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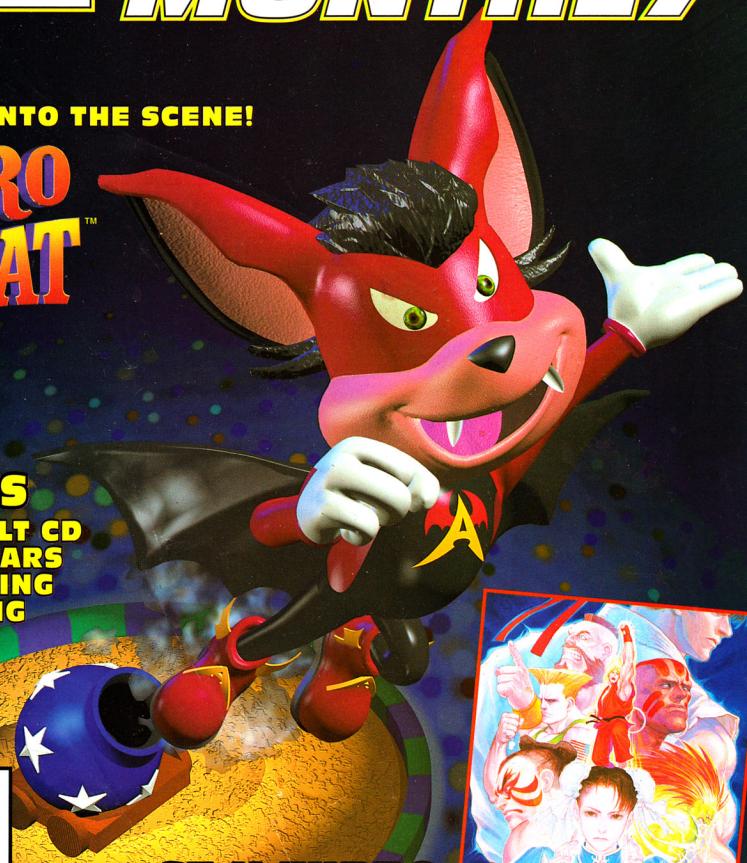

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ART OF FIGHTING
VIRTUA RACING
SONIC CD
ALADDIN
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SF II TURBO

MEGA SUPER NES COVERAGE!

$4.95/$5.95 Canada/£3.50
August, 1993
Volume 6, Issue 8

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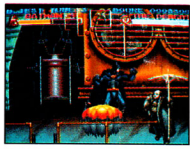

The frigid fiend is chillin' in his way cool lair waiting to put the **Caped Crusader** on ice. So put on your cowl and put up your dukes. Can't you hear **Gotham City** screaming for help?!

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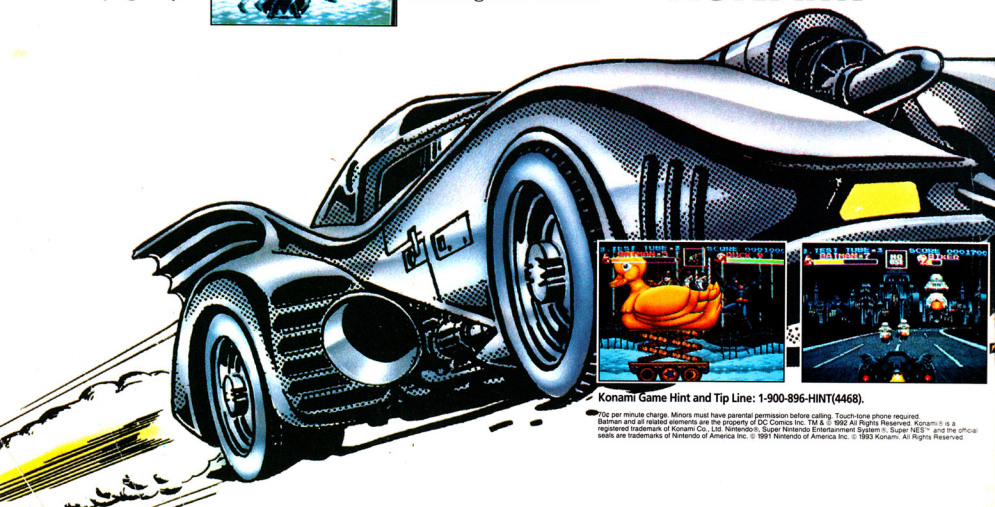

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70¢ per minute charge. Minors must have parental permission before calling. Touch-tone phone required.

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KONAMI
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INSERT COIN

CHRISTMAS 1993 AND BEYOND...

One nice thing about the Summer Consumer Electronics Show is that we get to see what games will be coming out during the all-important Christmas shopping season, and based on what was at the show, all of our editors agreed that this is going to be the best holiday season ever. And since both Sega and Nintendo are predicting record years for game system sales, each is bringing out their big software guns to convince players that their system is the one to buy. It is almost as if both Sega and Nintendo knew what each other was doing, for they are matching each other one for one in all the major categories. For example, with Sonic a predictable year-end superstar, Mario is now coming back in a whole new adventure for the U.S. Super NES players. Sega's ultrafast Virtua Racing (with their new DSP chip) for the Genesis will go head to head with Nintendo's second generation FX chip game - FX Trax.

Even the licensees will be going at each other. The last in Capcom's line of Street Fighter carts will be going up against Acclaim's long-awaited Mortal Kombat. Throw in Sega's Eternal Champions, Konami's new Turtles Tournament Fighter and Interplay's Clay Fighter, and even the hard-core players will finally say 'enough already' to the street fighting genre. The one good thing about the proliferation of SF games is that with so much competition, prices aren't going to be outrageously high. Capcom already has announced a $69 list price for both their Genesis 24-Meg and Super NES 20-Meg Turbo Street Fighter 2 carts.

The games for 1994 are looking even more spectacular. I had the privilege of meeting with many of the Japanese game companies right after attending the Tokyo Toy Show and what they have in store for us next year is truly spectacular. After playing games like Sonic CD, Virtua Racing and some yet unnamed new polygon graphics CDs, the next generation of games will make this year's hits look old. Virtual Reality is on its way to the home, as are games on demand via cable. Artificial Intelligence (AI) in games is improving geometrically. If you thought the computer was wimpy and easy to beat in the old Super NES SF2, wait until you see all of the random combos and cheap moves the wizards at Capcom have programmed into the new Turbo SF2! Likewise, Sega has promised a level of AI that constantly adjusts its game play based on how well you are doing. The days of predictable and 'dumb' enemy movements are rapidly on their way out.

Although the games are a ways away, the information about them is at your fingertips as we have brought it all back from the CES and Tokyo Toy Show. We have been able to get hands-on tests on hundreds of new games, peripherals and systems, and they are all packed into this great issue. We hope you will enjoy reading about them as much as we did trying them out and evaluating them. As always, keep your letters coming and get ready for October!

Gotta run. I'm late for a meeting with a preacher.

Ed Semrad
Editor

PREPARE YOURSELF

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SUB-ZERO

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JOHNNY CAGE

SONYA BLADE

KANO

GORO

SCORPION

MORTAL KOMBAT®

COMING TO LEADING VIDEO GAME SYSTEMS

SEPTEMBER 93

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It's Time To Mak

Everything will fall into place when you play to win with STD's ProgramPads for Super NES® and Sega Genesis™. With these secret weapons, victory is yours for the taking. Just program 6 of your favorite multi-combination moves and then blow away your most threatening opponents with the touch of a button! The LCD screen helps with programming so you'll never miss a Yoga Flame,* Napalm Punch,** or Ice Blast*** again. What's more, both pads feature independent auto-fire, variable slow motion, and 8-way directional control. The Super Nes® version houses a full arsenal of 29 pre-programmed moves from Street Fighter II and Fatal Fury, plus a secret code that lets you play any character against himself. Now that's an explosive combination!

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ow you can make your own rules.
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AUGUST, 1993 · VOLUME 6 · NUMBER 8 · ISSUE 49

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GADGETS GALORE! 162

Our Special Edition CES preview shows the latest in electronic gadgetry. Plus, Speed Racer is back in a new series and movie.

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YOSHI'S COOKIE™

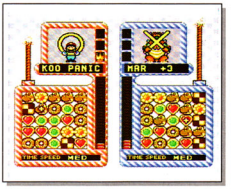
Cookie Chaos for Mario and Yoshi!

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

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

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

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



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

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

It's a snack attack!

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ELECTRONIC GAMING MONTHLY

THE BIGGEST AND BEST!!

FACT-FILES

SUPER NES TIMES 110

You won't see this much info on the new Super NES games anywhere else! Super Empire Strikes Back lets you take part in the Rebellion against the Empire; for head-to-head fighting with a twist: Clay Fighter has clay-animated characters! The 8-Bit NES classics have been reborn in Super Mario All-Stars; the Battletoads and Double Dragon teams join forces once again; Cool Spot is bouncing around the beach this summer; plus, Art of Fighting, Claymates, Super Bomberman, and Plok!

OUTPOST SEGA 130

We've got an incredible collection of Sega's latest games!
In Eternal Champions, struggle to achieve the highest honor any one fighter can get; Virtua Racing takes racers to the limit with polygon technology; look out for some heartless spectators while you're in the all-out brawl, Pit Fighter 2; plus, Jungle Book, Son of Chuck, Sonic Spinball, and Formula 1 Racing!
For all you Sega CD owners, we have all-new pix and info on great games like Sonic CD, Rebel Assault CD, and Silpheed CD.

TEAM DUO 150

Battle the Zentradi forces in a huge intergalactic war in an advanced transformable Veritech Fighter. T.T.I.'s new Robotech 2036 (entitled Macross in Japan) will astound you!

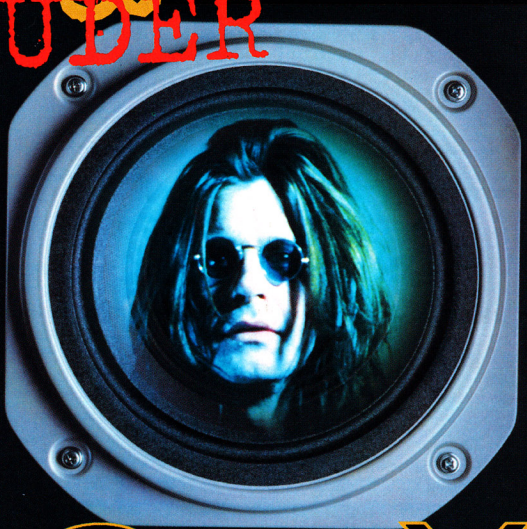
CLUB GAMEBOY 152

Link ship-wrecks on an inhabited island and must recover eight musical instruments in Zelda: Link's Awakening. Adventure and surprises await you in this fantastic RPG sequel!

SUPER GEAR 158

The awesome blockbuster hit of the summer is stomping (and chomping) its way onto the Game Gear; Jurassic Park is now 'open' for portable gaming fans everywhere!

LIVE & LOUDER THAN EVER.



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REMEMBER, THERE AREN'T ENOUGH TO GO AROUND SO GET MOVING BEFORE THEY'RE SOLD OUT TOO. ALSO AVAILABLE ON LASER DISC.

VIDEO DIRECTED BY JEB BRIEN AND PRODUCED BY JEB BRIEN & CHARLES CARROLL.
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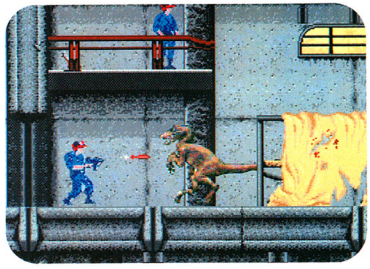


Dinosaur teeth varied in size and shape depending on what the dinosaur ate. *Herbivores* had round, dull teeth for chewing plants. *Carnivores* had sharp, pointed teeth for chewing *Herbivores*. Be careful. To them, *you're* just a snack.

At the end of their powerful legs and muscular arms, many dinosaurs were equipped with razor-sharp *claws*. Ours are no different. And no less dangerous.

YOU CAN BE THE VELOCIRAPTOR.

Only on *Jurassic Park*™ from Sega™ can you play the dinosaur as you attempt to escape the armed guards of *Jurassic Park*.

The movie brings them to life. The game invites you to join in.

JURASSIC PARK

IT TOOK 65,00
TO MAKE T

Try not to end up here. The powerful jaws of the meat-eater *Tyrannosaurus rex*. They had pointed, six-inch-long teeth and really bad breath. Keep out.

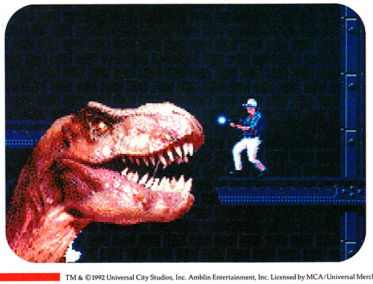
The reptiles that could fly, the *Pterosaurs*. They ruled the sky while the dinosaurs ruled the Earth. Be careful as you move through *Jurassic Park*. You never know when one might drop in.

A typical walk in the park 130 million years ago would have looked like this. Ferns, cycads, and other plants were everywhere. Just like the jungle of our game.

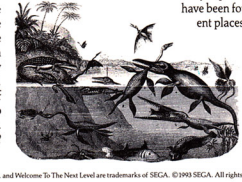
At one time, all the continents were grouped together forming one *supercontinent* called *Pangaea*. This may explain why dinosaur fossils have been found in so many different places around the world.

FACE TO FACE ON SEVEN DIFFERENT LEVELS.

Work your way through the *Visitors Center, Pump Station, River, Volcano, Canyon, Power Station,* and *Jungles* of *Jurassic Park*.



It's still unknown why the dinosaurs disappeared. One theory suggests that a huge asteroid struck the Earth sending dust into the sky and blocking out the Sun. Or maybe they died of boredom; there were no video games back then. What do you think?



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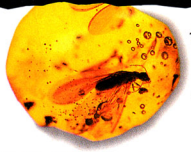
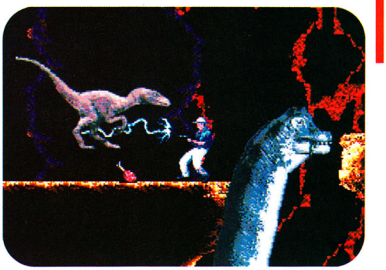
e next level™



This is *Amber.* The fossilized resin (sap) of an ancient tree. Have you got something you want to preserve for 65 million years? This is the way to do it.

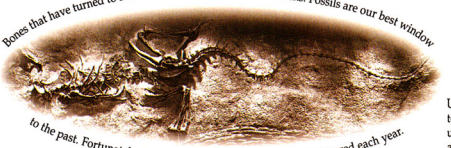


YOU CAN BE DR. GRANT. You can choose to play Dr. Grant as he tries to escape the dinosaurs and treacherous jungles of *Jurassic Park.*

Dr. Robert T. Bakker is a real *paleontologist.* He helped us design *Jurassic Park* for Sega.

Imagine: You're walking through the jungle 130 million years ago. Be sure you don't step in *this.* It's a fossilized dinosaur *dropping.* Today, they can help scientists reveal clues to a dinosaur's diet and nutrition. (You'll be glad to know, we've left these little land mines out of our *Jurassic Park.*)

Bones that have turned to stone and ancient impressions in rocks: Fossils are our best window



to the past. Fortunately, more and more of them are being discovered each year.

Unlike real paleontologists, Dr. Grant uses tranquilizer darts, a stun-gun, flash grenades, gas grenades, super darts and dinosaur bait.

0,000 YEARS HIS GAME.

This is the team that designed and created *Jurassic Park* from Sega. Their task was to produce the best looking, most exciting dinosaur game possible. Nice job.

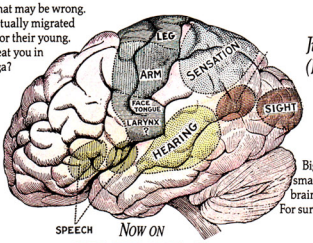
Over the years, humans have developed large, *intelligent* brains. We can think like no other species ever has. For years, it was thought that dinosaurs were *dumb,* pea-brained creatures. That may be wrong. We've learned recently that they actually migrated to different areas and even cared for their young. Are they smart enough to beat you in *Jurassic Park* from Sega?

Identifying fossils is difficult and time consuming. Finding a game in the store is too. For your reference, this is *the* game box to look for: *Jurassic Park* from Sega.

Just like in the movie. A dinosaur is a cunning and ferocious adversary. Remember, if you can't beat them, join them. In *Jurassic Park* from Sega, *you can play the dinosaur.*

THEY GET SMARTER AS YOU GET BETTER. *Jurassic Park* from Sega was designed to include D.P.A.™ *(Dynamic Play Adjustment.)* So as your game skills get sharper, the dinosaurs become harder to outsmart.

Pea-sized brain? Maybe. Maybe not.



Big, smart brain? For sure.

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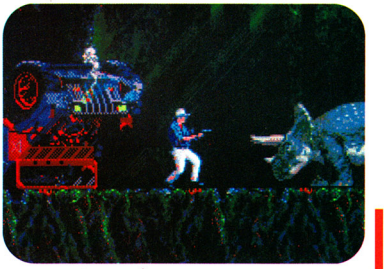

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INTERFACE
LETTERS TO THE EDITOR

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

THE CES SHOW

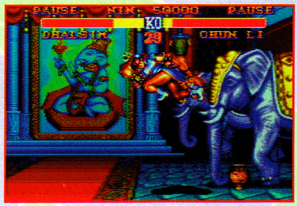
I had the great privilege of attending the Consumer Electronics Show and it was an incredible experience. Having gone last year as well, I was truly surprised by the many improvements. For one, the video game section was much larger and the quality of the games was better. Nintendo had a nice display but Sega's booth was large and crowded! The huge stage with the announcer was an impressive idea. The game that really wowed me was Silpheed. Nothing could have prepared me for this game! Finally the power of the Sega CD shines through. And how about you guys? It wasn't too tough to find your booth. I just looked for a crowd of people lined up playing arcade games. Your staff was talking with readers, giving out tons of free mags, and basically showing everyone why you guys are number one.

Ben Caton
Iowa City, IA

(Ed. Thanks for the wonderful comments, Ben. We've always been a big attraction at the Consumer Electronics Shows by handing out tons of free magazines and interacting with fans. Yes, this show was one of the best. We agree that Silpheed from Sega is an incredible game that shouldn't be overlooked. You can read more about Silpheed and other hot titles from the show in our Fact File section. We can't wait to meet with everyone again next year.)

I just got back from the Summer CES and it was hotter than last year's! I was a little confused on a couple of things shown, though. First of all, I saw that the Genesis version of Street Fighter II: Champion Edition was delayed and changed to Street Fighter II: 'Special' Champion Edition. What's the deal?

Tim Yanalunas
West Bloomfield, MI



The new Street Fighter II: Turbo Edition clocks in at a hefty 20-Meg!

(Ed. Well Tim, SFII: Special Champion Edition is Sega's answer to the Super NES version of SFII: Turbo Edition. This game has the Champion Edition and Hyper version of SF II all in one big 24-Meg cartridge. The Hyper Edition mode can be adjusted between one and nine speeds for perfect play.

In other Street Fighter II news, Capcom announced that both Street Fighter II: Turbo Edition (20-Meg, July release) for the Super NES and Street Fighter II: Special Champion Edition (24-Meg, September release) for the Genesis will both be priced at $69.95!)

SEGA ADOPTS RATING SYSTEM

A while back, I heard on the radio that Sega was going to start a rating system for the games! I don't understand this at all. I thought Sega always took pride in themselves for their more realistic games and relatively carefree attitude when it comes to their games. Now they want to put age restrictions on the games. Anyway, how is this supposed to work and when will this outrage take effect?

Thomas Ridley
Gary, IN

Games like Sega's Eternal Champions are the first to receive the rating labels.

(Ed. The ratings are supposed to begin this month with three initial classifications: "GA" for general audiences, "MA-13" for mature audiences (parental discretion advised), and "MA-17" for adults (not appropriate for minors). Sega's reasoning behind this is that their new games are developed for specific age groups. This rating will be standard on all Sega games and will eventually trickle into the third-party games.)

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

The Press Loves It!!

"This game is an absolute blast to play! What other great action game can you find where you can block any attack the enemy throws at you!" (Guy)
"Pocky & Rocky is one of the best carts that I've played in a long time." (Dude)
Super NES Buyer's Guide (March 1993)

"At last, here's a fast-pace, two-player, arcade-style action/adventure game for the Super NES that hits you hard with a horde of evil beings and with no slowdown in sight. Pocky & Rocky by Natsume packs great blast-em-up action."
GamePro Magazine (March 1993)

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

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

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

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

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Burlingame, California 94010

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NOT MORE SF2?!!

Whoa! Boy am I impressed with you guys. I was so shocked when I read your June issue, especially the two-page article on Street Fighter: Champion Edition for the PC Engine. I can't wait for it to come to the U.S., so I have a few questions to ask. Where can I order this great game and the six-button controller?

Patrick O' Connell
Bartlett, IL

I've been hearing rumors that the PC Engine version of Street Fighter II was going to be on a HuCard and a CD. Have these rumors been confirmed yet? I would really love to play the game while jamming to great CD music!

Dave Travino
Barberton, OH

The all-new PC Engine Street Fighter II is the biggest rage overseas in Japan.

(Ed. While it is true that Street Fighter II: Champion Edition was originally going to be a CD/Chip combo, NEC of Japan deep-sixed the idea due to problems in synchronizing the CD music with the game. In fact, NEC was so committed to having the unique combination that they even had the game package designed as a double disc! As of press time, T.T.I. has not acquired the rights to bring Street Fighter II to the United States, so if you really want it, you'll have to either go to Japan, or order the game through a mail-order house. As for the controllers, the game is playable with the standard two-button pads, but it's a real thumb-sore. The six-button pads are the real way to go.)

ASCII

LETTER OF THE MONTH!

No wonder Sega has been quiet about Sonic CD. With Sonic kidnapped, who would star in their game? Anyway, Mr. Mystery Man, we had those quills checked out and they really belong to a disgruntled porcupine from Southern Asia. Sorry Charlie, but you've been exposed and we're going to send one hundred plumbers over to get you.

"Electronic Gaming Monthly,
We have Sonic the Hedgehog. Send us a Sega CD or else the hedgehog dies! Ha Ha Ha.

The Sega Genesis Junkies.

P.S. We have also sent you some of Sonic's quills for evidence of this ransom note.

WIN AN OFFICIAL EGM T-SHIRT!

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

OVERSEAS GAMING...

In the area where I live, there is a shopping center that sells many Japanese video games and magazines. Since we can get overseas magazines here, can people in Japan and Australia get EGM?

Jeff Krantz
New York, NY

(Ed. You bet we reach other countries! In fact, there was a contest held in Australia by BMS Retail where readers could win a Super Nintendo system with a huge library of great software. Banners were hung in every store advertising EGM, Mega Play, and Super NES Buyer's Guide as the hosts to this great contest.)

Here is the banner and the first winner of this overseas EGM contest!

GET YOUR KICKS ON THE GO!

TENGEN WORLD CUP™ SOCCER

Lace up your cleats and challenge the top soccer pros in the most exciting sports competition ever available on the Game Gear. 24 countries have come to claim the World Cup. Only one will go home a winner.

Kick a screamer past a gutsy Brazilian goalie. Dive on a live cannonball to stop an aggressive German ground attack. Take out a mean Italian mid-fielder with a slide tackle.

Come on, Hotshot. Get your kicks on the go...and bring home the World Cup!

You'll get a kick out of the hottest graphics and action ever on the Game Gear.

Goal kicks, shuffle passes, penalty kicks, defensive slides...do it all in a four-team elimination race for The Cup.

Italy, France, U.S., Mexico... Select your squad from 24 of the most recognized soccer forces on the globe.

Link up with a buddy for hot head-to-head action!

GEAR-TO-GEAR CABLE MODE UP

TENGEN
It's a Whole New Ball Game

SEGA™ GAME GEAR™
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OFFICIAL SEGA™ SEAL OF QUALITY

THREE MORE TO GO...AVAILABLE NOW!

Paperboy 2

More customers, more neighborhoodlums and more windows to break than ever before!

Prince of Persia

Rescue the fair Princess through 12 levels of sword-swinging adventure!

Super Space Invaders

They're bigger, meaner...and ready for another massive intergalactic invasion!

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THE RANKIN RAP!

Since CD Sonic the Hedgehog is naturally going to be on a CD, what kind of music will the game have? I hope it isn't just a rehash of the cartridge music. Will any big names be producing the tunes?

Ryan Dilling
Brady, TX

(Ed. Okay Ryan, you're in luck! If the music doesn't end up getting changed, the tunes you'll be listening to are a mix of techno and classical with some vocals occasionally thrown in. In fact, Sega of America has already chosen the opening music to the American version of Sonic the Hedgehog CD. Below is a lyric sheet to the opening cinema music. For more information on Sonic CD, don't miss out on our two-page Fact File on this sure-fire hit!

SONIC - YOU CAN DO ANYTHING
(Opening Theme Song)
Lyrics by Casey Rankin

RAP
10-10 Y' can go again - 9-9 Don't fall behind
8-8 Say, don't be late - 7-7 Destination Heaven
6-5 So, stay alive - 4-3 Now it's you & me
2-1 We're gonna have fun - Say blast off hey!!

Excalibar - It's not that far
What do y' make - Hey! Give & take
Goin' Home - Time Zone- Check out Egg
He's never alone
Leather' n lace - Getting in place
What to y' get - Say - Fast jet
Doom Room - Cosmic Zoom - Heads up Jake
It's SONIC BOOM!

(B)
Toot Toot Sonic Warrior - Toot Toot Sonic Warrior
Your hour is never at hand
You've got the power to save the land

Take a little chance - slip on through
Y' gotta survive no matter what you do
you gotta do for you

Toot Toot Sonic Warrior - Deep in Space and Time
Toot Toot Sonic Warrior - Forever in your mind
To shake the planets and conquer time

(C)
Toot Toot Sonic Warrior - Deep in Space and Time
Toot Toot Sonic Warrior - forever in your mind
Nothing can survive, the will to stay alive
cause if you try, you can do anything

EGM ENVELOPE ART!

All winners get a free 'In Your Face' T-Shirt and the first prize is a Fire Stick from G & C Manufacturing.

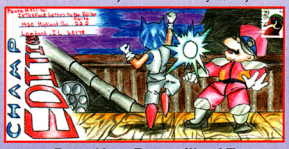
SEND ALL ART TO: Interface Letters to the Editor; 1920 Highland Ave., Suite 222, Lombard IL, 60148.

FIRST PRIZE!

Rick Keagy, San Luis Obispo, CA

Rico Beaudoin, Fleurimont, Que, Can

Welland Lau, San Francisco, CA



Dave Han, Batesville, AZ

Aaron Eisenberger, San Francisco, CA

Roger J. Givens Jr., Boston, MA

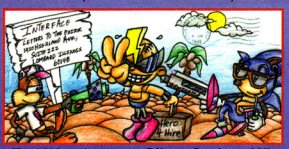
Tom Giatras, Ronkonkoma, NY

Steve Choo Chee
Toronto, Can

Orlando Tolentino
Hialeah, FL

Andrew Woodrow
Lutz, FL

Michael Coffman
Killeen, TX



Ted Wondwosen, Silver Spring, MD

The first place prize is a Fire Stick donated by G & C Joystick Mfg.

For product info contact them at:
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From the company that brought you

Billy & Jimmy Lee of
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and

Rash, Zitz & Pimple of
Battletoads™

comes

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an irresistible
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of Energy!

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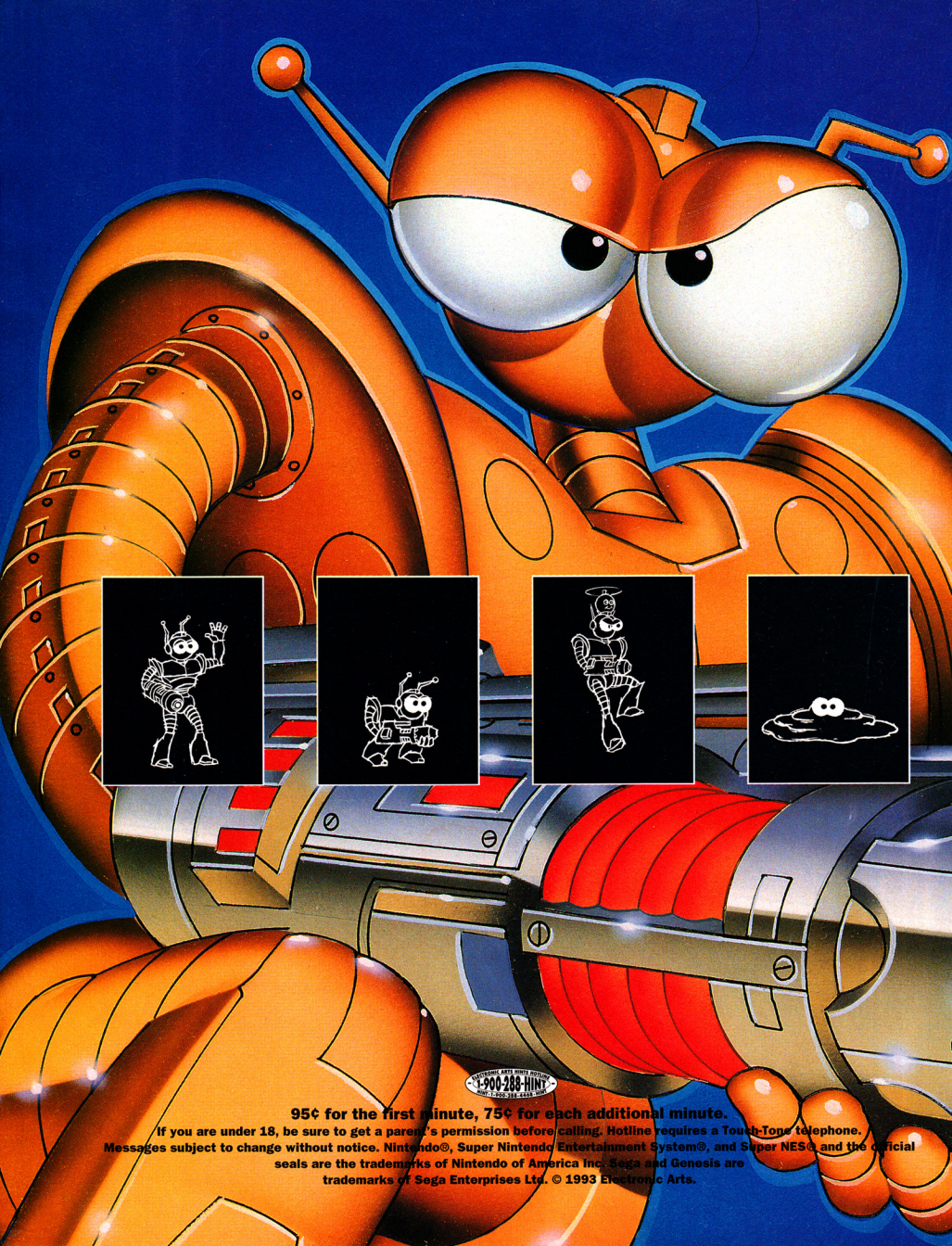

95¢ for the first minute, 75¢ for each additional minute.

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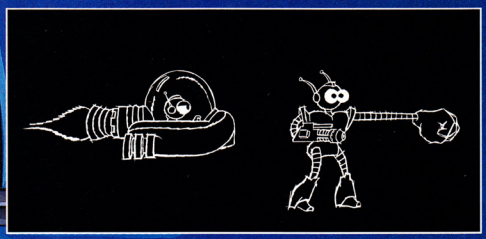
I'M B.O.B., AND THIS IS MY G.U.N.

I've got two years left on my warranty, but it won't cover half the grief I've got coming. Most of these hall crawlers don't know me from a toaster, but they still keep trying to cut my power in more ways than Dad ever warned me about. I've got some pretty awesome firepower, and I can dish out as much as I can take. But I gotta tell you, a guy can only bounce back from so much. If I don't get outta here fast, I'll have to change my name to Shish Ke-B.O.B.

"B.O.B.'s many levels, cool and funny graphics, and neat gadgets make it stand head and robotic shoulders above other side-scrolling action games for the Super Nintendo"
–GAMEPRO



I've added on so many tricked-out gadgets, I don't know which parts were factory original anymore.

I can get along with pretty much anybody, but if I have to I've got six flavors of firepower to clear the corridors.

With forty-five levels between me and the door, getting there will be half the fun.

Available on both the Super NES and Sega Genesis systems.

ELECTRONIC ARTS®

REVIEW CREW

STEVE HARRIS

The Boss thought JP was a blast, but it should of ended like the book. Now he's looking forward to the next Star Wars!

Current Favorite Games: Super Empire; SF2 Turbo

ED SEMRAD

The head Ed is finally back from honeymooning in the tropics. We're glad he's back, but his skin keeps peeling. Yuk!

Current Favorite Games: Sonic CD; Aladdin; VR

MARTIN ALESSI

Movie madness is in the air! We can't keep count of how many times Martin has seen JP! T-rex is one bad dino!

Current Favorite Games: SF2 TE; Megaman X, SMB A.S.

SUSHI - X

Sushi is a bit worn out after SCES and Toyshow in the same week! It's time for a vacation now that SF2 TE is out.

Current Favorite Games: SF2 TE; Mortal Kombat

Super NES	Konami
Zombies Ate My Neighbors	
Action	August
45+ Levels	8 Meg

Ahhhhh! It's an invasion of the Zombies and Giant Babies! Konami has brought the once forgotten B movies to life again in their new action cart: Zombies Ate My Neighbors. The cast of characters includes Chainsaw Man, Green Creature, Aliens, Evil Dolls, Red Blobs and, of course, Zombies.

You are Zeke (love the 3-D glasses) or Julie, two humans pitted against the strange collage of enemies. Armed with a cross between household staples and military bazookas, destroy the invaders - using whatever's available! Remember to rescue your neighbors - if they're killed it's game over!

STEVE Konami knows a good game (like Cybernator) when they see it, and getting Zombies from LucasArts was a brilliant move! This game is a blast to play and provides hours of fun - especially with two players! Spotting all the parodies of old horror movies just adds to the fun! Add eerie music and you have a winner!

MARTIN ZAMN is an instant favorite for me. The graphics are fantastic with lot of attention to detail and some hilarious enemy characters. The music is also a masterpiece with great stereo effects and fitting themes. There not too many bosses but when they appear they're BIG! Great game play and killer amount of levels.

ED Konami does it again! With humorous, movie-like action, this cart looks and plays like a winner! I especially enjoy the way you turn into a monster and run after your enemies. The music is great and the control of the characters can't be beat. I thought I was watching an old horror flick when I played it. Fun is the word!

SUSHI-X Another great cart from Konami. This adds to the few horror games out there and really shows off the humor in horror movies. The characters have a vague familiarity to famous movie "stars" and their parodies are well done. To top it off, there is a two-player mode along with great graphics and control.

GAME OF THE MONTH

Dungeon Master™

Lord Chaos is wreaking havoc on the world around you. Only the Firestaff can defeat this horrendous evil. Do you possess the discipline to focus your energy entirely on this ultimate goal? Is your eye keen enough to find hidden levers and treasures in the slime-covered walls of this dark, dank dungeon? Can you solve the puzzles necessary to unlock the unseen doors to hidden rooms?

PREPARE YOURSELF FOR DUNGEON MASTER!

- *Explore a fourteen level dungeon in real time while being stalked by over twenty different hideous, growling monsters.*
- *Combine magic symbols to create an endless variety of spells. Over 1000 challenging combinations are possible!*
- *Contains the revolutionary new DSP chip for superior 3-D graphics and enhanced interface capabilities for the ultimate fantasy role-playing adventure!*

Become the master –
DUNGEON MASTER!

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JVC

THEY

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Sega™ are incoming, so keep your eyes open. And your head low.

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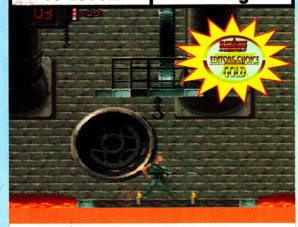
Alien 3

Super NES | LJN

Action	LJN
40 Levels	8 Meg



LJN is bursting onto the Super NES movie-to-game scene with their latest release, Alien 3.

Based loosely on the movie, Ripley must rid a penal colony infested with, you guessed it, aliens! Help Ripley attack these lethal creatures and save the colony from destruction. Choose from a number of deadly weapons to aid in your assault. Complete any mission in each stage in any order you wish.

This takes the Genesis version and completely pumps it up! The result is an almost completely different game! The premise is the same: Wipe out the aliens and rescue the humans. A wide variety of weapons like flamethrowers and pulse rifles add to the fun. The only thing I didn't like was the awkward crouching control.

Look out! Alien 3 is a great game from beginning to end. The music and sound effects are top-notch and really add to the suspense. Although the game is really nothing new, the way it's put together is really exciting. The only major complaint I have is that the levels get repetitive without much diversity in the missions.

This is one of the best side scrollers I've played in a while! Total intensity in every way, this cart delivers the sights and sounds that made the movie a hit. Great graphics and super cool weapons will have you toasting aliens for hours. The game play is hard to grasp at first but very good nonetheless. Long and tough.

This is the best Alien game to date. The animation and graphics are well done and highly detailed. There is also a booming soundtrack that really gets your heart pumping. The missions are interesting but can get a bit repetitive over the length of the game. Good weapon choices but the power-up rooms make it a bit easy.

Battletoads in Battlemaniacs

Super NES | Tradewest

Action	Now
8 Levels	8 Meg

Tradewest makes you move to the mean green three: Rash, Zitz, and Pimple, or as they are rightfully called, the Battletoads! This time Zitz has been nabbed by the Dark Queen! Get mad, bad, and crazy as the 'Toads have some great new moves to show you - like the Flying Battleaxe and Anvil Swipe! However, the Dark Queen has some new tricks to show the 'Toads, and they ain't nice ones! Everybody move!

Absolutely killer! These guys know how to rock - what other game can you name where your characters look like they are having a blast bashing enemies? This game has been long in coming, but it has been well worth the wait! The only gripe: The control configuration needs some work, otherwise this may have been a 10!

I can't believe it took this long but it was worth the wait! Battletoads is everything it was hyped to be with great music, vibrant graphics, and tons of enemies. The button set-up was a bit awkward to get used to, but didn't make it unplayable. This game rocks with two players. I love the cooperative attacking of the enemies!

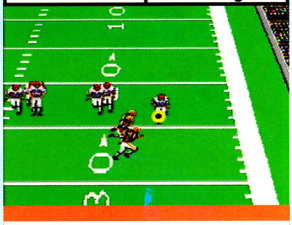
Without a doubt this is the best looking BT cart to date. The graphics are truly amazing and the backgrounds and characters are extremely detailed. All of the best elements of the 8-Bit toads are here plus more. The game play is a little annoying because of the button set up, but a minor flaw for a great cart.

The top-notch NES game has finally made it to the Super NES. Your favorite guys in green are here with all the cool moves and action we've been anticipating. The graphics are superbly done and animated. Control takes a bit to get used when your characters slide after they strike, but it's action-packed 'til the end.

NFL Football

Super NES | Konami

Sports	August
N/A Levels	8 Meg



Konami has made a great play for the Super NES with NFL Football! Hit the gridiron as your favorite team in the NFL. Warm up in the demo mode or check out the action in the one- and two-player modes. Preview other teams in the exhibition mode, then switch to the playoffs or pick up where you left off in a saved game. If you really want to test a team's abilities, go same team vs. same team! Down, set, hike!

Frankly, I expect state-of-the art from Konami, let's face it - they make absolutely killer games. However, I was a bit baffled with this one. The scaling and rotation effects were well executed, but they completely disorient the game play! The plays and control were adequate, but there are better football games out there.

NFL Football is a solid game with a few minor shortcomings. The scaling and rotation of the field is impressive but isn't executed very well. Also, the players seem kinda choppy when they're running around. The voice, however, is absolutely amazing with no garbled pronunciation. Overall, it's a solid game for football fans.

The concept behind this cart is very cool, but the most important aspect of a good football shouldn't be cool scaling. Concentrating on great game play is the route to go. This cart has a lot of neat bells and whistles and will delight the eyes and ears. The game play suffers from poor control and confusing interface.

Konami's the king of action games and they might have extended themselves with this sports title. The graphics are decent and there are plenty of plays and options but it doesn't have the playability of other football carts out there. These games are difficult to program and this one could've used a bit more control.

You've got to be fast to last.

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

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

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

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

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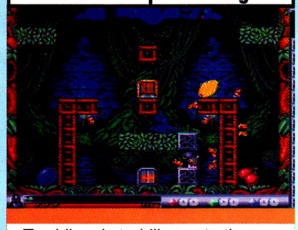
CAPCOM

Super NES	Seika

Troddlers

Puzzle	Now
175 Levels	4 Meg



Troddlers is toddling onto the Super NES with the help of Seika. This spunky puzzle game features you as guardians Hocus or Pocus or both! Opt for the training mode, Hocus vs. Pocus, or the team-up mode. You must lead these lost guys to safety and it's quite a chore. The troddlers can walk on walls and even walk upside down. Hocus and Pocus must plan a blocking strategy to get the Troddlers to their exit.

Liked Lemmings? Then you'll probably like Troddlers. The objective is the same: You must help cute little critters, Troddlers, get to the door and exit several levels. The control is a little rusty and therefore hampers the game somewhat since it relies on precision, but using a mouse eradicates that problem.

The concept behind Troddlers isn't exactly new but the game is great. The control with the pad is a tad confusing but hook up the Super NES mouse and it becomes a breeze. The various game modes are great and the music is beautifully composed. The huge amount of levels will keep you busy as well.

I like Troddlers because of the variety of different puzzles and themes throughout each level. The game play is solid and fans of Lemmings will enjoy every bit. The mouse is a good change of pace and adds to the computer-like feel. The game has tons of levels and really cool music. Interesting and challenging for all.

It's another mind-bending game on the order of Lemmings. This one has some interesting puzzles but doesn't quite contain the appeal of others in this category. Also, the control is very hard to get used to and is made more for a mouse than a control pad. If you have the mouse the game is fun, but just not exceptional.

Genesis	Electronic Arts

B.O.B.

Action	August
8 Levels	8 Meg

B.O.B., that funky keen alien teen, is coming to the Super NES compliments of Electronic Arts. On his way to pick up a blind date, he crashes his old man's space vehicle on an unknown planet full of weird creatures. Now he must get to his date at all costs and without transportation. It will take reflexes and brains to complete this quest on a hostile alien planet full of strange devices and creatures. Is she really worth it?

B.O.B. is a cute character and his many antics and death scenes are amusing, but he suffers from Bubsy's disease: too much cuteness and not enough game play. B.O.B. has quite a few levels in it, but after the first two or three it becomes repetitive and boring. There are plenty of weapons and gadgets, but it isn't enough.

B.O.B. is a good side-scrolling action game for those who don't want too much action. It's a relatively fun game but the lack of many enemies makes the game seem slow and tedious. Also, the music does leave something to be desired. The good points are the smooth play control and the number of items to use.

Bring your Own Bot! While there's not much different from the SNES version, it doesn't mean that this cart has less to offer. The graphics are good and the character animation is very smooth. The game play is the same with lots of cool weapons and monstrous levels that really deliver hours of fun. A bit repetitive.

B.O.B. is back! This is almost an exact copy of the Super NES version, but I didn't care for it that much on that format either. The problem is the awkward control and the lack of enemies that you encounter in each area. The character is cute, but playability suffers and action needs to be stepped up. Cool tools!

Genesis	Koei

P.T.O.

Military Sim.	August
N/A Levels	8 Meg

Armchair generals, prepare yourself for some of the most explosive sea and air battles. Koei has exploded onto the Genesis with their new cart ready to challenge the most seasoned war simulation strategists. Choose from a number of WWII scenarios and relive history or simply rewrite it by making diplomatic proposals or plotting out military plans. The armed forces need a strong leader. It's time to take command!

I usually like these strategy games, but sometimes a cart tries to be more than the limitations allow. P.T.O. will probably be more effective on a bigger platform because it doesn't quite hack it on the 16-Bit system. The action is somewhat slow and sluggish, and not very exciting. Fans of WWII history will probably like it.

In two words: sensory overload. P.T.O. is one of those games that will really appeal to strategy players. There are lots of scenarios to finish and the game can take any course of action. P.T.O. really requires a player to sit down for hours to enjoy the game. The game is good but a bit complex for the average gamer.

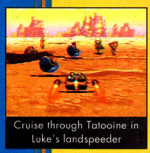
Not my cup of tea, but I have to admire the detail and complexity of this cart. The main emphasis is on game play and there is tons of options and little details that simulation fans will flip over. Prepare to log in mega hours just to plan out your attacks and develop winning strategies to defeat some pretty tough opponents.

Dive right in if you're a war hero without a war to fight. This is a decent simulator with all the options, action, and strategy you'd need. Personally, these games don't entertain me for too long. This is one of those games you either spend loads of time getting into, or it just passes you over. It's decent but not my bag.

JVC
JVC MUSICAL INDUSTRIES, INC.

SUPER STAR WARS

Heroic Battles in a Galaxy Far, Far Away



Cruise through Tatooine in Luke's landspeeder

Battle new alien forms

Get ready to attack the Empire

Take one Corellian smuggler, a kidnapped princess, a clod-kicker from Tatooine and the last of the Jedi Knights and you have the Empire's worst nightmare —a new hope for freedom. Join Luke Skywalker, Han Solo and Chewbacca on the greatest adventure the galaxy has to offer —Super Star Wars.

Blast your way through Jawa territory and into a bar room brawl at Mos Eisley Spaceport. Evade lethal storm troopers tenacious alien forms, and and challenge the Lord of the Dark Side himself, Darth Vader.

All this, plus the incredibly intense 3-D graphics, music and sound effects that you would expect on the Super NES and demand from the people who brought you this classic movie saga. So grab your blaster, strap on your light saber and take on the Evil Empire in your quest for galactic freedom!

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SUPER NINTENDO ENTERTAINMENT SYSTEM

LucasArts

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Genesis — Microprose

Pirates! Gold

Action	Now
N/A Levels	8 Meg

Ahoy, Matey! Microprose has struck gold on the Genesis with their new swashbuckling action game, Pirates! Gold.

Brandish your sword for grueling duels on the decks of enemy ships from all across the globe. Back on shore, stop by the local tavern to recruit other scavengers and get valuable information. Select your crew from six different time periods and set sail for high seas terror!

7

Another involving RPG game! As a pirate of the high seas, you do everything: Engage in ship battles, get food and provisions, select your crew, even engage in sword fights. The password function is a must with this kind of game. The graphics are excellent, but the control on the sword fights is choppy.

8

This game gets points for an original theme but falls short in overall play. The action can be fun when sword fighting with other ship captains and even exploring the high seas. Pirates can be a bit complicated for the younger crowd, but for those who like to sit and think when playing games, this could be a good one.

8

Here's an old favorite from the computer with better game play and improved graphics. The game is basically a mix of pirate role playing and adventure. There's a lot of involvement is raiding the other boats and finding towns that are safe to stay in. The sword fighting scenes could have had a bit more interaction to them.

8

This is a cool sort of adventure game. You get to be a swashbuckler who is the captain and hero. It combines action with adventure and strategy in all-out action game. The graphics are crisp and colorful and the fighting is very easy to get used to. Complete with passwords, this is a game worth getting into and exploring.

Genesis — Absolute

Toys

Action	Now
4 Levels	8 Meg

Bet you didn't think Toys could cause this much trouble? This new cart is 'Absolute'ly a toy!

Based on the recent movie of the same name, you are charged with saving your father's toy company from the clutches of your evil uncle. Surround yourself with some of the friendliest weapons you'll ever want to meet! Watch out for the security cameras; they will blast you with lasers from their eyes! Eeekk!

6

I absolutely hated the movie, so I was hoping this would be pretty good to make up for it. I was wrong. The graphics are adequate, but the goofy perspective (it's almost impossible to hit anything) and hokey attack weapons (love that peanut shooter) left much to be desired. The sound needs work, but the control is OK.

5

The movie was a snore and the game isn't the greatest either. It's a very repetitive game with no real fun and an unoriginal theme. The saving grace is the number of items to use and the very colorful graphics. The perspective is an eyesore and can be tough to hit enemies. With a bit more variety, it might have fared well.

6

Toys is a tough cart to make good, because the movie it's based on was mediocre at best. The graphics are OK and the game play is repetitive and uneventful. The different toy power-ups are a good idea but there's just not enough substance to hold this cart together. A bit faster than the SNES version.

6

The movie never made it big and neither does the game. The concept behind it is sound but the graphics and playability leave a lot to be desired. There is a good choice of toys to use but the repetitive targets make it boring to play. The perspective also adds to the disorientation and decreases playability.

Sega CD — Tengen

Robo Aleste

Shooter	August
8 Levels	CD-ROM

Tengen's rockin" Robo Aleste is rolling onto the Sega CD.

The year, 1556. The place, Japan. The event, civil war! You are a member of the "White Fang" army decked out in your latest prototype armor, Aleste, and you are defending the honorable Nobunaga Oda. Adjust the difficulty settings and check out the awesome soundtrack in the options mode. Utilize all weapons. Keep a steady hand for this shooter!

8

Robo Aleste has the requirements for shooters: great sound effects and plenty of power ups. However, the one-hit-wonder aspect and the extraordinary difficulty hamper the overall effect. There is little if no slow down the explosions are dynamite. The graphics are also very well done with plenty to look at.

9

A Sega CD game that uses some of the special features? It's here! Robo Aleste is a great game for those who really enjoyed the old game M.U.S.H.A. on the Genesis. The music is good and the levels are extremely long. You may even spot some scaling techniques if yo don't blink. A great shooter to add to the collection.

5

I was expecting a total kick-butt, M.U.S.H.A.-on-steroids game from these folks and sad to say, I'm disappointed. The game is very good, but there's nothing more than CD music to set this game apart from cartridge shooters. The power-ups are cool, but the bosses are unoriginal and at times the game is very unfair.

7

Robo Aleste is a good shooter but it just doesn't add anything to what's already out there. There are several power-ups and graphics are good but the overall effect is just above average. The big drawback is the fact that you die too easily. The game is challenging but it's value is dropped by the barrage of enemy fire.

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NIGEL BEATS MARIO*

*Mario Andretti

When Nigel Mansell entered the world of Indy car racing, he knew his biggest competition would be Mario (the driver, not the plumber). In his debut Indy car race in Australia, Mansell stunned the racing world by upsetting Andretti, and capturing the checkered flag. Now you can relive Mansell's march to the Formula One crown with Gametek's NIGEL MANSELL'S WORLD CHAMPIONSHIP RACING. Every other racing game for the Super Nintendo is left eating dust. No other racing game puts you in the driver's seat like Nigel. Featuring a first-person hands on perspective, 16-International Formula One race tracks, totally customizable Formula One cars, randomized weather conditions and even audible hints from the man himself, Nigel Mansell. So, see for yourself why reviewers are calling Nigel Mansell the best racing game ever available for the Super Nintendo Entertainment System.

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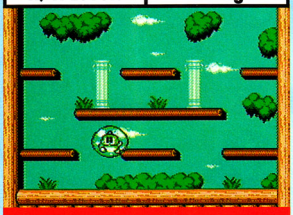
NES	Taito

Bubble Bobble 2

Action	Now
N/A Levels	2 Meg



Blow it but don't pop it in Bubble Bobble 2 from Taito for the NES.

You've been magically turned into that bubble-blowing dragon again. This time you're off to save your girlfriend who has been kidnapped by the wicked wizard. Your skills include blowing bubbles and floating through air. The two-player simultaneous option has been replaced by alternating players one and two. Get ready to burst some bubbles!

The little green critter you control is cute and the game is very playable. It takes some technique to figure out how to use your weapons, but is easily mastered with a few playings. The graphics are very good, especially the way your character moves, and there is hardly any breakup or slowdown. A great game for little kids.

I really like platform games and Bubble Bobble 2 has only raised my expectations. The backgrounds are very colorful for the NES and the game plays pretty well. While looking like it's meant for kids, it actually has some strategic value too! For even more fun, try the two-player game and battle to win!

The NES is still a great system when it comes to playing old arcade style platform games. This sequel has the elements of the first combined with some cool new features. There are tons of levels and enough technique and challenge for hours of fun. Fans of the original will have take a look at this revamped cart.

The cute arcade classic comes back to the NES. The control is a little hard to get used to, but once you do, you will easily master all the moves you need to have a great time with this game. It might be geared for the kids, but fans of the game can enjoy this solid NES version. Lots of levels and bonuses to keep you busy.

NES	Capcom

Mighty Final Fight

Fighting	Now
5 Levels	4 Meg

Mighty Final Fight is battling its way onto the NES via Capcom.

Mayor Haggar's daughter Jessica has been kidnapped by street scum and he is determined to get her back. Cody, Jessica's boyfriend, and his best friend, Guy, are there to help Haggar stomp the bad guys into the ground. Each character has a special move: Haggar - Clothesline, Guy - Roundhouse Kick, and Cody - Spinning Kick. Get the girl!

Capcom made a very smooth move with this game in almost making a parody of Final Fight! For a two-button fighting game on 8-Bit, Mighty Final Fight is one of the best for the NES! All three characters have been retained here, and the remarkable thing is so are their moves! However, there is some horrible breakup.

Cute! Mighty Final Fight is a great parody of their terrific Final Fight. The characters can do their powerful attacks just like before. While it is only a one-player game, the pure fun and originality make up for this loss. Overall, it's a great game that every age group can really enjoy. Some terrible breakup, though.

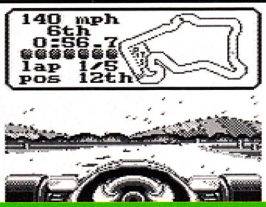
Final Fight for 8-Bit! Joy! Why? I don't know, but surprisingly, this cart really packs a punch. All three characters from the arcade are here and they have their special moves too. The game play is very good with lots of techniques and plenty of action. A bit slow at times but bad flicker when the action gets intense.

This is a neat parody on Final Fight. The graphics are good for the NES and all the moves from the other versions are here. They managed to keep all the characters but it's only a one-player game. For 8-Bit it's an excellent job and a good spoof, Even if you're not a fan of Final Fight, you will enjoy the cartoon-like look and feel.

GameBoy	GameTek

Nigel Mansell WC Racing

Driving	August
16 Levels	1 Meg



For Formula One racing at its best, Nigel Mansell's World Championship Racing by GameTek for the GameBoy is definitely worth a try.

Select from one of 16 world circuit race courses. You must first complete the preliminary requirements: a tune-up, angle of the airfoil, and transmission type. Then race one lap for the best time to qualify for a pole position. Once on the starting grid, put your pedal to the metal!

Some themes were never really intended for GameBoy, and racing is definitely one of them! Trying to get the road to scroll fluidly can't really be done on this portable system. However, there are several tracks to try, and the detailed options are also helpful, but when it comes down to the actual racing, this game falls behind.

Racing games really never offer anything new or exciting, but this is one of the better portable racing games on the market. There are tons of tracks to race on, near perfect control, and even decent graphics! Of course, there is some blurring but not enough to distract you. This is a very good portable racing game!

I didn't expect too much from a GB driving game but, what you get is better than the average cart. The game is loaded with tons of options and with sixteen race tracks to choose from you'll keep busy. The obvious problems are blurring and the tiny bit of the track you see because of your oversized car.

A racing game takes a lot of detail to maintain your attention and on GameBoy that's very hard to do. This is a good attempt but lacks the feel of the road. Still, it has several tracks and options to help it along. As a portable, it's decent but if you had your choice, you might grab something else for a long trip.

TWO POWERFUL BROTHERS, TWO DEADLY ARMIES, ONE SURVIVOR.

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ARCADE ACTION!
INTENSE STRATEGY!

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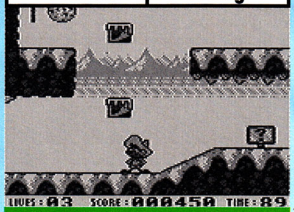
GameBoy	Sunsoft

Speedy Gonzales

Action	Now
24 Levels	2 Meg



Speed demons, have we got a game for you! Speedy Gonzales is whizzing by the GameBoy courtesy of the folks at Sunsoft.

Gonzales is a wanted mouse. He has swiped cheese from the best of 'em. Now he is on the run, literally! Guide the little hombre through the dangers of twisting maps. Eskimos, sharp saws, and freezing waters will cause him much harm. So grab the cheese and go! Arriba! Arriba!

Title aside, what we have here is basically a Sonic-type running game for GameBoy. However, Speedy is a pleasant time passer with enough technique involved to keep one satisfied. The levels get bigger and harder, but the bosses are very weak. Probably the best feature is the password option.

7

Speedy Gonzales is one of the better action games on GameBoy in quite a while. The game plays very smoothly, excellent play control, and good music. The idea of mindlessly running and collecting items is nothing new but it is presented very well. The password feature is a very nice touch.

8

Sonic Gonzales, oops, I mean Speedy, is a fun game that fits the GB well. The scrolling is pretty fast but blurring is kept to a minimum. There are lots of techniques and jumps to master and there's even a loop-to-loop. Great game play and solid running and jumping action combined with a great character. Yeeha!

8

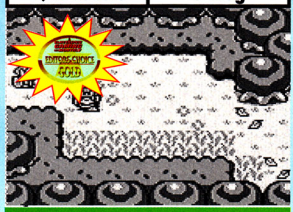
Arriba! The fastest mouse in Mexico is racing to your GameBoy screen. The funny cartoon character stars in his first game filled with animation and scrolling. The effects are good for GameBoy and the graphics are sharp. There is a lot of tricky maneuvers and the password features is neat. The bosses could be better.

7

GameBoy	Nintendo

Zelda: Link's Awakening

Action	August
N/A Levels	8 Meg



Add another link to the Zelda chain for GameBoy from Nintendo!

Link has shipwrecked on the mysterious island of Koholint. Now abandoned and lost, he is discovered by the lovely Marin who brings him to an unknown world, only the evil god Wind Fish has other plans for Link! Travel through eight different dungeons to flee this dreaded world. Search for musical instruments; they will aid you in your escape!

Amazing! This GameBoy version of Zelda is almost as good as the Super NES version! What Nintendo didn't do was simply make the exact game for the portable system; instead they made a completely different game altogether! Some of the new options, like your ball-and-chain buddy, are great!

9

Can Nintendo do no wrong? This game is thankfully not a complete translation of the Super NES version. A totally different story with incredible graphics and beautiful sound are the real high points. The only drawback is that this game could have been perfect as a sequel to the Super NES version! A great job!

9

I'm not afraid to give a deserving GB cart a 9. Zelda is a masterpiece and by far one of the most involving and fun games to play on the go. Tons of mysteries and game play that just won't quit are part of the fun. New characters and Mario-type action are also present for a whole new feel to role playing. Battery back up too!

9

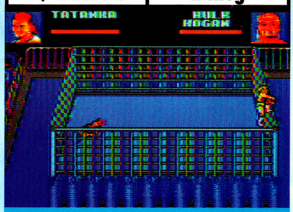
This is probably the best GameBoy translation so far. It has all the features and functions of the NES version of Zelda and then goes beyond to add some new stuff. This is definitely a game to have for those long rides and boring classes. The story and characters are well crafted and the graphics are great for the system.

9

Game Gear	Flying Edge

WWF Steel Cage Challenge

Action	Now
N/A Levels	2 Meg



No wrestling in the house? You can now with Flying Edge's new GG cart, WWF Steel Cage Challenge!

Pick your opponent from twelve ferocious wrestlers. Then decide how to slam them, one-on-one, tag team, WWF championship, or tag team championship! Play it safe and stick to regular ring wrestling or live on the edge and surround yourself in an inescapable cage! Pound your enemy with many damaging moves!

Ah, more wrestling. Not my favorite game theme in the world, and WWF Steel Cage Challenge really didn't move me. The graphics are choppy, and the character movements are slow and sluggish, with very limited moves - not anything like the monster 16-Bit version. WWF fans may disagree, but this didn't do it for me.

5

Wrestling games are a blast and this one isn't too shabby. All the big-name wrestlers are here and the matches are great. Now, the drawbacks are the choppy animation of the wrestlers and the movements which are agonizingly slow. Otherwise it's a good game to play on those long car trips.

6

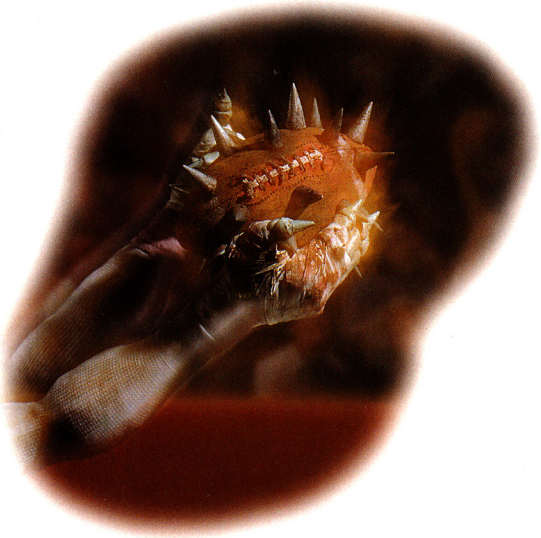
If you're a wrestling buff than maybe this cart will strike your interest. Ten of the most famous wrestlers from the WWF and the infamous steel cage will keep you brawling and slamming your way to the top. The graphics are decent, though a bit choppy. The game play is good, but the action gets old rather quickly.

6

Normally I'd jump right into a wrestling game but the look of this Game Gear version is a bit weak. The characters are there and they have their special moves but the small screen portable version loses something. The big problem is the choppy and sluggish character movements which should get the most detail.

5

INCREDIBLE INTERCEPTION.



TOO BAD HIS FOOT

"THE WILDEST, GORIEST FOOTBALL GAME EVER! IF THE TACKLES DON'T KNOCK YOU TO PIECES THE LAND MINES WILL!" - EGM

Slide the ref some dough to pick up a few extra yards against your opponent: you never know what he'll call.

Choose from over 50 plays, from Deathbone to Blitzkrieg, or call a nasty audible when the game is on the line.

Looks like Mo and Spew Puke shoved another poor sap into a flaming pit. Choose your nightmare: blood-crazed Troll lineman or hellfire flaming pits.

WAS OUT OF BOUNDS.

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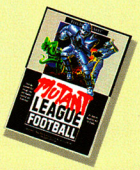

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ELECTRONIC GAMING MONTHLY

NINTENDO

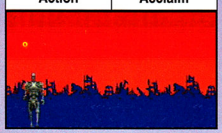
Battleship
Strategy | Mindscape

Wayne's World
Action | THQ

Jimmy Connors Tennis
Sports | UBI

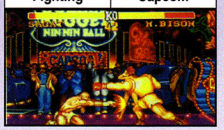
SUPERNES

T2: The Arcade Game
Action | Acclaim



Super James Pond
Action | Ameri. Soft

Street Fighter 2-TCE
Fighting | Capcom



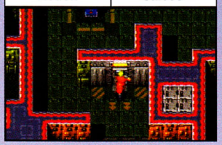
Legends of the Ring
Sports | Electrobrain

Nigel Mansell
Racing | Gametek

Where in the World/Carmen
Educational | Hi-Tech

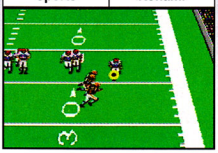
Rocky Rodent
Action | Irem

Operation Logic Bomb
Action | Jaleco



Tuff E Nuff
Fighting | Jaleco

NFL Football
Sports | Konami



Mario All-Stars
Action | Nintendo

Kendo Rage
Action | Seta

Cacoma Knight in Bizyland
Puzzle | Seta

Aero the Acrobat
Action | Sunsoft

Super Off-Road: The Baja
Driving | Tradewest

GENESIS

Royal Rumble
Sports | Acclaim

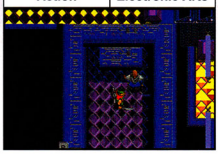
Sorcerer's Kingdom
RPG | Amer. Sammy

Bill Walsh College Football
Sports | Electronic Arts

B.O.B.
Action | Electronic Arts

General Chaos
Strategy | Electronic Arts

Technoclash
Action | Electronic Arts



PRESENTS THE GAMES OF AUGUST 1993... APPEARING IN LOCAL STORES NOW!

