stomping creatures!



## POPEYE 2

GameBoy - Sigma



Yes, even the Japanese have a liking to the spinach-scarfing sailor! Now you are taking a sea side ride with Olive Oil, when suddenly you realize that there is a stowaway on board - Bluto! He then takes over the ship and Olive and forces you overboard to be stranded on an island! Fight your way through the hostile terrain to find a way to get yourself off the Island trap, and rescue Olive from Bluto as well!

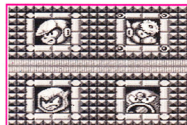
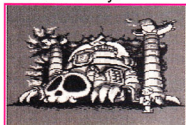




## ROCKMAN 2

GameBoy - Capcom

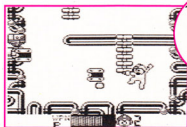
The famous creation of Dr. Light is coming back to the hand held market with this super sequel. Based off of the Famicom version, you must once again fight through 4 worlds in order to get to the madman himself - Dr. Wily!



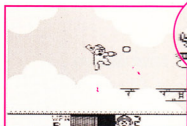
### WOOD MAN



### CLASH MAN



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### METAL MAN



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## HEAVY WEIGHT CHAMP

Game Gear - Sega

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## AXE BATTLER

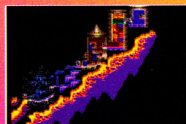
Game Gear - Sega

The classic Genesis title is now being revamped and shrunk down to fit Sega's portable! Use the familiar magic spells against the enemy as you travel through this new quest/adventure soft.



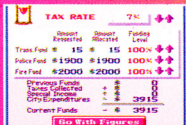
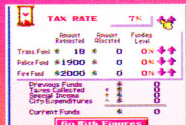


# SUPER TRICKS



## SUPER GHOULS 'N' GHOSTS (Capcom / Super Famicom)

**Stage Select And Sound Test** - First make sure you have controller 2 plugged in. Go to the option screen and move the cursor to the exit. Now instead of exiting, hold button L and START simultaneously on the second controller and press START on the first controller. You will find yourself on a special screen in which you can select stages, areas, sound effects and music. This will help you get past the stages that you have trouble on, and will even let you fight the last boss right away!



## SIM CITY (Nintendo / Super Famicom)

**Unlimited Money** - Build at least one fire and police station. Make sure you have no money left and wait until the month of December comes on the screen. Once December passes, a tax and money screen will appear. When you get to this, don't change anything and exit the screen. Hold down the L or R button and this should stop time. While still holding down this button, go back to the tax and money screen and set all the percentages to 100%. Now exit to the game screen and let go of the L button. When the month changes to January, you should have \$999,999 to build your city! Repeat next year for more money.



## CRISIS FORCE (Konami/ Famicom)

**Gain 15 Lives** - At the title screen press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, and then START for 15 ships. It looks like you'll need them for this intense shooter!



## SONIC THE HEDGEHOG (Sega/ Mega Drive)

**Stage Select** - At the title screen press UP, DOWN 3 times, LEFT, RIGHT, hold A and press START. You should see a screen that will allow you to select from any level.





**SUPER R-TYPE**  
( Irem / Super Famicom )

**Level Select** - To select any level in the game, go to the second title screen and hold down the R button on the top of the control pad and press UP on the pad nine times. You will hear a tone that indicates that the level select has been activated. Now press START and then pause the game. Hold the R button down again while at the same time depressing the A button. While holding both buttons, press SELECT. In the lower left hand corner of the screen you will see a set of numbers indicating on what level play will begin. Simply press UP or DOWN on the control pad to select any game level!



*Bypass the parts you've already beaten to get to the new sections of the game!*



Skip to  
Level  
7!



**NEUTOPIA 2**  
( Hudson / PC Engine )

**Super Password** - This is a password (In Japanese) that will give you everything you need to face the last boss. Get all the power-ups and follow the path up to the last castle. Along the way, be sure to stop in to visit a girl who will give you full energy.



