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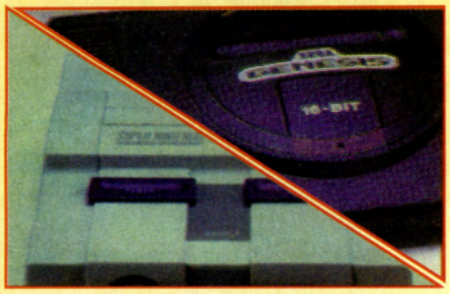
The future of video gaming is here with the release of the incredible Sega CD!

Street Fighter II exploded on the scene in 1992, and continues to gain momentum!



The Super NES and the Genesis: these heavyweights are reviewed by our staff!

Check out our Fact-Files on many great carts of 1992, including T.M.N.T. 4!

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1992 marked the beginning of a new era in video gaming - the introduction of advanced CD technology! Turbo Technologies, Sega, and Nintendo have either began marketing their CD games and systems, or are in the process of developing their future systems. What will this lead to, and which systems will be the best?

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52 FACT-FILES

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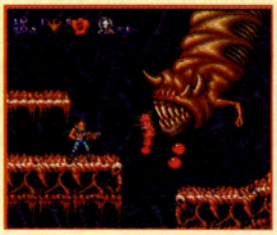
Don't miss the exclusive Sonic 2 preview!



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In your quest to restore world peace, you will learn many powerful spells. Prepare for battle by collecting weapons and magical objects. But nothing will prepare you for the special effects, the eye-popping graphics, the stereo digital sound experience. Drakkhen. It's the Super NES game of the year. The role playing challenge of a lifetime.

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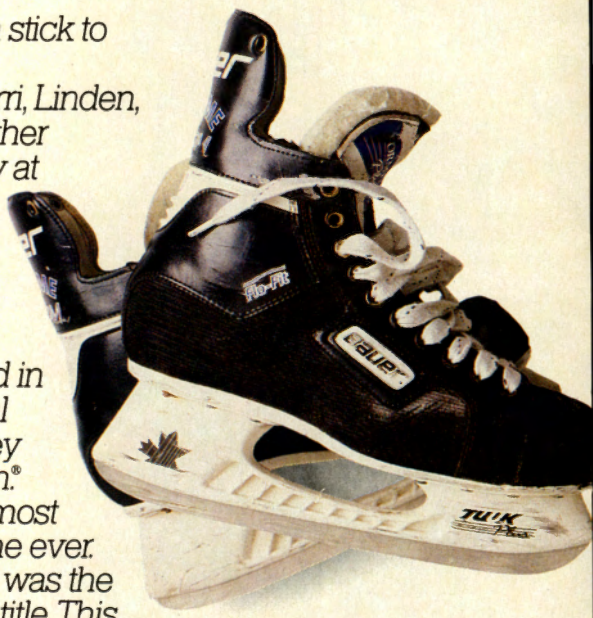
SKATE WITH THE GREATS.



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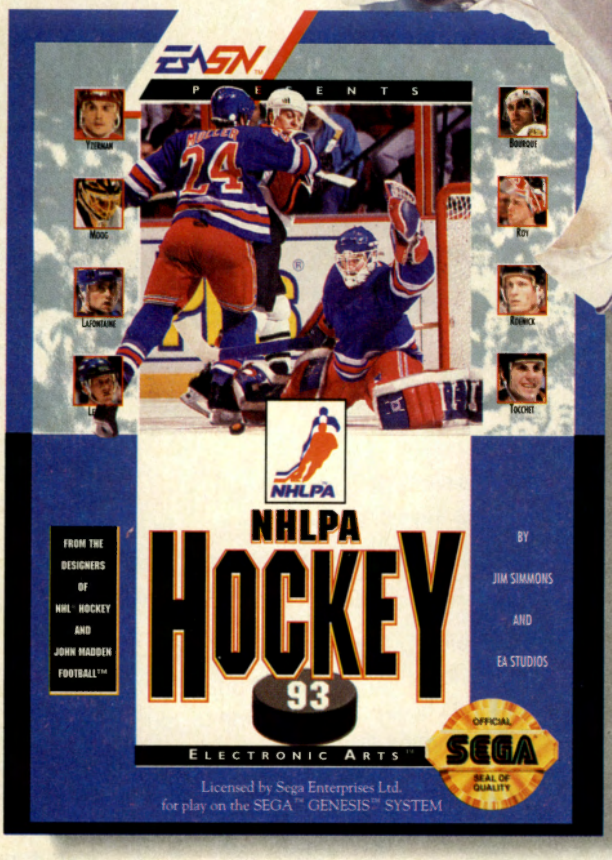

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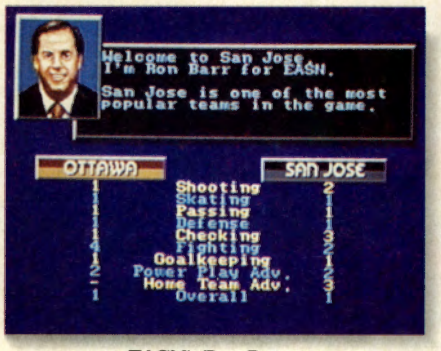

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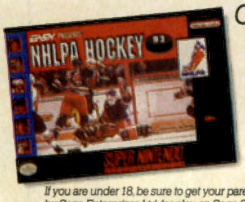

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INSERT COIN

1992...THE YEAR IN REVIEW

As another year draws to a close, it is interesting to go back over the last 12 issues just to see how things have changed in the gaming industry. Last year we were talking about how the 16 Bit video game war was going to really heat up in 1992 and also how this was to be the year of the CD. Well one out of two isn't bad.

Nintendo last year had problems. Their 8 Bit system was rapidly losing popularity with the game players and their new 16 Bit Super Nintendo looked great on paper but just couldn't deliver when it came to good software. Sega on the other hand was riding high on the (hedge) hog and couldn't get their systems to the stores fast enough to satisfy demand.

Now it is Christmas 1992 and Nintendo is looking good. Their game programmers have been able to solve much of the slowdown and flicker problems that plagued the Super NES last year, and there is a wide variety of new and innovative software to satisfy nearly everybody's interests. You name the game genre, whether it be RPG, action, adventure, quest, sports or puzzle and you'll find a half dozen good games in each category. Not bad for one years work!

On the other hand, Sega hasn't been sitting idle doing nothing. As the Christmas shopping season approaches, there will be new games to keep the Genesis players rockin'. The long awaited Sonic 2 is out, as are Streets of Rage 2 and a new batch of sports games. Unfortunately the Sega lineup of new carts just isn't as deep as what will be out for the Super Nintendo. A new RPG, like the next edition of the Phantasy Star series, is really needed as is a new quest game. Sega does have the quantity though. With a library that numbers over 300 carts the new system owner will have quite a selection to choose from.

Who will be the big winner in 1992? It is going to be close. System wise, Nintendo is rapidly catching up with Sega and they are going into Christmas with a larger list of 'must have' games. In addition, even though the Super NES processes data much slower than the Genesis, just having the ability to do hardware rotation and scaling is a Super NES feature that is sorely missing on the Genesis. Even technology wise, Nintendo is proving to be a leader. Their new FX chip promises to add 3-D realism to cartridge based games. And of course there is the one game that everybody wants but is only out for the Super NES - Street Fighter 2. Then who gets the EGM system of the year? If you haven't guessed it yet, turn to our awards section starting on page 28.

The other item we were hot on last year was CD-ROM. Tons of memory, full motion video and CD quality audio really had us excited. Although Sega was making big promises, they soon realized that good CD games take time to produce...a lot of time... Well, 1992 is almost over and instead of Sega bringing out 25+ games with the system, they now are down to only a handful. Oh well, there always is next year.

Ed Semrad
Editor

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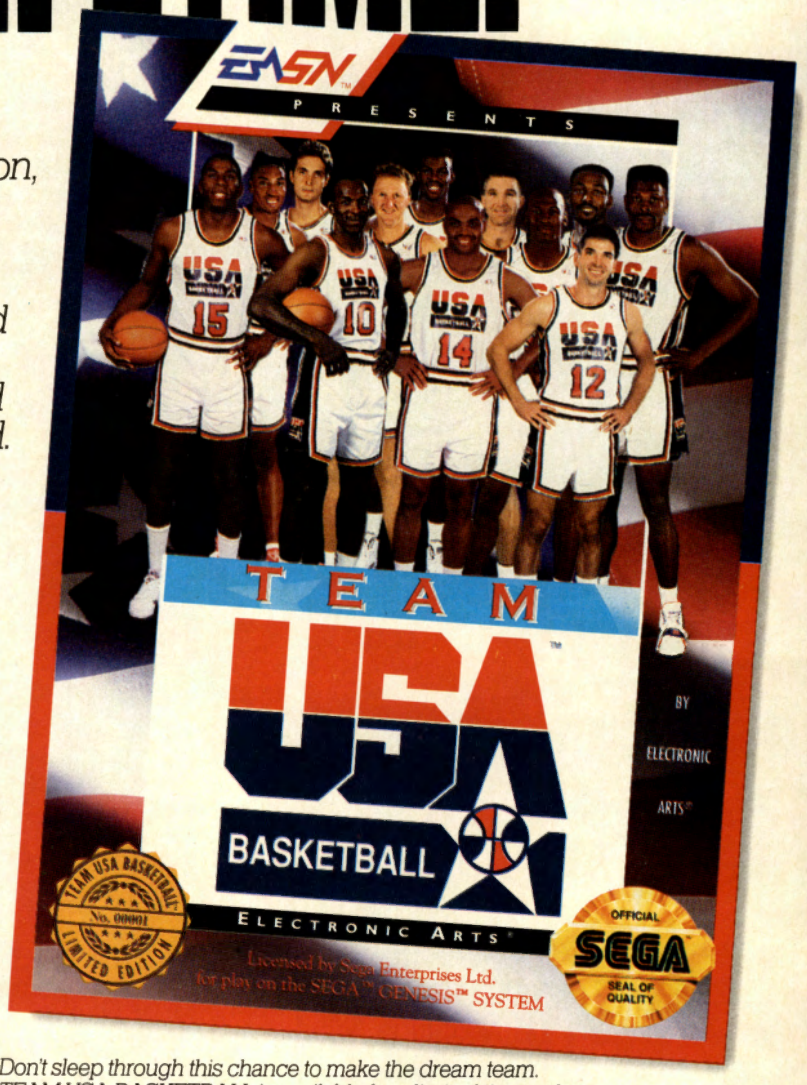

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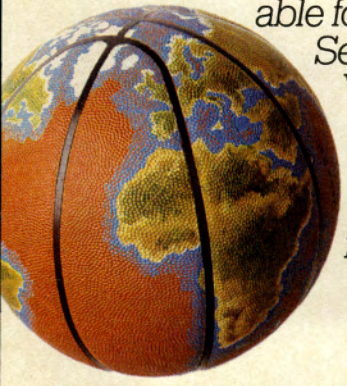
EASN, the Electronic Arts Sports Network, has coverage that's nothing less than global. Famed play-by-play announcer Ron Barr is all over the court like a full-court press. Commentary. Highlights. Instant replay. Real-life stats. The medal ceremony. Plus EASN crews are stationed all over the map, beaming stunning location shots.

Give the world a driving lesson it'll never forget. Each TEAM USA member's style of play is authentic, right down to individual signature moves.

Dominate in Barcelona and teach the world how to sing our national anthem. Or play for another country.

Prove to the rest of the world that some of the best things are still made in the USA. TEAM USA BASKETBALL is available for only a limited time for Sega Genesis and IBM. Visit your local EA dealer or order by phone any time: (800) 245-4525.

Jump now or you'll miss this shot.



The world's most powerful airforce is captured in this special TEAM USA Mini-Mural Collector's Cards Set. Every game comes with a complete 3-card set.

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CATCH THE TAITO WAVE

There's bone crunching action for Sega Genesis too. Unless you want some free dental work you had better stick in the mouthpiece, strap on the pads and CHECK it out!

This head bangin', hard checkin', free-for-all will rattle your bones and send you flyin' into the next county. So, lace 'em up and CHECK it out!

You and your three pals will journey through maze after maze packed with crazy creatures and hair raising adventure. They'll have you climbing the walls and hanging from the ceiling.

You and your trusty boomerang are on a secret seek and destroy mission. This is action with a cutting edge that will keep on comin' back for more.

While supervising the Button Pusher Division of Spacely Sprockets, George Jetson notices that the robots and computers are malfunctioning. With the help of Jane, Judy, and Elroy, George's mission is to find and stop the cause of this problem.

Fred uncovers a treasure map and sets off on a wild adventure to find the loot. Help Fred through seven adventure-filled stages in this journey.

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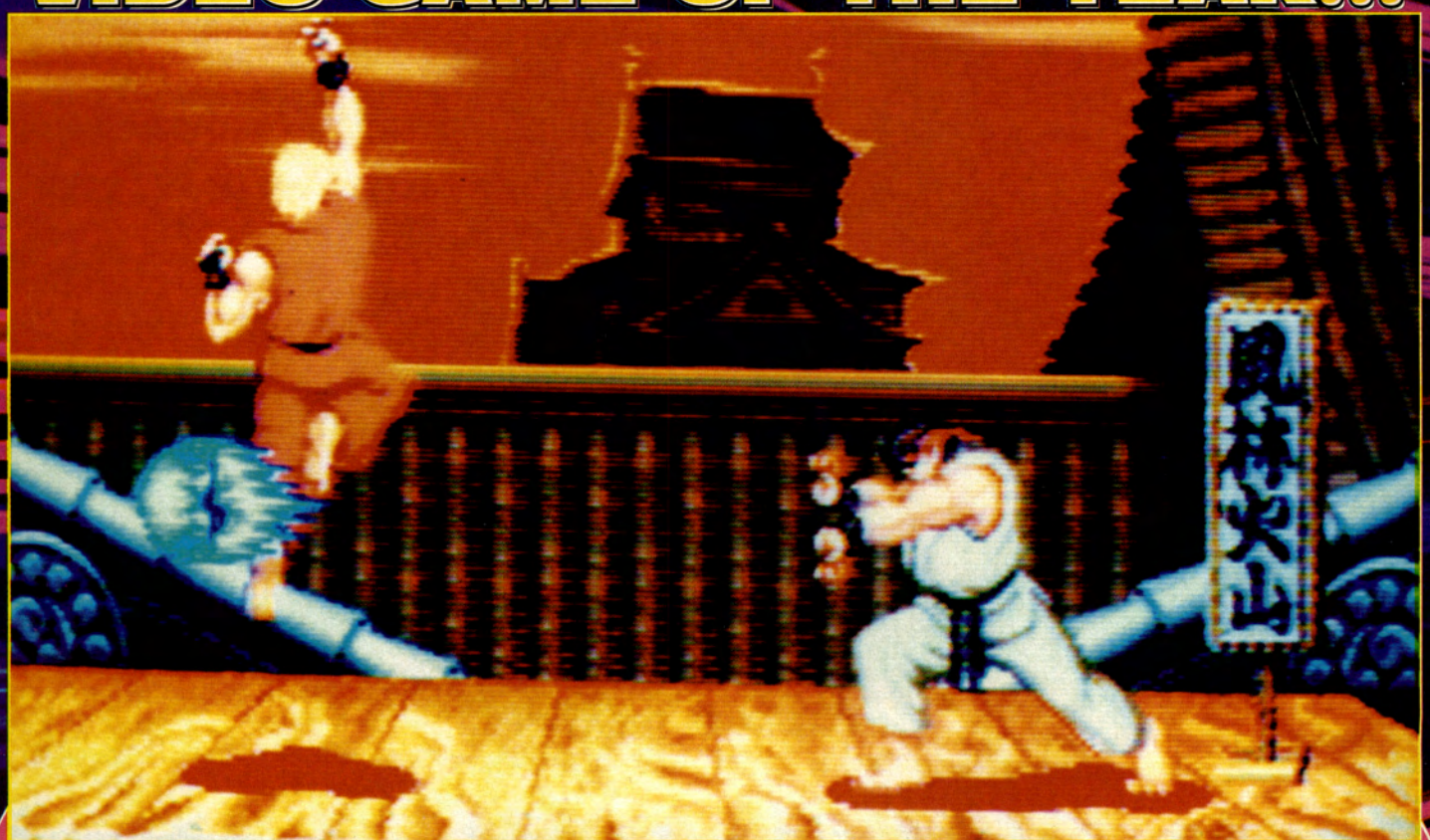
EGM'S BEST AND WORST OF 1992

VIDEO GAME OF THE YEAR...



CAPCOM'S

STREET FIGHTER II

BEST GAME OF THE YEAR
(ALL GAME SYSTEMS)

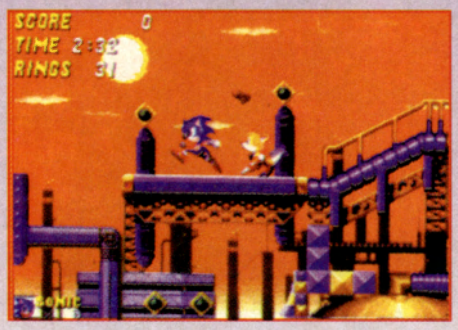
Capcom's
STREET FIGHTER 2

It doesn't come as much of a surprise as to which game would win this award. Never has a game taken the country (and the EGM editors) by storm as this one has. With over 750,000 copies sold in the U.S. between July 15th and September 30th, and a whopping 4,000,000 copies of this super cart sold world-wide, Street Fighter 2 easily won this coveted prize, hands down. And the excitement doesn't end with just the game! Capcom states that they have a Saturday morning cartoon series, a major motion picture, a comic book (scheduled to hit the stores in late Spring), a line of clothes and several action toys in the works for Street Fighter fanatics to enjoy throughout 1993. Best of all, there appears to be no end in sight for this phenomenon! Possibly what makes this game popular though, is the fact that it is much more than just another fighting game. Based on the number one arcade superhit, this game screams technique. What is really great though is the fact that anybody can play the game. With seven levels of difficulty even a novice can have a fair fight against the machine. In addition, where the real fun occurs, players can choose the VS. option. In this mode you get to take on a friend and then the action becomes nonstop. With tons of different moves, combos and cheap-shots, no two games are ever played the same! A very versatile game!

BEST GAME OF THE YEAR
(SUPER NINTENDO)

Capcom's
STREET FIGHTER 2

Not a whole lot of competition here. Again, no other company has been able to produce a game that generates this level of excitement among all the game players - no matter what country they are from, and what system they own. As such, it is not surprising that this 16 meg. wonder is one of the pack-in carts with the Super Nintendo in England! Good job Capcom, now how about the CE for Spring!



BEST GAME OF THE YEAR
(GENESIS)

Sega's
SONIC THE HEDGEHOG 2

Sega's famous mascot - Sonic the Hedgehog is back for his second visit to the Genesis, and this version is hot! With 8 megabits of memory good ol' Sonic has a lot more room to do cool tricks and this is what makes this version stand head and shoulders above all the other Genesis games that came out this year. Sega is smart. They could have just changed the backgrounds and called it a sequel, but they didn't. Instead, Sega added a lot of cool features. For one, Sonic now has a sidekick Tails, and with this second character there now is the option of having a friend play along in a two player simultaneous game! To top that off, the screen is split and this offers each player his own view of the action! All in all, Sonic 2 is the best Genesis cart to come along in a long time!

BEST GAME OF THE YEAR
(NINTENDO)

Konami's
TEENAGE MUTANT NINJA TURTLES 3

The turtles last adventure before they took the jump to 16 Bit is easily the best game ever to hit the NES! In this cart Konami literally took the old system to its limits, and then found ways of doing even more by using every programming trick their wizards have learned in the last 6 years. With graphics that rival some of the early Super NES carts, game play that was honed to perfection, superb two player simultaneous action, and a super huge quest, Turtles 3 easily comes in as the game of the year.

ABOUT THE AWARDS:

For a product to be considered for an award, that item had to appear in the stores sometime during the 1992 calendar year. In the case of last minute prototype game submissions, each company had to guarantee that their product would appear in t
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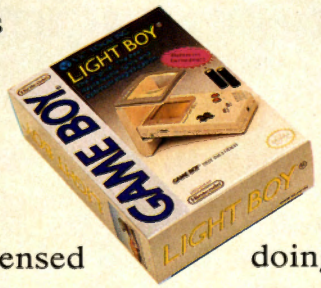

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BEST GAME OF THE YEAR
(TURBOGRAFX 16)

Turbo Technology's
AIR ZONK

It took a lot of guts for a company to take a proven success (Bonk) and deviate from that past hit, but Turbo Technologies did, and ended up with a new character that rivals the original in likability and popularity. Besides this, the game plays exceptionally well, has outstanding graphics and animations and cool music. Hopefully TTI will bring Zonk back for a sequel!

BEST RPG GAME OF THE YEAR
(ALL SYSTEMS)

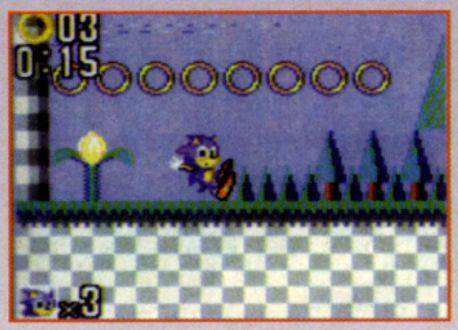
Working Design's
COSMIC FANTASY 2

The CD generation is here and Cosmic Fantasy 2 for the new TurboDuo is a good example of what other companies will be doing next year. Featuring dozens of detailed cinemas, a realistic sounding voice, an original plot, a huge world to traverse and a quest that will challenge the best of the players, this CD literally blows away all of the other RPGs to date!