FOR SPECIFIC PRODUCT INFORMATION CONTACT THE COMPANIES LISTED BELOW:
The information below was supplied by each of the individual companies, and is current as of June 15, 1993.

P.T.O.	
Strategy	Koei

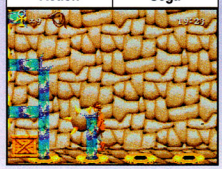
F-15 2	
Simulation	Microprose

Dinosaurs for Hire	
Action	Sega

Landstalker	
RPG	Sega

Ranger X	
Shooter	Sega

Young Indiana Jones	
Action	Sega



Young Indiana Jones-CD	
Action	Sega

Aero the Acrobat	
Action	Sunsoft

Davis Cup Tennis	
Sports	Tengen

Robo Aleste-CD	
Shooter	Tengen

Strider Returns	
Action	U.S. Gold

DUO

Robotech 2036	
Shooter	T.T.I.

GAMEBOY

Star Trek: TNG	
Simulator	Absolute

Battle Ping Pong	
Sports	Am. Sammy

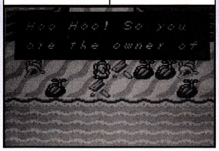
Legends of the Ring	
Sports	Electrobrain

Panel Action Bingo	
Puzzle	FCI

Nigel Mansell	
Racing	Gametek

Felix the Cat	
Action	Hudson

Link's Awakening	
Adventure	Nintendo



Wayne's World	
Action	THQ

Jimmy Connors Tennis	
Sports	UBI

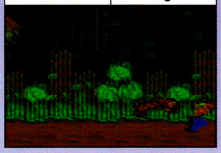
NEO GEO

Soccer	
Sports	SNK

GAME GEAR

T2: The Arcade Game	
Shooter	Acclaim

Surf Ninjas	
Action	Sega



Young Indiana Jones	
Action	Sega

World Cup Soccer	
Sports	Tengen

Paperboy 2	
Action	Tengen

Strider Returns	
Action	U.S. Gold

LYNX

Gordo 106	
Action	Atari

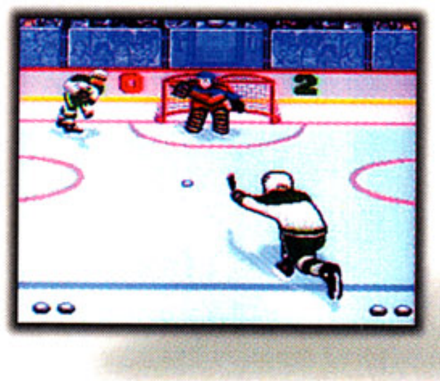
Jimmy Connors Tennis	
Sports	Atari

Lemmings	
Strategy	Atari

Double Dragon	
Fighting	Telegames

I OPENED THE BOX AND A FIGHT BROKE OUT.

So there I was, sitting in the living room, channel surfing with the remote when I get in that mood - you know - for some **Super NES® Action.** I reach for my new hockey game, **SUPER SLAP SHOT™**, and strip off that weird plastic, the kind that always sticks to your fingers when, BAM! **OUT FLIES A PUCK** that nails me in the face and two of the biggest mashers I've ever seen hauling after it. WHOAAAAAAAA!



Next thing I know, I'm wiping ice out of my eyes, it's really freakin' cold and I'm standing in a ref's outfit in the middle of a rink in front of thousands of screaming fans. Those same two guys whiz by me and slam up against the wall. They start ***shredding*** each other, the crowd goes off and I'M supposed to send THEM to the penalty box?! YEAH, RIGHT!

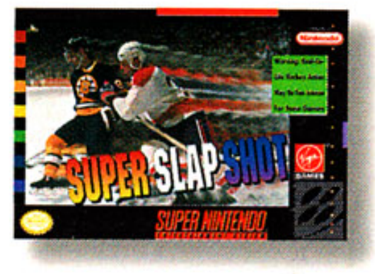
They ain't havin' it. They come screaming down the ice like I'm the puck and **Check Me** so hard, I'm sent flying back into my living room. TRIP OUT!

I dive for the **Super NES®** controller under the sofa cushion and now

I'm in control of this game.

YES! 32 teams to choose from, exhibition or tournament mode, fighting and shootout practice, adjustable team skills and aggression, ref's that range from "tough" to "blind," fourteen pages of hot stats, ballistic skating and throat-ramming slap shots!

SUPER SLAP SHOT™ Bust one open.



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EGM's Top Tens

Nintendo

1	1 MONTH	-	NINTENDO/KIRBY'S ADVENTURE
2	7 MONTHS	▽	TECMO/TECMO NBA BASKETBALL
3	8 MONTHS	-	ENIX/DRAGON WARRIOR IV
4	2 MONTHS	▽	NINTENDO/YOSHI'S COOKIE
5	1 MONTH	-	JALECO/BASES LOADED 4
6	11 MONTHS	△	NINTENDO/TETRIS
7	2 MONTHS	▽	KONAMI/TINY TOON ADVENTURES 2
8	11 MONTHS	▽	KONAMI/T.M.N.T. MANHATTAN PROJECT
9	1 MONTH	-	CAPCOM/DUCKTALES 2
10	6 MONTHS	▽	NINTENDO/DR. MARIO

SuperNES

1	3 MONTHS	-	NINTENDO/STARFOX
2	1 MONTH	-	ACCOLADE/BUBSY
3	1 MONTH	-	LJN/WWF ROYAL RUMBLE
4	11 MONTHS	-	CAPCOM/STREET FIGHTER 2
5	2 MONTHS	▽	KONAMI/BATMAN RETURNS
6	1 MONTH	-	NINTENDO/VEGAS STAKES
7	1 MONTH	-	INTERPLAY/THE LOST VIKINGS
8	3 MONTHS	▽	TECMO/TECMO NBA BASKETBALL
9	1 MONTH	-	DATA EAST/SHADOWRUN
10	2 MONTHS	▽	TAKARA/FATAL FURY

Genesis

1	3 MONTHS	-	SEGA/X-MEN
2	2 MONTHS	-	ELECTRONIC ARTS/BULLS VS. BLAZERS
3	2 MONTHS	△	SEGA/COOL SPOT
4	2 MONTHS	-	TENGEN/RBI BASEBALL '93
5	3 MONTHS	-	ACCOLADE/HARDBALL III
6	4 MONTHS	△	ELECTRONIC ARTS/PGA TOUR GOLF II
7	3 MONTHS	▽	ELECTRONIC ARTS/TONY LA RUSSA BASEBALL
8	3 MONTHS	▽	US GOLD/FLASHBACK
9	3 MONTHS	▽	TAKARA/FATAL FURY
10	5 MONTHS	▽	ELECTRONIC ARTS/ROAD RASH II

Sega CD

1	1 MONTH	-	SEGA/BATMAN RETURNS
2	1 MONTH	-	RENOVATION/TIME GAL
3	2 MONTHS	▽	JVC/JAGAR XJ220
4	3 MONTHS	▽	SIERRA/ADVENTURES OF WILLY BEAMISH
5	5 MONTHS	-	SEGA/NIGHT TRAP
6	5 MONTHS	▽	RENOVATION/ROAD AVENGER
7	2 MONTHS	▽	SEGA/AFTER BURNER III
8	5 MONTHS	▽	SONY IMAGESOFT/SEWER SHARK
9	1 MONTH	-	SEGA/PRINCE OF PERSIA
10	5 MONTHS	▽	BIGNET/BLACK HOLE ASSAULT

Gameboy

1	7 MONTHS	-	NINTENDO/SUPER MARIO LAND 2
2	10 MONTHS	-	NINTENDO/KIRBY'S DREAM LAND
3	11 MONTHS	△	NINTENDO/SUPER MARIO LAND
4	2 MONTHS	▽	NINTENDO/YOSHI'S COOKIE
5	7 MONTHS	△	LJN/NBA ALL STAR CHALLENGE 2
6	3 MONTHS	▽	NINTENDO/TETRIS
7	2 MONTHS	△	NINTENDO/BASEBALL
8	1 MONTH	-	SPECTRUM HOLOBYTE/WORDTRIS
9	1 MONTH	-	NINTENDO/RACING SET
10	4 MONTHS	▽	KONAMI/TINY TOON ADVENTURES

Game Gear

1	6 MONTHS	-	SEGA/SONIC THE HEDGEHOG 2
2	2 MONTHS	△	SEGA/LAND OF ILLUSION
3	5 MONTHS	▽	SEGA/TAZ-MANIA
4	2 MONTHS	△	U.S. GOLD/OUTRUN EUROPA
5	5 MONTHS	▽	SEGA/STREETS OF RAGE
6	1 MONTH	-	VIRGIN/SUPER OFF-ROAD
7	2 MONTHS	-	TENGEN/PRINCE OF PERSIA
8	2 MONTHS	-	SEGA/DEFENDERS OF THE OASIS
9	2 MONTHS	▽	SEGA/VAMPIRE, MASTER OF THE DARKNESS
10	1 MONTH	-	SEGA/BATMAN RETURNS

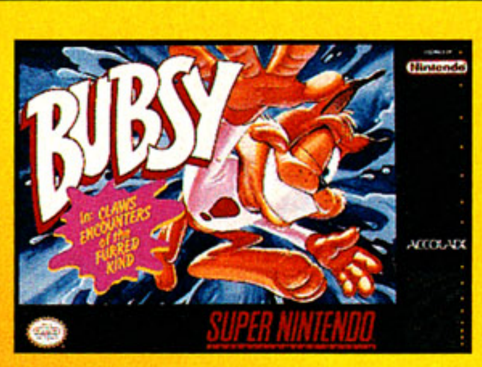
Babbage's
America's Software Headquarters

The information below is provided by Babbage's and is current as of JUNE 15, 1993.

HIP AND HOT. SUPER NES

REAL DEAL $5 OFF WITH IN-STORE COUPON

Top Gear 2
from Kemco.



REAL DEAL $5 OFF WITH IN-STORE COUPON

Bubsy
from Accolade.

REAL DEAL $3 OFF WITH IN-STORE COUPON

Mario Is Missing!
from Mindscape.

REAL DEAL $3 OFF WITH IN-STORE COUPON

Vegas Stakes
from Nintendo.

REAL DEAL $3 OFF WITH IN-STORE COUPON

Mech Warrior
from Activision.

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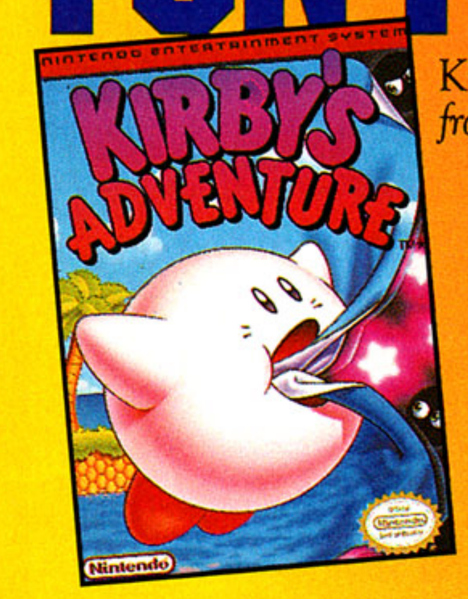
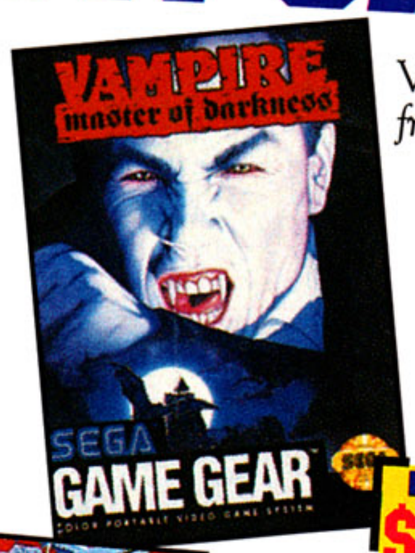
NINTENDO FUN TRIP



Kirby's Adventure
from Nintendo.

REAL DEAL $3 OFF WITH IN-STORE COUPON

REALLY TAKE OFF ON GAME GEAR!



Vampire: Master Of Darkness
from Sega.

The Land Of Illusion Starring Mickey Mouse
from Sega.

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GENESIS X-TRA SAVINGS

X-Men
from Sega.

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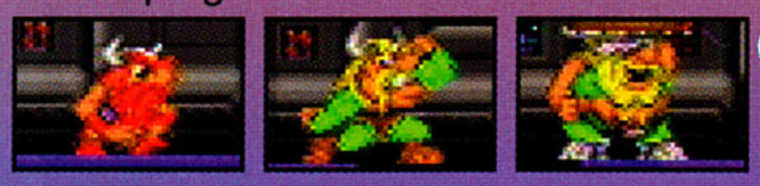
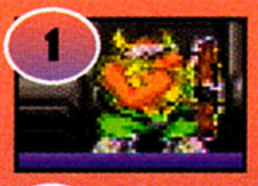
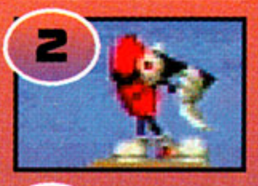
TOP TEN "STAND STILL" ANIMATIONS

Everyone wants to get to the action but the latest trend is to leave your character alone and see what they do when they're just standing still. From the first original toe-tap to the multi-sequences of today, these characters have come a long way and are really developing their own attitudes.



1. 

OLAF THE STOUT
A nasty little habbit makes a hilaroius change of pace.

2. 

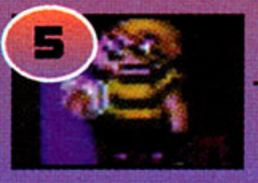
SPOT
Don't try to rub these guys out, they are too cute and too cool.

3.

BUBSY
This bobcat takes the initiative and tries to wake you up.

4.

CONGO'S APE
Not excatly appropriate behavior but it is a great move.

5. 

PUGSLY
This mischief maker does many antics like this snack time.

6.

CHUCK ROCK
A prehistoric reaction from this unlikely hero.

7.

BUSTER
He rocks to the beat with his youthful attitude.

8.

TAZ-MANIA
This wild beast rants and raves when he gets bored.

9.

ROCKY
Rocky feels left out standing alone and bursts into tears.

10.

SONIC
The original toe-tapper has set the trend from the beginning.

READER'S TOP TENS

Is there no stopping Street Fighter 2 mania? Just when you thought it would strart to lose popularity and climb down the ladder, the new version is released and strengthens its hold on number one. It could be a long time before any game can kick it off the mountain.

1.

STREET FIGHTER 2 TE/SNES
Its first showing but its bound to be here for a while.

2.

STREET FIGHTER/SNES
It actually went down, but only because of the updated version.

3.

MORTAL KOMBAT/SNES
The bloody battling games stays hot on the heels of SF2.

4.

MORTAL KOMBAT/GENESIS
The gory fighting game holds on under its Super NES counterpart.

5.

SONIC 2/GENESIS
Sega's character holds its own in the sea of fighting games!

6.

AXELAY/SNES
One of the top shooters of all time isn't going down that easily.

7.

CONTRA 3/SNES
The classic cart is here to stay holding a respectable spot.

8.

FLASHBACK/GENESIS
The cinema cart hangs tough due to its smooth animation.

9.

STARFOX/SNES
Can the FX wonder work its way up the chart?

10.

TNMT 4/SNES
At the bottom of the list, the turtles still manage to hang on.

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

BEST GAMES AT CES

EDITORS' ...ite Games!

Capcom's STREET FIGHTER 2 TURBO

#1	2 MONTHS	Δ

Timber! The CES was swamped with tons of great softs! Capcom showed off their prized Street Fighter 2 Turbo and totally blew us away. This game is even better than the first cart! Other strong titles included Aero from Sunsoft and Super Mario All-Stars from the big 'N.' Don't forget Mega Man X and Aladdin!

NAME OF GAME / SYSTEM	RANK	MONTHS	+/-
AERO THE ACROBAT / SNES	2	1	-
SUPER MARIO ALL STARS / SNES	3	1	-
MEGA MAN X / SNES	4	1	-
T.M.N.T. TOURNAMENT FIGHTER / SNES	5	1	-
SUPER EMPIRE STRIKES BACK / SNES	6	1	-
JUNGLE BOOK / GENESIS	7	1	-
SILPHEED / SEGA CD	8	5	▽
ALADDIN / GENESIS	9	1	-
REBEL ASSAULT / SEGA CD	10	1	-

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

EGM's TOP TENS

REGISTER YOUR VOTE WITH ELECTRONIC GAMING MONTHLY

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

ONLY 99¢ PER MINUTE!!

1-900-740-7722

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

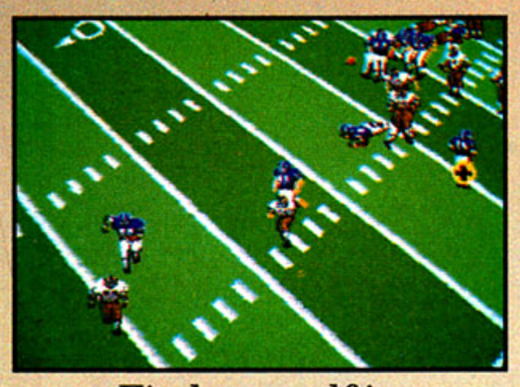
After calling the Hotline, follow the prompts and enter the number corresponding to your favorite games below. Also listen to the latest and greatest gossip!

1. SNES / CONTRA 3
2. SNES / STREET FIGHTER 2 CE TURBO
3. SNES / SUPER MARIO ALL STARS
4. SNES / STREET FIGHTER 2
5. SNES / SUPER STAR WARS
6. SNES / SPACE MEGAFORCE
7. SNES / OUT OF THIS WORLD
8. SNES / BATMAN RETURNS
9. SNES / ZELDA 3
10. SNES / FINAL FIGHT 2
11. SNES / MORTAL KOMBAT
12. SNES / STARFOX
13. SNES / SUPER TECMO NBA B-BALL
14. SNES / TINY TOONS ADVENTURES
15. SNES / BUBSY
16. SNES / CYBERNATOR
17. GENESIS / SONIC THE HEDGEHOG 2
18. GENESIS / X-MEN
19. GENESIS / STREET FIGHTER 2 CE
20. GENESIS / JURASSIC PARK
21. GENESIS / MORTAL KOMBAT
22. GENESIS / ALIEN 3
23. GENESIS / FLASHBACK
24. GENESIS / BLOODLINES
25. GENESIS / ROAD RASH 2
26. GENESIS / TERMINATOR
27. GENESIS / STREETS OF RAGE 2
28. SEGA CD / CD SONIC
29. SEGA CD / NIGHT TRAP
30. SEGA CD / BATMAN RETURNS
31. SEGA CD / WONDER DOG
32. SEGA CD / MONTANA FOOTBALL CD
33. DUO / GATE OF THUNDER
34. DUO / STREET FIGHTER 2 CE
35. DUO / LORDS OF THUNDER
36. NEO•GEO / WORLD HEROES 2
37. NEO•GEO / VIEWPOINT
38. NES / SUPER TECMO BOWL
39. NES / TURTLES 3
40. NES / SUPER MARIO 3
41. NES / YOSHI
42. NES / MEGA MAN 5
43. GAMEBOY / SUPER MARIO LAND 2
44. GAMEBOY / METROID 2
45. GAMEBOY / MEGA MAN 2
46. GAMEBOY / DR. MARIO
47. LYNX / NFL FOOTBALL
48. LYNX / SHADOW OF THE BEAST

Top Ten nominations change each month with all-new favorites! New entries in red. These nominations are good through August 31, 1993.

Callers must be 18 or older. Callers must use a touch tone phone. A service of Sendai Publishing Group, Inc. 1920 Highland Avenue, Suite 222, Lombard, IL 60148

YOU'VE ALWAYS DREAMED OF PLAYING IN THE NFL.



Wake up and smell the locker room. Konami has sealed your multi-million dollar contract with NFL™ Football for the Super NES.®

High step with the best when you run with the pros.

Find yourself in an arena of giant hulksters running, stiff arming, spinning, bursting, diving and basically trying to rip each other's heads off. In the heat of battle, a fumble could lead to a 60 yard TD run. The running game here is second to none. You can also gain yardage with intricate and challenging passing plays. Master each move with the precision of a pro whether you decide to go Across the Middle in heavy traffic or run a Post Pattern long.

Stop runaway freight trains with your bare hands.

Commanding the action takes all six buttons on the Super NES controller. Use them to harness the power of these speeding walls of steel. Each athlete moves with smooth accuracy digitized from actual human movement. So with great agility they will carve a tunnel in your torso.

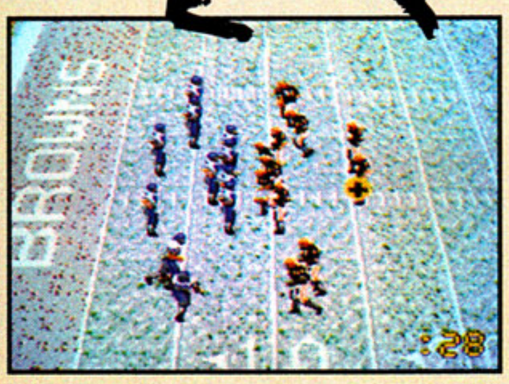
Mode 7. More exposure than the swimsuit issue.

You'll have plenty of camera exposure in the only football game to fully harness the Mode 7 power of your Super NES. The radar Mode 7 coverage zooms in at just the right moment so you don't miss a single bone-crushing play. Not your run-of-the-mill cheap visual thrill.

Fly with official NFL teams and colors.

You own all 28 pro teams armored with their official team colors. Play in the authentic stadiums where the gridiron greats battle. Go from the artificial turf and glaring lights of the Dome to the frozen tundra of Cleveland outdoors. Snow and mud get worse as the game goes on till you're wishing stickem was legal again.

You make the call.



Grab the controls, make it happen. Execute your strategy using two playbooks - one standard NFL, the other geared to each team's trademarks. The exclusive Artificial Intelligence feature helps determine the most devastating course of action depending on field position, down, yards-to-go, time remaining, quarter and score. Call your audibles and show the opposition how it goes. Stick a fork in 'em, they're done!

SCORE BIG OR STAY HOME.

Win a trip for 2 to Pro Bowl '94 in Hawaii! Check the September, 1993, Vol. 52 issue of NINTENDO POWER magazine for the password that gets you into the special contest level. See game package for details.

KONAMI®

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GAMING GOSSIP

...Sonic CD Update...Bandai Debuts Portable Super Famicom...Hudson Hardware Gets New Name...
...New Baseball Game On the Horizon...Konami To Pack Lethal Enforcers With Gun...Bubsy 2 In Production...

Whaddaya say, boys and girls, the bold and beautiful Q-Mann has appeared once more to tantalize your curiosity with the latest and greatest dirt from video gaming's most sordid underside. Yours truly has been making the rounds this month, going Tokyo to Chicago and back again to get the inside word on the hottest new developments from hardware to softs. So sit back, relax, and soak in the inside word - I guarantee the nougat will fly...

...Let's dive in on the soft side with a Sonic CD update! The buzz on this game has reached horrifying proportions, but from the early protos I got my hands on during the Tokyo Toy Show, this game looks to live up to any expectations the white shirts of Sega may think you have! The game is absolutely huge, with a cool time traveling theme and new characters. There's no Sister Sonic to be seen, but the blue boy does have a new admirer named Amy (filling the Tales role from part two). Look for Sega to punch in with this 70+ level monster in September in Japan and a little later in the U.S...Got my hands on Virtua Racing at the same show and it is FAST! Great movement, although the landscape was not quite as active as the coin-op and the copy I played was devoid of opposing racers...

...Looking forward to the 3DO, or maybe the Jag? Dig on this piece! Bandai has created a portable Super Famicom console! There's no price or release date on this hunk of hardware, but the Q-Mann did give it a spin recently and the color LCD screen is truly awesome! Add in hard-wired controls and you've got a fantastic machine that Nintendo will probably never approve (and, consequently, never see the light of day)...Rumor of the Month: Capcom has buried a secret code in the P.C. Engine version of Street Fighter 2-Champion Edition that beefs it up to Turbo mode! Who's going to be the first to find this five-star gem?...

...Hudson's hardware heads are putting the finishing touches on their upcoming unit, now being called the Iron Man, for release later this year. Nob-X overheard that this 32-Bitter is being outfitted with a new disc access system to eliminate the down-time plaguing other Hudson consoles...O.K., O.K., so my buds at Sega are telling me that they didn't know about the SF2 thing. Well, we won't quibble. Anyway, the "enhancements" that Capcom so generously described to the head ed for the last issue turns out to be the Turbo Edition. So, Nintendo fans get the game in July and Sega lands it in September. The Nintendo rev is much, much better - blowing away the original by a mile!

...Look for a revolutionary new 16-Bit baseball game to hit the stands sometime next year. This multi-angled beauty is rumored to have some of the hottest visuals the world has ever seen! EA, you ask? No, no, no. It's from the *other* sports game company...Is it just me or is the resolution to the Star Trek: TNG cliffhanger pretty apparent? Hugh-Borg smashes Lore-Borg and saves the universe! Pretty simple, eh?...

...Konami, long-known for their introduction of new peripherals packaged with software (which the world never sees again), has announced to yours truly that their gotta-have shoot-out, Lethal Enforcers, will be bundled with a six-shooter of its own! Konami claims that the Super Scope can't handle the heat of LE, but personally, I think they're looking for something to do with all the plastic left-over from melting down unsold copies of that old voice-activated thing...The Bubsy 2 design team is already rumored to be hard at work at a sequel! With a TV show and other licensing doo-dads on the way, Accolade's gotta deliver the cool cat in some more goods...The Quarter-fiend has discovered that T*HQ, long known for their jolly good licenses, has pulled down the rights to the upcoming Fox animated series, Operation: Aliens...Rum-or has it that the big boys from the Toy Headquarters are also looking into rights for The Shadow, based on the movie now in production...

...Even though Super Mario Bros. arrived in theaters DOA, that hasn't stopped producers from starting Double Dragon: The Movie (starring Robert Patrick of T2) and Street Fighter 2: The Movie (a $20 mil projected headed up by Hollywood honcho Ed Pressman)...Martin tells me that Mortal Kombat 2 is at an arcade somewhere around the EGM offices in Lombard. I'm catching a plane to test this out - look for the full report next issue. Until then, try not to play with your twinkies...

- QUARTERMANN

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GAMES
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LOOK OUT...

MORE TO COME!

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EGM EXPRESS

MORE 3DO SUPPORT

The 3DO Interactive Multiplayer will be showing up as soon as September 1993, and it represents the latest in state-of-the-art, cutting edge technology that will stand apart from other high-resolution audio/video products in today's market! It will retail for about $700.

Like any home system, the 3DO Interactive Multiplayer attaches to your home television and stereo system - and will be particularly effective with stereo surround equipment.

So far five companies have joined on as partners of this technologies: Matsushita, AT&T, Time Warner, MCA, and Electronic Arts.

Boasting performance 50 times greater than anything on the market, the 3DO system can process an average of 50 million pixels per second, where a 16-Bit system can only process one million pixels of animation per second. And where 16-Bit systems have 256 on-screen colors, the 3DO system has 16 million colors with 640 by 480 pixel resolution!

The applications for this new system aren't limited to entertainment only. It can also be used for education, information applications and many other uses.

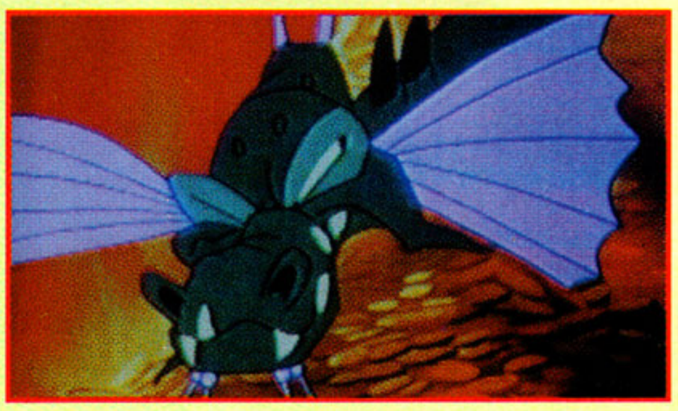
The system is also fully compatible with existing video CDs, photo CDs and audio CDs.

Electronic Arts will offer Road Rash: Blood of the Couriers.

One of the more interesting aspects of this system, entertainment-wise, is in the area of motion pictures. Instead of passively watching a movie, you can actually take part in the action with this system, playing (seemingly) a real character in real situations! Flight simulation is also given new meaning, as Dynamix will be doing a version of Aces Over Europe. These are a few of the things to look forward to.

Panasonic used to be the only company developing a home 3DO system, however, Sanyo is also developing a system of their own. The competition in this field is already starting!

The 3-D space epic Shock Wave by Electronic Arts is also coming!

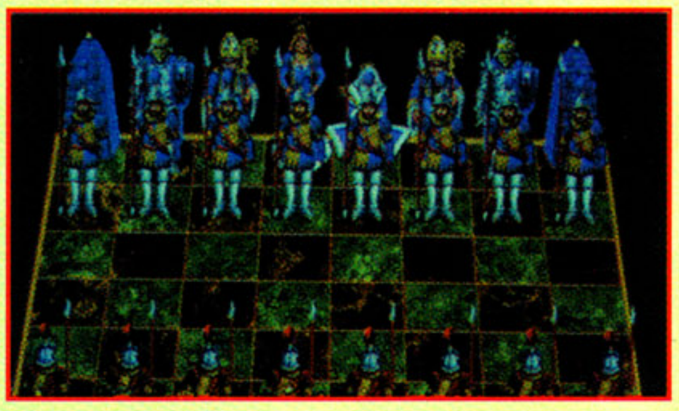


The breakthrough arcade classic Dragon's Lair by ReadySoft, Inc.

Classical music fans will find CPU Bach of great interest.

In this corner the Panasonic 3DO Interactive Multiplayer.

...and in this corner the Sanyo 3DO! The competition is starting!



Yes, there is even something for chess fans - BattleChess fans!

(CONTINUED ON PAGE 55)

JAGUAR, PORTABLE SUPER FAMICOM & WONDERMEGA

NEW FROM ATARI: THE JAGUAR

As the competition between home video game systems intensifies, one veteran is planning to re-enter the contest and come out the winner with one of the biggest and innovative systems yet!

One of the most popular names in the home video game industry, Atari, is poised to release its latest home entertainment system, the Atari Jaguar. The Jaguar system will have have more than 16 million colors with 24-Bit color graphics to give a true 3-D effect. It uses the Atari-designed 64-Bit RISC processor as well as a Digital Signal Processor for the audio. The latter provides 16-Bit CD stereo quality sound. The system is intended to retail for $200 and will include a ten-key pad controller, and also a game.

Both champions of the current home video game scene, the Super Nintendo and Sega Genesis each are 16-Bit. The high-powered Neo• Geo home game system is 24-Bit.

Fans of old Atari games like Battlezone and Tempest to name a few, will have a blast from the past with updated versions renamed Battlezone 2000 and Tempest 2000 for the Jaguar. Other new titles include Jaguar Formula One Racing, Cybermorph and Alien vs. Predator. There are plans to include third party publishers in the future.

As for the unit itself, playing games is only the beginning: there will be a 32-Bit expansion port which can be connected to telephone and cable networks! It will also be able to play compact discs.

According to publicity information, "The Atari Jaguar system will revolutionize the state of home entertainment as we see it today," Sam Tramiel, president of Atari said. "The idea of a 64-Bit system is earth shattering and kids and adults will be amazed at both the imagery and manipulative capabilities."

The Portable Super Famicom: The Home Entertainment Terminal!

A PORTABLE SUPER FAMICOM?

Super Famicom will soon enter the world of portable systems - and not just with popular GameBoy system translations of popular 8-Bit and 16-Bit titles!

Recently Bandai unveiled a portable Super Famicom called the Home Entertainment Terminal (HET). The unit has a built-in 4-inch color LCD, and comes with a built-in TV tuner. The unit is also said to be connectable to several peripherals including a video printer, modem, fax, CD-ROM drive and others. There is no release date or price as of yet.

JVC'S WONDERMEGA 2

Priced ¥20,000($181) less than the first unit, JVC's Wondermega 2 will soon hit the stores in Japan. This modified peripheral of the earlier version has some new and interesting features - most notably the new six-button controller. The Wondermega is essentially a Mega Drive and Mega-CD (the Japanese versions of the Sega Genesis and Sega CD systems) locked together in one unit. It will be priced at ¥59,000 ($543 at the current rate of exchange). Another notable difference is the design: the Wondermega 2 has a manual pop-up CD cover and eliminates the MIDI feature. However, the first Wondermega will still be kept around, as it had an MIDI feature.

JVC's Wondermega 2 is priced lower than the first Wondermega.

The Wondermega 2 also utilizes cordless units. There is a wireless controller which also serves as a remote control unit! It can control the

The old Wondermega system will remain available in Japan.

SEGA TO RELEASE HOME VIRTUAL REALITY SYSTEM

THE SEGA VR: THE LATEST

After making a big splash with the Sega CD, Sega is taking gamers to the next level with the Sega VR.

Set for a Christmas release, this peripheral is designed like a helmet (called HMD for Head Mounted Display), completely enclosing your eyes and ears for the ultimate gaming experience.

Instead of a limited aspect ratio for viewing games (the television set's aspect ratio is 1.33:1), the VR covers (seemingly) 360 degrees, so you can't escape the action! Earphones are also included on the unit for stereo sound.

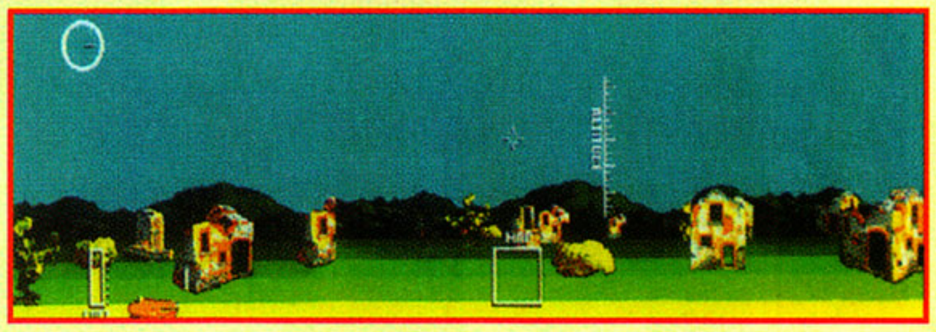
The Sega VR doesn't need a television set, but it does operate directly with the Genesis system.

The Sega VR system provides the ultimate gaming experience.

THE GAMES

The first games for the Sega VR will be available at the time of the system's release - Christmas in '93. Here is a look at some of these games, all of which are 16-Meg.

OUTLAW RACING: Battle 20 other cars on several tracks in this 360-degree intense driving game! Smash into walls, crash into other drivers, flip your car into a smashing roll, and do anything to cross the finish line ahead of your opponents! The on-screen display allows you to check your fuel, heading, altitude, and a map allows you to check your course.



NUCLEAR RUSH

IRON HAMMER: Engage in interplanetary warfare in this intense 3-D flight simulator that puts you in the cockpit of a heavily armed Skimmer gunship. Your mission: search and destroy the enemy over 30 warzones - all of them hostile! Check the enemy's whereabouts using the onscreen radar, line him up in your crosshairs, and blow him to pieces!

IRON HAMMER

The combat takes place during daylight hours that slowly turn darker with the onset of nightfall. The combat zones themselves are also challenging: There are rocky terrains for a rough ride, grassy plains, ice zones to slip and slide on, even water zones! Don't worry: you aren't alone - you have a co-pilot who talks to you in perfectly digitized speech. Sewer Shark fans will probably feel right at home!

MATRIX RUNNER: As an elite superhacker, you must enter the Matrix to solve a murder. In this cyberspace voyage, journey across bizarre landscapes to find your killer, finding clues and not becoming the next victim!

NUCLEAR RUSH: It is after a nuclear war and nuclear waste is a valued commodity - as valuable as gold. You play a nuclear pirate flying an armed hovercraft through several dangerous wastelands! The waste is armed by robot drones who will destroy anyone that attempts to steal the stuff. Three levels of wasted areas await.

MATRIX RUNNER

OUTLAW RACING

SUPER NINTENDO
ENTERTAINMENT SYSTEM

FATAL FURY

Official Nintendo Seal of Quality

LICENSED BY Nintendo

FATAL FURY

The battle of fate has begun...

Fatal Fury is here, and only Takara brings home all the power of the smash coin-op arcade megahit. Experience heart-pounding Streetfighting action for the Super Nintendo Entertainment System. Battle against cruel and vicious enemies to be crowned King of Fighters!

Blazing fast animation and realistic moves make this game the one to beat! Use all your fighting skills, for each villain is huge and dangerous. Choose from among three fighting heroes — each with his own unique style of fighting. Use fists and feet to defeat all foes but beware — your enemies possess hidden powers that defy the force of Nature itself. Witness their terrible might as they transform themselves, hurling energy blasts, tornadoes, even turning their entire bodies into human torches! And even as you pound them one by one, waiting and watching is the Big Boss himself — the strongest and meanest foe of all!

The battle is joined on a journey through the mean streets of Southtown. Fight hard as day turns to night on the beach, or as driving rain clouds your sight at the Chinese Temple. Superb animation and horizontal scrolling reveal new areas of the challenge, as attack after attack is met and mastered.

Realistic characters, multiple action moves, special skills, all this combined with lightning speed to create the perfect fighting action game. Take on the computer or another player head-to-head. Can you handle the challenge of Fatal Fury and become the King of Fighters?

FATAL FURY™ 1991 SNK
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Video Game Division
230 Fifth Avenue, Suite 1201-6, New York, NY 10001
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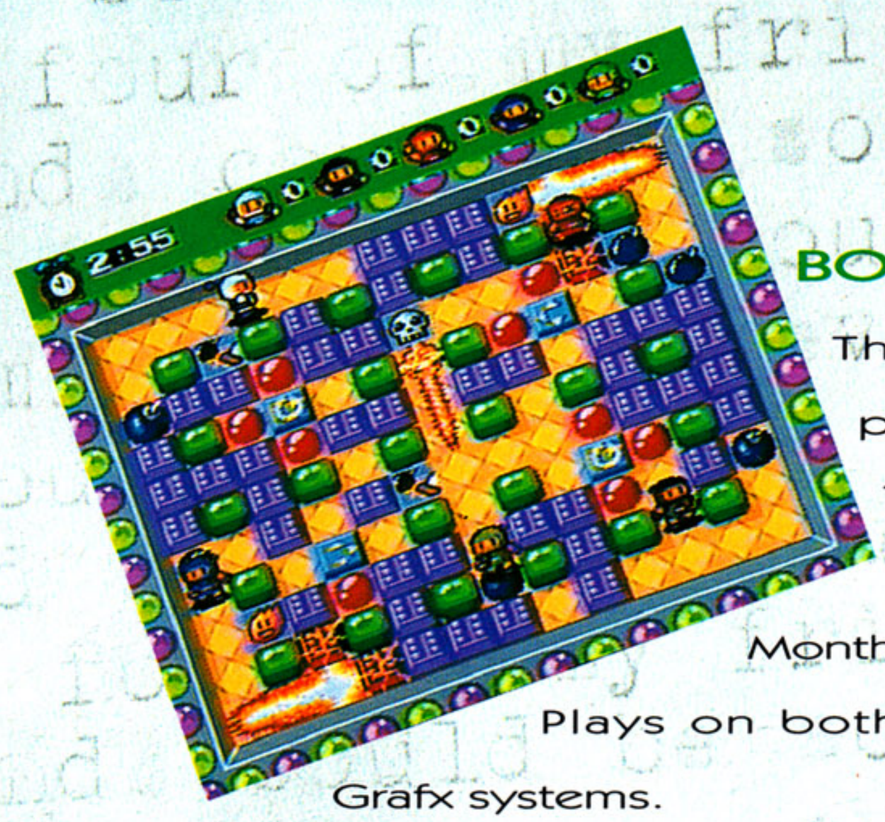
ELECTRONIC GAMING MONTHLY
EDITORS' CHOICE
GOLD

HUDSON GROUP
HUDSON SOFT®

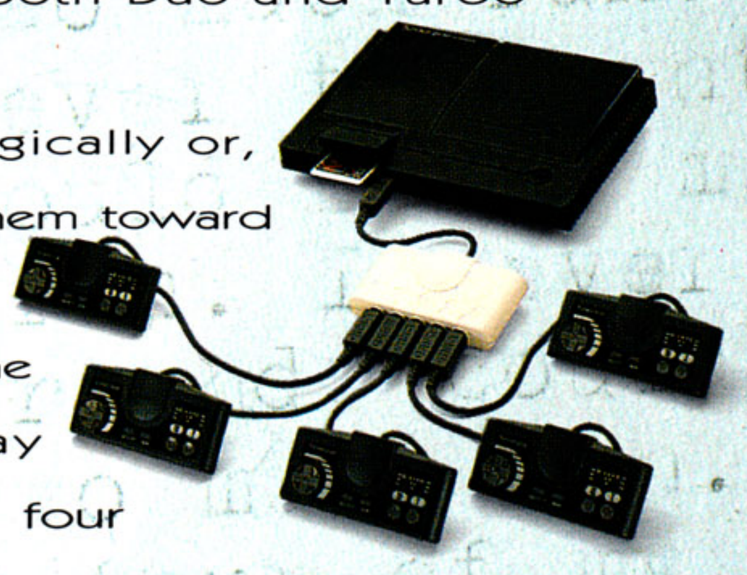
I never thought maiming four of my friends could be so much fum.



BOMBERMAN '93™

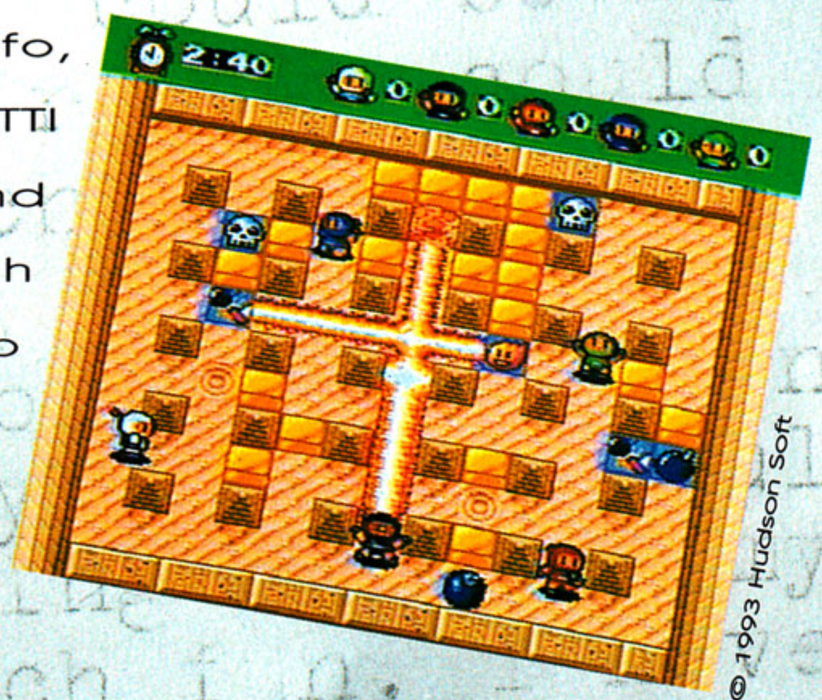
The latest multi-player game from TTI. Also known as Game of the Month for April by EGM. Plays on both Duo and Turbo Grafx systems.

Drop bombs off strategically or, with a bit of skill, kick them toward your opponents.



TURBO 16 GRAFX™ Play solo against the machine. Or play against one to four friends. If you even have that many. There's also a 48-level game to test your patience.

For more info, jet to your nearest TTI dealer today. And remember: With friends like you, who needs enemies?



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Must include dated sales receipt plus Bomberman '93 UPC code clipped from package. Offer good through 7/31/93, or while supplies last. Include check or money order for $5.95, shipping & handling, made payable to TTI Bomberman '93 Promotion. Residents of AK, HI and Puerto Rico enclose $7.95 for shipping & handling. No C.O.D. orders. Mail to TTI Bomberman '93 Promotion, P.O. Box 953, Santa Clarita, CA. 91380-0953 Allow 2 - 3 weeks for delivery. Offer good for U.S. residents only. TTI reserves the right to end this offer at any time.

CUT HERE TO MAIM LATER.

DUO™

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LEADING EDGE

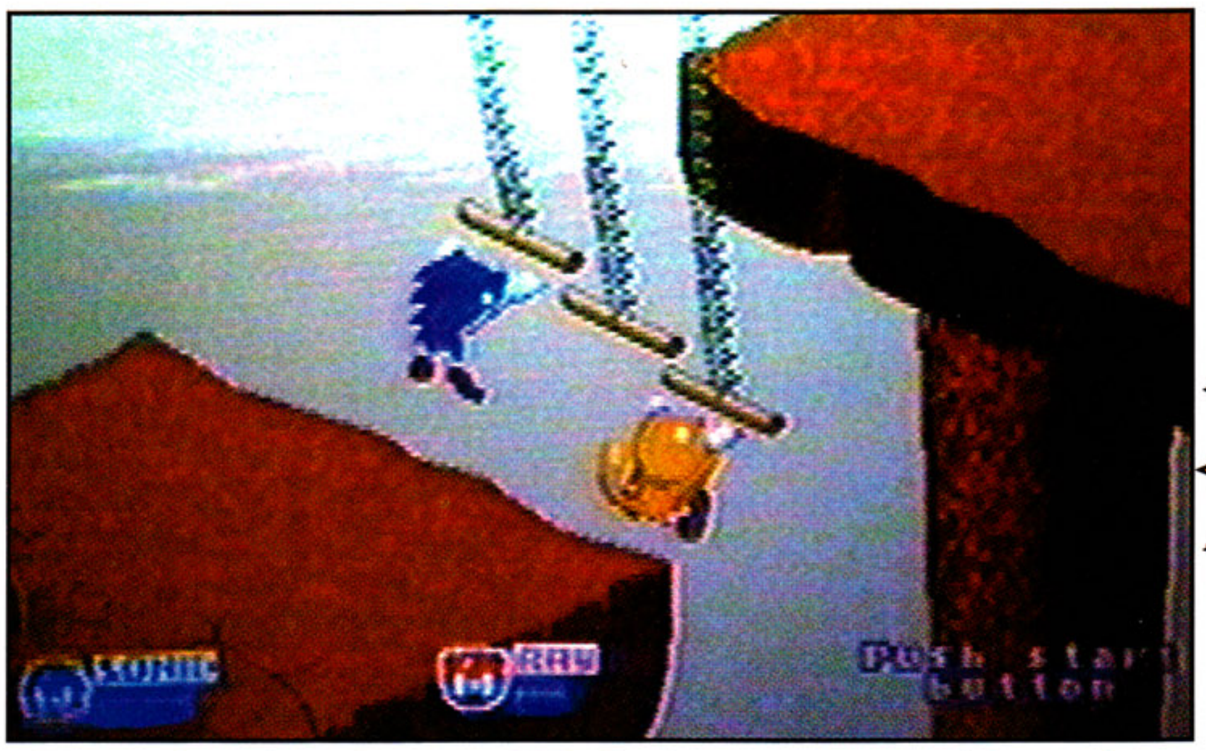
Sonic the Hedgehog*

*Tentative title.

Welcome back arcade afficionados! If you, like many of us, have become slightly disillusioned with the arcade scene of late, then we here at EGM have just the ticket!

Let's face it, there are now tons of shooters in arcades everywhere, not to mention a gazillion (whatever the heck that is!) fighting and sports games on the arcade scene! Enter the Sonic the Hedgehog Arcade Game by Sega. In this arcade translation of the mega-popular home game, we are provided with some of the most unusual, yet intense game play to make its way to any video game system, whether it be a home or arcade machine!

Try to break the power source on the front of this strange, mechanized boss.



The darling of the Summer CES! Sonic sports some of the coolest graphics and overall game play in an arcade game! Way cool!

· HOW IT RATES ·

*Yes, **yes**, **YES!!!** Every now and then a game comes along that shatters your perception of what a good video game should be... and this, my friends, is one of those games!*

There is really not enough good things that we can say about this game. The graphics- let's just say you've gotta see 'em to believe 'em. The game play is absolutely the best (the most fun I've had all year!). The three-player option is also a great feature! The trackball works really well for play control.

Do yourself a favor and try this one out! Way to go Sega!

Overall: 10

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Snowboarding

Bodyboarding

Hang Gliding

Skateboarding

Jet Surfing

Congratulations to our "Ultimate Challenge" Winners!

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1st Erik Herman

Bodyboarding
1st Ed Inglesby

Hang Gliding
1st Larry Hlavacek

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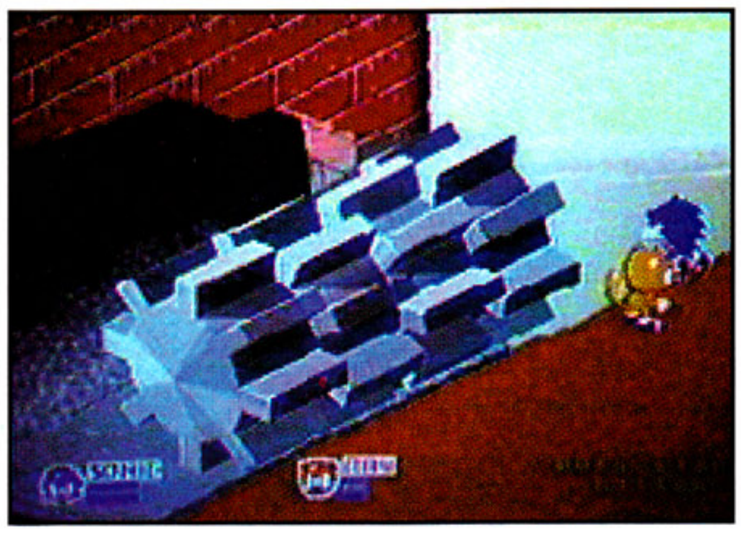


Huge rocks, whirlwinds and metallic gears will make life interesting for Sonic!

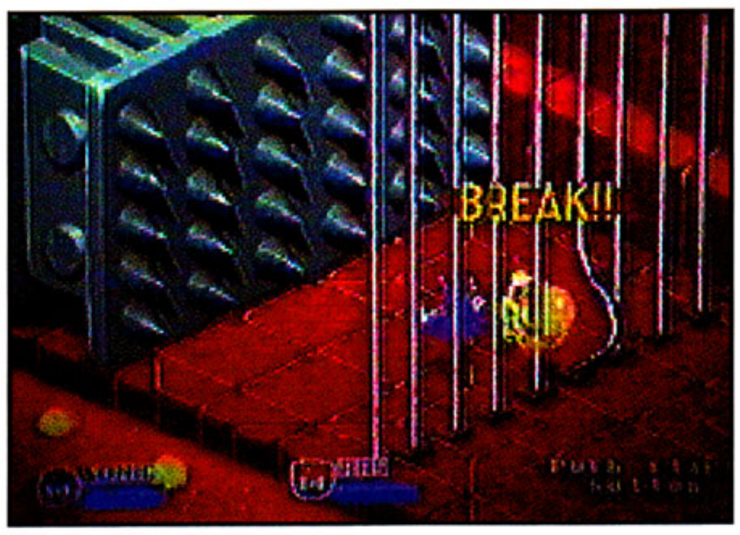
Where do we start in trying to describe a game like this? Well, we'll begin with the graphics. Needless to say, they are really superb. The game is presented in a kind of three-dimensional overhead angle reminiscent of games like Marble Madness by Atari and Viewpoint for the Neo•Geo. The graphics in Sonic are totally flawless!

The second thing of importance is the trackball controller. The trackball serves its purpose with flying colors! The response is really good. The only problem with this method of control is that it's quite a

Dr. Robotnik is up to his evil tricks again! It's up to Sonic and company to stop him.

workout for your forearms! Along with the trackball, you are provided with a button which is used primarily for making the characters execute a spinning jump. This jump can be used to attack as well as to avoid enemies. It seems as though Sega purposely kept the controls simple to afford the player more of a chance to enjoy the game. A very smart move.

Sonic and his buddies Ray and Mighty are hilarious to watch. For example, if they are being chased by



This huge vise will crush Sonic and Ray unless they break the bars in time!

something, they glance over their shoulders with a look of utter concern. They can cross chasms by swinging on chains, being shot out of catapults, and jumping onto a swinging trapeze! In one scene, they are swept under ice by a strong cur-

Beware of the robotic centipede in the sandtrap level; he's one tough hombre!

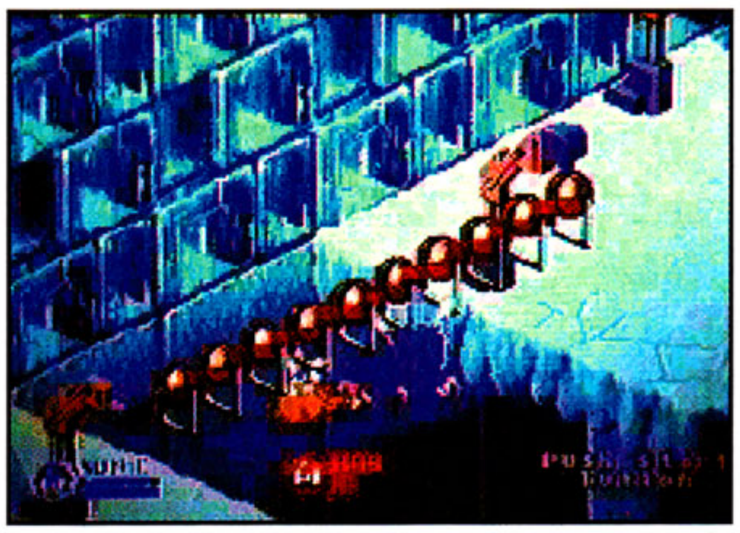
rent and transported into a large ice cave complete with huge falling icicles and large sliding ice blocks.

To help the whole experience along, the gamer is also provided with some awesome music and sound effects. Hilarious cinemas featuring an ever-maddening Dr.

You must be quick with the trackball in order to escape the sandy whirlwinds.

Robotnik add some comic relief to the proceedings!

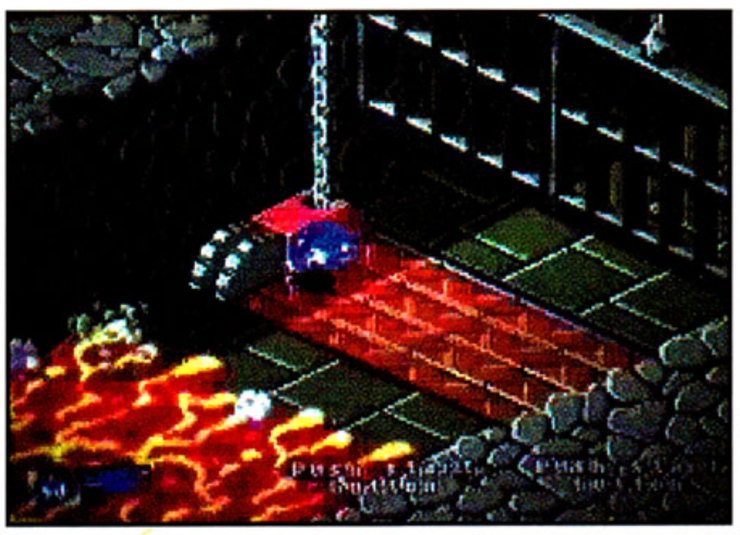
The levels are long and numerous. Sonic goes everywhere from a scorching desert complete with whirling sandstorms to a series of



Sonic and friends use some innovative moves to get to where they need to go!

cliffs high above Dr. Robotnik's domain. You can even score extra points by picking up the gold rings that litter your path and are hidden in different places.

The players are provided with life meters at the bottom of the very large 52-inch screen. If you are hit, your life will decrease accordingly. If you are killed, you have the option of 'buying in' to continue play.

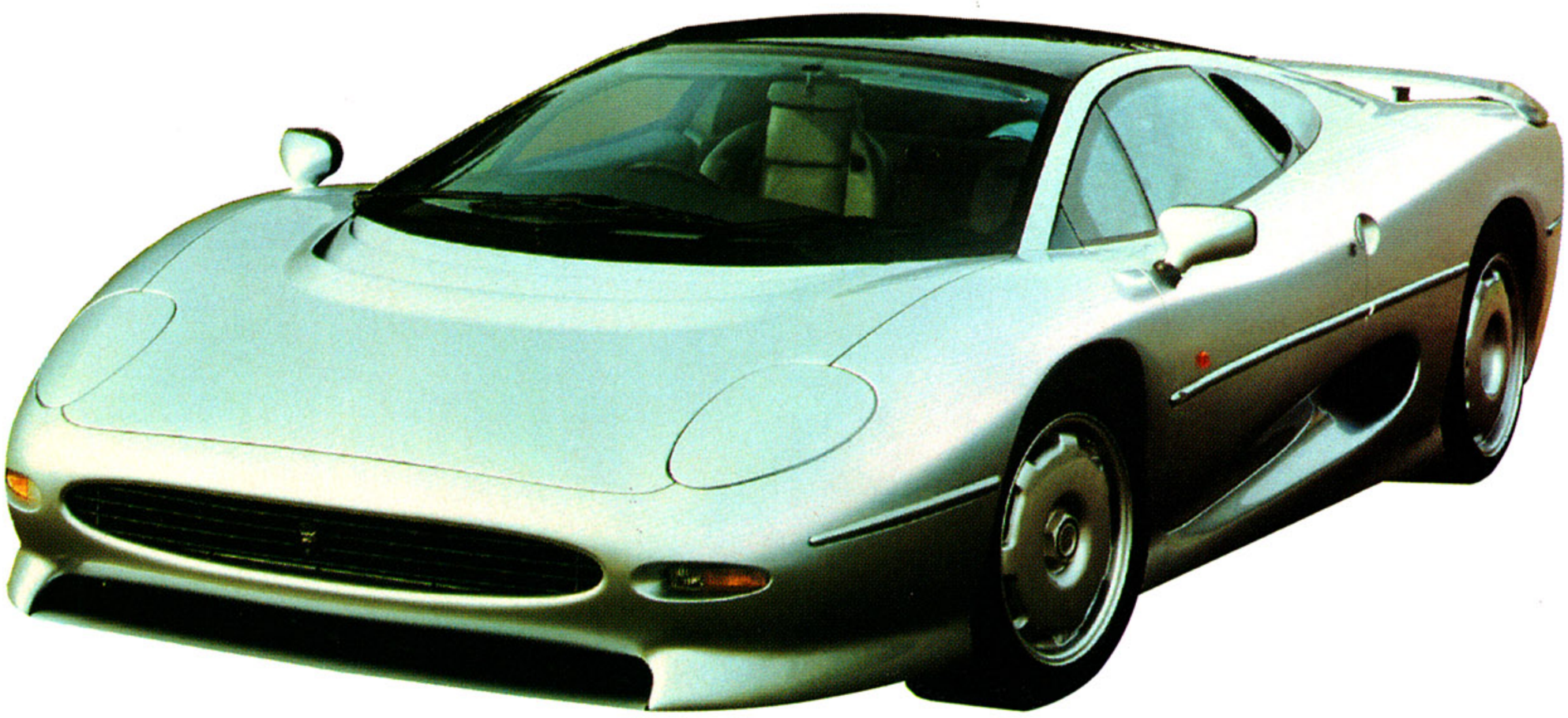


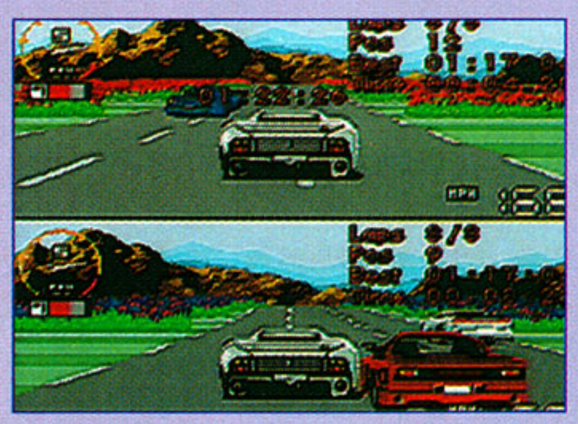
Sonic must run on a treadmill to work the steel gate before the lava gets him!

To see how good a video game can be (and to put an ear-to-ear smile on your face) give this one a shot! You'll be happy you did!!

"...THE FASTEST PRODUCTION CAR IN THE WORLD..."

-THE GUINNESS BOOK OF RECORDS 1993





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STRAP A SADDLE ON 542 HORSES AND RIDE THIS SILVER ROCKET TO 213 MPH.

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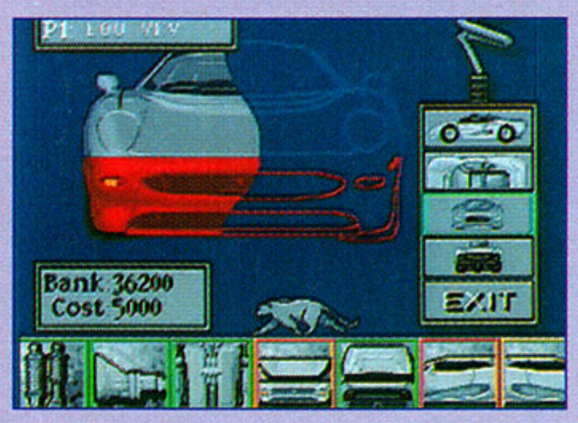
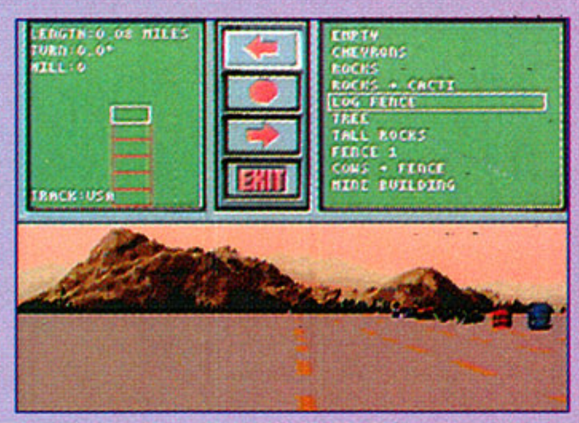
BURN RUBBER ON WORLD TOUR OR GRAND PRIX CIRCUITS—32 COURSES IN ALL: SAND CHURNERS IN EGYPT, SWAMP FESTS IN THE OUTBACK, EVEN SNOW JOBS IN THE ALPS.