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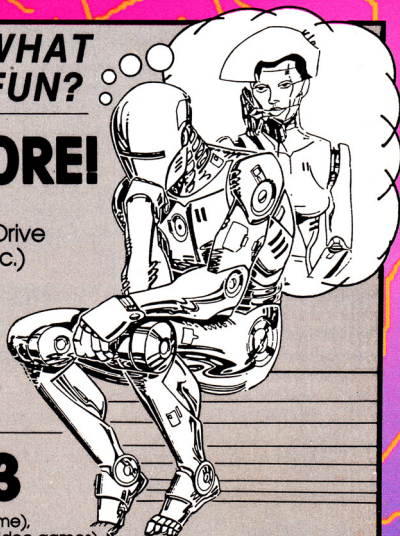
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**SUPERGRAFX**



## TWO PLAYER SIMULTANEOUS ACTION



*If you think the action is intense now, wait until a second player joins in! With so much firepower on the screen, this is a game that has to be seen to be believed!*

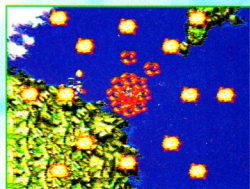


# AWESOME SUPER WEAPONS



*If you look to the bottom of the screen, you'll notice a power meter. If you hold down your fire button, this meter will go up. When it is at it's fullest, you can fire a spread of deadly missiles.*

*If you press the other button, you'll fire a devastating, and very impressive super weapon that obliterates everything on the screen. These are limited though, so don't use them all at the beginning!*



## WORLD WAR II IS NOW!

Hudson has just brought out an awesome conversion of the famous arcade title for it's Super Grafx. And, by no means is this just another shooter! Hudson has packed so much action on the screen, without the massive amounts of slow down one would think would go with it, that you would have to think you are playing the arcade version. We couldn't believe it as it does more than any Super Nintendo or Genesis game ever did! To top that off, there's a cooperative two player mode for even more hot action!

The plot is like any other shooter - fly through enemy territory, shoot anything that moves, grab weapon enhancements and power-ups and blow away the end of round bosses.

The big difference between this verti-

cal scroller and all the others is the unbelievable amount of action on the screen at any one time! Sometimes the screen is so full of bullets, bombs etc. that you can't see what you're shooting at. The fighters are revamped versions of World War II planes but some of the weaponry is state-of-the-art. You'll need it all as the air is not the only place you are attacked from. In the later levels, the enemy forces are also located on the land, and the sea, and even inside armored bases. Find the special hidden bonuses, for extra points, and extra lives. Power your ship up three times, and get the shadow fighters, and after image, which add extra fighters to fight alongside you. With two fighters fighting alongside you, the firepower is tripled. This is a game you are going to have to see to believe!

## BOSS 1





## POWER UP



*Gives you a more powerful weapon.*

## POWER UP 2



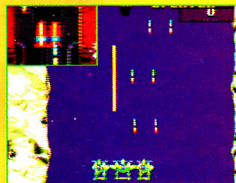
*Adds missiles along with your weapon.*

## HOMING MISSILE



*These missiles seek out and destroy the enemy.*

## SUPER SHELL



*These are super missiles along with a powerful cutting laser.*

# POWER UP ITEMS!

*Even though the action is hot and heavy, make it a point to look for the power-ups throughout your mission as they are the key to your survival!*

## EXTRA AMMO



*Gives you additional ammunition.*

## SUPER AMMO



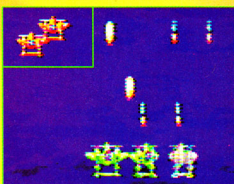
*Gives you use of an extra super weapon.*

## SIDE FIGHTERS



*This special power up gives you two partners!*

## AFTER IMAGE

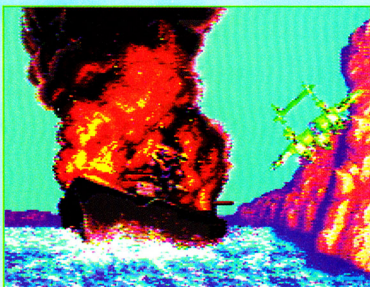


*Gives you two shadow fighters.*

## HIGHLY GRAPHIC INTERMISSIONS!



*Between each level, there is an impressive animated picture that shows your ship blazing away from the boss who is going down in flames. Check these out, and then get ready for the next level!*







## THE VIOLENT TAKE IT BY FORCE

This is the latest shooter from the masterminds at Konami. While it is another shooter, this cart boasts a gold mine in innovative power-ups and some of the fastest game play ever seen on the Nintendo Famicom. The backgrounds feature parallax scrolling as well as dual scrolling with effects similar to titles like Thunder Force 3. You can transform into three different ships, each with different weapon capabilities and possessing special power-ups. Huge and menacing bosses await you at the end of each level. This cart also has game play that lets two people simultaneously team up to defeat the alien invasion. All in all this is one of the most impressive 8-Bit titles to surface in the U.S. or Japan.



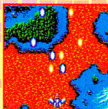
**SUPER FORCE**  
COLLECT 5 SUPER POWER ICONS  
FOR 99 SECONDS OF SUPER  
INTENSE FIREPOWER.

