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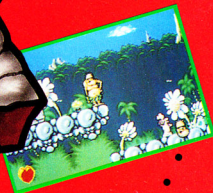
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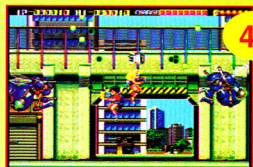


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Now you can play all of your old Sega Master System games on the Game Gear!

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COMING ATTRACTIONS

Be the first to learn about all of the newest U.S. and Japanese games. In this issue check out the hot softs like Exile, Warsong, Wonder Boy 3, Corporation, Devil's Crash, Kabuki, and Rings of Power. Lots of new Japanese GG softs like Galaga 91, Boxing, Alien Syndrome and a new U.S. GG Chessmaster.

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Sega and it's third party licensees have been busy getting all the new games ready for the holidays. Take a look at great softs like Growl, Terminator, Trouble Shooter, Robocod, Shadow of the beast, Cal 50 and the super new - Toki!

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Sonic makes his Game Gear debut in a mega hot 2 meg cart. He still has all his speed and on the GG screen he really flies! Also don't miss the new vertical scrolling shooter Halley Wars!

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Bart outdoes himself this time with the ending to the great Sunsoft hit - Batman.



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MEGA PLAY

**The All-Sega™
Magazine**

NOVEMBER/DECEMBER, 1991

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IT'S BEEN A VERY GOOD YEAR!!

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It's a no lose situation! Sega is smiling - sales of systems and games are well above expectations and in fact, practically everything is on back order. The Sega licensees are smiling as sales of good software are better than average, and best of all, the players are smiling, as they are now enjoying the best games on the market, whether they be sports, action, adventure or role playing. It's a nice way to end the year. And to think, just 6 months ago some critics were expecting the Super Nintendo to instantly take over the market. It didn't happen in Japan (Sega of Japan announced that they just sold their 2,000,000th Mega Drive) and, as sales are going to date, it isn't happening here in the U.S.

Next year looks even better with the ultra-hot, but costly, Mega CD on it's way, and the next generation of cartridge based games will make Sonic look pale! The Game Gear is very slowly, starting to gain momentum. The tuner will boost sales and a few more good carts like Sonic will get the players interested. At least, for the moment, the Master System to Game Gear converter (unlicensed as it may be) will give the Game Gear a library of games that Sega can be proud of.

On other fronts, there's lots of late breaking news just too hot to wait until next issue. Those adventuresome, and rich, gamers who are considering buying the Japanese Mega CD might want to know that most of the hot action games are on their way to the states now - but as 8 meg carts! Heavy Nova will be here this month and Renovation has just announced that Earnest Evans and Sol-Feace will be out early in 1992! Is there a difference besides the obvious audio quality? We'll have a side-by-side comparison next issue!

Sega has just signed up a couple new licensees! Acclaim announced that they will be doing Genesis and Game Gear carts and, U.S. Gold, a licensee in England, now joins the ranks here in America!

As we get closer to CES companies are starting to talk about their new 1992 carts. Sunsoft wants to do Batman 2 for the 16 bit; Kaneco snatched up the Chester Cheetah license; IGS will bring Dahia over from Japan and Data East will do Side Pocket and Too Crude as their first Genesis carts.

For those players wanting the ultimate in game playing, we've tracked down a company which will make custom RGB cables for you at a very reasonable price. Check our letters column for the details.

And finally, as you would expect from Mega Play, we have the very latest in new games coming out for our favorite systems. Terminator, Corporation, Toki, Rings of Power and Sonic GG are but a few of the new super carts which you can check out in detail!

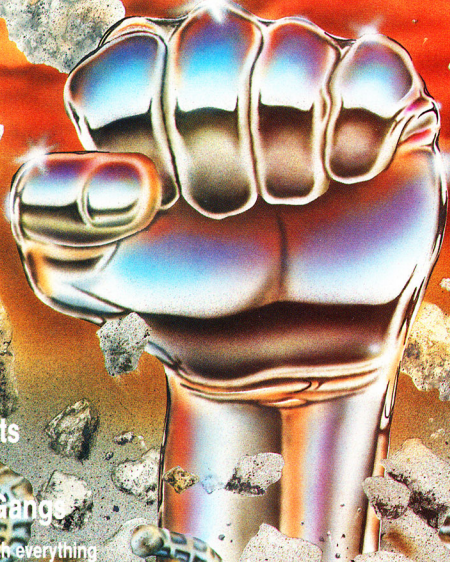
It's been a great 1991! See you next year! Happy holidays from all of us at Mega Play!

ED SEMRAD
Editor

KA-GE-KI

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MEGA MAIL

29¢

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RGB UPDATE...

I read your article in your May/June issue about the setting up of the Genesis to display games in the RGB mode and the difference in picture quality was dramatical. I don't know anybody who can make the cable as I called a couple of computer stores and they were either too busy to do the job or didn't want to attempt it. Do you know any mail order stores which may have the cables from Japan? What monitor do you recommend for RGB?

**Pete Stanson
Toronto, ONT**

(Ed. We have just located a store which will custom make a cable that lets you play your Genesis games in crystal clear RGB! The name of the store is Redmond Cable. They have two locations. The first is at 2232-B Basswood Pl. Cleveland, TN 37323. Their phone number is (615) 478-5760. For people on the west coast, the address is 17371-A1 NE 67th Ct., Redmond, WA, 98052. Their phone number is (206)882-2009.

While they will make a cable for almost any monitor we do recommend the Commodore 1084S. Cables for that monitor will cost about \$28 if there aren't any electronics needed, and around \$40 - \$50 if the cable has to be modified. Best yet, the cables are guaranteed for life! We have tested their product out and the cables are excellent!)

NEW GENESIS...

I have just purchased a Genesis game system. It is one of the new systems as it comes with Sonic the Hedgehog instead of Altered Beast. My friends all have Genesis systems and for some reason mine seems dif-

ferent. I just bought Onslaught from Accolade and the picture rolls on my TV, but when I take the game to my friend's house and play it on his older system everything is fine. Why is this? Do I have a defective system or has Sega done something that nobody

knows about?

**Charles Olsen
San Diego, CA**



Some of the new Genesis systems will not play every cart!

(Ed. Sega has been tinkering with the Genesis. Just recently there was a design change which consolidated some of the circuitry on the mother board. Of course Sega denies that this was done to 'lock out' the nonlicensed Sega software (Accolade is not a Sega licensee). Rather, they say that it was done to help reduce the cost of the system. Fortunately, Onslaught is the only Accolade game that may not work on the new Genesis systems (Turrican and Mike Ditka Football are OK). Accolade is aware of the problem and if you are having a problem with your copy of Onslaught, you should call their tech support division at (408) 296-8400 for further information.)

GAME GEAR SOFTS...

I have been reading all the information I could find on Sega's Game Gear. You said some great things about it in the past, and showed a lot of games that would be coming out. Based on this I bought it a couple of months ago and I've been somewhat satisfied. The system seems to have potential but where are all the new games? Where is the tuner? I have been patiently waiting for the new

games but one a month is hardly what I would call satisfactory. Will there be any quest or RPG games coming out?

**Gary O'Neal
Forestville, MD**



The Master System to Game Gear Converter. It works!!

(Ed. We have to admit that the GG has had some growing problems. With the Lynx now at \$99 the GG has some stiff competition. Also, we unfortunately have to admit that the number of new carts coming from Sega is less than we expected. There are a lot of great GG carts out in Japan however, and you may want to check out what the mail order stores have to offer.

Just recently we have had the opportunity to test out the new Master System to Game Gear converter. This is the way to go if you have a lot of older SMS softs as almost all will work in the GG. Check out the Hi Tech Sega section on page 14 for a detailed review of this product. We highly recommend that die-hard GG players get one, even though it isn't a licensed Sega product.

Sega does seem to be dragging it's feet when it comes to GG RPG's. Japan has Eternal Legend and others, but the U.S. has none. Again, get the converter as you can play all the great SMS RPG's on the GG.)

BACK ISSUES...

Where can I go to get back issues of Mega Play? I missed the July/August issue and I want to have a complete collection.

**Nathan Travis
Vancouver, B.C.**

(Ed. Many of the older issues have been sold out and are out of print. What you may want to do is look for our 1992 Mega Play Buyer's Guide which should be on the newsstand now. It recaps the best of 1991!)

14 DIFFERENT
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MEGA CD UPDATE...

Is there anything new about the Mega CD? I want to get one as soon as it comes out in Japan. What games do you recommend we should buy. Will it be compatible with the U.S. games when they come out next year? This may sound dumb, but how does it work? There aren't any switches or buttons on the pictures that I've seen.

Kyle Pellitier
Long Beach, CA

Can I buy the Japanese CD-ROM and hook it up to my Genesis? I think the Mega-CD-ROM will blow away the Super Nintendo and Sega will continue to stay ahead of the competition.

Scott Daggy
Clemmons, NC



Turn on the Mega CD and watch the logo scale, twist and rotate!

(Ed. Sega's Mega CD should be out in Japan as you read this. This super peripheral will not be inexpensive as it will cost Japanese players about \$370. There won't be many useable games for the U.S. players as most will be heavy duty Japanese RPG's and military simulations. There will be a couple of action games like Earnest Evans, Heavy Nova and Sol-Feace which won't have a lot of Japanese text and should be playable. Unfortunately, these games will not be spectacular discs even though they will be on CD's. This is because it will take the programmers some time to learn how to program the scaling and rotation functions.

Sega of America decided to wait until there would be good U.S. software available before it brought out the Mega CD over here. That is why it is being held back until Spring.

The Mega CD-ROM is all menu

driven and that is why you don't see any buttons on the unit. As soon as the Genesis is turned on you get the Mega-CD intro. By moving the cursor you can open the CD door and begin playing. While Sega has unofficially stated that the Japanese and U.S. Mega CD units won't be compatible, we believe that they will. Unfortunately, even with a Japanese Mega CD player we still don't know anything about the U.S. version, and Sega isn't talking.)

WHERE ARE...?

Over a year ago you show pictures of *Wrestle War* by Sega. I think it would be a great game as there aren't any wrestling games for the Genesis. Also, what ever happened to *Jesse the Body Ventura Wrestling* by Dreamworks?

Adam Cooper
New York, NY

I haven't seen anything in a long time about the game *Elemental Master* by Technosoft. They did a great job on *Thunder Force 3* so what happened to EM?

Richard Reyes
Barrington, IL

Does Sega of America ever do any programming on their own? All of the games that they are bringing out recently are games that were previously out in Japan.

Richard Chan
Bayside, NY



The arcade game Toki will be coming to the Genesis!

(Ed. *Wrestle War* did come out in Japan a few months ago. Sega of America didn't bring it out over here as the moves and action were choppy and poorly done. *Jesse the Body*

Venture Wrestling is put on temporary hold as, like *Wrestle War*, the game play was far from acceptable.

Elemental Master did come out in Japan and it is a very good vertical scrolling shooter. Check out the mail order stores for availability.

You're right Rich. Most of the recent Sega games did come out in Japan and, even more like *Galaxy Force 2*, *Wonder Boy 3 MD* and *Out-run* are on their way. There are a few new carts like *Toki* that will be coming out over here first.)

NEW IN JAPAN...

Now that the Mega-CD is 'old news' in Japan, is there anything 'new' going on over there? Any word about a 32 bit machine? Or how about a portable Genesis/Mega Drive system?

David Souris
East Orange, NJ



The 'special edition' Mega Drive game system.

(Ed. Things are relatively quiet in Japan regarding new technology. The Mega CD still isn't old news and in the coming months we will see new developments in CD software technology. While Sega has their 32 bit arcade machine, don't expect a home version in the near future. Likewise with a 16 bit color portable because the main problem to overcome is the tremendous battery drain which such a system would have.