AFTER EACH RACE ON THE CIRCUIT, USE YOUR EARNINGS TO MEND YOUR WOUNDS—FROM BODY REPAIRS TO A FRESH SET OF TREADS TO A NEW TRANSMISSION.

"THE TRACKS ARE LADEN WITH HAIR RAISING HAIRPIN TURNS, KILLER CORKSCREWS AND STRAIGHTAWAYS SO FAST THE RED AND BLUE SAFETY TIRES SMEAR INTO PURPLE HAZE..."
-SEGA VISIONS



CUSTOMIZE AND SAVE UP TO 16 OF YOUR VERY OWN TRACKS WITH TWISTS, TURNS, HAIRPINS, CHICANES AND BACKGROUNDS—LIKE TUNNELS, BRIDGES AND CROWDS.

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SEGA CD™

STREETS OF RAGE 2

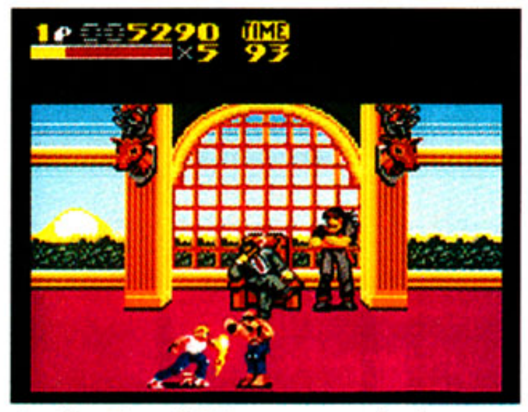
Blaze demonstrates her new Side Kick Attack. Skate delivers a Head Butt and Elbow Smash Combo.

Skate's Migraine Attack is a major headache for these punks. Use the Corkscrew Attack on the bikers lurking around the corner.

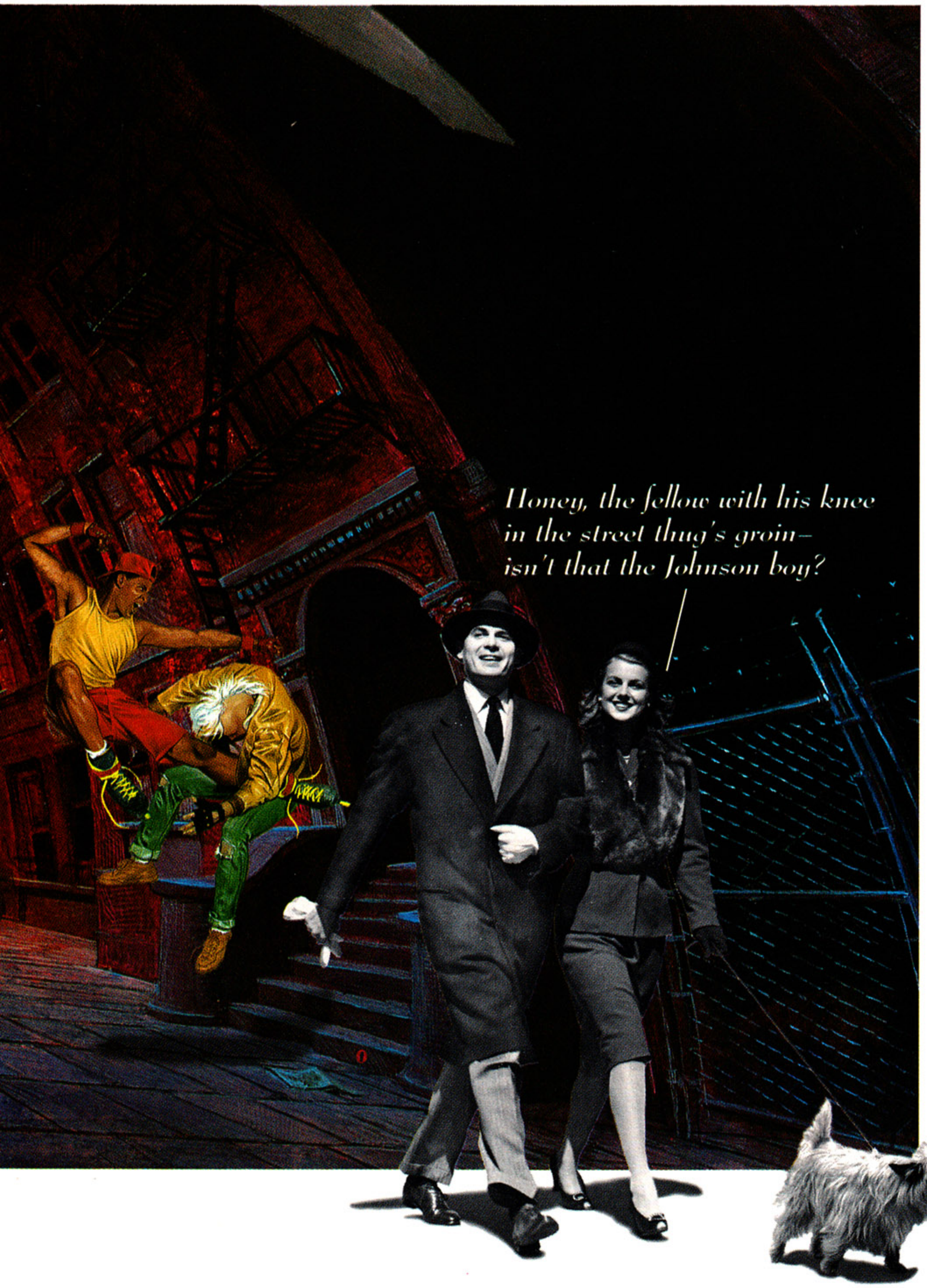
Blaze's deadly Kikousho Attack can even the odds. Look for power-ups and weapons inside the trash can and other canisters.

If Skate's Double Side Kick doesn't put out that fire, try the Migraine Attack. Axel goes on a rampage when he gets his hands on weapons like the lead pipe.

WELCOME TO THE NEXT LEVEL

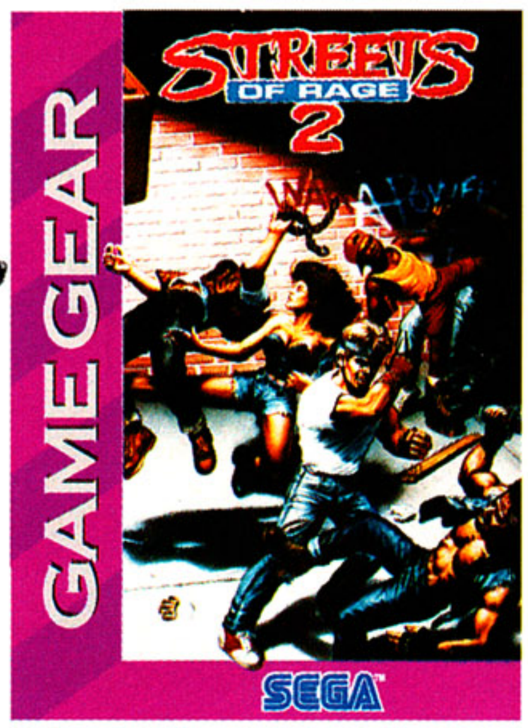


Axel's Grand Uppercut is the key to reaching Mr. X. Vanquish your foe once and for all with the Dragon Smash.



SEGA™
GAMEGEAR

Skate, Blaze and Axel of Streets of Rage™ 2 have all their tricks from the Genesis™ version, plus a completely new maneuver. Good thing, too. Cuz if they're going to bring peace back to the streets, they're going to have to go through Mr. X. And he's not feeling very neighborly.



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THE GAME DOCTOR

The Diagnosis Is...

Hello again, folks, welcome to another session with the Game Doctor. Make yourself comfortable, read the back issues on the coffee table, and we'll take you one at a time.

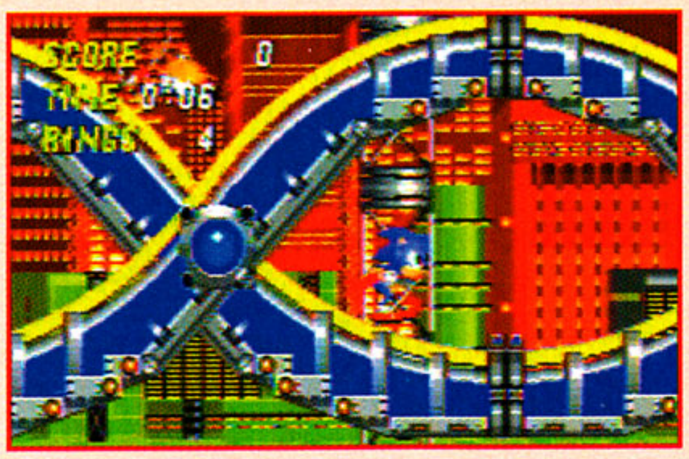
We're officially finishing off the Game Doc Envelope Art Contest here in EGM. After all, EGM has its own envelope art gallery each issue, so a second section is redundant. Thanks to everyone who contributed!

Q: I recently read about the Sega Channel in the June issue of EGM. I was wondering if, in order to receive the channel, would my cable company have to subscribe to it?

Jason Clinton
Portage, PA

A: *There's obviously plenty of interest in Sega's new game delivery system. First off, there are actually two deals in the works. One is an AT&T project that intends to include point-to-point game play and may involve Sega software, but Sega's leaving the talking to AT&T on that one.*

The Sega Channel is a co-venture involving Sega/TCI/ Time-Warner. Sega has even established an independent company to run this channel which, for the foreseeable future, will enable subscribers to play whatever games are available that month, much as you watch movies on HBO and, yes, your cable service will have to sign up for you to play on the Sega Channel.



You'll be able to play many of Sega's classic games on their cable channel.

LETTER•OF•THE•MONTH

Q: What does it mean when a game is called a sleeper? It sounds like the kind of game that would bore you to death, but it's always used in the context of a really cool game.

Tim Yanalunas
W. Bloomfield, MI

A: *A "sleeper" in any entertainment medium refers to a product which appears without special fanfare or a major advertising push but which, because of its innate appeal, becomes a popular success. So, yes, sleepers refer to cool, yet modest, games.*

Q: The June EGM stated that Nintendo was planning to bring SFII Turbo CE to the Super NES, with 20 to 24 megabits of memory.

How can a system that runs on a 16-Bit processor read or display games that are over 20 or 24 megabits?

Esteban Frenk
Cuernavaca, Mexico

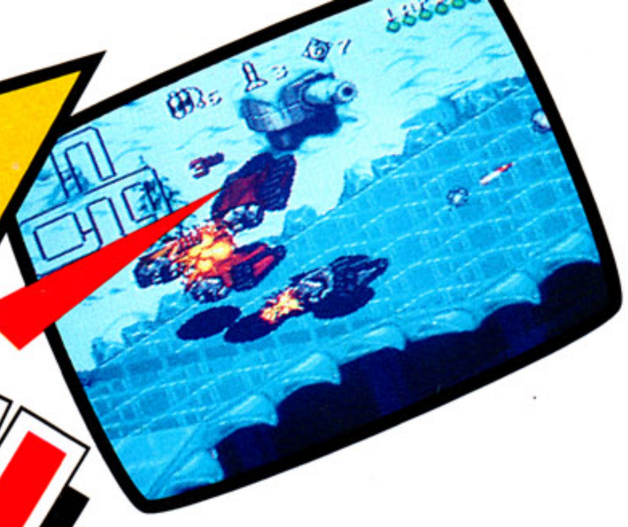
20+ megabit games like SF2 TCE can be played on 16-Bit systems.

A: The fact that a system uses an 8-Bit or 16-Bit or 64-Bit processor doesn't refer to the number of megabits it can run from any program. A 16-Bit processor is simply able to take 16-Bit "bites" of a program at once—or twice as much as an 8-Bit system. Having a bigger mouth enables a 16-Bit machine to process information more efficiently—one Bit is quicker than two.

There's also the matter of data compression, one of the most significant developments in computer technology. With compression/ decompression techniques, large amounts of data can be squeezed down (i.e., compressed), then returned to normal size (decompressed) after it's been processed. Today, compression can be done "on the fly," while you're actually playing the game. This allows developers to fit more data into the same amount of space.

Remember to send those Qs to: Game Doc (EGM) 330 S Decatur, Ste. 152, Las Vegas, NV 89107.

Rock N Roll Racing



IT'S A JUNGLE, DREAD NUTS!

BLOW DIRT YA ROAD TURD!

SUCK A PIPE, ROADIE!

RACING

Yeah! With hard-driven music to your ears, it's time to slam it into gear with Rock N' Roll Racing. Custom cars, radical weapons and lead-footed crazies compete head to head for money, weapons and fame as Larry "Supermouth" Huffman calls it all. So back off wimps, this race ain't for no Sunday drivers!

For more information on Rock N' Roll Racing, call 1-800-969-4263 or visit your local retailer.

FULLY DIGITIZED SOUND TRACK FEATURING "Bad To The Bone" written by George Thorogood, "Paranoid" by Black Sabbath, "Born To Be Wild" by Steppenwolf, "Highway Star" by Deep Purple, and "Peter Gun" by H. Mancini.

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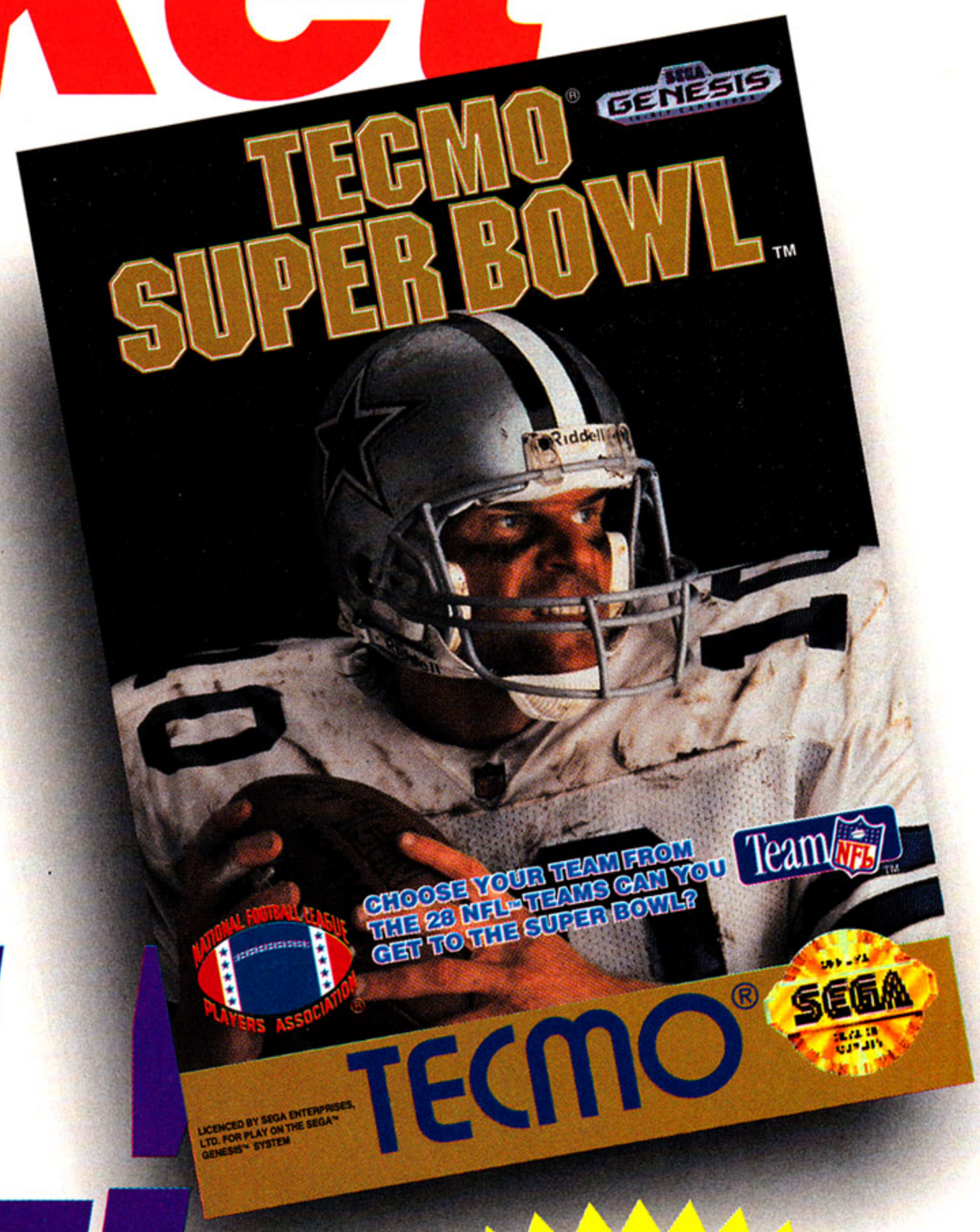

In November of 1991 Tecmo launched the original Tecmo Super Bowl. The demand for Tecmo Super Bowl was so great that most stores sold completely out of stock within a very short time. We strongly suggest you contact your local game retailer and reserve your copy now.

COMING SOON!

Tecmo Super Bowl for the Sega Genesis System is coming this football season to most video game retail stores. Please contact your favorite video game store for the exact date and your personal game reservation.

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INTERNATIONAL OUTLOOK

INTERNATIONAL NEWS

By Terry Aki

Greetings gamers. I've got the latest news from Japan. After recently going to the Tokyo Toy Show with Nob-X, I was surprised to see all the cool stuff. It was tough to see everything there, but I managed to. The Tokyo Toy Show, by the way, started on June third, and lasted through the fifth.

The best kept secret of the show was definitely the portable Super Famicom. Hidden away, it was quite remarkable.

Of course Nintendo wasn't there, as they like to hold their own at the August show. That wasn't to say that the licensees weren't at the show.

Sega dominated the entire show, shadowing even the mighty NEC and Hudson. Mega CDs could be found at nearly every booth.

And of course, video game-based toys were in great plenitude. Goodbye paycheck! Overall a good show, and I hope you like what I've found. It's here first, thanks to me.

WORLD NET
INTERNATIONAL GAMING INFORMATION NETWORK

SEGA OF JAPAN

PHANTASY STAR IV

MEGA DRIVE	16 MEG	CARTRIDGE

As Sega tries to finish the next Phantasy Star adventure, we at EGM have followed their progress, eagerly trying to get the latest info for you.

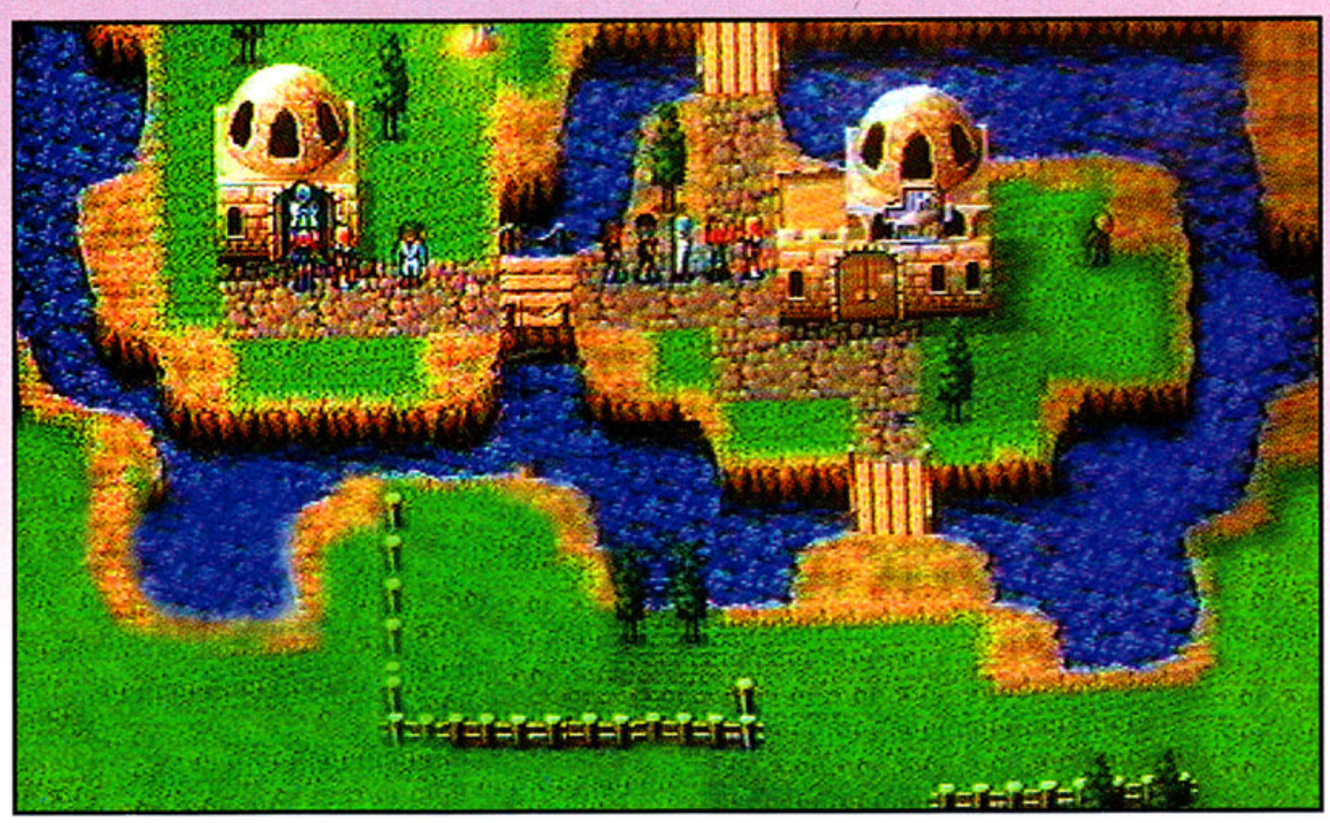
Recently finished are the battle scenes in which the backgrounds are intricately detailed. More monsters have been completed, and the quality of animation has been improved further.

The progress has been going quite well, and it won't be too long before the Japanese version comes out. Then we have to wait for the American translation, which, hopefully won't take too long. The Phantasy Star series has always been a favorite, and this one looks like it could be the best Sega RPG ever!

These weird worms from the first Phantasy Star are back.

The locusts are even nastier than before in Phantasy Star IV!

PARTIAL MAP OF THE FIRST TOWN



INTERNATIONAL NEWS

SONIC'S DAD!

Here's a bit of trivia about Sonic 2's stage select cheat (open the option menu, play music selections 19, 65, 09, and 17, return to the title screen and press A and Start together). (Sorry Trickman!) These numbers identify a certain date, September 17, 1965. This happens to be the birthday of Yuji Naka, the brilliant Sega game producer responsible for Sonic 1, 2 and the upcoming 3.

While we're on the subject of Sonic, Sister Sonic, the RPG that was under development by Sega Falcom, will be delayed. Originally, Sega Falcom intend-

Poor Sonic won't have his sister in her own game for a while.

ed to develop Falcom's PC Popful Mail RPG with an entirely new cast of characters as Sister Sonic.

However, when word leaked out, fans of Popful Mail demanded that it be released on the Mega CD in its original form. Faced with a deluge of angry letters, Sega Falcom decided that they should do exactly what the fans demanded. So, sorry folks, Sister Sonic appears to be a back-burner project.

Still, it shows what a large group of gamers can do to influence the companies. So what we've lost in an RPG, we won in showing the companies that we care about the games we play. Pretty nifty, huh?

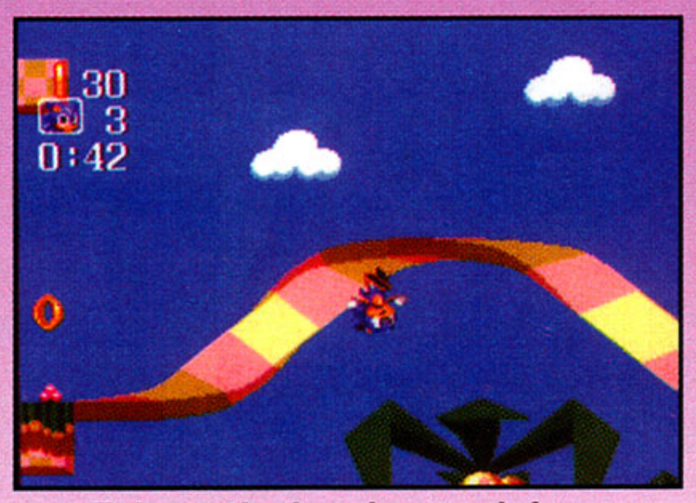
SEGA OF JAPAN

SONIC & TAILS GG

GAME GEAR	4 MEG	CARTRIDGE

The continuing adventures of the world's fastest hedgehog make a lightning quick return to the Game Gear. Unlike previous versions of Sonic the Hedgehog for Sega's portable, this time you can play as the cuddly Tails.

When you hear the word "portable," you often think of a sized-down game. Not true in this case. Sonic and Tails GG has as much adventure as the previous Genesis versions, and maybe even more. The graphics are outstanding, and a whole complement of secret areas to find make Sonic and Tails GG one of the better action games for your portable. So if you like Sonic and his buddy, you are in for a real treat. Things look bright. It could come here very soon.



Take to the looping track for a rip-roaring trip through the zone.

Hit the springboard and try to get to the monitor for points.

He's fast. He's crazed. He's cracked! He's got hair with an attitude. Run for ***Rocky Rodent.***

Before your video game store runs out!

IREM AMERICA CORP

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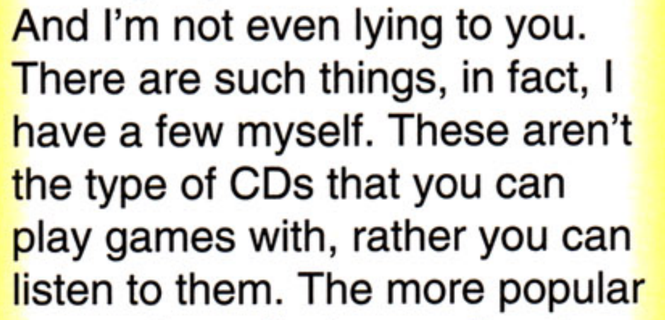
INTERNATIONAL NEWS

FATAL FURY 2 AND STREET FIGHTER 2 ON CD!

Caught your attention? Good! And I'm not even lying to you. There are such things, in fact, I have a few myself. These aren't the type of CDs that you can play games with, rather you can listen to them. The more popular games have their soundtracks put on the CD format. A few I've recently seen are half a dozen versions of the Street Fighter music, a pumpin' soundtrack to Konami's Contra series, and of course Yuzo Koshiro's Bare Knuckles 1 & 2, Actraiser, and Super Adventure Island.



My personal favorite is Fatal Fury 2. I highly recommend it.

There are arranged versions of the music, often containing real instruments. These are a far cry from the music normally found in

The inspired music of Dragon Quest has an adventurous theme.

video games.

If you can get your hands on these, you won't be disappointed. The music's out there. All you have to do is look. These are terrific tunes.

SEGA OF JAPAN

BURNING FISTS

MEGA-CD	CD	CD-ROM

It looks like the Mega-CD is getting some top-notch fighting games this month. One of the better ones I've seen is Burning Fists. This fighting CD has a host of combatants who are armed with a barrage of special moves. Aside from being your average fighting game, Burning Fists has terrific CD sound and music. Burning Fists is on its way. Be prepared!

The ninja has a quick attack that stuns his opponents. He is very powerful.

The many characters you use have different skills and abilities. Learn them!

JALECO OF JAPAN

SUPER BASES LOADED 2

SUPER FAMICOM	12 MEG	CARTRIDGE

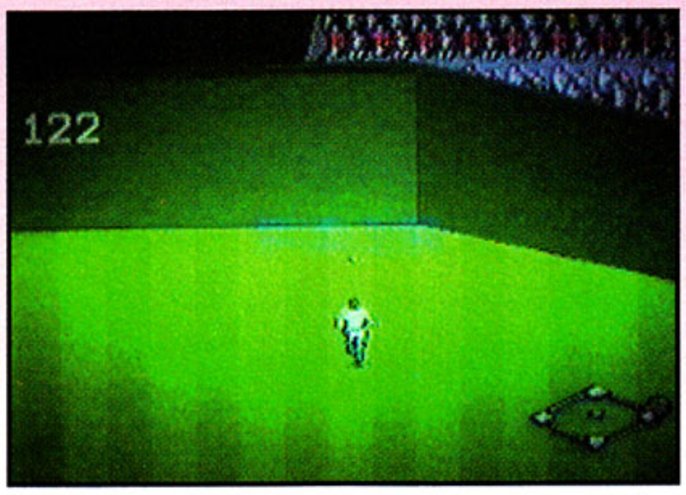
One of the most impressive baseball games I've seen at the Tokyo Toy Show was Super Bases Loaded 2 for the Super Famicom. It puts to use the Mode 7 scaling, thus putting you right in the middle of the action. Everything that happens during the game, from the fielding to the intermissions, uses incredible special effects.

If a game looks cool, that's all fine and dandy, but this one also plays very well. Playability is what counts, and Super Bases Loaded 2 really shines.

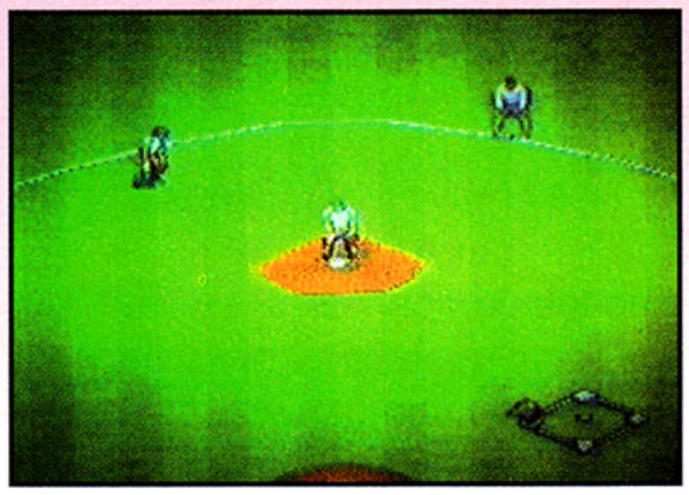
The odds are very likely that this one will come to America, and if it does, I highly recommend it. Armchair athletes won't be able to put this one down, or anyone else who likes baseball.

Here is your typical batting scene. Note the fine detail.

The players even scale in at the intermissions between innings!



Zoom into the outfield to really catch the action of this cart.



Yet another vantage point to put you right into the game.

INTERNATIONAL NEWS

FROM STARFOX TO SOFTFOX!

Once again, the video game craze has swept Japan. The latest forms of the many products coming out there include a number of stuffed caricatures of the popular pilots from the game StarFox. For a measly 29,500 Yen (roughly $200), you can have all four of the adorable critters. But, at that price, who needs them? Surely something for the man who has it all.

Other hot new items include a mechanical Mario and Yoshi that run around. They are made of hard plastic, and eat a lot of bat-

Fox McCloud and the rest of the bunch are softer than ever.

teries. Yoshi's eyes glow a strange red, making us wonder if he really will eat Mario someday. Still, these are just a few of the latest novelties, and there are plenty more on the way. Like

Looks like Yoshi's a bit possessed. It's still a neat toy to have.

we've seen with the Street Fighter 2 items available, there's probably a lot of things we haven't viewed yet. As usual, more next month.

SEGA OF JAPAN

MCDONALD'S TREASURELAND

MEGA DRIVE	8 MEG	CARTRIDGE

Move over Mic and Mac! Ronald McDonald is taking matters into his own hands in the latest of the McDonald's video games. With game play and graphics similar to Mario, this game is a sure hit. Graphic cinemas and a cartoony quest make this one stand out. It's a terrific game, and just think: it's not as fattening as the burgers.

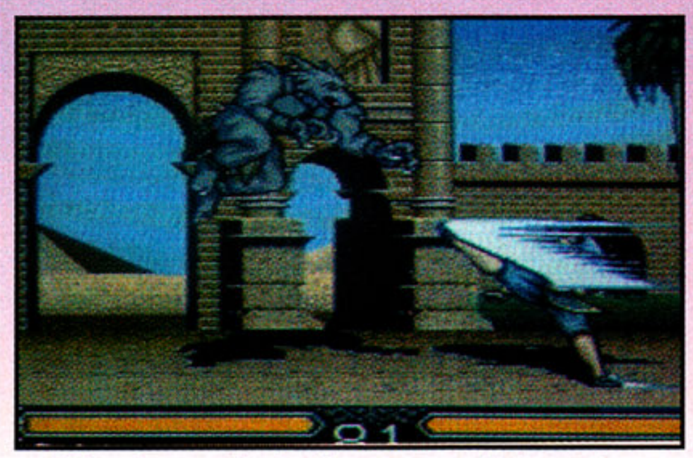
The pumpkin boss is one of the first adversaries you meet. Carve him!

MICRONET OF JAPAN

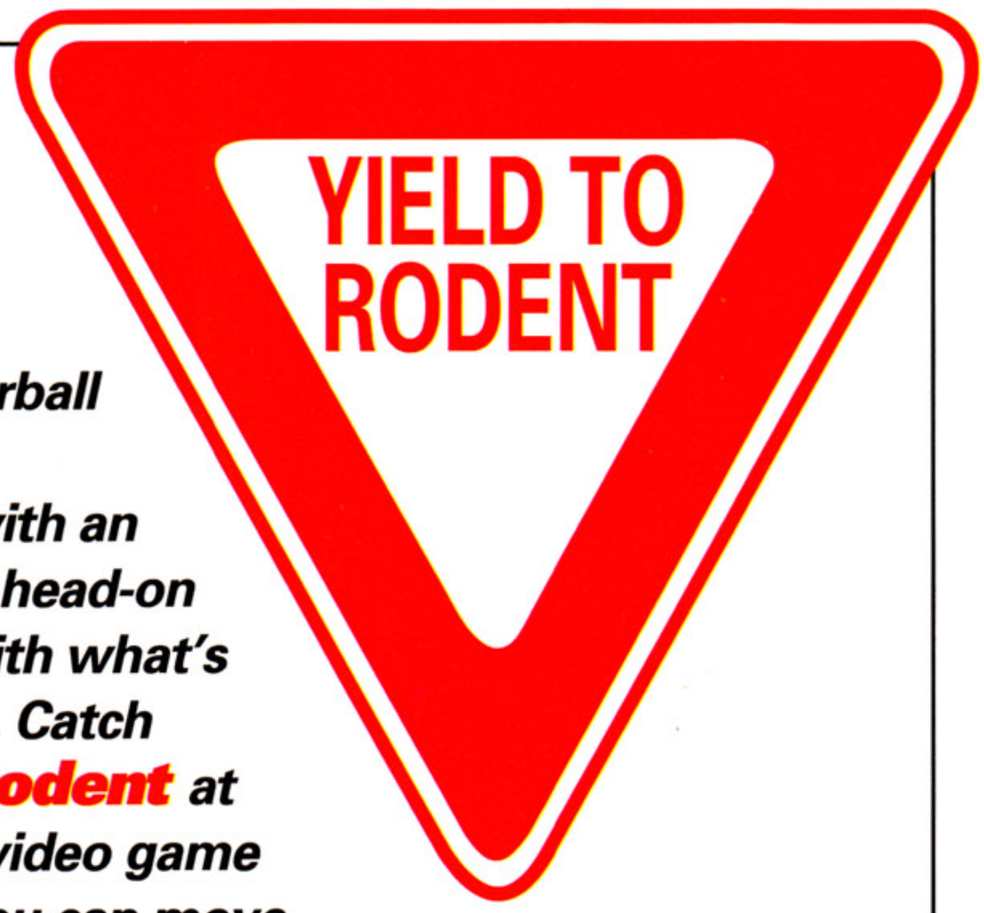
BATTLE FANTASY

MEGA-CD	CD	CARTRIDGE

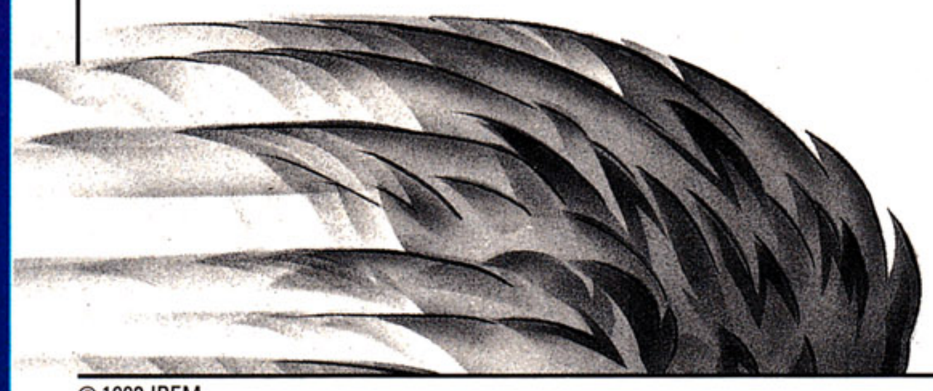
As fighting games increase in popularity, we begin to see variations on the common theme. One interesting game is called Battle Fantasy. Containing a huge cast of deadly opponents, you take hold of a brave warrior. For those of you who need special moves, this CD masterpiece has plenty. With a little luck, this one could come here.



The beastile beings you fight take more than one hit to put away.



He's a hairball on wheels. A rodent with an attitude. A head-on collision with what's happening. Catch* Rocky Rodent *at your local video game store—if you can move that fast.



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INTERNATIONAL NEWS

SEGA'S NEW PICO COMPUTER FOR KIDS.

In late June, Sega of Japan launched Pico, a computer for kids. Attractively finished in a bright yellow plastic case with bold red and blue accents, Pico folds out like a notebook computer. However, it doesn't have a screen - it has to be hooked up to a TV. Pico uses special software shaped like books that slide into the upright section of the unit. When the pages of the book are turned, the video image on the TV also changes. The front part is a pressure sensitive pad that comes with a pen-

Don't you wish you had one of these when you were a kid?

shaped stylus. Using the the stylus, characters contained in the book can be made to run, jump and do all sorts of other things. As Pico is intended for kids aged 3 to 6, the software is designed with education in mind. Kids can learn how to draw and color, do simple arithmetic and learn basic reading skills with their favorite TV cartoon characters like Doraemon. Four titles will be released together with the 16,000 Yen (about $140). Besides Sega, other book software is said to be in preparation by Bandai, ASCII and other licensees. Pico should be making its way to the States in April, 1994. It should be an easier way of learning. Now don't you feel like you were jipped as a kid?

SEGA OF AMERICA

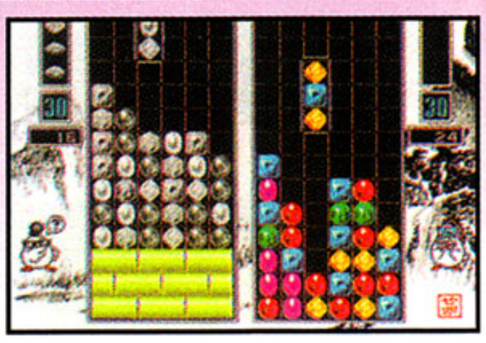
COLUMNS III

MEGA DRIVE	2 MEG	CARTRIDGE

In pursuit to create the next "Tetris," Sega of Japan has improved upon their popular game Columns for great results.

First off, you will see the graphics have improved tremendously, and secondly, up to five players can compete at once. Imagine the intensity and fun of five friends taking out their frustrations on one another! It's great; if you love action puzzlers, this hits the mark.

Seeing five players in action is almost as fun as playing Columns 3.



If you want, you don't need the five-player adapter to play a two-player game.

SEGA OF JAPAN

WONDERBOY IV

MEGA DRIVE	UNK. MEG	CARTRIDGE

Great games never die, they make sequels. Wonderboy IV is the colorful return of one of Sega's more popular characters. The mostly side-scrolling action is enhanced over the previous Wonderboy games in almost every way. The playability has been tweaked to near perfection, and the animation is smooth as silk. If you like games similar to Mario, the latest Wonderboy will suit you fine.

Check out the graphics! The Mega Drive has never looked so good!

The dungeons are dangerous, but don't worry, you have a friend on your side.

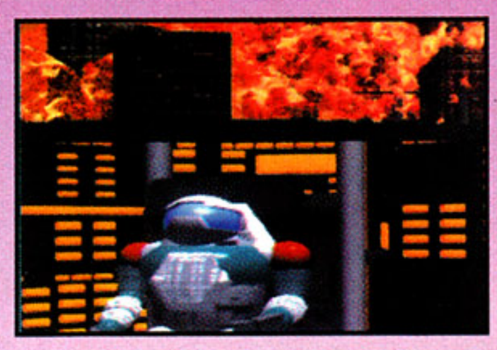
SEGA OF JAPAN

AX 101

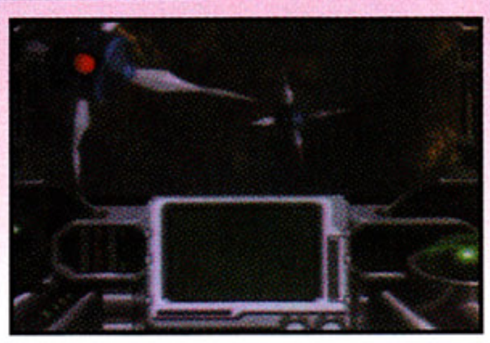
MEGA-CD	CD	CD-ROM

The latest flying game for the Mega-CD is going to blow you away. Entitled AX 107, you control a swift fighter capable of freeing the world from the grip of a tyrannical presence.

From a graphical standpoint, this game is superior to anything we've ever seen before, and the audio is equally great. If you have some way of playing Mega-CD games, this is one you have to play! In one word: awesome!



Terrific cinemas help guide the riveting game play. Extremely well done.



Fly quickly down into the city, and blast anything that moves in your way.

INTERNATIONAL NEWS

NICE DO... NOT!

The latest craze to afflict the video game populous is hair, err, here. It seems that some creative individuals have taken it upon themselves to create hair styles based on their favorite cartoon and video game characters. These people go way beyond simply coloring their hair. In fact, they've cut, shaved, and combed to shape the features of their favorite characters. The most popular seem to be Sega's Sonic the Hedgehog, and his adorable buddy Tails. Others, like the Tazmanian Devil, are also prevalent.

How would you like to have a

What would you do if you found a Tails on the back of your head?

Sonic right on the back of your head? To most people this idea sounds a bit too exotic, but you never know, it could catch on. Imagine what your parents

This motley group show off their latest creations. Pretty funky!

would say if they caught you with hair like this. I'd rather not think about it. What next? Plastic Surgery? Naaaaah...

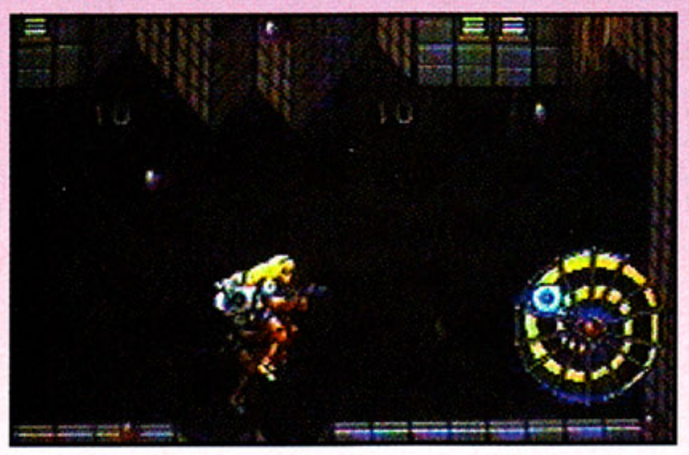
VIC TOKAI OF JAPAN

TROUBLE SHOOTER 2

MEGA DRIVE	UNK. MEG	CARTRIDGE

One thing you don't see a lot of is a video game with a girl as the main character. Over the years one of the better ones called Trouble Shooter entered the market. This intense shooter has spawned a sequel that is as fast as the first, maybe more so!

Even though the main character is a girl, this game is not for wimps. Great shooter.



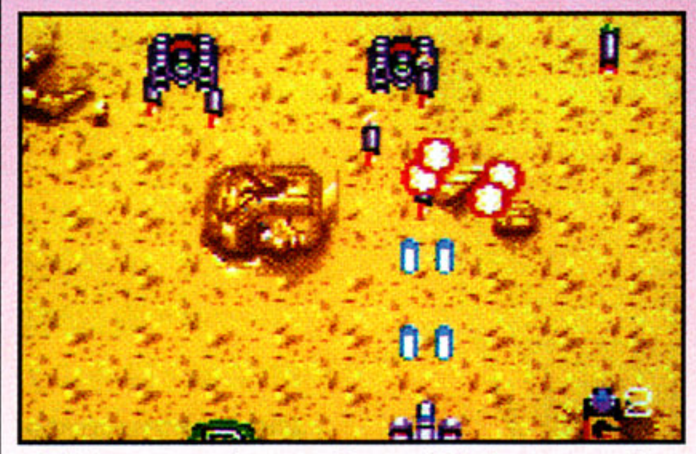
The things you shoot range from the non-penetrating, to the easily mushed.

SEGA/COMPILE OF JAPAN

GG ALESTE II

GAME GEAR	2 MEG	CARTRIDGE

Anyone who likes shooters will more than likely dig the Aleste series. It's almost a given. How does it translate onto the portable format? Very well, in fact this versatile sequel has more special effects than the original game! It's the best portable shooter around. The power-ups and intensity rival no one. Shooter fans, I hope it comes to the States, for your sake!



This game is totally rad! It's not only fast, but really difficult!

Get ready to "Rocky" and roll. This is hair-raising action in fast forward. Get ***Rocky Rodent*** *today at your local video game store. And don't forget your hairspray.*

IREM AMERICA CORP

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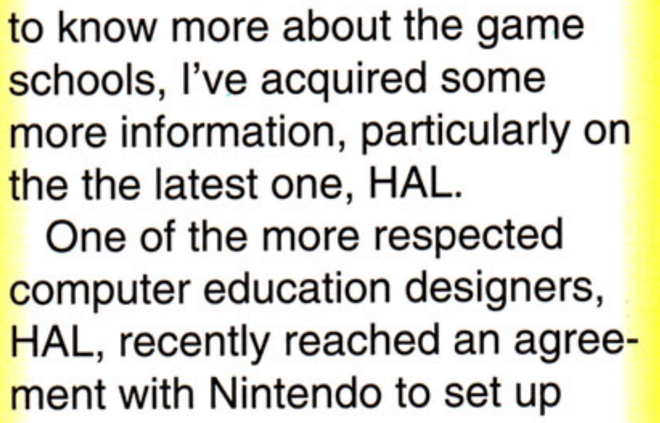
INTERNATIONAL NEWS

MORE NEWS ON THE GAME SCHOOLS...

Since so many readers wanted to know more about the game schools, I've acquired some more information, particularly on the the latest one, HAL.

One of the more respected computer education designers, HAL, recently reached an agreement with Nintendo to set up four- and two-year programs to groom future generations of video game creators. The curriculum for these programs will include basic programming, hands-on software development on Nintendo developer systems,



HAL: the place of higher learning, and the future of video games.

and even extend to multimedia studies on CD-ROM. As the big 'N' is behind these new programs, it's likely the graduates will find work with Nintendo and their licensees. (Of course grades will be taken into consideration!) Besides the Nintendo sanctioned HAL, there are several other game designer schools most of which are run by software producers. The most notable of such game schools include those of Enix, Hudson and Human. It's too bad that all these schools can only accept Japanese, or people who are fluent in the language.

I hope this sheds a little more light on the subject. I'll try to get more info, but no promises. Until next time...

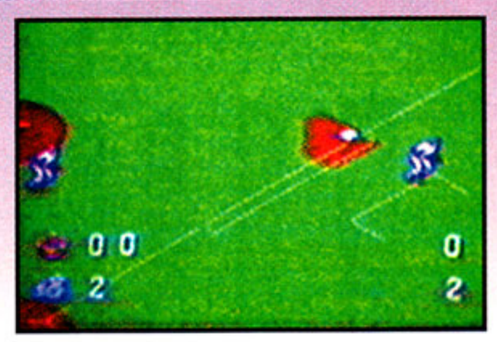
TAITO OF JAPAN

TAITO SUPER BASEBALL

SUPER FAMICOM	12 MEG	CARTRIDGE

The national pastime around the world seems to be for the most part, baseball. Already we have seen nearly countless incarnations of the sport on the video game format. Now companies can improve upon the common theme. This is one of those games. The graphics are well done, and it gives the impression of being in a real stadium. People who like this sort of game will most likely enjoy it.

Step up to bat and prepare to slug the ball out of the park. Oh the happiness!



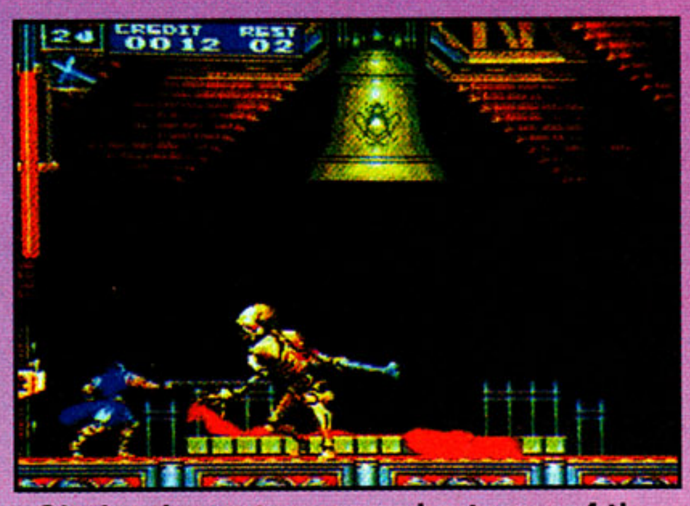
The fielding game is pretty intense, especially when you complete a double play.

KONAMI OF JAPAN

VAMPIRE KILLER: DRACULA X

SUPER CD-ROM	CD	CD-ROM

The terrors of Castlevania return. The undead minions of the Count have sprung up in the towns, and are hunting the villagers once more. Most unusual is the fact that this game is on the Super CD-ROM system. That means great graphics and an orchestrated soundtrack. Like the previous Vampire Killers (Castlevanias) this is an action-packed journey through the country that nobody goes to. Undead beasts will suck you dry if you let them. Fight with your whip, dagger, and almighty cross in this haunting CD.



Skeletal creatures are just one of the few things you are up against.

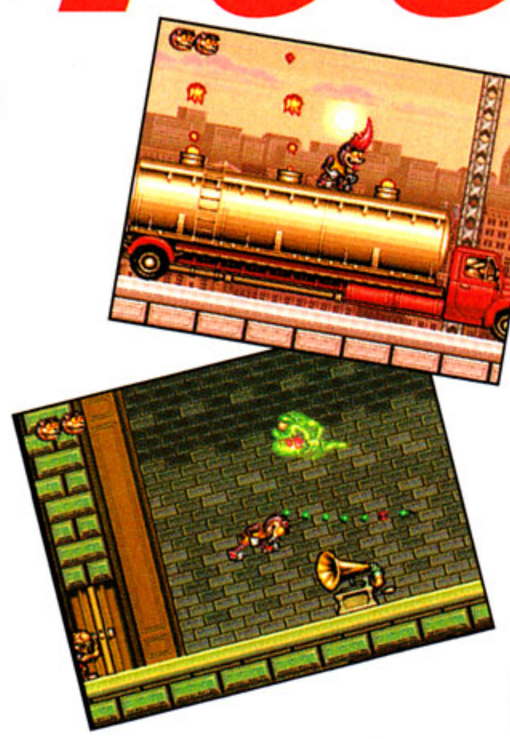
Oh no! Those nasty two-headed monsters are in this game too!

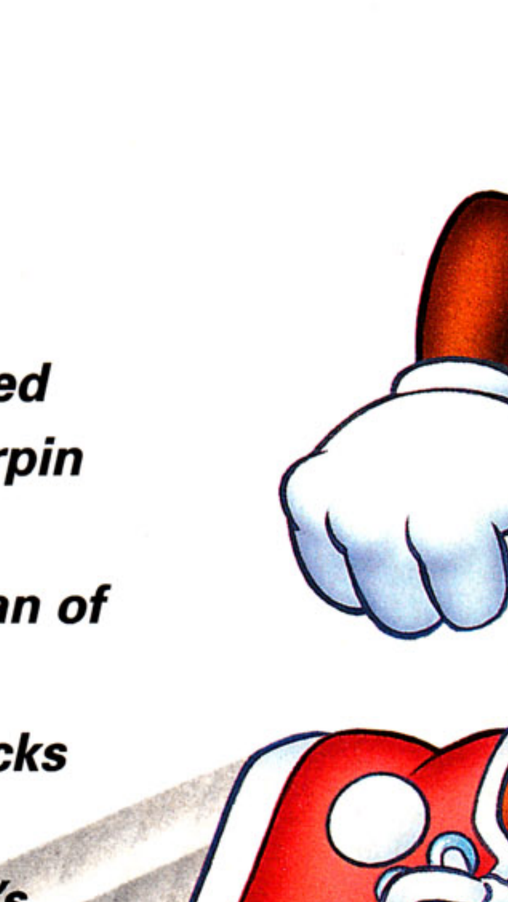
Hell beasts like this one can be a major pain in the neck.

Try to keep your head up while fighting the mutant minotaurs.

GO HAIRWIRE WITH YOUR SNES

Official Nintendo Seal of Quality





He's quicker than a greased hairball. Tighter than a hairpin turn. He's got hair with an attitude. And the fastest can of hairspray in the west. He's trouble in the fast lane. Tricks in a can. Cars, trucks and uncool dudes pull over. He's good road—from Irem. Move hair fast to your nearest video store for Rocky Rodent!

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SUPER NINTENDO ENTERTAINMENT SYSTEM

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8335 154th Avenue N.E.
Redmond, WA 98052
FAX (206) 883-8038

Rocky RODENT™

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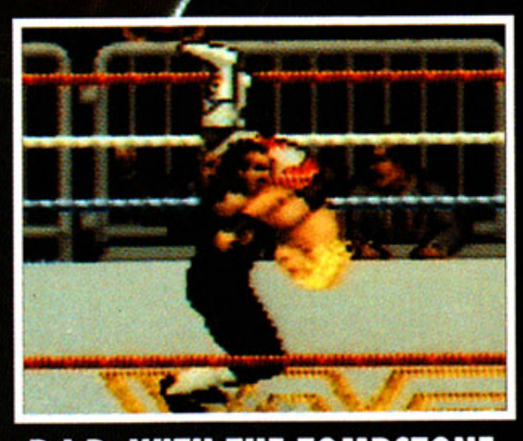
LET'S R

ARE YOU READY TO RUMBLE?!



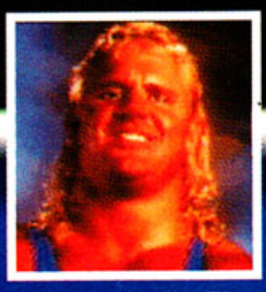
R.I.P. WITH THE TOMBSTONE PILEDRIVER!

TAKE A SEAT, MR. PERFECT!

WWF® ROYAL RUMBLE®

RIC FLAIR™

THE UNDERTAKER™



MR. PERFECT™

YOKOZUNA™

RAZOR RAMON™

CRUSH™

In the ring... out of the ring... **OUT-OF-CONTROL!** Take on 12 of the best Superstars of the World Wrestling Federation® as you atomic-drop, headbutt, piledrive and dropkick your way through the most grueling test of wrestling skills ever devised!!

- ★ ROYAL RUMBLE®: 6-IN-THE-RING SIMULTANEOUS MAYHEM!
- ★ "NO-HOLDS-BARRED BRAWL" WITH NO REF... AND NO RULES!!
- ★ MORE SUPERSTARS THAN EVER BEFORE — EACH WITH HIS OWN TRADEMARK MOVE!!
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- ★ TOURNAMENT MANIA: WIN THE CHAMPIONSHIP BELT!

YOU MAY BE READY TO WRESTLE... BUT ARE YOU READY TO RUMBLE?!!

UMBLE!

THE INFAMOUS EYE-GOUGE!

TWO- AND THREE-MAN TAG TEAM ACTION!!

TATANKA™

BRET "HIT MAN" HART™

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THE NARCISSIST LEX LUGER™

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ALL NEW 16-MEG ACTION!

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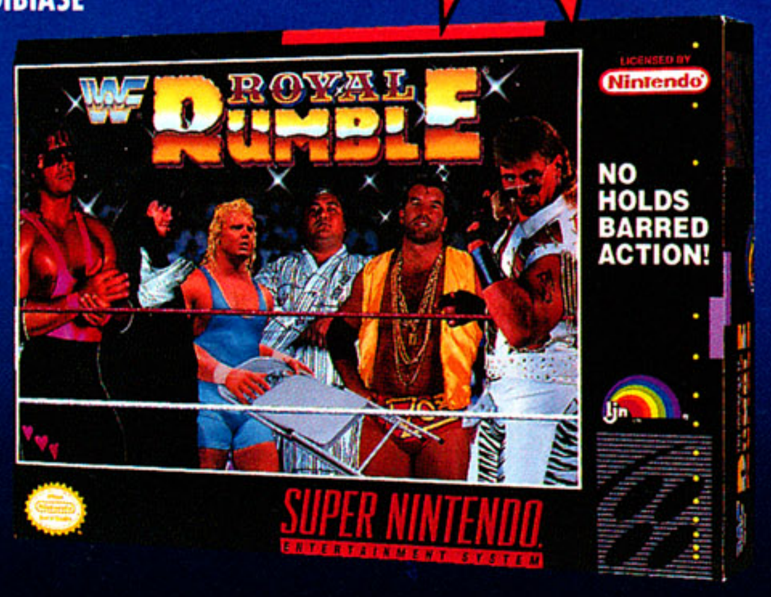

ALSO AVAILABLE WF® STEEL CAGE CHALLENGE™ FOR SEGA™ GAME GEAR™!

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TRICKS OF THE TRADE

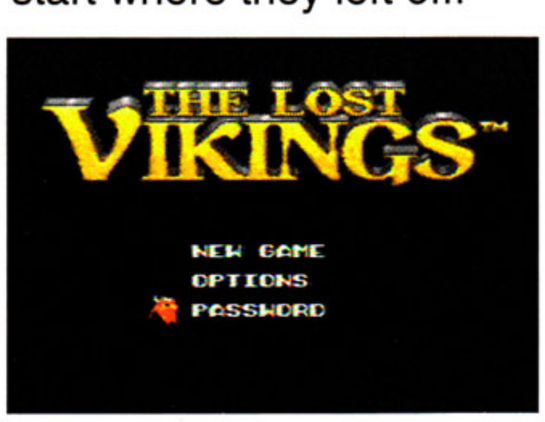
INTERPLAY — THE LOST VIKINGS

SUPER NES — LEVEL PASSWORDS

Here is every password for The Lost Vikings. At the title screen, move to the Password Option and press START. Put in any one of these passwords and you will be transported to that level. This is great for people who want to start where they left off!

02 - GR8T
03 - TLPT
04 - GRND
05 - LLM0
06 - FL0T
07 - TRSS
08 - PRHS
09 - CVRN
10 - BBLS
11 - VLCN
12 - QCKS
13 - PHR0
14 - C1R0
15 - SPKS
16 - JMNN
17 - TTRS
18 - JLLY
19 - PLNG
20 - BTRY
21 - JNKR
22 - CBLT
23 - H0PP
24 - SMRT
25 - V8TR
26 - NFL8
27 - WKYY
28 - CMB0
29 - 8BLL
30 - TRDR
31 - FNTM
32 - WRLR
33 - TRPD
34 - TFFF
35 - FRGT
36 - 4RN4

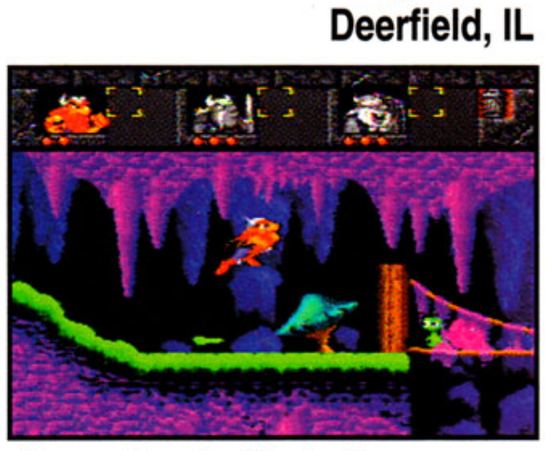
Greg Colton
Deerfield, IL



On the title screen, move down to the Password Option.

Put in the password of your choice under this option.

You will be transported to the level that you choose.



Every level will challenge you with its obstacles and puzzles.

ACCOLADE — BUBSY

SUPER NES — CHAPTER PASSWORDS

Here is a great list of chapter passwords for that wonderful game starring Bubsy! At the title screen, press SELECT. Move to the Password entry and press SELECT again. Now enter the password of your choice, press SELECT and then START.

Chapter 01: JSSCTS
Chapter 02: CKBGMM
Chapter 03: SCTWMN
Chapter 04: MKBRLN
Chapter 05: LBLNRD
Chapter 06: JMDKRK
Chapter 07: STGRTN
Chapter 08: SBBSHC
Chapter 09: DBKRRB
Chapter 10: MSFCTS
Chapter 11: KMGRBS
Chapter 12: SLJMBG
Chapter 13: TGRTVN
Chapter 14: CCLDSL
Chapter 15: BTCLMB

Mike Ross
Sharon, MA

At the title screen, press SELECT for the Code screen.

Enter these passwords to access any level you want.

Just Don't Smile When They Say You're Grounded...

Act like it's a punishment. Keep your cool as you make it to your room. Then grab the latest in hand-held video game excitement from Hudson Soft! Explore a demon-filled fortress in Milon's Secret Castle. Fight off dinosaur invaders in Bonk's Adventure or explore a world of magic and imagination in Felix the Cat! Any one of our titles are guaranteed to transport you to realms of wonder and adventure! So don't worry about it, we won't tell if you won't.

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SEGA — BATMAN RETURNS

SEGA CD — LEVEL SKIP

First, go to the options screen. There, you must highlight the Game Type option and move it to "Driving." Next, hold the control pad to the LEFT and press the B button. Move the pad down to Difficulty, hold the pad LEFT and press the B button. Do this all the way down through number 7 on the Options screen. Once you reach the last option on the bottom, repeat the procedure all the way back up to the Game Type Option. After you do the procedure on this option, you will hear a ringing noise which means the trick worked. Now, change any option as normal and go into the game. When the game starts, press START and then C to skip levels!

Dennis Bonomini
Woodridge, IL

Do the trick on the Options screen and begin the game.

Pause the game and then press C to skip levels.

KONAMI — BATMAN RETURNS

SUPER NES — INCREASE TO 9 CONTINUES

This game can get difficult at times and you may need something to help you out. This great trick will let you gain an extra six continues instead of the normal 3 for a total of 9 continues! To do this, you must first go to the title screen, move down to Options and press START. When you are in the Option mode, take controller 2 and press these buttons in this order: UP, X, LEFT, Y, DOWN, B, RIGHT, A, UP, X. After you do this, you will hear a ringing sound which indicates that the trick worked. Now, when you are in the game and happen to be defeated, the Game Over screen will come up with a continue option that has been increased to 9! Defeat The Penguin and his minions!

Go down to the Options selection and press START.

Do the trick on the Option mode to get 9 continues.

KONAMI — BATMAN RETURNS

NINTENDO — LEVEL PASSWORDS

These passwords are for getting through all of the stages in Batman Returns for the NES. With these passwords, you will also be virtually invincible, although you can still die from falling off of the roof. Get to the boss and win!