### SHIP FORM A

*This quick little fighter has a rapid fire weapon and a powerful wave beam. The special weapon destroys everything on the screen.*



**SPECIAL WEAPON**



### SHIP FORM B

*This ship has the ability to shoot backwards as well as forwards. The special weapon creates a black hole that pulls everything into oblivion.*

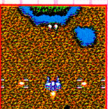
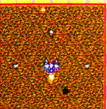


**SPECIAL WEAPON**

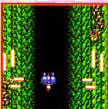


### SHIP FORM C

*This ship shoots a three way beam. If you have the red power-up the beams are heat seeking. The special weapon lets you warp to a safer spot.*



**SPECIAL WEAPON**

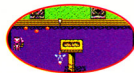






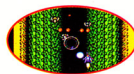
## LEVEL ONE

This level takes place over the city. Destroy the alien armada before they wreak havoc on the innocent citizens. You should be able to collect enough power-ups for a Super Force before you get to the Boss. Blow off his arms and then concentrate on his main body for best results.



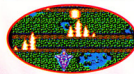
## LEVEL TWO

Fly over the ancient structures and blast away the ground based enemies. This is a good level to power up in as there are tons of enemy ships that fill the screen. The end boss will hide behind the walls of an ancient tomb. Destroy the walls and blast him with your wave beam.



## LEVEL THREE

Maneuver your way through this canyon filled with dangerous rock formations. Watch out for narrow passages or you'll be history. Enter the blue warp pod as fast as possible to get through the tight spots. Shoot the Boss in the eyes while avoiding his deadly heat seeking firepower.



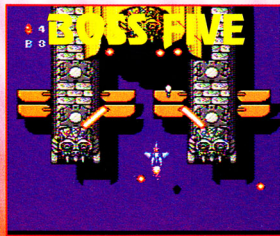
## LEVEL FOUR

This level is filled with active volcanos. Shoot at the tops of the volcanos to close them off. Watch for giant flames and fire balls coming from all sides. When you get the end of the level you will have to destroy the three volcanos before taking on the actual end Boss.

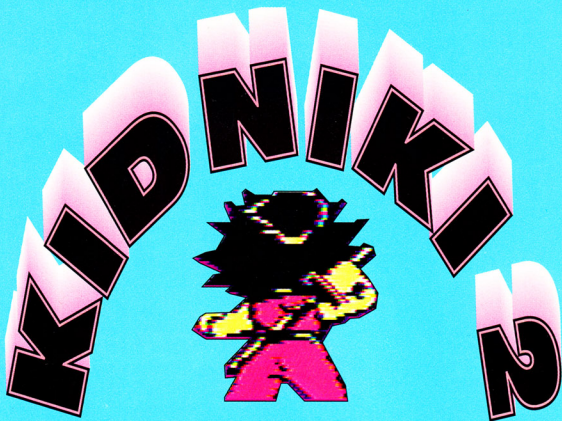


## LEVEL FIVE

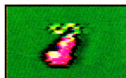
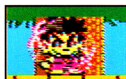
Destroy a legion of Egyptian battleships while cruising over the ocean. The enemy firepower starts to get a little more intense than before. The end Boss is even more of a challenge as you must destroy him three times before he is permanently put out of order.







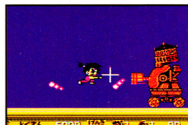
## NINJA MAGIC!



These are the items which you will have to get in order to be able to use one of your magics. Get these, and you can use a magic one time. The magic either last for 10 seconds, or you have 10 shots.

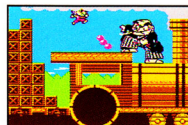
## STAGE 1

Search every inch of this level because you may find a hidden room. Use your wave magic on the boss in order to defeat him.



## STAGE 2

Check out the parallax-scrolling in this level! You can walk through the blocks that are tan. Jump over the bosses shots and hit him on the way down.



## STAGE 3



## NINJA POWER!!

The once popular arcade/NES game now has a sequel. Kid Niki 2 has just been released in Japan for the Famicom. This version is much like the original however, the graphics have been improved, and now there is some parallax scrolling. In addition, there are cinema displays in between levels. Another new item is that you now have the ability to pick the order you do the levels in. Other improvements include being able to use Kid Niki's sword when you attack up and down. This sequel is a major improvement over the first game and deserves a look at as the game play is much more challenging, the bosses harder to beat, and the graphics dramatically improved. Even the sound has been worked over!



## SHAPES, SIZES AND WEAPONS OF JERRY BOY



**SQUASH**

Change your shape to help you get around the screen!