What Sega did do though, is release a 'limited production' Mega Drive game system. Just a few months ago, Sega sold their 2 millionth Mega Drive in Japan. To commemorate this event, the new systems being sold will pack in a special Sonic telephone card and a coupon for a free new game!)

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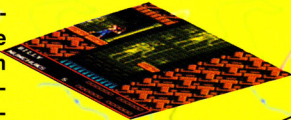
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"And it isn't Toto, either, you fool," I snarled at the science officer. But I had this sinking feeling. We'd just completed planetary mining operations. Time to return to base and trade for weapons and some equipment (hmmm, maybe better shields?). I was half



9 unique alien races, each with their own language and culture.

musings about the mission to save the universe. Half thinking about

Darlene-β, a Denebian clone I'd met last run in.

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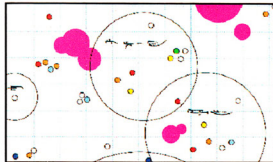


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jungles to deserts, oceans to icescapes. And weather that went from awful to worse. We'd met seven of the galaxy's sentient species but these guys were different. They had to be one of the other two. Of course, I'd never finish the mission unless I parleyed. But I had only seconds to decide. Besides, I've always had an itchy trigger finger.

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The long rumored Master System to Game Gear converter is now a reality! Best yet, this product is built to last! Although manufactured in Taiwan, and therefore not a Sega licensed product, the Master Gear Converter is making it's way into our country's mail order stores.

We've seen a lot of 'rip-off' Taiwan products in the past, but this converter is quality all the way! The unit is finely crafted, fits easily inside the Game Gear cartridge slot and, is securely mounted to the Game Gear with a screw which lines up with the screw hole on the back of the Game Gear. The converter is even made of a black plastic which matches the color of the Game Gear perfectly!

But the real question is - how does it work? We were very skeptical at first but once we loaded up the Master System carts, we were pleasantly surprised! Almost every cart worked perfectly (Spellcaster was a shade wider than the screen). Imagine playing the old SMS favorites like Alien Syndrome, Double Dragon, Alex Kidd, Hang On and Afterburner. Most importantly picture yourself playing Phantasy Star,



It's here! While not an official Sega product, this accessory works great!



The converter is quality! Note the blue screw which firmly anchors the converter in the GG.



The carts fit perfectly! The adapter is compact!

Note: the GG converter is shown on a Japanese white GG for photographic purposes. It works fine on the US GG.

Golvellius and Lord of the Sword on the go! Even the third party carts like Where in the World is Carmen Sandiego and Rampage work on the unit!

On the down side, because the GG's screen is not the best, expect to see some blurring of small, fast moving objects like bullets, in some games. Also, some text is so small that you can't read it on the low-res screen.

Is the unit loaded with highly advanced circuitry? NO!!! All that's inside are wires connecting the SMS cart connector to the GG card input!

Seeing how simple this device is, we here at Mega Play are very disappointed in Sega for not bringing out this device. Game Gear is hurting because it doesn't have a large library of carts. This device would instantly add 100+ carts to it's library. It would also perk up the SMS cart sales. It's not that the carts are too old, just look at the ones that Sega is bringing out now - many are just the old SMS softs in a new shell.

If you want to buy the converter you can order one from Video Game Excitement (212) 222-5584 for \$50.

SCRATCHING ATV BEASTS



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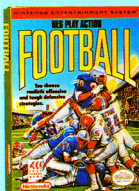
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Hey Gamedoggers!

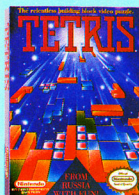
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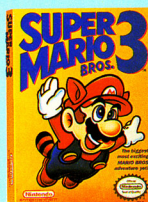
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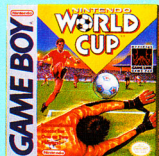
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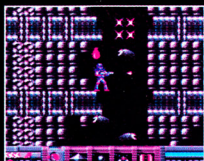
MEGA TRICKS!!

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TURRICAN

(Ballistic/Genesis)

Customize Options - Here is a way to blast through this awesome game with this incredible level code. First go to the option screen from the main menu. Move the arrow to the bottom of the screen and hold the directional pad DOWN. While holding the pad in this position, press these buttons in this order: A, B, B, A, B, A, A, B, A, A, B, A, A. If you have done this correctly, an extra menu will appear. This cheat will allow you to choose infinite options as well as your starting level!



GO TO HIGHER LEVELS
WITH EASE!



ROAD RASH

(Electronic Arts/Genesis)

Super Password - Here is an awesome password for the motorcycle racing game, Road Rash. This code will take you to the 5th level and will give you the best bike, the Diablo 1000. This bike has real power, so watch it around the curves! The password is as follows:

NOTE: The 0's are zeros

09000 06P91
112BE 579TK

Brian Farmer
Jacksonville, IL



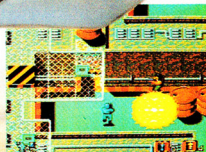
Your opponents are out there and you have the power of the Diablo 1000 at your fingertips. Feel the excitement as you race through even longer and more intense courses towards the finish line!

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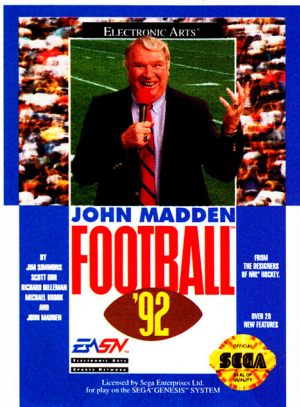
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Brace yourself for the brand new version of the game awarded Genesis "Game of the Year" by Game Player's.

John Madden Football™ '92. It doesn't get any tougher than this.

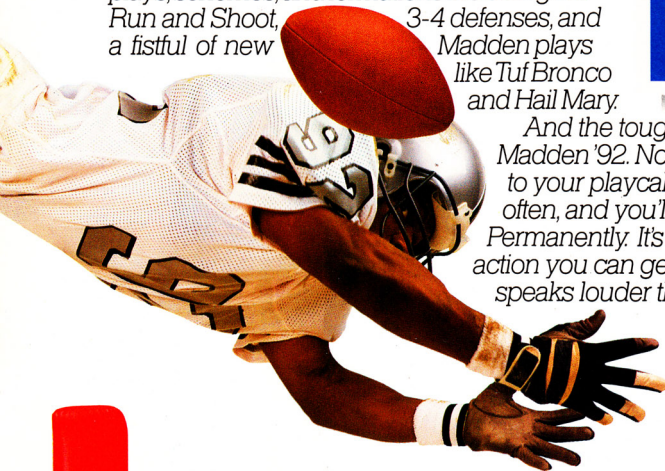
Madden '92 delivers the most guts in football. Twenty-eight updated pro teams, plus a new All-Madden squad. The latest plays, schemes, and formations including the Run and Shoot, 3-4 defenses, and a fistful of new Madden plays like Tuf Bronco and Hail Mary.

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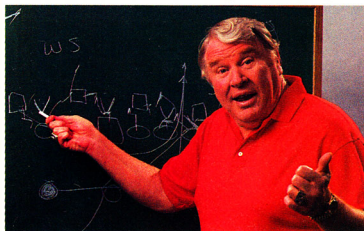


And the tough got even tougher in Madden '92. Now your competition adjusts to your playcalling. Call a play once too often, and you'll get planted in the turf. Permanently. It's the most intense football action you can get. And action always speaks louder than words.

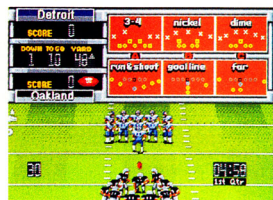
So Madden '92 is flat-out the most realistic game this side of Sunday afternoon.



Each team roster is packed with 35 men, each man rated on six different attributes. Some are more durable; others, better on grass; others, better in mud. Play to their strengths, and you'll make it to the playoffs.



Coach Madden's drafted a whole new game this year including the Run and Shoot, 3-4 defenses, and much more.



This season's a lot tougher. Call a play once too often and you'll get planted in the turf.

Besides calling the shots, you have more moves than a cheerleader. Take your running back, for example. You control every spin, hurdle, cut back, dive, you name it. Use the "oomph" button to steamroll for a first down. If you don't like what you see at the line of scrimmage, you can audible. You even choose the weather.



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SPIDERMAN

(Sega/Genesis)

Short Cut To First Boss - Now there is a way to get to the first boss of the game easily. First go to the options mode and select Nightmare difficulty. Play the game and get into the first level warehouse. Proceed to the right, past the first thug and then past the German shepherd. Next jump on the first crate and crawl to the right. You will go through the crate and to the right will be the fork-lift boss.

Adam Cook
Waynesboro, VA

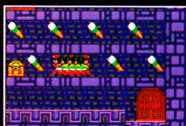


MARVEL LAND

(Namco/Genesis)

Max Out Your Lives - On level 2-7, go up the spike filled passage. When you get to four falling platforms, a medusa head, and two chests, break the chests open and get the flying power plus the weapon. Then go down and to the left into two rooms that have movable blocks. Get past these and go through the door. Once inside, wait for the flying power to wear off. Use small leaps to open the two chests which contain 1-ups. Collecting the rest of the things in the room will give you points. Exit the room and go down, and to the right of the arrow should be another 1-up chest. Complete the level and when you are pumping up balloons in the game room, lose intentionally. You will be thrown to the beginning of the level, but you will only have lost one life. All of the items will be in the exact same place, so you can go through and get the 1-ups again. Repeat the procedure as needed until you have as many 1-ups that you want.

Daniel DeStephen
Franklin, TN



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DECAPATTACK

(Sega/Genesis)

Airwalk and Life Refill - Here are methods that you may use together. The first is the airwalk. This may be done by rapidly pressing on the C button after you jump. Most of you know that the red poles in the game can throw you long distances. But did you know that they can be used to give you extra hearts? Use the airwalk to position yourself over one of the poles and then proceed to drop straight down on to it. Each time you do this you will gain a half of your heart life back and one of segments on the pole will turn white.

Rob Tillman
Macheseny Park, IL



DECAPATTACK

(Sega/Genesis)

Bypass The Boss - There is a way to bypass the second round boss in Decapattack for the Sega Genesis. As you approach the last fall before Toady, the second boss, float to the ledge on the left and then jump from ledge to ledge until you see the sign that says you have cleared the round. Be careful though. You must get the special item before you leave the level. If you fail to do this, you will have to go back to the level and find the item, plus you will run into the second round boss!

Jason Keith
Phoenix, AZ



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SAINT SWORD

(Taito/Genesis)

Level Codes - Having trouble with this game? These level codes will get you quite a bit further in the game. The codes are from the second quest, so expect a real challenge this time around.

Daniel Blaauw
Courtice, Ontario



STREETS OF RAGE

(Sega/Genesis)

Bonus 5000 points - On level 3 after defeating the boss, use your special weapon before he hits the ground. You will get a bonus of 5000 extra points! Be sure to save your special weapon until you defeat him. Timing is critical.