1-1: 1995 14 BBBB 51
1-2: 1996 14 BBBB 61
2-1: 1997 14 BBBB 71
2-2: 1998 14 BBBB 81
2-3: 1999 14 BBBB 19
3-1: 199! 14 BBBB 18
3-2: 199B 14 BBBB 17
3-3: 199X 14 BBBB 16
4-1: 199D 14 BBBB 15
4-2: 199Y 14 BBBB 14
4-3: 199Z 14 BBBB 13
5-1: 199★14 BBBB 89
5-2: 1991 14 BBBB 66
6-1: 1992 14 BBBB 21
6-2: 1993 14 BBBB 64

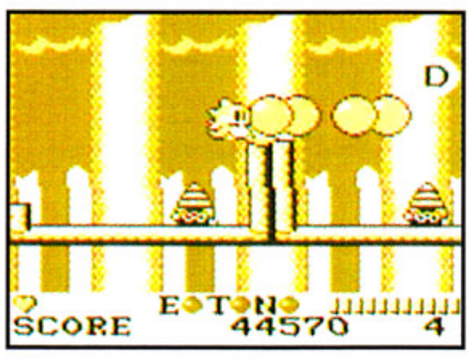
Richard Jojola
Rio Rancho, New Mexico

Move down to the Password Option and press START.

Enter these passwords for higher levels and invincibility.

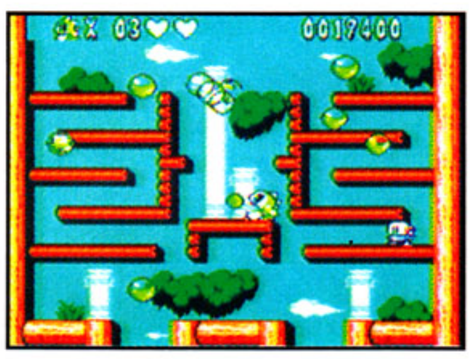
ORIGINAL BUBBLE BOBBLE SOLD **ONE MILLION** COPIES

DOUBLE BUBBLE TROUBLE!



Whoever says blowing bubbles isn't much fun is full of hot air! "Bubble Bobble" is **back** with double the trouble and twice the pop. This bubble bursting adventure is available for the Nintendo and Game Boy systems, both leaving you gasping for air.

Your two light hearted buddies, Bub and Bob, will be waiting for you to bop around and belch some bubbles amid some high flying action. You'll need to lighten your load and even hold your breath because this air raising adventure will be no breeze. Time to blow!



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VIRGIN — CHUCK ROCK

GENESIS — LEVEL SKIP

Skip any level in Chuck Rock for the Genesis with this great new trick! At the title screen (while the band is playing), press these buttons in this order: A, B, RIGHT, A, C, A, DOWN, B, RIGHT, A. After you do this, press and hold buttons A, B, and C and press the START button. While you are in the starting level, press UP while holding the A button. This will advance you to the next level. If you do this within each level, you will warp all the way to the very last stage and then you will be able to fight the last boss by pressing RIGHT and button A at the same time. This will give you the advantage to win the game!

Curtis J. Hepworth
Ogden, Utah

At the title screen, do the trick with the pad and buttons.

After you start your game, you will be able to skip levels.

TECMO — FIRE 'N ICE

NINTENDO — PLAY HIDDEN LEVELS

Here is a great code that appears after completing Round 10-10 and beating the last boss. If you let the Nintendo keep running after "The End" screen, this incredible code will appear. At the title screen, press and hold the SELECT button and then press the B button 10 times. After you do this, a screen will appear that tells you that you can play the hidden levels (11-1 to 15-10)! Next, a round select screen will appear and you will be able to choose from any round in the higher levels. There is also a sound select option so you can hear any of the great tunes of the game! Get ready for more challenging puzzle action with this code!

Danny Watkins
Bluefield, VA

On the title screen, do the trick to see a new screen.

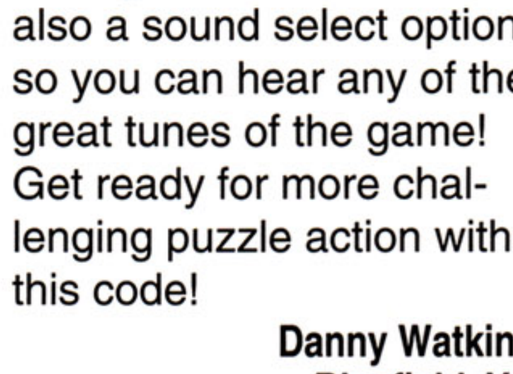
You now have access to a brand new set of levels!

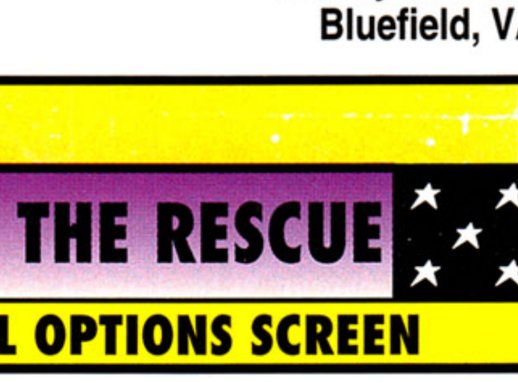
ELECTRONIC ARTS — ROLO TO THE RESCUE

GENESIS — SPECIAL OPTIONS SCREEN

On the title screen hold DIAGONALLY UP-LEFT on the pad with buttons A and C. Keep holding all of these and press the Reset button. When the title screen appears again, let go of everything and press B. A new Options screen will appear allowing you to open the map, get infinite lives, invincibility, etc.

Curtis J. Hepworth
Ogden, Utah





SEGA — LIGHTENING FORCE

GENESIS — FULL POWER-UP CODE

This awesome trick will give you full weapons to insure destruction of your enemies. First, pause the game during play, and do this code with the pad and buttons on controller 1: UP, RIGHT, A, DOWN, RIGHT, A, C, LEFT, UP, B, and UP. Now press the START button and you can use any weapon!

Tim Phung
Houston, TX

Freakin' Awesome

As Seen in GamePro

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	5.0	5.0	ADV. Advanced

System: NES
4megs

Action/Adventure
One player
Dolby Surround Sound

"Super Turrican will give you the worst beating of your video game life"
GAMEPRO Magazine

"One of the best"
Electronic Gaming Monthly

"Blazing graphics, Dolby Surround™, and smooth action make this the best Turrican ever"
Game Players

With so much firepower at your fingertips, you're expected to win, right? Wrong! Even with super beam, smart bombs and power line super weapons at your disposal, your enemies will see that you face the ultimate in terror!

Super Turrican™ is one of the finest Action/Adventure games you'll ever see, feel, play or hear! That's right, hear! With full-feature ***Dolby Surround Sound***™, if the incredible graphics don't toast you, the sound alone is enough to turn your brain into a crispy critter.

Try and survive 13 levels of the most unusual worlds ever seen. Over 1000 screens. High-tech weaponry. Brilliant special effects, 3-D graphics and exhilarating gameplay!

A warning to the cocky player who thinks he's seen it all: here you better expect the unexpected!

For your Super NES & NES systems.

SEIKA
Breakin' All The Rules™

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JVC — JAGUAR XJ220

SEGA CD — **BYPASS RACES**

Now you can bypass up to 12 of the races in this high speed game. First, go to the menu and move down to the Options. When you are in Options, highlight the box with the 1 and the name at the upper-left hand corner. Press a button to access the Name Entry screen. Erase the current name and put the new name, MAR in place of it. After this, go back to the menu and choose the World Tour option. Pick the country that you want to race in. When you are starting in the race, wait until the lights turn green and then pause the game. Now press A, B, and C at the same time. You will be able to qualify and win the races this way!

Ryan Ward
Dayton, OH

Go to the Options screen and put in your name as MAR.

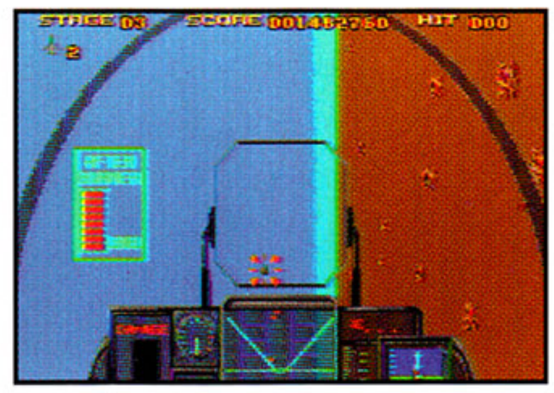
In the World Tour, you can qualify and end the race!

SEGA — AFTERBURNER III

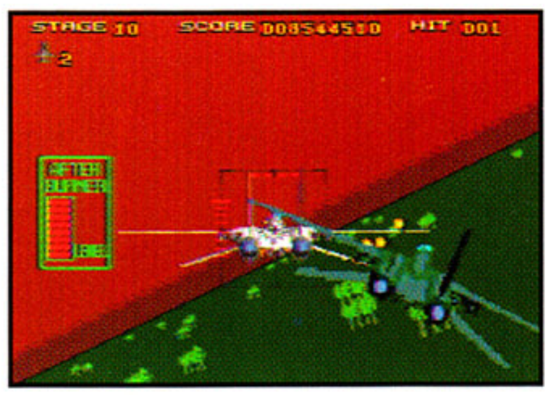
SEGA CD — **GET THROUGH LEVELS EASIER**

Here is a way to get through this game with greater ease than normal. At the title screen, choose the Options and while you are in this screen, put the View mode on "Cockpit" and the Rolling mode on "Free." Now, take off in your plane and throw your Afterburners on to the limit of their capacity. Also, turn your plane to a 45 degree angle and just fly this way with your guns blasting away. You will be going so fast, barely anything can touch you. You will still get hit, and sometimes even blown up, but the stages will pass by quickly and much easier than before. When you have to go straight, just quickly move up and down to avoid shots. When someone is on your tail, do 180 degree turns to avoid them.

Set the options and fly at a 45 degree angle in the game.



You will get through the stages and reach the carrier!



CAPCOM — STREET FIGHTER II

SUPER NES — **GAME GENIE CODE**

This is a great code that will give Ken and Ryu a "Champion Edition" type Dragon punch, a low Hurricane Kick, Slow Fireballs with the Jab button and (no delay) fast Fireballs with the Fierce button, plus an air move code!

3BAE - DD00
EEA6 - 0760
EEE2 - D761
B9A0 - DD60
B1A4 - 6707

CAPCOM — STREET FIGHTER II

SUPER NES — **GAME GENIE CODE**

Here is another great code for Ken and Ryu that will make their Dragon Punches disappear and reappear about 2 to 3 inches forward. This combined with air moves and (no delay) slow and fast Fireballs makes a great code for those fans who just can't get enough!

31A4 - 6707
B9A0 - DD60
5BAE - DD60

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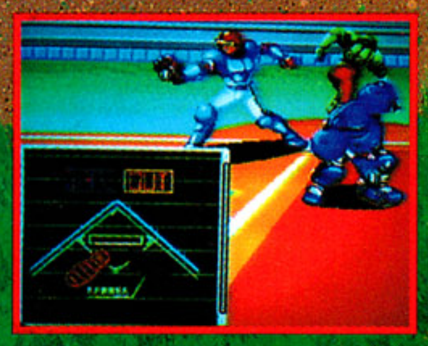

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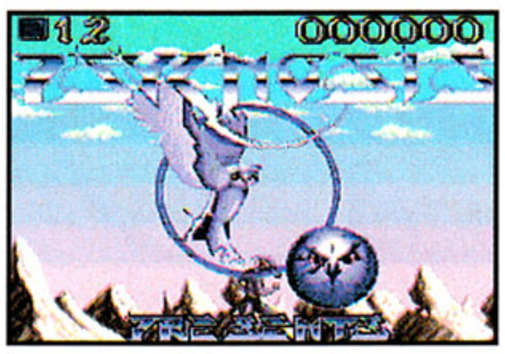
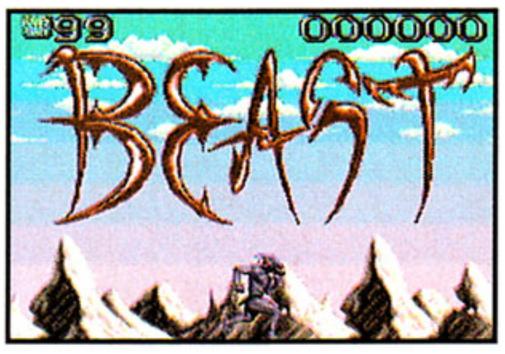
T.T.I. — SHADOW OF THE BEAST

DUO — **INVINCIBILITY**

At the title screen of the game, just press these buttons in this exact order: II, I, I, II. Now, in the upper left-hand corner of the screen, the health points should have changed to 99. When you start the game, your health will surprisingly read 12 again, but don't worry; if you get hit by an object or enemy, your health will not decrease.

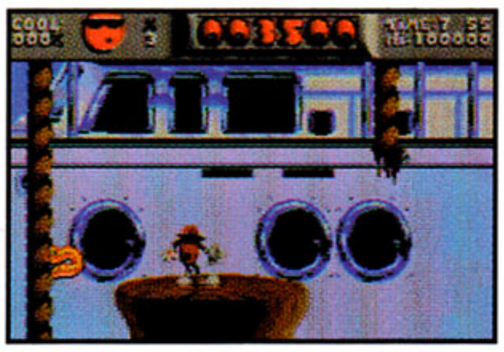




VIRGIN — COOL SPOT

GENESIS — **LEVEL SKIP**

In any level of the game, press the START button to pause the game and then do this code with controller 1: A, B, C, B, A, C, A, B, C, B, A, C. After this is done, you will hear a tone which indicates that the trick has worked. Immediately afterwards, you will see the "Level Completed" screen. Soon thereafter, you will advance to the next level!



TRADEWEST — BATTLETOADS

GENESIS — **WARP TO LEVEL 3**

This great trick that was originally in the Nintendo version of Battletoads is also in the new Genesis version! To do this trick, you must be very quick! The trick is actually easier with two players so try this method with a friend using the second pad to control the other toad. In the beginning of the first level, Battletoad Butt (headbutt) the two pigs that appear, and then quickly run over to the first platform on the right. Jump onto the platform and there will be a glowing warp. Move into the warp and you will get a screen that tells you that you can advance 2 levels! Make sure that you are quick enough with this trick, or the warp will disappear!

Joseph J. Courter
Prospect Park, NJ

Battletoad Butt the first two pigs that appear in the level.

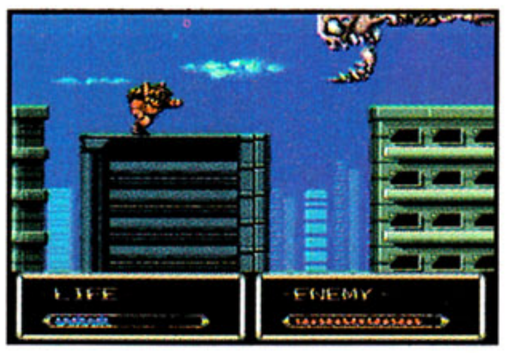
Run to the right and jump on the platform to catch the warp.

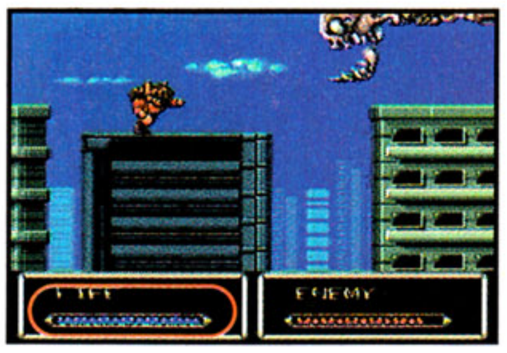
T.T.I. — SHOCKMAN

DUO — **RECHARGE YOUR POWER**

If your power happens to get low in this game, just do this great method to gain it back. Press the RUN button to pause the game, and then hold LEFT on the pad and press buttons I, II, and SELECT simultaneously and repeatedly until your energy bar gets full. This will greatly help in the game!

Dantes Reyes
Cornelius, OR





TRICKMAN'S GETTING MARRIED!

Our Trickman Terry went out and popped the question to his girlfriend last month! Surprisingly enough, she accepted! And that's even after she saw what he looked like! Seriously, we all are happy for Terry and Tina and want to have you join in the celebration. What do you think the bride and groom look like? Draw their pictures on your trick envelope and the winner will win the game of his/her choice in addition to having the artwork published here in the Tricks section!
As always, send us your awesome tricks! If we use them, you'll be immortalized in the pages of EGM and get a game for your favorite system*! What are you waiting for? Send your gaming goodies to: Tricks of the Trade, Sendai, 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148.

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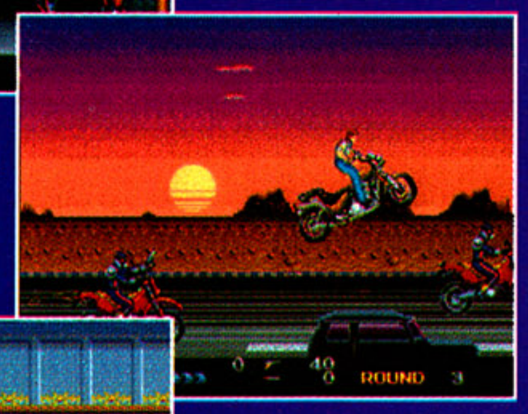
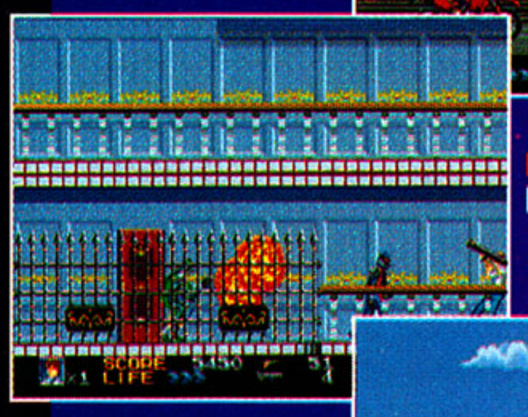
WE'LL BLOW YOU AWAY!

Blast your way through legions of terrorists!



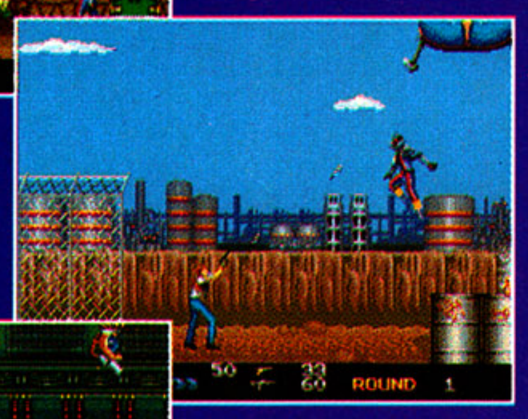
Take a ride on the wild side!



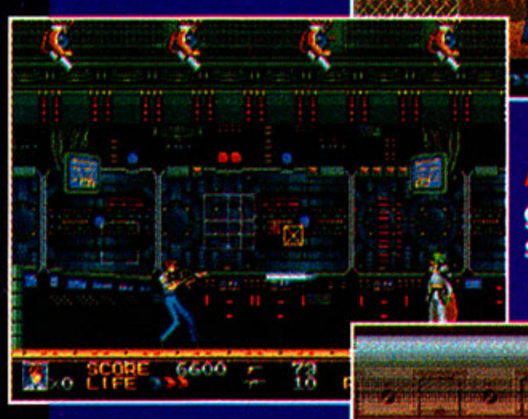
Break out the heavy weapons!

Ride the waves!

Hunt down terrorists in exotic locations!



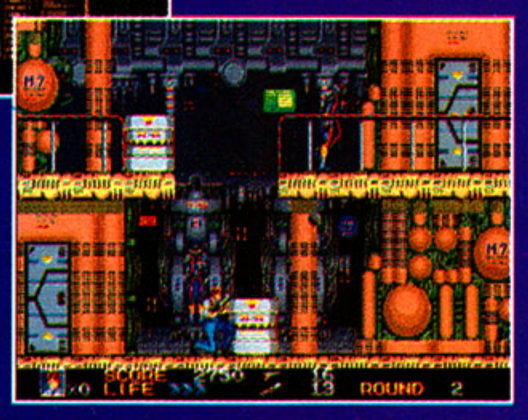
Shoot at an angle!



Meet weird green guys and shoot them!

Fly first class!

Annihilate robot watch dogs!



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Rolling Thunder 3 for the Sega Genesis smokes. We won't waste your time with words, check out the screen shots and you'll know. Grab it while you can.

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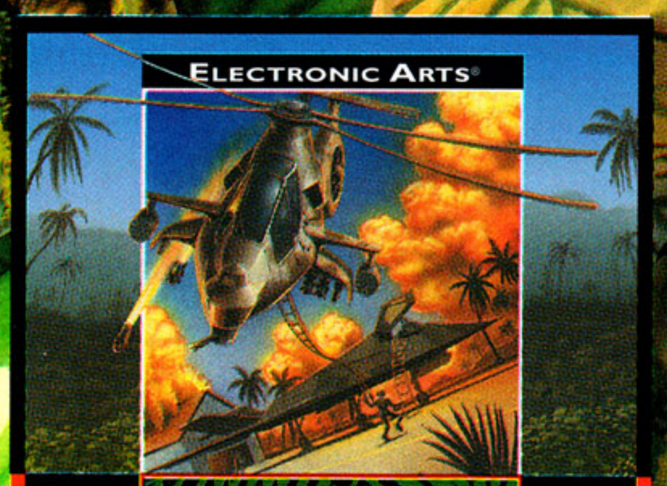

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16 MEG

THE SEQUEL TO DESERT STRIKE™

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BEHIND THE SCREENS

Sonic Joins the Digital Revolution

Since his inception, Sonic the Hedgehog has enjoyed an unprecedented run of success with Sega. And in his new game, entitled simply, "Sonic CD," Sonic will surely ascend to even greater heights in his illustrious career.

The game is slated for a September release in Japan, and will hit American shores soon thereafter.

For the most part, Sonic CD is still shrouded in secrecy, but *EGM* managed to pry the lid off the case.

Probably the best thing about Sonic CD is that Sega's programmers have taken full advantage of the extra storage capacity of a compact disc. Sonic CD is three to four times larger than the previous two installments in the Sonic series.

The game features seven rounds at ten stages per round. For you math whizzes out there, that means there will be more than seventy levels plus bonus rounds!

Furthermore, players will be treated to elaborate cinema screens at the beginning and end of the game. Players of Sonic CD won't be interrupted in the middle of a game, however. Because it's an action game, the programmers didn't want to interrupt game play in between each round. All the music in Sonic CD will be done by in-house music programmers at Sega, except for the opening song which will be sung by Japanese personality Keiko Utoku.

Because of the massive storage capacity of a CD, Sega programmers were able to significantly beef-up the story lines.

Sonic enthusiasts will remember that the story line for the first and second installments of Sonic's games were set on distant islands. The first game took place on South Side Island and Sonic 2 took place on West Side Island.

Sonic CD uses an entire planet and then some for the game setting.

The Sonic CD plot opens with a small earth-like planet that moves closer to Earth as an annual occurrence.

Although the Little Planet is at first a peace-loving place, Dr. Robotnik recognizes the possibilities from controlling the planet and promptly takes it over.

It's up to Sonic to once again thwart the evil intentions of the mad doctor. After turning the Little Planet into his own private fortress, Dr. Robotnik chains the planet to the Earth.

SONIC CD

Sonic must go to the planet and face the Doctor on his own turf. "And how does Sonic get there?" you ask. What else, he runs on the chain.

Everyone's favorite blue hedgehog will also be teamed up with a new character- Amy Rose.

Nicknamed Rosy the Rascal, she's a Tarot card-reading, future-predicting accomplice who tags along after Sonic (a la Tails).

Amy is infatuated with Sonic; in fact she believes it is her destiny to be Sonic's girlfriend, but he's just not interested.

As for other characters in the game, Tails makes a brief appearance, but does not have a starring role.

Other characters will also make cameo appearances including Mecha Sonic from Sonic 2.

But in Sonic CD, the Blue Blur must face more dangerous enemies than ever before. Metal Sonic is a much more technologically advanced, upgraded model of Mecha Sonic (sort of like Terminator and T2). Unlike the first two installments, where Sonic encountered Robotnik at the end of every stage, Sonic will now face a whole slew of different bosses.

"Probably the best thing about Sonic CD is that Sega's programmers hve taken full advantage of the extra storage capacity on a compact disc. Sonic CD is three to four times larger than the previous installments in the Sonic series."

The bosses will be under Robotnik's control, so fans can expect Sonic will be facing mechanized terrors of some sort.

To combat these frightful adversaries, Sonic has been upgraded himself.

He will be faster than ever before and once a certain speed is reached he can, get this, move forward or backward in time.

Sonic won't be able to time travel until he collects a certain number of power-ups. But once he's ready to go back to the past or go forward to the future, he'll start glowing. Once he hits this mode, Sonic can choose what level he will transport to.

Although Sega didn't reveal precisely why Sonic has to time travel, they did say that it is not required.

Sonic has to go back in time to change something that happened so the future will change. It's not required to go back in time or forward to the future, but if you do, it will alter the outcome of the game.

According to Sega, the time travel idea existed since the original Sonic game but immense memory was needed, and only CD-ROM could do it.

The game has so much depth, in fact, that players can conquer the game in a number of different ways.

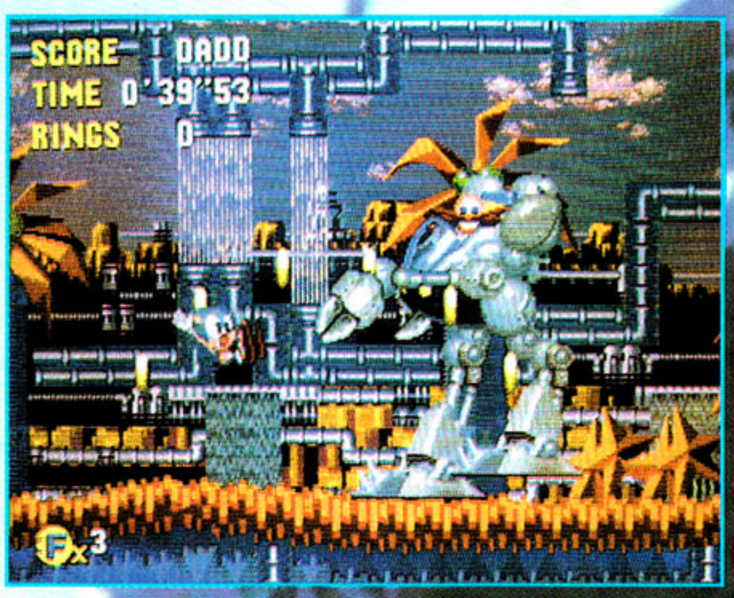
If it sounds confusing, don't worry, everything will make sense once you play the game.

Sega said they retained the basic look from earlier Sonic titles, although Sonic will be more animated.

Unlike Sonic I and II, there are no Chaos Emeralds, but something similar will take their place.

To keep the basic flavor of Sonic but also inject fresh ideas, Sega placed the head of the development team from Sonic I and II in an advisory capacity.

Other artists from the earlier Sonic titles who are now working on Sonic CD include the artist who drew Sonic in the original Sonic and the creator who brought Tails to life in Sonic II.



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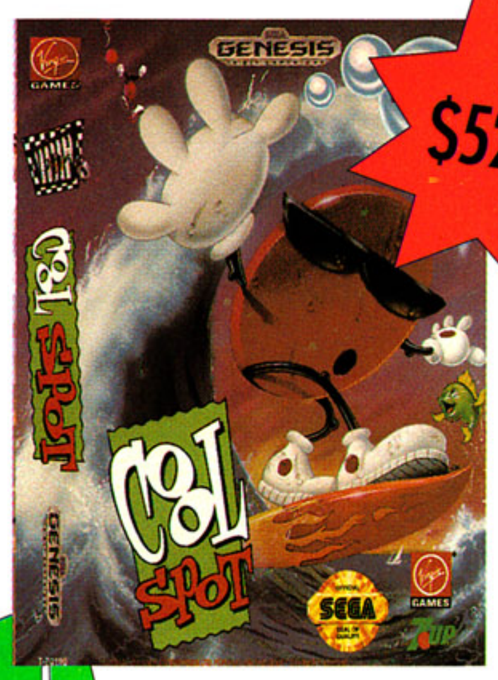

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SUNSOFT

Sunsoft has been working hard to expand their video game lineup. The following four pages represent what Sunsoft has been up to in the past year.

Let's begin with Aero the Acro•bat. This spunky little character has become Sunsoft's mascot. This game will be available for both the Sega Genesis and the Super Nintendo but the pictures shown on the right are from the Genesis version. Aero the Acro•Bat takes place in a circus that was sabotaged by an evil industrialist named Edgar Ektor. Aero must disarm the sieged attractions while also thrilling the audience. It's a must-see game for action fans everywhere!

Sunsoft has acquired the license to produce the Neo•Geo fighting game, World Heroes, for the Super Nintendo. This 16-Meg fighting game takes eight of the best known warriors of time and puts them in a fighting match for supremacy. With tons of secret moves and combos, World Heroes is sure to be a hit!

Disney's Beauty & the Beast will become an industry first as Sunsoft appeals to both boys and girls with two separate games. Roar of the Beast is an action game for boys while Belle's Quest is an adventure geared more toward girls. Sunsoft will even merchandise the two games together in a "Family Edition" that will contain both games. It looks like a great year for Sunsoft!

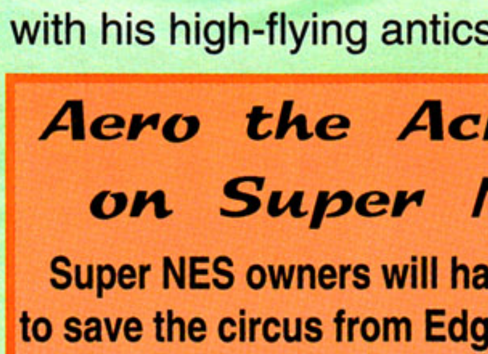
THE AERO ACRO•BAT

BIG FUN UNDER THE BIG TOP!

Edgar Ektor, an evil industrialist, has sabotaged the circus where Aero the Acro•Bat thrills audiences with his high-flying antics. Aero's mission is to travel around and disarm the sabotaged attractions. This flamboyant character visits levels like a crazy amusement park and an old museum in search of Edgar Ektor. The following two-page preview is from the Sega Genesis version. The Super NES version is still in the final stages.

Aero the Acro•Bat on Super NES!

Super NES owners will have a chance to save the circus from Edgar Ektor. This version features the same high-flying antics as the Genesis version, but features bonus stages like this one where Aero must fly through rings and safely land in a pool of water below.



Fly within the rings to receive big points each time you clear.

After that, splash into the pool for a really big finish!

Lots of things for Aero to do!

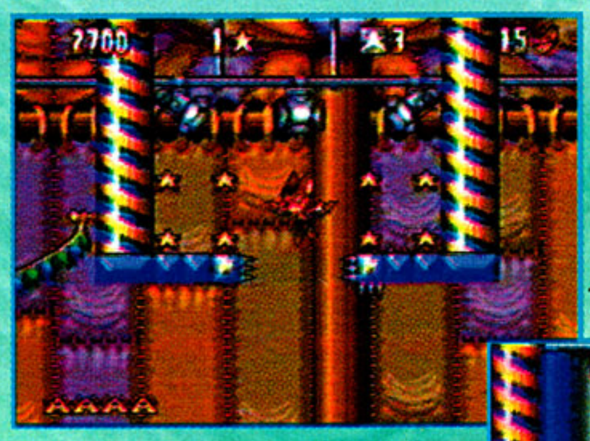
Aero's job isn't easy! The circus is filled with complex mazes and passageways. Aero can use cannons and trampolines to reach higher floors of the circus. Also, hidden items such as stars and extra lives boost Aero's chances of beating Edgar and saving the beloved circus.

The Museum

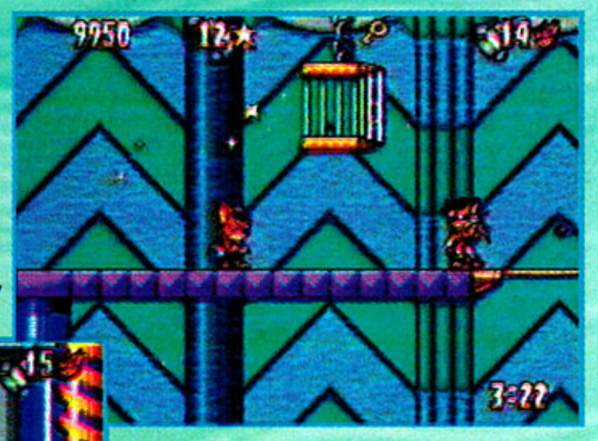
Journey through a wondrous museum filled with conveyor belts and nasty traps.

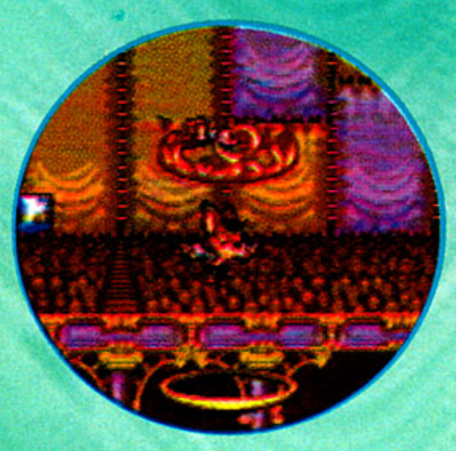
Circus

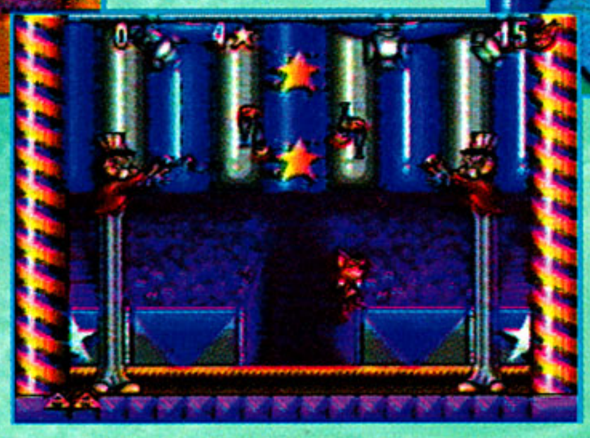
Aero the Acro•Bat begins his adventure in the circus where he performs his incredible tricks. Aero must perform certain tasks in this stage's 5 areas. In Act 1, search the level for blue beams and jump on them three times to eliminate them. In Act 2, Aerial, a female Acrobat, has been locked in a cage. Find the key and release her. Acts 3, 4, and 5 require Aero to jump through hoops and platforms. Then face the mischievous clowns as they juggle bowling pins at you!



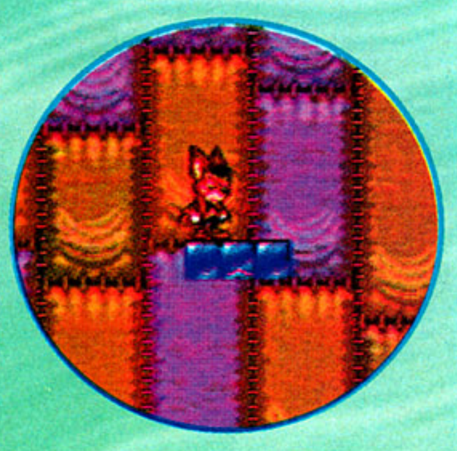
THE CLOWNS!







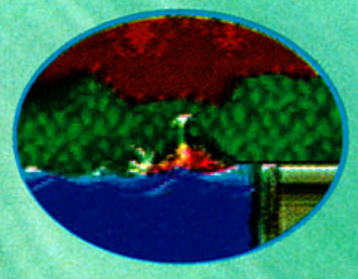
Bring them down to size by attacking their stretched legs.



Funpark

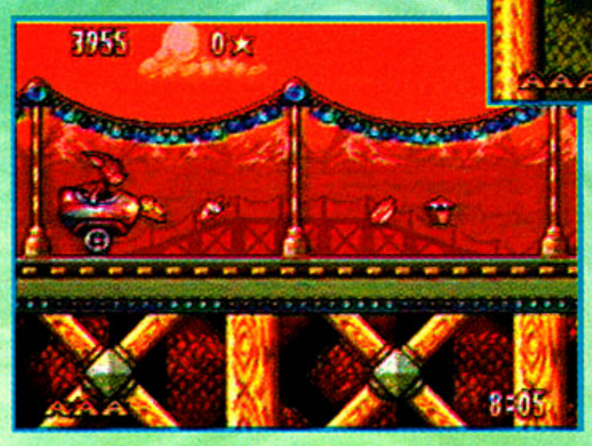
The Funpark just hasn't been the same since Edgar Ektor seized control of it! This level features many familiar amusement park rides and attractions. The objectives in this level are similar to the first, with a few interesting additions. Ride a roller coaster in Act 2 where you can collect many power-ups. In Act 4, hop on a fast ride called the Rotor. It takes quick skill to dodge the beams, then battle Mr. Bubbles!

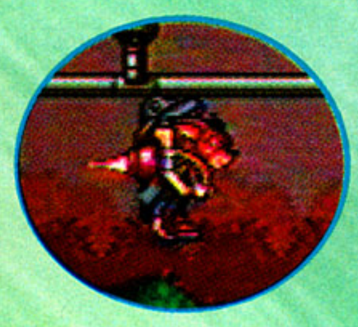
The roller coaster ride has plenty of points and extra lives on the track. Pick them up to score points.



MR. BUBBLES!

Amusement park rides offer a whole new twist. Clear levels by falling through hoops and more.





Woods

The adventure doesn't stop here! The woods are crawling with Edgar's henchmen. Aero will be taking part in some really strange events this time. With all the thrill of bungee jumping, even Aero the Acro•Bat can't resist. Take a dive to collect points and even some extra lives! Other strange things include rolling down a hill in a barrel and sliding down a waterfall ladened with razor-sharp spikes and other nasty surprises.

Bungee jumping comes to video games! Take a dive in search of extra points, but avoid the spikes.

DO THE

BUNGEE!

Sliding down a waterfall was never so dangerous. Sharp spikes stand between you and the end.

Eight tough warriors stand ready to fight for the Earth.

Play a normal game or compete in the wicked Death Matches!

Learn the special attacks of each character to gain the winning advantage.

Take on an opponent in the Death Match to settle the score once and for all!

THE CHALLENGE AWAITS!

Eight invincible fighters travel through time and circle the globe to prove who is the mightiest of all. This incredible translation for the Super Nintendo features all the special attacks, killer combos, not to mention your favorite characters!

After choosing a fighter, go one-on-one with seven other warriors to ultimately meet up with the mysterious warrior, Geegus. If that's not enough, you and an opponent can play in the awesome Death Match where there are no rules and the only one to leave is the winner.

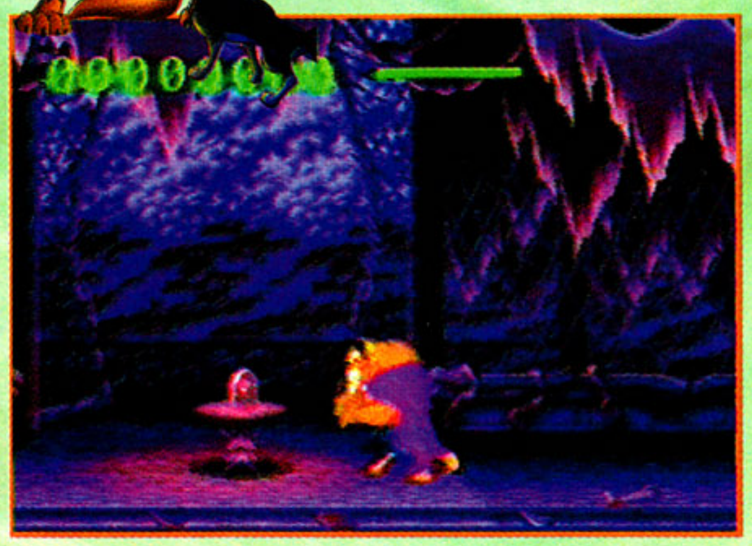
Each character has many special attacks. Fists are flyin' whenever Dragon fights!

Disney's Beauty and the Beast

GASTON LIVES ON...

The wonderful tale of Beauty & The Beast continues on the Genesis in two separate games from Sunsoft. Belle's Quest will appeal to girls in an intellectual adventure that combines puzzles and thrilling action. Belle must solve problems that will lead her to her father's whereabouts.

Roar of the Beast will thrill boys with intensity and adventure. The Beast must battle the dangers that lurk outside the castle. Learn the true test of courage in the final confrontation with Gaston.

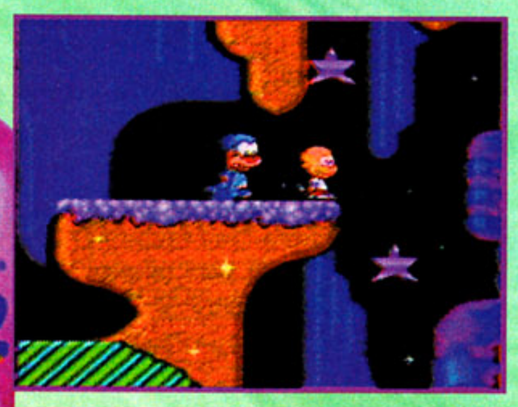


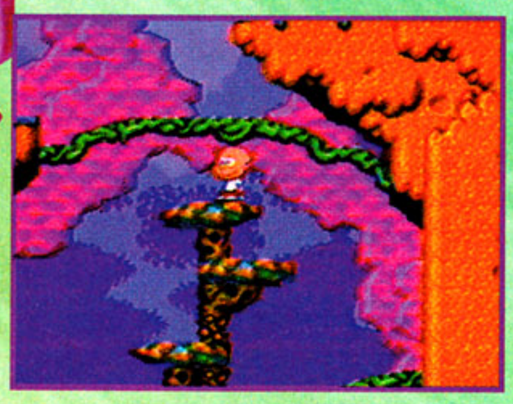
THE HERO OF THE COSMOS!

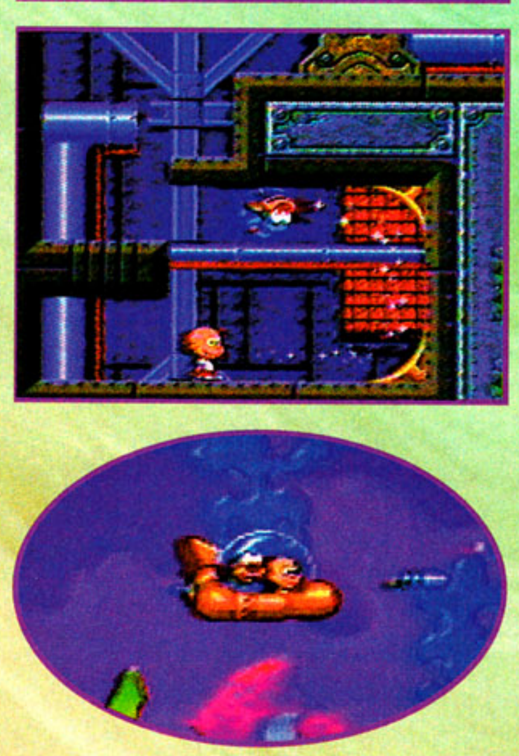
Duck Dodgers is on a mission to claim five planets in the name of Earth. What superbeing could handle such a challenge? None other than Duck Dodgers and his trusty sidekick, Porky Pig!

In this Super NES adventure, Daffy must seek out cosmic space ambassadors that have been kidnapped by Marvin the Martian. His journey will take him across martian landscapes, pleasure resorts, and even to the deepest depths of the sea. Collect money to purchase new weapons and items!

Daffy Duck
THE MARVIN MISSIONS







BUBBLE BLOWING FUN!

This comical game for the Genesis stars a young boy named Bubble and a blue, alien friend named Squeak. Together they collect gems to pay for gum in a battle on the planet Grool with Kat of Nine Tails. When Squeak doesn't follow, kick him around the screen to find hidden passages.

RABBIT RAMPAGE

WHAT'S UP DOC?

Rabbit Rampage for the Super NES recalls the familiar cartoon in which a lunatic animator is out to get Bugs Bunny. He'll find himself painted into many hare-raising situations! Face archrivals like Elmer Fudd and Yosemite Sam in this 12-Meg action game. The animation is so realistic, you'll wonder if it's a cartoon or not!

SUPER NES

STREET FIGHTER II TURBO

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	CAPCOM	SUPER NES	MODERATE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	20 MEG	12	FIGHTING	100%

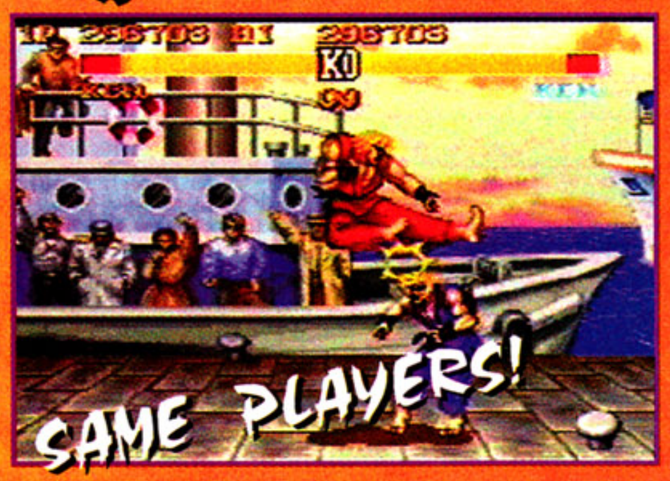
WORLD WARRIOR SUPERBOUTS!!

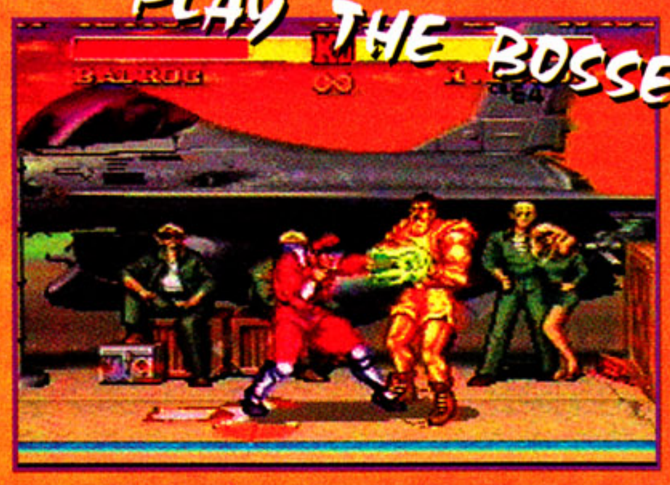
After last year's phenomenal record-setting sales, you can't help but wonder how Capcom could possibly outdo themselves by coming out with a better game than Street Fighter 2.

They didn't just go for the Champion Edition, they went all out with the Turbo Edition that has a speed-adjust setting and also a Normal mode which is really the Champion Edition. So what you're getting is really two awesome fighting games in one!

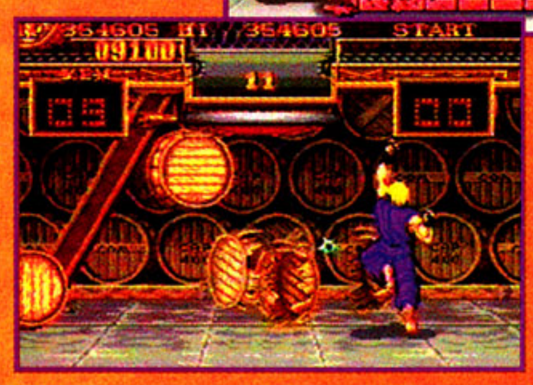
Not only is the speed updated but the moves and all the characters are pumped up as well. The graphics are the most colorful of any video game with much better music and sound. All the arcade animations have been fully restored including the missing barrel bonus round.

Get set for the hottest update to date with the year's top fighting game!





3 BONUS ROUNDS!



AWESOME VS. MODE!

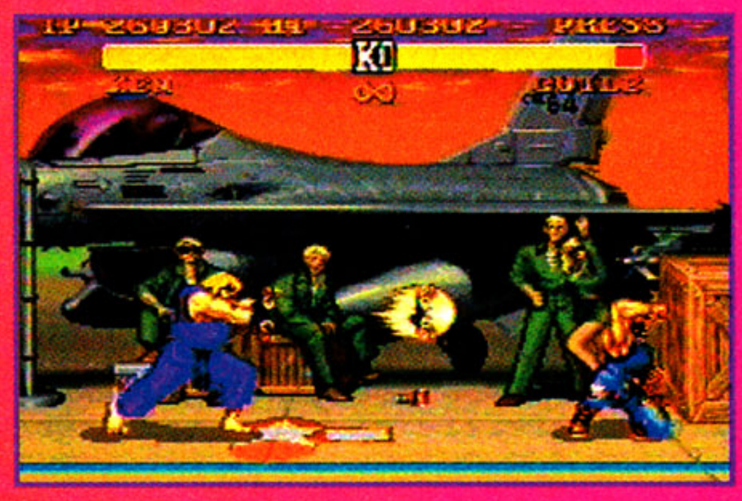
Play in your own tournament or just see who could win the most games!

DO THE MID-AIR MOVES!

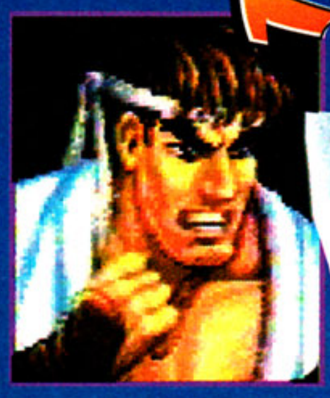
Do special motion or charge in the air & pull out awesome air attacks!

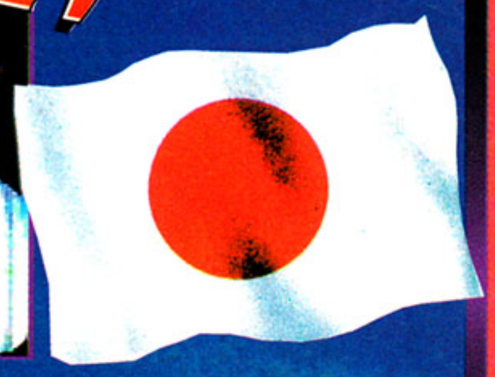
RED FIREBALL GLITCH!

SF2 Turbo is so close to the arcade, the random red fireball even shows.



RYU





DATE OF BIRTH:	July 21, 1964
HEIGHT:	5'10"
WEIGHT:	150 pounds
FIGHTING STYLE:	Shotokan Karate

"YOU MUST DEFEAT MY DRAGON PUNCH TO STAND A CHANCE!"

Ryu is the strongest all-around fighter. He has improved his attack by speeding up his fireball to corner you.

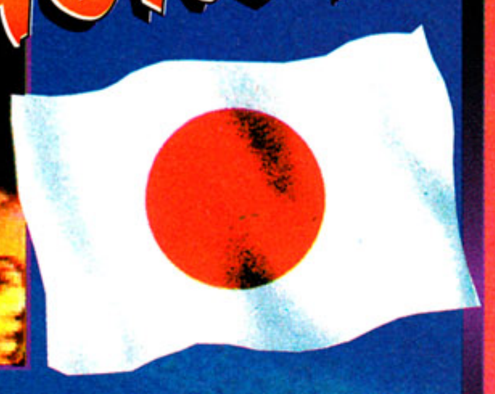
KEN

DATE OF BIRTH:	February 14, 1965
HEIGHT:	5'10"
WEIGHT:	169 pounds
FIGHTING STYLE:	Shotokan Karate

"ATTACK ME IF YOU DARE, I WILL CRUSH YOU!"

Ken is a very arrogant fighter who loves to show off. His frenzied Dragon Punch attacks can finish others off.

E. HONDA

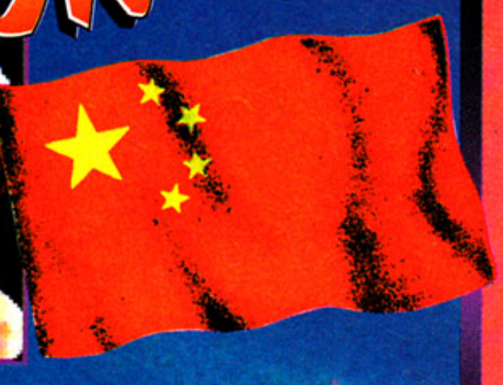


DATE OF BIRTH:	November 3, 1960
HEIGHT:	6'2"
WEIGHT:	304 pounds
FIGHTING STYLE:	Sumo

"CAN'T YOU DO BETTER THAN THAT?"

For a big guy, E. Honda has frightening quickness to complement his size and strength. Beware of his Sumo Smash maneuver.

CHUN LI



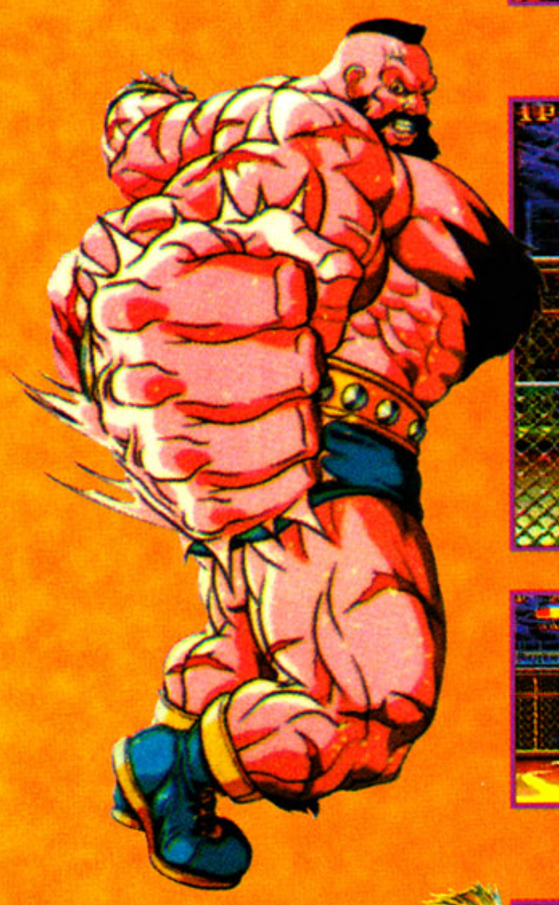
DATE OF BIRTH:	March 1, 1968
HEIGHT:	5'8"
WEIGHT:	She won't tell
FIGHTING STYLE:	Kung Fu

"I AM THE STRONGEST WOMAN IN THE WORLD!"

The smallest of the bunch, Chun Li packs a mean wallop with her aerial kicking attacks and her new fireball.

"SEEING YOU IN ACTION IS A JOKE!"

Blanka is one of the quickest and most agile fighters. By his appearance, it's easy to tell he can inflict heavy damage on opponents.

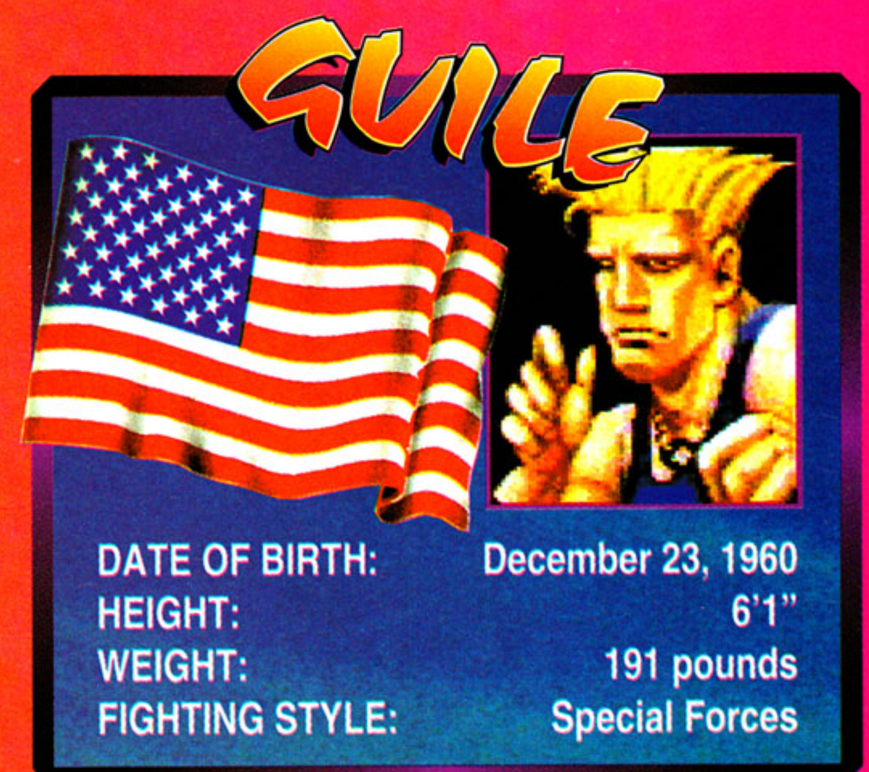


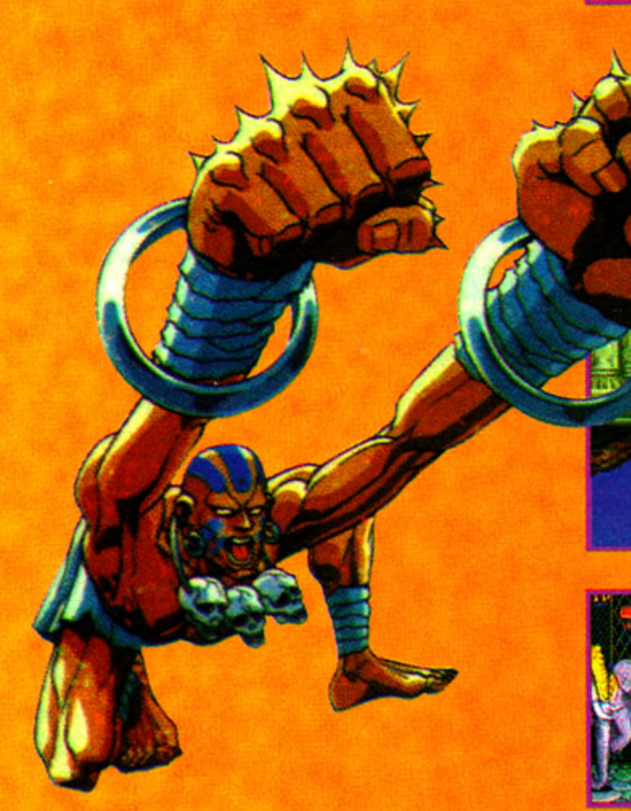
"MY STRENGTH IS MUCH GREATER THAN YOURS."

Zangief is a former competitor for the Russian Wrestling Federation who seeks opponents to use his holds on.

"ARE YOU MAN ENOUGH TO FIGHT WITH ME?"

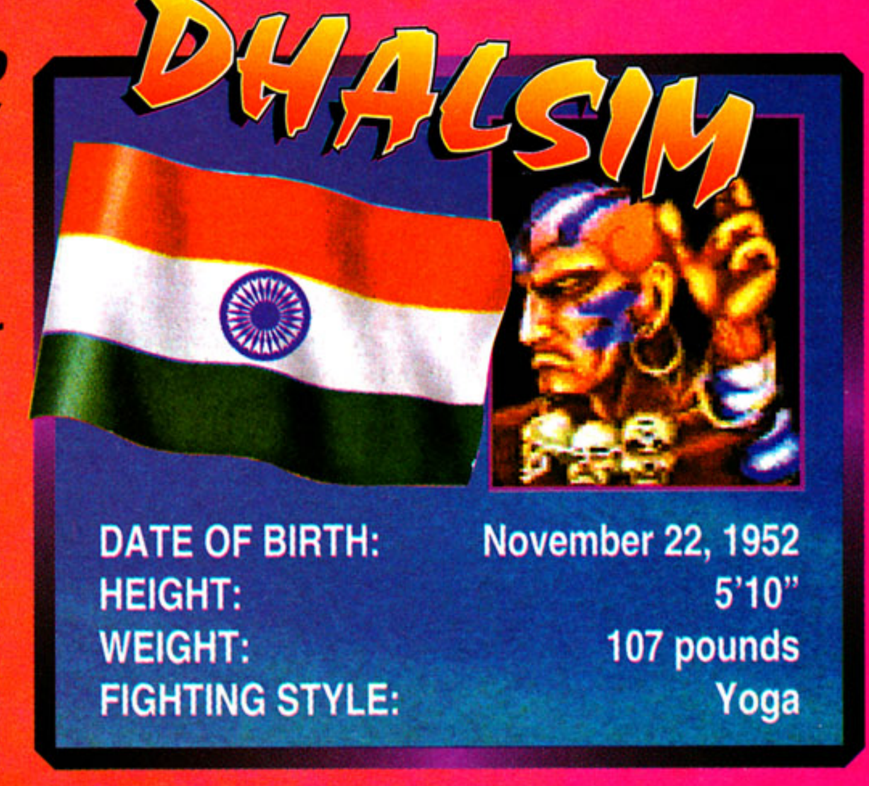
An ex-member of the Special Forces, Guile uses a military fighting style comprised of heavy blows and holds.





"I WILL MEDITATE AND THEN DESTROY YOU."

Dhalsim has great control of mind and body. He is able to extend his limbs for long range attacks. He can also spit flames toward you.



BALROG

DATE OF BIRTH: September 4, 1968
HEIGHT: 6'5"
WEIGHT: 252 pounds
FIGHTING STYLE: Boxing

"HEY, WHAT HAPPENED? I'M NOT THROUGH WITH YOU YET."

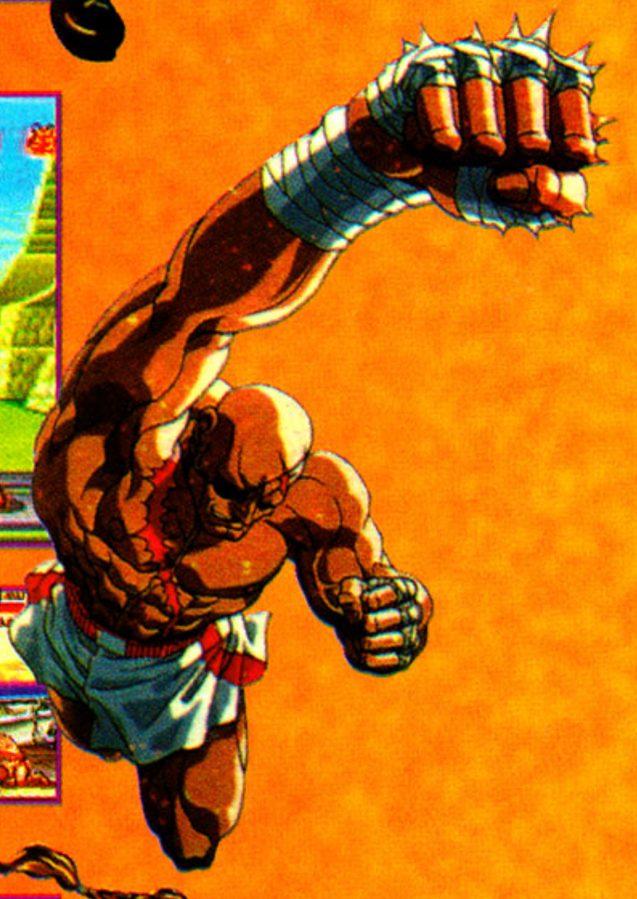
A boxer, Balrog launches heavy-hitting punches with incredible speed and strength.