BEST ACTION/ADVENTURE GAME OF THE YEAR
(ALL SYSTEMS)

JVC/Lucasfilm's
SUPER STAR WARS

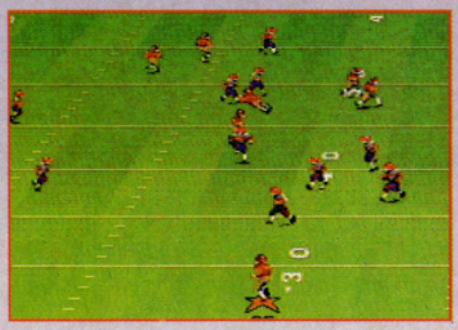
Coming just short of winning the game of the year, SSW really demonstrates what a good game producer can do on the Super NES. With superb graphics, perfect game play and control, spectacular digitized sounds and a long but not overly difficult quest, SSW is one of the best cart games ever made.



BEST GAME OF THE YEAR
(PORTABLE GAME SYSTEMS)

Sega's
SONIC THE HEDGEHOG 2

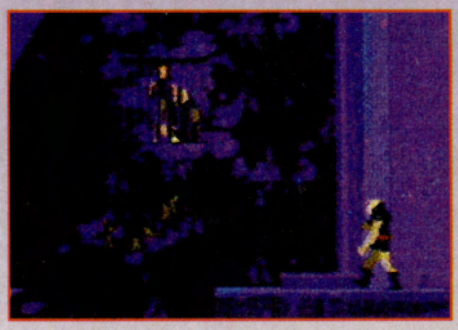
Sega comes through again with another new Sonic game that doesn't just modify the previous cart. Sonic now takes to the air in a hang glider, blasts through loops in a frenzy, and blows through the underground caverns in a rail cart! With 4 megabits of power, this super sequel has Sonic moving so fast that the screens fly by so fast that you almost get dizzy! It's an all new mega adventure that breathes new life in the Game Gear.



BEST SPORTS GAME OF THE YEAR
(ALL SYSTEMS)

Electronic Arts'
JOHN MADDEN '93

EA did it again! They took the best football game ever made and made it better! Madden '93 now features faster game play, smoother animations, updated player stats, a hurry-up, no huddle offense, a quarterback stop-the-clock feature, 8 new teams from the past, more digitized speech, a split-screen play calling screen and more! Suffice it to say EA knows sports and this version is the best football game ever made. Buy it!



MOST INNOVATIVE NEW GAME
(ALL SYSTEMS)

Interplay's
OUT OF THIS WORLD

Actually looking more like one long cinema, OOTW is an adventure game that goes beyond the typical blast and run softs. In this cart the player has to use his mind in addition to his game playing skills. The overall theme is still a quest, but the player is constantly being forced to make decisions. The right choice allows you proceed, while the wrong decision brings death! A refre[illegible]ange from the ordinary!

BEST GRAPHICS IN A VIDEO GAME
(ALL GAME SYSTEMS)

SNK's
VIEWPOINT

It's no big surprise that the Neo-Geo would win this award. Since their multi-meg games are just arcade boards in a huge cartridge case, the graphics that they produce are understandably top notch. Viewpoint is their best to date, and it features some of the most intense action ever seen on a TV. This game was so good that even Martin was impressed!

BEST VIDEO GAME SYSTEM
(ALL GAME SYSTEMS)

Nintendo's
SUPER NINTENDO

This was the hardest decision that the editors had to make. While the Genesis is a phenomenal system, this year had to go to the Super NES because of the huge amount of quality software that came out. The Genesis on the other hand, went for months without a major title hitting the stores. The lack of hardware or software scaling is now hurting the Genesis.

BEST VIDEO GAME SEQUEL
(ALL GAME SYSTEMS)

Nintendo's
LEGEND OF ZELDA 3

Without a doubt, the most eagerly awaited sequel this year was Zelda 3. After numerous delays the game finally hit the stores this Spring and once players finally got the cart, nobody complained, as the game was that good! Unfortunately Nintendo spoiled everything by packing a walk-through with the game and players blew through the game in a matter of days!

BEST MUSIC IN A VIDEO GAME
(CART/CD GAME SYSTEMS)

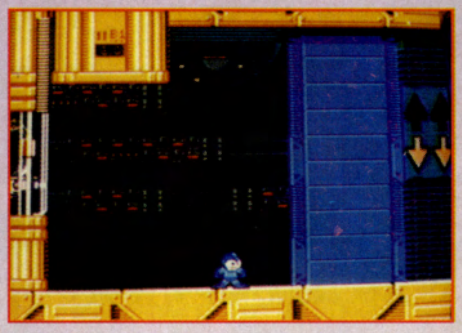
SNK's/Turbo Technologies'
VIEWPOINT/GATE OF THUNDER

When it comes to music, the basic concept that the more memory a game has the better the sound will be, holds true. The normal 8 meg carts fall short here and the mucho-meg Neo-Geo game - Viewpoint gets the nod for some of the coolest music ever to appear in a cart. In the CD arena, Turbo Tech's pack-in, Gate of Thunder, blows away anything ever done in a home video game. This disc has to be heard to be believed!

BEST NEW PERIPHERAL
(ALL GAME SYSTEMS)

Sega's
SEGA CD

No comparison here. Sega has the system of the future in their Sega CD. With virtually no access time, dual super-fast processors working in parallel, full motion video capability, hardware scaling, rotation, zoom, and fading of sprites, the Sega CD/Genesis combo is the system to watch in 1993! Best of all, the system is real as you can go to the store and buy it NOW! No vaporware promises as the big N is starting to circulate.



MOST NUMBER OF SEQUELS
(ALL GAME SYSTEMS)

Capcom's
MEGA MAN 5

The ever-popular Mega Man is back for his fifth game. Perhaps this time he will really get rid of the evil Dr. Wily. Nah... He has to come back once more so that Capcom can do a Super Megaman 6 for the Super NES. That would be cool as perhaps then Capcom U.S.A. could run a contest like Capcom of Japan did this last summer. Our players would then have a chance to send in names for the next batch of super bad robots!

16 BIT SNES

THE CULTURE BRAIN NEWSLETTER, FEATU

Big Capacity with 12 Meg ROM!
104 dots x 50 dots characters!
Wow, they're huge! There are more than 150 techniques to choose from. Up to 8 people can participate.
Adopting the Super Defense System!

FROM ACTION MANIAC

FOR 2 G

SUPER NINJA BOY

FUN.FUN.FUN!!

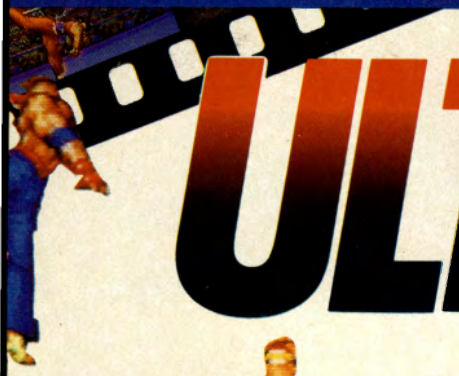
A peaceful life in quiet Chinaland was suddenly thrown into disaster, after the Universal Peace Conference was over. The Emperor's concerns kept growing until Jack and Ryu decided to go out and settle the problem. The places they visited during their expedition were:Chinaland, Mysteryland, Fairyland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

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

COMING SOON!

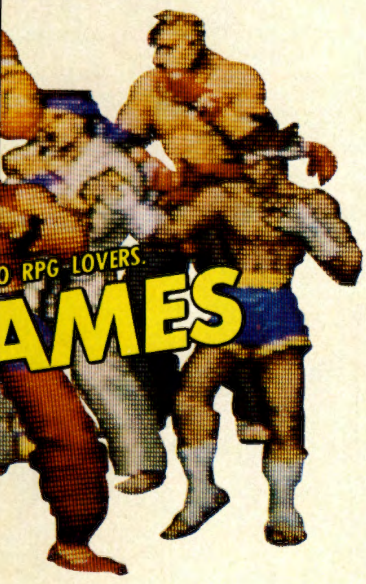
ING GAMES FOR SUPER NES™ AND GAME BOY® !!

Official Nintendo Seal of Quality



ULTIMATE FIGHTER

2in1 FLYING WARRIORS.



O RPG-LOVERS.
AMES

FOR ALL GAME PLAYERS FROM BEGINNERS TO EXPERTS!!

3

OPERATION MODES ARE AVAILABLE.

THIS GAME HAS FOUR MODES IN IT. IT'S ALMOST LIKE TWO GAMES IN ONE CARTRIDGE!

FROM ACTION GAME MANIACS TO PEOPLE WHO ARE NOT SO HOT ABOUT ACTION GAMES CAN HAVE FUN! THIS IS THE NEW HIRYU NO KEN SYSTEM THAT PEOPLE HAVE BEEN TALKING ABOUT!!

1. EXPERT MODE THAT FULLY UTILIZES THE HIRYU NO KEN. 2). EXCITING FIGHTING MODE THAT REQUIRES SIMPLE CONTROL. 3). COMMAND BATTLE STYLE, ANIMATION MODE FOR PLAYERS WHO WANT TO ENJOY THE STORY. 4). AND LAST BUT NOT LEAST, VS TOURNAMENT MODE WHERE EIGHT PLAYERS CAN PARTICIPATE.

THE FIGHTING GAME HAS FINALLY COME THIS FAR! THE ULTIMATES 150 TECHNIQUES!

IT HAS GOT YOUR BASIC TECHNIQUES, LIKE PUNCHING AND KICKING. ALONG WITH THROWING, FINISHING AND ALSO THE NEW FEATURE, OVERTURNING TECHNIQUE IS AVAILABLE? OUR OWN SYSTEM REPRODUCES OVER 150 DIFFERENT TECHNIQUES THAT HAS ALL ELEMENTS OF FIGHTING SKILLS! A FIGHTING GAME THAT IS NOW CLOSEST TO PERFECTION!

STORY MODE HAS A POWERFUL ENEMIES TOO!

A MYSTERIOUS ENEMY THAT HAS SUPERHUMAN SKILLS AND TECHNIQUES MOVES SUPER QUICK AND ATTACKS WITH A BIG HAMMER, GIVING FLYING WARRIORS A LOT OF TROUBLE. WHEN YOU FIND THE TUSK SOLDIERS AND THE MOONLIGHT WARRIORS AMONG THE FIGHTERS, TRANSFORM INTO THE FLYING WARRIOR AT ONCE AND FIGHT AGAINST THEM IN THE FIGHTING DIMENSION. USE MAGIC SPELLS AND OTHER ITEMS WISELY! YOU'LL HAVE A SHOWDOWN WITH DARGON AT THE END!

WIN THE TOURNAMENT! UP TO EIGHT PLAYERS CAN PARTICIPATE IN THE VS TOURNAMENT MODE!

UP TO EIGHT PLAYERS CAN PARTICIPATE IN THE VS TOURNAMENT MODE!
MORE THAN 150 TECHNIQUES ARE AVAILABLE FOR YOU TO CHOOSE FROM OF COURSE.
YOU CAN ENJOY THE GAME BY YOURSELF OR WITH YOUR GOOD FRIENDS. PUSH THE START BUTTON! LET'S SEE WHO IS GOING TO WIN THE TOURNAMENT!

WHAT IS THE NEW HIRYU NO KEN SYSTEM?

THIS GAME HAS FOUR DIFFERENT MODES. FIRST, YOU CAN ENJOY EXCITING ATTACKS AND ARE NOT REQUIRED TO DEFEND YOURSELF IN FIGHTING MODE. SECOND, EXPERT MODE FOR FIGHTING MANIACS. IT'S GOT JOINT TWISTING, OVERTURNING, COMBINATION TECHNIQUES AND MUCH MORE! THE FIRST VIDEO GAME THAT LETS YOU PLAY A FULL SCALE FIGHTING GAME! FOR BEGINNERS AND THOSE PEOPLE WHO ENJOY THE STORY, THERE IS COMMAND BATTLE STYLE, ANIMATION MODE AND VS TOURNAMENT MODE THAT LETS UP TO EIGHT PEOPLE PARTICIPATE. IT'S A SUPER GAME SYSTEM!

EXPERT MODE

HIRYU NO KEN SYSTEM WAS REFINED AMAZINGLY.

WE CORRECTED THE OLD VERSION'S SHORTCOMINGS AND UPGRADED THE SYSTEM WHICH PRODUCES THE HIGH-LEVEL MODE THAT LETS YOU ENJOY SUPERB FIGHTING ACTIONS! COMMAND OVER 120 FIGHTING TECHNIQUES THAT HAVE ALL THE ELEMENTS OF THE FIGHTING SKILLS!

FIGHTING MODE

YOU CAN ENJOY EXCITING FIGHTS WITH SIMPLE OPERATIONS.

THE STIRRING FIGHTING MATCHES THAT HAVE A LOT OF FIGHTING TECHNIQUES CAN BE PLAYED WITH SIMPLE BUTTON OPERATIONS! EVEN BEGINNERS CAN ENJOY THE FULL SCALE FIGHTING ACTIONS!

ANIMATION MODE

STORY MODE IS MUCH MORE FUN AND INTERESTING!

FOR THOSE WHO ARE NOT CRAZY ABOUT FIGHTING ACTIONS, COMMAND BATTLE STYLE ANIMATION MODE IS AVAILABLE NOW! AND THE SUPER NES™ MAKES THE FLYING WARRIORS SO COOL! ENJOY THE ACTIONS BETWEEN THEM AND DARGON WHO'S RISEN FROM THE DEAD AS A BLACK GHOST!

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Are these really for Game Boy® !?!

FIGHTING SIMULATOR 2in1 FLYING™ WARRIORS

2 GAMES IN 1!

IT'S LIKE 2 GAMES IN ONE CARTRIDGE! IS THIS REALLY ON THE GAME BOY?

YOU CAN PLAY VARIOUS KINDS OF CONTACT SPORTS: IN FIGHTING SIMULATOR MODE ONE OR TWO PEOPLE CAN PLAY. OR IN THE FIGHTING ACTION GAME MODE, MANY FEATURES LIKE SIDE SCROLLING ACTION, AND COSMIC SAUCERS ARE AVAILABLE.

NINJA BOY 2

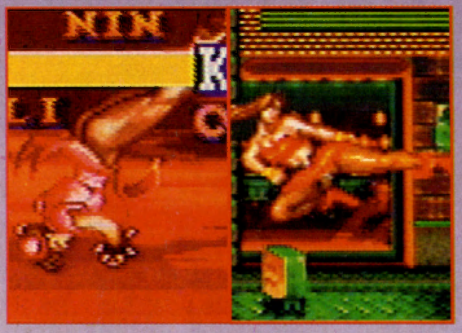
ON DINOSTAR, MECHA COLONY, KING'S PLANET, "NINJA BOY2"™, ANOTHER GREAT ADVENTURE BURST INTO SPACE!

JACK AND RYU WENT ON A SPACE TRIP WITH THEIR PALS, WHERE THEY CAME ACROSS THE GALANDS, FIERCE PIRATES OF SPACE. WHAT THEY ARE AFTER IS CONTROL OVER THE UNIVERSE WITH THE MIGHTY POWER OF 7 TREASURES. RIGOROUS BATTLES AROUND THE TREASURES BREAK OUT WITH YOU IN PART OF THE ACTION AGAIN!!

BEST VIDEO GAME ENDING
(ALL SYSTEMS)

Capcom's
STREET FIGHTER 2

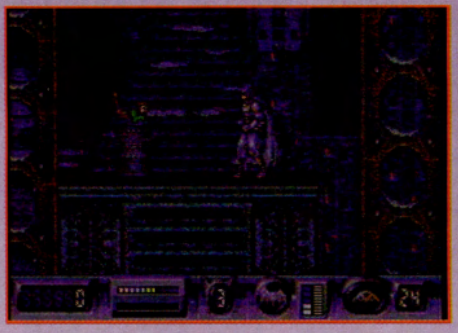
With an ending for each of the characters plus additional special endings for the different difficulty levels plus even more extra special endings for the way you play level seven, Capcom's Street Fighter 2 wins this award. Now if they only would have saved the memory used for all these ending and put it into a CE boss option everybody would have been happy.



HOTTEST VIDEO GAME BABE
(ALL SYSTEMS)

Capcom's/Sega's
STREET FIGHTER 2/STREETS OF RAGE 2

Our editors were evenly divided on this category. Half loved Chun Li (especially in red!) in SF 2 while the other half thought that Blaze was really exceptional in Sega's new Streets of Rage 2. Since it's a tie, why don't you write in to tell us which lady you think is the hottest video game babe! We'll announce the winner in a couple of months!



BEST LICENSE OF THE YEAR
(ALL SYSTEMS)

Konami's/Sega's
BATMAN RETURNS

The blockbuster movie this last summer - Batman Returns, wins this prize. Sega and Konami get special credit for putting their faith (and dollars) behind this flick. While Batman was practically guaranteed to turn a profit, the game companies could just as easily have been the poor souls that backed the not so spectacular Robo Cop 3!

HOTTEST NEW CHARACTER IN A VIDEO GAME
(ALL GAME SYSTEMS)

Sega's
TAILS in SONIC THE HEDGEHOG 2

The masters at Sega have really come through with a winner in Sonic's sidekick - Miles Prower (say it real fast). Not only is he as cute as Sonic but he actually serves a major purpose in the game by allowing a second person to play simultaneously (in the split-screen mode) with the first player. Hopefully Sega will write Tails into their new Sega CD version.

VIDEO GAME BABES TOO HOT FOR THE U.S.
(ALL FOREIGN GAME SYSTEMS)

NEC Avenue's
DRAGON KNIGHT 2

The Japanese players definitely have a different attitude as to what can and can't be shown in a video game. Female characters nude from the waist up aren't uncommon in Japanese games as this one (almost) shows. With screen graphics presently not very detailed, it's not a big deal, but what will happen when motion video comes to the CD games?

BEST MOVIE TO GAME
(ALL GAME SYSTEMS)

JVC/Lucasfilm's
SUPER STAR WARS

Everybody has seen the Star Wars movies and now with the first picture translated to Nintendo's Super system, JVC/Lucasfilm has demonstrated that games can actually be created which will follow the movie in great detail. In this super soft the action sequences are spectacular as are the depiction of the characters and their animations. With games this good, how much better can the CD version get?

TRECO™

STRATEGIC WARGAMING

A Different Kind of Wargame

WARSONG™, the ultimate strategy role-playing simulation, places the player in complete control of up to 8 valiant commanders and

Launch your field commanders against Dalysis storm-troopers! You're in total command of the battle theatre!!

their loyal troops. Twenty daring, wartime scenarios pit your forces against the legions of the blackhearted Emperor Pythion. The treacherous Dalsis Empire awaits your arrival. Encounter bands of rogue thieves, Pythion's Soldiers of Doom, and blood-hungry beasts as you make your way to regain the all powerful sword — WARSONG!

The Story Unfolds

Unlike most tedious Strategy RPG's, WARSONG™ is constructed around an intricate plot which will challenge

The tale of the Warsong sword dramatically pieces together

even the most intellectual minds. Yet, the player can still experience the full impact of battle! Watch as blades clash, cities crumble, allies perish, and chaos abounds in a land ravaged by evil! Launch armies of swordsmen, archers, horses, and monks against the dark forces who fiendishly plundered Warsong from its protectors. Each new scenario brings with it startling revelations, deadly surprises and clues that will help to unveil the dark, sinister sides of Baltia!

Machines of War

Up to 8 allied commanders with a myriad of arcane powers, such as

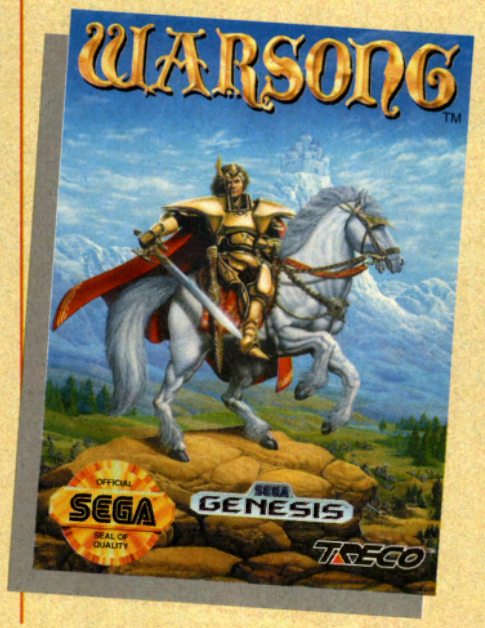
Select the Commanders, soldiers, and items you think are going to do the job!

Calais the magical guardian of Baltia, and Sabra the legendary Dragon Knight, oversee 64 troop squads who await your command. Soldiers range from simple Guardsmen and Archers to fabulous fighting Gryphons and Mermen – all having a wide range of intriguing abilities that you'll have to manage wisely.

Easy to Command, Hard to Master!