**SIDE STRETCH**



**STRETCH**



**LETTER**



**SLIDE**



**FLATTEN**



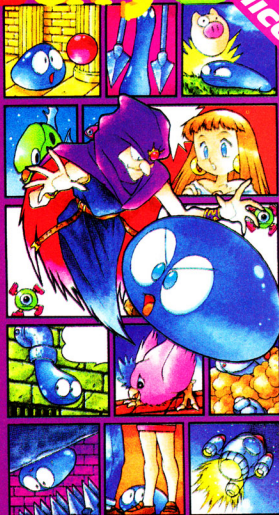
**BALL**

Flatten yourself to fit through narrow short cuts.



**CLIMB**

ジェリーボーイ  
**Terry**  
SUPER FAMICOM



## JUMPING JELLY BEANS!!

One of the most original new concepts in video games is found in EMI's new Super Famicom game called Jerry Boy. In this game your character is a little blob that looks like a jelly bean. You got to be that way because an evil sorcerer has cast a magic transformation spell on you. Your goal is to find him again and convince him that you want your human form back. Despite the inconvenience of your present form, you can get around quite well. You can stretch a number of ways to be able to fight with the enemies that are looking for an easy meal. You can cling and climb up the sides of walls; flatten yourself to squeeze through narrow tunnels; stretch to pick up balls and throw them at your enemies; squash them or stretch to hit them. Talk to all the people you meet as they can offer help! It's a cute quest game that offers up a lot of fun for the younger player.



Get helpful advice from the towns-people.



Climb up the trees as many have bonuses on top!



**BOSS**





PC  
ENGINE



## EVIL HAS RETURNED TO THE LANDS!

The sequel to the popular adventure/RPG game - Neutopia, has just been released by Hudson in Japan for the PC Engine. Entitled Neutopia 2, this game is very much like their original version, but, new weapons and magic have been added. You still have to travel through a very long quest containing long stretches of treacherous terrain and, your battles will be just as fierce but, the concept remains the same - search everywhere and leave no stone unturned. There will be many caves which you must explore and the enemy will be waiting for you, so go in with plenty of magic. At the end of the cave there will be a leader and you will have to fight him. Your ultimate goal, however, is to go after their leader, Dirth. He is somewhere in the caves but you will need the strongest of weapons to defeat him. It's a phenomenal 6 megabit cart and definitely better than the first version. Hopefully NEC of America will bring it over here as a new quest game is sorely needed.

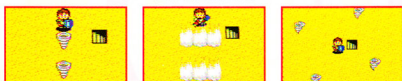
## ANCIENT MAGIC!!

As you progress through the game, talk to the wise old men. They will teach you the ancient art of magic. Each magic has 3 levels of power.

### FLAME!



### WIND!



### LIGHTNING!



## CAVE 1




This cave is very basic. The first thing that you want to do is go to the right, then up, and then right again. Now keep going up and you will find a crystal ball that will give you a map of this level. Search every corner of this cave and you'll find some new armor. Before you go into this cave, try to find somewhere to buy the boomerang. It will be helpful against the boss.






## USEFUL ITEMS!

These items can either be purchased at local stores, or found hidden in areas along your quest.

### BOMB MEDICINE WINGS

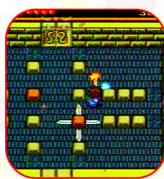
	Blow holes in the mountains, and in the cave walls.		This will refill all of your life. You can only carry 2 at once.		These will warp you to the last wizard that you talked to.
---	---	---	--	---	--

### BOOMERANG RING WHIP

	Buy this in a town and it will be very helpful in getting hard to reach items.		Use this to turn all of the enemies on the screen into low-life slimes.		You'll find this in a cave. It's very helpful, but using it will cost you gold.
---	--	---	---	---	---

## CAVE 2

Take the item you got in cave one and go to the top right of the mainland. You will find a little cave and if you enter it and use the item, you will get passage to the Cave 2. In Cave 2 you will get a new sword and shield. There are two bosses in this level. To beat them, use the flame that you got from the old man under the rock. You might also want to have some medicine available.





## LEVEL 1



During the first level, you will encounter the weaker enemies. Now is the time to practice your various moves. The Boss is a mandarin dragon. To kill it, aim for its head!



## LEVEL 2



The second level takes place in a desolate forest. Fight your way past many different forms of sword-swiping samurai. Save your magics for the boss as he will take a lot of hits otherwise.



## LEVEL 3



You must cross this dangerous bridge in order to move on to the next level. Be careful of the many holes in it - not to mention the ninjas and a fire boss!