Gary Tauscher
Redwood City, CA



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Castlemania IV	54			The Deadly Duck	42	36	20 <td>Joe Mont. Football</td> <td>42</td> <td>30</td> <td>14</td>	Joe Mont. Football	42	30	14
Chess Master	54	40	24	Dick Tracy	42	30	14 <td>Jewel Master</td> <td>42</td> <td>30</td> <td>14</td>	Jewel Master	42	30	14
Darius Twin	54	40	24	DinoLand	42	36	20 <td>Joe Mont. Football</td> <td>42</td> <td>30</td> <td>14</td>	Joe Mont. Football	42	30	14
Doktrin	56	40	24	Dynamite Duke	42	30	14 <td>King's Moad. Ftbl.</td> <td>42</td> <td>36</td> <td>20</td>	King's Moad. Ftbl.	42	36	20
Earth Def. Force	52	36	20	East Weaver Bas.	49	40	24 <td>Kogeki</td> <td>42</td> <td>36</td> <td>20</td>	Kogeki	42	36	20
F-Zero	50	36	20	Elemental Master	56	40	24 <td>Kor</td> <td>42</td> <td>36</td> <td>20</td>	Kor	42	36	20
Final Fantasy II	60			El Viento	54	40	24 <td>Losers vs. Celtics</td> <td>42</td> <td>36</td> <td>20</td>	Losers vs. Celtics	42	36	20
Final Fight	54	40	24	ESWAT	42	36	20 <td>Lost Battle</td> <td>42</td> <td>36</td> <td>20</td>	Lost Battle	42	36	20
Gradius III	50			Galaxy	54	40	24 <td>Master of Weapon</td> <td>42</td> <td>36</td> <td>20</td>	Master of Weapon	42	36	20
Hale-In-One Golf	54			Golden Axe	54	40	24 <td>Midnight</td> <td>42</td> <td>36</td> <td>20</td>	Midnight	42	36	20
Home Alone	54			Fold Labyrinth	36	20	10 <td>Mickie Defender</td> <td>42</td> <td>36</td> <td>20</td>	Mickie Defender	42	36	20
Hypoc Zone	54			Fold Revisited	36	20	10 <td>Mr. Pacman</td> <td>42</td> <td>36</td> <td>20</td>	Mr. Pacman	42	36	20
J. Madden Ftbl.	54			Fairy Tale Adv.	30	14	<td>Phantom</td> <td>42</td> <td>36</td> <td>20</td>	Phantom	42	36	20
Killer	54			Find Zone	30	14	<td>Phantom</td> <td>42</td> <td>36</td> <td>20</td>	Phantom	42	36	20
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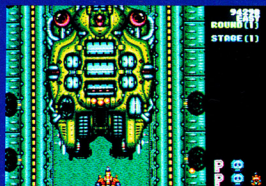
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MEGA CD-ROM SPECIAL!

The mystery behind Sega's much talked about Mega CD is now history as it shipped to the stores on December 7, 1991. From a recent interview with Mr. Tomio Takami, Manager of Consumer Products R & D at Sega of Japan, it may be interesting to note, this day was picked as it is a Japanese "lucky day". However, from what we have seen of this super system, the one thing the Mega CD doesn't need is luck as it is the most technologically advanced system to come out in years.

It didn't start out that way though. Two years ago when the Mega CD was in it's conceptual stage, Sega's main objective was to bring out a low cost, high memory CD-ROM drive. With only one system on the market (NEC's PC Engine CD-ROM), Sega set out to do the same thing but with newer technology, and at a lower cost. After analyzing what could be made better, Sega first set out to speed things up. This was accomplished by shortening the time it takes the unit to bring in more game data. They did that by incorporated the fastest drive available. The engineers then needed to increase the internal memory. NEC was at 0.5 Meg and recently they bumped that up to 2 Meg. Sega had to have more, and finally settled with 6 Megabit. Then the Super Famicom came out and it had hardware scaling. Sega went back to the drawing boards and added a new chip set to do the same thing. But this led to the



The Mega CD-ROM is now available in Japan for about \$370.

system being bogged down with a huge number of calculations in order to do proper scaling and rotation. Another CPU was the way to keep the processing speed at it's max. In fact, with new advances in chip technology Sega was able to put in a coprocessor that would run over 50% faster than the base system's CPU chip! Having all the problems solved Sega stepped back and totaled the costs up. Unfortunately, they found that technology doesn't come cheap as the total retail cost would be about 50,000¥.

Besides great video effects the Mega CD-ROM can now deliver audio, voice and BGM equal to that in any consumer machine and it even matches the specs of Sega's arcade machines. With enough sound channels available, voices can be duplicated perfectly. Since it will play audio CD's as well, the music replication is flawless. Both 3" singles and 5" discs will work on the system. The Mega CD will also be able to play the new CD+G discs, just now becoming popular. About the only thing the new Mega CD won't do is play CD-I discs.

But no matter how sophisticated a system is, without software, it will not sell. Sega knows this and they have been working with their CD-ROM licensees (which number about 40) for some time now. While the first batch of CD-ROM software this year will be mainly Japanese RPG's and

military simulations, it won't be until early next year when we will start seeing the action and quest oriented games. Arcade conversions like Power Drift will start appearing in Spring, and the really hot titles like Sonic 2 won't be hitting the stores until early summer. The reason for the delay on the good titles is the fact that the programmers need time to learn how to use all the cool scaling and rotational effects. This is above and beyond the actual programming time which could be anywhere from 8 months to several years!



From the main menu screen you can select the various modes of play!

The first few games to come out are shown on the next page. Earnest Evans and Heavy Nova look to be the best for the U.S. players who don't know the Japanese language. As we get more information on next year's products, you can be sure that you'll see it first in Mega Play.



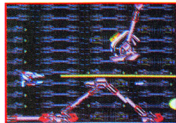
Turn on the system and the Mega CD logo appears and starts to rotate.

MEGA-CD SPECIFICATIONS:

Processor:	MC 68000
Clock Speed:	12.5 MHz
RAM:	6 Megabit
	512 Kbit PCM
	128 Kbit CD-ROM
	64 Kbit Misc.
ROM:	1 Megabit Bios
Access Time	1 second
Audio:	8 channels PCM
Special Features	Hardware Scaling, Zoom & Biaxial Rotation
Price	49,800 ¥ (\$370)
Available (Japan)	December 7, 1991

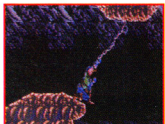
SOL-FAECE **Wolf Team/Mega CD-ROM**

Transferred over from the Japanese computer version, Sol-Face will be one of the first shooters for the Mega CD-ROM. This side scrolling blast-everything-that-moves action game offers a wide variety of power-ups, and huge full-screen bosses. Somewhat similar to R-Type.



EARNEST EVANS **Wolf Team/Mega CD-ROM**

Cast as the prequel to El Viento, this quest game sends you, as an Indiana Jones type character, to the deepest reaches of Peru in search of a magical book. Meet Anette during your travels and save her from the dangers that she always seems to get herself into. Great action and adventure!



WOODSTOCK: FUNKY HORROR BAND **Sega/Mega CD-ROM**

Six aliens who were traveling to their next gig, crash land on Earth. They want to leave, but their band instruments were scattered in the blast. Help them find what they need as you search the planet. Based on a cartoon series in Japan.



LUNAR:THE SILVER STAR **Game Arts/Mega CD-ROM**

One of the first RPG's to come out for the Mega CD-ROM features you and four other characters on a quest that spans the globe. With great intermissions unlike any others ever seen in a video game! Huge full screen characters animate smoothly as they narrate the ongoing storyline.



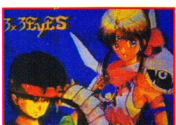
NOSTALGIA: 1907 **Sur De Wave/Mega CD-ROM**

There has been a murder on board a luxury liner. You must solve the case by interrogating the passengers and crew. Search for clues as you must inspect each room in the ship, but watch out as the murderer is coming after you now! Features thousands of still screens to give you a complete view of everywhere on the ship!



3 x 3 EYES **Sega/Mega CD-ROM**

Another Japanese RPG for the Mega CD. This one takes place in ancient times where the sword and magical spells rule the planet. Gather your party together and set out on a perilous quest to find and bring back the sacred books of the gods which have been stolen by the black wizard.



COMING ATTRACTIONS

GOLDEN AXE II Genesis / Sega

For all those who have enjoyed the original Golden Axe, the wizards at Sega have conjured up another winner as Golden Axe 2 takes on the continuing tradition of excellent hack and slash action. The fighting is intense and the backgrounds are beautifully illustrated. An additional bonus is the improved magic spells which are obtained from little wizards. Golden Axe II is a winner from beginning to end!!



The well known trio have returned. Choose your favorite character from the selection screen.

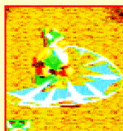
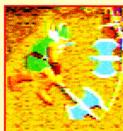
DOWNWARD SLASH



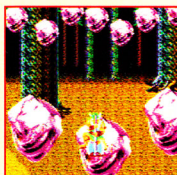
FORWARD SWING



SPECIAL ATTACK



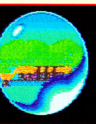
These are just a few of the many available moves. The special attacks and the magics have been changed since the first Golden Axe appeared. This is a true worthy sequel!!



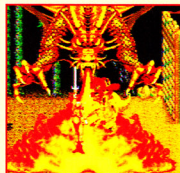
Earth Magic at full power!



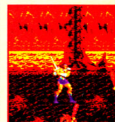
Air Magic at full power!



New to Golden Axe II is the crystal ball. This replaces the map in the original Golden Axe.

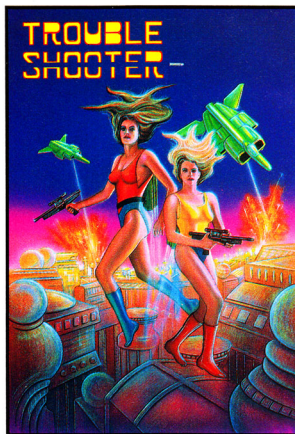


Fire Magic at full power!



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Madison and her faithful sidekick, Crystal, enter a treacherous robotic underworld to rescue Prince Eldon, who has been kidnapped by the mutant military weapons genius, Blackball. Will Prince Eldon survive? Can Madison destroy Blackball? And will the girls safely emerge from Blackball's evil empire? Only time will tell...



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Now for those of you who do not find a card, there is still another way to win. Simply look at the back of the **Trouble Shooter** box and answer the following question: Who contacts the **Trouble Shooter**? Mail your answer to:

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Be sure to include your name, address, and phone number. The winners will be notified by phone and announced on **GAMEPRO TV!** All entries must be received by January 31, 1992. Now go out and get into **Trouble Shooter** and watch **GAMEPRO**. Getting into trouble has never been so much fun!



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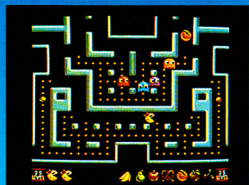


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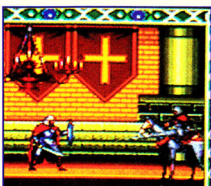
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In the action scenes, you go through many perilous places, including the castle pictured above. Fight the challenging bosses and then get ready for a role playing segment!

EXILE Mega Drive / Telenet

Exile features action and role-playing all rolled up into one intense cart. The battle scenes are done with a great attention to detail, while the role playing segments are extremely challenging. You must journey to different lands with your companions and complete various missions. After completing an action scene and defeating the end boss, you then embark on a mission in the role playing segment. A top view perspective similar to the Phantasy Star series. There are at least four missions to solve in the role playing segment, each harder than the first. Exile offers great action and role play all in one.

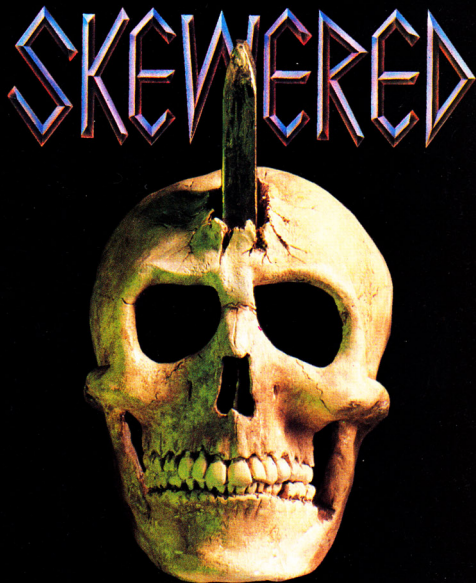
SUPER FANTASY ZONE

Mega Drive / Sunsoft

Take on Fantasy Zone in 16-bit graphics. SFZ offers the same classic action of the original, but now it's been enhanced for the Mega Drive system. Huge end bosses and colorful graphics make this shooter a hit.



This stage is filled with toxic pollutants. Destroy everything that gets in your way. Great power ups are available throughout.