With simple, pull-down menus and icon driven commands, you can spend more time concentrating on the hazardous battlefields, and less on learning tedious step by step instructions. Foot and Sword Icons allows you to easily control troops and commanders. The easy-to-use, pull-down menus enable you to execute a vast array of usually complicated commands. Playing the game, though, is a different story altogether. In the course of your siege, you'll incur such pitfalls as commanders dying, shortages of funds needed to purchase troops, and other monsterous "surprises". All of which contribute to the difficulty of future scenarios. WARSONG™ is more than just a game, it's the adventure of a lifetime.

The clash of forces will leave you breathless!



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BEST CARTOON TO GAME
(ALL SYSTEMS)

Sunsoft's
Death Valley Rally

Although lots of famous cartoon characters (Felix the Cat, Rocky & Bullwinkle, Mickey Mouse etc.) are starting to appear in their own video games, many fail because the game just doesn't capture the essence of the character. Death Valley Rally is truly the exception rather than the rule, as every little detail of the cartoon is meticulously duplicated in the game.

BEST GAME SYSTEM THAT IS A YEAR LATE
(ALL SYSTEMS)

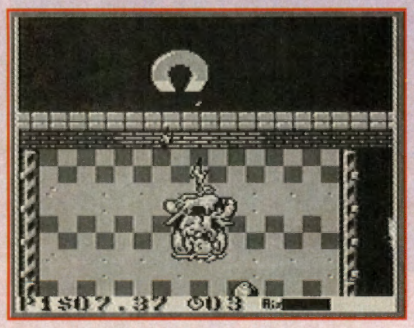
Nintendo's
SUPER NES CD-ROM

Last January Nintendo issued a press release about their new CD-ROM and promised a product in January 1993. Now a few months away, Nintendo again makes an announcement saying that their new CD-ROM will be out in August 1993. Come on Nintendo, how about something we all can believe!

BEST TRICK THAT DIDN'T WORK
(ALL SYSTEMS)

EGM's
SHENG LONG IN STREET FIGHTER 2

Wow, never did we expect to get world wide coverage for a trick that was meant to be a harmless April Fools joke. Who would ever think that even pictures can lie! We all know now that it was fake but who will be the one to tell the poor Hong Kong SF mag that it isn't real...Not us! Wait until April 1993!



STRANGEST LICENSE
(ALL SYSTEMS)

Acclaim's
THE INCREDIBLE CRASH DUMMIES

We've seen some pretty strange games come across our desk but the one that gets the special award this year goes to Acclaim's licensing of a Public Safety announcement. We're not knocking the game (it actually is quite good and fun to play) but we would like to shake the hand of the person who came up with this very unusual license. After this license, what's next? We're afraid to even hazard a guess.

WORST VIDEO GAME SEQUEL
(ALL SYSTEMS)

THQ's
HOME ALONE 2

The video game of the first Home Alone movie wasn't exactly the game of the year last year. The sequel (for any of the game systems) unfortunately follows in the same tradition, and needs a little polishing. It may be a good idea for THQ to note that players expect more than a mediocre game for their money before it is too late. One East coast company is still trying to get out from under a reputation of making poor quality games.

WORST MOVIE TO GAME
(ALL SYSTEMS)

IGS's
THE ROCKETEER

The movie showed great promise. So said the movie critics. Unfortunately the public didn't agree with the movie critics, and the flick bombed. The game also had potential with very innovative digitized graphics. Unfortunately, like the movie, the cart just didn't come across as an exciting, well playing game as flying a plane around in a circle just didn't cut it with the game players looking for something more.

Feel the Power. Experience the Magic!

For those who choose to brave dark, foreboding dungeons, unravel riddles as ancient as time, and clash with sword and magic against hideous beasts and tactful villains...

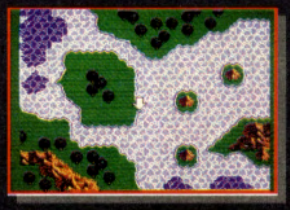
Welcome to the land of Varn!

Lead your party of hand-picked adventurers into this enchanted world! From the beast-ridden caverns of the underworld, to the majestic castles of the land, you'll travel in search of clues to unlock the Secret of the Inner Sanctum!

Beware, brave warriors, for the labyrinths of Varn are heavy with the smell of Doom.

Train your Sorcerers and Clerics in over 96 spells of destruction and defense!

Discover over 250 weapons and items as you venture through the land of Varn!



Detailed Map of Varn Included!

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MOST LAWSUITS
(ALL GAME COMPANIES)

Sega
SEGA OF AMERICA

Last year it seemed that Nintendo was going out and suing everybody they could (and they did). This year, while Nintendo did get in the spotlight with the big suit they won (they finally won one!) against Atari, it was Sega's turn to go after some of the companies that were causing them problems. The one that got the most publicity was Sega vs. Accolade. Sega claimed that Accolade was violating their copyright by causing the Sega logo to appear when an unlicensed Accolade cart was played in the Genesis. Accolade claimed that they only reverse engineered the product according to already established procedures. While the suit is still in court, Accolade claimed the victory as the judge allowed them to continue making Genesis compatible carts.

DUMBEST LAWSUIT
(ALL COMPANIES)

Sega
SEGA OF AMERICA VS. JAN COYLE

Sega comes through again with another strange lawsuit which they never should have gotten into. Apparently a Mr. Jan Coyle has the patent for moving computer generated graphics on a TV screen. All of the major companies realized that Coyle's patent was sound and they settled out of court. Some genius at Sega had a brilliant idea that everybody else thought wrong and they then decided to take the case to court. Here comes the good part. Had they settled out of court, Sega would only have had to pay a measly 7 million dollars to get the rights from Mr. Doyle. But no, they went to court and lost (as all the other game companies expected). They ended up paying 43 million dollars. Nice move Sega. That's 36 million bucks you could have put into game development and if you did, all of us players would now be playing Sega games rather than Super Nintendo carts!

BEST VIDEO GAME THAT NEVER CAME OUT IN THE U.S.
(ALL GAME COMPANIES)

Konami
PARODIUS

Everybody is familiar with the spectacular line of Gradius shooters that Konami has on the market. What only a few players know about though, is the story on their other game which is a parody of this serious batch of carts. Originally brought out in Japan as an arcade game, it was later released for the Nintendo 8 Bit Famicom and downsized another time in order to fit in the portable black and white GameBoy. Just recently, Konami of Japan brought out an 8 megabit 16 Bit Super Famicom version, and we have to say that this cart sports some of the best graphics ever done by the company.

The game is called Parodius (to signify that it is a parody of their other games), and this soft contains tongue-in-cheek humor whereby the player must blow away such evil (?) monsters as parrots, clowns and big boss cats! While cute looking, the game is far from being easy. We have found that it is as challenging as the normal Gradius games and it easily deserves a place on the store shelves in the U.S.

BEST VIDEO GAME RUMOR
(ALL GAME COMPANIES)

Capcom's
STREET FIGHTER 2 FOR GENESIS AND TURBODUO CD, and ARCADE STREET FIGHTER 3

Mention Street Fighter 2 and you'll hear Sega and Turbo players talking about spectacular Champion Edition CD versions that are soon to be out for their systems. Spurned on by similar rumors being whispered by Sega officials, the line on the street is that at least a Sega CD version will be out 60 to 90 days after the Sega CD hits the store. Of course Capcom flatly denies any such rumor (they want to sell as many Super NES copies as possible), this story will only be finally resolved next Spring when and if the game actually does come out.

Talk to arcade players and the buzz word is Street Fighter 3. Everybody claims to have seen a version of the new game and even a few crafty arcade owners have labeled a bogus version of SF 2 CE as SF 3. Of course these games are nothing but CE games with rip-off accelerator main memory chips installed.

To make things worse, Capcom is now bringing out a set of their own accelerator chips and they are relabeling the CE games as "Turbo Street Fighter 2 Champion Edition". This new version of the CE by Capcom adds a few new moves (Chun Li can now throw fireballs!!) and speeds up the game play. To date, there hasn't been a real SF3 game located anywhere.

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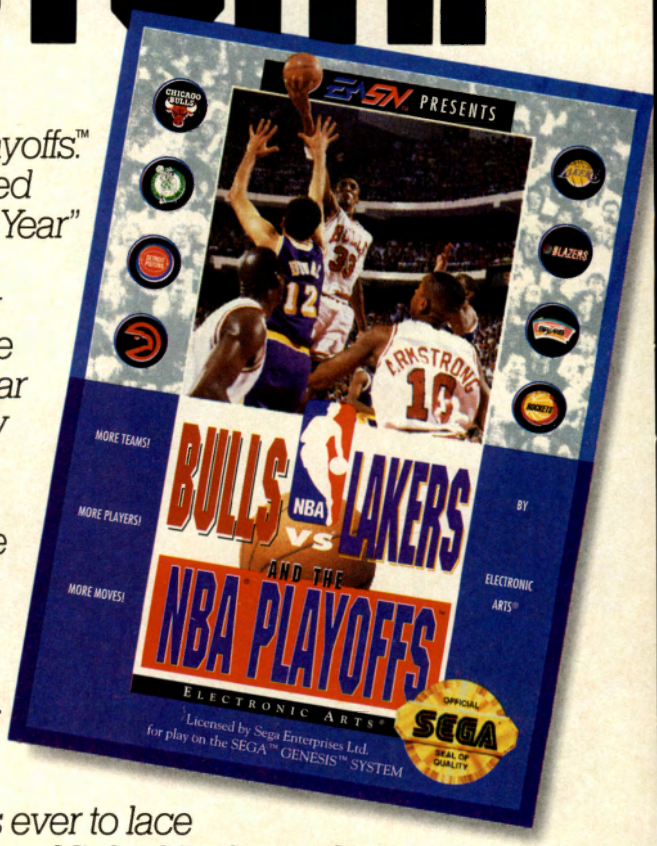

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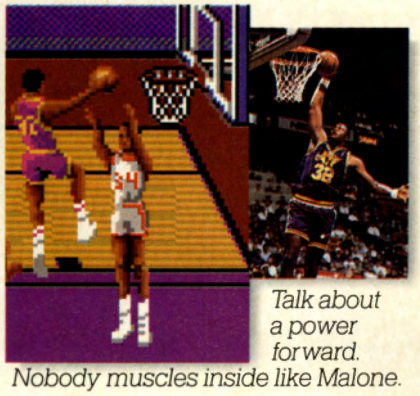

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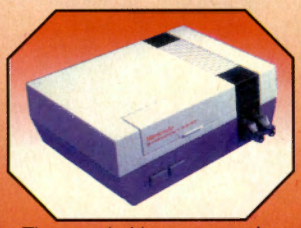
EGM RATES THE SYSTEMS!!

NINTENDO ENTERTAINMENT SYSTEM



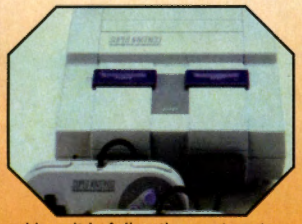
The grandaddy may soon be going into retirement.

The good 'ole NES may be finally on its way to the video game home for the aged. Although it sports an incredibly long list of games and peripherals (some of which failed miserably), the 16 bit revolution has left the NES eating its pixels.

SYSTEM SPECIFICATIONS...

Processor	6502 (8-Bit)	Colors Available	52	Sprite Size	8 x 16
Processor Speed	1.79 MHz	Colors On-Screen	16	# Of Games	500 ($10-$70)
Resolution	256 x 240	Maximum Sprites	64	Price	$79.99

SUPER NINTENDO



Here it is folks, the system to beat in 1993!

Undoubtably the hottest system on the market, the SNES has taken off like a rocket! To top it all off, the SNES has snagged some of the hottest titles ever to come to the home market. Peripherals like the Super Scope and a CD Rom make it the one to beat!

SYSTEM SPECIFICATIONS...

Processor	65816	Colors Available	32,768	Sprite Size	64 x 64
Processor Speed	3.58 MHz	Colors On-Screen	256	# Of Games	80 ($50-$70)
Resolution	512 x 448	Maximum Sprites	128	Price	$99.99

SEGA MASTER SYSTEM

The V.G. wars have claimed another victim

You can pretty much kiss this system goodbye. Sega's entry into the 8 bit race is now a thing of the past. There were some great titles but overall, the Sega Master System had failed to make a significant name for itself due to the 16-bit revelotion.

SYSTEM SPECIFICATIONS...

Processor	Z-80 (8-Bit)	Colors Available	256	Sprite Size	8 x 8
Processor Speed	3.58 MHz	Colors On-Screen	52	# Of Games	120 ($20-$50)
Resolution	240 x 226	Maximum Sprites	16	Price	$59.99

SEGA GENESIS

This is a contender thanks to the large library of titles.

It has been quite a year for the Genesis, with the expected arrival of the Sega CD-ROM and the addition of new licensees the Genesis should still prove itself to be a very popular system. This upcomming year should prove to be the hottest 16-bit battle yet.

SYSTEM SPECIFICATIONS...

Processor	68000	Colors Available	512	Sprite Size	32 x 32
Processor Speed	7.6 MHz	Colors On-Screen	64	# Of Games	320 ($20-$70)
Resolution	320 x 224	Maximum Sprites	80	Price	$99.99

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SUPER NES

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Gods
Humongous
Lethal Weapon
Out of This World
Phalanx
Shadow Rune
Spiderman & X-Men
Super Buster Bros.
Super Shadow of the Beast
T2 Judgment Day
Terminator 2 - Arcade
Ultrabots
Warp Speed
Wing Commander

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2020 Super Baseball
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Devastator
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Jungle Wars
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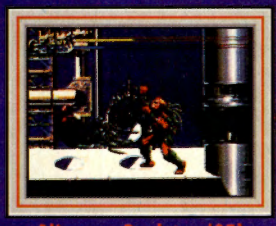
Nosferatu
Power Athlete
Pro Wrestling
Psycho Dream
Rushing Beat Run (12M)
Solstice II
Super Air Diver
Super Golden Fighter 2
The Sword Maniac
Top Racer 2
Video Kids

2020 Super Baseball (SF)

Fatal Fury (SF)

Final Fantasy V (SF)


Alien vs. Predator (SF)

Road Riot (GEN)

Rushing Beat Run (SF)

GENESIS

Alien vs. Predator
Batman Returns
Captain America
Cobra Command (CD)
Double Dragon 3
Flintstones
G. Foreman's Boxing
Indiana Jones
John Madden '93
Keeper of the Gates
NBA All-stars
NHL Hockey '93
Road Rash 2
Road Riot
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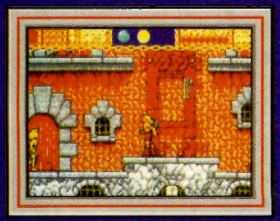
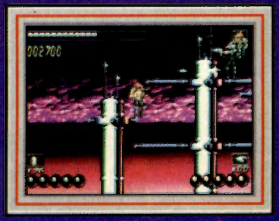

Shape Shifter (SCD)

LYNX

Cabal
Daemonsgate
Dracula
Eye of the Beholder
Hyperdrome

GAME GEAR

Batman Returns
Streets of Rage
Chakan: The Forever Man
David R's Supreme Court
Terminator 2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EGM RATES THE SYSTEMS!!

NEC TURBOGRAFX 16

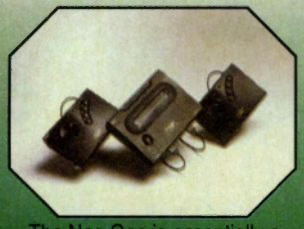
Will new licensees breathe new life into the TurboGrafx ?

Once thought to be in serious danger of extinction, the Turbo may see new life with the advent of the new Turbo Duo. Although it has possibly the smallest list of games available, a surge of new games from TTI may serve to bolster the Turbo's exsistence.

SYSTEM SPECIFICATIONS...

Processor	6820 (8-Bit)	Colors Available	512	Sprite Size	16x16,32x64
Processor Speed	7.16 MHz	Colors On-Screen	256	# Of Games	120($20-$70)
Resolution	400 x 270	Maximum Sprites	62	Price	$69.99

SNK NEO GEO



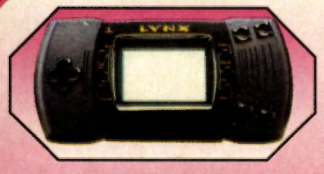
The Neo Geo is essentially a arcade game machine.

Without a doubt, the most powerful home video gaming system ever made, but along with the system's power is an equally high price tag for system and softs. If you're willing to pay the price for triple-digit-megs, the Neo Geo may be a worthwhile investment.

SYSTEM SPECIFICATIONS...

Processor	68000	Colors Available	65,536	Sprite Size	Programmable
Processor Speed	14 MHz	Colors On-Screen	4,096	# Of Games	50 ($150-$250)
Resolution	320 x 224	Maximum Sprites	380	Price	$649.99

ATARI LYNX



A powerful handheld video gaming system with super scaling. The Lynx is the lowest priced color portable on the market. However, there is a small catalog of games.

SYSTEM SPECIFICATIONS...

Processor	65C02
Processor Speed	4 MHz
Resolution	160 x 102
Colors Available	4,096
Colors On-Screen	16
Maximum Sprites	128
Sprite Size	Programmable
# Of Games	60 ($25-$40)
Price	$99.99

NINTENDO GAMEBOY

With a Huge selection of games this black and white portable continues to hang in there. Yet, this inexpensive B&W might need an update to color.

SYSTEM SPECIFICATIONS...

Processor	6502 (8-Bit)
Processor Speed	2.14 MHz
Resolution	140 x 102
Colors Available	0
Colors On-Screen	14
Maximum Sprites	8
Sprite Size	8 x 8
# Of Games	150 ($20-$30)
Price	$89.99

SEGA GAME GEAR

Sega's entry in the hand held market is a color machine with some decent games. The large screen is easy on the eyes. There is also an optional TV tuner.

SYSTEM SPECIFICATIONS...

Processor	Z-80 (8-Bit)
Processor Speed	3.6 MHz
Resolution	160 x 146
Colors Available	4,096
Colors On-Screen	32
Maximum Sprites	64
Sprite Size	8 x 8
# Of Games	60 ($20-$30)
Price	$99.99

NEC TURBO EXPRESS

This unit boasts the sharpest color screen on the market. It also play the regular TurboGrafx cards. With the TV tuner you've one complete system.

SYSTEM SPECIFICATIONS...

Processor	6820 (8-Bit)
Processor Speed	7.16 MHz
Resolution	400 x 270
Colors Available	512
Colors On-Screen	256
Maximum Sprites	62
Sprite Size	16x16,32x64
# Of Games	120 ($20-$70)
Price	$199.99

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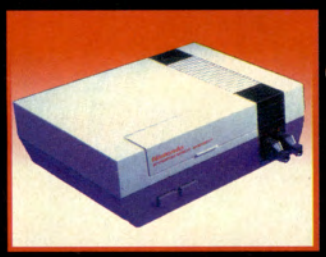
EGM RATES THE SYSTEMS OF 1993!!!

	STEVE	ED	MARTIN	SUSHI-X
NES 	The video game workhorse is showing its age by not showing many new titles. The emphasis is on 16-Bit now and without a flow of hot carts to support it, you call it a day.	The old 8-Bit has really died quickly. Everybody but the software giants have abandoned the NES for the Super NES and with the 16 bitter only $20 more, who cares!	I really can't remember the last time I saw a decent title for this system. Oh well, there are plenty of older games to choose from. The old 8-bit doesn't give the bang for the buck!	About the best thing I can say about the NES is that it has a huge library of software for the money. 8-bit gaming just doesn't compare to rock-solid 16-bit power! R.I.P.
SUPER NES	The games are better and the machine has only scratched the surface. With a variety of upgrade chips on the way, and the best titles, this is the system of the '90's.	The Super NES has really taken off in popularity. With lots of licensees making tons of quality softs, coupled with a $99 system price, it isn't hard to see why!	Definitely the hottest system around. Tons of great software from the big video guns like Konami and Capcom. Incredible sights and sounds with a touch of slowdown. CD in '94!!!	All hail the Super NES! It has emerged as THE 16-bit gaming leader now that it has overcome the plague of slow-down! That's not bad for two generations of games.
MASTER SYSTEM	Why are we even talking about this system? Sega isn't supporting it and neither should players. Sure, it isn't expensive, but it also doesn't play many good games.	R.I.P. Master System. With no licensees and no support from Sega, there is no way anybody would want to buy a system that has no future. Adios SMS.	This system is obviously been dumped by Sega. There hasn't been a new soft in ages. Old classics like Alex Kidd and Phantasy Star aren't enough to keep it alive.	Let's face it. The Master System doesn't have the huge library of games like the NES, and it never will. I'd rather have a Game Gear and a Master Gear converter.
GENESIS	The Genesis is still a strong machine, especially in the sports department. Nevertheless, the machine is reaching its full potential despite new carts from Konami.	This system maintains its strength because of Sonic and the sports games. The licensees haven't come through with lots of hot carts and this has hurt the system's popularity.	Still one of the best buys in video gaming. The games don't have the graphics or sound support of the SNES but still impress me. Sega ends up behind Nintendo once again.	With a surprising lack in powerful titles, the Genesis has fallen back a notch to #2 in my book. Sonic 2 may revive it somewhat, but it's too little, too late. Wait 'til next year!
TURBOGRAFX-16	This system scores some points as a valid low-priced machine with new games around the corner and CD-possibilities. If you're strapped for cash, this is the one!	The system continues to exist, but barely. The very newest batch of carts are OK but not great. With heavy emphasis being put on CDs, the base system is hurting.	Bad move TTI. The Turbo is a great card based system but the unavailability of the CD player expansion will hurt it badly. A good selection of games and low prices help.	TurboWho? With the passing of NEC in favor of TTI, I'll expect some great things in the future of the crippled TurboGrafx-16. Until then, the Turbo is on thin ice.
NEO GEO	The major superpower of game systems, the NEO-GEO is plagued with the same high priced softs that have always limited its market. It still has some of the hottest games.	While the games are quite good they are still very expensive. The newest fighting games are very good as is Viewpoint. Needs a larger variety of games though.	The most expensive of all systems. I don't mind the console, but the carts are still overpriced. Incredible games like Fatal Fury, and Viewpoint make Neo very tempting.	All year, I've been treated to high-prices, boring endings, and (gasp!) tons of flicker and slow-down! What happened? Where is the supposed 24-bit power? It's a NO GO!