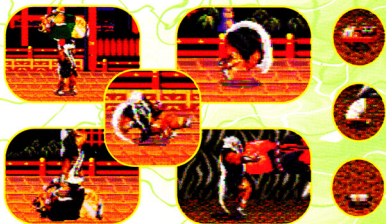


## THE ULTIMATE IN MARTIAL ARTS...

Dark times have come to Japan. An ancient clan of samurai, ninja, and other mandarin warriors have invaded the country and are taking over. The armies are ineffective against such warfare, and the only hope lies with a small band of mystical Kabuki soldiers. They are also able to fight with the ancient arts of combat and, with magical spells, the Kabuki warriors are more than a match for any enemy. Choose from different combat moves that range from body slams, to slide kicks. You can even twirl the enemy 'round and 'round and then using them as a weapon by throwing them at the other opponents! The bosses are the ultimate in evil though. Some will try to fry you with huge fireballs and some will electrify their own bodies and come charging at you! But with a good supply of magic spells, you will be able to defeat the near invincible enemies!

## GREAT MOVES!

The Kabuki soldier has many different offensive moves ranging from flips, throws and punches!





MEGA  
DRIVE



A bird's eye view of the pitcher's mound.



Select the type of game you want to play!



Modify the pitchers skills on this screen!



You can select from a set of six different players.

### HE STRUCK HIM OUT!!

Baseball games are on the rise, especially in Japan, and Sega is there with their newest title, Super League '91. Choose from a wide array of options to tailor your game to your liking. There are 12 different teams, each with their own strengths and weaknesses for you to play as. You can even change your pitchers style and maximum speed of his pitches. This game truly has it all. Choose from three different stadiums in Japan, including the Nippon Dome, the Moon-City Stadium, and the Red-Sun Stadium to play in and get ready for some hard hitting action. Super League '91 makes an excellent addition to anyone's library.



There are 12 different teams to choose from.



Choose from three different stadiums in Japan.

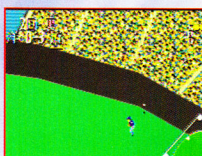


The Perfect Pitch - fast and straight down the middle!

There is a large array of pitches, like the curve ball, the fast and slow ball, and even a sinker!



It's a line drive to left field!



And a foul ball sent to right!



Throw a curve ball to confuse the batter!



Then follow it up with a fast sinker!



## POWER-UP YOUR WEAPONS TO THE MAX!

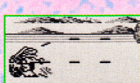
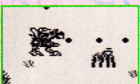
POWERED  
ONCE



POWERED  
TWICE



POWERED  
THREE TIMES

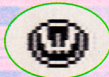


*Each time you get the same weapon power-up, your gun will be able to fire in another direction. The second power-up adds an upward shot and the third sends the shots downward.*

## LOOK FOR THE BONUS ICONS!



EXTRA LIFE

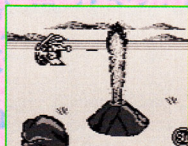
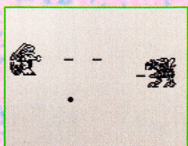
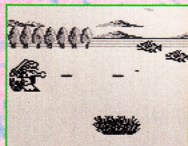


WEAPON



SUPER WEAPON

## FIVE LEVELS OF ALIEN INFESTATION TO CONQUER!



*Fight through intense levels of defensive firepower while staying away from scorching volcano lava eruptions. Dodge the flying fish, and blow away the elephant-like aliens who are armed with deadly homing missiles.*



## THE ROBOTIC REPTILES ARE COMING!

It's some time in the distant future. The human race has created a series of metallic robots who now defend the planet and fight the battles. Your job is to guide our robots through the current war and to emerge victorious. The terrain is treacherous and you must proceed with caution. Blast your way through rocky landscapes filled with volcanoes who, unpredictably send off a blast of molten rock upward towards your ship. The planet is highly fortified and the mechanical monsters defending it will attack relentlessly with guided heat-seeking missiles.

While your 'bot starts off with minimum weaponry, you can power your weapon up to three times when you collect the corresponding icons. Also, life and super weapon icons will help you in your fight to freedom. It's constant action with enemies who don't know the meaning of quit!

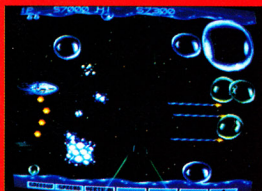


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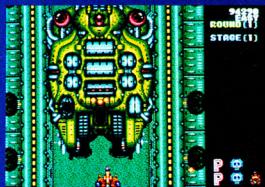
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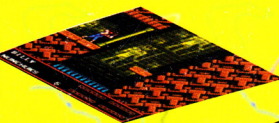
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