CORPORATION Genesis / Virgin Games

You are a ZODIAC agent on an urgent mission. The Universal Cybernetics Corporation (UCC) has created the ultimate killing machine. Your mission is to seek out and destroy this machine before it goes on its killing spree. 360 degree field of vision, smooth scrolling graphics and 16 levels of pure action highlight this cart. Watch for Corporation coming in late November.



Choose from 6 different characters: 2 men, 2 women, and 2 androids. Each character has their own strengths and weaknesses.



Turrets like to sit in corners and shoot at you. Blast them early!

This panel indicates the damage done to the front of your character.



Try to avoid the big, green monster.

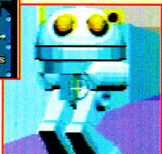


These security cameras send out more droids if they see you!

This panel shows the damage done to the character's back.



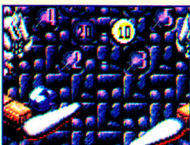
Status screens show the current damage done and total health of your character.



A surveillance droid

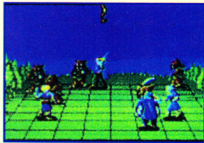
DEVIL CRASH Mega Drive / Technosoft

If you've ever played Devil's Crush on the TurboGrafx you'll know what the game is about. Now though, it's on the Mega Drive and it's spectacular. The pinball machine seems to come alive. Things reach out and grab your ball, holes open up in the floor, and many more surprises. Devil Crash may be something for you pinball lover's to look into. It's definitely a different breed!

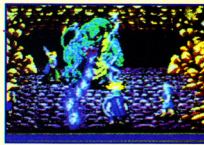


ISLE ROAD Wolf Team / Mega Drive

Isle Road is a role players dream come true. Combine a long quest with the ultimate power of CD-ROM and you get a masterpiece of an RPG. Isle Road contains 3-D scenes of all the characters in action. The bosses are intense and the action is very realistic. For the ultimate in RPG adventures, check out Isle Road!



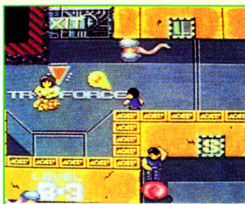
One of the best features of this cart is the outstanding graphics throughout the game. Battling the huge bosses is an experience in itself!



ALIEN SYNDROME

Game Gear / Sega of Japan

Alien Syndrome sets you out on a journey to defeat the aliens infesting your star base. Pick up your weapons and set out to blow up the nasty invaders. Maneuver through the corridors and rescue your fellow crew members who are being held captive. Save everybody on the level and go after the boss who is waiting for you.



THE CHESSMASTER

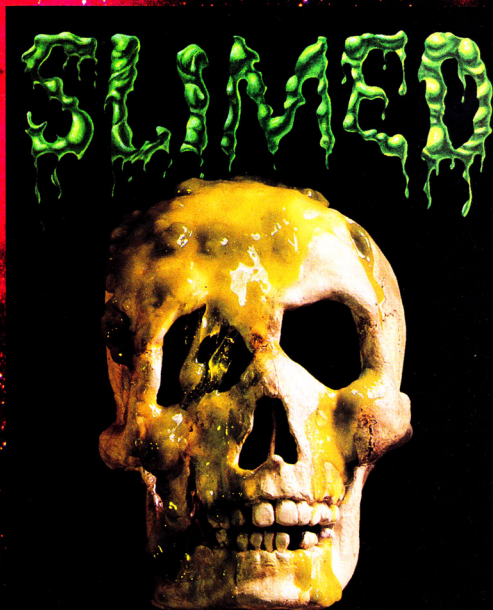
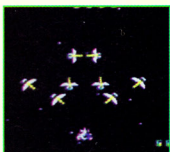
Game Gear / Sega

Game Gear owners can now play chess on their portable unit. Chessmaster offers the same features found in the original versions of the game. Very challenging game play and nice graphics are featured in this cart. A great way to pass the time if you like brain games instead of action carts.

GALAGA '91

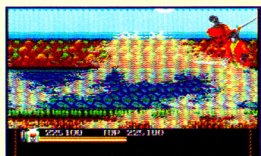
Game Gear / Namco of Japan

Galaga '91 is Sega's version of the popular arcade classic. You pilot your ship on a mission of mercy to destroy the evil alien armada attacking Earth. Better graphics than the original and more challenging game play are features of the '91 update. Now available for the portable GG, Galaga is one of the better translations to come along in quite a while.



KABUKI Mega Drive / Taito

Kabuki may be one of the biggest surprises you will see. Originally out for NES, Taito has also made a version for the Mega Drive. While not the same Quantum Fighter scenario, Kabuki takes on a more traditional role in Japan as he fights his way through many enemies and bosses. Kabuki is an interesting addition to anyone's Mega Drive library.



ALISIA DRAGON Mega Drive / Game Arts

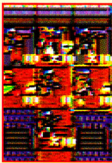
Alisia Dragon is the latest slash and hash from Gamearts. Take the part of Alisia to rid your land of the marauding monsters determined to rule the land. You have many different techniques and weapons at your disposal. Or, choose to destroy the enemies with the available magic. There are huge bosses at the end of each level, and fighting them can really take their toll upon you. Excellent graphics and smooth scrolling make Alisia Dragon a must have!

WARSONG Genesis / Treco

Fans of Herzog Zwei and Military Madness will recognize Warsong's familiar game play. Equip your army with weapons and gear. Plan their strategy and send your troops into the thick of the battle. Command your army as they fight dragons, wizards, and other nasty things, while trying to keep control of your kingdom. Warsong offers a medieval type of fighting for military simulation lovers. Very realistic and requires a lot of strategy.



Good use of the joystick will make sure you prevail in battle.



RINGS OF POWER

Genesis/Electronic Arts

It has been 500 years since the last Cataclysm. The Rings of Power have become just a legend. All who have read The Book of Nexus know of the Sacred Quest to restore the Rod of Power to Nexus. Your Sorcerer, Buc, must take part in this journey. Rings of Power will arrive in late January of '92.



If you start trouble on your journey, you will enter the combatant screen.



Traverse new terrain when you feel you have obtained enough experience.



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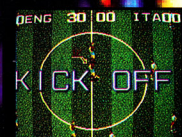
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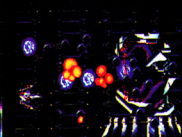
GAME



Kabuki Sōshi (M/D) (M/D) (M/D)



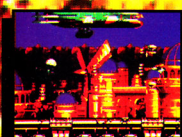
Soccer '92 (M/D)



Shi-Fa (M/D)



Super Fantasy Zone (M/D)



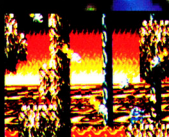
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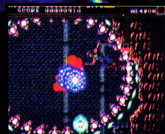
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MEGA-FILE

Manufacturer: Sega
Sega System: Genesis
Cartridge Size: 4 Meg.
Number of Levels: N/A
Theme: Fighting
Difficulty: Moderate
Number of Players: 1
Available: December

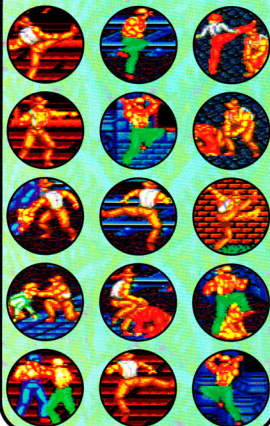
RESCUE THE ANIMAL KINGDOM!!!!

There have only been few intense fighting games that have been available for the Genesis. Now, Taito brings to the Genesis their version of a fighting game. This game is *violent!* Not only can you punch the lights out of people and kick in their skulls, but you can also bash their heads in with your fists, or even stomp them with your foot when they're down on the ground. If your feeling like doing some real damage, try picking them up and throwing them around like a sack of potatoes. It is the 20th century and an evil group of animal poachers is getting out of hand. If you don't stop them now, the whole animal race may be come extinct!



GET DOWN A DIRTY!

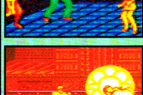
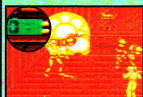
Each of the four men have the same fighting abilities, but the amount of damage each fighters can inflict depends on how great his attacking ability is. These skills are essential!



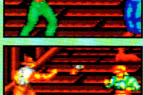
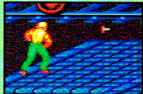
POWERFUL AND HELPFUL WEAPONS!!!!!!

As in most fighting games, the main character can find and steal weapons from the enemies. You'll discover these weapons in the barrels! Watch out for the red barrels because when you hit them... BOOM!

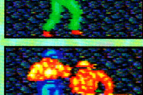
ROCKET



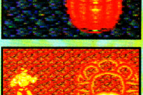
KNIFE



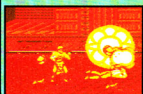
SWORD



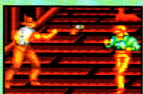
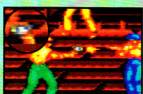
WIPE



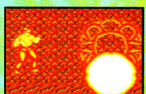
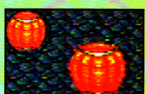
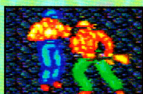
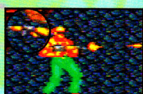
BOMB



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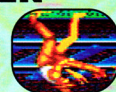
MACHINE GUN RED BARREL



CHOOSE YOUR FIGHTER

You can choose from four fighters at the being of the game. Each on differs in their abilities and they all have different special attacks. Try to finish the game as all four players

GEN



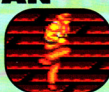
Gen's best quality is his jumping ability. Gen lacks attacking power and amount of life to start. He has the best special move.

BURN



This guy has a lot of life, but his attacks are the weakest of the three. His special move is a quick jump - punch in the face.

KHAN



Khan's attack is as powerful as Burn's, and his jump and life power are maxed out, making him someone you what to think about using.

JACK

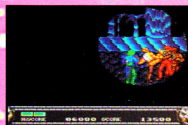


Jack by far has the strongest attacking ability. But with low life level, Jack can't take a beating for very long!



THE MAIN BATTLE FIELD OF ACTION!!

Growl is different from many other fighting games. Instead of using this old formula, Growl pits the player in one huge level with numerous bosses that are all ready to do battle with you. There are a variety of enemies that will meet in this game. Don't let the enemies gang up on you from both sides, or else you're dead meat! If you find a bomb, pick it up and wait for the enemies to get in a big group. That way, you can take out a lot of them very quickly. After you free some of the animals, they will help you in defeating the evil poachers. Your special attack works best against the bosses, but be careful; the bosses may blow up! After you beat the enemy that looks like Freddy Krueger, don't put the controller down - you might be caught by a surprise attack!



The battle isn't over until the fat lady sings, and she won't start singing until you beat your most feared enemy. Good Luck!



MEGA-FILE

Manufacturer: Virgin
Sega System: Genesis
Cartridge Size: 8 Meg
Number of Levels: 8
Theme: Action
Difficulty: Moderate
Number of Players: 1
Available: Dec 1991

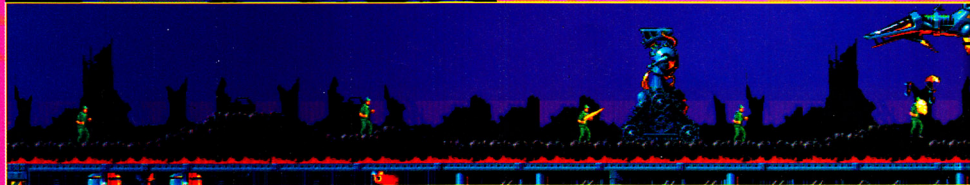
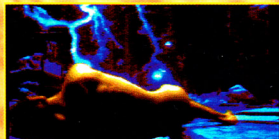
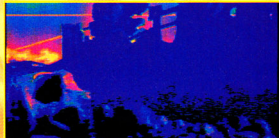
NO FATE BUT WHAT WE MAKE.