1993

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EGM RATES THE SYSTEMS OF 1993!!!

GAMEBOY

STEVE	ED	MARTIN	SUSHI-X
Limited? You bet. But the GameBoy can still play a good game. The resolution and overall presentation get mixed reviews, but when the game's good, the machine is a hit!	It is about time for a new portable system from Nintendo. While good for puzzle games and RPGs, once the action starts moving, the system starts to show its age.	I was surprised by the number of cool games this year. Bionic Commando, Mega Man 3, and many more were superb. The blurring still kills this underdog among portables.	Why is this system still on the market? It is completely defunct, with about 1 or 2 playable titles per year. A large library of games (which all blur) doesn't save this relic.
6	5	7	2

LYNX

Still a system that has plenty of power and no games that use it. The Lynx has made strides in the number of softs available, but the quality remains B+ at best. No standout hits.	The Lynx has been slowly gaining in popularity. Atari promised a lot of new games but they are very slow in getting to the store shelves. The system still has potential.	In a word: disappointed. The Lynx is a great system with a handful of above average carts. The majority of the games don't use the system's capabilities. Maybe next year.	The Lynx has a few more titles and a growing number of supporters. The software, with a little more tweaking, could skyrocket the Lynx past the Game Gear in the future!
6	5	5	7

GAME GEAR

If you really can't live without Sega 8-Bit games, then the GG is right up your alley. Personally, I'm not impressed with the system, although Sonic on the go is fun.	Sega has been slow to bring out new games but now with Sonic 2 and all the old SMS carts to choose from this seems to be the system to beat. The tuner is a plus.	Game Gear looks like it has a good future even though the hardware is not very impressive. Carts like Sonic 2 will keep it going. The SMS convertor is also a plus.	Now that the Game Gear has some cool games and access to most of the Master System titles, the Game Gear has become the portable system of choice!
7	8	6	7

TURBO EXPRESS

A cool little unit that is strapped by the lack of good softs for the base unit. As a TV and big ticket machine, this system is a winner - the games, however, aren't up to snuff.	This is easily the best handheld system on the market. Also with a $199 price point, it is a best buy for this kind of quality. Don't forget to get the tuner as it makes a great TV!	The new price makes this high tech system the most desirable portable out there. Great resolution and access to the best Turbo has to offer. The TV tuner is a blast.	The TurboExpress is the result of excellent hardware coupled with mediocre software. With added support of TTI, it may emerge as the victor of the portable wars in 1993!
7	8	7	6

SEGA CD

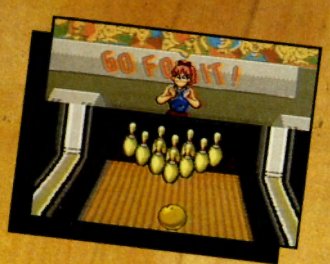
As a CD-ROM player, the Sega machine is top-notch. The games that it plays, however, become a bigger problem. While a few blew me away, the rest are pretty tame for the $.	Easily the best system on the market. With dual 16 Bit processors this unit just cruises through the full motion video scenes in the new games. No access time - cool!	At first, this system didn't seem that great. A few of the newer softs are starting to show potential. By next year the system should be rockin with all kinds of rad softs.	Awesome! The Sega CD reallly packs a powerful punch! Not only does it upgrade the Genesis' capabilities, it starts off (again) with no 16-bit contender to battle.
8	9	8	8

TURBO DUO

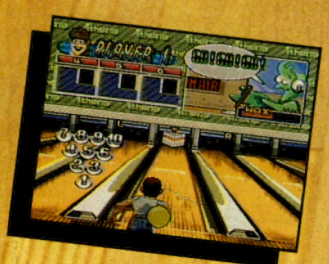
Not a bad stab at an all-in-one machine. The cartridge/CD hybrid suffers from the same problems as the Turbo, but it's a sleek unit with Super CD hope for the future.	TTI has put together a great CD/cart combo system. With plenty of good Japanese CDs to choose from the Duo should do quite well. The lack of U.S. licensees will hurt it though.	The Duo is a great way to get the complete Turbo experience in one package. 4 of the hottest pack-in games around also make this a hard system to pass up.	The CD wars are about to begin, and the first battle was initiated by the TurboDuo. Still, it's nothing more than a TurboGrafx with its outdated CD attachment. Hooray!
7	7	8	5

Life In The Fast Lane.

Choose your weapon: ***Left-handed 6-pounder... right-handed 16-pounder ...and everything in-between.***



You're in charge: ***Control Lane Position, Aim, Spin and Power to find the sweet spot and drop 'em all.***



Check the conditions: ***Get a feel for the lane—things change dramatically after an oil change.***

Anything can happen on 60-feet of well-oiled pine and maple.

The thrill of a three-strike turkey. The heartbreak of a 7-10 split. The embarrassment of a 10th frame gutter-ball.

Super Bowling brings you the excitement, challenge and all the realism of bowling... except for one thing: You don't have to wear someone else's shoes.

- Action for 1 to 4 Players
- Four Cool Characters With Unique Styles and Attributes
- Standard 10-Frame "Turkey" Bowling
- Unique Nine-Hole "Golf" Bowling Course
- Set Your Own Pins in Practice Mode

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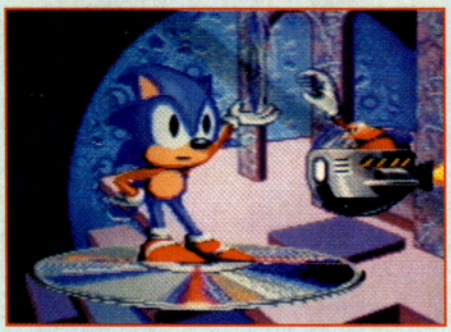
CDs - The Future of Video Gaming

Little Silver Discs

In the video game wars, game memory has always been a weapon the companies could arm and use against each other. Sega, the first to make an issue of it, created their one, two, and four mega games for the old Master System. When games turned 16-Bit, it was difficult to produce a game with advanced graphics and sound with less than four-megabit of memory. It wasn't long before eight-megabit was the standard and some larger carts started popping up. Street Fighter II and it's 16-meg of memory shows where companies have been heading, with no end in sight.

On the other side of the system wars, when the TurboGrafx-16 was released almost three years ago, a new idea in video games accompanied it. The new idea was the TurboGrafx CD, and though a little ahead of its time, it showed where the future of games lay.

The idea of putting games on CD is attractive to developers for several



reasons. First, the memory available on a single CD equals approximately 2000 average cartridges, and secondly, the CDs themselves are much faster and cheaper to produce than chip-based games.

The advantages are self-evident, but now the problem turns to one of consumer acceptance.

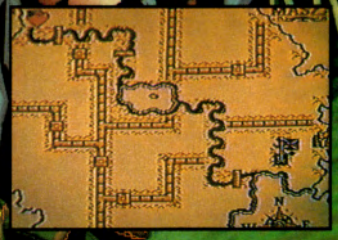
NEC was unable to gain the confidence of consumers when the Turbo CD was first released. The earliest games were mediocre and new titles were few and far between. To top it off, the price of the CD attachment was hefty at $399.95 with no game included. At the time it looked like the CD idea was a bust; an expensive toy for a few hardcore game fans.

Welcome, class of '93!

Now, in the fall of 1992, CD gaming is getting a second chance. NEC no longer controls the TurboGrafx. That task falls to Turbo Technologies, the company brought on board to bring Turbo back to life. This company quickly announced that CD was the direction for games in the future. In a display of confidence, they have decided to introduce a new machine to play these discs on. The machine is the Turbo Duo, offering some new capabilities not available on the old TurboGrafx CD. The Duo plays a new series of games dubbed "Super CD," utilizing a new operating system. The system includes more memory to cut down on the annoying access time of the old CD. The Duo also offers the chance to play all regular CD and TurboChip games on one compact system. The sleek black machine comes packed with an attractive selection of software. Two CDs are included, one featuring the popular Ys books I and II.

STANLEY

THE SEARCH FOR DR. LIVINGSTON



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REV. A

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ELECTRO BRAIN

0 SOUTH ST[illegible] SALT LAKE CITY, [illegible]

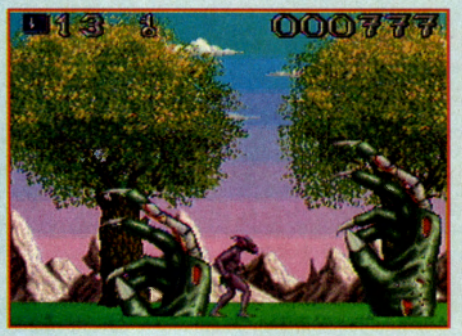
The second disc contains Bonk's Adventure, Bonk's Revenge, and Gate of Thunder. In additon, the TurboChip of Ninja Spirit is packed with the Turbo Duo. That makes for a total of six games and the upgraded TurboGrafx with CD for only $299.99.

Now, to make things a little more interesting, starting this November they won't be the only kids on the block with a CD player. Sega is bringing out their much awaited Sega CD, and it looks like a hot one.

The Sega CD actually incorporates a second processor to work in parrallel with the processor in the Genesis, producing some awesome special effects. The new processor also speeds things up a little, as it clocks in at over 12Mhz, making it the fastest game system on the street. Sega also wants to lure people in with an attractive software package. The various discs inside will include Sherlock Holmes, a game originally released for the Turbo CD; Sol Feace, a fast paced shooter; a classics disc with Streets of Rage, Golden Axe, Columns, and Revenge of Shinobi; a rock 'n roll sampler; and a rock 'n roll CD & G sampler. It is also priced at $299.99. That dosen't include the necessary Genesis console.

TurboCharged Games

The major problem any new system has is not the quality of the new hardware, but rather the software available for it. The Turbo CD has suffered from a software drought from day one, and the Japanes version of the Sega CD has suffered from the same lack of support. Not only is it necessary to come up with some quality games, it is important that those games be significantly better than they would have been on cartridge. Fortunately, both TTI and Sega are taking software development seriously for the new generation of machines.



Super CD is the name of the game TTI is playing, and there is a full line of Super CD titles slated for release over the next year.

RPGs are becoming very popular and the Turbo CD is offering enough role-playing to satisfy even the pickiest backyard barbarians. Cosmic Fantasy II from Working Designs was just released, featuring a long and complicated quest, along with a better sense of humor than the entire fall TV line up. Also from Working Designs is Exile, the uncensored version of the game released for Genesis on cartridge format.

In November, TTI brings forth Dragon Slayer, an epic RPG from the designers of the Ys series of games. Dragon Slayer offers an intriguing story and a few revolutionary additions to the interface such as auto battle and auto heal. Future RPGs include Dungeon Explorer II, the sequel to the TG-16 Chip game, and Dangerous Journeys, an original offering.

For those seeking a little lighter adventure, Shadow of the Beast may just be the ticket. Adapted from the computer version, this Shadow offers smooth graphics and wonderful sound. The intermission scenes make the game flow and help balance out the package. Also expected soon is Loom from TTI and LucasArts Entertainment. This popular game also comes from the world of computers, and has gained quite a following. Loom is an adventure centered around music and magic. The capabilites of the CD to produce high quality sound makes this game a natural for the format.

HIT LIST.

CALIFORNIA GAMES II

The hot sequel to the popular sun, surf and sand sport game is back in a big way... Super NES™ style! Up to eight players can compete in five new events: Bodyboarding, Snowboarding, Skateboarding, Jet Surfing and Hang Gliding.

Be sure to keep your eyes open for the California Games II Contest!

Big prizes go to the "coolest" players, so get your game and start practicing.

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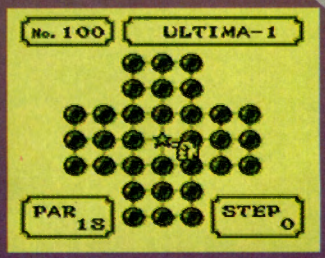
We're definitely playing mind games here. Take your best shot at completing 100 increasingly challenging puzzles that may make you forget what planet you're on. Are you up for the test?



GAME BOY

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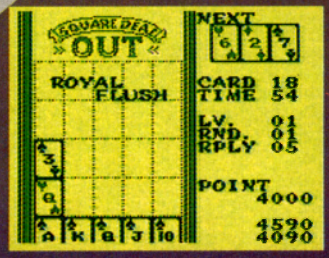
Square Deal™

This high stake game of chance turns your Game Boy into a portable casino! Skill and luck of a poker game combine with the mental manipulation and concentration of fast-paced puzzle action.



GAME BOY

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Action fans needn't worry either. TTI has plenty in store for the fast-fingered crowd out there. Forgotten Worlds is an adaptation of Capcom's arcade classic, seen previously on the Genesis. The graphics and sound quality in this version is much improved over the previous effort, and there is less slowdown and flicker than in the Genesis version.

Buster Brothers is another Capcom arcade translation featuring cute graphics and game play. For pure shooting satisfaction, Working Designs is in the process of licensing the Japanese shooter, Spriggan, and TTI is already at work finishing the sequel to their Duo pack in Gate of Thunder. Lords of Thunder should be available during the first quarter of next year.

In this corner...Genesis!

Sega is making some big promises. The list of games coming from Sega and several of their third party developers is suggesting that the Sega CD may be the hot item next year. Sega is balancing their schedule with original games, classic Genesis games re-released for CD, and quite a few computer conversions.

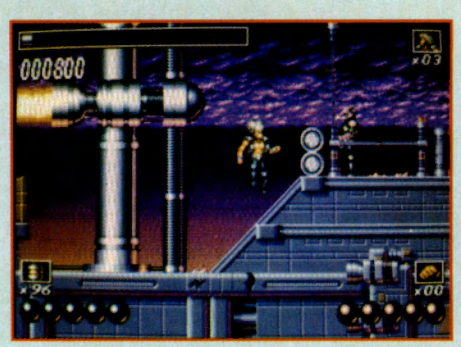
Sega is intent on making sure that there is no shortage of good games for their new machine. The line up Sega of America is launching reflects this attitude. The classic arcade game, Cobra Command will be one of the lead-off titles for the system. This game features digitized graphics and full motion video for game play. Final Fight is another arcade classic coming soon. All of the arcade levels and all three characters will be included in this version.

Showing their committment to full motion video and digitized graphics, Sega is also presenting Night Trap. Over 100 minutes of video made this game so big that it requires two CDs. The story involves fighting your

way through a house and rescuing the "scantily-clad" occupants from the alien invasion.

Sega is keeping quiet concerning the story behind Dolphin (a new quest-adventure) but promises it will be revolutionary and set new standards for this type of game.

All new versions of Batman Returns, Sonic the Hedgehog, and Joe Montana's NFL Football are in development for CD. Each will include different levels, better graphics, and more intense sound than



any of the cartridge versions. Sega promises games with notable improvement.

Sega has also obtained the rights to some of Origin's hit computer games. Both Ultima Underground and Wing Commander are scheduled to be released this Winter.

Other companies are coming forth with original games in addition to computer conversions.

Sierra is preparing a full complement of their best computer titles. Willie Beamish, Kings Quest V, Stellar 7, and Mixed-Up Mother Goose will be the first titles released. Future conversions include Space Quest IV, Leisure Suit Larry in the Land of the Lounge Lizards, and Police Quest 3.

JVC has Wonder Dog and Wolf Child ready to dazzle, and is translating the popular Monkey Island games over from the land of PCs. There is also a CD version of the SNES game Super Star Wars in development.

Other companies like Tengen, Bignet, Sony Imagesoft, Electronic Arts, and Virgin Games have signed on to create for the Sega CD, giving it a high level of development support.

Into the future....

As long as support for these machines continues, they will slowly but surely take over the industry. Nintendo has already announced that their CD peripheral will also be a 32-Bit upgrade for the SNES. The CD offers programmers and game designers much more freedom than cartridges, and it is this kind of freedom that will keep games fresh and interesting. Just like the CD's reflection, the future is bright.

TURBO DUO VS SEGA CD

Turbo Duo

Processor:	HU-6280
Memory RAM:	2 Megabit
Sound:	8 Channel Stereo
Clock Speed:	7.16 Mhz
Colors, Pallet, Sprites:	Same as TG-16

Sega CD

Processor:	MC 6800
Memory RAM:	6 Megabit
Sound:	8 Channel Stereo
Clock Speed:	12.5 Mhz
Color, Pallet, Sprites:	Same as Genesis

CHOOSE YOUR WEAPONS.

You've never seen 2-player shoot-'em-up action like this! An alien war force is threatening the human race. Our scientists have developed the ultimate weapon: Strike Gunner! Equipped with an awesome arsenal of offensive and defensive devices, only two could be built—but those two can combine into one superfighter of astonishing power!

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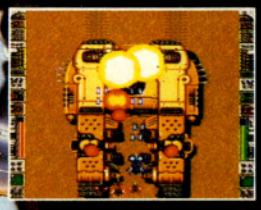
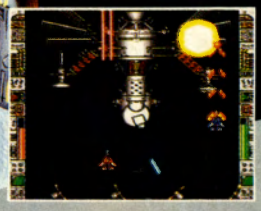
STRIKE GUNNER S.T.G™





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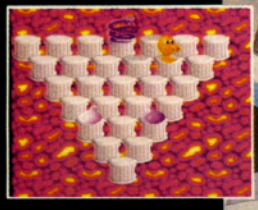
Q*bert™ 3



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

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Auto Fire/Slo Mo

"The World of STD"

REVIEW CREW

Here it is - a complete list of every game that has been reviewed in EGM! The famous Crew, led by the head honcho Steve Harris, Editor Ed Semrad, Champion Game Player Martin Alessi, and the mysterious Sushi-X, are tough reviewers, and only the best games will make it past them. Check out the color-coded menu for your favorive reviewer, and then look for the games from your favorite system. We hope this list will help you save money by only purchasing the games that received the best scores.