SAGAT

DATE OF BIRTH: July 2, 1955
HEIGHT: 7'4"
WEIGHT: 283 pounds
FIGHTING STYLE: Muay Thai

"YOU ARE NOT A WARRIOR, YOU ARE A BEGINNER."

Like Ken and Ryu, Sagat can also launch fireballs which could be set up followed by a Tiger Uppercut!

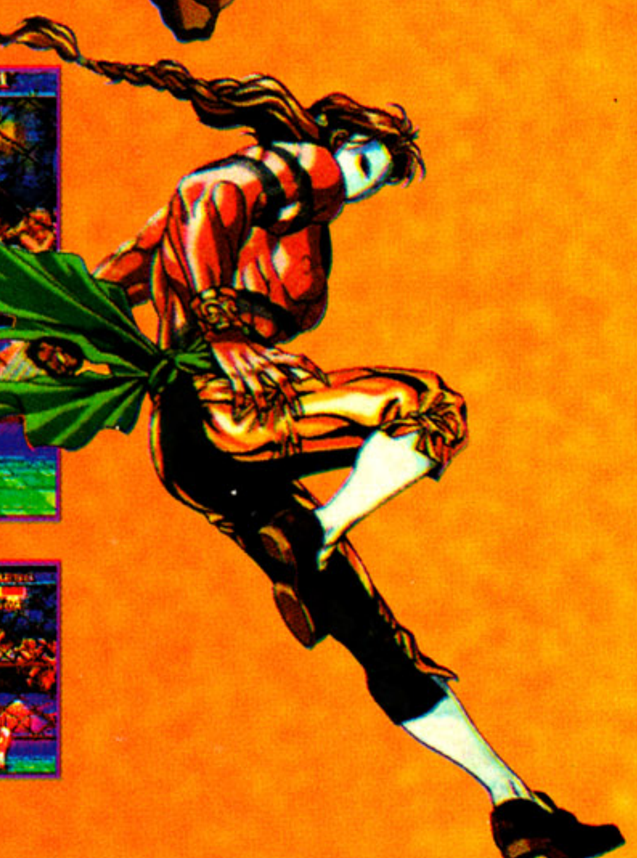


VEGA

DATE OF BIRTH: January 27, 1967
HEIGHT: 6'0"
WEIGHT: 208 pounds
FIGHTING STYLE: Spanish Ninjitsu

"HANDSOME FIGHTERS NEVER LOSE BATTLES."

Vega is probably the quickest warrior you will face with lightning fast reflexes and surprising strength as he bodyslams easily.

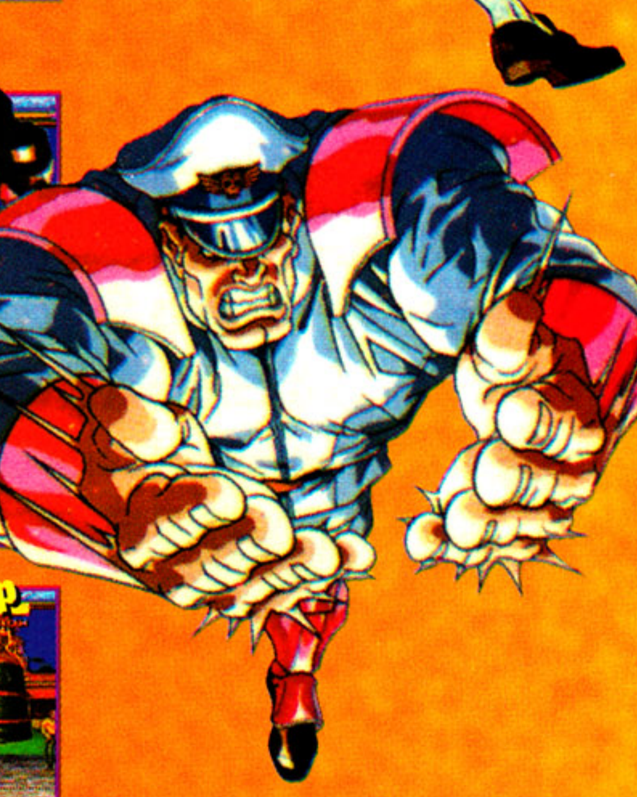


M. BISON

DATE OF BIRTH: Unknown
HEIGHT: 5'11"
WEIGHT: Unknown
FIGHTING STYLE: Unknown

"GET LOST. YOU CAN'T COMPARE WITH MY POWERS."

This master of evil has a powerful psychic ability, allowing him to hurl himself at inferior opponents.



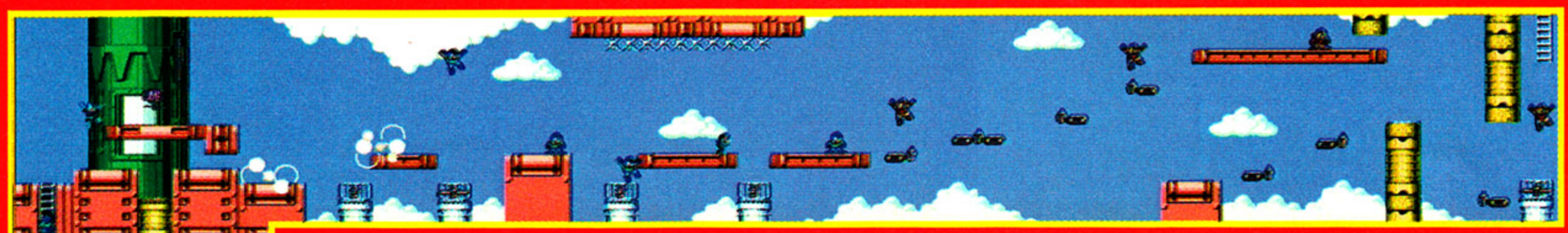
NINTENDO

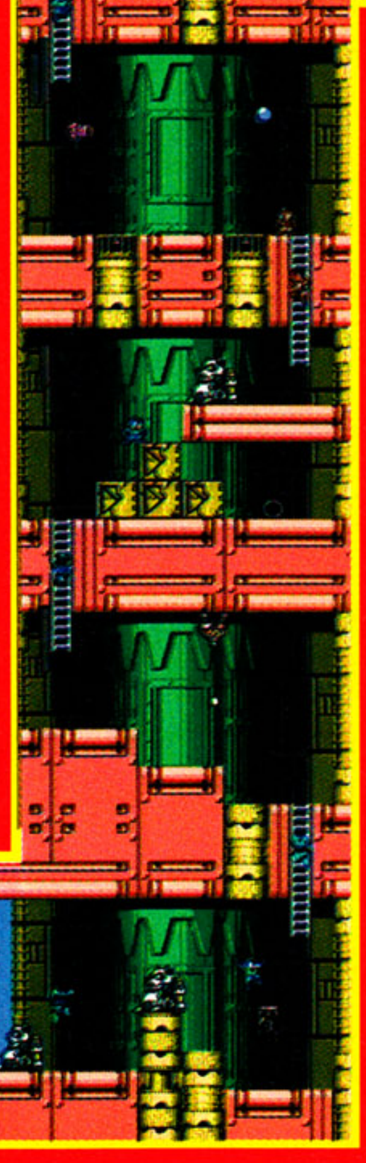
MEGA MAN 6

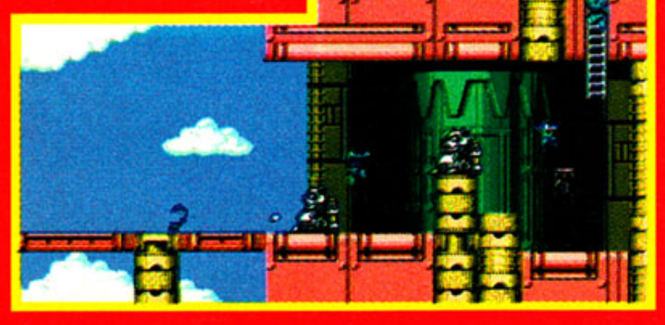
FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
CAPCOM	NES	MODERATE	OCTOBER
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
4 MEG	8	ACTION	40%

REACTOR:
Here is a peek at one of the levels in the upcoming Mega Man 6! As you can see, the layout is very similar to those in the earlier versions with vertical and horizontal scrolling! However, some parts of the levels are clearly designed so that you must use the Jet and/or Power options!

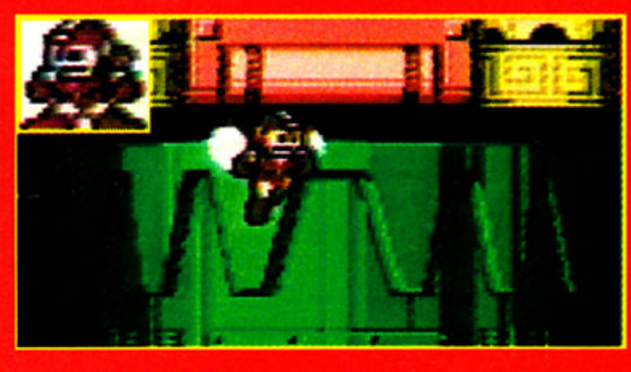






NEW POWERS FOR MEGA MAN:

Mega Man can now fly and become incredibly powerful! JET gives a momentary lift: a meter will appear next to the energy meter. When you use the Jet, the meter will go down as it runs out of use, so use it sparingly! It recharges when not in use.



MORE POWER THAN EVER BEFORE:

The other new power for Mega Man is the ability to become incredibly strong! This is named POW for Power! In this state, he can smash boxes, turn over items, and set off the times-platform bombs with triggers on the sides!

AND, OF COURSE, NORMAL MODE:

Mega man also does the traditional moves veteran players will recognize: Running, jumping, sliding and shooting, plus charging up his weapon for a super shot!

ICE LEVEL AND SUB DOCK: DIVE AND SURFACE!

Slip and slide your way through this level that takes you underground to a sub dock! The sub bobs up and down, so watch for low ceilings and mines in the water! Gunners on deck will shoot at you so hit 'em first!

TRIGGER MINES:

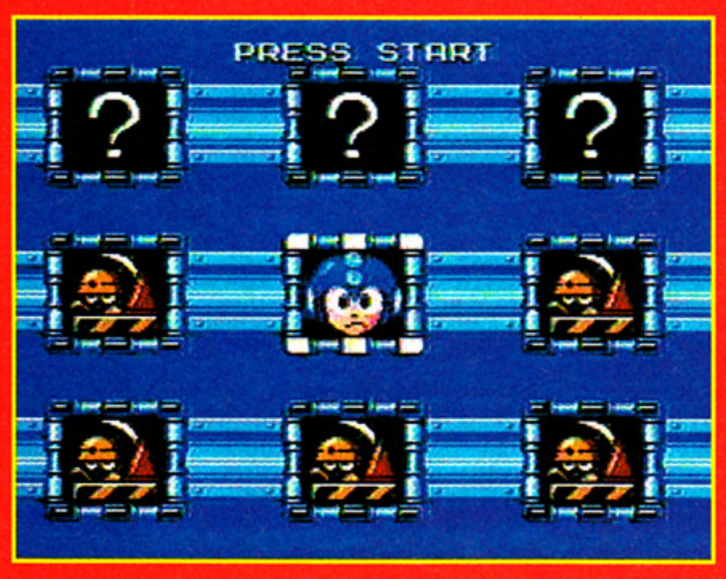
These mines both hurt and help you: On one hand they serve as platforms you can jump on to cross dangerous areas. However, when you jump on them, the timer starts counting down and it will explode, so you better get off in a hurry! Some have triggers on the sides, too!

ROUND SIX...

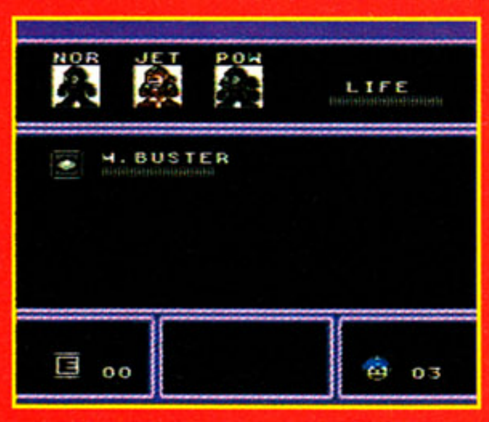
...In this corner, that lovable little blaster master, Mega Man! And in this corner we have - well we won't tell you just yet! For those of you who thought Mega Man was finished for 8-Bit, think again! Yes, he does have a 16-Bit adventure in the works, but the story continues for NES with Mega Man 6! Issue: Mega Man has nothing new to offer.

WRONG! There are plenty of new aspects to the Mega Man character, including two new powers such as more Power and a Jet so he can fly! The levels offer more, too - like moving parts, incredible graphics and tricky adversaries! Although the game is still in the works (no bosses have been decided on yet), here is a look at what is in store for the Mega Man fan! So far it's been a great ride, but it's about to get better!

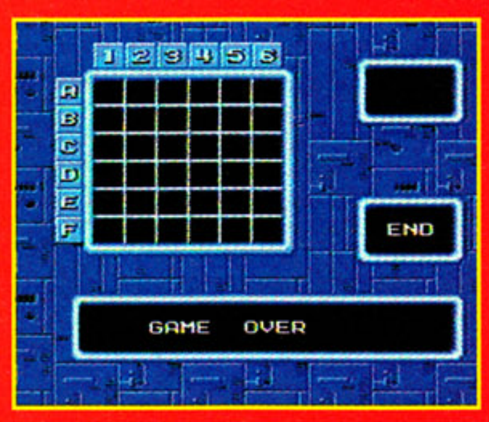
THE TALE OF THE BOSSES: WHO CREATES THEM?



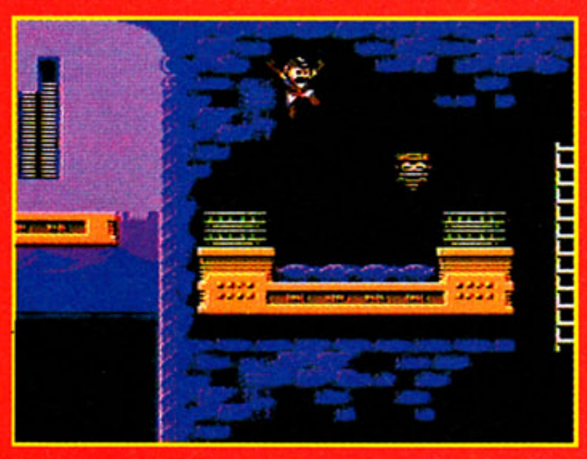
Surprisingly enough, the people who design the Mega Man games recently have been leaving the bosses to the fans! In Japan, Mega Man is called Rock Man! Capcom has a contest where people can send in sketches of their idea of formidable boss! If selected, the boss will live forever in that Rock Man game! As you can see, Mega Man 6 still needs its bosses to be decided on, but the glory of being able to have one's boss selected is exciting!



OPTIONS & PASSWORDS: You can still absorb the powers of a defeated boss! Press START to access your options and Rush the dog! There is also the trusty password feature so you can fight another time!

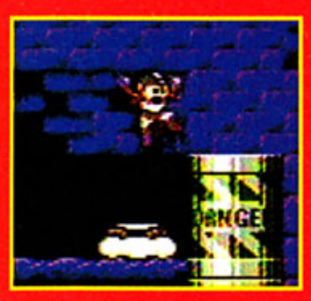


MIDDLE EAST LEVEL: BURNING OIL AND SHIFTING SANDS



Pits of oil can be set ablaze by flying enemies! Don't fall in them - they will take away all your energy and take a life!

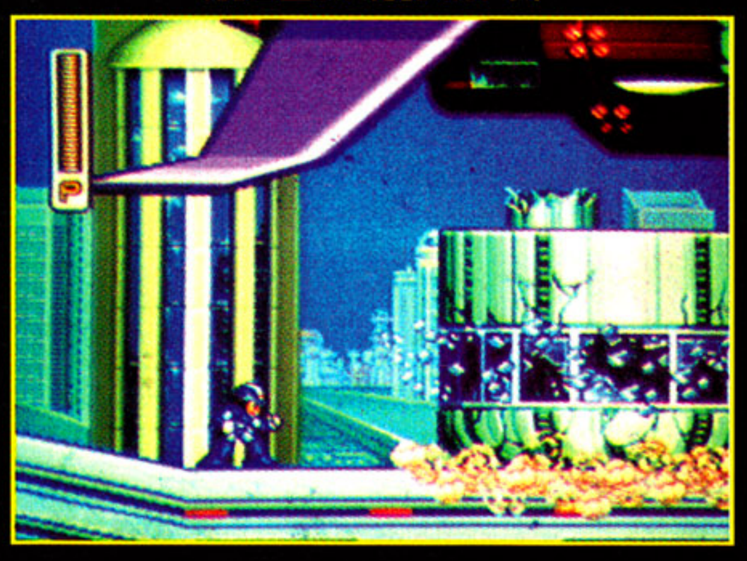
THE LITTLE HELPFUL PLATFORM:



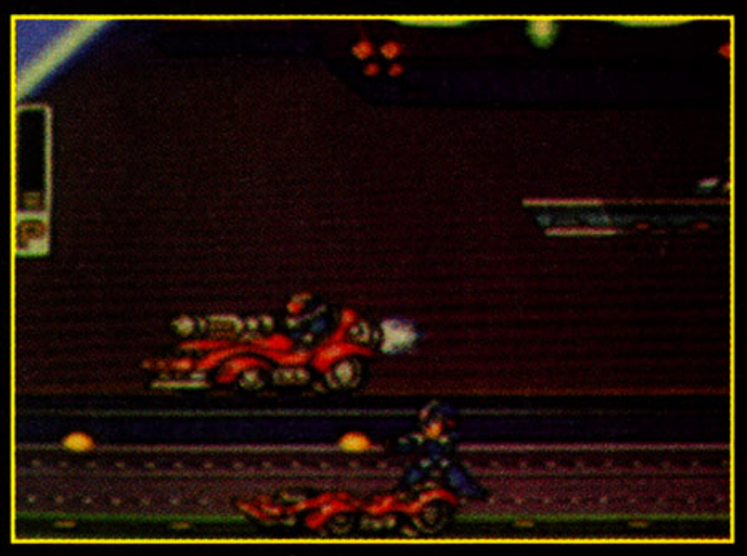
This little thing is harmless-looking but very helpful! First you need to turn on your POW option, and hit it on the side. It will fall into the lake of oil! Then jump on it. However, it will only move when you jump and will only go in the direction you are facing! If you try and cross these lakes of oil without it, chances are the oil will be set afire by a flying enemy - in fact you can count on it!

MORE IN STORE FOR MEGA MAN: CONSTRUCTION ZONE

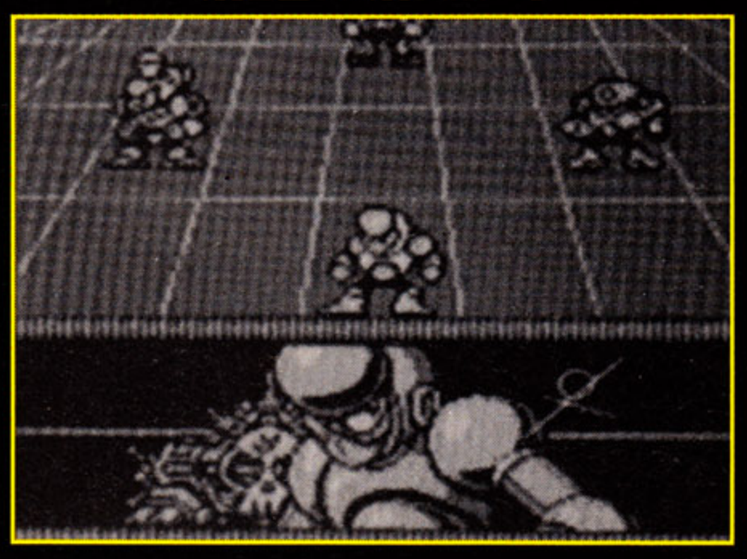
SUPER NES: MEGA MAN X



Yes, it's true! Mega Man is making the jump to 16-Bit systems! However, the story has nothing to do with the NES line! In Mega Man X, you play as one of two RoboPolice out to hunt down and destroy renegade RoboPolice! These "Robo-Junkers" were once humans who were altered to robotic form!

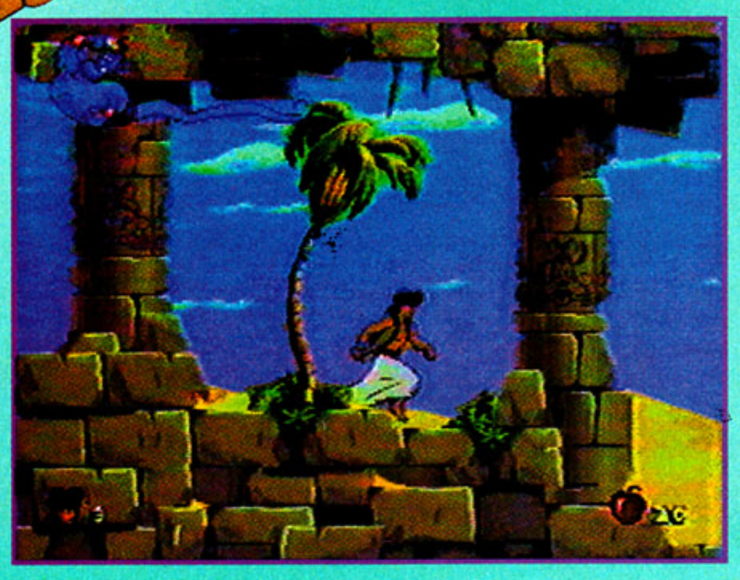


GAMEBOY: MEGA MAN 4



Soon joining its three portable predecessors will be Mega Man 4! After Mega Man 3 for GameBoy, what could be next? Find out this fall when Mega Man takes on a horde of new mechanical menaces out to do him in!

SPECIAL FEATURE



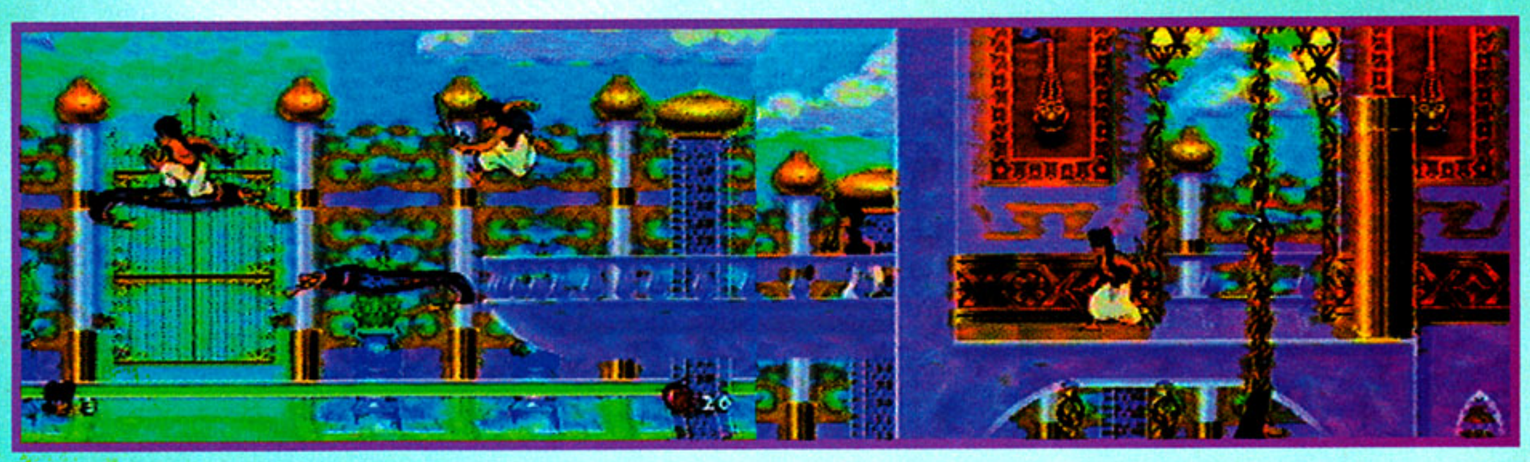
Disney's Aladdin

Take a magical carpet ride!

Last year's Disney film continued its magic on video game systems coming this fall or winter.

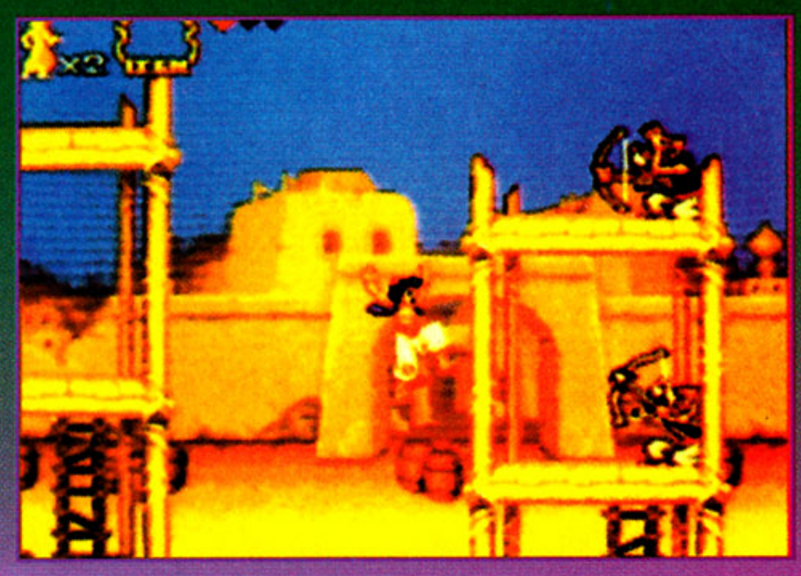
Take part in a wondrous tale of adventure as Disney's Aladdin slashes his scimitar against hordes of thieves, skeletons, palace guards, giant scorpions, and more! In this hair-raising adventure, Disney's Aladdin sets off in search of the Scarab, journeys through the Cave of Wonders, finds the Genie's Lamp, and pulls off a daring prison escape! Now he must defeat the evil Jafar to win the hand of the beautiful Princess Jasmine!

This cart has been recreated with graphics created by Disney's animators. The scenes and characters are taken straight from the movie, including the Genie, Jafar, Rajah, Jasmine, and the Magic Carpet!



SUPER NES VERSION

The Capcom version of Disney's Aladdin is also an action/adventure game that features the same plot and play mechanics. The detail and animation is much like the film with the very same music.



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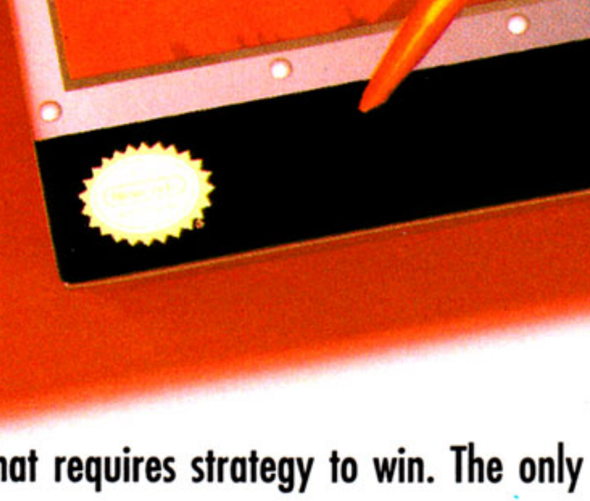
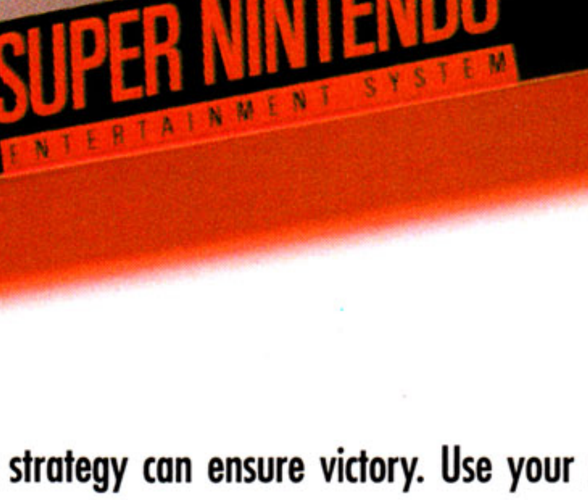
STRATEGIC THINKING.
KILLER INSTINCTS.

The only action game that requires strategy to win. The only strategy game that's hot enough to melt your armor. With the advantages of an advanced 3-D flight simulator, as well as a shrewd and cunning mind, you'll face the most ferocious intergalactic combat yet seen. Mechwarrior. One of the most original games ever developed.



It's the year 3027. Revenge is your motive. A Battlemech is your method. Outmaneuver, outsmart and outfight the Dark Wing Lance. Pursue every lead. Track them to the furthest corners of the galaxy. But ya' gotta be smart. Only a great strategy can ensure victory. Use your missiles, cannons, lasers and jumpjets wisely if you expect to defeat your crafty foes. Your reward? More money to build more powerful 'Mechs, critical to completing your ever more complicated missions.



Perched in the control room of a 60-ton 'Mech, incredible 3-D graphics allow you to command the action. Use the practice mode and save game features to jump straight into the action. Whether you choose instant action or the rewards of an entire combat career, it's sure to make you sweat bullets. It's Mechwarrior.

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ELECTRONIC ARTS®

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- A prop of the head used in the Mutant League Football ad
- Your player's name immortalized as a star player on a Mutant League Hockey team
- The very first copy of Mutant League Hockey (by Christmas)
- A Mutant League Football personalized jersey and baseball cap

25 FIRST PRIZES:

- Mutant League Football jersey personalized with the winner's last name on the back

50 SECOND PRIZES:

- Mutant League Football baseball cap

Contest Rules:
All entries must be received by November 1, 1993. EGM or Electronic Arts are not liable for lost or misdirected mail. One entry per person. No purchase necessary to enter. A random drawing of all eligible entries will be conducted to award the prizes, and the winners will be notified by December 1, 1993. Prizes are not transferable. Illegible or incomplete entries are ineligible. All state federal taxes, if any, are the responsibility of the individual winner(s). All judges decisions are final. All prizes will be awarded. Void where prohibited or restricted by law. All Federal, State and local laws and regulations apply. Employees of Sendai Publishing Group, Inc. or Electronic Arts and their affiliates are ineligible to enter. Electronic Arts and Sendai Publishing Group, Inc. reserve the right to cancel this promotion at any time with appropriate notice. Winners' names, likeness and prize information may be used by Electronic Arts or Sendai Publishing Group, Inc. for any promotional or advertising purposes without further compensation.

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Name_____
Address_____
City, State_____
Zip Code_____
Phone (____)_____

MUTANT LEAGUE HOCKEY'S STAR PLAYER IS...

_____

SUPER NES

SUPER STAR WARS THE EMPIRE STRIKES BACK

EPISODE V:

Yes, it's true, there is a Super Empire Strikes Back and it is 16-Meg! Super Empire involves several gaming situations right out of the movie! There are many different playing areas: the side-scrolling run-and-jump section (which requires blaster and light-saber skills) in addition to flying a snowspeeder and even the Millenium Falcon! With incredible Mode 7 scaling, this will be one hot cart! Fans of the first game (Super Star Wars) will also find something new in the use of the Force: you can control your lightsaber to attack *even when you aren't holding it!* Take a whack at the Empire!

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
JVC/LUCASFILM	SUPER NES	MODERATE	NOVEMBER
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
10-16 MEG	14	ACTION	75%

THE OPENING CINEMA OF THE GAME MATCHES THE FILM'S BEGINNING

JEDI WEAPONS

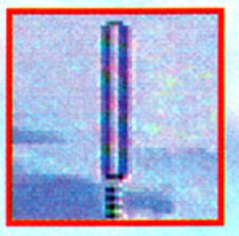
BLASTER
Fire upon Imperial Stormtroopers and other creatures.

LIGHT SABER
A Jedi Knight's main weapon used for slicing and dicing.

THESE ICONS WILL HELP IN THE REBELLION

DARTH VADER
Multiplies points earned.

SMALL HEART
Restores some health.



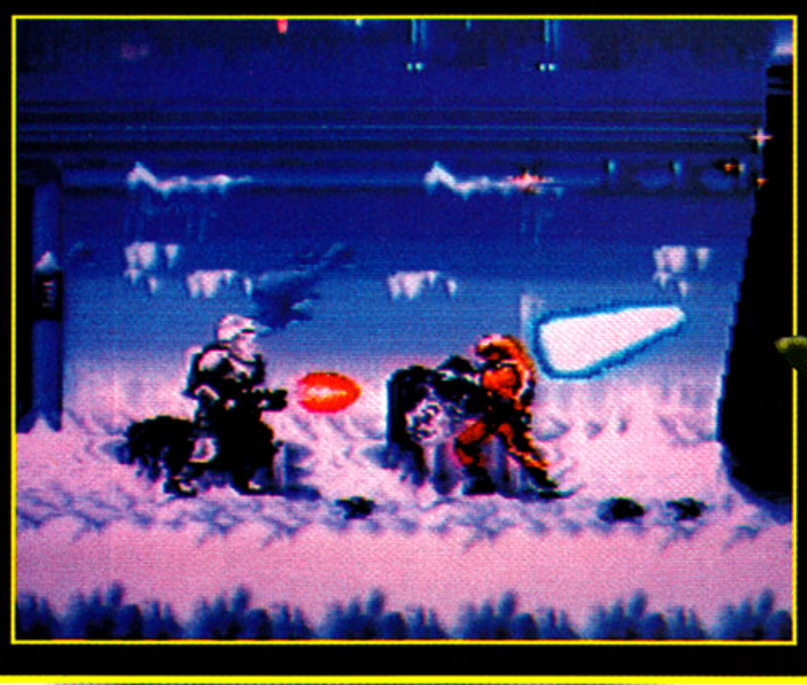
LIGHT-SABER
Increases health bar.

CHRONO TIMER
Adds time to ticking clock.

BIG HEART
Restores most of your health.

JEDI SHIELD
Temporary invincibility.

CONCENTRATE AND USE THE FORCE TO YOUR ADVANTAGE



Learning from the Jedi master, Yoda, Luke now has the ability to use the force to direct his light saber toward his enemies.

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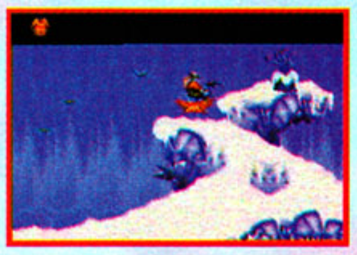


STAGE ONE

The first few stages take place on the ice planet Hoth. Many creatures roam the surface as Luke patrols the area, so ready your blaster and watch for giant, rolling snowballs.

STAGE TWO

As Luke scans the icy surface, he notices a meteorite crashing in a nearby site. Lead him there atop your trusty Tauntaun to investigate. The terrain becomes more rocky.

STAGE THREE

Luke blacks out from the dropping temperatures and is taken away for food storage by giant Wampas. Now he must fight his way out of the ice cavern and head back to the base.

STAGE FOUR

After narrowly escaping from the ice cavern, Luke must still confront many more ice creatures as he heads toward the rebel base where his friends are worried about him.

STAGE FIVE

Rebel Base is under attack.

STAGE SIX-MODE 7!

Pilot the Snow Speeder and destroy the Probe Droids.

STAGE SEVEN

Side-scrolling shooter.

STAGE EIGHT

Destroy the AT-ST walkers.

STAGE NINE

Luke cleans up the mess.

STAGE TEN

Han evacuates the base.

STAGE ELEVEN

Luke slashes up a trooper.

STAGE TWELVE

The Falcon is under attack.

SUPER NES

Clay Fighter

COME ON OUT AND CLAY!

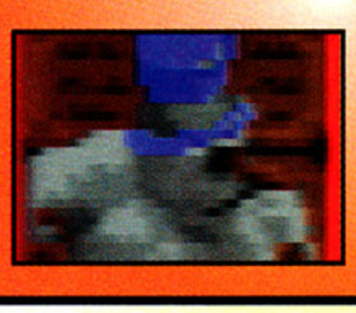
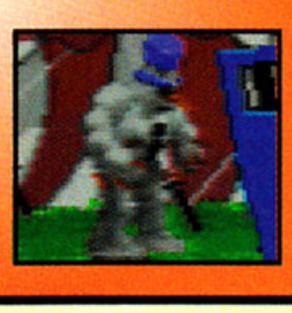
Interplay is taking the head-to-head fighting theme a step further by adding a little humor to it. Clay Fighter uses digitized claymation characters and has given them their own fighting styles with some unique attacks. Fight with a glob of clay that can turn itself into anything such as a deadly bomb, or an opera lady that can attack with her terrible singing. Choose from any of eight characters and see who is the baddest...and funniest fighter around. Now on with the clay-off!

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
INTERPLAY	SUPER NES	MODERATE	3rd Qtr. '93
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
16 MEG	13	FIGHTING	75%

BAD MR FROSTY

LIKES: PIZZA
HATES: FIRE
CLAY TYPE: O -
SEX: CLAY
MARRIED: NO

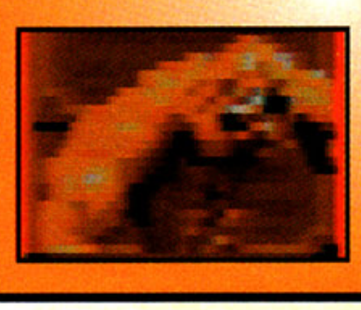



TAFFY MAN

LIKES: GLUE
HATES: PERMS
CLAY TYPE: B
SEX: CLAY
MARRIED: YES

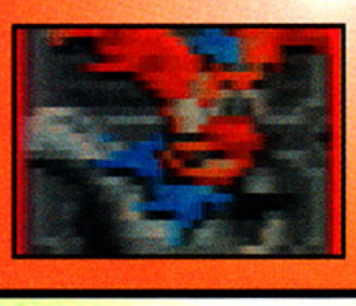
CRUSHER

LIKES: COLOR
HATES: SEGA
CLAY TYPE: R
SEX: CLAY
SLOGUN: WIN!



BONKER

LIKES: X-MEN
HATES: SOAP
CLAY TYPE: Z
SEX: CLAY
SLOGUN: PIE!



PLAYER VS. PLAYER

See who fights the best with a character against the same character!

BLOB

LIKES: HAIR
HATES: PORT
CLAY TYPE: X
SEX: OTHER
MOTO: ILL

VAL

LIKES: CLAY
HATES: OGURT
TYPE: PLUS
SEX: CLAY
MARRIED: YES

GHOSTGUY

LIKES: WIND
HATES: DAY
CLAY TYPE: M
SEX: ???
MOTO: FLOAT

IMPERSONATOR

LIKES: MADONNA
WANTS: MADONNA
TYPE: MADONNA
SEX: MADONNA
IDOL: MADONNA

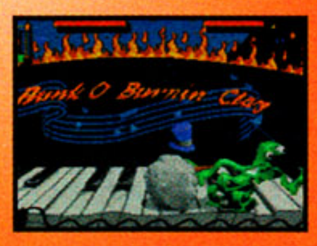
BAD MR. FROSTY

This is one snow-made dude that definitely needs to chill out! This snowman-gone-bad has several deadly moves - especially his Snow Boulder that rolls over enemies!

ICE BELLY

CHILL KICK

SNOWBALL


SNOW BOULDER

TAFFY MAN

He is springy and stretchy - but not nearly as sweet as he looks! His most devastating moves are the "stretch punches" where he can hit enemies from a distance!

TOP SPIN

HIGH BLOW

STRETCHY KICK

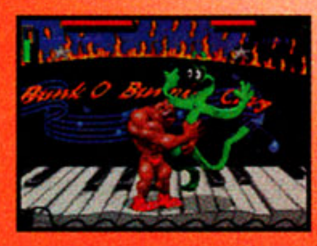
TWIST PUNCH

CRUSHER

Not very fast, but he packs a punch! If Crusher gets hold of an opponent he will give no quarter! His Body Crush is a well-deserved name: if he uses it on you, he will crush you big time!

SUPER SPLASH

MULE KICK


BODY CRUSH

BACK TOSS

BONKER

His name may refer to his large hammer he uses to pulverize opponents! An energetic clown who likes to fight, Bonker gloats over broken, defeated enemies laying on the ground!

FAIRY PUNCH

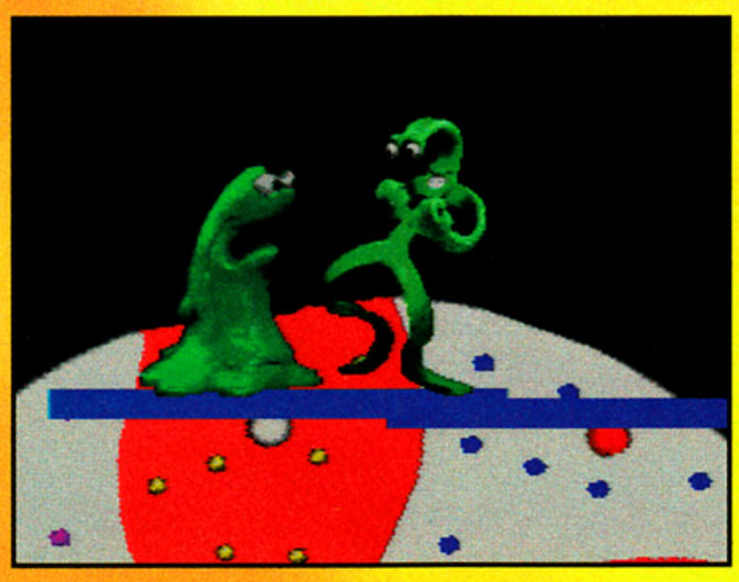
EYE POKE

HORSE BUCK

HI THERE!

BATTLE IT OUT IN THE BONUS SCREEN

The clay fighters will tough it out in a very cool MODE 7 bonus level with several platforms braced against a rotating wheel. The object is to knock off the other player.



BLOB

He creeps.. you know the song! This could be one of the most powerful fighters in the game as he can assume a variety of weapons - like hammers, saws and other items!

BABABABOOM

DAS BOOT

BOXING GLOVE

FLYING SAUCER

VAL

Sorry, guys, this babe is taken! She can also belt out a tune to smash the best of 'em! Val also uses several slamming moves that do much damage! Unfortunately, she's slow!

VIKING DIVE

FLYING KICK

OPERA CRUNCH

HIGH NOTE

GHOSTGUY

Boo! This fighter will scare you! Ghost Guy is very slippery and attacks with great speed and accuracy! However, when defeated, his head explodes in a pile of leaves!

FRIGHT BITE

LEFT THRUST

WHIP KICK

TWIN SCRATCH

IMPERSONATOR

This you-know-who wanna be is a singin' fighter who attacks with musical notes and his large hair! He isn't very fast with his attack, but he sure likes a good tune!

HAIR WHIP

JAILHOUSE KICK

BAD MUSIC

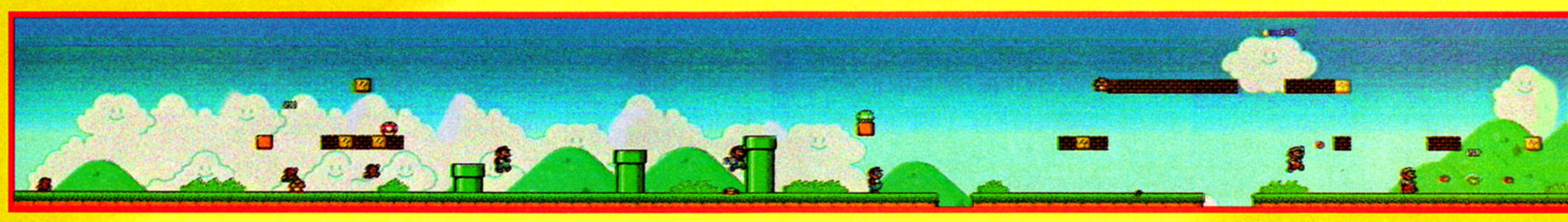
BURNIN' PALM

SUPER MARIO ALL-STARS

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	NINTENDO	SUPER NES	MODERATE	AUGUST
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	16 MEG	N/A	ACTION	90%

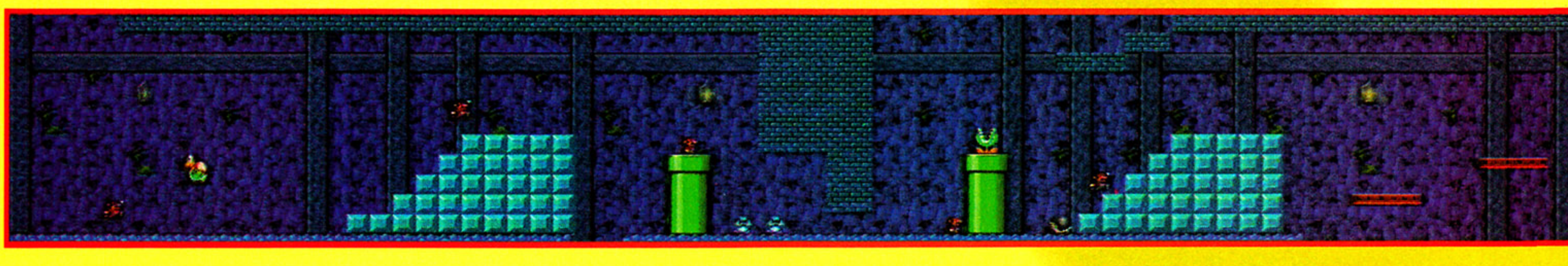
A 4-IN-1 SUPER MARIO CART!

For those of you who are not content with Super Mario World for your 16-Bit Super NES, you will soon have your hands full! Here comes Super Mario All-Stars! The three Mario 8-Bit NES games have been upgraded for the Super system! Super Mario Bros. 2 released in the states for NES is really a game called Dream Factory! The real Super Mario Bros. 2 is included in All-Stars and it bears the name of the Lost Levels! Stay tuned for more!



THE LOST LEVELS:

Here is the game that was never released in the U.S.... until now! Called Super Mario Bros. 2 in Japan, here is a sneak peek of World 1-1 (right) and a partial map of World 1-2 (below). This game will be a new experience for Mario fans!

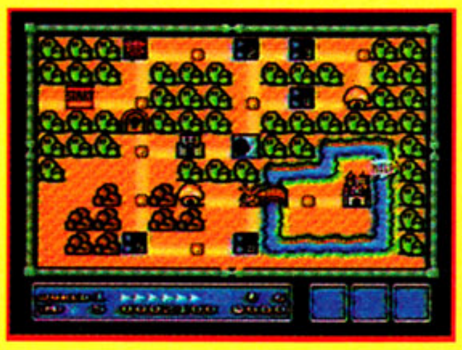


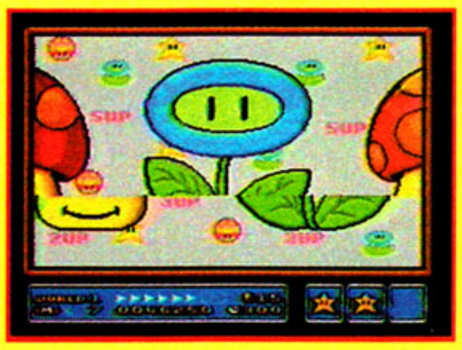
LAST, BUT NOT LEAST, SUPER MARIO BROS. 3:

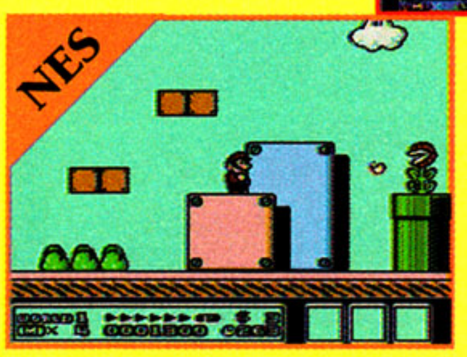
The curtain rises on the fourth and final game, Super Mario Bros. 3! The most extensive Mario game for the NES, it's even more enjoyable on the 16-Bit platform! Everything is here from: the Raccoon and Cape powers to the music note boxes, this game will keep you playing for hours! The map below is of World 1-2, look familiar? Remember to collect the item at the end of each level for big points!

Comparison:

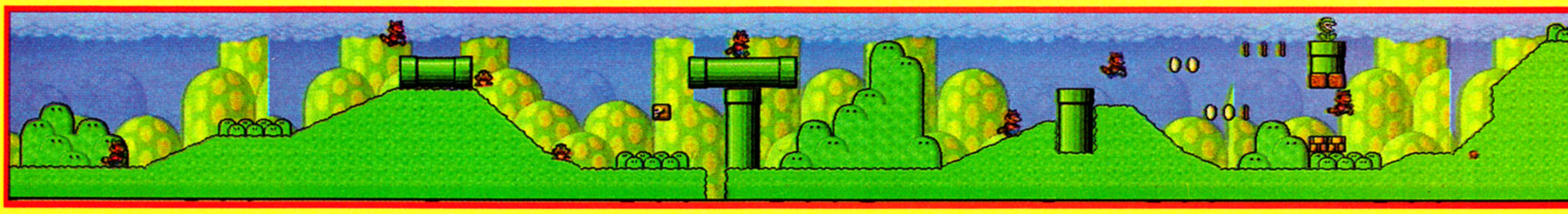
No more backgrounds that move with you! Now there is more depth to give more feeling!







An old wine in a new bottle! The strategy is the same: hit the blocks to reveal power-ups and other items!



SELECT YOUR GAME:

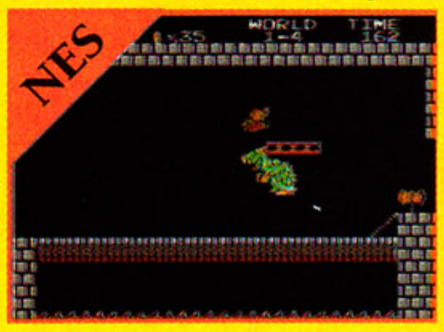
Here are the four games you can play! The Lost Levels is the Japanese version of Super Mario Bros. 2 (the U.S. version was called Dream Factory in Japan)! There is also an option to customize the controls!

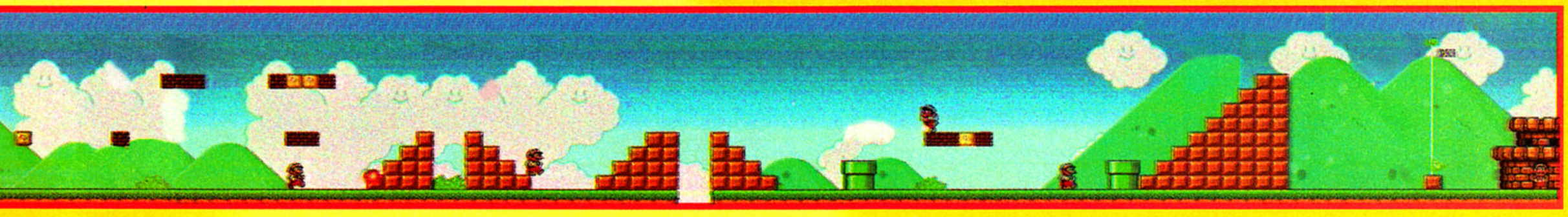
YES, IT'S 16-BIT, BUT IS IT REALLY THE SAME AS THE 8-BIT VERSION?

Absolutely! Everything is the same - even the ability to walk through walls and ceilings that appear to be programming glitches! Even the ability to "jump ahead" to bonus levels has been retained! Check out the comparison below!

You Decide:

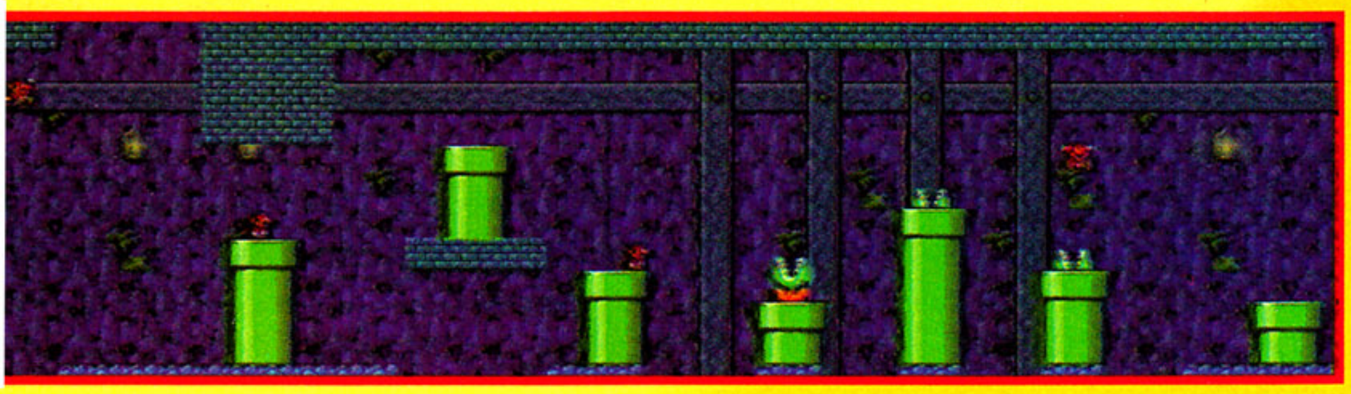
Look at the improved graphics of the 16-Bit Super Mario World over the 8-Bit version! Map of World 1-1 is below!



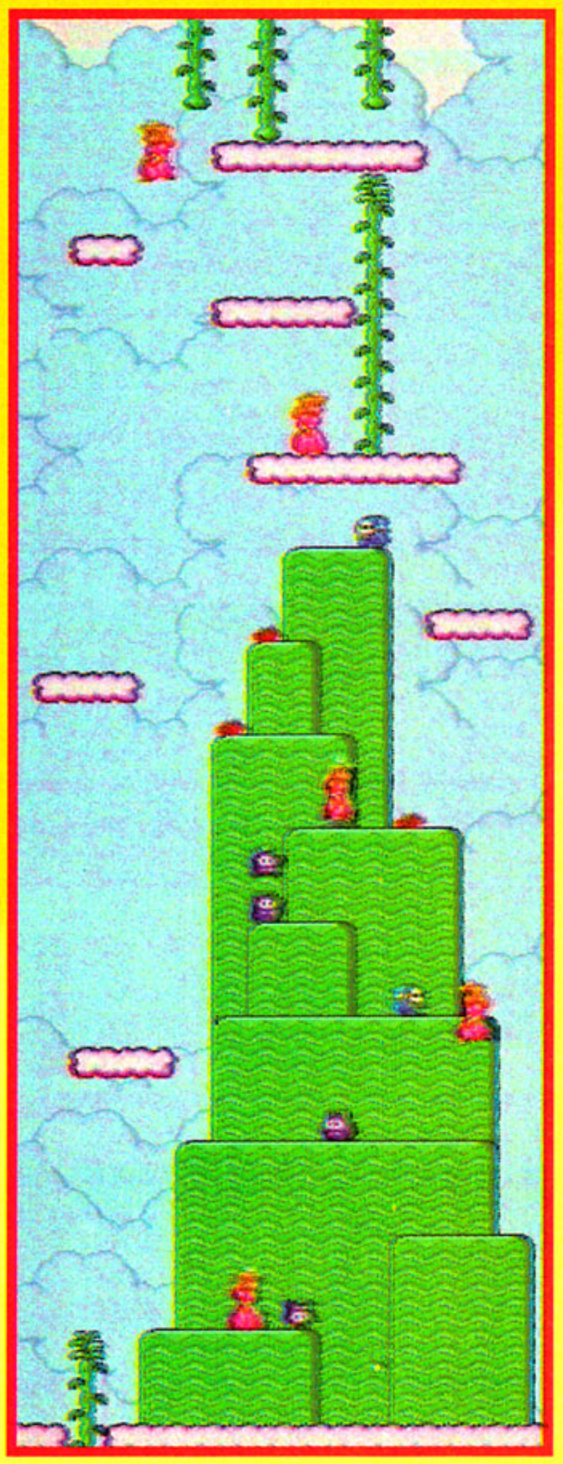


SUPER MARIO BROS. 2:

In Super Mario Bros. 2, things are a little different: you can pull items up from the ground and throw them at enemies! You can also play as one of four different characters - including Princess Toadstool!



In Super Mario Bros. 2, you must use the potion vial to create a doorway to take you to another dimension! Also use bombs to blow open walls - remember, timing is the key with these explosives! Glance at the partial map of World 1-1 (right). Look familiar?

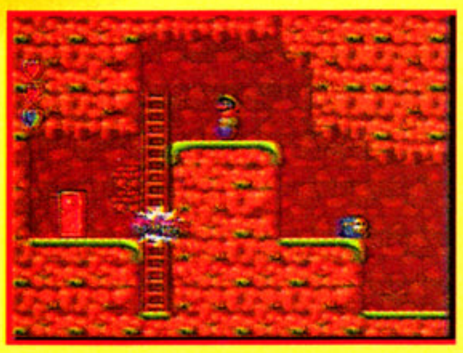


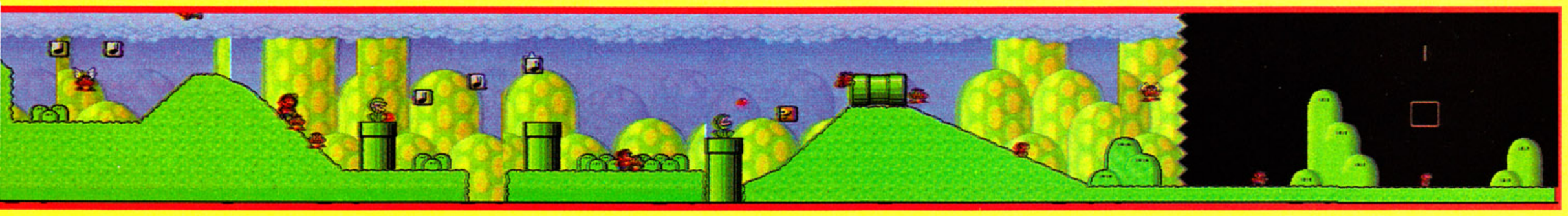
Important Things to Find:

Get over an item (you can find it by the roots sticking up from the ground) and pull it up! You can carry the item over your head!

Let's Compare SMB 2 Versions:

Look at the difference between the two versions! This new collection has multi-scrolling!





SUPER NES

BATTLETOADS DOUBLE DRAGON

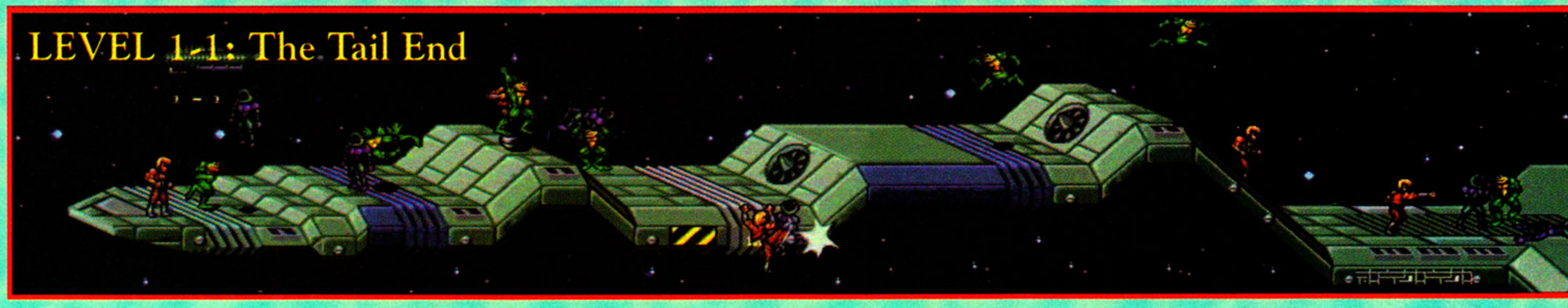
FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	TRADEWEST	SUPER NES	MODERATE	NOVEMBER
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	14+	ACTION	60%

WE'VE GOT TO FIGHT!

They're back, and this time it's all-out 16-Bit war! The brawlin' masters have combined efforts for the ultimate team! There are several combinations for two players: play as two Battletoads, two Dragons, or one Battletoad and one Dragon! There are also two modes: one where you can damage your partner and one where you can't! All the bosses are also here - both the 'Toads and Dragon's deadliest enemies - including the Shadow Boss and the Dark Queen herself! The game isn't all fighting, though, and there is even a level where the game becomes a shooter! Battle on!

LEVEL 1: ON THE TAIL

Here, you get dropped off on the tail of the enemy spaceship! Keep going to the right, smashing enemies as you go. The boss is Abobo: he's big and strong, but slow! Use Battletoad Butts or Typhoon Kicks to finish him! Map below:



LEVEL 2-1: WE'RE IN!

This level is more moving and fighting! However, there are some new moves! When a Walker shows up, smash it and grab its leg to use as a weapon! The Dragons use it to drive enemies through the floor, and the 'Toads swat enemies!

BOSS 2-1: Doorman

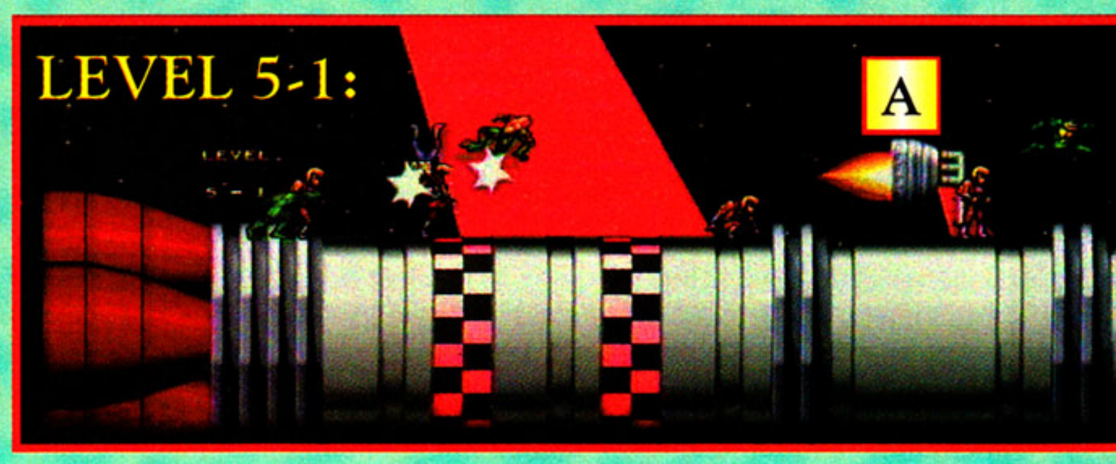
This guy throws sticks of dynamite! The only way to defeat him is to pick them up (press punch to pick up the stick and punch again to throw) and throw back!

LEVEL 4: SHOOTIN' TIME IN THE MILKY WAY!

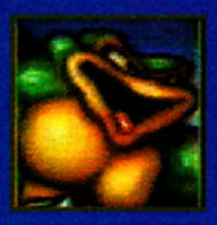
Here you must get in your little spaceship and take to the skies! The ship you landed on and fought your way through in Levels 1-3 is now your adversary! Shoot select parts of it to bits! Watch for asteroids and other enemy objects! The control is very different here: The JUMP Button is your thruster and makes you move, while the PUNCH Button fires your laser! Your Life Meter is the same - with each hit it gets diminished!