In 1997, a massive global computer network known as Sky-Net began thinking on its own. Mankind would never be the same. Sky-Net decided that human life was a threat to its existence and the only solution was to wipe it out completely. Almost instantly, an all-out nuclear war had begun and nobody knew who started it. The survivors, known as the Resistance, discovered the Sky-Net terror and went on a crusade to destroy the entire network.

Following the plot and storyline of the classic movie, you assume

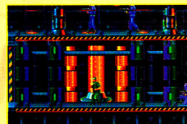
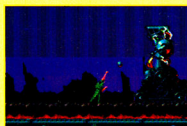
the role of Kyle Reese, sent back in time by the leader of the human resistance, John Conner. You must travel back in time and to stop a lone Terminator sent to kill Sarah Conner before she gives birth to the leader of the resistance. This cart features fast paced action scenes with a high level of detail and digitized intermissions. The sound track is upbeat and contains many tracks from the original motion picture score. Terminator is one of the more successful movie to game translations for the Genesis and combines super intense action-packed game play with some of the best graphics Genesis has to offer.

ULTRA HOT CINEMA DISPLAYS!



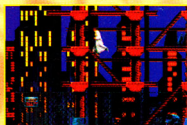
INFILTRATE SKY-NET!

Invade the base of operations for the deadly machines that have taken over the world. AT the beginning of this level you can stock up on explosives. Find the main computer set up explosives to get rid of it once and for all. Jump into the time displacement machine.



SEARCH THE STREETS OF L.A.

The Terminator has already killed the two other Sarah Conners in Los Angeles and the police are on a man hunt for the murderer. While packing a shotgun, avoid the cops and the Terminator while searching for Sarah. Watch out for surveillance copters and squad cars as you try to keep the real Sarah Conner from being terminated.



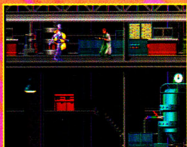
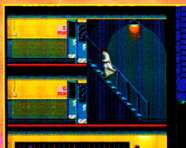
A PARTY POOPER IN BAR TECH NOIR!

You tracked down Sarah and the Terminator and must fiercely shoot it out with this metalhead and rescue Sarah from her date with death.



SHOOT OUT AT POLICE HEADQUARTERS!

Not even the entire police force can protect Sarah from the Terminator, bust into the place and rescue her before it's too late.



THE FINAL CONFRONTATION?

You're trapped in a giant computer factory and it's filled with danger in every direction. You must make it to the steel press and lure the Terminator in for an imPRESSive ending.



MEGA-FILE

Manufacturer: Vic Tokai
Sega System: Genesis
Cartridge Size: 4 meg
Number of Levels: 5
Theme: Shooter
Difficulty: Average
Number of Players: 1 or 2
Available: November

TROUBLE SHOOTER

THE NAME SAYS IT ALL!

You are one of two heroines who are looking for... what else? Trouble! Trouble Shooter is a new shoot 'em up for the Genesis that utilizes the same sort of game play as Forgotten Worlds. The game follows in the tradition of famous Genesis shooters. This particular one is about Crystal and Maddison - two tough girls with some heavy duty artillery. Choose from either one of them to fight off the enemy, or if you have a friend nearby, go with some great two player simultaneous action.

The introduction of the game features cinema displays, as do the intermissions between each level, but, the cinema displays are only a small part of the action. The game itself has multiple parallax backgrounds, and the graphics are very detailed and colorful. The end bosses of each level fill the screen, and hurl every bit of firepower they have at you. If you're looking for trouble, check it out!



The two heroines, Crystal, and Maddison.



CINEMAS!

TROUBLE



SHOOTER

CINEMAS!



The game really gets fun when two players team up!



The cinema displays are only a small part of the action. If you really want some action, try fighting some of the huge bosses that attack you at the end of each level



Choose your character and get crackin'. The enemies won't let up until you're dead. Grab some power-ups, and make them sorry they ever messed with you.



The end bosses will take a lot of hits before they are eliminated.



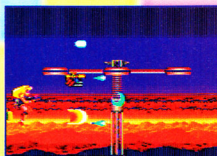
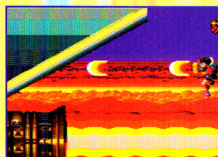
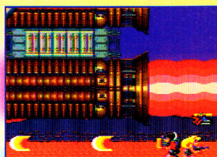
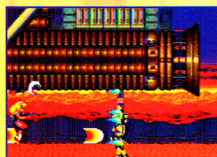
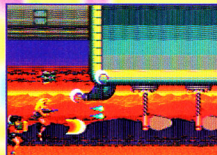
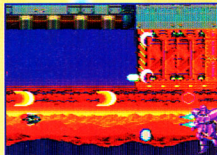
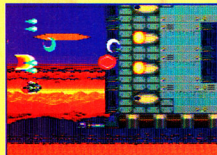
Level 1



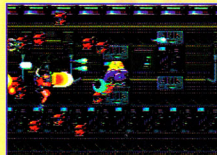
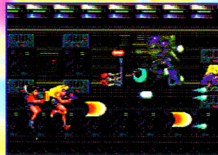
Level 2



Level 3



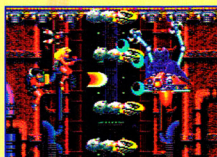
Level 4



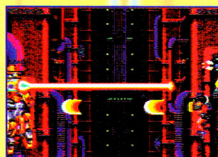
MAIN BOSS ONE



MINI BOSS TWO



BOSS TWO



BOSS THREE



MEGA-FILE

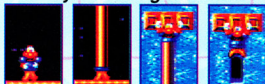
Manufacturer: Electronic Arts
Sega System: Genesis
Cartridge Size: 4 Meg
Number of Levels: 14+
Theme: Action
Difficulty: Moderate
Number of Players: 1
Available: Dec 1991

JUST FOR THE HALIBUT

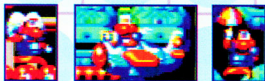
Back in his second adventure for the Genesis, the cute, obscure super hero has taken a new form. This time our scaled hero (and we're not talking hardware functions) is encased in a suit of armor. One of his new game play techniques is the ability to stretch your body to incredible heights and attach to the ceiling. Other new features are different power-ups that let you fly such as angel wings and a biplane.

Something fishy is going on in the North Pole. Someone has been stealing the toys from Santa's workshop and there's only one law enforcer that can stop this diabolical plan to spoil Christmas. You are the new and improved James Pond a.k.a. Robocod, and it's up to you to fillet the evil penguins and help save Santa's workshop and the Christmas season.

Stretch your way to the nearest ledge and let go to pull yourself together.



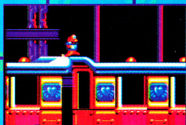
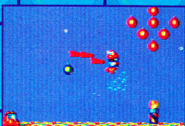
You've heard of flying fish, but never like this!



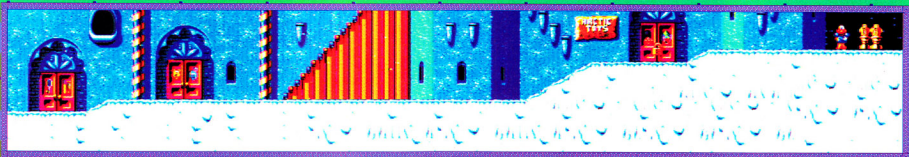
JAMES POND 2 ROBOCOD



The first two doors you will encounter will be a sporting goods world and a teddy bear world. After covering both of these areas you will fight a huge Teddy bear end boss. Hit him on the head.



Now go to the dessert and auto zones. Take a swim in a vat of icing and pick up the angel wings to make it through the auto shop. You will face the monstrous Carzilla. Watch out for his helpers.



MEGA-FILE

Manufacturer: Electronic Arts
Sega System: Genesis
Cartridge Size: 8-Meg
Number of Levels: 5
Theme: Action
Difficulty: Hard
Number of Players: 1
Available: Now

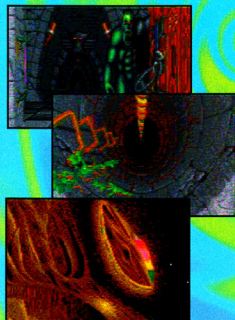
THE BEAST IS AMONG US!

The winds of time has taken it's toll on old mother Earth, and the human race as we know of is dying away. The Mages of Darkness have become the dominating race in this post-nuclear era, and non mutated humans are hunted for sport.

As a child you were abducted by the Mages and trained in their evil ways. For years you have been their brain-washed servant and one day you recall a particular gruesome sacrifice. The face of the person on the table was your father. The realizations of your mistakes turns the beast in you against your captors.

You start off with only your fists and jump kicks however along the way you can find weapons like laser rifles, jetpacks and magic potions that will give you other powers.

There are over 100 different monsters to destroy on your quest which will take you through more than 10 different regions.



The various cinema displays set the scene for the battles to come in the next region!

SHADOW OF THE BEAST

THE OUTSIDE PLAINS



This level is the connecting point with all of the other different regions. Here you must master your techniques and search for more powerful weapons!

THE UNDERGROUND FORTRESS

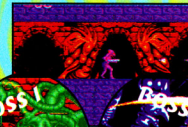
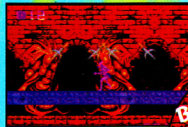


You will need to find a key in this level that will allow you to unlock the door in palace.



Beware in this level, for there are two bosses to contend with. You will need to use magic on both of these creatures.

THE DARK PALACE



There are two sections in this castle - an action scene, and a flying-shooting sequence where you don a jet pack!



Like the tree stage, there are two bosses. The laser is needed on both of them, so make sure you have it in your arsenal!

MEGA-FILE

Manufacturer: Mentrix
Sega System: Genesis
Cartridge Size: 8 Meg
Number of Levels: N/A
Theme: Action/Shooter
Difficulty: Average
Number of Players: 1
Available: December

CAL 50

RESCUE THE P.O.W.S!

Twenty years ago, some of your comrades were shot down and captured. Now, you've been sent to rescue them. But the odds are against you. It's you against the entire enemy army. Deep behind enemy lines, your friends are being held. So it's a long journey, and you'll be holding the trigger of your gun 99% of the time. Caliber 50 is a new shooting game for Genesis by Mentrix Software. Modeled after the arcade version, this version has most of the contents of it's arcade counterpart. The power-ups are the same as seen in the arcade, and the enemy onslaught is just as ruthless. Take off in a plane at one point and take on the enemy from the air. Through desert, jungle, an enemy infested river, find enemy ammo boxes, and become even more powerful. You'll need it all for this challenge.



Your friends have been captured, and you're out to rescue them.



The enemies never stop their advance, so if you need an extra edge, just jump into this parked plane, and take on the enemy from the air. Eventually, you are dropped into the jungle.



AMMO BOXES

Ammo boxes can contain items that are vital to your mission. If you see one, blast it!

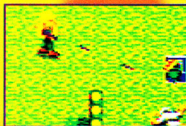


MENACING BOSSES

With bosses like this one rolling about, you'll need plenty of firepower. Be careful!



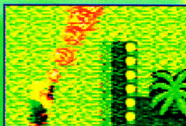
NORMAL SHOT



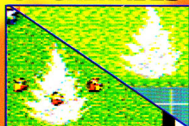
ROCKET LAUNCHER



FLAME THROWER

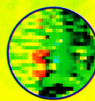
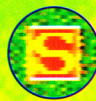
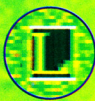
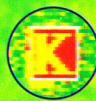
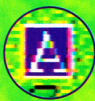


TWO TYPES OF GRENADES



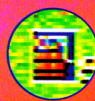
POWER UP ITEMS

Each of these items will help to power up your weapon in a different way. The last one powers up your gun completely. The power bar at the top of your screen changes color to indicate your type of weapon.



GRENADES

These are more powerful than your gun. Red being twice as powerful as green.