NINTENDO

GAME	RATING			
720 Degrees	3	4	4	3
8-Eyes	6	6	4	6
Abadox	7	6	6	7
Adventure Island 2	7	7	7	7
Adventure of Jackie Chan	7	6	8	7
Adventures of Lolo	7	8	8	7
Adventures of Lolo 2	7	8	6	6
Airwolf	4	4	4	4
Al Unser Turbo Racing	7	4	5	7
Alex Kidd in High Tech	5	7	7	7
Arch Rivals	6	6	6	8
Astyanax	5	4	5	5
Bad Dudes	6	5	5	4
Bart vs the World	4	5	3	4
Baseball Simulator	7	6	7	7
Bases Loaded 2	7	7	5	5
Basewars	8	8	8	7
Batman	8	8	8	7
Batman 2	8	8	7	6
Battletoads	9	9	9	9
Bee 52	5	7	6	5
Bigfoot	4	5	5	6
Bill & Ted's Adventure	4	5	3	3
Bill Elliot's Nascar Chal	4	8	4	4
Blue Marlin	7	6	6	7
Bo Jackson Baseball	4	5	5	4
Boulder Dash	5	6	6	7
Boy and his Blob, A	5	6	5	6
Bucky O'Hare	7	8	8	8
Burai Fighter	8	7	6	7
Captain Comic	4	4	4	4
Castelian	5	4	4	6
Caveman Games	5	6	4	8
Code Name: Viper	8	5	6	7
Crystalis	7	8	7	8
Defender of the Crown	4	3	7	7
Defenders of Dynatron	4	4	3	3
Dizzy	4	6	5	5
Demon Sword	5	6	7	6
Double Dragon 2	7	9	8	8
Double Dragon 3	8	8	7	9
Dragon Spirit	7	5	6	7
Dragon Strike	5	6	4	6
Dragon Warrior 2	6	7	6	5
Dragon Warrior 3	8	9	8	7

NINTENDO

GAME	RATING			
Dragon's Lair	4	5	3	4
Duck Tales	8	9	8	7
Empire Strikes Back	5	5	5	4
F-1 Hero 2	5	6	5	3
F-15 Strike Eagle	4	4	3	3
Fester's Quest	5	5	5	5
Flying Dragon	4	5	4	5
Friday the 13	3	2	4	4
Gargoyle's Quest II	7	8	7	7
Gauntlet 2	5	6	5	5
Ghostbusters 2	5	4	3	4
GI Joe 2	5	6	5	7
Godzilla	5	5	6	4
Guardian Legend, The	6	5	6	7
Guerilla War	7	7	6	7
Heavy Barrel	7	7	7	7
High Speed	6	7	5	5
Hoops	7	6	6	5
Hydlide	5	6	6	5
Ikari Warriors 3	4	5	4	5
Image Fight	7	8	8	7
Ironsword	8	8	7	7
Isolated Warrior	7	7	6	7
Joe and Mac	6	6	6	5
Journey to Silius	6	6	7	6
Kickle Cubicle	8	8	7	9
Klax	7	6	7	7
Laser Invasion	4	6	3	5
Little Mermaid	5	7	7	8
Little Nemo	7	8	7	9
Lolo 3	8	8	7	7
Lone Ranger, the	6	6	5	6
Low G Man	6	8	6	5
Mafat Conspiracy	7	9	7	7
Magic Darts	6	7	5	6
Mappy Land	7	4	6	6
Mechanized Attack	4	7	3	3
Mega Man 2	8	8	8	8
Mega Man 4	8	8	8	8
Metal Storm	8	8	7	8
Micro Machines	8	8	6	8
Mig 29	4	5	4	3
Might and Magic	5	7	3	6
Monopoly	8	8	4	5
Monster in my Pocket	6	7	7	5

NINTENDO

GAME	RATING			
Mr. Gimmick	5	8	5	4
N.A.R.C.	7	6	7	8
Nightmare on Elm Street	6	4	4	5
Nightshade	7	8	4	5
Ninja Crusaders	6	6	5	6
Ninja Gaiden 2	9	9	9	8
Operation Wolf	6	7	6	6
Overlord	7	7	4	4
Palamedes	5	7	6	7
Phantom Fighter	6	3	6	5
Pirates	4	6	5	5
P.O.W.	8	7	7	7
Pool of Radiance	6	8	3	6
Power Blade 2	6	6	5	5
Princess Tomato	7	5	6	4
Punisher, The	4	6	5	6
Q-Bert	7	3	4	5
Quantum Fighter	9	9	9	9
Rad Gravity	4	4	3	6
Rad Racer 2	7	5	5	7
Rampart	4	6	8	4
Rescue Rangers	7	9	7	8
Roadblasters	8	7	7	7
Roger Clemens MVP	6	7	5	5
Rollergames	6	6	5	6
Rolling Thunder	8	7	6	8
S.C.A.T.	7	8	8	7
Sharazade	5	6	6	5
Shatterhand	8	8	8	8
Shinobi	5	5	4	4
Silkworm	7	5	7	6
Silver Surfer	7	7	6	7
Skull and Crossbones	4	4	4	4
Sky Shark	6	6	5	5
Smash TV	6	6	4	5
Solar Jetman	9	8	7	6
Solstice	7	8	7	8
Spot	7	8	7	8
Star Tropics	4	6	5	4
Star Wars	7	4	6	8
Stealth ATF	4	6	4	3
Strider	7	8	7	7
Super C	8	8	8	8
Super Dodge Ball	5	3	5	6
Super Mario Bros. 3	9	9	9	9

NINTENDO

GAME	RATING			
Super Off Road	7	7	7	8
super Spy Hunter	7	8	7	8
Swords and Serpents	4	7	4	7
Target Renegade	4	4	5	5
Tecmo World Wrestling	6	7	6	7
Tera Ceresta	6	5	6	5
The Simpsons	7	8	7	6
Three Stooges	6	8	6	7
Thunderbirds	6	5	4	5
Thundercade	6	6	5	5
TMNT	6	7	6	4

NINTENDO

GAME	RATING			
TMNT 3	8	8	7	7
Tom and Jerry	5	7	5	4
Total Recall	3	3	3	2
Totally Rad	8	8	8	8
Twin Cobra	7	6	7	7
Ultimate Basketball	8	8	7	9
Ultimate Journey	7	8	7	7
Ultima Avatar	8	8	8	6
Uninvited	4	7	4	5
Wacky Races	6	7	7	7
War on Wheels	4	5	4	5

NINTENDO

GAME	RATING			
WCW Wrestling	7	6	6	6
Werewolf	7	7	6	8
Where in Tim/Carman	5	7	5	6
Whomp 'em	8	7	7	8
Wizardry	4	7	3	3
Wizards and Warrior 3	7	8	5	5
Wrath - Black Manta	6	6	6	7
World Wrestling	6	7	6	7
Xexyz	7	7	6	6
Yo Noid	6	6	6	4

SEGA MASTER SYS.

GAME	RATING			
Alex Kidd in High Tech World	5	7	7	7
Captain Silver	4	4	6	4
Cloud Master	4	4	4	4
Columns	5	6	5	6
Dead Angle	6	5	6	6
Dynamite Dux	3	3	4	3
ESWAT	4	5	6	5

SEGA MASTER SYS.

GAME	RATING			
Galaxy Force	6	7	5	5
Ghouls and Ghosts	7	8	8	7
Golden Axe	8	8	7	8
Joe Montana Football	4	7	6	7
King's Quest	4	5	4	4
Mickey Mouse	8	9	8	9
Psycho Fox	7	7	7	7

SEGA MASTER SYS.

GAME	RATING			
Rastan	6	6	6	6
Reggie Jackson Baseball	7	7	7	6
Scramble Spirits	3	4	5	4
Spellcaster	7	6	6	5
Super Monaco GP	4	6	5	4
Ultima 4	5	8	8	7

SUPER NINTENDO

GAME	RATING			
Actraiser	9	8	9	8
Bombuzal	3	4	3	4
Contra 3	9	9	9	9
Darius Twin	6	7	7	6
Dinosaurs/Dino City	6	8	7	7
F-1 Roc	5	7	6	5
Final Fantasy 2	8	9	7	8
Final Fight	8	7	7	7
F-Zero	8	9	9	8
Gradius 3	8	8	8	8
Harley's Humongous	6	8	7	7
Hole in One	8	8	8	7
Hyper Zone	4	4	4	6
Jack Nicklaus Golf	5	5	5	5
Joe and Mac	7	8	6	6
Lemmings	7	8	6	8
Mario Paint	8	8	9	8
Might and Magic II	5	7	4	7
NCAA Basketball	8	8	8	8

SUPER NINTENDO

GAME	RATING			
On the Ball	8	9	8	8
Out of this World	8	9	8	8
PGA Tour Golf	6	6	5	4
Pilotwings	8	8	9	8
Populous	4	5	6	6
R.P.M. Racing	6	7	4	4
Race Drivin'	4	5	4	4
Rival Turf	6	7	7	5
Sim City	7	9	8	6
Smash TV	8	9	8	9
Soul Blazer	8	9	8	8
Space Megaforce	8	9	9	9
Spanky's Quest	6	7	6	7
Street Fighter II	9	10	9	10
Strike Gunner	4	7	6	7
Super Adventure Isl.	7	9	9	8
Super Baseball Simulator	7	7	7	5
Super Batter Up	5	5	5	4
Super Battletank	6	8	6	7

SUPER NINTENDO

GAME	RATING			
Super Bowling	7	8	7	7
Super Buster Bros.	4	7	7	8
Super Deformer	6	5	6	6
Super E.D.F.	5	5	7	8
Super Ghouls & Ghost	9	9	9	9
Super Mario World	9	9	9	9
Super Off Road	7	6	6	7
Super R-Type	8	8	8	8
Super Scope 6	5	3	5	6
Super Slam Dunk	4	5	4	5
Super Soccer Champ	6	6	5	6
Test Drive II	5	6	5	6
The Adams Family	5	7	6	7
The Legend/Ninja	8	8	9	8
The Rocketeer	4	6	5	6
TMNT 4	9	9	9	9
U.N. Squadron	7	8	8	8
Xardion	4	8	5	7
Zelda 3	8	9	9	9

ATARI LYNX

GAME	RATING			
A.P.B.	6	6	5	6
Basketbrawl	4	5	4	4
Blockout	6	6	6	6
Blue Lightning	8	7	8	8
Chips Challenge	7	7	8	6
Gauntlet 3	7	7	8	6
Klax	9	8	8	8
Kungfood	5	6	5	7
Lynx Casino	6	7	7	8

ATARI LYNX

GAME	RATING			
Pac-Land	7	6	6	5
Ninja Gaiden	8	8	8	8
Pinball Jam	6	6	6	8
Rampart	7	8	8	6
Roadblasters	8	7	7	7
Robo Squash	5	4	4	5
Rygar	7	7	7	5
Shadow of the Beast	7	8	7	7
Slime World	5	6	7	8

ATARI LYNX

GAME	RATING			
Steel Talons	6	7	6	7
Stun Runner	6	6	8	7
The Gaurdians	6	7	5	5
Toki	8	7	7	8
Turbo Sub	7	8	8	7
Warbirds	7	7	6	7
Xenophobe	5	6	7	6
Xybots	4	6	5	8
Zarlor Mercenary	5	5	5	5

SEGA GENESIS

GAME	RATING
688 Attack Sub	5 6 6 4
Afterburner 2	8 9 8 8
Air Diver	7 7 6 7
Alien Storm	6 7 7 8
Arcus Odyssey	5 8 8 6
Arrow Flash	6 7 6 6
Atomic Robo Kid	6 7 7 6
Back tohe Future 3	4 3 3 3
Batman	8 8 8 8
Battle Master	3 3 3 3
Battle Squadron	5 5 5 5
Bimini Run	7 7 7 7
Budokan	3 3 4 5
Bulls vs Lakers	8 8 8 8
Cal. 50	7 6 5 5
Castle of Illusion	9 9 9 9
Chuck Rock	8 8 7 8
Columns	6 7 5 7
Curse	8 7 7 7
Cyber Cop	4 6 4 5
Cyberball	6 7 6 8
D&D Warriors of Etrnl	4 7 4 7
Desert Strike	8 7 6 6
Dick Tracy	5 6 7 6
Dragon's Fury	7 7 6 7
Dynamite Duke	4 6 5 6
Earnest Evans	6 7 5 7
El Viento	8 8 7 8
F-22 Interceptor	7 8 7 5
Fantasia	6 6 5 6
Fatal Labyrinth	5 6 4 5
Final Zone	4 5 4 5
Flicky	5 6 5 5
Forgotten Worlds	8 8 8 8
Gaiares	8 9 9 9
Ghouls and Ghosts	9 9 9 9
Global Galdiators	6 8 8 8
Golden Axe	7 7 8 7
Golden Axe II	7 8 7 7
Granada	8 8 8 8
Greendog	6 6 7 7
Hardball	7 8 6 7
Hellfire	8 8 8 7
Herzog Zwei	4 6 4 3
James Pond	4 4 3 6

SEGA GENESIS

GAME	RATING
Joe Montana 2	6 8 6 6
John Madden Football	9 9 9 9
John Madden '92	9 9 9 9
Jordan vs Bird	6 7 7 7
Kid Chameleon	7 8 7 8
King Salmon	7 8 7 8
Klax	8 8 7 7
Lakers vs. Celtics	5 6 5 8
Last Battle	6 7 6 5
Lemmings	7 8 7 7
LHX Attack Chopper	5 6 5 5
Marble Madness	5 5 5 7
Micky Mouse Castle	9 9 9 9
Midnight Resistant	8 8 8 8
Mike Ditka Football	5 4 4 4
Mondu's Fight Palace	4 4 4 8
Moonwalker	7 7 7 7
Mystic Defender	8 5 7 8
NHL Hockey	8 9 8 8
NHLPA '93	8 9 8 8
PGA Tour Golf	8 7 6 8
Phantasy Star 2	7 9 8 8
Phantasy Star 3	7 9 8 8
Powerball	7 7 7 6
Quackshot	8 8 6 6
Raiden Trad	8 8 7 6
Rambo 3	7 6 7 6
R.B.I. IV	7 6 7 8
Revenge of Shinobi	8 8 9 9
RoadBlaster	8 8 7 8
Robocod	7 8 8 7
Rolling Thunder 2	8 9 8 8
Sagaia	7 8 8 7
Shadow Dancer	8 8 8 8
Shove it	4 3 3 3
Side Pocket	7 8 8 8
Sol-Deace	7 8 8 8
Sonic	9 9 9 9
Space Harrier 2	5 6 6 6
Speedball 2	4 5 4 5
Spaltterhouse 2	7 8 7 7
Sports Talk Football	8 8 7 7
Star Flight	6 7 6 6
Street Smart	5 5 5 5
Streets of Rage	9 9 9 9

SEGA GENESIS

GAME	RATING
Strider	9 9 9 9
Super Hydlide	4 6 4 6
Super Monaco GP	9 10 9 10
Super Monaco GP II	6 8 6 5
Super off Road	6 6 5 5
Super Thunder Blade	5 6 5 8
Super Volleyball	3 4 5 5
Sword of Vermillion	7 8 7 6
Target Earth	6 7 6 5
Taz Mania	8 9 8 7
Test Drive II	3 5 4 4
The Games:Winter	3 5 4 4
The Terminator	7 8 8 8
Thunder Force 2	8 8 7 8
Thunder Force 3	9 8 9 7
Toad's Adv. in Slime	4 7 6 8
ToeJam and Earl	6 8 7 8
Tommy Lasorda Baseball	8 8 7 7
Truxton	6 7 7 5
Twin Corba	8 7 8 7
Two Crude Dudes	6 8 6 7
Tyants	7 7 4 5
USA Basketball	5 8 8 7
Valis 3	8 8 7 8
Vapor Trail	6 7 5 5
Vermillion	7 8 7 6
Where in Time ...	6 8 5 7
Whip Rush	6 7 6 6
Wings of Wor	7 7 7 7
WonderBoy 5	6 7 5 7
Zoom	3 3 4 3

NEO GEO

GAME	RATING
Andro Dunos	6 7 6 5
King of Monsters 2	5 7 6 5

NEO GEO

GAME	RATING
Last Resort	5 6 5 5
Magician Lord	9 8 9 8

NEO GEO

GAME	RATING
Mutation Nation	6 7 6 7
Ninja Combat	4 4 5 6

GAME GEAR

GAME	RATING
AERIAL ASSUALT	4 5 5 5
Ax Battler	7 7 5 6
Chuck Rock	7 6 6 7

GAME GEAR

GAME	RATING
G-Loc	5 5 5 7
Mickey Mouse Illusion	7 8 8 8
Ninja Gaiden	6 7 7 7

GAME GEAR

GAME	RATING
Out Run Europa	5 7 7 7
Revenge of Drancon	7 7 5 6
Sonic The Hedgehog	8 9 9 9

NEC TURBOGRAFX 16

GAME	RATING			
Aeroblasters	7	9	9	9
Battle Royale	4	7	5	7
Balistics	4	4	5	6
Battle Royal	4	7	5	7
Blazing Lazers	7	6	9	9
Bloody Wolf	7	7	8	8
Bonk's Adventure	7	8	7	8
Bonk's Revenge	7	8	7	8
Bravoman	7	5	4	5
China Warrior	4	4	5	5
Crater Maze	4	4	5	3
Cybercore	7	8	7	6
DarkWing Duck	3	4	3	3
Deep Blue	4	4	4	3
Devil's Crush	5	7	7	8
Double Dungeons	4	6	6	5

NEC TURBOGRAFX 16

GAME	RATING			
Dragon Spirit	7	6	7	7
Dugeon Explorer	7	7	7	7
Falcon	4	5	4	5
Final Lap Twin	7	7	4	6
Final Zone 2	6	6	6	8
Galaga '90	8	5	7	7
Impossamole	5	5	3	3
Jacky Chan Kung Fu	5	7	7	4
J.J. and Jeff	8	7	7	7
Last Alert CD	6	8	7	7
Legendary Axe	9	7	8	8
Military Madness	9	8	7	7
Neutopia	7	8	7	8
Neutropia 2	7	8	7	6
New Adv. Island	7	8	7	7
Ordyne	4	6	7	3

NEC TURBOGRAFX 16

GAME	RATING			
Parisol Stars	4	7	6	7
Psychosis	8	8	8	8
Raiden Trad	8	8	7	7
Solider Blade	7	7	7	6
Space Harrier	7	5	6	5
Splatterhouse	8	8	8	8
Super Star Solider	7	8	7	6
Takin' it to the Hoop	6	8	6	6
Tiger Road	7	4	7	4
TV Sports Basketball	4	6	5	5
TV Sports Football	4	6	4	5
Tiger Road	7	4	7	4
Valis 2	7	8	7	8
Veigues Tactical Gladiator	5	5	4	4
Victory Run	6	8	7	8
Vigilante	7	5	6	6

NINTENDO GAMEBOY

GAME	RATING			
Adventure Island	7	7	6	5
Adventures/Star Saver	5	6	6	5
Alleyway	6	3	6	5
Baseball	4	7	7	7
Batman	8	8	8	7
Batman/Return Joker	8	8	7	6
Battletoads	8	8	8	7
Boinic Commando	8	8	9	7
Blades of Steel	7	7	6	4
Boggle	3	5	5	3
Boxxle	7	7	6	5
Burai Fighter	8	6	5	8
Castlevania	8	8	8	7
Castlevania 2	8	8	8	8
Cenetpide	3	5	5	7
Cryaid	4	5	5	5
Crystal Minds 2	6	5	7	8
Double Dragon	7	7	7	7
Double Dribble 5 on 5	5	5	5	5
Dr. Mario	4	6	6	7
Dragon's Lair	5	5	3	4
F-1 Race	4	4	4	4
Faceball 2000	6	8	6	7

NINTENDO GAMEBOY

GAME	RATING			
Flippul	7	8	6	7
Fortified Zone	8	8	7	8
Godzilla	6	7	5	8
Gremlins 2	6	7	7	7
Gradius	7	8	8	5
Golf	7	8	7	8
Home Alone	4	5	3	5
Hunt for Red Oct.	5	3	3	5
Hyper Lode Runner	3	5	4	3
Joe and Mac	8	8	7	6
Jordan vs Bird	5	5	4	4
Knight Quest	6	6	5	6
Kwirk	6	3	5	6
Lock N' Chase	6	7	7	8
Mega Man	8	9	9	8
Mega Man 2	8	8	8	8
Mickey's Dang. Chase	6	6	6	6
Missile Command	7	4	4	6
Motocross Maniacs	7	8	8	7
Mysterium	5	7	4	5
Nail 'N Scale	7	7	7	6
Navy Seals	4	5	3	3
NBA All-Star	6	6	5	5

NINTENDO GAMEBOY

GAME	RATING			
Operation C	9	9	9	9
Paperboy 2	6	6	5	6
Pipe Dream	5	7	6	7
Q-Bert	7	7	5	6
R-Type	8	8	8	7
Revenge of the Gator	6	6	7	6
Shanghai	6	3	6	5
Sneaky Snake	5	5	6	5
Space Invaders	5	2	3	4
Spiderman	8	7	7	7
Star Wars	8	7	6	6
Super Mario Land	8	8	7	8
Tecmo Bowl	8	8	6	4
Tetris	8	8	8	7
Tiny Toon Adventure	8	8	8	8
TMNT	7	8	8	9
TMNT 2	3	6	3	3
Top Gun-Guts & Glory	7	7	7	7
Tour de Slash	8	4	3	4
Wizards & Warriors 10	7	7	7	7
Yoshi	7	7	7	6
Zen-Int. Ninja	4	6	6	6

JAPANESE GAMES AND SYSTEMS

You've heard about all the great carts out in Japan but you are hesitant to buy anything because of compatibility between the U.S. and Japanese systems. Right? Even the system names are enough to send a player running for cover. Here's the story. In the U.S. we have the Genesis and the Sega CD. In Japan it is the Mega Drive and the Mega CD. The CDs are NOT playable on the other country's system. Many of the Mega Drive carts will work on the Genesis with an adapter board but this is not the rule. The Japanaes Thunder Force 4 and Super Monaco GP 2 for example, will not work in the Genesis. Here the 16 Bit
Nintendo is the Super NES. In Japan it is the Super Famicom. Almost all the Japanese carts will work in the U.S. Super NES wiith an adapter board. The older Nintendo is called the Famicom in Japan. An adapter board is needed to play the Japanese carts in our NES. The Turbografx is called the PC Engine in Japan. The Japanese games need an adapter board to work in the U.S. machine. All of the Japanese PC Engine CD's will work in the Turbo Duo.