LEVEL 5: PUNCH ME (ALL LEVEL LONG):

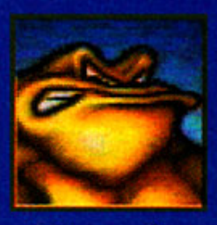
On top of a speeding rocket, make your way to the cockpit where Robo Manus awaits! Look out for flaming thrusters (A) that can burn you up, and ninja warriors that jump out from behind the fins (B)! On the lower sections there are



THIS IS THE *ULTIMATE* TEAM: Battletoads and Double Dragon!


Zitz

Rash


Pimple

Thwack

ITEMS:

Bonus Pods:
Contain any item!

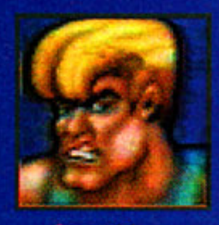
Bonus Life:
Gives an extra life!

Invincibility:
Phase from any harm!

Energy:
Refills your Health meter.

Dragon

Punt


Billy

Jimmy

BT Butt

BATTLETOADS: "Move To This!"

The green three are ready for action! This time you can play as any of the three greenies! 'Toads, meet the Double Dragon team! Fight nice now!

DOUBLE DRAGON: "Get Some!"

The street fighting experts Billy and Jimmy Lee join the fight with their devastating karate moves! Maybe they can learn something from the 'Toads!

Knee

Big Duck

Punch

Hammer

Bikin' Bash

Duck

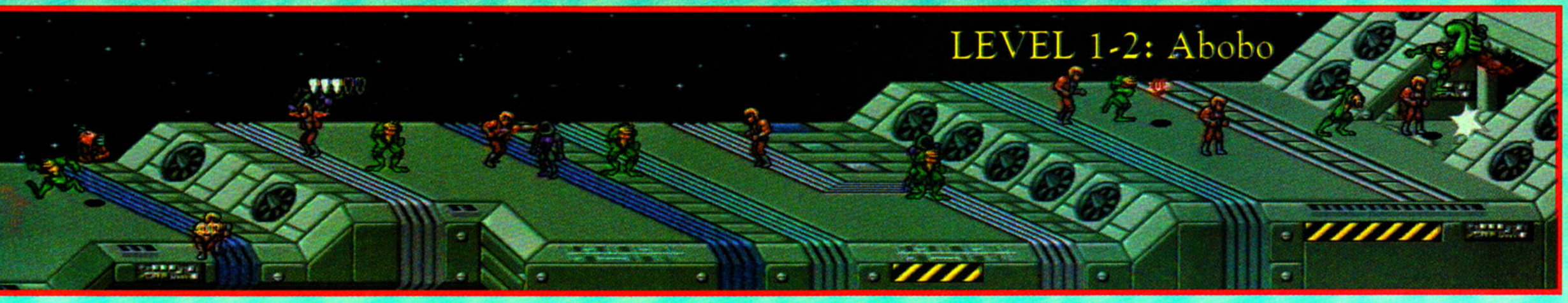
Bikin' Bash

Throw

Typhoon

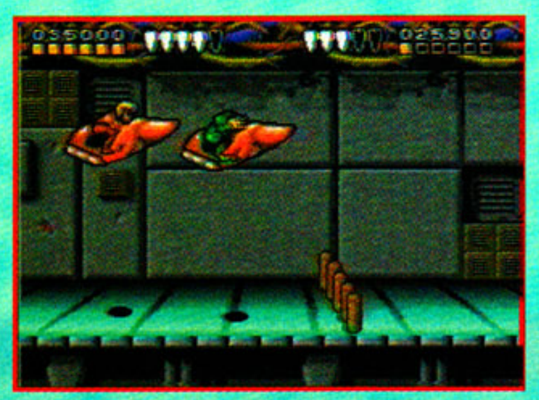
TWO-PLAYER BASHIN' FUN:

The 'Toads can play nice with their new Dragon friends, can fight their Dragon friends, or vice-versa! A picture of cooperative fighting is to the left; two pictures of a not-so-cooperative fight mode are to the right!

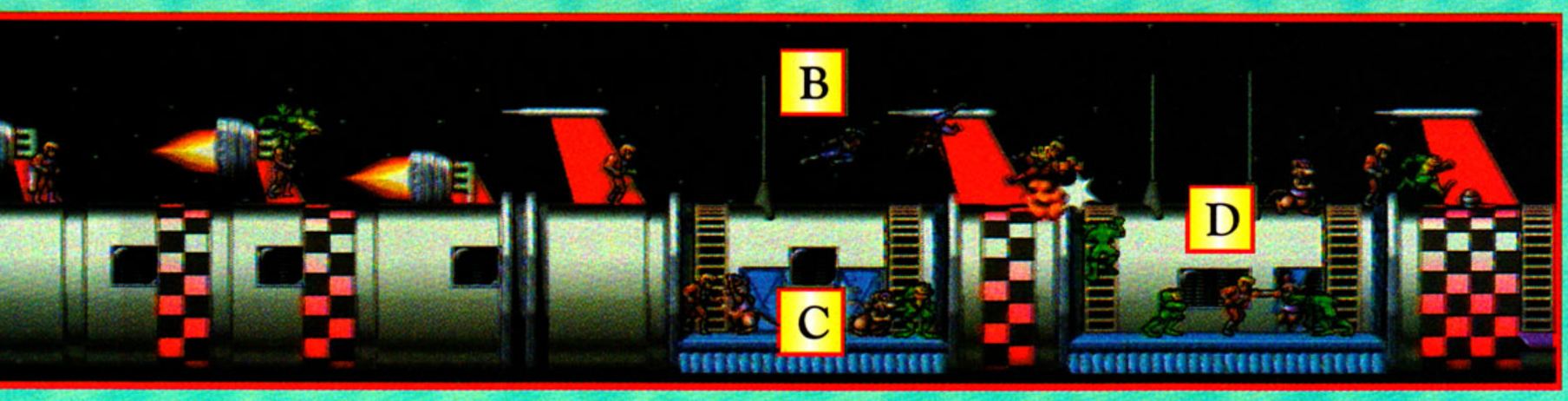


LEVEL 2-2 & 2-3: RIDE!

This level is like the preceding one! The boss is identical to the one before, but he takes more blasts to finish off! The next part is driving - this time while fighting! Also dodge obstacles! Blag waits at the end of the line!



doors where Giblets (C) will come out and knock you around - hit 'em first! Don't forget to break open the Bonus Pods for the item inside - these are essential! The biggest adversaries (other than the Boss) are the fights with 'Toad adversary, Slaughter (D)! Attack Slaughter quickly and furiously, he hits hard by charging and using his arm-hammer swing!



SUPER NES

ART OF FIGHTING

RYO SAKAZAKI

ROBERT GARCIA

ATTACKS

The special moves can be powerful!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	TAKARA	SUPER NES	MODERATE	NOVEMBER
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	16 MEG	8	FIGHTING	60%

MASTER THE ART...

What would you do if your sister was kidnapped? Probably celebrate. But that's not what Ryo Sakazaki did. He went to look for her in the rugged South Town. Always willing to fight, Robert Garcia joined in the fray. Ahead of them lies a series of vicious fights where they will obtain the clues needed to rescue Ryo's sister. Deadly martial artists, willing to risk all for victory, will join you. The only question is how?

The Super NES is pushed to its technical limits with Art of Fighting. Each level scales in to show the wild action, and there's a lot to see! A whole assortment of special moves can be learned, with graphic cinemas and cool bonus rounds that add to this cart's entertainment value. A bit sized down from the Neo version, it's still a worthwhile game. One of the better fighting carts around.

Fight your way through the toughest thugs for the clues that will help you.

TEST YOUR SKILL

Break the ice blocks for bonus points. Pretty nifty, don't ya think?

THE TERMINATOR & ROBOCOP NOW HAVE SOMEONE THEY CAN LOOK UP TO.

Introducing **Cybernator**, the 21st Century's biggest hero and the baddest cyborg ever to blast onto your Super NES™. Standing five stories tall and loaded with stunning graphics and firepower, this mechanized marine overshadows and outguns all other 16-bit metal heads. From the **Cybernator's** command cockpit you'll control five tons of tail-kicking, Axis annihilating battle armor and the Enemy Eliminator with 360° firing range. You'll also power a hyper-space propulsion pack that launches **Cybernator** through seven levels of digitized devastation. So if nuts and bolts busting action is your game, check out **Cybernator**. The future of 16-bit warfare today!

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SUPER NES

SPOT: THE HOTTEST NEW DOT!

Spot's dot buddies have been kidnapped, and it is up to our limbed dot friend to get them back!

But can he do it with his abilities of jumping and firing suds at his enemies? Only time will tell!

Spot makes the crossover to the Super NES with Cool Spot! Watch Spot when he stands still: he runs, walks, jumps, attacks with shooting suds, and check out the way he cleans his glasses and plays with his yo-yo! Practically identical to the Sega Genesis version with a few differences, Spot can also enter a bonus level where he tries to spell U-N-C-O-L-A! With each letter he gets, he is allowed a continue which comes in handy when he runs out of lives! Watch Spot's life meter - if it peels off the screen it's dead spot!

COOL SPOT

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
VIRGIN	SUPER NES	MODERATE	3rd Qtr. '93
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
8 MEG	10+	ACTION	99%

A DOT AND HIS MOVES:

LOOKIN' & JUMPIN': Spot can look and jump at varying heights! Wow!

SHOOTIN': Spot can rapidly fire destructive suds!

Press the R Button to stand still and the control pad and Y button to direct your fire! Shoot suds in 8 directions! Some enemies take more than one hit to kill!

A DOT AND HIS COOL LIFE METER:

READ IT:

ITEMS TO HELP SPOT BE A HAPPY DOT:

Find these useful items in the levels to help Spot!

7UP:

Gives Spot seven Dots.

DOT:

Collect these items.

BOTTLE:

Boost the Life Meter.

FLAG:

Start here if you die.

CLOCK:

30 extra seconds.

THE OVERALL MAP OF THE SCENE:

A brief look at some stages: Cool Spot for Super NES has levels almost identical to its Genesis counterpart, except with some surprising changes! Here is a look at the first two levels with the object being to get enough Dots to be cool enough to spring your buddy from the cage at the end!

Bonus Level: Here is the chance to get some continues! Bounce around and find the letter!

STAGE 1:

On the beach, Spot must beware of snapping crabs, fireball shooting dragonflies, and hermit crabs! Look everywhere for Dots - even behind objects! Also remember to use the balloons!

STAGE 2:

Hit the docks and get ready to learn the ropes! Here, Spot must climb... and climb some more! Even more menaces are here, including clams, inchworms, spitting fish, and spikes!

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LIFE'S A BITCH

WANT TO FIGHT ABOUT IT?!

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SUPER NES

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	INTERPLAY	SUPER NES	MODERATE	3rd Qtr. '93
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	25	ACTION	85%

Have you played with clay today?

Claymation has always been a great way to bring characters to life - and Interplay is now incorporating such a technique into the gaming experience with Claymates!

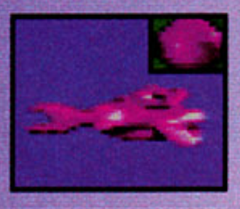
Professor Putty has been kidnapped by a witch doctor, who has also turned Putty's son into a ball of clay! So now you are out to rescue your father and defeat the witch doctor before all is lost!

Clayton clay-shifting forms!

Clayton
A rolling lump of clay!

Muckster
A snooty cat that climbs.

Buckmeister
Dig for hidden surprises!



Goopey
A bubble blowing fish!

Oozey
Slide into small places.

Doh Doh
A little pecking bird.

This game is unique because it utilizes clay figures and stop-motion digitization to bring all the characters to a new degree of animation. There are five forms that Clayton can be turned into, each one having its own unique properties! This is also a game where you can explore to your heart's content and find hidden knick-knacks that will increase your chances of succeeding in rescuing your father! Time to get serious with clay!

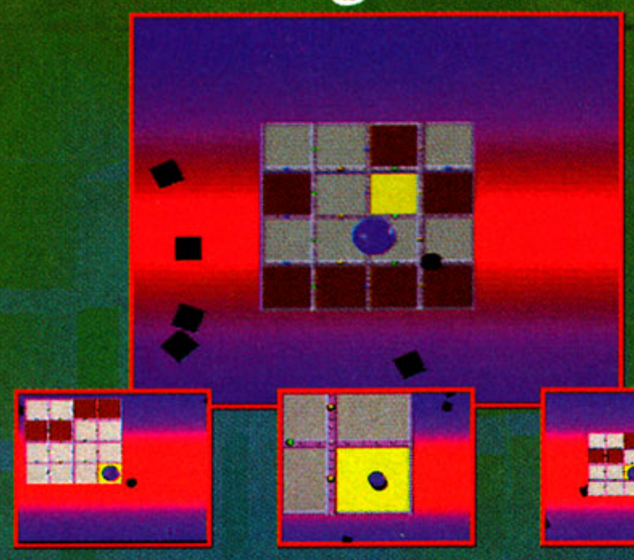
After Stage Specials!

These trees are the targets for the bots.

Guide the robots to the chopping axes.

After each level, you'll need to solve a puzzle to get to the next stage of play!

Bouncing Bonuses!



Bounce upon the lit squares to earn an extra bunch of bonus points! Yeah!

Search High and Low!

Find this wheel of letters and spell "clay."

If you find the right paths, big profits await!

Secrets can be found in almost any place! Search for them and win big!

Yard Level 1

In the first section, you will need to search over the fields and underground for hidden surprises!

Later on, you will have to climb several trees and fly on floating clay clouds to proceed!

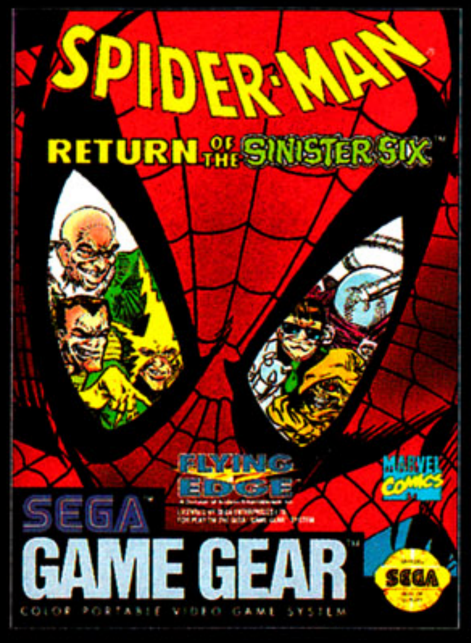
Streets Level 2

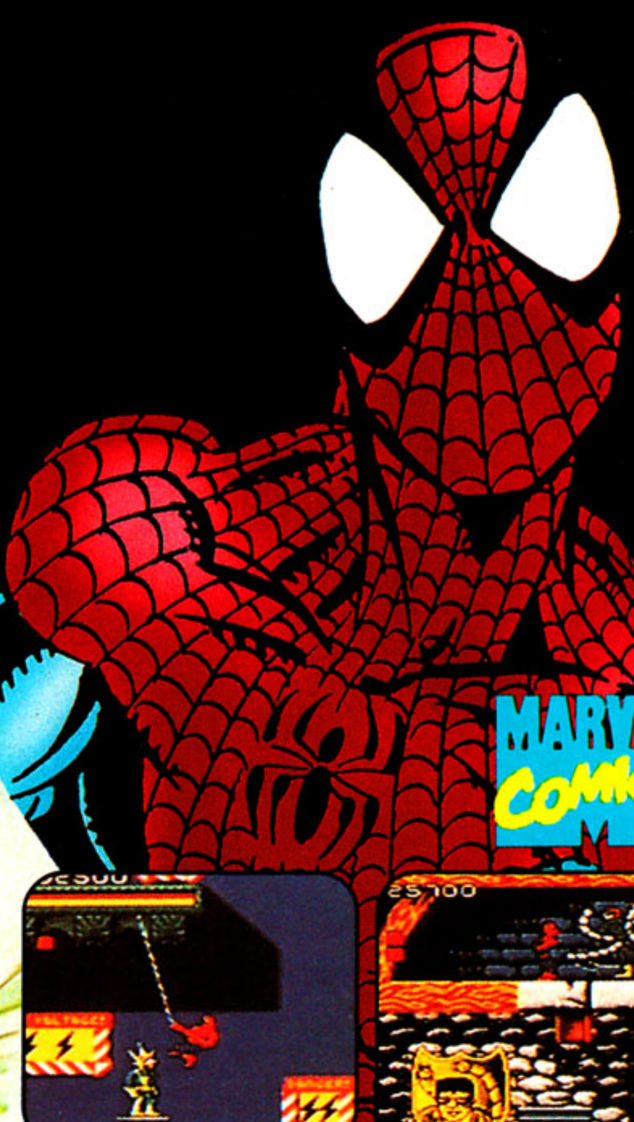
Head for the electrical wires! Climb high into the sky and dodge electrical currents on the wires!

You can head into the sewers, travel the streets, or turn into the Doh Doh for high action.

GEAR UP!

THE RAGE IN THE CAGE, THE WAR OF THE WEBS AND THE BATTLE OF THE MACHINES!





ACTION SO INTENSE ONLY 15 FEET OF STEEL CAN CONTAIN IT!

IN AND OUT OF THE RING MAYHEM!

UNPLUG ELECTRO WITH WEB-SWINGING ACTION!

BATTLE DR. OCTOPUS' ARMY OF ARMS!

DESTROY CYBERDYNE RESEARCH!

HASTA LA VISTA, BABY!

For more portable power, check out the bodyslamming excitement of WWF® WrestleMania® Steel Cage Challenge™, the amazing web-swinging action of Spider-Man®: Return of the Sinister Six™, and the explosive firepower of Terminator™ 2: Judgment Day. Gear up for great graphics and game play with the biggest superstars on Game Gear™!

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SUPER NES

SUPER BOMBERMAN

WHAT A BLAST!

It's here! The ultimate in cooperative games has finally arrived for the Super NES! This incredible version has more levels and features than the original.

The idea is simple: run around a one-screen maze in search of power-ups and attempt to blow up an opponent, or two, or three! With the aid of the MultiTap, four players can compete for points or just simple bragging rights!

There are over forty levels to pass in the Normal mode. One or two players can battle in the seven mid-levels with a powerful boss character afterwards.

The real fun and challenge lies in the Battle mode. Up to four players can compete in twelve very unique stages with an easy objective: blow your opponents to pieces! These stages offer great surprises like complete darkness with only a roving spotlight nearby, or a psycho zone where there are no obstacles and everyone is powered-up!

If you're tired of lame games that don't offer long lasting fun and action, check out Super Bomberman. It's sure to be a blast at any party!

FACT FILE

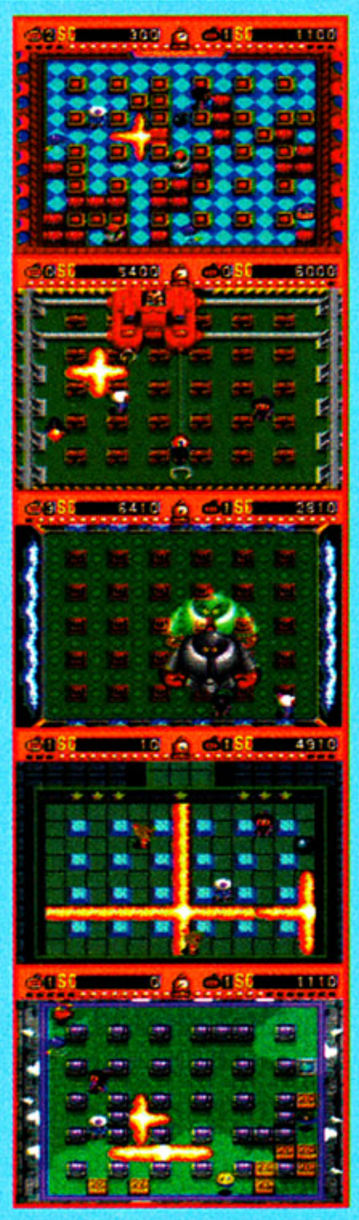
MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
HUDSON SOFT	SUPER NES	MODERATE	SEPTEMBER
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
4 MEG	42+	ACTION	90%

NORMAL GAME

The Normal Game allows one or two players to compete through six stages of demolition fun! Each stage is comprised of seven levels with a boss to face afterwards. You and a buddy must blow up blocks to locate power-ups and find the exit that will warp you to new levels. The map charts your progress as you go.

The map shows the six areas that our hero, Bomberman, must fight his way through.

One or two players can bomb through over 40 levels in search of enemies.



BATTLE MODE

Battle Mode is a great way to get three of your best friends together for a Bomberman competition. You can choose how many players will compete in twelve unbelievable stages. Power-ups are plentiful along with other surprises that may pop up. Watch out though, this game can be very addicting!

One or two players can compete, but with the MultiTap, two more can join in!

Then, select from 12 bizarre stages and try to blow your opponent into spare parts.

BOMBERMAN ICONS

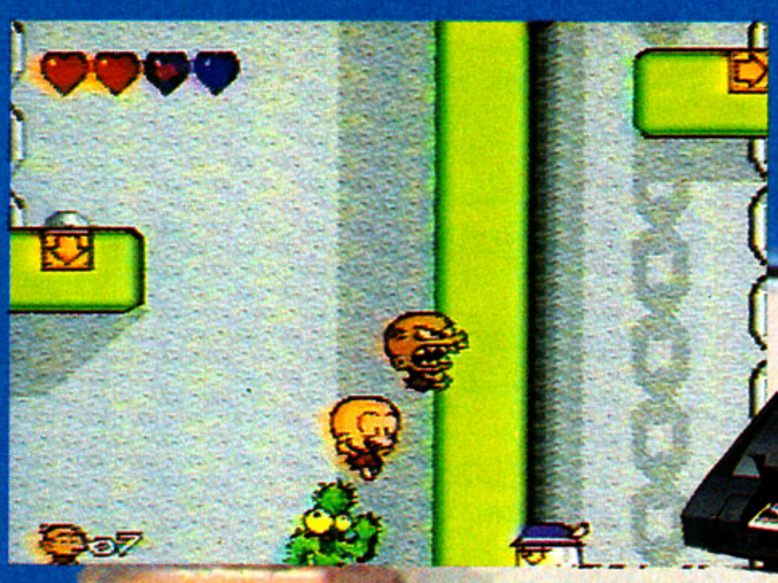
There are a total of 23 icons found throughout the game. These eight are the most important of the bunch.

BOMBS	FLAME	ROLLER SKATES	DETONATOR	CHERRY BOMB	PUNCH	KICK	DISEASE
More bombs are available when collected.	Stretch the reach of the blast by one.	Bomberman can walk faster with these.	Set the bombs to explode manually.	A stronger version of the black bomb.	Punch the bomb toward an opponent.	Kick the bombs and they slide along the floor.	Beware! Many of these cause strange things.

BONK 3

BONK'S BIG ADVENTURE™

BONK IS BACK IN A BIG WAY. AND THIS TIME HE'S NOT ALONE.



WITH BONK III, TWO PEOPLE CAN PLAY SIMULTANEOUSLY. IT'S ALSO THE BIGGEST BONK CHARACTER YOU'VE EVER SEEN. OR, DEPENDING ON WHAT HE EATS, THE SMALLEST BONK YOU'VE EVER SEEN.

8 MEG

DUO™

TURBO GRAFX 16™

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SUPER NES

PLOK

I'VE BEEN PLOK'D!!

Plok is the protector of the kingdom Akrillic. One day, Plok glanced high atop his building and saw that his flag had disappeared. Who had taken his flag? He was determined to answer that question, so he set out on a quest to search for it. You can help Plok along in his journey to find the culprit and the flag itself.

Plok has a special ability to throw his limbs at will. This is a powerful weapon against the evils that inhabit the islands on your quest. Deadly vegetable creatures, monstrous frogs, and jumping fish bones are just some of the enemies you will face in trying to find the flag. In each level, you will be able to collect flowers for points, presents which give you different outfits and power-ups, and you will be able to work within each island to find ways of advancement. For example: throwing your limbs at a gear with a platform attached will make it spin. You can then hop on and take a ride up to the next section of the level. Your flag is on one of the poles, but which one? It's up to you to find out!

Poor Plok. He's lost his flag and must find it somewhere in the land of Akrillic!

Plok's journey will start at Cotton Island and from there, the quest will begin.

PLOK'S PRESTO CHANGO OUTFITS AND VEHICLES

BOXER
Sporting headgear and boxing gloves, Plok can pound foes.

HUNTER
Plok can use this gun to hit enemies at a further distance.

4X4 TRUCK
Using this vehicle, Plok can shoot, jump and move faster!

SPIN JUMP
Plok can jump even higher with an added spin move.

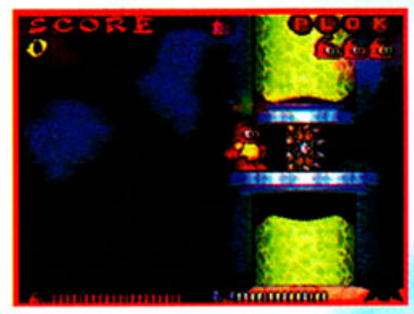
SAWBLADE
Cut through and move at high speeds across the terrain.

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
TRADEWEST	SUPER NES	MODERATE	OCTOBER
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
8 MEG	64	ACTION	90%

At the beach on Cotton Island, jump over the logs and collect the flowers.

Throw your arms and legs at this rotor to make the platform spin, then jump on!

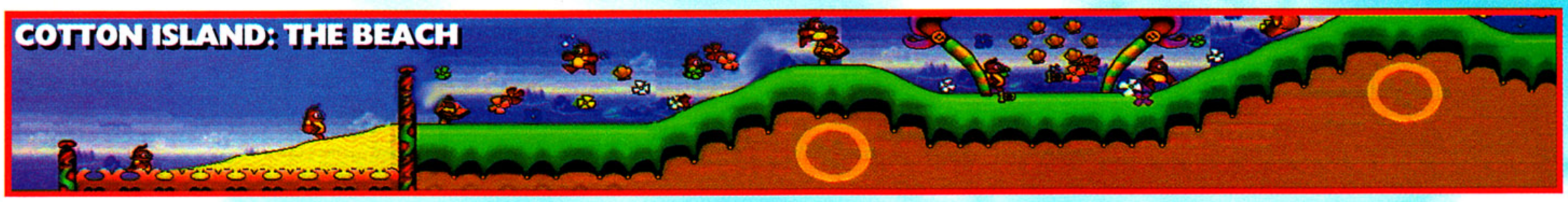


In the Creepy Forest, you will find spinning doors with protruding spikes.

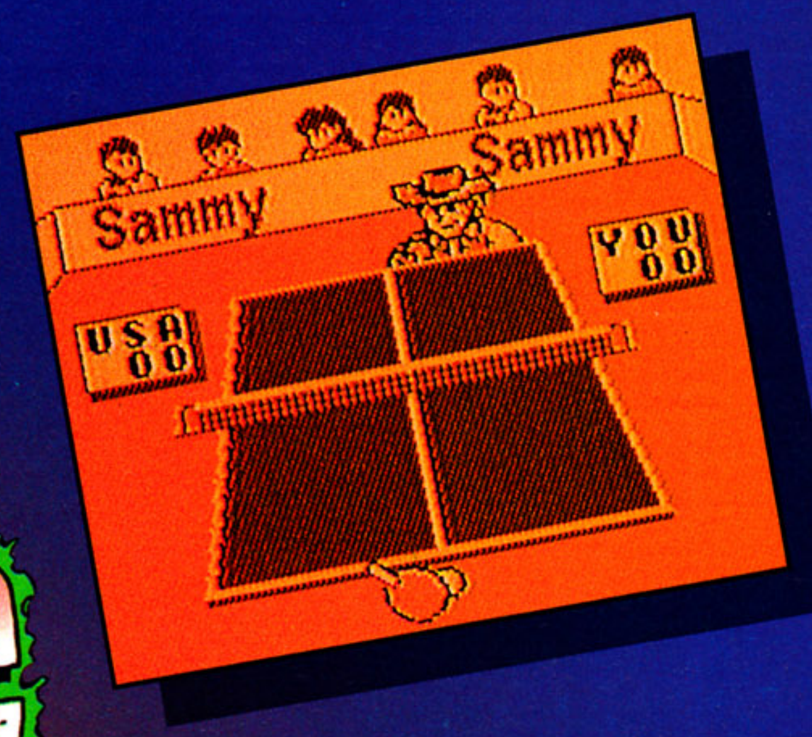
On the bridge, bony fish and vegetable-like creatures jump to hinder you.

Drive across the rocky Fleapit terrain and shoot the creatures of this dreaded pit!

Run away from the creepy forest flower! This stage will give you chills!



HEADS UP!!!



Battle Ping Pong™

Battle against your opponent with power slams, slice shots, hook shots, and drop shots. Match your skills against computer teams from eight different countries or take the ultimate challenge — select the 2 Player option and test your skills against a friend.

- Exciting 2 Player Head-to-Head Competition!
- Develop your own Signature Style!
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with everything you've got... from a plasma rifle to a blow torch... or this nightmare will never end!

RED-HOT
ALIEN ACTION!

NOWHERE
TO HIDE... RUN!

ACID-SPITTING
ALIEN INVASION!

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GENESIS

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SEGA	GENESIS	N/A	NOVEMBER
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	24 MEG	11	FIGHTING	50%

ETERNAL CHAMPIONS

FIGHT ONWARD!

Sega's latest creation is an awe-inspiring 24-Meg wonder. Hot in pursuit of Capcom's Street Fighter 2, Eternal Champions strives to be the ultimate 16-Bit fighting game. Achieving that is no piece of cake, as most companies can agree, but if you take a gander at these pictures, you're sure to be surprised. Sega has gone all-out to put detail and animation into the game.

On Earth, in the year 2225, the Eternal Champion is an entity which maintains the balance of good and evil, embodying the skill and integrity found in the great masters of the martial arts - the teachers of distinct fighting styles that have naturally evolved around the world. When the Eternal Champion discovers itself

MEET THE FIGHTERS OF THE TIME ZONES

ALIEN ADVERSARY *

SAVAGE *

PIRATE GAL *

SHADOW MISTRESS *

CYBORG *

SORCERER *

* Characters' names and professions are tentative.

dying, it searches the past to select 11 of the greatest fighters through time. The fighters have come together for the ultimate contest. The victor of the fight will be crowned the new Eternal Champion.

The plot sounds pretty cool, and the fighters are really exotic. Eternal Champions has a number of features which should be noted. Of those, the Dynamic Play Adjustment (DPA) will make this game a constant challenge to even the best players. You will also be able to use the Activator to really be in on the action. You can tailor the number of matches needed to win, and watch your battles with the instant replay function. Of course, what fighting game would be complete without moves? Eternal Champions has every character using over 35 different moves! Another neat feature is that each character has a special Over-Kill move that he or she uses to defeat the enemy in a grand fashion!

Eternal Champions looks to be a hot title. Maybe it can topple the mighty Street Fighter. Even if you're the best you will be challenged here. Now gaze upon this page for a glimpse at this 24-Meg powerhouse. Look for more on it soon!

SPECIAL MOVES TO FINISH WITH!
Each character has special moves. For example, the Detective guy can crawl on the ceiling then jump down on his opponent. Player-versus-same-player is also possible here.

THE SCENIC LEVELS

The foul stench of the swamp is overpowering; fighting is difficult.

The caged arena is a place of shadows and defeated warriors.

Travel to the time of prohibition in 1920's Chicago and battle the thugs.

The tropical entanglements of the jungle are a feast for the eyes.

MORE AWESOME FIGHTERS!

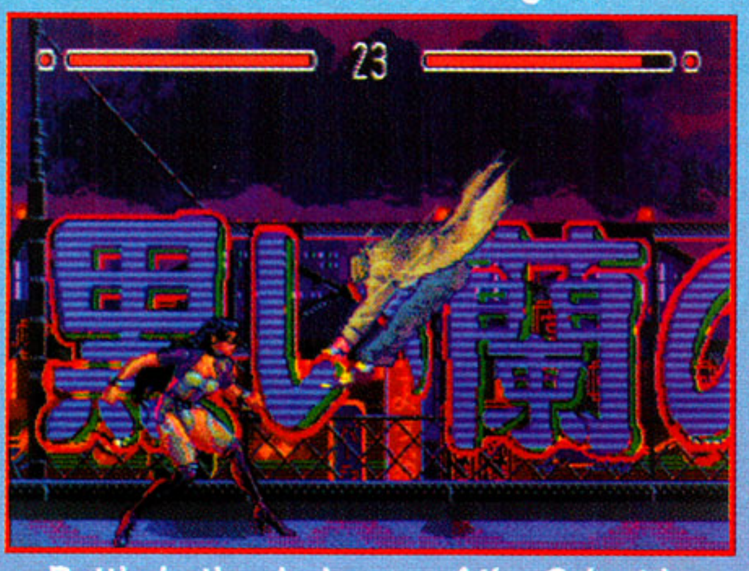
MARTIAL ARTIST *

SUPERHERO *

STREET FIGHTER *

GUM SHOE *

The volcanic wastelands are almost as hot as the action in the game!



Battle in the darkness of the Orient in this eerie zone. Spooky isn't it?

GENESIS

Virtua Racing

Burn Rubber!

Hold onto your hats everyone! Virtua Racing is coming soon to a Genesis near you!

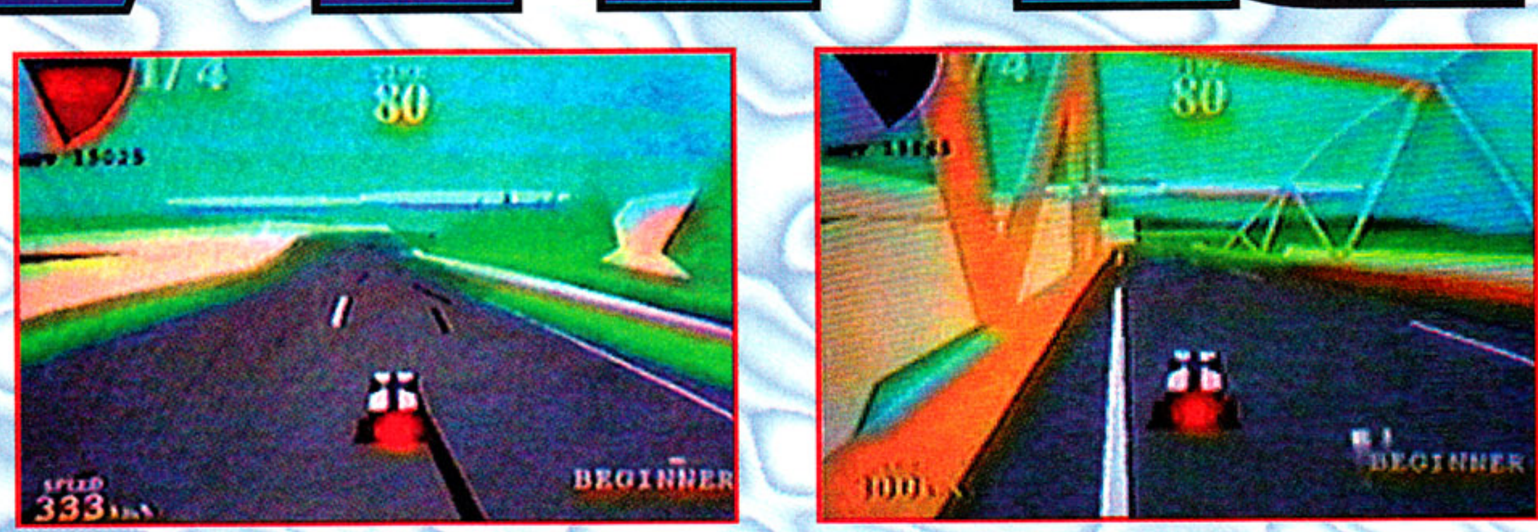
Sega has employed some new technology in creating this arcade-to-home translation. The use of the DSP chip helps to enable more fluid scaling and other special effects. Just like StarFox for the Super NES, Virtua Racing offers smooth, polygon-based graphics which are really a sight! The detail in this 16-Meg cart is really something to be seen, and they definitely owe a lot to the arcade game! Oh, and by the way, the wipeouts are spectacular!!

The game allows you to race against the clock, other racers, or previous best times. Also, the tracks are based on actual Worldwide Formula One racing circuits! Even the competition is taken from real life drivers! Too cool!

You can alternate between many different viewing perspectives with the push of a button! You can see the race right from the driver's seat, behind the car, slightly above the car, or with an aerial view.

If, during the race, you pass a certain point of the track under a preset time, you will be granted extended racing time.

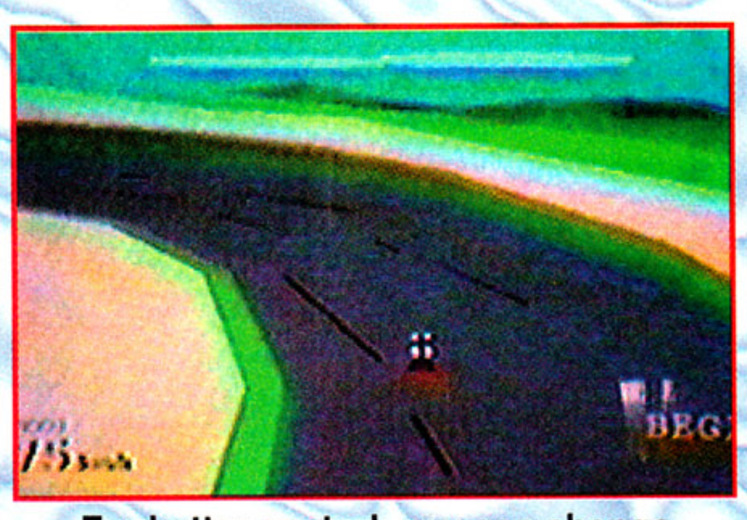
This cart rocks the house! Strap yourselves in racing fans, because Virtua Racing is here in full force!



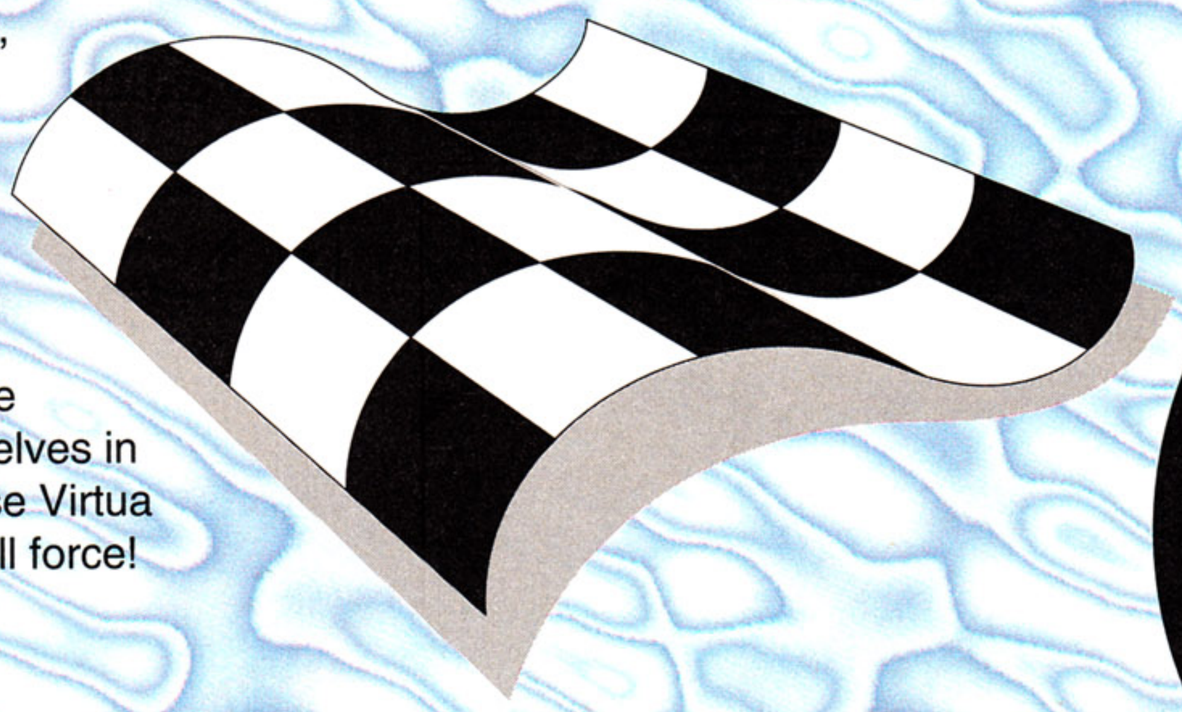
The smooth polygon-based graphics will give you the sensation of true motion!

The added scenery is another plus as you navigate the various courses!

Passing the predetermined checkpoints will allow you to continue the race.



For better control, you can change perspectives with the push of a button.



FACT FILE

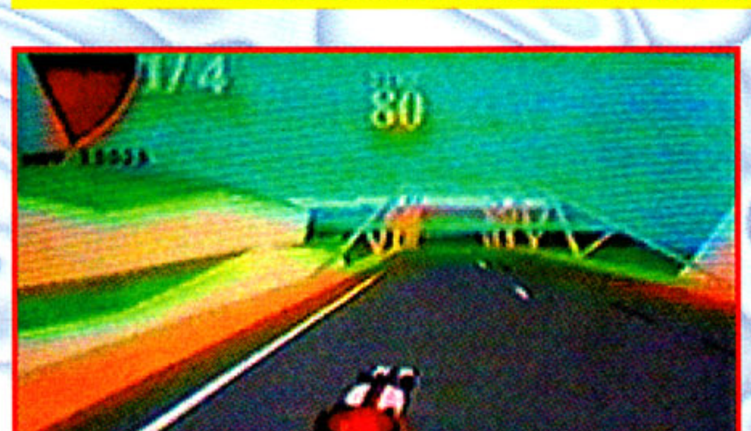
MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
SEGA	GENESIS	MODERATE	DECEMBER
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
16 MEG	N/A	RACING	60%

VS.

Compare the Two!

Which one do you like best? Although it's only in the developmental stages, Virtua Racing for the Genesis seems to be a good translation of the arcade hit. But don't just take our word for it, compare the two for yourself!

On the left are pictures from the arcade version, and on the right are some pictures from the Genesis title. Sega's special DSP chip does an outstanding job in handling the various special effects that the game offers. Even the various scaling effects are done really well!



All of the racing tracks are based on actual International Formula One circuits!

Make sure to keep a close eye on your speed indicator when taking the turns!

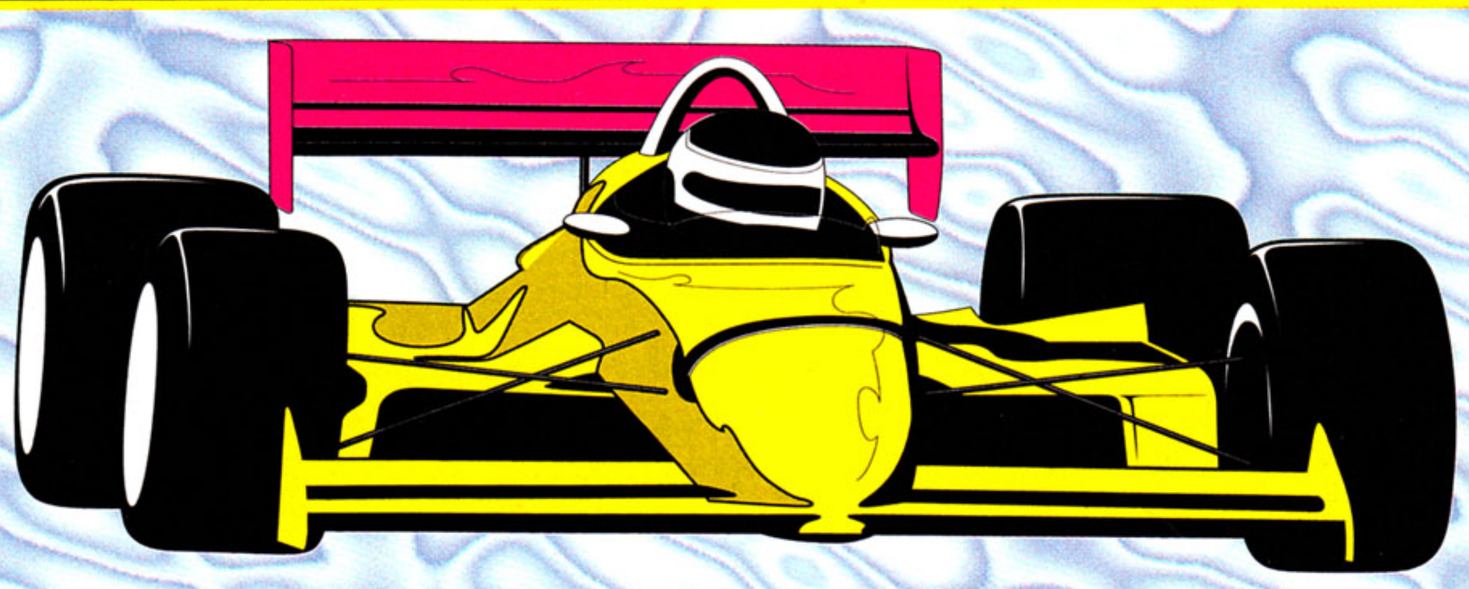
Virtua V.R. Racing™

SEGA CD VIRTUA RACING?

With the incredible popularity of Sega's Virtua Racing arcade game, hopes are high for a Virtua Racing rendition for the Sega CD.

The possibilities are limitless! Think of playing Virtua Racing at home with all of the graphics completely intact! Also, the idea of having CD-quality audio serves to further sweeten the pot.

We certainly hope that Sega takes a long, hard look at this idea and brings the already classic Virtua Racing out on this powerful home medium.



GENESIS

FIGHT IN THE PITS!

They're back! This time there are more enemies, more moves, plus better sounds and graphics! Like its predecessor, the game uses digitized characters and voices for maximum impact! In the Pit there are no rules - which means you have to watch the spectators as closely as your opponents, because the audience can hurt you with sharp knives and deadly hits! Your opponents are ready to play down and dirty! You can play alone against the computer, or take on a friend (or enemy) for some head-to-head competition! The mean three are back: Buzz, the ex-wrestler; Kato, the karate master; and Ty, the kickboxing champion who is also the only survivor of previous Pit fights! They are joined by newcomers Tanya, Conner, Chief and Javier!

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
TENGEN	GENESIS	MODERATE	4TH QTR.
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
16 MEG	9+	FIGHTING	75%

PIT FIGHTER II

VICTORY MONEY:
The objective is to win the fights and collect big money! The amount you may receive depends on the time and money you have left!

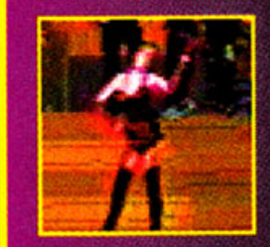
BRUTALITY BONUS:
For really big bonuses, finish off your opponent as quickly and furiously as possible! This is something master fighters should go for!

One-On-One Match Against the Computer:

Round 1: Here Comes Helga

HELGA: Helga is very fast and uses acrobatics to escape opponents! She also carries a riding crop which she uses to bash you! However, she is easily wounded!

WATCH FOR THESE DEADLY MOVES:



TAUNT

CROPPER

FLIP

THROW

JAY-JAY: A brutal street fighter, Jay-Jay likes to knock opponents down and stomp on them! He also likes throwing opponents into the audience!

WATCH FOR THESE DEADLY MOVES:

TAUNT

SMASH

THROW

HEAD BUTT

Round 2: Take on Jay-Jay

Select Your Fighter to Engage in Mortal Combat!

Fighters: Some New Faces! Hey, Look! Moves!

Below are the fighters you can play as in the game! Each has his or her own moves, including some special moves that do serious damage to enemies! Back are veteran Pit Fighters Buzz, Kato and Ty along with some all-new fighters!

Audience Participation:

Not only do you have to keep your eyes on your opponent, but you must also watch members of the audience who are also out to do you harm!

Tanya: Roller Queen

HEIGHT: 5'9"
WEIGHT: 123 lbs
Tanya is an incredibly fast fighter with speedy attacks! However, she wounds very easily.

KICK

KNEE

TWIRL

Buzz: Pro Wrestler

HEIGHT: 6'2"
WEIGHT: 226 lbs
Back for more of the Pit is Buzz! One of the better fighters, he uses several deadly body slams and smashes!

KICK

ROLL

PILE DRIVER

Conner: Karate Champion

HEIGHT: 5'11"
WEIGHT: 195 lbs
Speed and agility are the two qualities that best describe Conner! This very quick fighter uses judo!

KICK

JUMP KICK

PUNCH

Chief: Ex-Bodyguard

HEIGHT: 6'4"
WEIGHT: 235 lbs
A former wrestler who was disqualified for excessive brutality. Chief is a rough brawler with strength!

PUNCH

KICK

SPIN

Kato: 3rd Degree Black Belt

HEIGHT: 5'9"
WEIGHT: 176 lbs
An ex-ninja specialist in the killing arts, Kato does massive damage with his swift attacks. He also grabs!

PUNCH

KICK

SLAM

Ty: Kickboxing Champion

HEIGHT: 5'11"
WEIGHT: 186 lbs
A Tae Kwon Do expert, Ty is a member of the Special Forces and is licensed to kill! He's very skilled in many areas!

TWISTER

KICK

FLIP

GENESIS

MOWGLI HAS TONS OF MOVES & ANIMATION

As you play the game, you will notice the many moves that Mowgli is able to do. The animation of his moves has been drawn with great detail.

CHUTE

FLIP

JUMP

PUSH

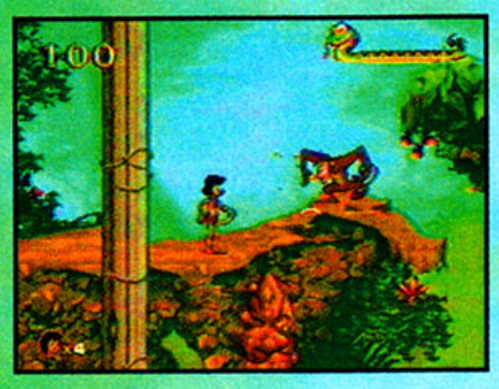
HI-WIRE

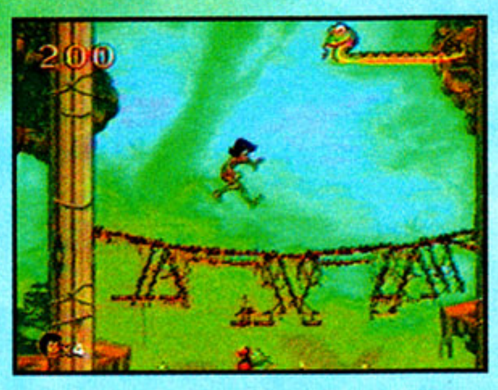
CLIMB

RUN

STAND

SWING



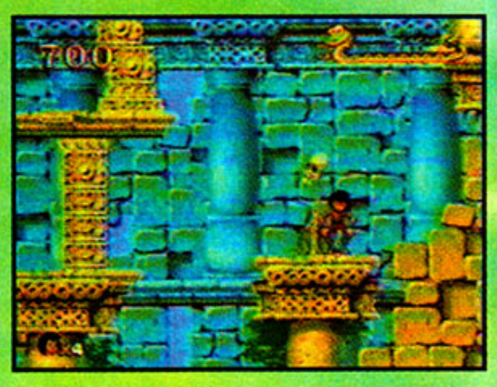


THE JUNGLE

The first of many, this level places Mowgli in the depths of the jungle where many monkeys, snakes, and other jungle creatures await, ready to halt his progress. In some areas of the level, Mogli must use his surroundings to help him through such as pushing stones and bouncing off springy snakes.

LOUIE'S TEMPLE

Somewhere in the jungle is Louie's Temple which is filled with all sorts of creatures and booby traps. Mowgli must maneuver through some of the toughest and trickiest terrain. Use his incredible agility and balance in areas like a little rope bridge, a breakaway floor and many swinging vines.



The Jungle Book

IT'S A JUNGLE OUT THERE!

Following the lead of many other Disney movies being translated into video games such as Aladdin, Beauty and the Beast, Fantasia, and The Little Mermaid, Virgin Games joins this group with their latest entry, The Jungle Book.

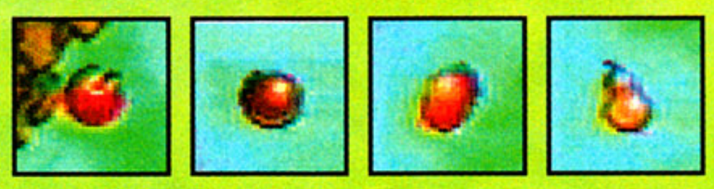
In this Disney classic tale, you take on the role of Mowgli, a child born in the jungle and raised by the animals that live within it. You must journey through the jungle and other terrain taken straight from the movie like Louie's Temple.

Playing this game will be as much fun to look at as it is to play. The graphics will astound you with beautifully drawn backdrops along with Mowgli's incredible animation that enables him to move across the screen fluidly. The music and sound effects are, by far, some of the best.

Like all Disney movies, this game has all the elements that will appeal to gamers of all ages.

HEY, LOOK! FRUIT!

There are various icons of fruits and other items located throughout each stage. Items such as apples, coconuts, pears, and other fruits will give you some points to add to your total score while others will give you some sort of power-up.

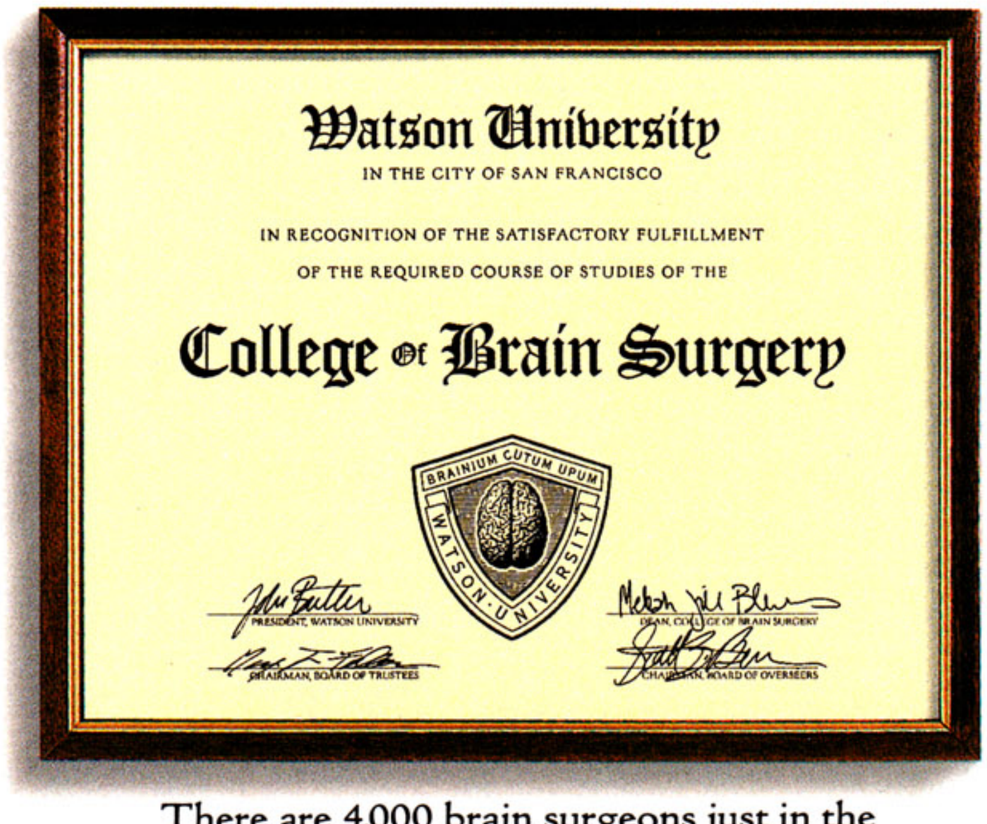


FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
VIRGIN	GENESIS	MODERATE	APRIL '94
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
16 MEG	10+	ACTION	45%

© Disney 1993

WHAT'S THE WORLD COMING TO WHEN IT'S EASIER TO GET A DEGREE IN BRAIN SURGERY THAN A SEGA™ SEAL OF QUALITY™ ON A VIDEO GAME?



There are 4,000 brain surgeons just in the United States alone.

A scant 200 Sega Seals were awarded last year in the whole wide world.

The Sega Seal of Quality. With it, you're assured a game has passed the most rigorous battery of quality control and playability tests ever devised, and that it pushes the limits on the fun meter. What's more, the Seal guarantees the game, when used properly and not as a door stop, will not damage a Sega Genesis,™ Sega CD™ or color portable Game Gear.™

Without the Seal? Well, about the only thing we can guarantee is that you could be setting yourself up for a big, big headache. If that happens, don't come crying to us. Heck, call a brain surgeon.

WELCOME TO THE NEXT LEVEL

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SON OF CHUCK
CHUCK ROCK 2

GENESIS

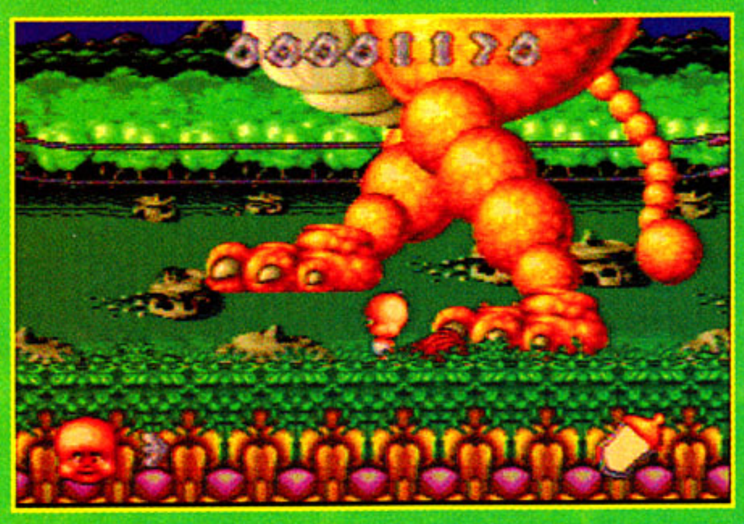
A CHIP OFF THE OLD BLOCK

Believe it or not, Chuck Rock is a daddy! He is the proud father of a bouncing baby boy who loves adventure as much as his old dad.

Son of Chuck is the tale of this little babys quest through a prehistoric world. Armed with only a club and a nasty temper tantrum, "Son" must face mischievous apes, deadly dinos, and other strange sights.

Son of Chuck is an impressive use of software. This game has great graphics along with rotation and scaling! The animation is sweet, and will have you laughing for hours. Son of Chuck is a very good game in terms of playability as well. Truly one to look for!

LEVEL ONE - STONEAGE SUBURBS



BOSS ONE

The first boss will attempt to swallow you whole. Dodge, then hit him.

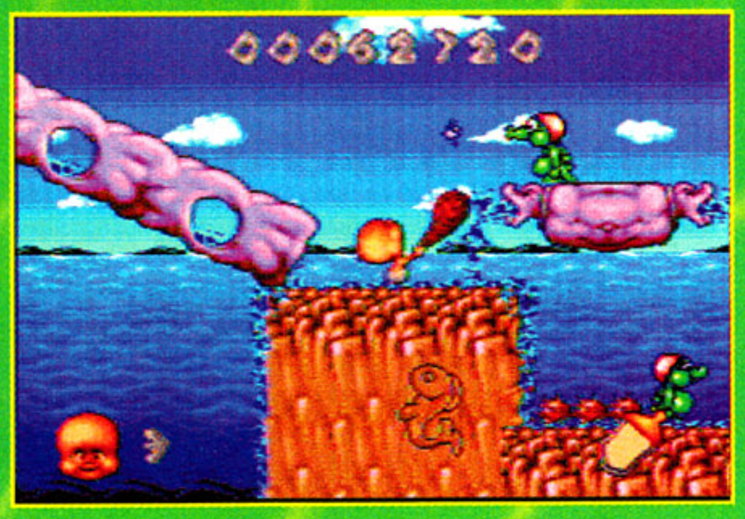
LEVEL TWO - DIPPY THE DINOSAUR

BOSS TWO

Dippy likes eating cavemen, try to avoid his jaws, and pound his skull in.

BUTTERFLY COPSE

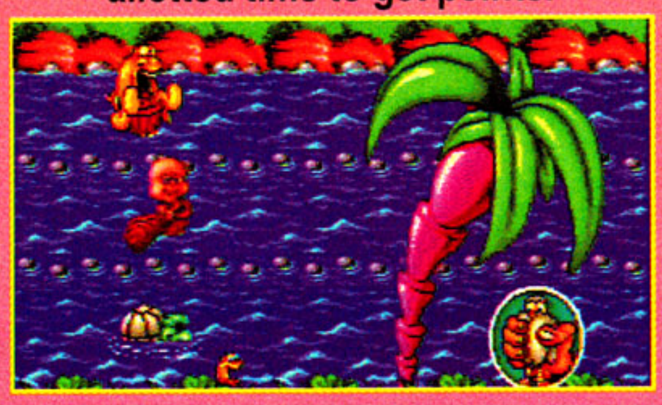
WACKY WATERFALLS



BONUS GAMES!

APPLE TREE

Hit the apples out of the tree in the allotted time to get points.



RIVER RACE

Rapidly tap the controller buttons to race across the river.

STONE CARVING

For a bonus, beat the boulder beforetime runs out.

ANIMAL BUDDIES

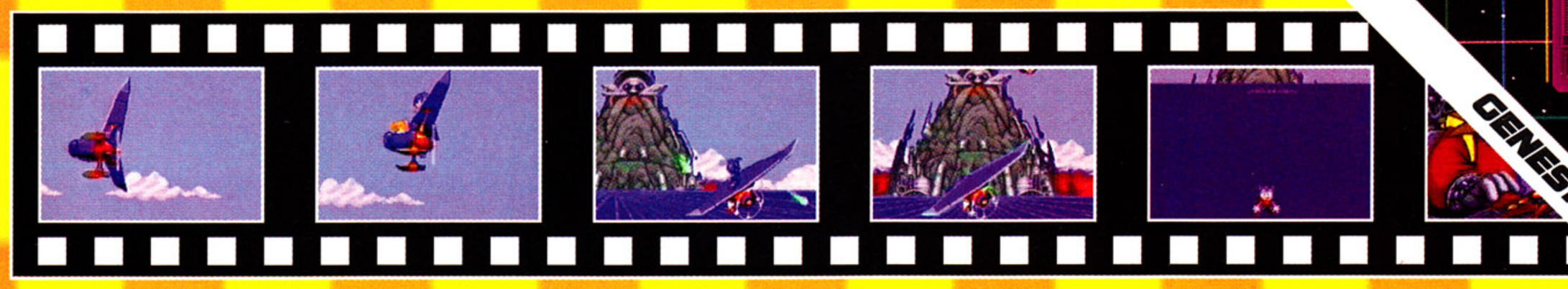
TRICERATOPS

The triceratops lets you jump higher than usual.