MEGA-FILE

Manufacturer: Electronic Arts
Sega System: Genesis
Cartridge Size: 5 meg
Number of Levels: NA
Theme: Simulation
Difficulty: Average
Number of Players: 1
Available: November

LOCKED ON TARGET!

One type of game that has been noticeably missing from the Genesis library is the aircraft fighting simulations. Now, Electronic Arts has filled that void, with F-22 Interceptor.

F-22 features first-person perspective views through the cockpit, and also includes some stunning visuals from outside the craft. For instance, after a battle, the view shifts to outside and you get to see your F-22 roll and bank its way to the next objective. A truly outstanding sight!

One of the features that make this game so realistic is the scaling, rotation and the 3-D polygon filled graphics. The other fighters are done with these features which adds to the overall effect. You also can watch and guide your tow missile as it heads for it's target.

Formulate your battle plan and head off to Iraq as our troops are counting on you!



THE COCKPIT DISPLAY!

Your cockpit display shows all of the vital stats for your fighter.

AIRSPPEED
INDICATOR

ENGINE
STATUS

RADAR

CHAFF AND WEAPON SELECT

The readouts are clear and precise. You'll always know what's going on.

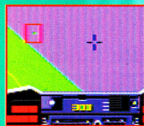
ALTIMETER

MONITOR
DISPLAY



Scale your way down to your awaiting fighter!

REAL DOGFIGHTS!



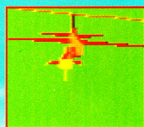
Target Locked!



Missile Away!!



Looks as if this guy has hit me first.



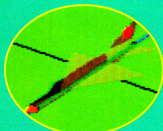
This guy had better look behind him!!

ENEMY TARGETS!

KC-135 TANKER



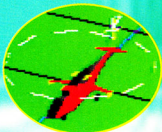
MIG-21 FISHBED



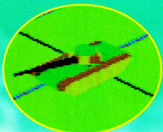
MIG-27 FLOGGER



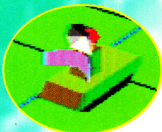
MI-24 HIND



T-72 TANK



FFTA RADAR



These are just a few of the enemy combatants you will meet. Go nose-to-tail with the fighters and blast the MI-24 Hind out of the sky, but watch out for the ground based tanks and the enemy radar stations!!

MEGA-FILE

Manufacturer: Sega
Sega System: Genesis
Cartridge Size: 4 Meg
Number of Levels: 9
Theme: Action
Difficulty: Moderate
Number of Players: 1
Available: January

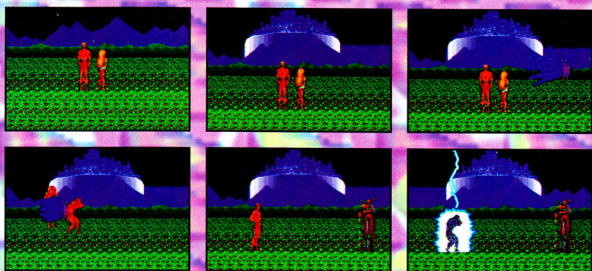
WHOO, WHOO, WHOOO, ...!

This is a translation from the popular arcade game. This game is the same, but some of the levels and bosses have been switched around. The graphics are that of the arcade game and Sega even left in the incredible scrolling backgrounds.

The story: One day you and your girl friend were having a picnic in the park and the sky darkened. Off on the horizon a strange tower appeared. A hand came flying out of the tower and stole your girlfriend. Then the next thing you know there is a strange looking man standing in front of you. You fight for awhile, but it is hopeless because, before you know it you were changed into a ape. The only way to get back to normal and save your girl friend is to go into the tower and defeat this strange new evil that lurks about the land. You only line of attack are strange balls that you can shoot out of your mouth.

MEGA PLAY EXCLUSIVE!!!

INCREDIBLE CINEMA DISPLAYS!!!!



AWESOME WEAPONRY!!

You have to go on a long hard journey in order to rescue your girl friend. There are a number of power-ups that will help you along the way. You will find these power-ups hidden throughout the levels. The only problem is, these power-ups don't last very long. When they run out you will have to find another one if you want to keep the one you have. Other special items include a star which will make you invisible for a short while. Take advantage of this while it lasts.

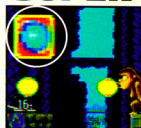
TWIST



3-WAY



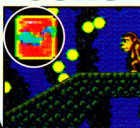
SUPER



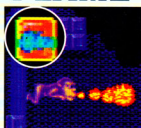
BIG



BOUNCE



FLAME



SHOES



STAR

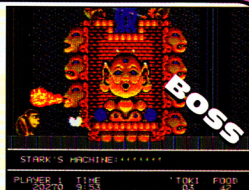


1-1**1-2****LEVEL 1**

Use this level to get use to the unique controls of your monkey. You'll find that his jump will take a little getting use to. These

1-3

levels are pretty basic as you just have to get to the end of each round. This is a good place to collect a lot of fruit. Try not to lose many lives because you're going to need all of the extra men you can get later on. In order to beat the boss you have to shot the heads that are on the side of him. To avoid his fire stand at the far left or right side.

**2-1****2-2****LEVEL 2**

You'll find the shoes in this level, and these will come in handy because here you'll start at the bottom and you will have to

2-3

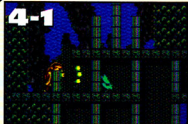
work your way to the top by jumping on moving platforms. Watch out though because some of the platform will move out from under you and if you're too slow you'll fall on to some spikes. Check out the great transparent waterfalls in this level!

**3-1****3-2****LEVEL 3**

Splash! I never knew that apes could hold their breath for this longer under water, but I guess Toki has good lungs. In

3-3

this level there are a lot of places to investigate. Search every where as you will find anything from power-ups to free guys. You can make mince meat out of this boss by just shooting him with your gun. The only thing you have to worry about is when he charges at you.

**4-1****4-2****LEVEL 4**

This level plays from left to right, but you will have to go either up or down to get past certain areas. You will find hidden

4-3

power-ups if you investigate every part of this level. Make sure that you know what your falling on when you walk off a cliff. Sometimes you might land on some spikes, or there might be an enemy waiting underneath you. Watch out for the boss as he likes to swoop down and stomp you.



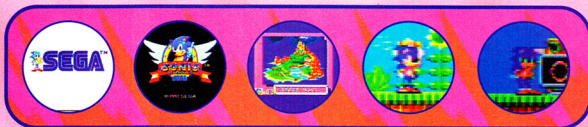
MEGA-FILE

Manufacturer: Sega
Sega System: Game Gear
Cartridge Size: 2 meg
Number of Levels: 10+
Theme: Action
Difficulty: Easy
Number of Players: 1
Available: December

FASTER THAN A SPEEDING BULLET!

From the depths of the Scrap Brain Zone, Dr. Robotnik has returned, and this time he has brought his evil plans to the Game Gear! Now, there is only one person... er, hedgehog, who can save the universe! Yes, Sonic is back, and being confined to the Game Gear screen doesn't slow him down! The game play is very similar to the Master System. But for you Game Gear fans, check this one out! All of the fast action, and bright colors of the Genesis version, and with the addition of a map screen to show your progress, this one makes up for what's missing from the Genesis version. Also, the addition of a few extra levels brings the excitement level of Sonic to it's peak, while at the same time, giving you a new and original challenge. Another neat addition is the use of the digitized voice from the Genesis version on the Sega Logo of the Game Gear version. The hottest video game character of the year on the Game Gear. What more can be said?

GG SONIC THE HEDGEHOG

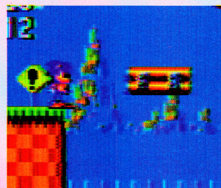


GREEN HILL ZONE ACT 1



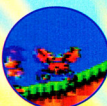


Take on Dr. Robotnik in his many different hovering death machines. If you get too close, it's bye Sonic.

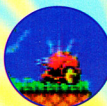


IRRITATING ENEMIES

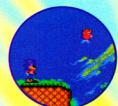
Most of the enemies are the same as found in the Genesis version. There are not that many enemies as the game is mostly based on obstacles that have to be overcome.



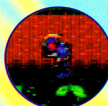
CRAB



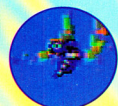
SPIKE



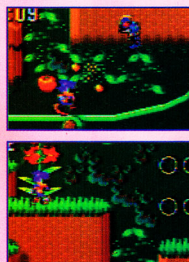
PIRHANA



BOMBER



MOSQUITO



Check out the jungle zone. This is just one of the many levels that you'll encounter along your journey.



RING

This gives you 10 rings automatically



BARRIER

This gives you one free hit before losing your rings.



HALFWAY POINT

Same function as the balloon in the Genesis. you'll start here after you die.

Just like in the Genesis version, there are Special Zones, in which you can earn extra lives and continues.



MEGA-FILE

Manufacturer: Sega
Sega System: Game Gear
Cartridge Size: 1 meg
Number of Levels: 6
Theme: Shooter
Difficulty: Average
Number of Players: 1
Available: Now

WHEN COMETS GO BAD!

Among our Solar System lies an evil force. This force has evil taken control of orbiting comets and turned them against the Earth. Now it's up to a lone fighter to destroy this force and save the Earth's citizens from certain doom.

Halley Wars for the Sega Game Gear features 6 levels of great shooting action. All the things that make shooters great are here. Speed up capsules, intense fire power, and outrageous bosses.

Halley Wars on the Game Gear lets you save the Earth from the evil forces that have turned comets against your home planet.

INTENSE WEAPONS!



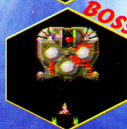
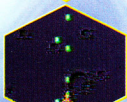
Look for the weapon enhancements that appear throughout the game.

POTENT POWER-UPS!



Add shields, missiles, extra speed and a doomsday bomb to get you through the levels!

STAGE 1



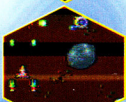
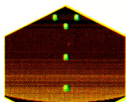
EARTH ZONE

The Death Ship is a mobile fortress in space. There are various surprises along the way. This boss can be tricky to defeat!



Earth Zone is your starting point. Battle your way over our planet Earth and then move on to the Moon to meet up with the first boss!!

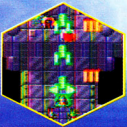
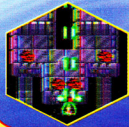
STAGE 2



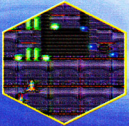
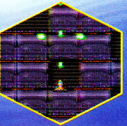
SATURN'S RINGS

In Stage 2, you encounter the second armada as you pass through the rings of Saturn and the asteroid belt. Watch for the power-ups that will appear!

STAGE 3 - DEATH SHIP



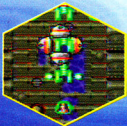
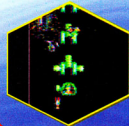
STAGE 4-INSIDE DEATH SHIP



Stage 5 takes you into the alien's territory. After defeating the bosses, you must head back home to face the final battle!!

After defeating the Stage 3 Boss, you must journey into the second floor of the ship to destroy the power generator below!

STAGE 5-THE PLANET



STAGE 6-THE FINAL BATTLE



In Stage 6, you must destroy the two evil bosses to complete your mission!



MEGA-FILE

Manufacturer: UPL Co. LTD.
Sega System: Mega Drive
Cartridge Size: 4 Meg.
Number of Levels: 9
Theme: Shooter
Difficulty: Average
Number of Players: 1 or 2
Available: Now

SHOOT FOR A NEW ADVENTURE!