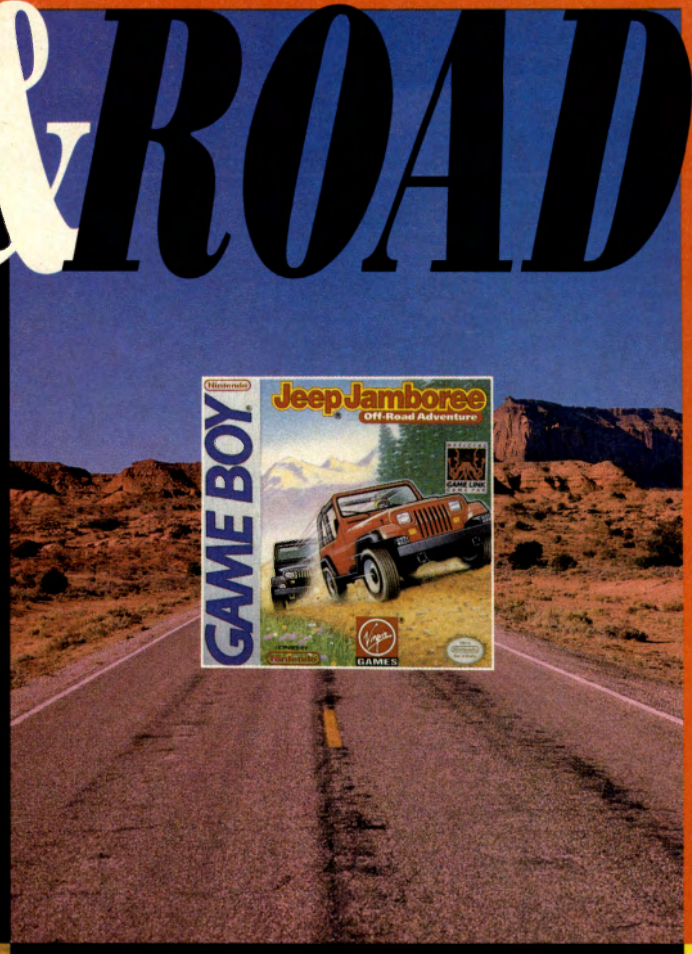
ROCK & ROAD

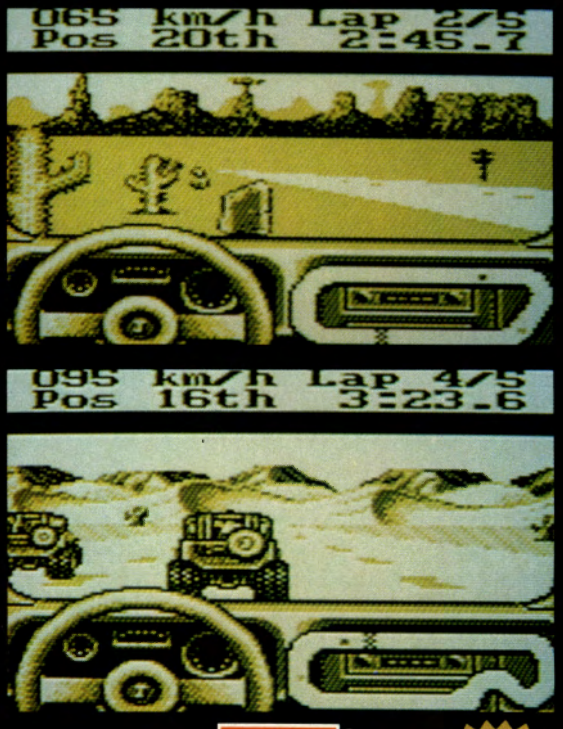
Hey Renegade, now you can live the ultimate off road race adventure in a rough and tumble scramble to the finish line on your choice of over 22 authentic Jeep® Jamboree courses. Just try to stay on the trail as you muscle your way through mud, hazardous road conditions and 19 road-hog competitors who'd just love to run you off the track.

FEATURES:

TWO-PLAYER GAME BOY® GAME LINK™: Why just compete against strangers when you can enjoy a straight head-to-head race against one ruthless friend?!

THREE TYPES OF RACE SEASONS: Start out with practice courses to improve your time in the Short, Intermediate or Championship race seasons ahead.





For more information, pricing and orders, please call 800-VRG-IN07. Visa, MasterCard, American Express and checks accepted. Get help with our hintline! Call 1-900-28-VIRGIN. Calls are charged at 75 cents per minute and you must be over 18 years of age.

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SEGA GENESIS
16-BIT CARTRIDGE

KICK SOME BALLS

You're in total control of all the fast and furious soccer action you can handle with World Trophy Soccer. Play the ultimate championship game by yourself or with a friend as you pass, dribble, tackle and shoot your way through the qualifying rounds with national dream teams from all over the world. The only thing you can't control is the other team's ruthless players. As long as the ref's not looking, they'll try every underhanded strategy imaginable to win the Cup!

FEATURES:

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

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

WORLD TROPHY SOCCER™

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Virgin GAMES®

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Brain Transplant, $39.99.

Here's a brainy idea: Pick up Mystic Quest,™ the world's first role-playing game especially designed for the entry-level player.

Easy-to-read icons put your head in the game immediately. Skull-tingling action keeps it there. Then there's constantly changing 16-bit characters and enough heady combat to scramble your synapses.

And a free strategy book offer comes in every box.

All this for just $39.99.

Hey, you don't need to be a brain specialist to see what a smart deal that is.

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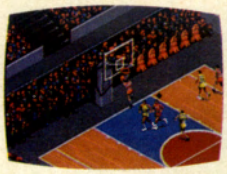

David Robinson Basketball

Steel Empire

Sports Talk Baseball

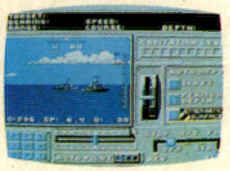
Super Monaco GP II

NFL Sports Talk Football

Batman Returns

Evander Holyfield Boxing

Sonic II (Coming November 24th)


688 Attack Sub

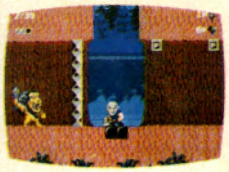
Spiderman

ToeJam & Earl

Mario Lemieux Hockey

TaleSpin (Coming in December)

Fantasia


Kid Chameleon

Taz-Mania

T2 The Arcade Game

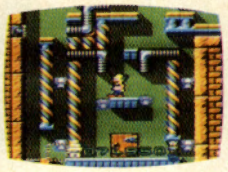
The Young Indy Chronicles (Coming in December)

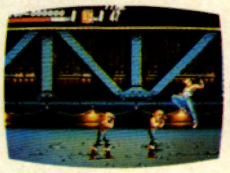
Green Dog

Chakan (Coming in December)

Arch Rivals

Home Alone


Krusty's Fun House


Streets of Rage

Bart vs. The Space Mutants

NHL Hockey '93

Road Rash II

Desert Strike

Madden Football '93

Bulls vs. Lakers

Sears has decided to quarantine an area for Sega addicts.

Finally, a place that's designed to have all the Sega Genesis games you're looking for in stock. It's called FunTronics, the new game department at Sears. Where you'll find everything you just can't seem to get enough of.

SEARS

FUNTRONICS

©1992 Sears, Roebuck and Co. FunTronics in most larger Sears stores.

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	STRATEGY
T•HQ	SUPER NES	HARD	SPORTING
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
4 MEG		FIGHTING	90%

FIGHTING IS THE PITS...

Deep in the New York underground lies a place where warriors of all races and creeds come to match their skills against others. Here, there are no rules, no retreats, no surrender. It is called the Pit, and the warriors are Pit-Fighters.

In Pit-Fighter for the Super NES, you may choose from three unlikely warriors: Buzz, the ex-wrestler with staggering power; Kato, the karate master with incredible speed; or Ty, the champion kick-boxer and only veteran of the Pit. Each warrior has special devastating attacks to punish the opposition. Fight through nine matches and face the Masked Warrior, the reigning champion of the Pit. Welcome to a world where brutality is a way of life!

Play alone or with a friend at the same time!

Fight your friends in the Grudge Match!

Buzz versus The Executioner

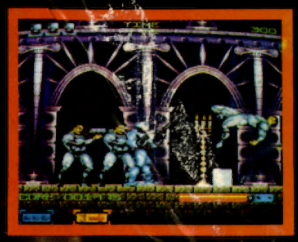
Kato versus Chainman Eddie

Ty versus Angel

Tally up your brutality bonuses!

PIT FIGHTER

ROBOCOP 3™



OCP is sending in Rehab Officers to clear the streets of Old Detroit, making way for the construction of Delta City. When ROBOCOP sees helpless families forced out of their homes as the bulldozers move in, he joins the resistance movement to battle the Rehabs!

Armed with a new multi-weapon arm attachment containing a large-bore cannon and a smart bomb, plus a gyropack for airborne assault capability, ROBOCOP faces a batallion of ED-209's, tanks, heavy artillery and a new adversary, OTOMO. The odds seem impossible, but remember—you're ROBOCOP!

ORION
PICTURES CORPORATION

Official Nintendo Seal of Quality

SUPER NINTENDO ENTERTAINMENT SYSTEM

Nintendo ENTERTAINMENT SYSTEM

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Ocean of America, Inc.
1855 O'Toole Ave.
Suite D-102
San Jose, CA 95131

The name of the game

ocean

ULTRA PLAY

SUPER NES STRATEGIES FOR WINNING BIG!

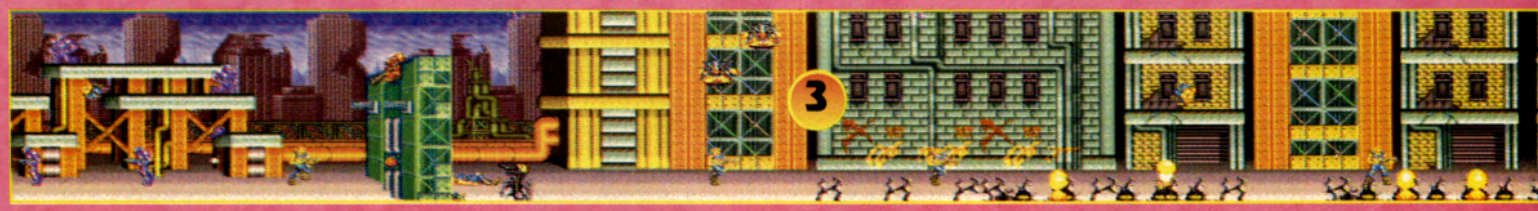
SUPER FILE		
MANUFACTURER	FORMAT	DIFFICULTY
KONAMI	CARTRIDGE	MODERATE
AVAILABLE	MEGABITS	LEVELS
JUNE	8 MEG	6
THEME	PLAYERS	% COMPLETE
ACTION	1 OR 2	100

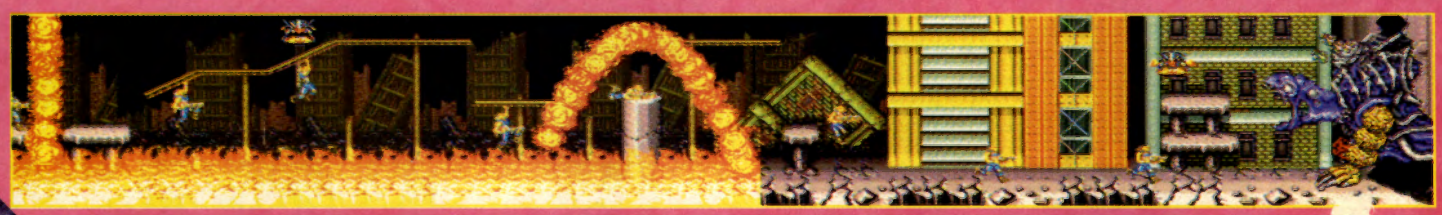
CONTRA III

THE ALIEN WARS

DESTROY THE VILE RED FALCON!

It is the year 2636 and the earth has been invaded by a hostile alien life form known as the Red Falcon. Unfortunately this is not their first visit to our humble home planet. Fortunately there are two brave soldiers that are ready to fight off the Red Falcon organization. These two warriors are descendants of Mad Dog and Scorpion, the heroic contras that destroyed the Red Falcon in previous invasions. Contra 3: The Alien Wars is a shooting masterpiece. We've blown this great cart all out just for you! Check out these killer strategies and awesome full color maps. Get ready to play like a Super NES pro and win big!





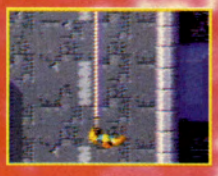
SURVIVE THE WAR BY COLLECTING VALUABLE POWER-UP WEAPONS!

STANDARD ISSUE RIFLE

SPREAD GUN

BOMBS

LASER CANNON

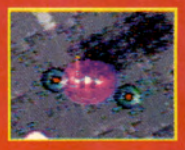


HOMING MISSILES

BARRIER

CRUSHER WEAPON

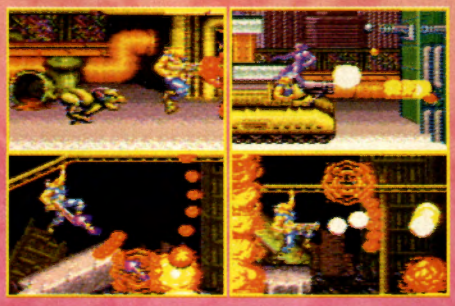
FLAME THROWER

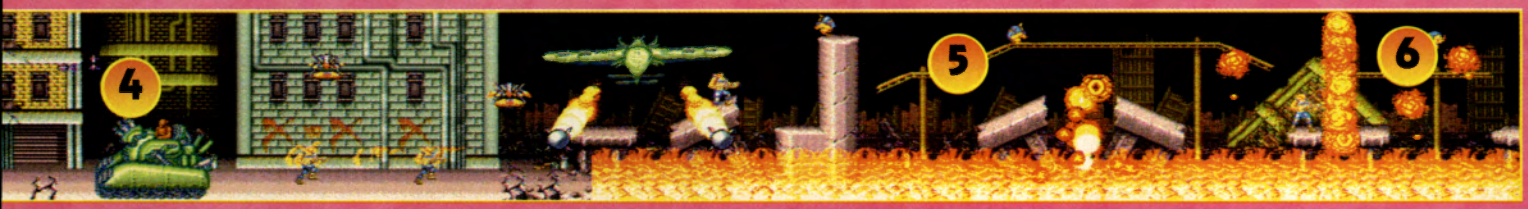


Here is a breakdown on the various weapons that you can pick up in the game. Each weapon has been rated with in three different categories. First is how powerful the weapon in relation to how much damage it causes the enemy. Second is the speed at which the shots travel and how fast can can change direction of fire. Finally the repetition of the shots is shown so you can see how fast it repeats.

MISSION ONE: THE STREETS OF NEO CITY

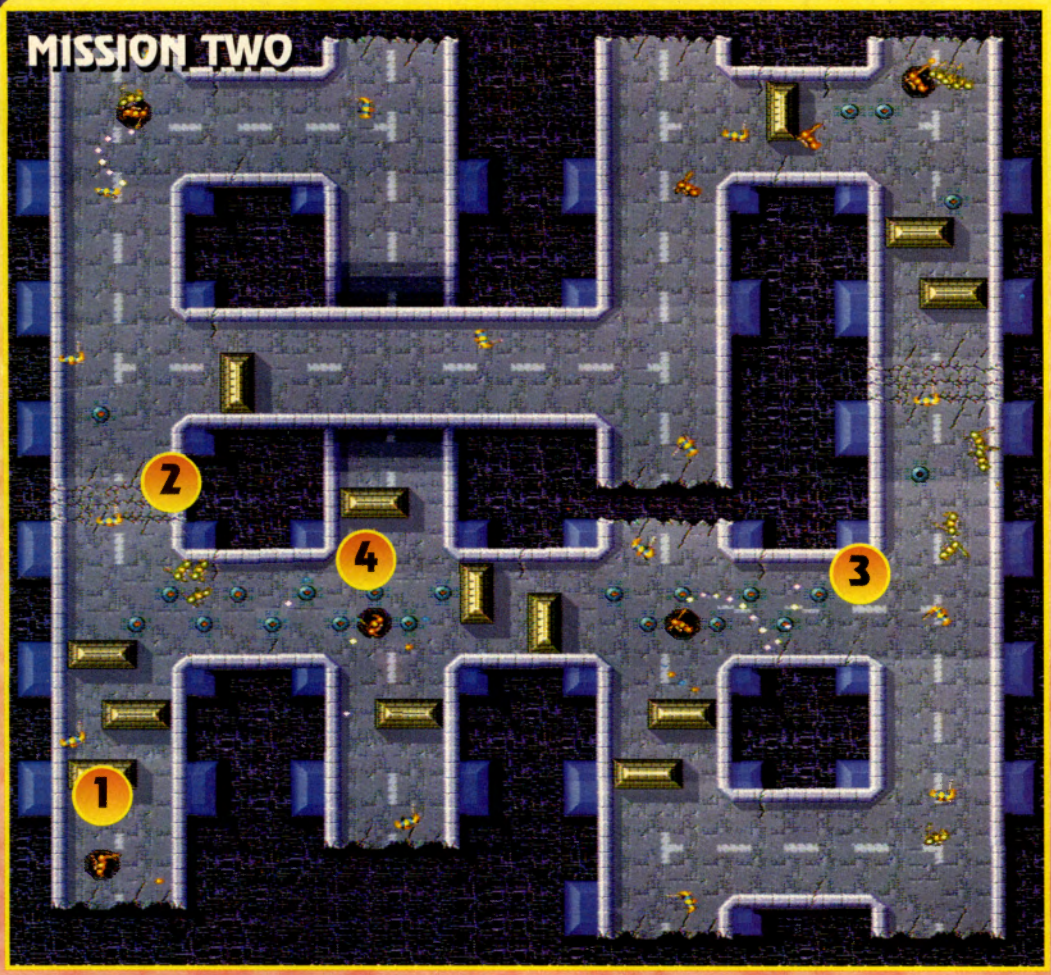
1. Watch out for the dogs when playing on normal or hard.
2. Hop into the tank and plow through the enemies. Use it to destroy the wall.
3. Be sure to get the Barrier so you can run through the flames.
4. When this tank comes out, stay all the way to the left and shoot. It should be destroyed in no time.
5. While crossing over this pit of lava, be sure to shoot downward.
6. If you have trouble crossing you can destroy the fireballs and cross safely.





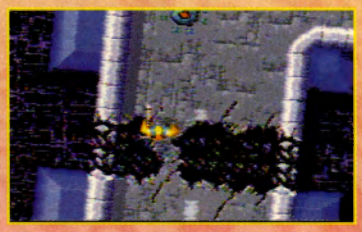
BOSS ONE

This oversized turtle is a push-over. If you have crusher or lasers than just get in close and blast away. Use a bomb for faster results.



MISSION TWO: MARIA CALDERON HIGHWAY

1. Start your mission here. When you destroy the enemy turret you will get a Flame thrower. It is the only weapon that can shoot through the barrier.
2. Watch out for the cracks in the bridge, because the ground will fall out from underneath you.
3. All around this level there are land mines. They will not explode immediately so keep moving if you step on one.
4. This turret will give you a Barrier or an extra Bomb at random. This should be the next turret you destroy.



You can duck and avoid enemy fire by pressing the jump button.

SURVIVE BY LEARNING SPECIAL TECHNIQUES!

If you hold the Left and Right buttons on top of the controller you will be able to use both of your available weapons at the same time. This is a good technique for fighting bosses in the overhead missions.

BOSS TWO

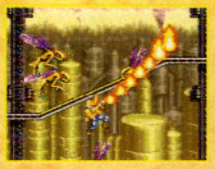
This boss attacks by spinning at you. Keep moving to the right and blast the boss with lasers when it stops spinning. If you damage the boss it will fly up into the air and dive towards you at great speeds. Shoot it in the eye to kill it off.

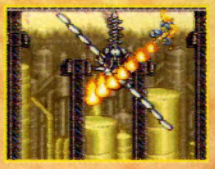
SHOOT IN 8 DIRECTIONS!

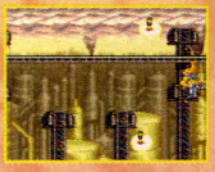
You can shoot in 8 directions while standing still. All you have to do is hold the Right button while aiming.

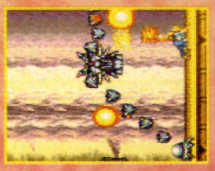
INCREASED POWER WITH WEAPON COMBINATIONS!

If you have a rapid fire controller, put the X button on turbo. This will allow you to fire both of your weapons at the same time. Try Crusher with Spread or Laser Cannon.



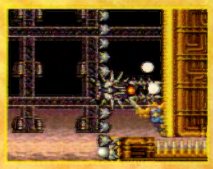


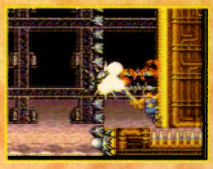


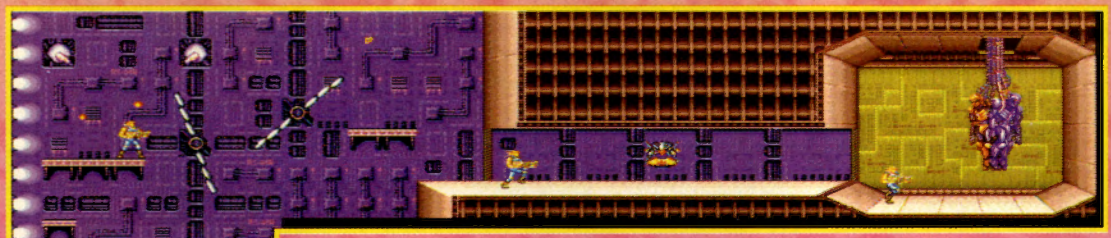


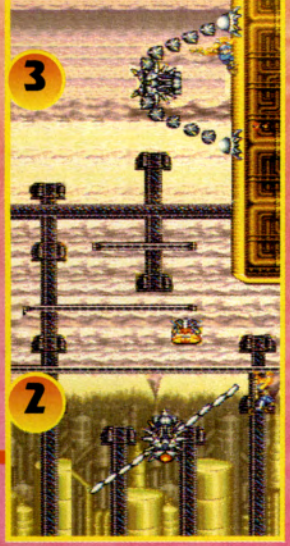
MISSION THREE: ABANDONED CYBER STEEL MILL

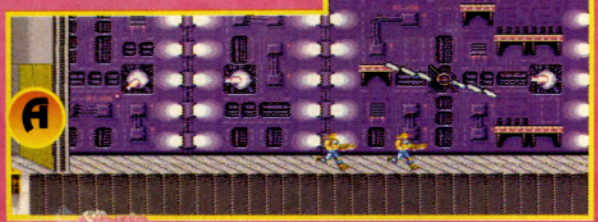
1. You will face a swarm of vicious winged aliens. Do not let them take hold of you. Keep shooting and they'll let you go.
2. The best way to destroy this pest is with a Flame thrower. When it dies it will try to toss you into the abyss below so get all the way to the right. Stay to right while the missiles are pass by and you'll be safe.
3. This metallic menace will shoot missiles and scale the wall. Try to stay as close to its top foot as you can and shoot the missiles when possible.
4. The best advice for avoiding his lightning fast rushes is to keep moving. Watch the eye, when it opens expect it to attack. When it attacks, try to get above or below it and aim at a 45° angle and blast away. It should be gone in no time.
5. When the hovercraft gets on the screen, go all the way to the left and hold Right button and shoot at an angle. Watch for the winged soldiers that come from above.
6. As you walk by here keep shooting to destroy the oncoming missiles.