OSTRICH

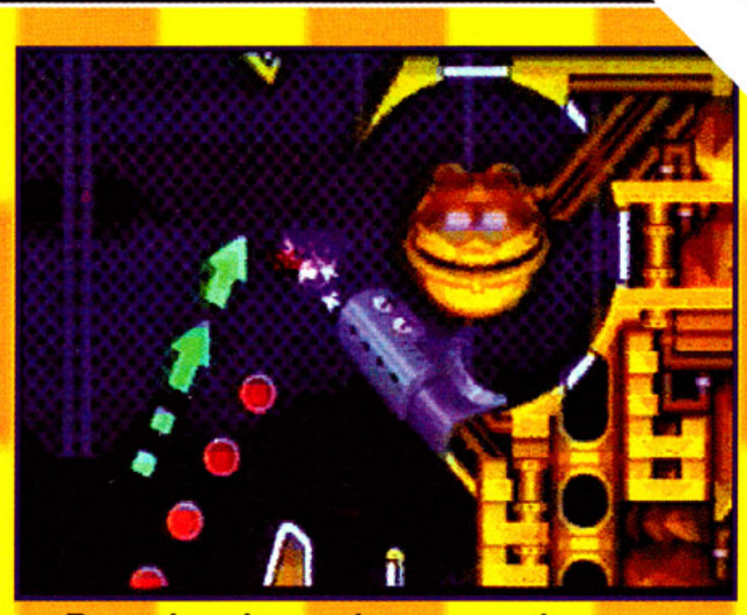
The ostrich runs really fast through the level he's on.

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	VIRGIN	GENESIS	MODERATE	OCTOBER
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	20+	ACTION	99%



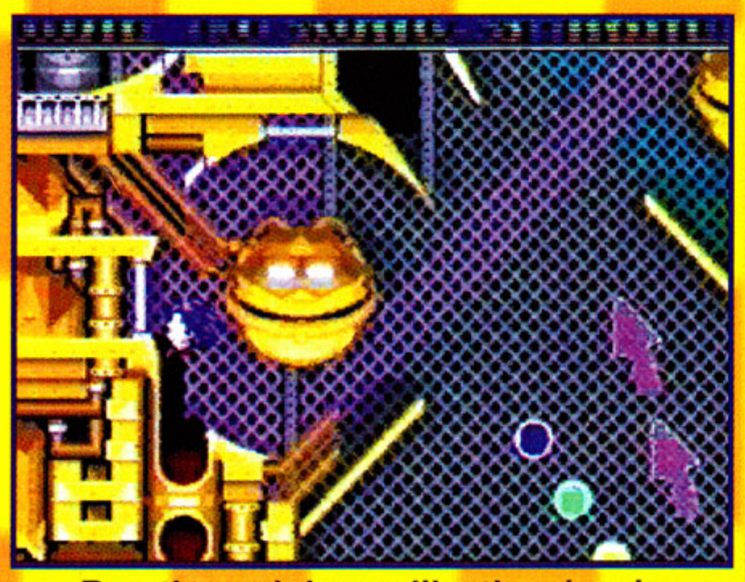
It takes some fast flipper action to keep Sonic spinning with the right momentum.

Sonic is as agile as ever, as he balances and rolls through the mazes.



Round and round you go, where you end up nobody knows.

Timing is critical, as you bounce and spring off platforms into the unknown.



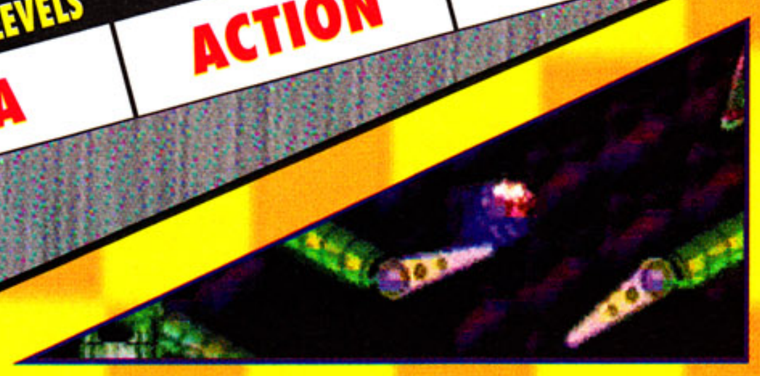
Run through loops like the classic corkscrews Sonic's famous for.

SONIC SPIN!

Spin into action with Sega's super-star Sonic the Hedgehog. The evil Dr. Robotnik has created a Veg-O-Fortress, a volcanic island made into a robot factory. He has nabbed thousands of animals to use as his pris-oners, guarding them with a Pinball Defense System. You must guide Sonic into his dia-bolical lair and rescue the poor pets. With five rounds of wild, wacky, whirling pinball action, you'll have to flip over lava pools, bounce past toxic pits, and launch through caverns to rescue them.

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
SEGA	GENESIS	MODERATE	DECEMBER
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	N/A	ACTION	30%



This overhead view shows the entire bar where you'll battle Dr. Robotnik.

GENESIS

ZOOMA ZOOM!

A hot new racing game for the Genesis is about to burn its way to your screen. There are many different tracks to race on and several modes of play including arcade and champion. Be sure to check out the awesome split screen two-player simultaneous action. This is a rip-roaring racer that will leave you in the dust!

FORMULA 1 GRAND PRIX

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
DOMARK	GENESIS	MODERATE	OCTOBER
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
8 MEG	12	RACING	90%

OPTIONS GALORE: CHOOSE YOUR CAR AND TRACK

Modify your car to suit your own unique driving style.

Choose the track you like best from 12 different countries around the world.

BELGIUM

USA

GERMANY

AWESOME 1- OR 2-PLAYER SPLIT-SCREEN ACTION

Look out for other cars whizzing by as you struggle to claim the pole position.

Whether you're playing alone or have a friend join in, there are plenty of races to try. You can compete against the clock and burn up the track to qualify or take on a friend and battle for the finish line. There is even a means to save and load races to continue the challenge or relive the excitement on a previous circuit.

In two-player games, it's best to always keep your opponent in sight.

Tunnels and signs make up some of the road hazards; keep your eyes peeled!

Check the long range scanner for your position but watch the road!

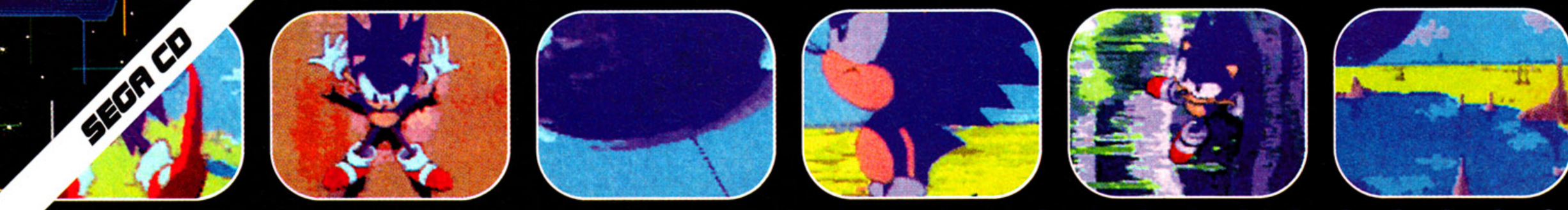
COMING IN OCTOBER...

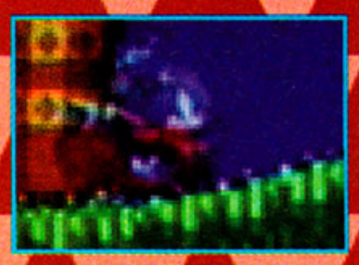
THE #1 NAME IN VIDEO GAMES GETS A WHOLE NEW LOOK...

EGM

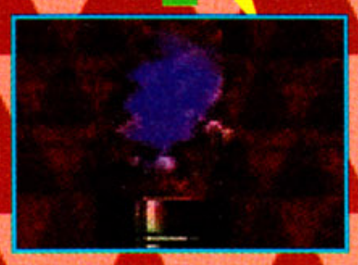
ELECTRONIC GAMING MONTHLY

SEGA CD





Now there's a new Super Spin-Dash!



These turrets will spin you around!

Enter a bonus round filled with cool scaling effects and other surprises!

New animations have been added to this CD sequel! Look at Sonic hit the spring!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SEGA	SEGA CD	MODERATE	DECEMBER
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	CD-ROM	70+	ACTION	55%

SONIC CD

CD SONIC SPEED!

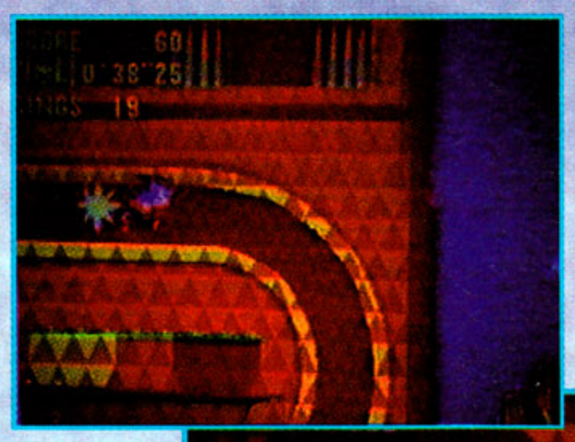
More on this super CD has come to light! The setting is a lake where a small planet hovers over from time to time. There are stones on the lake that will make time travel possible, and Robotnick wants that power! Time to put on your super shoes and get to it!

The music is sung by Keiko Utoku, and is CD quality! The Mecha Sonic returns with 4 times the speed of Sonic when he's haywire, and Amy the Rose debuts, as an 8-year-old Tarrot card reader who is kidnapped by Robotnick. As of yet, there isn't a sidekick, but until then, have it out with this

Hidden Surprises!

Hidden items is still the name of the game, and there are tons of them!

Super Loops!



All the goofy flips, dips, and tubes are back for more in this super CD game!

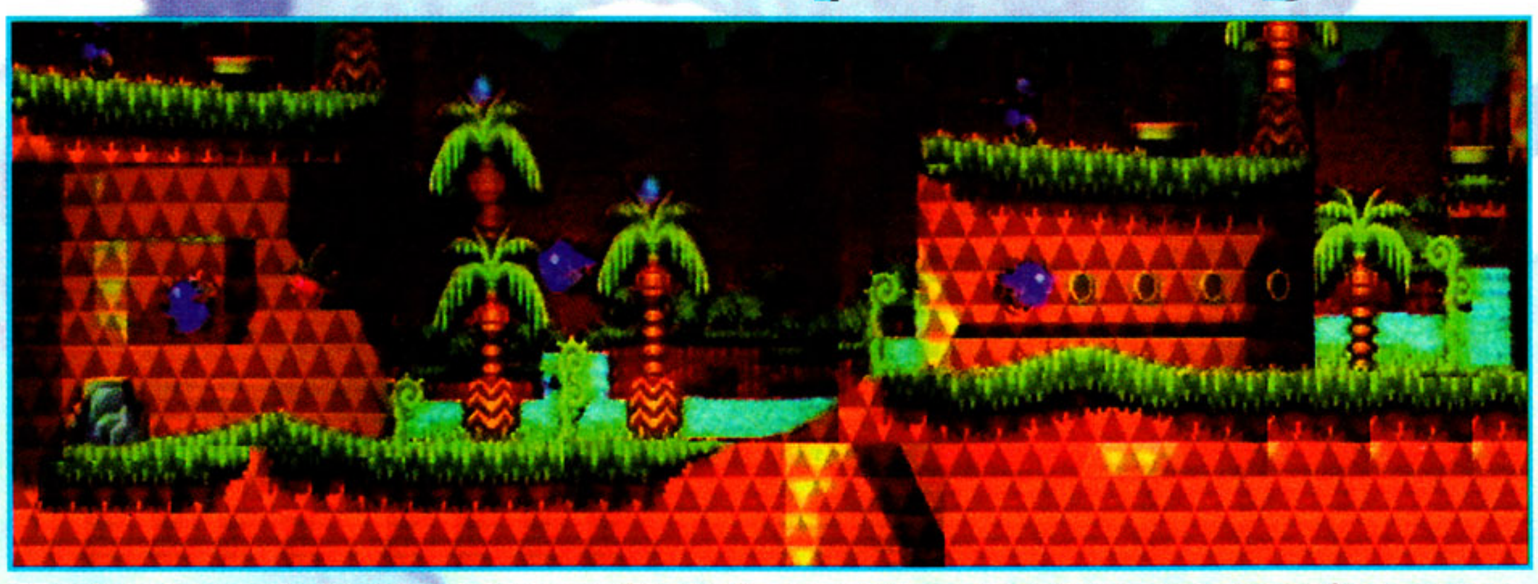
Fancy New Looks!

Sonic CD will have an all-new look and feel of high-tech game play at its best!

Cinemas! Oh Boy!

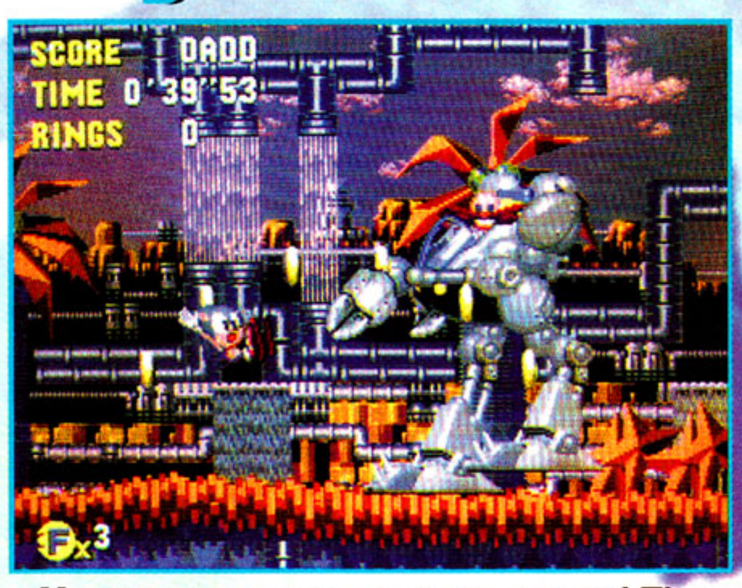
At the begining of the game, you'll be treated to a lengthy cinematic story!

Lots of Land to Speed Through!



The levels are super-sized and are filled with all of the general power-ups and some new ones that let you actually time travel into the past or the future! More on this in EGM!

Big Bad Bosses!



More memory means more enemy! The bosses are huge and complex robots!

Some More Items of Interest that are in the Works!

1. Palmtree Panic Zone
2. Collision Chaos Zone
3. Tidal Tempest Zone
4. Wacky Workbench Zone
5. Palmtree Panic Zone
6. Stardust Speedway Zone
7. Metallic Madness Zone
8. Final Fever (last boss)

There are 8 rounds in this CD title, take a look at the names!

There's a time attack mode for completing a level!

Amy Rose is a new character that has been kidnaped!

SEGA CD

To Crush An Empire!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	JVC/LUCASFILM	SEGA CD	MODERATE	DECEMBER
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	CD-ROM	15	SHOOTER	15%

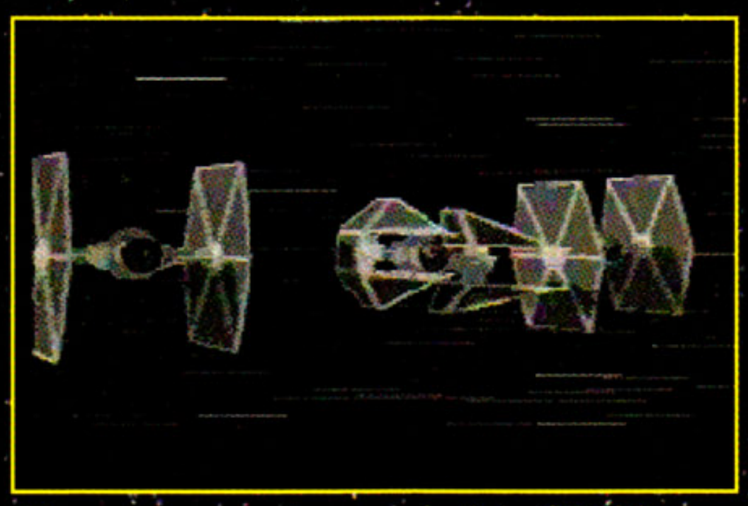
REBEL ASSAULT

The Empire is back, and they're growing more powerful by the day! The Rebellion has decided to take matters into their own hands and attack against seemingly overwhelming odds...that's where you come in.

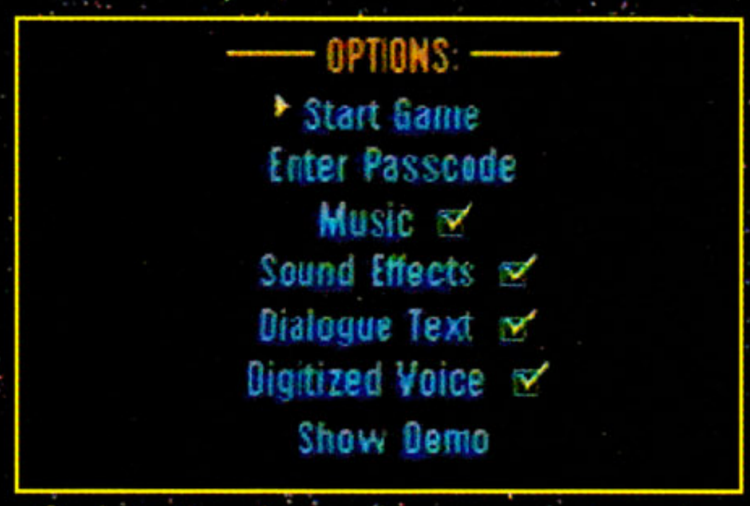
Prepare yourself for the ride of your lift with Rebel Assault for the Sega CD. The special effects in this game have to be seen to be believed. During the flying sequences, you'll think that you're watching a movie! They're that good!

But remember not to get too caught up in all that! You'd better keep your eyes on your shield meter and those incoming TIE Fighters headed straight for you! Awesome!!

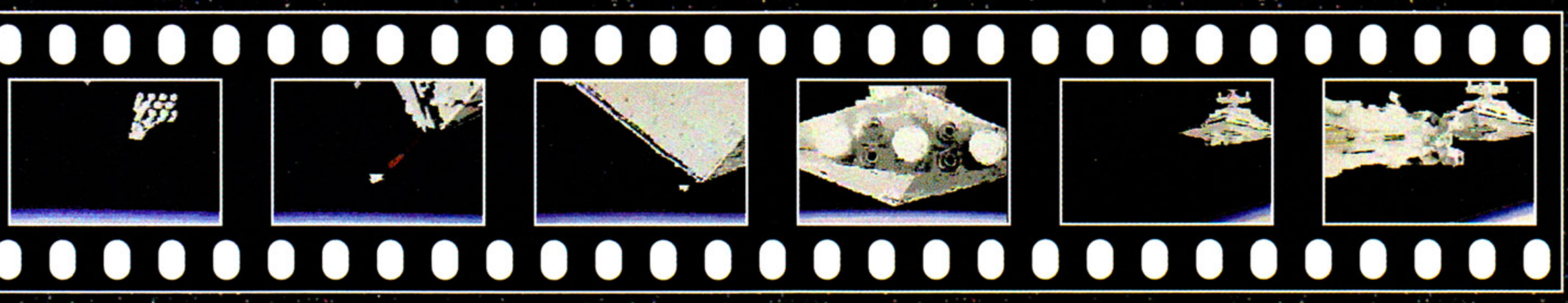
Rebel Assault will shake your foundations! Check this one out!

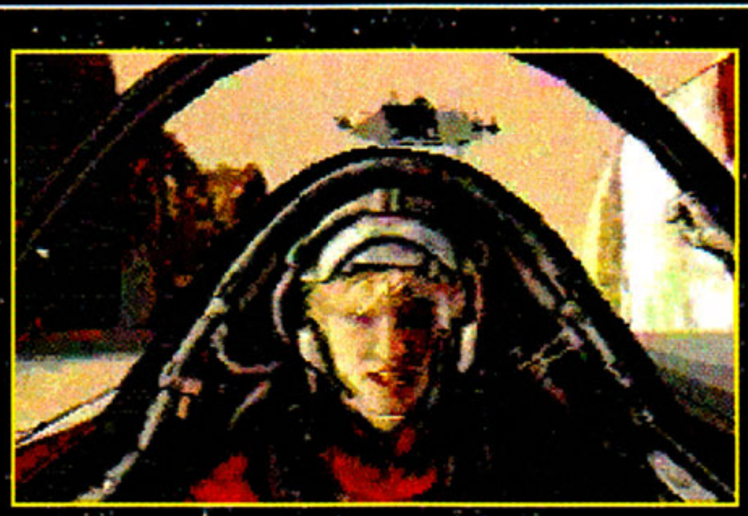


The awesome cinemas in this CD title are guaranteed to blow you away!



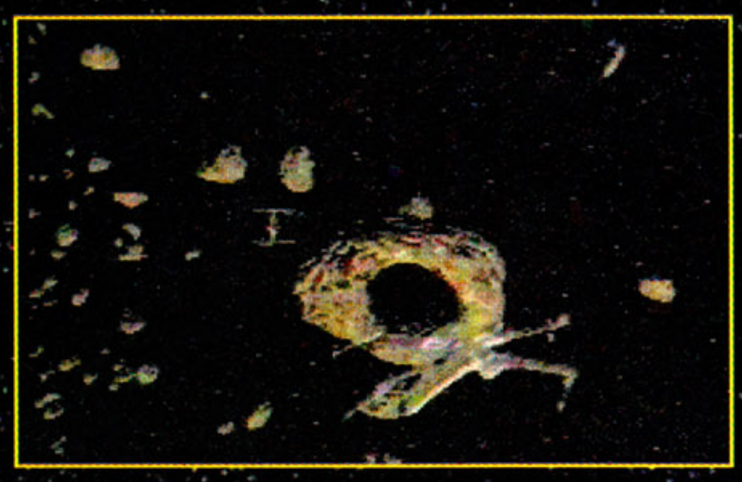
Go into the play options screen to enter the handy "Passcode" feature.





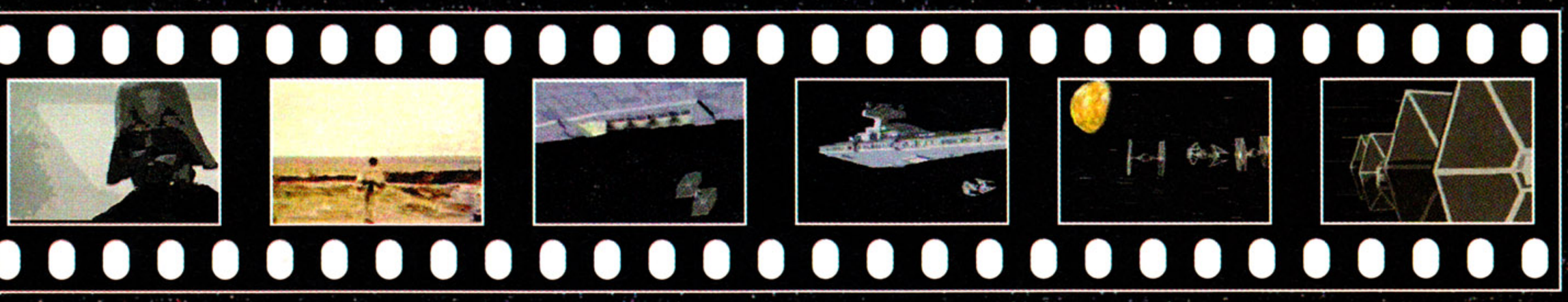
PLANET KOLAADOR

The planet's surface is a maze of stone columns which will put a quick end to your fight against the Empire. Attempt to maneuver through these columns without slamming into any of them! They come up pretty fast, so you'd better act quickly! Good luck!



ASTEROID FIELD

In this particularly nasty level, you must dodge your way in and out of a vast asteroid field. Dogging your every move are Lord Vader's TIE Fighters. Use your blasters gratuitously here, or you'll end up as space debris! Remember to watch your shields also.



TIE ATTACK

This is the battle to end all battles! As you approach the Empire's base, you are bombarded with a huge battery of Vader's dreaded TIE Fighters. This stage will really test your flying skills! Fire on the enemies as soon as your weapons are locked on!

A REVOLUTION IS UPON US...

Forget everything you have ever seen or heard in shooters. Silpheed is coming and this game offers sights and sounds that will keep you breathless! It all starts with the virtually unlimited memory of the Compact Disc. Advanced fractal geometry was used to calculate the lights and shadows of the spectacular landscapes. The action also zips along at an incredible 20 frames per second. Throw in some high-quality stereo music and synthesized sound effects, and you've got the shooter to end all shooters!

The SA-77 "Silpheed" is a one person multi-purpose interplanetary fighter armed to the gills with potent weaponry. It wields a powerful wrap-around shield and can have new weaponry bolted on in a flash. The game may play like a standard shooter but once you get a glimpse of the multi-scrolling backgrounds, you'll wonder if you're playing a game or watching a movie! Blast through over 11 levels of high intensity gaming and battle bosses that fill your senses as well as the screen. As expected, you'll find enough power-ups to keep your trigger finger happy too.

ARM THE SA-77 SILPHEED

Customize the SA-77 with a multitude of weapons. Pick one of four weapons and have it attached to the left side of the ship, plus a different weapon for the right side.

Select an optional weapon as a back-up for additional protection. Learn all about the weaponry and the status of the shield in this screen as well. Bad choices have very tragic results.

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
SEGA	SEGA CD	MODERATE	SEPTEMBER
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
CD-ROM	11+	SHOOTER	15%

ITEMS

What game would be complete without tons of icons to look for? Silpheed has items for bonus points, shield replacement, and even continues.

Bonus Points 1

Shield 1

Bonus Points 2

Shield 2

Destroy All

Shield 3

Destroy Asteroids

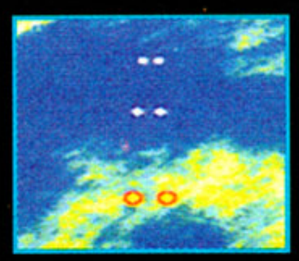
Full Shield

Continue

Invincible

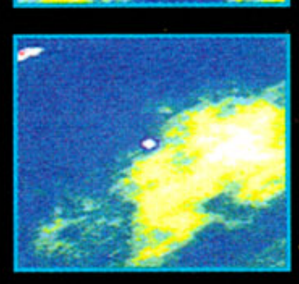
SA-77 WEAPON SYSTEMS

SIDE ARM WEAPONS & OPTIONAL WEAPONS



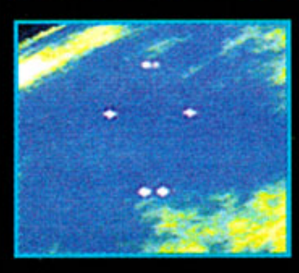
FORWARD BEAMS

The standard weapon on every SA-77.



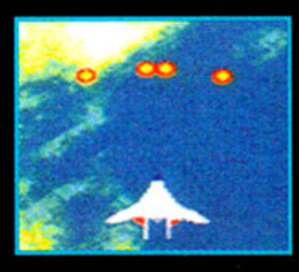
HOMING SHOT

Automatically attacks airborne enemies.



V-WAVE BEAM

A faster version of the Forward Beams.

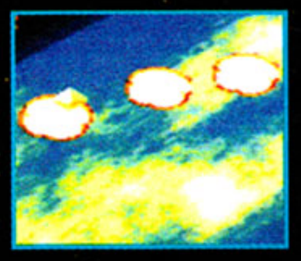


PHALANX BEAM

A stronger and wider shot to use.

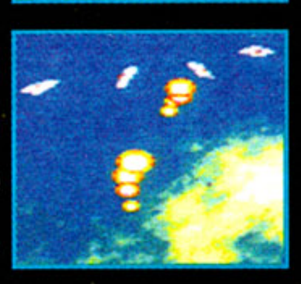
SUPER NOVA

Explodes on contact with enemy ships.



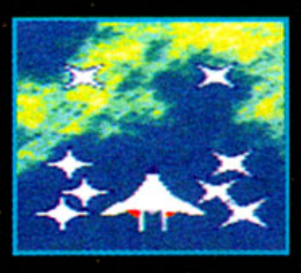
COUNTER TRASH

A very powerful flame with a wide arc.



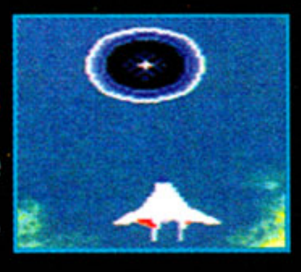
PHOTON TORPEDO

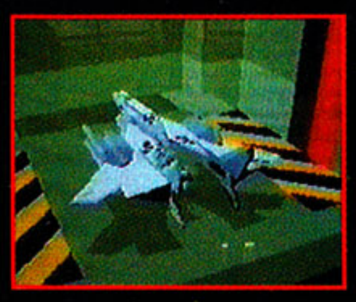
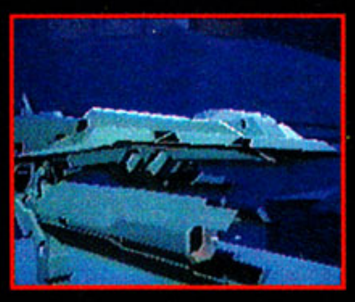
Rapid-fire shots with deadly results.



NULL BOMB

Draws enemies close with a powerful force.



AREAS 1-5

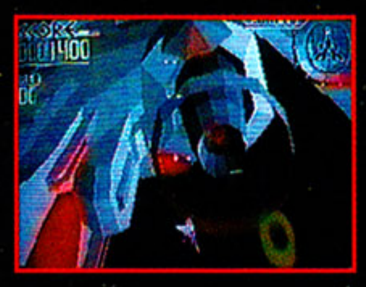
These areas give you an idea of what you're up against. You'll face vast squadrons of enemy battle cruisers, visit an assault fortress that's still under construction, and even take a harrowing trip at blistering warp speeds.

AREA 1

AREA 2

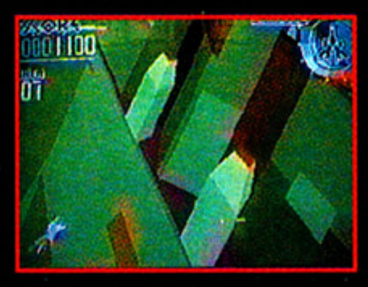
AREA 6

Are you ready to take on the mother of all battle cruisers? This humongous ship is packed full of weaponry and hidden surprises. Be on the lookout for scout ships that hang around nearby.



AREA 7

Blast through a complex maze of caverns and ever-changing tunnel configurations. Keep your eyes peeled as walls pop up out of nowhere and force you to take turns at amazing speeds!

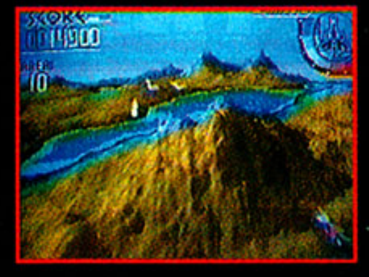


AREA 8

The Grand Fleet of cruisers awaits you in Area 8. Stay on guard as fleets attack each other with huge cannon fire and long-range range rockets. Seek out the ships' weakpoints to destroy the armada before they strike you down.

AREA 10

With Area 9 incomplete, Area 10 is the next stop. Head back to good 'ol Earth and face enemy squadrons over beautiful mountain landscapes and gleaming lakes. The enemies are the toughest you've ever faced!



AREA 11

Here it is! Area 11 is a brisk ride through inner sanctums. Laser cannons pop up from the floors for a deadly strike while enemy cruisers circle overhead. Seek out the central core to face the final battle... on its home turf!

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Adv Dino Riki	3	10
Adv Island	12	25
Adv Island 2	14	39
Adv Island 3	26	49
Adv Of Lolo	8	20
Adv Of Lolo 2	8	29
Adv Of Lolo 3	22	44
Adv T Sawyer	3	12
After Burner	3	14
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Airwolf	2	7
Al Unser	6	20
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Alien Syndrome	3	10
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Attck Klr Tom	8	16
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Back Futr 2/3	2	15
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Bad News Bsbl	8	19
Bad St Brawler	2	8
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Barbie Fashion	22	39
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Baseball Pros	22	39
Baseball Smltr	10	22
Baseball Stars	12	25
Baseball Stars 2	20	44
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Bases Loaded 2	4	12
Bases Loaded 3	8	22
Bases Loaded 4*	22	39
Basewars	8	19
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Batman Returns	24	42
Batmn Rtn Jkr	8	29
Battle Chess	10	26
Battle Olympus	4	14
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Battle Toads	10	30
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Bee 52	8	36
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Bg Brd Hd Spk	10	32
Big Foot	8	19
Bignose Cvman	6	24
Bignose Freaks	14	36
Bill & Ted Adv	4	12
Bio Force Ape*	22	39
Bionic Cmmndo	2	8
Black Bass	18	42
Blades Steel	4	16
Blaster Master	2	9
Blazebusters*	22	39
Blue Marlin	16	48
Blues Bros	12	30
Bo Jackson	6	20
Bomberman	8	20
Bomberman 2*	22	39
Boomrng Kid*	22	39
Boulder Dash	10	19
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Breakthru	2	8
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Bugs Bny Cstl	10	30
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Calif Raisins	26	49
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Capt Comic	3	10
Capt Planet	10	22
Capt Skyhawk	1	7
Carmen Sndgo	12	32
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Cobra Triangle	1	8
Code Nm Viper	1	8
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Conan	6	19
Conflict	10	26
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Conq Xtal Plce	4	12
Contra	3	14
Contra Force	12	34
Cool World	22	39
Corvette ZR1*	22	39
Cowboy Kid	8	26
Crash Dummies	22	39
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Crash/Boys-Strt	14	26
Crazyland*	22	39
Creatom	22	39
Crystal Mines	14	26
Crystalis	4	12
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Cybernoid	2	7
Dance Aerobcs	6	16
Darkman	3	16
Darkwing Duck	16	39
Dash Galaxy	1	5
Daydrm Davey*	26	49
Days Of Thndr	4	15
Deadly Towers	1	5
Death Race	8	20
Deathbots	4	16
Def Of Crown	2	7
Def Of Dyn City	14	39
Defender 2	4	16
Deja Vu	8	16
Demon Sword	1	7
Desert Commnd	6	15
Dest Earth Str	2	7
Destiny Of Emp	10	19
Dick Tracy	1	8
Die Hard	14	36
Dig Dug II	6	19
Digger T Rock	10	24
Dirty Harry	2	8
Disney Adv	6	24
Dizzy	12	36
Donkey Kong	10	20
Dnkey Kong Jr	8	16
Dnky Kng 3	4	12
Dnky Kng Clas	12	26
Dnky Kng Math	12	26
Double Dare	8	20
Double Drag	1	8
Double Drag 2	3	12
Double Drag 3	6	20
Double Dribble	$1	$8
Double Strike	12	22
Dr Chaos	3	9
Dr Jekyll/Hyde	2	7
Dr Mario	14	29
Dragon Fighter	8	26
Dragon Power	1	7
Dragon Spirit	1	8
Dragon Warr	1	5
Dragon Warr 2	16	32
Dragon Warr 3	24	44
Dragon Warr 4	28	50
Dragons Lair	6	20
Dragonstrike	16	36
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Duck Tales	4	16
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Dudes W/Tudes	6	14
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Dusty Diamnd	14	30
Dyno Warz	3	9
Elevator Action	4	12
Elim Boat Dual	14	30
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Excitebike	1	7
Exodus	16	29
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F 1 ROC	22	39
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F 15 Strike Eagle	8	32
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Ferrari GP	12	29
Fester's Quest	3	8
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Fighting Simltr	22	39
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Paperboy 2	26	48
Pat Rily Bskbl	4	20
PGA Tr Glf	14	48
PGA Tr Glf 2	34	59
Phant Star 2	14	34
Phant Star 3	18	39
Phant Star 4	26	48
Phelios	6	20
Pigskin Ftbrwl	16	44
Pirates! Gold	26	48
Pitfighter	14	39
Populous	3	19

We Pay You/We Sell	Used	
Populous 2	$26	$48
Power Monger	24	48
Powerball	12	30
Predator 2	18	39
Pro Am Racing	22	44
Pro Qtrback	16	42
Quackshot	10	32
Quad Challenge	10	34
Race Drivin*	26	48
Radical Racing	26	48
Raiden Trad	8	29
Rambo 3	12	29
Rampart	34	59
Rastan Saga 2	10	26
RBI Bsbl 3	14	34
RBI Bsbl 4	22	49
RBI Bsbl 93	26	48
Revenge Shnobi	8	24
Rings Of Power	22	39
Risky Woods	26	54
Road Blasters	18	36
Road Rash	16	39
Road Rash 2	26	54
Road Riot 4WD	24	48
Roger Clemens	16	39
Rolling Thndr 2	16	36
Rolling Thndr 3	26	48
Rolo To Rescue	26	44
Rmnc 3 Kngs 2	36	59
Rmnc 3 Kngs 3	26	48
Sagaia	8	26
Saint Sword	10	34
Seven Cities	26	48
Shadow Beast	8	25
Shadow Beast 2	22	44
Shadow Blaster	8	20
Shadow Dancer	10	25
Shanghai 2	26	48
Shining Drkns	12	32
Shining Force*	26	48
Shinobi 3	26	44
Shove It	14	26
Side Pocket	34	59
Simpsns: Ntmre	26	48
Simpsons:SM	18	40
Slaughtr Sprt	16	39
Slime World	22	48
Soccer	8	22
Sol-Deace	18	34
Solo Flight	26	48
Sonic Hdghog	3	20
Sonic Hdghog 2	12	36
Sorcers Kngdm	24	48
Space Harrier 2	8	19
Space Invaders	28	50
Speedball 2	14	36
Spdwy Chlng*	26	48
Spiderman	14	39
Splatterhouse 2	20	48
Sports Tlk Bsbl	14	44
Star Control	14	34
Star Flight	14	32
Star Odyssey*	26	48
Steel Empire	10	34
Steel Talons	10	42
Stormlord	6	22
Stormlord 2	26	48
Street Smart	12	36
Streets Rage	18	39
Streets Rage 2	28	49
Strider	10	29
Strider 2	24	48
Smmr Chllng	26	48
Sunset Riders	20	49
Superman	20	44
Supr Battletnk	26	49
Supr Hang On	12	32
Spr Hi Impct	8	39
Supr Hydlide	4	15
Spr Mnc GP	6	29
Spr Mnc GP 2	24	42
Supr Off Road	20	48
Supr Smash TV	18	40
Supr Thndr Bld	10	29
Supr Vlybl	10	25
Swampthing*	30	54
Sword Sodan	4	14
Sword Vermlion	10	26
Syd Valis	16	39
Sylvstr/Tweety*	26	48

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Talespin	$22	$42
Target Earth	6	16
Tsk Frce Harrier	18	34
Tazmania	18	42
Tm USA Bsktbl	12	42
Team Wms GP	26	48
Techno Cop	8	22
Tecmo Spr Bwl*	26	48
Tecmo WC Sccr	26	48
Terminator	16	39
Termintr 2-Arc	20	54
Termintr 2-Jdg	34	59
Test Drive 2	20	44
Thomas Tank	26	48
Thunder Fox	10	26
Thunder Frce 2	8	19
Thunder Frce 3	8	25
Tiny Toons	24	48
Tmnt-Hyprstn	26	50
Toe Jam & Earl	22	48
Toki Ape Spit	16	39
Tom Lsrda Bsbl	4	19
Tony La Russa	28	50
Toxic Crusadors	8	25
Toys*	26	48
Trampln Terror	10	22
Traysia	24	42
Troubl Shootr	10	22
Truxton	8	20
Turrican	6	20
Twin Cobra	14	29
Two Crde Ddes	20	44
Tyrants	24	48
Ultmt Qix	16	29
Ultmt Stuntman*	26	48
Uncharted Wtrs	28	54
Universal Sold	12	36
Valis	14	39
Valis 3	10	26
Vampire Killer	26	48
Vapor Trail	12	36
Wardner	6	19
Warpspeed*	26	48
Warrior Rome	10	25
Warrior Rome 2	22	44
Warrs Etrnl Sun	26	49
Warsong	18	42
Wayne's World	26	48
Wheel Fortune	34	59
Whip Rush	8	19
Wings Of Wor	6	26
Winter Challnge	10	34
Wolf Child	24	48
Wonder Boy	24	42
Wrld Ldrbd Glf	22	44
Wrld Trphy Scr	22	49
Wrath of Gods	26	48
WWF Sp Wrst	18	39
X-Men	32	50
Y's 3	18	39
Young Indy	22	44
Zany Golf	4	12
Zombie High	24	48
Zoom	8	19

***These games may or may not be released by the manufacturer.**

ACCESSORIES

Sega Gen Dk	$80	$90
Ascii Pad	12	29
Carry Case/Lg	12	22
Carry Case/Sm	6	14
Comp Pro	3	19
Din Cable	8	16
Ext Cord Ctrlr	6	12
Game Genie	26	50
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Megafire Joypad	8	19
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Misc Joypad	3	12
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Addams Family	22	48
Adv Island	32	54
Aerobiz	30	54
Alien 3	26	54
Aliens/Predator	28	54
Amazing Tennis	30	54
Amer Gladiators	28	59
Aquatic Games	28	54
Arcana	30	54
Arcus Odyssey	28	54
Axelay	22	42
B.O.B.	28	54
Batman Returns	26	54
Battle Blaze	26	54
Battle Grand Prix	28	54
Battle Maniacs	28	54
Battleclash	14	36
Bazooka Bltzkrg	28	54
Be Be's Kids	28	54
Best Of Best	20	50
Big Run*	26	54
Bill Laimbeer	4	22
Blaze On	20	50
Blues Brothers	26	54
Bombozzle	28	54
Brainies	26	54
Brawl Brothers	26	54
Bubsy	28	54
Bulls vs Blazers	24	50
Cacoma Knight	28	54
Cal Ripken Bsbl	26	49
Calif Games 2	26	54
Capt Novolin	28	54
Crmn SndgTme	28	54
Crmn SndgWld*	28	54
Castlevania 4	18	36
Caveman Ninja	28	54
Chase HQ 2	28	54
Chessmaster	18	48
Chstr Cheeth	26	50
Chuck Rock	26	49
Claymates	28	54
Clue	26	54
Color Dinosaur	28	54
Combatribes	24	50
Congo's Caper	28	54
Contra 3	24	50
Cool Spot	28	54
Cool World	20	50
Crash'n Boys	28	54
Crs/Azr Bnd	28	54
Cyber Spin	24	54
Cybernator	22	50
D Force	10	32
Darius Twins	12	30
Death Valley Rly	24	48
Desert Strike	24	48
Diam Chllng	28	54
Dig Spk V-ball	28	54
Dino City	30	54
Dominus	28	54
Dmsdy Warr	24	50
Dracula	28	54
Dragons Lair	22	50
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Dream Probe*	28	54
Dream TV*	26	49
Dungeon Mstr	28	54
Earth Dfns Frc	16	39
Equinox*	20	44
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Extra Innings	14	39
F 1 Roc	24	49
F 29 Retaliator	28	54
F Zero	14	39
Faceball 2000	20	50
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Family Dog*	26	49
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Felix The Cat*	28	54
Final Fantasy 2	22	50
Fnl Fntsy MQ	12	36
Final Fight	16	42
Final Fight 2	28	54
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First Samurai	28	54

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Football Fury	26	49
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Gods	22	49
Golden Fighter	28	54
Goof Troof	28	54
Gradius 3	8	26
Great Battle	28	54
Great Wldo Sch	26	49
Guerilla War	28	54
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Hrleys Hmngs	18	49
Hat Trick Hero	28	54
Hvy Mtl Asslt	28	54
Hermetica	28	54
Hit The Ice	24	54
Hole In One	10	34
Home Alone	4	32
Home Alone 2	20	50
Hook	22	44
Humans	28	54
Hunt Red Oct	20	48
Hyper V-Ball	28	54
Hyper Zone	8	32
Imperium	18	49
Inindo	28	54
Jack Nick Golf	20	39
Jaguar Racing	28	54
James Bond Jr	26	48
Jelly Bean	28	54
Jeopardy	22	50
Jimmy Connors	24	44
Joe & Mac	22	42
John Madn 92	4	36
John Madn 93	14	44
Kablooey	24	48
Kawasaki Chlg	26	49
Kendo Race	28	54
Kick Master	28	54
Kid Klown	28	54
Kng Arthrs Wld	26	54
King/Monsters	22	44
Krustys FH	16	39
Lagoon	16	36
Lmbrghn Chall	28	54
Lemmings	28	48
Lenus	28	54
Lethal Weapn 3	18	42
Little Samson	28	54
Lost Vikings	26	54
Magic Sword	22	54
Magical Quest	26	50
Mario Missing	28	54
Mario Kart	18	48
Mario Pnt Game	10	36
Mech Warrior	24	49
Megarobot Golf	28	54
Metal Jacket*	28	54
Metal Masters*	26	49
Mick & Mack	28	54
Might & Mgc 2*	30	59
Might & Mgc 3	28	54
Monopoly	28	60
Musha	22	49
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Mystical Ninja	18	39
NBA Spr Allstrs	16	54
NCAA Bsktbl	16	49
NHLPA 93	24	39
Noah's Ark 2	28	54
Noln Ryn Bsbl	20	42
On The Ball	30	49
Out Of Wld	26	49
Outlander	20	49
Overlord	28	54
P.T.O.	28	54
Panic Restaurnt	28	54
Paperboy 2	16	39
Pebble Beach	24	54
PGA Tour Golf	38	60
Phalanx	16	42
Pigskin Ftbrwl	28	54
Pilot Wings	12	40

We Pay You/We Sell	Used	
Pitfighter	$8	$34
Play Ball	28	54
Pocky & Rocky	28	54
Populous	4	20
Power Moves	28	54
Prince Persia	28	54
Pro Quarterback	16	39
Pgslys Scv Hnt	26	50
Push Over	28	50
Q Bert	26	49
Race Drivin'	16	42
Radio Flyer	24	49
Raiden	18	39
Railrd Tycoon	28	54
Rampart	24	48
Rap Attack	28	54
Rap City	28	54
Rap Quest*	26	49
Return Jedi	28	54
Rival Turf	20	48
Rival Turf 2	28	54
Road Riot 4WD	16	44
Robo Cop 3	18	42
Robosaurus	26	49
R & R racing	28	54
Rocketeer	12	36
Rcky/Bllwnkl	26	49
Rocky Rodent	28	54
Rgr Clmns Bsbl	24	44
Rmnc 3 Kngd 2	32	54
Rmnc 3 Kngd 3	28	54
RPM Racing	10	34
Run sabot	28	54
Srch Ultr Frce	28	54
Shadowrun	26	49
Shanghai 2	16	44
Silva Saga	26	49
Sim Ant	28	54
Sim City	20	50
Sim Earth	24	54
Simpsons:NM	22	48
Skins Game	28	54
Skuljager	22	48
Smart Ball	24	49
Soulblazer	28	50
Space Ftbl	20	48
Space Mgfrc	26	49
Spanky's Quest	26	48
Spcl Tee Shot	26	49
Spellcraft	26	49
Spdrmn/X-Men	28	54
Spindizzy Wrlds	28	54
Star Battle	28	54
Star Fox	32	59
Star Wars	32	59
Street Combat*	28	54
Street Ftr 2	28	64
Strike Gunner	22	50
Superman*	28	54
Spr Basbl 2020	28	54
Spr Basbl Sim	22	39
Spr Bases Lded	20	36
Spr Batter Up	26	50
Spr Battletoad	26	49
Supr Battlnk	20	42
Spr Black Bass*	28	54
Supr Bowling	26	54
Supr Buster Bro	26	49
Spr Caesrs Pal*	28	54
Supr Conflict	28	54
Supr Dble Drag	24	49
Supr Dbl Drbble	28	54
Spr Fght Smltr	28	54
Supr Ghouls	8	36
Spr Hi Impact	26	49
Spr James Pnd*	28	54
Spr Mario Wld	4	25
Spr NBA Bsktbl	30	50
Supr NFL	26	49
Supr Ninja Boy	28	54
Supr Off Road	18	42
Spr Off Rd Baja	28	54
Supr Play Act Fb	4	30
Spr Pwr Pnch	28	54
Supr R Type	8	25
Supr Scp(6in1)	3	16
Supr Slam Dunk	26	49

We Pay You/We Sell	Used	
Supr Slap Shot	$26	$49
Supr Smash TV	12	36
Supr Soccer	24	44
Supr Sccer Chp	26	39
Spr Sonic Blstn	24	50
Supr Strk Egl	26	54
Supr Tennis	12	36
Supr Troll Land	28	54
Supr Turrican*	28	54
Supr Valis 4	22	54
Supr Widget*	28	54
Swampthing	26	49
Syvallion	28	54
Tazmania*	28	54
Teen MNT 4	24	50
Terminator	20	48
Termntr 2-Arc	26	49
Termntr 2-Jdg	26	49
Test Drive 2	32	54
Thnder Spirits	14	34
Thomas Tank	28	54
Time Zone	28	54
Tny Tns/Bster	20	50
TKO Boxing	20	48
Tom & Jerry	22	44
Top Gear	30	59
Top Gear 2	28	54
Toxic Crusadors	28	54
Toys	28	54
Troddlers	28	54
Ult Fighter	28	54
Ultma-Flse Prft	22	39
Ultrabots	30	54
Ultraman	12	29
UN Squadron	14	39
Uncharted Wtrs	28	54
Univrsl Soldier	28	49
Utopia*	28	54
Vegas Dreams 2	28	54
Vegas Stakes	28	54
Video Kid	28	54
Wailalae C C	18	42
Warpspeed	28	49
Waynes World	22	44
Wheel Of Frtn	24	48
Whirlo	26	49
Wing Cmmndr	20	48
Wngs 2 Ace-Hi	22	48
Wizard Of Oz	28	54
Wizardry V	28	54
Wolf Child*	28	54
Wordtris	20	44
World Lg Sccer	18	40
Wrestlemania	14	36
WWF Ryl Rmbl	28	54
X-Zone	18	44
Xardion	18	44
Y's 3	4	26
Yoshi's Cookie	28	54
Zelda 3	20	42

***These games may or may not be released by the manufacturer.**

SUPER NES ACCESSORIES

Super NES Dk	$76	$99
Ascii Pad	6	22
Carry Case	10	19
Champ Jystck	30	69
Comp Pro	4	20
Controllr Qksht	10	22
Ex Crds(2) Cntrls	6	12
Game Genie	28	54
Game Holder	2	9
Mario Pnt Mouse	6	26
Misc Joypad	4	14
Misc Joystk	6	14
Strt Ftr 2 Jstk	36	69
Supr Adv Jstk	18	42
Supr Scope	14	34

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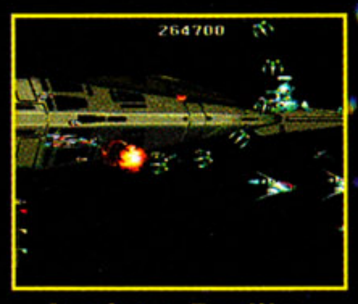
DUO

Fly over a reflective surface.



Assist a Dadilus ship operation!

Go and secure the Master's factory!

Stop production of the battle pods!

Intercept the Zentradi forces!

STAGE ONE: SIMULATED MISSION FROM THE ORIGINAL SDF!

Enter a simulated world of the past Earth where the original SDF first battled on the Earth's surface. Wipe out the Zentradi battle pods!

STAGE TWO: THE ASTEROID CLUSTER OF THE ZENTRADI FORCES!

Soon, you will need to take on the forces within a giant asteroid belt! At the end the level is a giant attack vessel with three laster blasters!

VERITECH WEAPONRY AT YOUR DISPOSAL!

ROBOTECH MACROSS 2036

THE FIGHT FOR PROTOCULTURE!!

A classic has just returned on Duo CD! Two things you need to know first, this is based on the remake of the series, and it is set in the year 2036 (past Rick Hunter's time). You're in control of Maria, as you pilot your Veritech aircraft against the Zentradi forces. Fight as a Veritech in the levels and deal with the bosses in the Guardian mode!

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABILITY
T.T.I.	DUO	MODERATE	AUG/SEPT
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
CD-ROM	7	SHOOTER	95%

FANTASTIC NIGHT DREAMS

COTTON

COTTON AND SILK.
THEY MAY LOOK SWEET AND SEDUCTIVE, BUT THEY'RE AS GENTLE AS A JACKHAMMER IN A FIGHT.

TO SAVE THE WORLD FROM AN EVIL MIST, THEY'VE GOT TO BATTLE POSSESSED FOREST CREATURES, DEMON WARRIORS AND THE LIVING DEAD.

IT'LL TAKE ALL THE SPEED AND SKILL YOU CAN MUSTER - BECAUSE ONCE YOU MEET THESE TWO, YOU'LL DEFINITELY HAVE YOUR HANDS FULL.

WAIT TILL YOU SEE WHAT THESE GIRLS CAN DO WITH THEIR HANDS.

DUO™

SUPER CD-ROM² SYSTEM

©1993 Hudson Soft, ©1991 Success Distributed by Turbo Technologies, Inc.

GAMEBOY

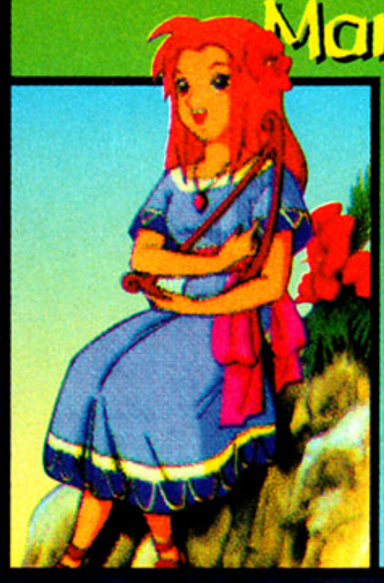
FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
NINTENDO	GAMEBOY	HARD	AUGUST
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
4 MEG	N/A	ADVENTURE	90%

Tarin

Marin's father who found Link's shield. Not a bright man, but has a knack for picking out the best mushrooms.

Marin



She is the one who finds you on the shore. She strikes a remarkable resemblence to Zelda and wants to leave Koholint.

The Owl

A mysterious character who pops in and out of the story to give Link advice. Is he a friend or a villain setting a trap?

Look at Link's new moves!

Slash

A sword slash. Duh!

Spin slash

Charge and swing 360°

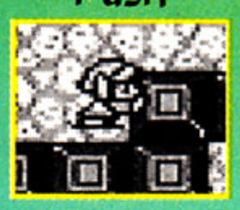
Thrust

Hold the button.

Block

Block and knock stuff!

Push



To move stuff about.

Jump

Leap over obstacles!

All of the Super NES moves are here plus two new moves! Ones that aren't shown are the dash, swim, pull, lift, and throw!

Some of the Items to find!

Tri-power

Nuts

Rupies

Hearts

Shovel

Keys

Yoshi doll

Feather

C.Hearts

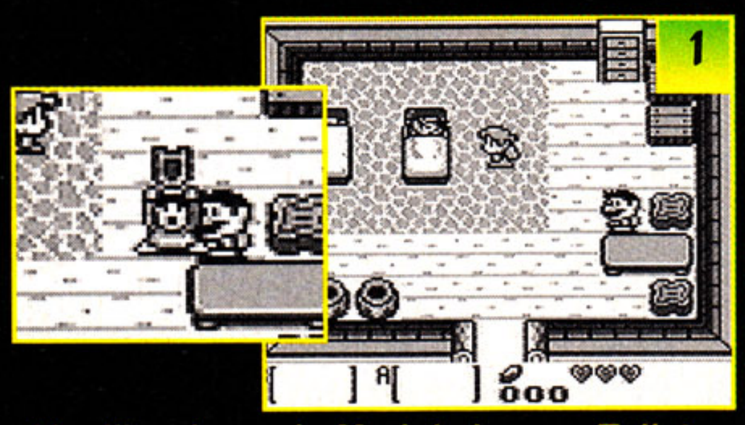
There are old items as well as new ones like the tri-power that does double damage!

The Missing Link is Back!

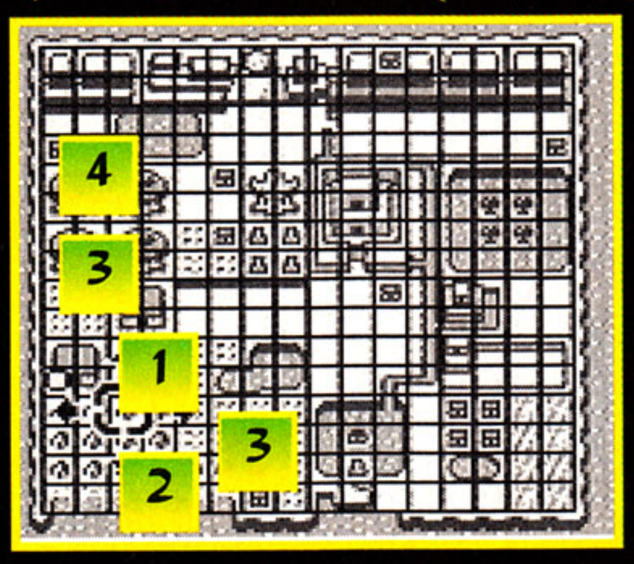
Get ready for some intense portable adventuring! And pay attention Super NES Zelda owners, shocking though it may be, this one has all the moves and items that the Super NES version had - plus more! Now Link can do flip jumps and also has a new blocking technique that lets you push enemies away from you while constantly having a shield in front of you! The quest is also much, MUCH harder!

This adventure takes place after the Super NES version. While returing to Hyrule, Link's ship was overturned by a giant storm and he washed ashore a tiny island called Koholint. There, Marin (who has a striking resemblence to Zelda) nursed Link back to health. As Link went to collect his weapons on the shore, an owl came and told him that in order to leave the island, he must first rescue the 8 musical instruments of the Sirens to awaken the Fish of Wind that lies dormant in a giant Egg on top of a mountain. If you own a GameBoy, and adventure is the name of your game, then this is your ticket home!

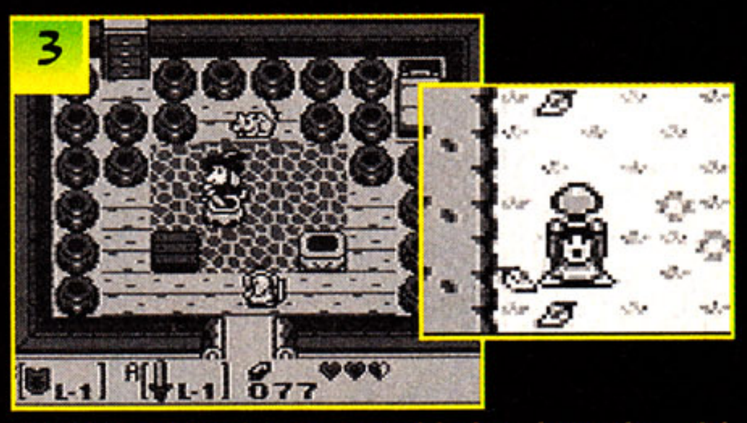
The Isle of Koholint



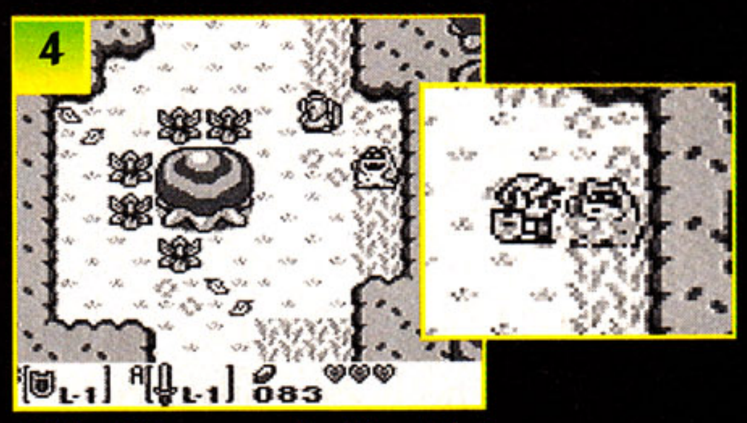
You'll wake up in Marin's house. Talk to her father and he will have your shield!



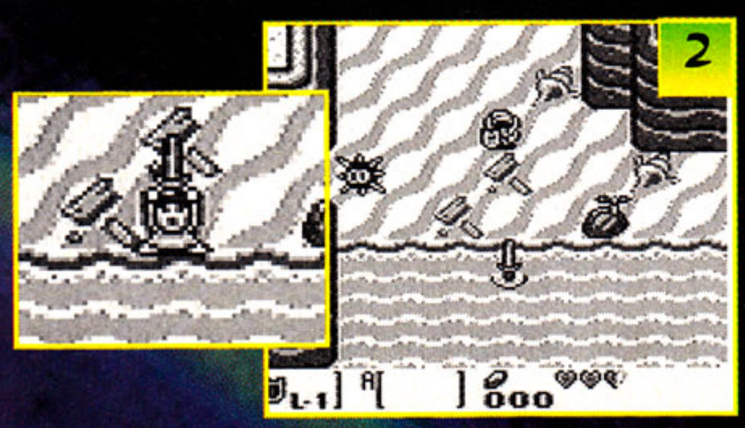
You can select a map that provides info on specific areas on the island!



Find the Mushroom and bring it to the old lady so she can make a magic powder!

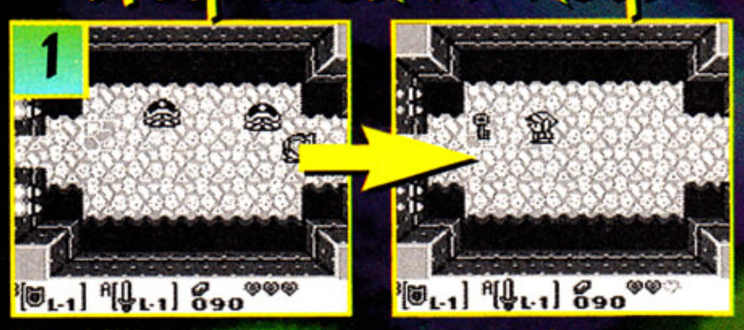


This little gonad will not let you pass, so just sprinkle a little powder to stop him.



Search the shores, for eventually you will come accross your lost sword!

Hey look-A Key!

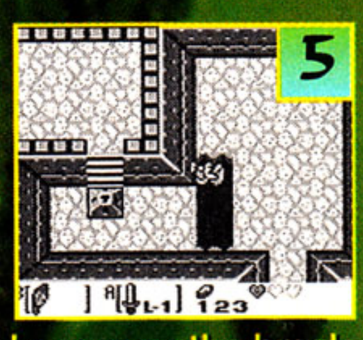


Try killing all the monsters on the screen; sometimes it'll open a door or a chest!

Ram them with the shield and kill them!

Get the Roc Feather to do a flip jump!