If you're tired of the same old mindless shooter, here's an original idea that you might be interested in. Bio Ship Paladin by UPL Company Limited is a new shoot 'em up that adds a new twist to this type of game. A crosshair that you can manipulate by holding down a button, and moving the controller. With this you can fire at enemies that are on a completely different part of the screen than you. This weapon is more powerful than your regular laser, but you are not able to move your ship while it is firing. The ship also has another type of laser that originated with R-Type, a super blast that you activate by holding down the button. There are also many power-ups that make your ship a formidable opponent against the enemy, but the bosses are an extra challenge. There is a speed icon, a laser icon, and a special icon that makes it possible to use all of your weapons at the same time. There are also small barriers that you can have around your ship. You can get a maximum of six of these barriers that also fire when you do to add extra firepower to your ship, while also protecting your ship. For a new twist in shoot-'em ups, try Bio-Ship Paladin. A new challenge awaits you!

BIO-SHIP PALADIN

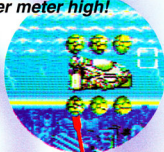
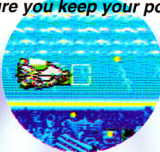
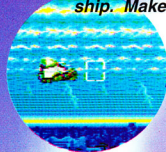


If you don't have a helper, you can still conquer the enemy with your super laser!

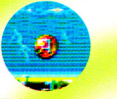


POWER UP YOUR SHIP!

Grab the laser power-ups, and increase the size and strength of your ship. Make sure you keep your power meter high!



ATTACK



This power-up gives your targeting weapon rapid fire, and homing capabilities.

LASER



The L icon increases the size and weapon strength of your ship.

SPEED



Look for the Speed icon as it will let your ship move faster on the screen.

BARRIERS



These power-ups give you up to 6 barriers that provide you with extra protection and firepower.

HUGE END OF LEVEL BOSSSES



LEVEL ONE



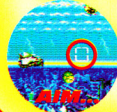
LEVEL TWO



LEVEL THREE

TARGETING WEAPON

Watch the crosshairs near your ship. You can move them around the screen and fire powerful laser blasts to blow the enemy away.



MEGA REVIEWS!!

The Sega Genesis/Master System Resource

Ratings Key:

- 10 - Perfect
- 9 - Outstanding
- 8 - Excellent
- 7 - Very Good
- 6 - Above Average

FEATURING:

Ys 3; The Terminator; Robocod; Trouble Shooter;
John Madden 92; Mario Lemieux Hockey. Cal .50;
RBI 3; Dark Castle; Buck Rogers and Art Alive.

Ratings Key:

- 5 - Average
- 4 - Fair
- 3 - Poor
- 2 - Bad
- 1 - No Way!

Y'S 3



Adol is here for his third Y's adventure on the Genesis. Adol must explore forests and castles and gain powerful weapons. He'll need them when he searches for the evil king as he tries to take over Y's

Renovation

DAVE

Being a big fan of the Y's series on the TG-16, I was looking forward to the sequel. However, Y's3 was not what I expected. The side scrolling mazes limits this version too much.

MIKE

I really liked the Turbo version and I had hoped that the Genesis copy would be better. The graphics and game play could have been better although it still is a good quest game.

RPG

G.O.G.

Ys III is a wonderful adventure, but it just doesn't come off as spectacular as it's predecessors on the Turbo-Grafx-16. The sword thrust is awkward. Could have been fine tuned better.

BART

This game wasn't that impressive when it had CD quality music, now that it's a cart I like it even less. The graphics are better than the Turbo but it's still the same limited game.

8 Meg

12/91

THE TERMINATOR



Take the role of John Conner in Terminator for Genesis. The T-1000 Terminator has been sent back to kill Sarah Conner, the mother of John Conner. You must send the T-800 back in time to save Sarah's life.

Virgin Games

DAVE

The graphics in this game are awesome! The sound effects are like none we've seen before, and the bass in this game is heavy. However, the game is over way too soon for me.

MIKE

This is a good example of what can happen if a game gets play tested before it is brought out. Everything is outstanding and has to be one of the top 3 games this Christmas. Don't miss it!

Action

G.O.G.

Terminator is one of the best movie to game translations ever! The graphics and animation are smooth, the game play is rock steady, and the music jams! You'll be back for more!

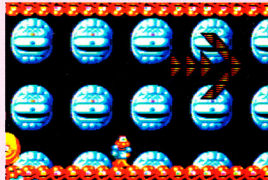
BART

Definitely one of my favorite action games for the Genesis. Great graphics and an awesome sound-track combined with incredibly intense game play. A bit too short for my tastes.

4 Meg

12/91

ROBOCOD



What do you do when a group of penguins take over Santa's toy factory? You better call Robocod to stop these penguins before Christmas. Robocod features great graphics and hilarious antics.

Electronic Arts Genesis

Action

4 Meg

12/91

DAVE

This is a better game than the first JP. This game takes a lot of technique to play, making the game fun and challenging. This game will be good for the young generation of game players.

G.O.G.

Robocod is a cute game designed for young players. Kids will love the funny animation and the hilarious round bosses! Fighting a teddy bear shouldn't be fun, but it is!

MIKE

What a change! The first JP was a kid's game which needed help. This sequel is everything the first one wasn't. Great, challenging game play, and cute animations. Worth buying.

BART

I didn't like the first Pond at all, but this is what a sequel should be. Great game play filled with techniques and loads of different power-ups. The music is a little repetitive though.

TROUBLE SHOOTER



You play the part of Madison and Crystal, two women on a mission to find the king's son. Choose your backpack and weapons to seek and destroy the captors. Huge bosses wrap up each level.

Vic Tokai

Genesis

Shooter

4 Meg

12/91

DAVE

This game offers a unique idea in shooters, you play as two girls. The action will keep you coming back for more. They say that women aren't tough, tell that to the bosses in this game.

G.O.G.

Trouble Shooter is an innovative multi-scrolling shooter, reminiscent of Section Z, but much better! I like the bosses and power ups, and the music has a cool beat. Female leads are hot!

MIKE

This shooter has some nice twists to it. The two player option is always welcome as there are so very few of these. The game is tough but not impossible. Still lots of fun to play.

BART

A rather unique theme for a shooter that really works. Great game play and a variety of power-ups make this a contender. The bosses animations are really cool. Not long enough.

JOHN MADDEN '92



John Madden '92 contains the same rough and tumble action of the original John Madden. Pick your play and head onto the field. Many different plays are available. John Madden '92 is for real football fans!

Electronic Arts Genesis

Sports

4 Meg

12/91

DAVE

EA knows sports games. Fix the flaws, and update the teams from the original Madden, and you get Madden '92. I love the instant replay. Good-bye Montana!

G.O.G.

Awesome! Hey, John, who ever thought the first Madden was unbeatable was mistaken! I want player stats next year though, and even more options like a Pro Bowl game! It's still a 9,

MIKE

EA can't do wrong when it comes to sports games. The replay is great and really makes the game. Even if you have the original get this one, as it's worth it!

BART

For two years in a row EA has made the best football game on the market. Awesome graphics, better game play, and even a replay mode. Sorry Joe, that's twice in a row.

MARIO LEMIEUX HOCKEY



Hit the ice in Mario Lemieux Hockey for the Genesis. Many different play options are here. You can choose teams and where the game will be held. Tournament play is a great bonus.

Sega

Genesis

Sports

4 Meg

12/91

DAVE

Once again EA wins the battle over the sports series for the Genesis. I liked Blades of Steel for the NES more than this game. Sega should stick to make action games like, Sonic.

G.O.G.

While Mario Lemieux Hockey is a solid hockey game, that's all it is. Electronic Arts' NFL Hockey blows this one away in every respect. But, if you're into Mario, he's on Genesis!

MIKE

This version of hockey is actually quite good. Player control is perfect, it has nice options and it plays a good game. Unfortunately, like in life, there always is the competition.

BART

Mario comes to the Genesis. Too bad NHL Hockey exists, otherwise this cart may have been impressive. Football, basketball, hockey, three strikes and you're out Sega.

CAL. 50



Twenty years ago, your fighter crashed in enemy territory and you were held hostage. Now, you have decided to make your break. Grab your machinegun and fight your way to the rendezvous point to be saved.

Mentrix

Genesis

Shooter

8 Meg

12/91

DAVE

This is a good translation from the arcade game. The controls hurt this game because the control pad just doesn't compare to the dial in the arcade. This takes away from the game play.

G.O.G.

The translation from the coin op to the Genesis of Cal. 50 is well done, but it's just set too easy. If it would have been harder it would have gotten a better score.

MIKE

While the arcade version was harder, in this copy you don't have to be a super star to get a ways into the game. Made for the average player. A fun shooter with good power-ups.

BART

I was quite disappointed in this translation. The game play has been severely limited by the lack of a rotating controller. The graphics aren't bright enough and the game is too easy.

RBI 3



Tengen has answered the demands of baseball players everywhere with RBI 3. Pick your team, line-up order, and get ready for baseball, the RBI way. Original RBI fans should check this one out!

Tengen

Genesis

Sports

4 Meg

12/91

DAVE

I love RBI for the NES, so I was looking forward to playing a supped up RBI on the Genesis. The graphics are the only improvement. The sound effects are like that of the first version.

G.O.G.

RBI3 is not what one would expect from Tengen. After playing a game of RBI3, I felt empty and cheated. Good baseball games are hard to come by these days.

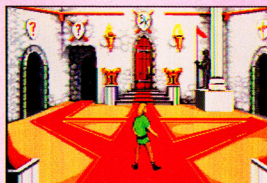
MIKE

Baseball games have about reached their plateau. It is getting hard to improve on the basic concept. This one easily walks over Lasorda though. Great graphics but only average sounds.

BART

I wish EA would make a baseball game then and only then would the Genesis sports line be complete. This befed up version of the 8-Bit cart ends up being only average.

DARK CASTLE



In the kingdom of Brightland, there lives a man called the Black Knight. Your mission is to rid him of the land forever. You have three quests, each progressively harder than the last to finally reach the Knight.

Electronic Arts Genesis

Action

4 Meg

12/91

DAVE

After seeing this game I'm convinced that EA should stick to making sports games. Good thing there is a volume control on your T.V. because you're going to want to use it!

G.O.G.

Everything is far less than what I would expect from EA. The graphics may be their excellent work, but the game play is equal to those from the Atari 2600 days.

MIKE

Perhaps the game looked and played as bad on the computer version but then why compound the error with a Genesis version. Well below average in every respect.

BART

A total waste of a 16-Bit cartridge. The graphics aren't that great and the game play is absolutely the worst I've ever seen. No more computer ports please.

BUCK ROGERS



Buck Rogers from Electronic Arts is a new adventure starring Buck himself. You must choose a band of members to join you and prepare your group to fight off the forces of Ram.

Electronic Arts Genesis

Action / RPG

4 Meg

12/91

DAVE

EA brings you another version of an RPG. It didn't succeed. Come on now, how old is Buck Rogers? Buck Rogers just doesn't have the strength to be a Genesis cart.

G.O.G.

Bucks Rogers must be 3000 years old by now! Give the man a well deserved rest! Building a game around this out of date hero doesn't make a classic. Average.

MIKE

Sorry, I just can't get excited about this game. I really expected a great shooter as that is what his character implies. Not enough action. This must be another computer conversion. Too bad.

BART

If a Buck Rogers game were to be translated, why not base it on the old Colecovision cart instead of a boring RPG. Poor graphics and annoying sounds don't help.

ART ALIVE



Sega has introduced a different type of game for the Genesis. Art Alive is a painting and drawing type of program. Many graphics are available to modify and animate. You can even create cartoons with it!

Sega

Genesis

Productivity

4 Meg

12/91

DAVE

This is a great idea for a new game. It's easy to use, and it has a lot of unique features like being able to use Toejam, Earl, and Sonic in your paintings. However, you can't print your pictures.

G.O.G.

Not bad! Art Alive has a minor problem, not being able to save your pictures. If you could, you'd have a really educational and artistic tool for kids of all ages. This is innovation!

MIKE

Wow! This is a great idea Sega! I just spent hours putting the best Toejam and Sonic pix ever. Whoops, where is the save feature? Lots of fun for the young kids though.