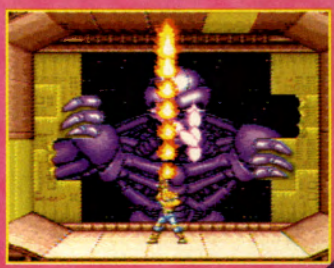




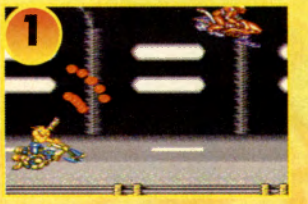


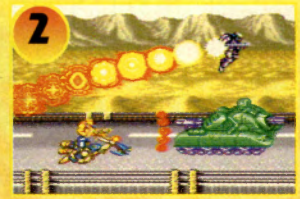
BOSS THREE

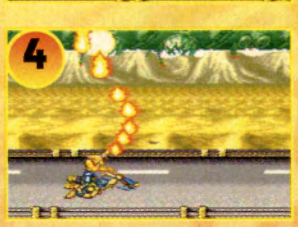
When you first walk into the boss room, twin guardians will greet you. Use Crusher or Flames to destroy them quickly. Blast the red twin first and his torso will start jumping around. Climb to the top of the room and shoot down and the twins until both are dead. A huge skeleton will rip through the wall. He'll send heat seeking fireballs after you and then chase you with a huge flame from his mouth. Shoot and climb in a clockwise pattern to defeat him. He also sets timed bombs out, so move fast or die.

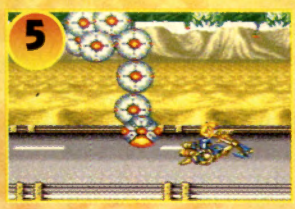


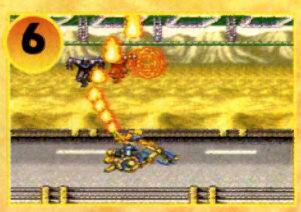
MISSION FOUR: THE BATTLE OF THE BLAZING SKY

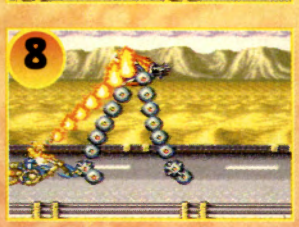




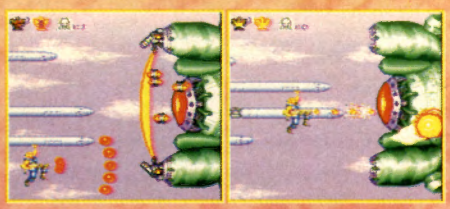






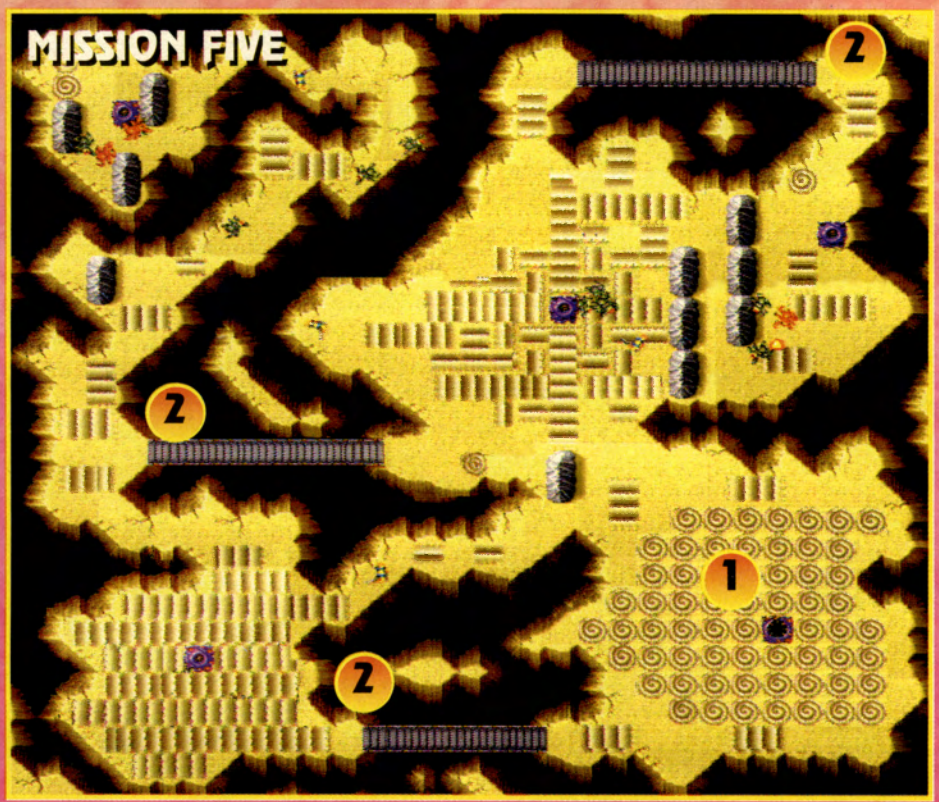


1. Stay left and shoot diagonally. When they throw bombs, just jump over them.
2. You can safely destroy the tank and the jetpack aliens by staying to the left and blasting away.
3. These cannons can be destroyed with constant firepower, but can be easily avoided without a fight.
4. Use the Flame thrower and shoot upwards to toast the turrets that appear in this section.
5. This part of the ship is hard to destroy, so just dodge it to live.
6. Hold the Right button and stay in the middle of the screen while you burn these soldiers to a crisp.
7. Try to stay halfway between the cannon and the right edge of the screen. When the cannon fires, jump over to the right to avoid the flames.
8. Go to the left side of the screen and shoot diagonally while holding the Right button.
9. Concentrated shots will keep this pest from hanging around.



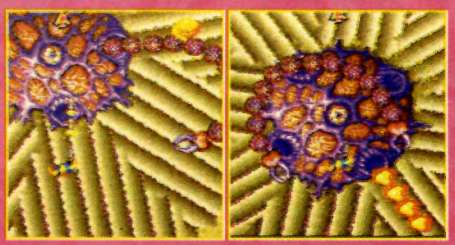
BOSS FOUR

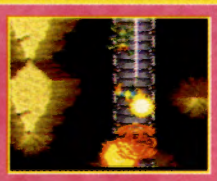
It is best to take out the lower cannon and then go for the top. Once both are gone, concentrate on the big red eye. Watch out for the heat-seeking missiles it fires.



MISSION FIVE: THE MUCHO GRANDE BADLANDS

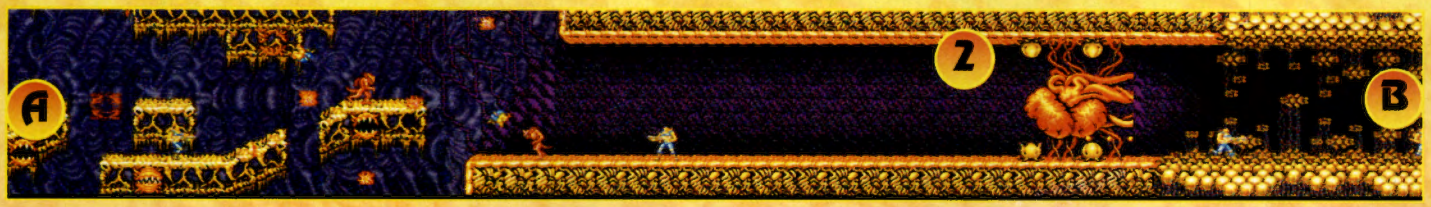
1. Everywhere in the level, there are moving patches of sand. Some will rotate and others will drag you towards the edges of the mesa. When destroying the turrets that are surrounded by the sand, you must use the Left and Right buttons and rotate to counter the effects of the sand.
2. Watch out for the bridges. They are timed to explode as you walk across them. Do not hesitate at all when crossing over them.





BOSS FIVE

This Boss looks a lot more difficult than it really is. Giant sand worms will come out and try to drag you in. Destroy the sand worms to get power-ups and then get in close and blast the Boss in the eye. Laser or Crusher will work best

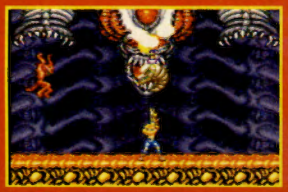


MISSION SIX: RED FALCON'S MAIN HEADQUARTERS

1. Here you are greeted by an old familiar face. Use the Spread or another high power weapon and get in close to blow him away.
2. At this point, you'll need Spread and you must get in close to the heart and fire at an angle.
3. This creature is only vulnerable when its face is showing. Watch out for its quick attacks and poisonous shots.
4. Be sure to get the Crusher.
5. At first, it will lunge at you. Shoot straight up or down and you will inflict the most damage. Its next attack is more dangerous. When it appears climb down a little and blast on an angle.

GET READY TO FIGHT THE RED FALCON MOTHERBRAIN!

You have made it to the lair of the Motherbrain. First, you will have to fight the vicious Red Falcon in the form of a three headed monster. Concentrate on the outer heads first and then go for the main face. Crusher and Laser work very well on this Boss. Alien drones will come from the outer faces after they are destroyed. When all three faces are killed, the Motherbrain will appear. It has eight different forms and attacks very aggressively. Look at the strategies below to defeat it.

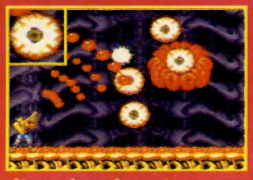


This is the easiest form. Just shoot and dodge it as it flies about.

Stay all the way to the left, jump and shoot to get rid of this walker.

You cannot shoot the orbs. Avoid the deadly orbs at all costs.

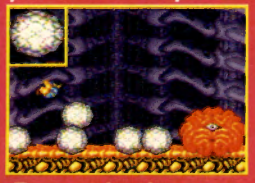
The spiked balls it throws out also have power-ups in them . Be careful.



It only shoots eyes at you. Stay in the left corner and shoot away.

Use a Bomb or the double weapon technique to get through.

It makes 4 passes, and is very difficult. Look at the pic for safe spots.



Do not bother shooting, just jump over the rocks to survive.

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ACTION	1 OR 2	100%

TEENAGE MUTANT NINJA TURTLES IV

TURTLES IN TIME

16-BIT TURTLE POWER!

Here's more great coverage on what's sure to be one of the hottest Super NES games of the year. Get ready to take on the maniacal Shredder and his merry band of Foot Clan soldiers! It's a home game like none other before it, incorporating incredible graphics and outrageous music with solid game play from beginning to end. This cart is so good we had to blow it out and give you the maps, tips and super strategies that will have you playing like a pro from the very first time you pick up the controller! You must battle your way through 10 intense levels of martial arts mayhem before going face to face with Shredder himself. This time, he has a few new tricks up his sleeve, including time-displacement fields that will warp our turtle heroes through time to face prehistoric foes! You will also be blasted into the future to fight against advanced weapons and turtle-traps. Take out that tinhead Shredder and do some recycling.

A TRUE NINJA WILL MASTER THESE MOVES!

Regular Attack
Just hit the Y button.

Back Attack
Face away and hit the Y button.

Whipit
Get close, then Y and Up or Down.

Bulldozer
Dash and press the Y button.

Snake Killer
Dash and press B, then Y.

Jump Kick
Press B and then Y when standing.

Flying Kick
Jump into the air, then Y.

Foot Flinger
Dash and hit B and Y together.

Cannon Ball
Jump high and hit Y repeatedly.

Catapult
To launch the Foot Clan into the screen, get close and hit Y and Left or Right.

Box of Hard Knocks
Grab this icon and you'll get super power for a few seconds.

SELECT FROM FOUR TOTALLY RADICAL REPTILES!

Leonardo

Leo is the most balanced dude around. His spin move is vicious. Just hit B and Y simultaneously.

Michaelangelo

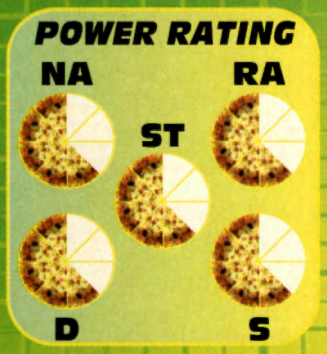
Mike's at his best when just plain fighting. Check out his Far Flung Flying Fongula technique!

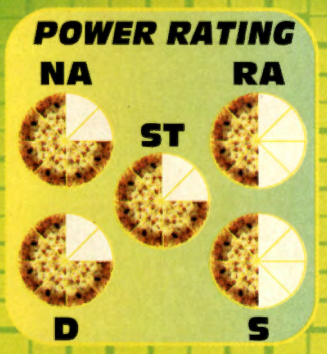
Donatello

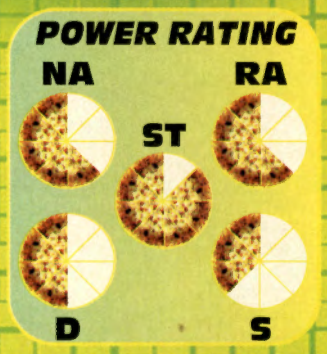
The reach on this guy is incredible! Don is slow, but tough. Try out his High Flying Kick in the Teeth.

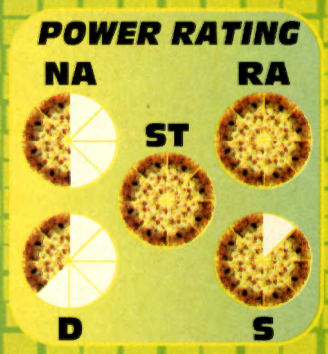
Raphael

What he lacks in defense, he makes up for in speed. Rely on his Super Bombastic Stationary Kick.





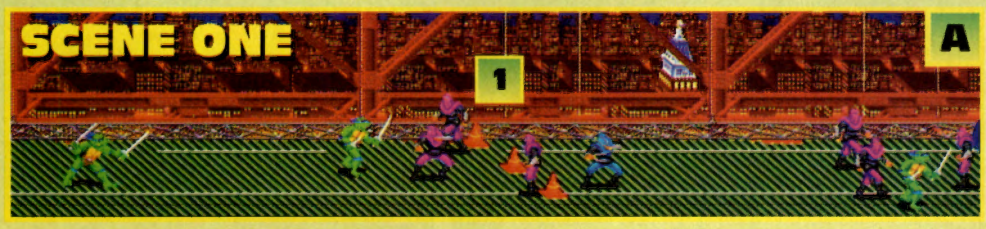


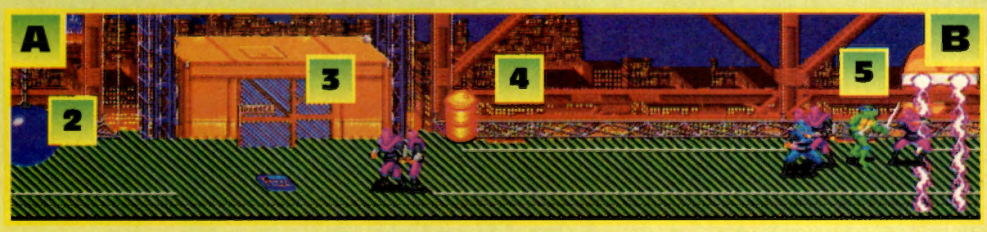


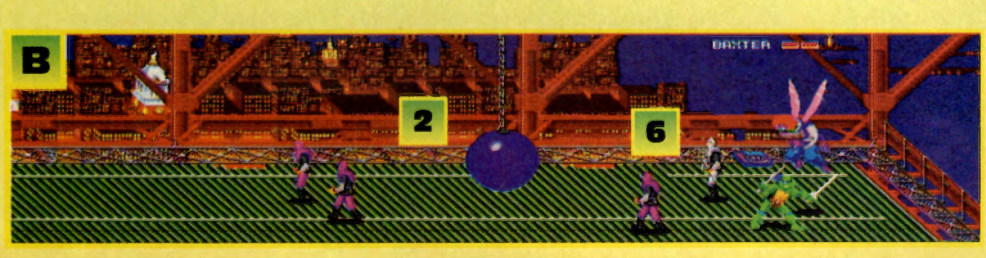
NA=NORMAL ATTACK, RA=RUSH ATTACK, ST=SPECIAL TECHNIQUE, D=DEFENSE, S=SPEED

SCENE ONE: BIG APPLE, 3 A.M.

1. Off we go! This is the best level to get acquainted with the different moves and techniques. Try hitting the cones into the soldiers for a little help.
2. Watch out for this huge metal ball. Look for the shadow on the ground to help you avoid it.
3. Foot Clan will come out of the elevator shaft. Don't get the pizza until you absolutely need it.
4. Hit the barrel and run for cover because it will explode! Use this to help clear the screen of bad guys.
5. Stay as far away from Krang as you can. Those rays will fry you.
6. Again, don't get the pizza until you really need it.







BOSS ONE

Baxter is a total wimp. When he is in the corners firing his gun or using the extended arm, just do Flying Kicks and Cannonballs. When he lands, give the old faithful and he should buzz off in no time.

SCENE TWO: ALLEY CAT BLUES

1. You can hit the fire hydrants and use the gushing water to knock out the Foot Clan. There are two of them in this level.
2. A Foot soldier will jump out of the sewer and throw the lid at you. Jump over it and take him out.
3. Get rid of these robotic pests by using Flying Kicks and Snake Killers. Get the pizza after you have defeated them.
4. Foot soldiers will jump out from behind the fence in large numbers. Grab one and Whipit, you will knock most of the others out.
5. Wait for the Foot Clan to come out of the building, then get the Box of Hard Knocks and demolish them.
6. Wait until the Boss comes out to get the pizza. Full life guarantees a good fight.

BOSS TWO

It is time to meet Metalhead. His pattern is rather easy. He'll jump to the far right and then fire lasers across the screen. Jump over them and then jump back. Position yourself below the open sewer and slash him when he jumps to the left. You should be able to get in four to five good hits. Repeat this pattern until you fry this totally lame turtle replica.

BOSS THREE

The River King is not that tough of an opponent. Use regular attacks and you should do significant amounts of damage. He'll throw mines at you, but all you have to do is go all of the way to the top to avoid them.

SCENE THREE: SEWER SURFING

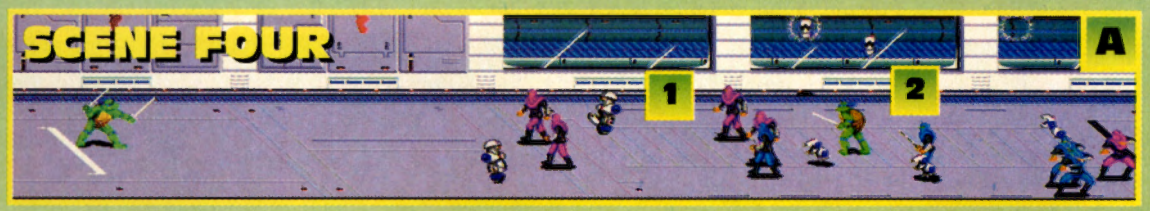
1. This level is considered a bonus round. Try knocking off as many Foot Clan as you can. Blue soldiers will jump at you and try to slash you with a sword. A well timed hit will get rid of these pesky enemies.
2. Watch for the bamboo spikes that drop down from the ceiling. Stay far to the right to avoid them.
3. Be sure to collect the "?" marked boxes, there are pizzas inside. Avoid the mines by jumping over them.
4. Pizza monsters will jump out of the water. Hit them from behind for an easy kill.
5. Your bonus points will be tallied up and added to the score.
6. Now that the fun is over, it's time to meet the River King!

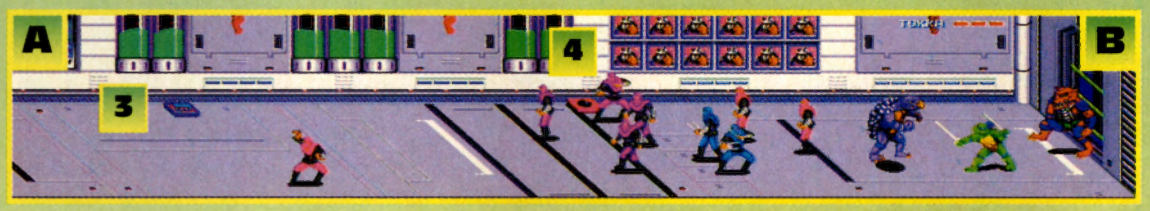
TRY 2 PLAYERS FOR EVEN MORE ACTION!

It's twice the fun with two players battling together!