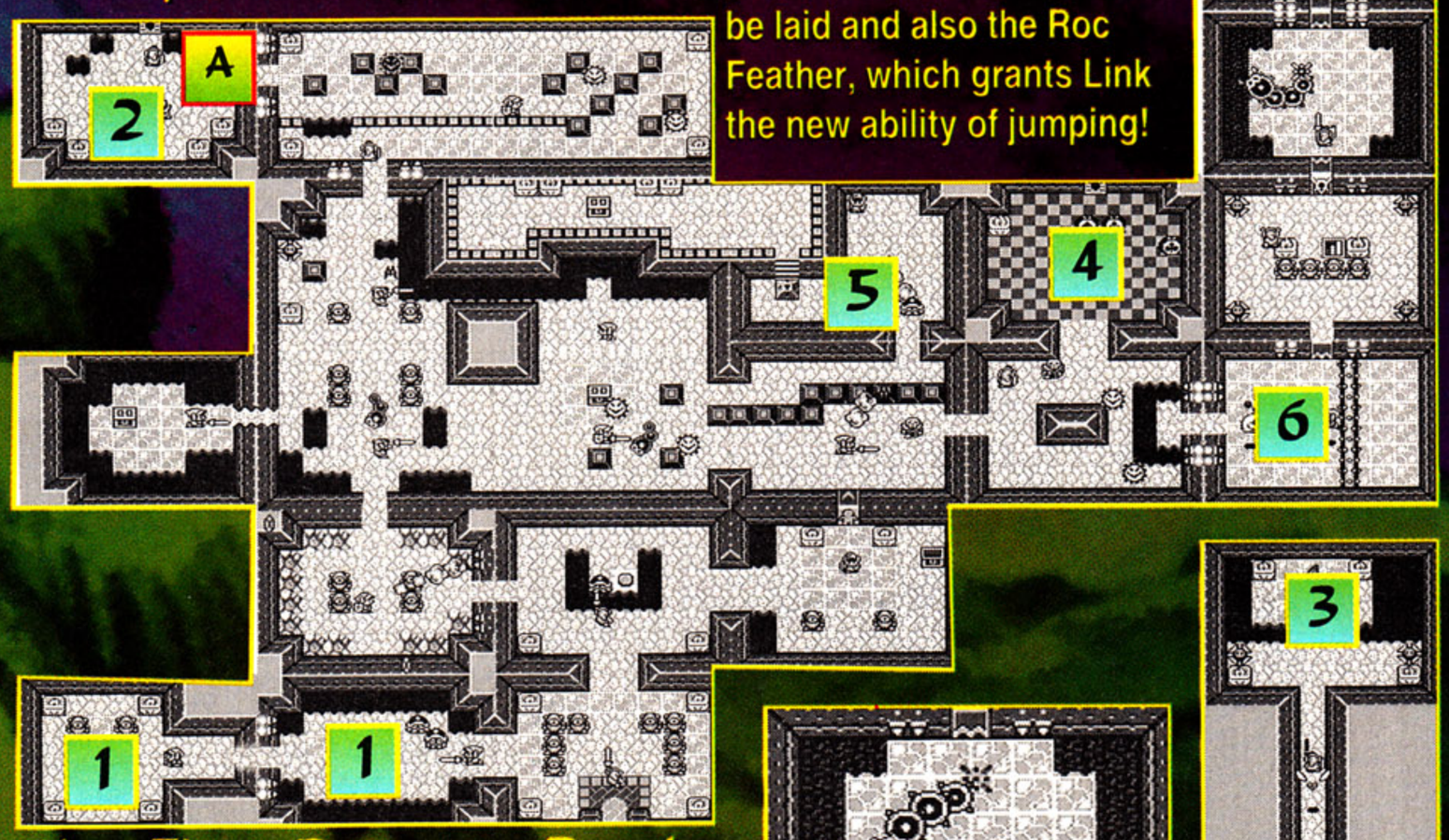
It takes timing to get a full house.



Leap over the break to get the chest.

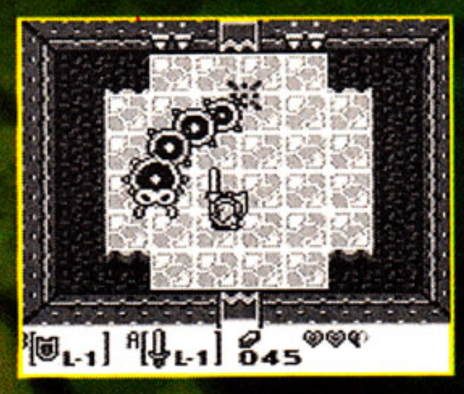
The perils of the first dungeon!

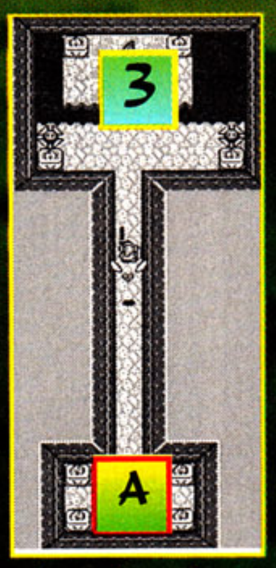
The dungeons are filled with many perils and hidden traps that one would expect from a Zelda adventure. Look for areas where bombs can be laid and also the Roc Feather, which grants Link the new ability of jumping!



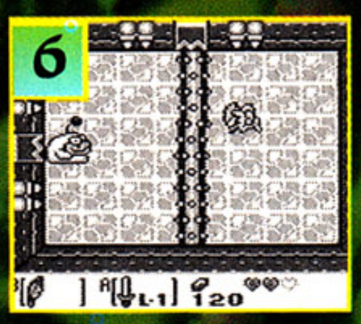
The First Dungeon Boss!

The first boss is straight from the Super NES version, that annoying catapillar that knocks you off the edge of the floor!

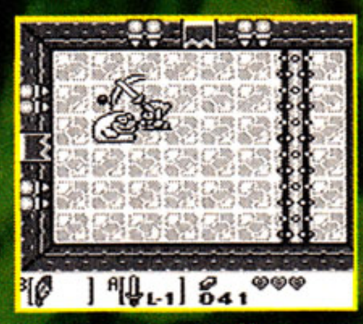




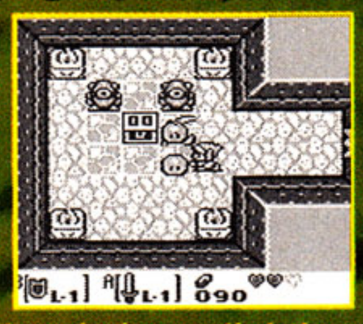
Overhead Search!



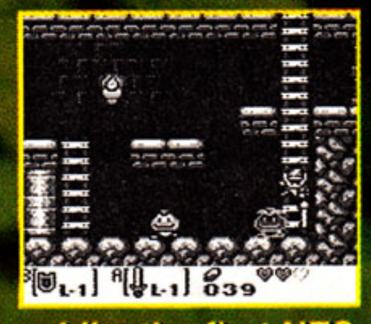
As the mid-boss pushes the spike log, leap over it and strike him dead!

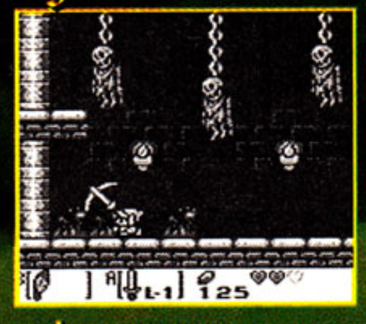


One of the views is the obvious slightly overhead perspective, giving depth.



Side Scrolling Action!





Like the first NES version, you can go down into a side-scrolling walkway.

Now that you got the Violin, let's get the next 7 instruments!

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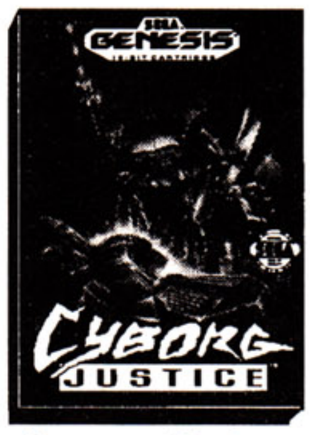

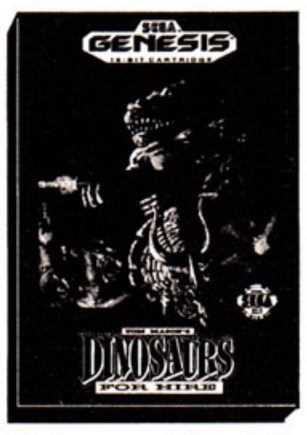

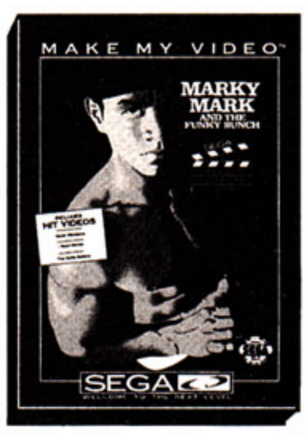

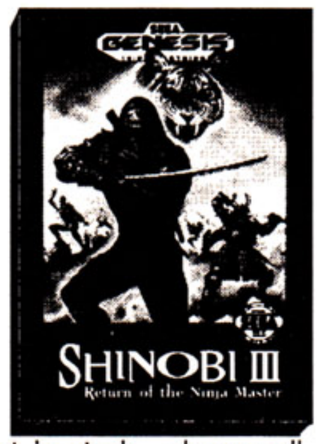

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GAME GEAR

JURASSIC PARK

WELCOME TO JURASSIC PARK...

Technology has allowed us to create genetically engineered dinosaurs. Ingen Technologies, using this ability, has created Jurassic Park. A host of creatures from the past have been placed within a zoo-like setting for your enjoyment.

This is the premise behind Jurassic Park, both the book and the movie. Inspired by the action-packed drama, Sega has created a game for the Game Gear. This cartridge features five areas filled with spine-tingling prehistoric danger.

If you like action/adventure, or loved the movie, this game is for you. The graphics as you can tell by the pictures, are terrific. With two types of game play, you can enjoy this cartridge anytime. Best of all, since it's on the Game Gear, it can be played anywhere.

THREE WEAPONS TO CHOOSE FROM...

STANDARD RIFLE

Good for enemies directly in front of you. Moderately powerful, and grows bigger the farther away it gets from you.

L.A.W.

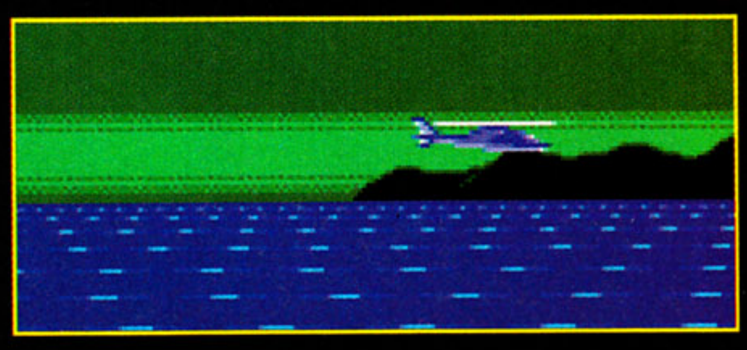
A rocket launcher that goes up diagonally then creates an airburst to smash things in the air. Average strength.

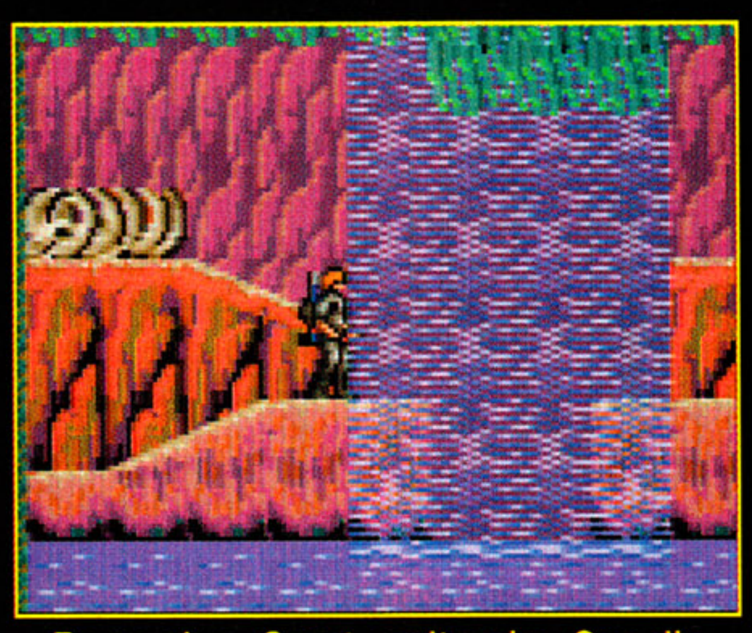
FLASH GRENADE

Flares upward to strike anything flying in the air. Very powerful, but has limited applications throughout the game.

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
SEGA	GAME GEAR	EASY	SEPTEMBER
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
4 MEG	5	ACTION	90%





Remember, Grant can't swim. One dip into the water and he's a gonner.

BRACHIOSAUR PADDOCK

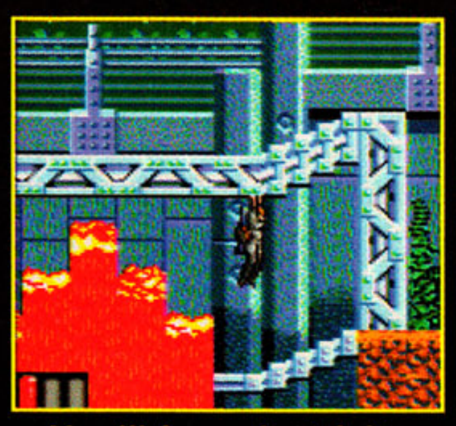
The Brachiosaurus Pen starts out with you driving along, and fighting the T-Rex. Then you must fight to the pod of Brachiosaurus. Use the L.A.W. to defeat the massive end boss.

TRICERATOPS PADDOCK

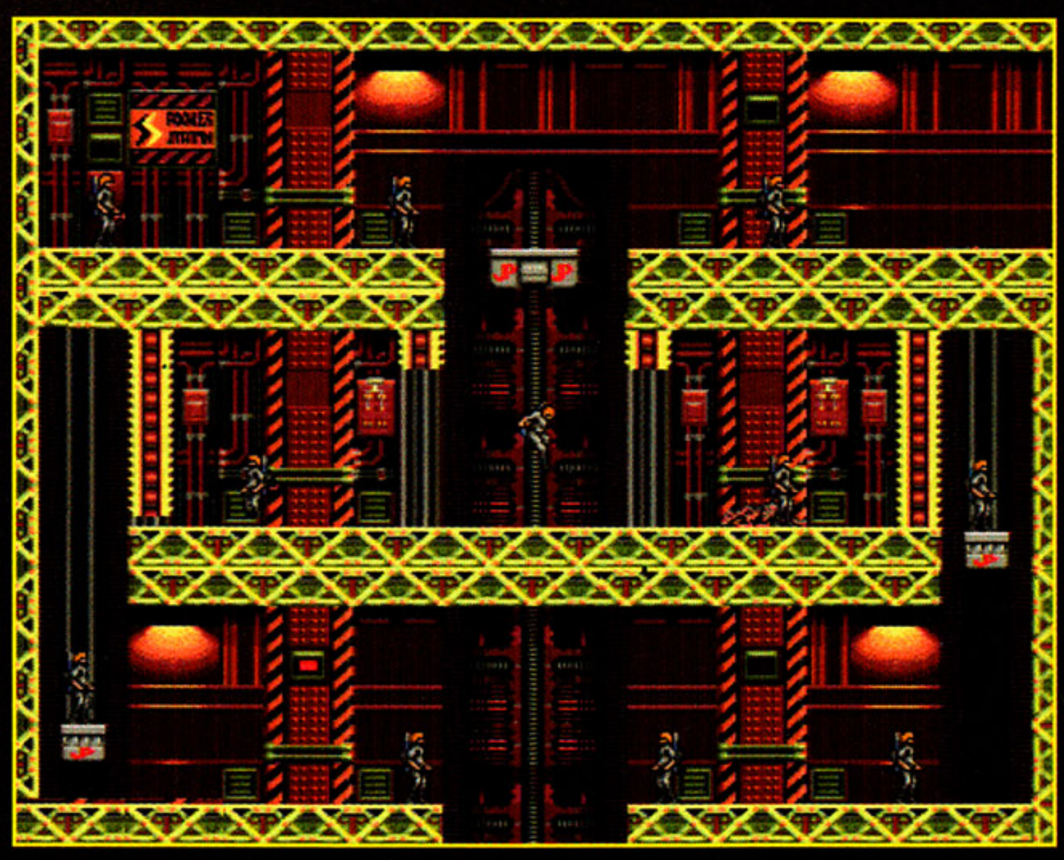
The forces of nature are against you! Fierce lightning and blazing tornados will sweep you off your feet. The boss is a Triceratops running rampant. Watch out!

Run for your life from the forest fire. If you stop, you'll be cooked!

VELOCIRAPTOR PEN



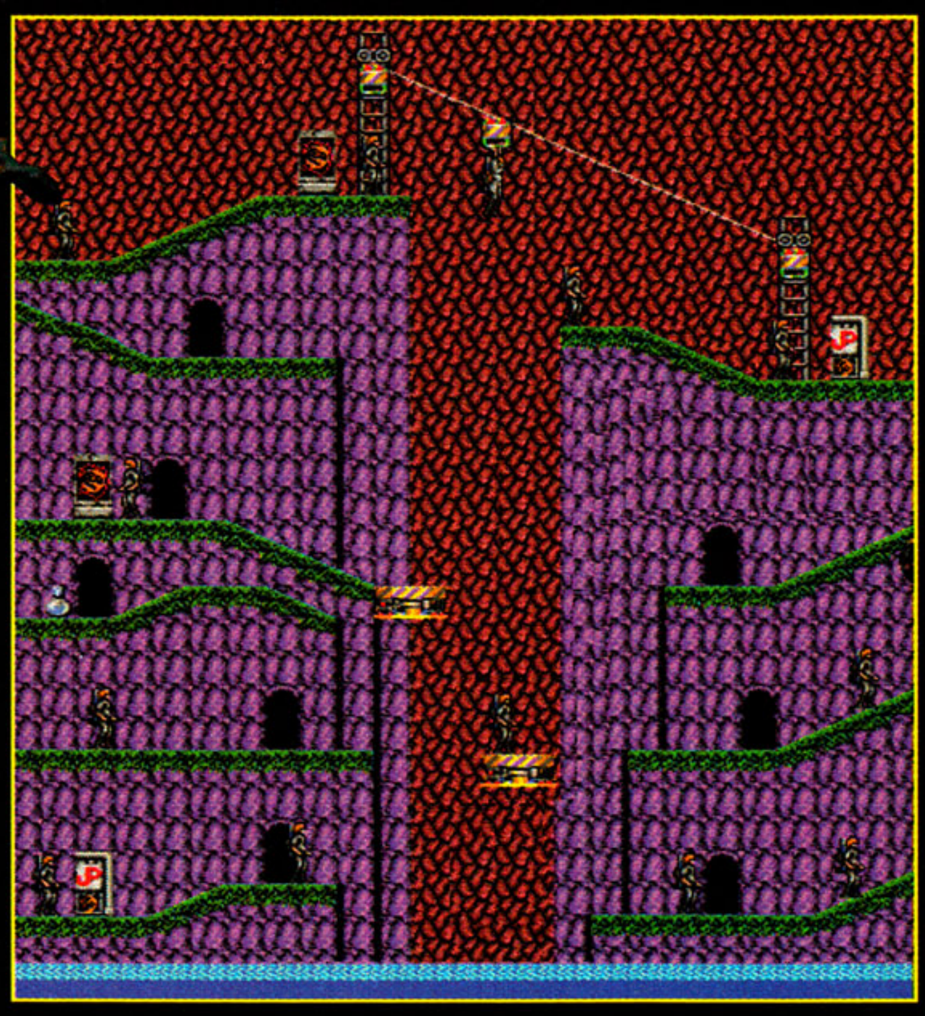
You'll face electricity and lava. Timing is everything here.



Go through the maze of the Power Station to turn on the fences. The Raptors will try to ambush you if you slow down. Try not to get lost in the maze of corridors. The boss of the level is the alpha female of the Velociraptor pack. Stay low, and keep shooting to survive.

PTERANODON AVIARY

In the driving sequences, you can get health and extra lives by shooting the dinosaurs. This is very helpful when going up against the bosses.



You start this level by driving through a swarm of Pteranodons. The sub-boss is is the largest of these creatures, and it drops boulders onto your vehicle. Once you are on foot, you must trek through a labyrinth of caves to get to the Pteranodon nesting area. The main boss is difficult, but can be delt with by using flash grenades.

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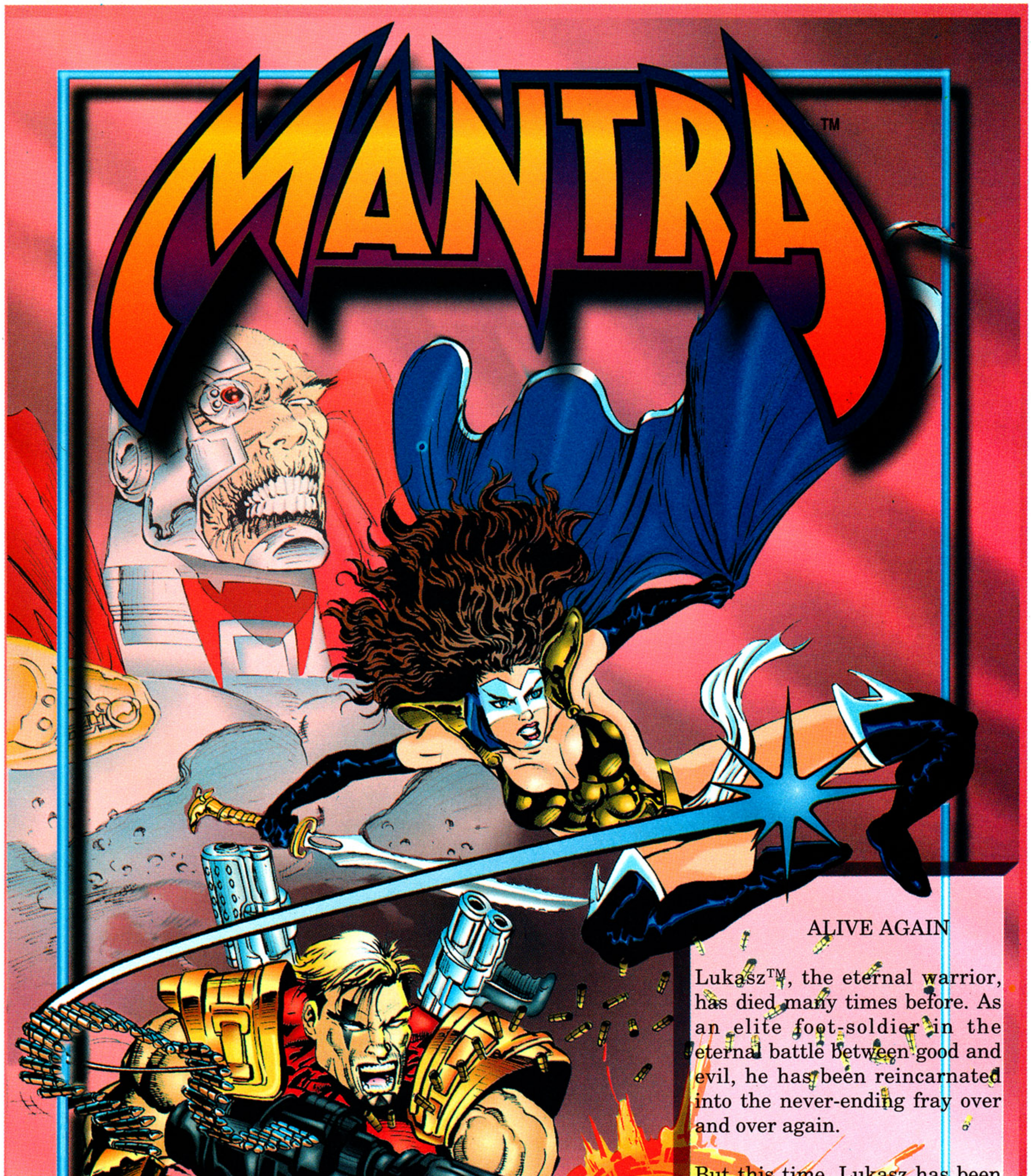

ALIVE AGAIN

Lukasz™, the eternal warrior, has died many times before. As an elite foot-soldier in the eternal battle between good and evil, he has been reincarnated into the never-ending fray over and over again.

But this time, Lukasz has been brought back as a woman--permanently. And to make matters worse, her only ally is Warstrike™, the man who killed him in the first place!

ULTRAVERSE™

Mike W. Barr • Terry Dodson

Illustration by Hoang Nguyen

July '93

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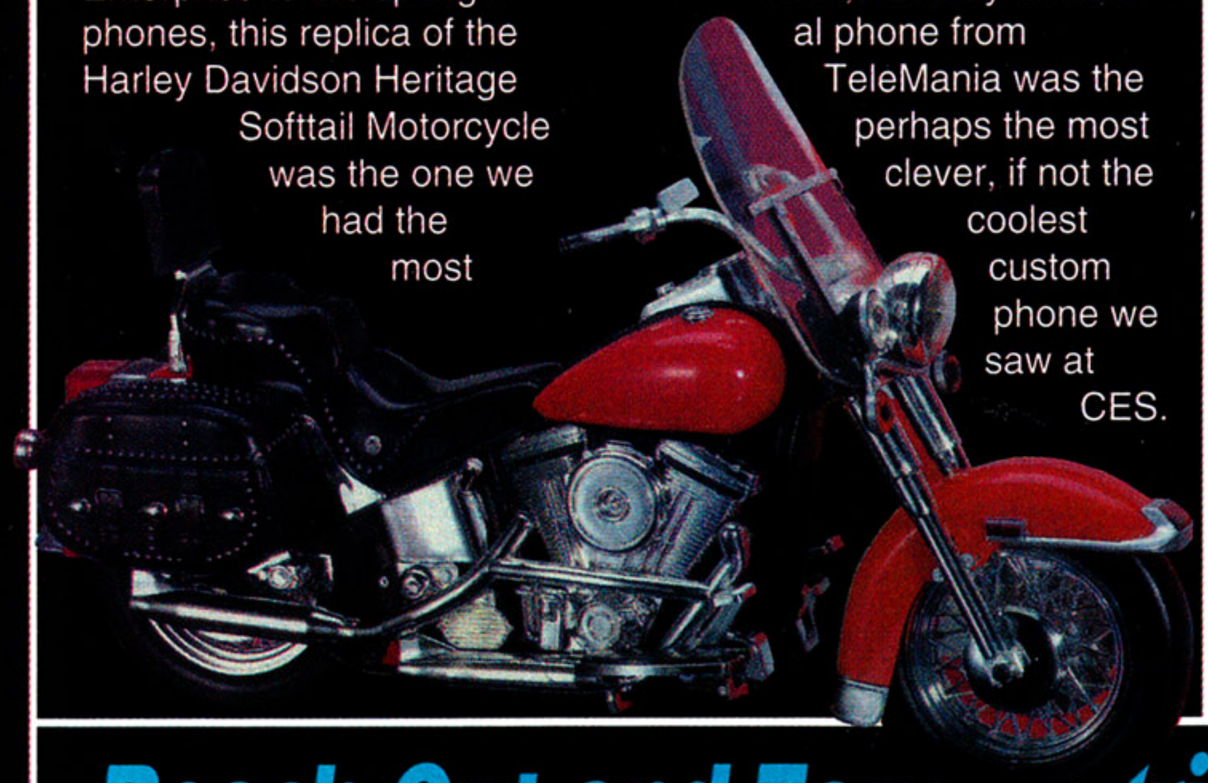
EGM LIFESTYLES

THE WHAT'S HOT SOURCE FOR EGM READERS ONLY

Call on an American Legend

Of all the different custom phones we saw at the show, from Star Trek's U.S.S. Enterprise to the sponge phones, this replica of the Harley Davidson Heritage Softtail Motorcycle was the one we had the most trouble distinguishing as a telephone. With a flashing headlight and a real beeping horn, this fully functional phone from TeleMania was the perhaps the most clever, if not the coolest custom phone we saw at CES.



A Walkman for Your Eyes?

Virtual Vision, makers of these high-tech glasses called the Virtual Vision Sport, claim they will do for TV viewing what the walkman did for music listening.

The ingenious glasses project a virtual one-inch image in the lower outer corner of either the left or right eyepiece. A wearer can effortlessly shift attention from the TV image that appears to be floating in space to the world outside, whether you're about to dodge the little surprise the neighbor's dog left for you in the back yard or just watching the late show in bed.

The Virtual Vision Sport video system weighs just five ounces.

Reach Out and Touch, Write, Call, or Fax Someone

AT & T unveils its "Etch-A-Sketch of the Future": The Personal Communicator

With the announcement that AT & T and EO, Inc., are combining forces to offer a single line of Personal Communicators, the world may be on the brink of a new revolution in communications technology.

The AT&T EO 440 Personal Communicator - which provides fax, electronic mail, cellular phone, and personal computing capabilities - has just been made available to consumers in select AT&T Phone Centers and authorized EO resellers.

The Personal Communicator is a highly flexible piece of equipment that is based on the "pen-and-paper" metaphor of GO Corp.'s PenPoint operating system. If a person wants to jot down a reminder, schedule a meeting, or even draw a map, he or she presses the pen device to the tablet-screen and presto, the note is stored in memory and placed in the appropriate category.

AT&T and EO believe these products will provide messaging and information-handling capabilities that go far beyond today's fax and e-mail, and will have as much impact on person-to-person communications as the telephone had in the early 1900's.

But perhaps the best thing about the Personal Communicator is that, unlike an Etch-A-Sketch, you can turn it upside and shake it without erasing anything.

It isn't hard to imagine that this product, if it achieves mass distribution, will reduce much of the need for pen and paper in the next century.

The world's first family of Personal Communicators was introduced amidst a lot of fanfare at the Summer CES.

The power of an entire office workstation can now be taken almost anywhere.

CES SPECIAL EDITION

EGM LOOKS AT SOME OF THE STARS OF THE SHOW

Blows Away Air Guitars

For those of you who matched Jimi Hendrix guitar lick for guitar lick on Purple Haze, or jammed right along with Eddie Van Halen in one of his hallmark solos countless times on your air guitar, Arrow Micro-Techs has got a product for you.

The Jaminator was introduced at the CES for the first time and should hit American stores toward the end of the year or early next year at a price much lower than keyboard synthesizers that offer comparable features.

According to its makers, the Jaminator is a fully interactive music maker that compensates for mistakes and insures players never hit a sour note. With interchangeable sound cards that make up a diverse music library, the Jaminator is one cool axe.

Stack 'Em

As CDs become the storage medium of choice for audio, and now video, software, people are on the lookout for a safe, and attractive place to house their precious libraries. Koizol has met that demand with their unique skyscraper storage system.

Whether you're knee-deep in Liberace recordings or just don't know where to put all those riveting Sega CD titles, these holders can make any collection interesting.

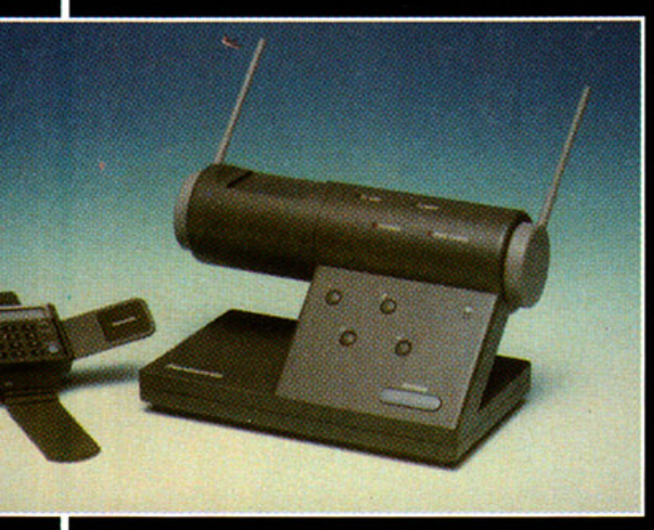
The towers are available in North America through Mitoco Design Marketing in Toronto.

CD Towers from Koziol.

Why is That Guy Talking to His Watch?

Remember the great old comic strips where the detective called headquarters from wrist phones? Or, where interplanetary adventurers check in from Saturn on wrist radios? Still sound like science fiction?

Well, not anymore with Panasonic's introduction of the KX-T9900 900-mHz wristband cordless telephone.



With a powerful base unit and high speed circuitry, the Panasonic wristband phone has finally made the mythical watch-phone a reality.

This amazing new telephone uses the most advanced cordless technology available: 900-mHz operation. Because of its ultra-high frequency, this phone bypasses many sources of telephone interference, such as fluorescent lights, garage door openers, and other cordless phones. The result is a clean, clear sound that rivals even corded phones.

But the best thing about the KX-T9900 is its tiny design. Panasonic has succeeded in miniaturizing cordless technology to the point where the portable phone has actually been fit on a watch-style wristband. Despite its size, the wristset is a fully-featured telephone, with built-in microphone, speaker, and miniature keypad. With it, users can freely roam throughout the yard, home, or office without losing touch. And, with the phone strapped to the wrist, there is little chance the portable will be misplaced after making a call.

Technology has finally caught up with our imaginations. The Panasonic KX-T9900 was one of the hottest products at CES.

For even greater versatility, up to four wristsets can operate from a single base. And wristsets can serve as intercoms, both between portable and base and between other portables. Staying in touch will be easier than ever.

Now imagine how easy it will be to order pizza delivery during math class.

COMICS

Back by Popular Demand

Speed Racer Returns With A Vengeance

Since celebrating his twenty-fifth birthday last year, Speed Racer is undergoing a rebirth of sorts through comic titles, reruns on MTV, video games, an updated animated series, and even a full-length feature film.

The Speed Racer series became an instant hit when it first appeared on American television in 1967. The series went on to become one of the most successful series ever shown.

As the main character, Speed Racer is a smart, courageous, resourceful teenage race car driver competing in dangerous races throughout the world in his fast and fabulous Mach 5 racing machine.

The Mach 5, packed with all its wonderful toys, was as much a star in the series as Speed. At the push of a button on his steering wheel, Speed could extend rotating saw blades out in front of the Mach 5, or launch him and the car into the air with powerful spring-like legs that shot out from under the Mach 5.

To commemorate Speed's 25th birthday, NOW Comics produced a three-issue comic book mini-series featuring the entire cast of Speed Racer regulars including Speed, his spunky girlfriend Trixie; his closest friend and ace mechanic Sparky; his curious little brother Spridle; the mischievous monkey Chim-Chim; Speed's father and designer of the Amazing Mach 5, Pops Racer; and the mysterious Racer-X.

Speed makes his debut on the big screen this summer with The Speed Racer Show, a campy 90-minute animated theatrical tribute to the long running series complete with new music, restored never-before-seen footage, and three original episodes.

Produced and distributed by Streamline Pictures in association with Speed Racer Enterprises, the film is showing in the art movie house circuit in all major cities across the U.S.

This picture provides a glimpse of what the new Speed Racer Animated series will look like.

On the video game front. Accolade sewed up a world-wide long-term agreement earlier this year to exclusively produce games based on both the Classic and the New Speed Racer.

Finally, an updated series entitled the New Adventures of Speed Racer will premier the week of Sept. 13, 1993.

Speed Racer and his original gang including Chim-Chim, Spridle, Sparky, Pops, Trixie, Ma, Speed, and Racer-X.

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MOVIES

How Did They Do That?

With summer now in full swing, so is the competition between the major movie studios. As Arnold competes with dinosaurs, and Sly takes to the mountains, the studios recognize summer as the most important time of year. With this year's crop, they're pulling out all the stops to bring in the big audiences - and of course the big box office dollars.

Sylvester Stallone and Janine Turner on a Cliffhanger set. "I had no idea what to anticipate: the logistics, the snowmobiles, the helicopter rides to the sets, inclement weather, it was exhausting," she said.

In the opening scene of Cliffhanger, movie goers see Hal, played by Michael Rooker, and his girlfriend stranded high on a remote mountain peak.

Filming that dizzying scene is much more than a matter of dropping the characters off and rolling the camera. Scenes like these don't happen without a monumental effort.

Obviously, the hard work paid off. Cliffhanger has already amassed more than $55 million. In the first weekend alone, it raked in $20 million plus.

"Cliffhanger," said director Renny Harlin, "is the biggest production I've ever been involved in."

Just the task of transporting people and equipment such as helicopters, cameras, cranes and dollies to the mountains became a test of will. They even had specially built elevator rigs that hung from the mountain at 10,000 feet.

Steven Spielberg's monster mega-pic Jurassic Park, which set new box office records for raking in more than $50 million in its first weekend alone, had to persevere through a very different set of logistical problems.

Arnold Schwarzenegger in the Last Action Hero. From shutting down Times Square to pyrotechnic displays, Arnold had to overcome all sorts of obstacles.

Spielberg faced the daunting task of animating the dinosaurs using full-sized 3000 pound models, scaled down models, and computer animation. With a lot of time, money, and patience, anyone who has seen the film will testify that Spielberg pulled it off.

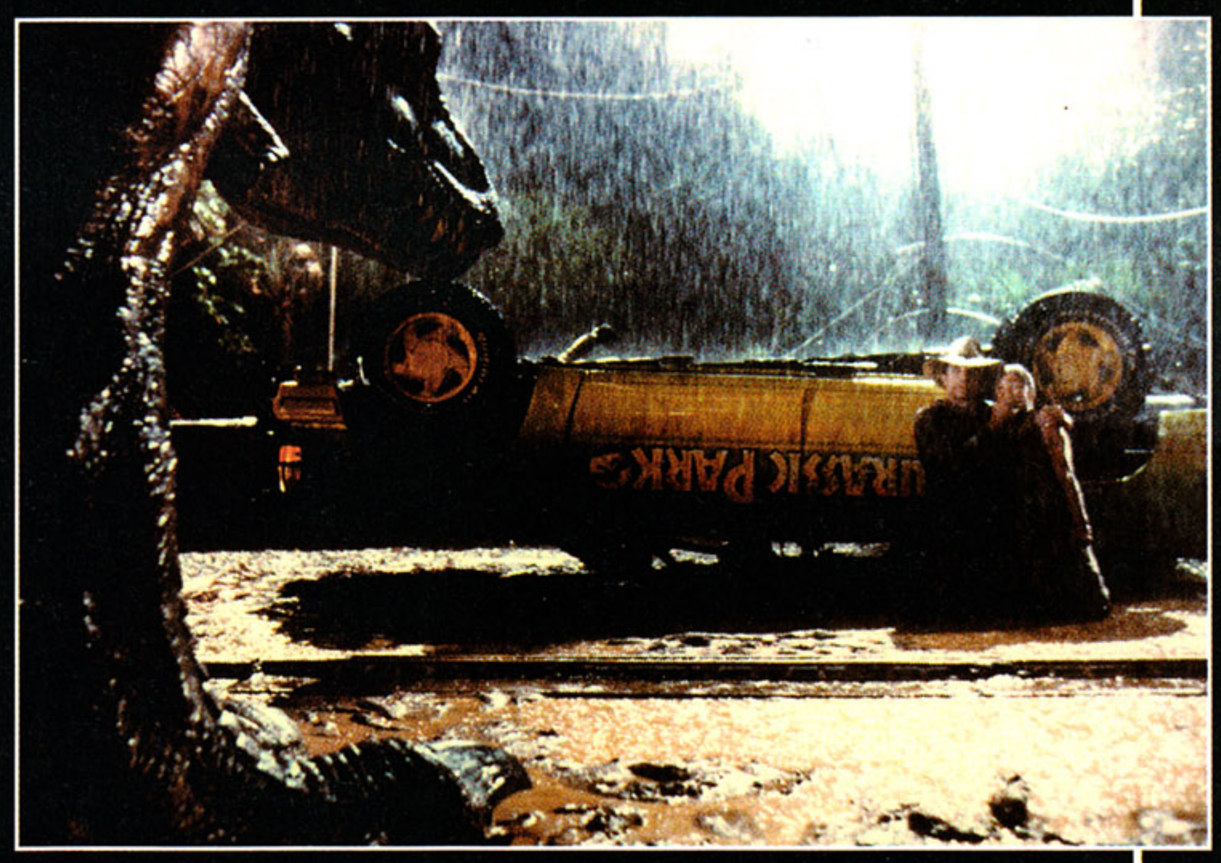
Not only did the Jurassic Park crew have to deal with a myriad of technical problems, they also had to overcome an unexpected disaster from Mother Nature.

After three weeks of filming on location in the lush beauty of the island of Kauai, Hurricane Iniki tore through the set and leveled much of the island.

Producer Kathy Kennedy recalls, "If you're going to be stranded with anyone, be stranded with a movie crew," she said. "We had generators for lights, and plenty of food and water. We were self-sustaining because we moved around on location all the time."

In another cinematic juggernaut, Arnold Schwarzenegger's Last Action Hero, Columbia Pictures needed the cooperation of New York City to film some key scenes that take place in Times Square.

It's not like New York City can just shut down in the middle of the day for a few hours to accommodate a movie - although the Big Apple did it for Big Arnold.



Dr. Alan Grant (Sam Neill), cowers in fear with Alexis (Ariana Richards). Even a fake, full-sized, moving T-Rex is dangerous to work with when it weighs more than 3000 pounds.

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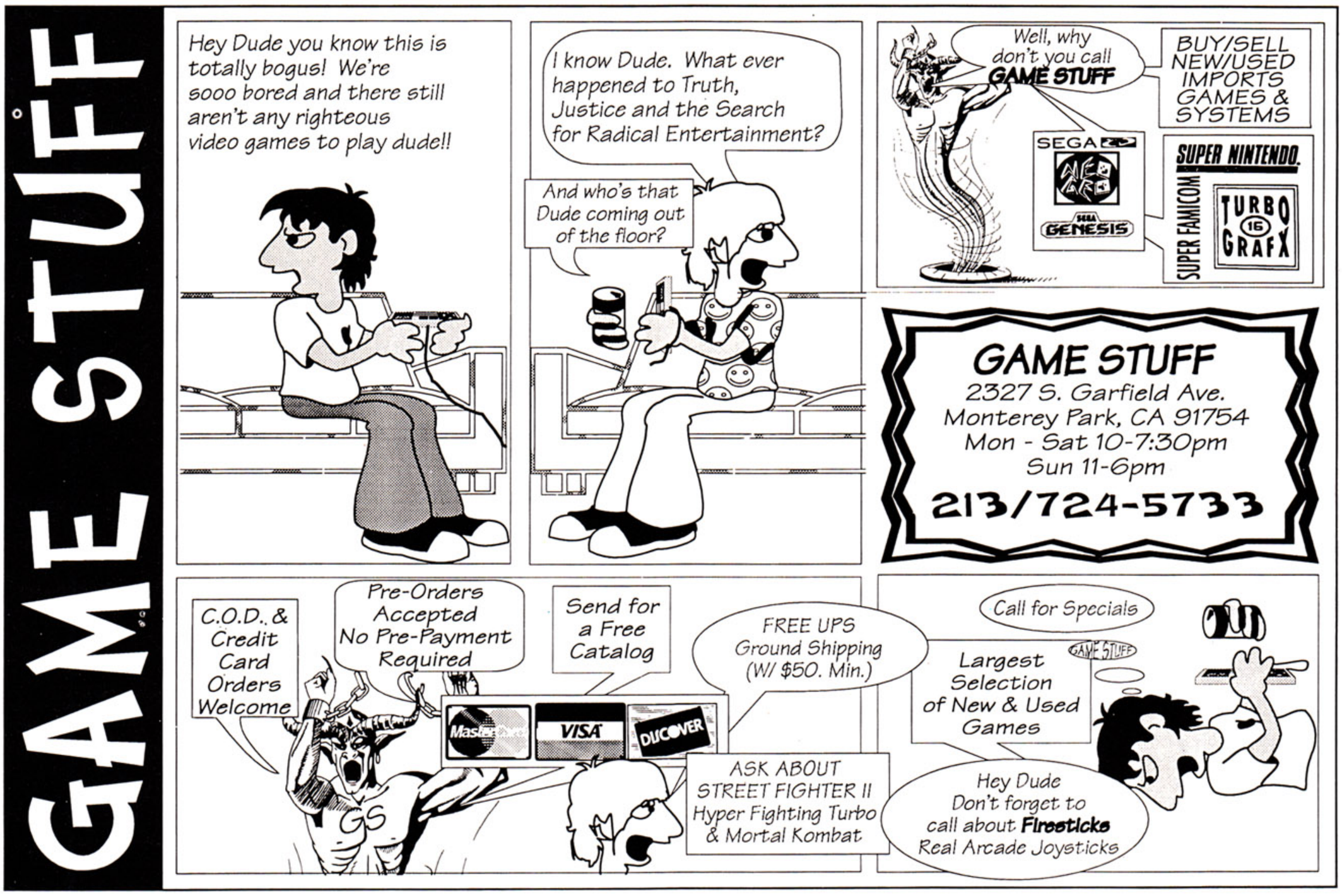

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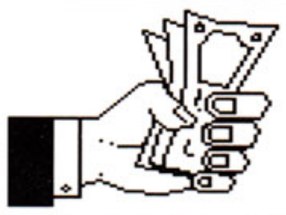

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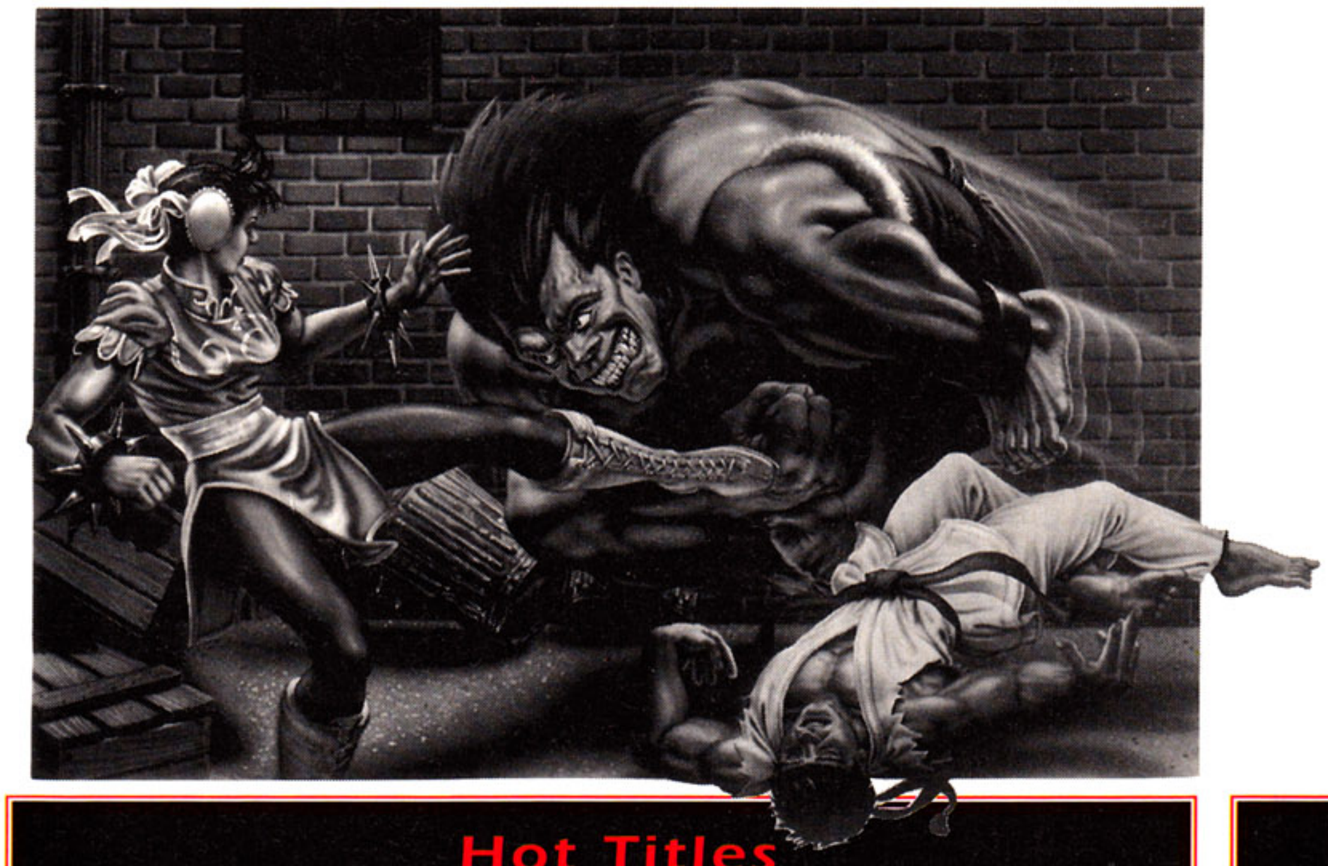

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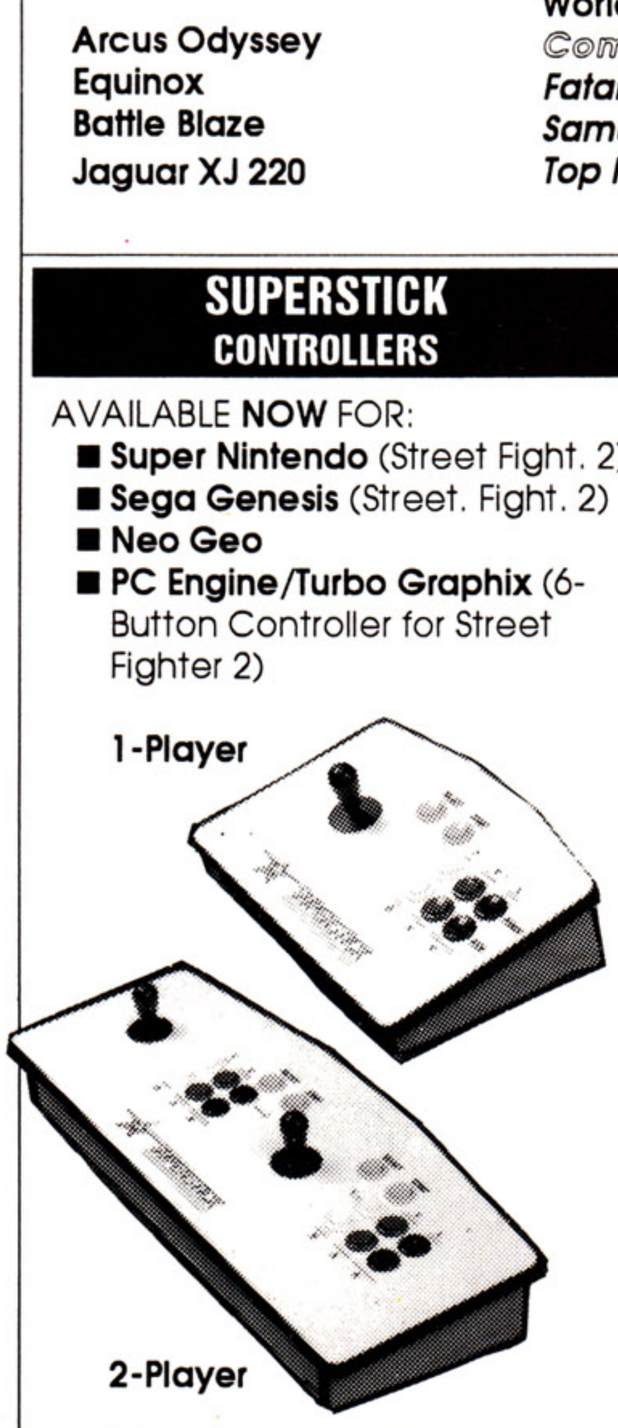

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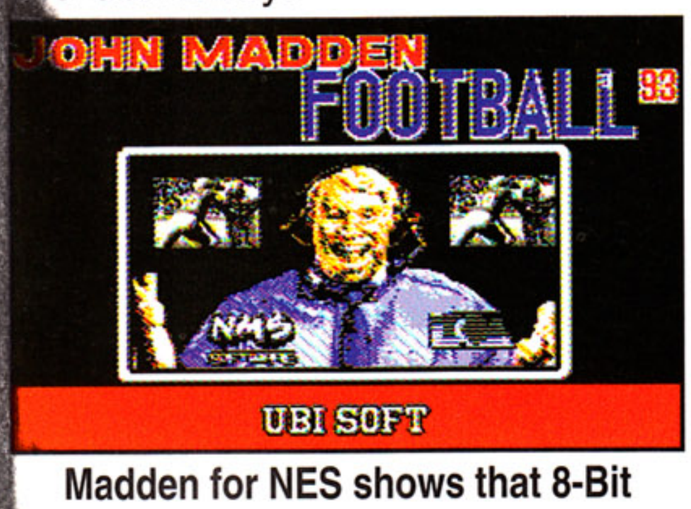
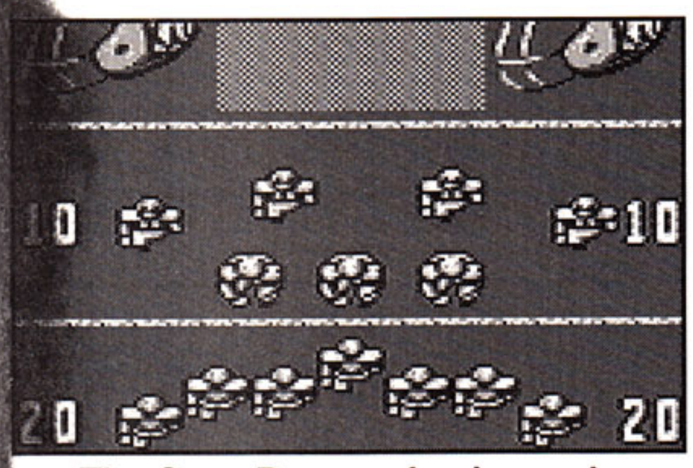
A bunch of realistic plays are to be programmed in along with well animated players. The colors on the NES version are bright and depict the field well. The GameBoy, despite the lack of color will be nearly identical to the NES version.

Run in for the touchdown, or kick a field goal. You must practice to be the best, or you'll never win. This is going to be one of the better NES football games once it's finished.

UBI is hard at work to bring Madden alive on the NES and GameBoy. Sorry Mr. Mushnik, this game is just like it's 16-Bit big brothers. If you are an armchair athlete like the majority of players out there, and want a little something different, John Madden Football '93 is for you, NES, or the GameBoy.



Madden for NES shows that 8-Bit isn't dead quite yet.



The GameBoy version is nearly identical to the NES version!

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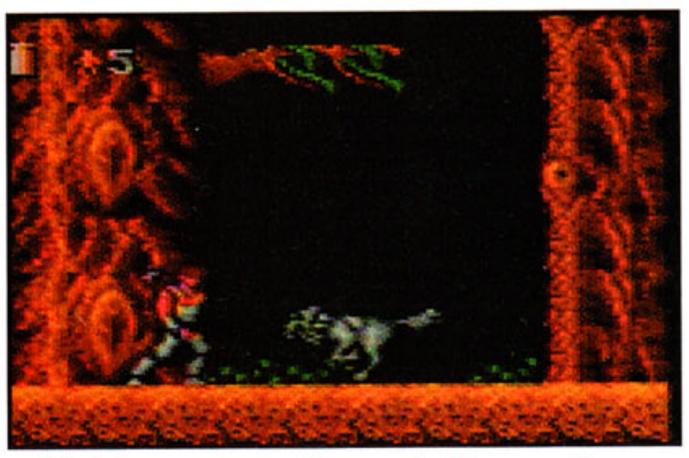
Hiryu must climb, crawl, and jump through the strangest of places. Things are not what they seem. Forests hold fortresses, and a single castle can contain a massive army of psychotic cyborgs.

Strider Returns is an excellent adventure for the Game Gear, and a wise player would pick it up, especially if you liked the first one. Totally hot!



Fight your way through the perilous forest teeming with beasts.

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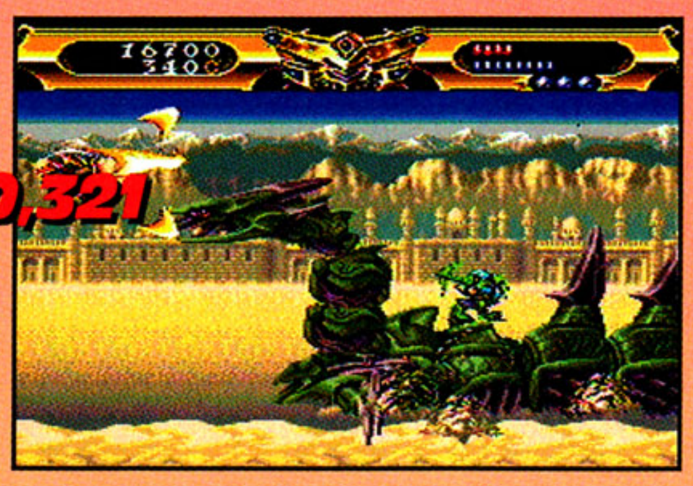
This Month's Game...

Lords of Thunder



1. Erwin Chan	**1,500,321**
2. James Mueller	1,300,031
3. Todd Peters	1,002,310
4. Ian Richardson	90,310
5. David Gienko	80,310

Send Scores For... Bomberman '93

All entries by Sept. 15.

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NINTENDO

Game	Score	Player
Addam's Family	1,034,200	Stephen Krogman
Adventure Island 2	272,040	Edouard Charbonneau
Batman	6,802,500	Jeff Arensmeyer
Battletoads	999,999	Jason Klinger
Castlevania	999,990	Jeff Adkins
Double Dragon 2	9,999,990	Edouard Charbonneau
Dr. Mario	1,026,600	Richard Sauther
Godzilla	11,111,310	David Wright
8 Eyes	10,172,458	Kelly McKenzie
Iron Sword	1,314,416	Jeff Adkins
Marble Madness	147,110	Jason Turka
Paperboy	191,300	Glenn Stockwell
Rampage	42,999,963	Stephen Krogman
Road Blasters	999,999	Ralph Barbagallo
Robocop	112,081	Jason Turka
Sqoon	12,012,210	Glen Stockwell
Super Mario Bros. 3	9,999,990	Sergio Stugar
Tetris	999,365	Richard Sauther
T.M.N.T. 3	934,600	Rick Lico

SEGA

Game	Score	Player
After Burner	13,572,900	Christopher Sims
Altered Beast	234,400	Alex Stamos
Black Belt	999,900	Rob Siegmann
Double Dragon	627,000	Todd Feller
Moonwalker	21,020	Vince Tennant
The Ninja	1,924,650	Vince Tennant
Pro Wrestling	996,400	Vince Tennant
Rampage	998,155	Christopher Sims
Rastan	31,139,300	Christopher Sims
R - Type	1,128,500	Brian Gaudreault
Shinobi	1,165,750	Todd Bustillo
Space Harrier 3 - D	35,257,970	Dan Lee

SNES

Game	Score	Player
Act Raiser	99,990	Michael Klott
Contra 3	9,999,999	David Wright
Final Fight	2,712,343	Mike Mullins
Pit Fighter	1,777,510	Carlton Barnes
Super Adventure Island	494,100	Chistopher Bucci
Super Mario World	9,999,990	Kenneth Li
Super R-Type	9,999,900	David Rumsey
Super Smash T.V.	57,697,125	Christopher Sims

GENESIS

Game	Score	Player
Altered Beast	4,682,500	Lee Venteicher
Batman	1,342,200	Christopher Sims
Buster Douglas	23,554,640	Richard Sauther
Castle of Illusion	29,218,800	John Stukey
Curse	10,560,300	Jeff Yonan
Ghouls & Ghosts	6,195,100	Richard Sauther
Gaiares	1,791,041	Jim Hakola
Musha	155,997,820	Teddy Meadows
Rolling Thunder 2	2,682,810	Curtis Clare
Sonic the Hedgehog	9,999,990	Brian Herrmann
TMNT Hyperstone Heist	9999	Scotty Altman
Toe Jam & Earl	1100	Janice Miller

ARCADE

Game	Score	Player
1943	2,947,360	Brian Chapel
After Burner	68,588,000	November Kelly
APB	1,002,324	Greg Gibson
Diner(PIN)	89,220,000	Steve Ryno
Double Dragon	146,860	Andy Baran
Hard Drivin'	529,800	Jerry Landers
Klax	3,205,000	Leong Su Chin
Out Run	49,050,270	Dan Lee
Street Fighter II	Finished	Stephan Krogman
Super Contra	10,640,310	Martin Alessi

TURBO

Game	Score	Player
Alien Crush	999,999,900	Barry Bowman
Bloody Wolf	35,764,000	Rikky Graham
Cyber Core	9,999,900	Josh Winter
Dragon Spirit	639,670	Randy Lewis
Fighting Streets	1,590,900	Dennis Crowley
Galaga 90	1,504,140	Jeff Yonan
Klax	3,460,750	Jonathon Paleologos
Monster Lair	561,090	Paul Cinker
Ninja Spirit	99,999,900	Mike Curran
Parasol Stars	83,062,560	Justin Haworth
R-Type	999,800	Chris Nygaard
Splatterhouse	99,999,900	Chris Nygaard
Super Star Soldier	13,442,900	Jeff Yonan

Rules - All scores on Bomberman '93 must be received by September 15, 1993. If maximum scores are reached, a drawing of all maximum scores will be conducted to determine prize winners. All scores must be submitted on official Team entry forms and accompany a legible photo. Void where prohibited. Send SASE to High Scores, 1920 Highland Ave., Suite 222, Lombard, IL 60148 for an official entry form. One winner per household per year. Score rollovers will be treated the same as maximum scores. Decisions of the judges will be final.

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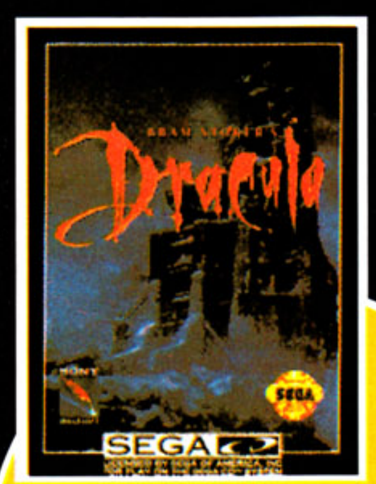

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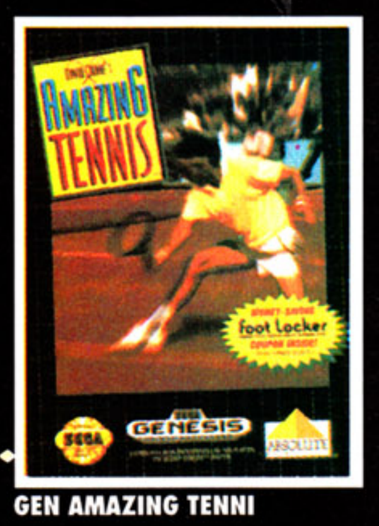
SONIC THE HEDGEHOG

SNES BATTLETOADS

SNES THE LOST VIKING



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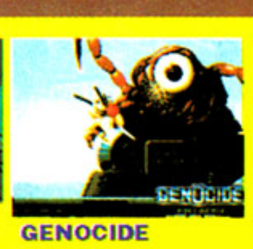

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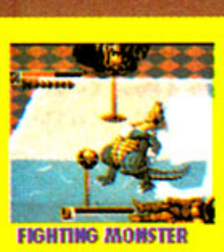

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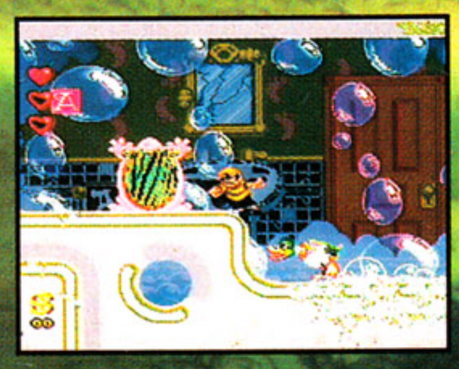

Screen shots shown are from the Super NES version of the game.

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