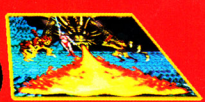
BART

The paint program is rather limited but the concept behind this unique cart is really cool. I hate the fact that you can't save your pictures. Great for both young and old gamers.



Christmas Looks Hottier Than Ever At...

DIE HARD



Golden Axe II - Coming in December!

You Couldn't Get 'Em Faster If You Lived In Japan. Simply The Best In The Business... Really!



Asio Dragon (MD)



Steel Empire (MD)



Task Force Harrier (MD)



Twinkle Tale (MD)



Undead Line (MD)



Defenator Organ (MD)



Woodstock Funky Horror Band (MD)



Wow! A Steady Flow Of Quality Games! And In A Couple Months You Can Throw It On A CD! 32 Bit Here We Come!

SEPTEMBER

Galaxy Force II (Str.) 8M
Rent-A-Hero (Act./RPG) 8M
El Viento (Act.) 8M
Master Of Weapon (Str.)
M.E.R.C.S. (Act.) 8M
SpaceShip Gamera (Str.) 8M

OCTOBER

Devils Crash (Pinball)
Y's II (Act./RPG) 8M
Wonderboy 5 (Act.)
Beast Warriors (Fing) 8M
Kabuki (Act.)

NOVEMBER

Rolling Thunder II (Act.) 8M
Caliber .50 (Act.) 8M
Fighting Masters (Fing)
Growl (Act.)
Majura (Act.)

TRESA

Task Force Harrier (Str.)
Double Dragon (Act.)

DECEMBER

F-1 Grand Prix (Drv.) 8M
Golden Axe 2 (Act.)
Woodstock: Funky Horror Band (Adv.) CD
Ernest Evans (Act.) CD
Nostalgia (Act.) CD
Heavy Nova (Act.) CD
Defenator Organ (Adv.) CD
Valls Fantasm Soldier (Act.)
Steel Empire (Str.)
Super Fantasy Zone (Str.)
Tecmo World Cup '91 (Spt.)
Dahna (Act.)



CALL FOR DATES AND LOW PRICES!

SEGA is Closing Out This Year With A Sonic Boom! And Next Year Looks Even Better With The CD-Rom And Lots Of 12-Meg Games! Alright!

SEPTEMBER

Turman (Act.)
Marvel Land (Act.) 8M
Arcus Odyssey (Act./RPG) 8M
Raiden (Str.) 8M
Thunder Fox (Act.) 8M
Decap Attack (Act.)
Ms. Pacman (Act.)

OCTOBER

Fatal Rewind (Act.)
Mike Ditka Football (Spt.)
Quack Challenge (Drv.)
Dark Castle
Vapor Trail (Str.) 8M
Road Rash (Drv./Fing.)
Star Flight (Spt.)
M.E.R.C.S. (Act.) 8M
Tejeman & Earl (Act./RPG)
Slaughter Secret (Spt.)

NOVEMBER & BEYOND

Pit Fighter (Fing.)
Quack Shot (Act.)
Master of Monsters (Spt.)
RBI 3 (Spt.)

Paperboy (Act.)
Joe Montana II (Spt.) 12M
Death Duel (Spt.) 8M
Dinoland (Pinball)
Ear Weaver Baseball (Spt.)
J.V. Wrestling (Spt.)
Shadow of the Beast (Act.)
The Immortal (RPG)
Streets of Rage (Act.)
El Viento (Act.) 8M
Growl (Act.)



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GAME GEAR

Alright! Ninja Gaiden And Lots Of New Games! You'll Be Up All Night!

OCTOBER

Putt & Putter
Ninja Gaiden
Galaga '91
Progger
Axe Scatter

NOVEMBER

Kun's Game Heaven
Fly

ARIEL

ALESTE

BERLIN WALL

DECEMBER

AWESOME GOLD

BLOOD & GUTS

HOCKEY

STUN RUNNER

HYPERDROME

I Just Finished Slaying Prices, So Call Now!



Yeah! The Powerful Portable Finally Has The Games!

SEPTEMBER

Turbo Sub
Checkered Flag
Ishido
Scrapyard Dog

OCTOBER

Hard Drivin'
Rolling Thunder
Bill & Ted

VIKIN CHILD

OCTOBER--NOVEMBER

AWESOME GOLD

BLOOD & GUTS

HOCKEY

STUN RUNNER

HYPERDROME



Lots Of Games, Huh? Try To Control Yourself



Coming On Strong! 20/20, Cross Sword, Eightman, Just What The Doctor Ordered!

OCTOBER

CROSS SWORD

COMING SOON

RIGHTMAN

FATAL FURY

MAGIC WAND

AVAILABLE NOW

ALPHA MISSION

GHOST PILOTS

BLUES JOURNEY

KING OF THE MONSTERS

SENGOKU

LEAGUE BOWLING

GUZ

MATILONG

NINJA COMBAT

NOM '75

MAGICIAN LORD

BASEBALL STARS

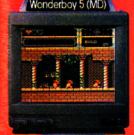
COMING THIS YEAR!

FOOTBALL & HOCKEY!

Point Me To DIE HARD! What An Ad!



Mega Drive games are playable on the Genesis with a Mega Drive Converter. PC Engine games are playable on the TurboGrafx-16 with a PC Converter. Japanese CD's are compatible with the TurboGrafx-16 CD-Player. Call for further information on compatibility.



SUPER NES

It Looks A Little Weird, But It's Here! Bring On The Games!

SEPTEMBER

Plotwings
F-Zero
Populous
R-Type
Gradius 3
Final Fight
ActRaiser
Sim City

OCTOBER

Hole in One
Hyper Zone
Home Alone
Pit Fighter
Castlevania
Ultimania
Extra Innings
Final Fantasy

NOVEMBER

Super Ghouls & Ghosts
Battles Loaded
Darius Twin
Super Battle Tank
PGA Tour Golf
Punchy Boy

DECEMBER

D-Force
UN Squadron
Tyson's Power Punch
Leg of Mythical Ninja

TO BE ANNOUNCED

Bill Lambers Basketball
Joe & Mac
Equinox
Simpsons
Smash TV
Revenge of Shredder
Jon Madden Football
Hook
Lakers vs. Celtics
WWF Superstar
Y's II
Magic Sword
Super Battle Toads
Robo Cop 3
Rocketeer
Formula One

**How Many Levels
Are In This Game?
I Gotta Get
To DIE HARD**

SUPER FAMICOM

SEPTEMBER

Pro Soccer
Super EDF
Jerry Boy
Hyper Zone
Super Tennis

OCTOBER

Super Ghouls & Ghosts
Castlevania 4
Raiden
Lagoon
Joe & Mac
F-1 Exhaust Heat

NOVEMBER

Nosferatu
Musha
Pro Football
Super Five Pro Wrestling
Super Cup Soccer
Dungeon Master

LEMINGS

DECEMBER

Thunderblipps
Top Racer
Flying Warrior
Fist of the North Star
Battle Commander
S.T.G.
Super Formation Soccer
Adventure of Zai Jiro
Xardion

Great Prices!

SF Is In Full Swing!
**Check Out All This New
Software For Christmas!**

PC ENGINE & CD ROM PC Engine is Making A Monster Come-Back! We're Seeing The Best Games Yet, And The Super CD is Here!

SEPTEMBER

World Circuit
Horse Jockey (Sgt.)
Hi The Ice (Sgt.)
Neutopia II (Act.) (RPG)
Dragon Egg (Act.)
Mesopotamia (Act.)

OCTOBER

NOVEMBER

Princess of Persia (S.C.D.)
Raiden (IM Card)
Monster Pro Wrestling
Super Metal Crusher

DECEMBER

Zeta II (S.C.D.)
Doraemon

**COMING SOON:
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ON SCD!**

SUPER GRAFX
All Games On Special!

Battle Ace (Sgt.) 8M
Ghouls & Ghosts (Act.) 8M
Aldynes (Sgt.) 8M
Darius & (Sgt.) 8M
1041 (Sgt.) 8M
Grand Zort (Act.) 8M

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Super Famicom	\$229.99	PC Pin Magazine	\$3.95
Hot Turbo Car	\$9.99	PC Monitor Magazine	\$3.95
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Game Gals	7.95	Game Music CD	CALL
Core 1 for CD	\$9.99	Tape Engine	\$29.99
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Next Time!**

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Hard Or
Y'll Blast
Ya!**

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C.O.D.'s Welcome!



GAME OVER!



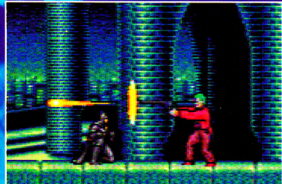
BATMAN



EVER DANCE WITH THE DEVIL BY THE PALE MOONLIGHT?

It's the final showdown! The maniacal Joker has nowhere left to hide and Batman has scaled his way to the top of Gotham Cathedral and it's time to end this mayhem once and for all. Try to get to the Joker with as many Batarangs as you can. You only need about ten Batarangs to defeat the Joker but if you are low it is best to jump on top of him. With your final devastating blow the Joker is sent falling over the edge of Gotham Cathedral. Vicki is safe and Gotham City is once again a safe place to live, but for how long?

THE JOKER!!!



2031 A.D.



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Dan was able to play all his favorite games at once.
(Of course, it took 40 years to master them all!)**



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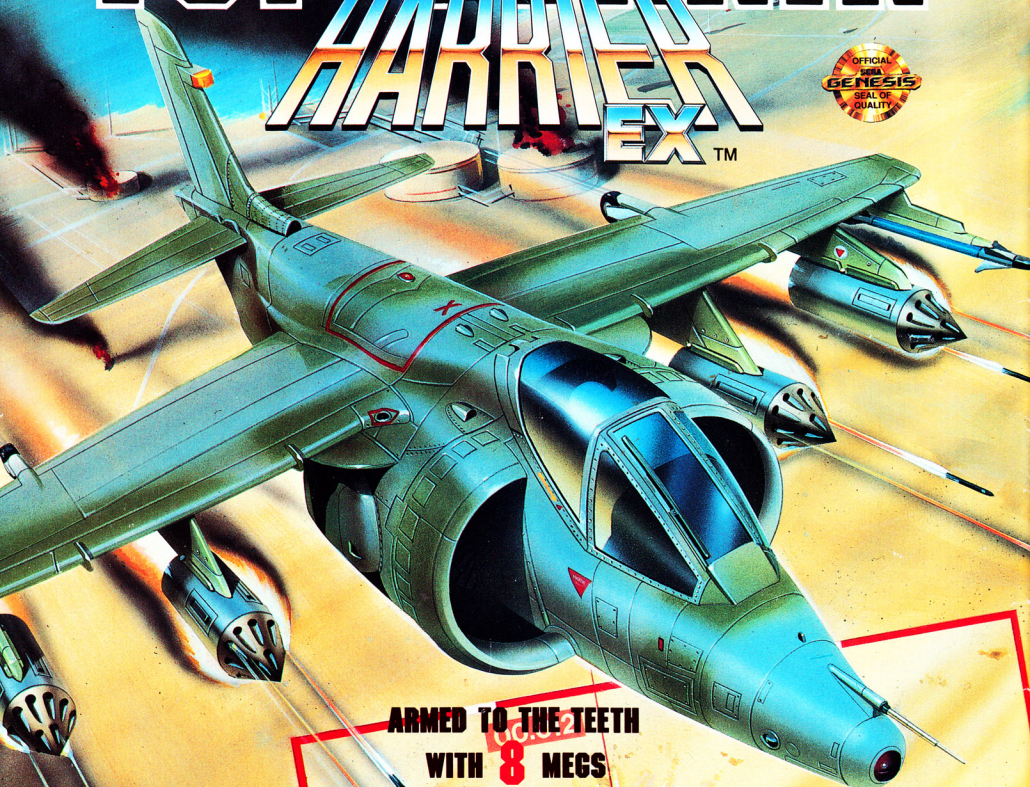
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GENESIS
MULTI CARTRIDGE

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