SPECIAL MEANS OF SURVIVAL

Pick up these icons to increase your chance of survival. Pizza will refill your life and the other box will give you a super spin attack. Every 200 points, you're awarded an extra life.



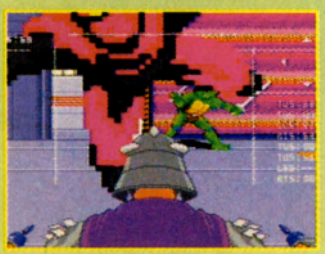


SCENE FOUR: THE TECHNODROME

1. Again, use Flying Kicks to get rid of the robotic pests.
2. Mousers will crash through the window. A Special Technique, or a Snake Killer will take them out.
3. Don't get the pizza until you really need it.
4. Get the Box of Hard Knocks icon and wipe out the Foot Clan.
5. Save the pizza as a last resort.
6. Use Flying Kicks for best results.
7. One well timed Special Technique should demolish the Mousers.
8. These Foot Clan have nun-chucks, use Snake Killer to dust them.
9. These soldiers have shields. The only way to hurt them is to use Bulldozer, or attack them from behind.

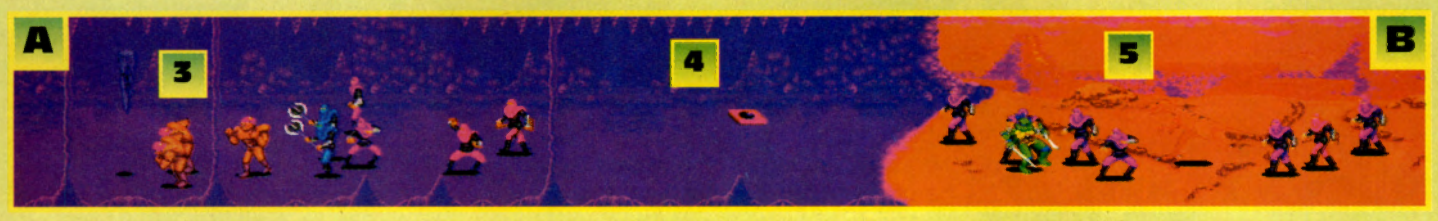
BOSS FOUR-ONE

Use Bulldozer and regular attacks to take out these slow witted oafs. Watch out for the green rays blocking the doors, they will zap the life out of you.



BOSS FOUR-TWO

In the hard mode, the Foot Clan have shields and you must Bulldoze them in order to throw them into Shredder. On the other difficulty settings, they are normal. Just hit them once and then you can toss them at Shredder. Watch out for the machine guns that Shredder fires.



BOSS FIVE

Slash is one of the toughest bosses in the whole game. He is virtually impossible to hit from the front. The best strategy to use here is to stay in one spot while he jumps, get behind him and then use regular hits. Don't let him back you into a corner, or you'll be sorry. When he tries to roll into you, just do Flying Kicks to counter his attack.

SCENE FIVE: PREHISTORIC TURTLESAURUS

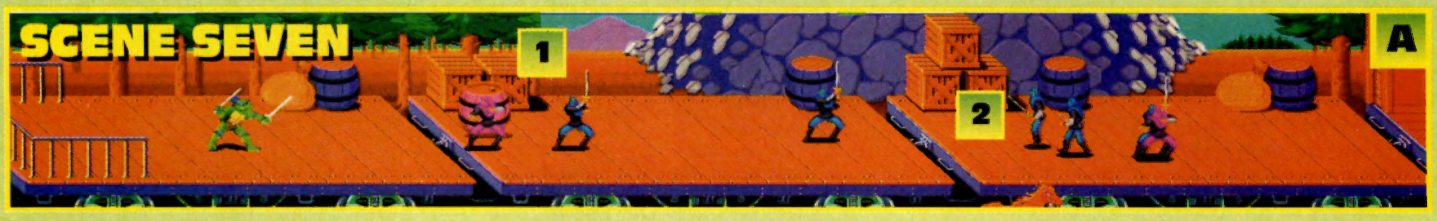
1. Watch out for the stampeding dinosaurs.
2. Pterodactyls will drop Foot Clan and bombs.
3. Watch out for falling spikes. The Rock Men can easily be defeated with regular attacks.
4. Wait for a large group of enemies before getting the Box of Hard Knocks.
5. A large stampede of dinosaurs will go by here. Be prepared to jump.
6. Get the pizza right before you fight the Boss for the best results.

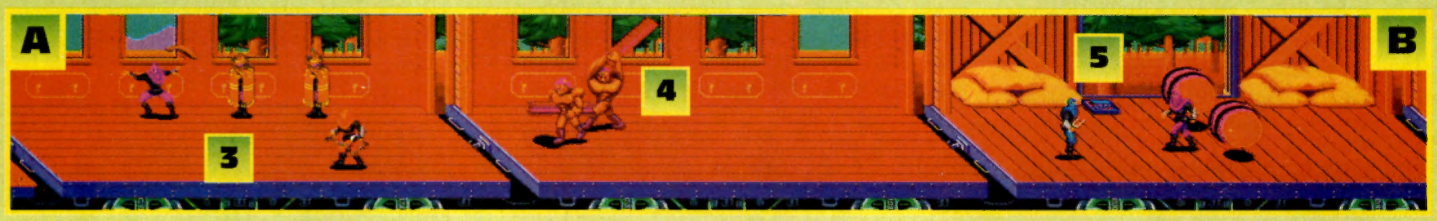
BOSS SIX

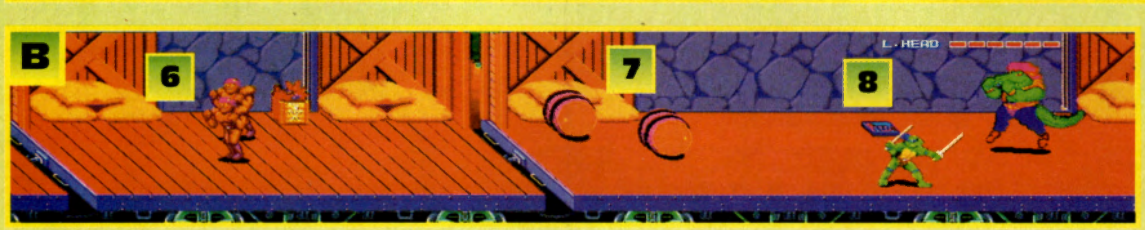
Your good old friends Rock Steady and Bebop are back as a couple of swashbucklers! They're not as tough as they look, though. Just stay in the lower left hand corner of the screen and do rapid regular attacks. They will take turns getting a beating until, eventually, both get mad at each other and finish your job for you in a most humorous way.

SCENE SIX: SKULL AND CROSSBONES

1. Watch out for booby-trapped planks in the deck of the ship. If you walk over them from any direction, you're history.
2. The ship, in the background, fires huge cannonballs at you. Look for the shadow to avoid the oncoming rounds.
3. Wait until the archer Foot Clan are on the screen and then get the Box of Hard Knocks.
4. Watch out for the bomb throwing Foot Clan and go for the pizza, but only if your health is low - save it for the Boss.







SCENE SEVEN: BURY MY SHELL AT WOUNDED KNEE

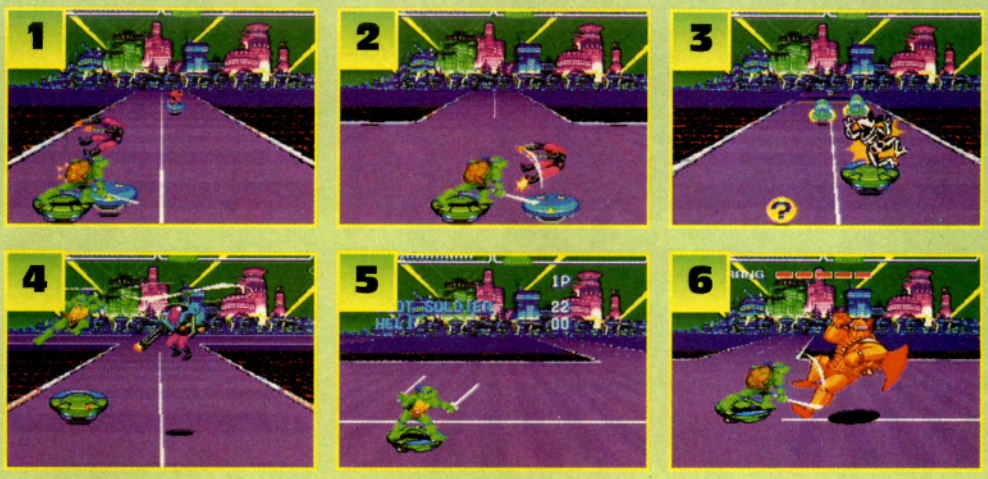
1. Knock the barrel over to get rid of the first two Foot Clan very quickly.
2. More soldiers will arrive by riding horses and leaping onto the train. Some of them have chains and bombs. Use the Whipit for best results when there are three or more enemies gathered around you.
3. These Foot Clan will disguise themselves as coat racks. Nice try, but it's time to hang them out to dry. More soldiers will have chains in this area.
4. These Rockmen are carrying girders. Use Bulldozer and regular attack aggressively to get rid of them.
5. Jump over the barrels that drop down. Wait until you've jumped over the barrels to get the pizza, just in case you get hit.
6. Here is where you will be ambushed by a large group of Rockmen. When there are three or more gathered, hit the box of TNT to turn them into dust in the wind.
7. More barrels to jump over. Happy Happy, Joy Joy!
8. This pizza will help out greatly as you fight the boss. Charge up and then go for the boss.

BOSS SEVEN

Leatherhead is kind of tricky, but an easy boss to beat nonetheless. Stay below him and use regular attacks to back him into the corners. He'll get down on all fours and try to rush you. Jump over and Bulldoze him. Then come back with four or five solid hits before he rushes again. He will try all kinds of nasty tricks, so be careful. Watch out for that tail!

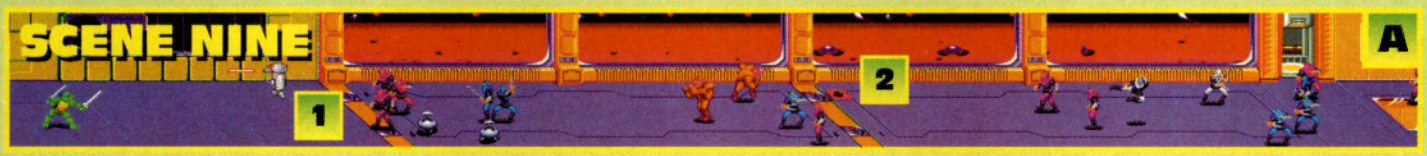
SCENE EIGHT: NEON NIGHT RIDERS

1. The main object of this round is to destroy as many Foot Clan as possible.
2. Don't let any of them slip by. It is best to stay towards the middle of the screen.
3. The yellow circles with the "?" on them are filled with pizza. Be sure to collect as much as you can. Watch out for the electric mines, however, that encircle the pizza.
4. Try to knock out the helicopter with Flying kicks and Cannonballs.
5. Your bonus points will be tallied up and added to your score.
6. The easy part is over, now it's time to meet Krang.



BOSS EIGHT

His menacing appearance is only a deception. All you have to do with this big boy is get him on the right or the left of the screen and use rapid regular attacks. Watch out for hail from above, as well as his missiles.



SCENE NINE:STARBASE

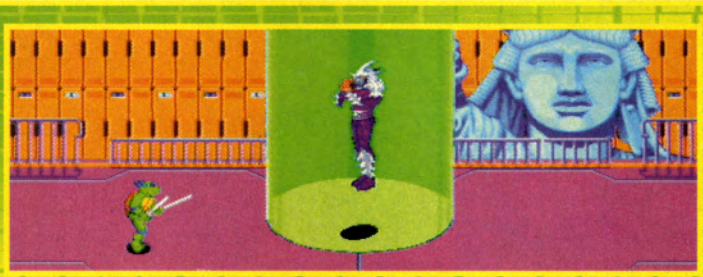
1. Destroy this laser cannon with one solid hit.
2. This Box of Hard Knocks will help against the Rockmen and the gangs of Foot soldiers.
3. Foot Clan will ambush you from out of the walls.
4. Get the pizza, but avoid the blue beams - or else.
5. Jump over the giant balls. They come towards you as you walk by, so (again) be careful.
6. Repeat the advice of step 2.
7. Watch out for the wall sockets. Large beams of electricity shoot out from them. Avoid it at all costs.
8. This pizza should help you get through the Rockmen that appear before the Boss comes out.

BOSS EIGHT

Krang will make a final appearance in his souped up flying saucer. He can encase you in a bubble, or send 1500 volts through you - so be careful. Use regular attacks and Flying Kicks. The cannonball is very effective, as well. Stay on you toes here.

THE SUPER SHREDDER

Shredder can literally mutate you back to your original form and take your life in one hit. His pattern is easy to detect. Always make sure that you are one step below him. After he launches his special attack, move up to his level and use rapid regular attacks. Do not attempt this maneuver after he uses fire, or you'll get a major hot foot. It takes patience to recycle this tinhead. Stay away from his mutant fireballs!!!



He can give you the major hot foot with fire...

or freeze you in your tracks with an ice ray...

or mutate you back to your original form.

ULTRA PLAY

SUPER NES STRATEGIES FOR WINNING BIG!

SUPER FILE		
MANUFACTURER	FORMAT	DIFFICULTY
AVAILABLE	MEGABITS	LEVELS
THEME	PLAYERS	% COMPLETE

THE LAST STRAW

In Rival Turf, you are either Jack Flak, all-around good guy, or Oswald "Oozie" Nelson, veteran police officer. Your mission is to search for Heather, Jack Flak's girlfriend, and defeat Big Al and his Street Kings.

Oozie has learned that Big Al's hideout is somewhere south of the border, so he and Jack head over to the the Street Kings hangout, the Sports Stadium. There, they hope to learn more about Big Al's operations and the secret location of his hideout. If they want to rescue Heather before Big Al gets away with her, they will need to go deep into their Rival Turf!

THE KINGS!

The thugs are the main body of Big Al's gang, the Street Kings. They do all of the grunt work of each area Boss, and sometimes they even do some damage. At any rate, these are the guys you need to go through before you can confront each area's Boss.

BULLET

CASE

REGGIE

SKINNY

BUTCH

LOUIE

KATO

GORO

WARRIOR

DINGO

ARNOLD

GIGANTE

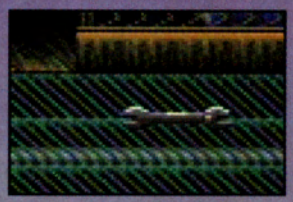
GATHER THESE POWER-UPS TO SURVIVE BIG AL'S GANG WARFARE!

Throughout Rival Turf, you will confront numerous hordes of Big Al's ruthless crime syndicate members. Along the way, you will see barrels, boxes and cans that you can break up to reveal the power-ups inside. Food Icons will restore life. Weapon Icons will increase your attack power.

KNIFE

The Knife is held and used as long as you don't throw it.

WRENCH



The Wrench can't be thrown, but you can swing it like a bat.

HAND GRENADE

The Hand Grenade is used once. Toss it at a distant enemy.

BASEBALL BAT

The Baseball Bat can be used as long as you like. Batter up!

ROCK

The Rock is used a limited number of times on the enemy.

BRICK

Like the Rock, the Brick can only be used a few times.

DYNAMITE

Like the Hand Grenade, Dynamite has one use.

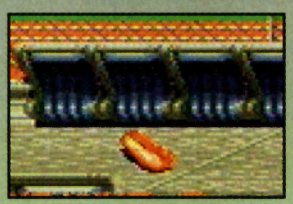
BAKED CHICKEN

Baked Chicken restores all of your life.

SUSHI

Sushi revives 1/2 of your failing health.

HOT DOG



The Hot Dog fills 1/4 of your life bar.

SODA POP

Soda Pop fills only 1/8 of your life bar.

THE STREET KING BOSSES!

GENIE

Genie totes the Sabre, and he isn't afraid to use it in Levels 1 and 6.

CAPTAIN

Captain once ruled the open seas, but now he takes orders from Big Al.

SLEDGE

Sledge likes to rap and breakdance on your head! His goons will be near.

ICE MAN

Ice Man is the money man behind Big Al's operations in Levels 5 and 6.

SLASHER

He is a masked warrior who loves to body slam! He is in Levels 3 and 6.

BIG AL

Big Al lives up to his name, and isn't afraid to do some dirty work himself!

LEVEL TWO: THE CITY STADIUM

The first round of Street Kings didn't surprise Jack or Oozie at all. Now they are more determined to wipe out the Street Kings once and for all. The clue they discovered leads them to the City Stadium, the favorite hangout of the Street Kings. On your way, you will be attacked at the stadium by goons slightly stronger than the first wave. Here, you will meet up with Reggie, a distant cousin of Skinny, and his dynamite tactics.

Arnold tries to steal the show deep in the locker room. After you clean up the locker room, head after the rest of the gang into the parking garage and take on Sledge, the Boogie King of Rap. Sledge is constantly listening to hardcore rap music and dancing to the beat. Don't let his talent keep you mesmerized, however; Sledge is one of Big Al's top bosses assigned to keep the drug traffic flowing through downtown. His breakdancing is lethal to any fool who dares to come close. If he gets in trouble, his goons will drive up in a 1965 Cadillac and help.

Sledge has two fatal weaknesses. One, he is easy to throw. Number two, if you keep the fight in the center of the screen, Sledge will be flattened by his own Cadillac!

LEVEL ONE: THE POLICE STATION

Jack and Oozie have searched through all of the police files and finally, they have a major clue to the secret whereabouts of Big Al's hide-out. The news spreads like wildfire through the underground grapevine, and Big Al sends his first wave of goons to take out Jack and Oozie before they get started.

These thugs are simple to defeat. In fact, they don't put up much of a fight, with the exception of Skinny. He is a more formidable adversary than Genie, the Boss of this level. Skinny can kick away half of your energy before you jump into angry mode. Jump into Skinny and perform a throw the instant you land.

To take out Genie, walk up to him and toss him in the turf. He moves slowly, so you should be able to keep on throwing him until he's history.

Slasher is easily beaten if you remember one key tactic - throwing enemies does damage to other enemies in your way. Keep on tossing!

LEVEL THREE: THE SKYSCRAPER

Get ready for the longest stretch of fighting action yet! Jack and Oozie are making their way through a rough neighborhood on the south side of town. Soon, they come upon a stretch of thugs twice as powerful as any they have defeated before! Kato and Gigante have a field day here, grabbing Jack and Oozie at every chance. To defeat Kato and his cousin Goro, let them jump kick and grab them as they land. They will not be able to attack you for about one second. Anyway, soon you come upon the service elevator of a large skyscraper with Big Al's helicopter and his professional assassin, Slasher, on the roof.

The Ice Man is slick on his heels and in his business suit. Move in for the easy score when he twirls past you, or just wait until he kneels from exhaustion. It's a good thing there's no timer!

LEVEL FIVE: THE SOUTHERN PORT

After cleaning the jungle of scum, you head directly to the nearby port to flush out Big Al. Here, you find Big Al's smuggling operation moving full force! Of course, his henchmen are everywhere, as well as his right-hand man, the Ice Man. (They don't call him Ice Man for nothing.) His cool moves have nearly iced more foes than Big Al himself! Look out!

The Captain is nearly invincible when he charges. He likes to grab you and smash you to the ground, so take him on in the air! Jump kicks work wonders on him!

LEVEL FOUR: THE SOUTHERN MOUNTAIN

Jack and Oozie hop a ride on the skyscraper chopper and end up deep in the jungle when it crashes. Big Al's creeps are waiting for you there when you emerge from the wreckage, so get your fists up and move! Goro is nasty here, since he loves to throw you. Reggies and Skinnys are tossing dynamite, too, so watch out for incoming charges.

LEVEL SIX: THE HIDEOUT

Big Al is waiting! Along the final trek, you will be forced to fight Al's toughest goons, including Genie, Slasher and the formidable Ice Man! The same strategies apply, so fight hard! Wait until Ice Man kneels before attacking. He cannot be approached otherwise.

Finally! Big Al is here, and it's time for the final showdown! Hit him where it hurts and toss his henchmen into him. Also, the jump-throw technique will work well. Big Al is deadly in the air, so stand clear! Good Luck!

COMING SOON! TERRAN WARS, the new space conquest cartridge game developed for the TELEPLAY SYSTEM.

Two-screen play. Each player sees the scene from his own perspective. You're at your controls. . .your friend at his. YOU direct your space ship, launch photon torpedoes, fire heavy energy weapons. So does he. You navigate past stars, planets, meteors, and star bases. . . hide behind asteroids. . . sneak up behind one another. When you finally get close enough to spot your opponent's space ship, you'll need razor sharp skills to outwit him because you want to attack before HE sees YOU! The hair raising action is centered on YOU, in front and all around you as it would be in real life.

THIS IS A WHOLE NEW DIMENSION IN HOME GAME COMPETITION. Two screens, two players, in two different places! Your friend can't watch you, so he doesn't know what you're planning. Your instantaneous reactions will make you practically invincible. Your strategic attacks will be unstoppable. Make all your ingenious tactical maneuvers and covert actions in complete secrecy. Your friend won't know what hit him until it's too late!

JUST FOR YOU TECHIES: The BATON TELEPLAY SYSTEM uses the latest in telecommunication developments to let you play against someone in another location.

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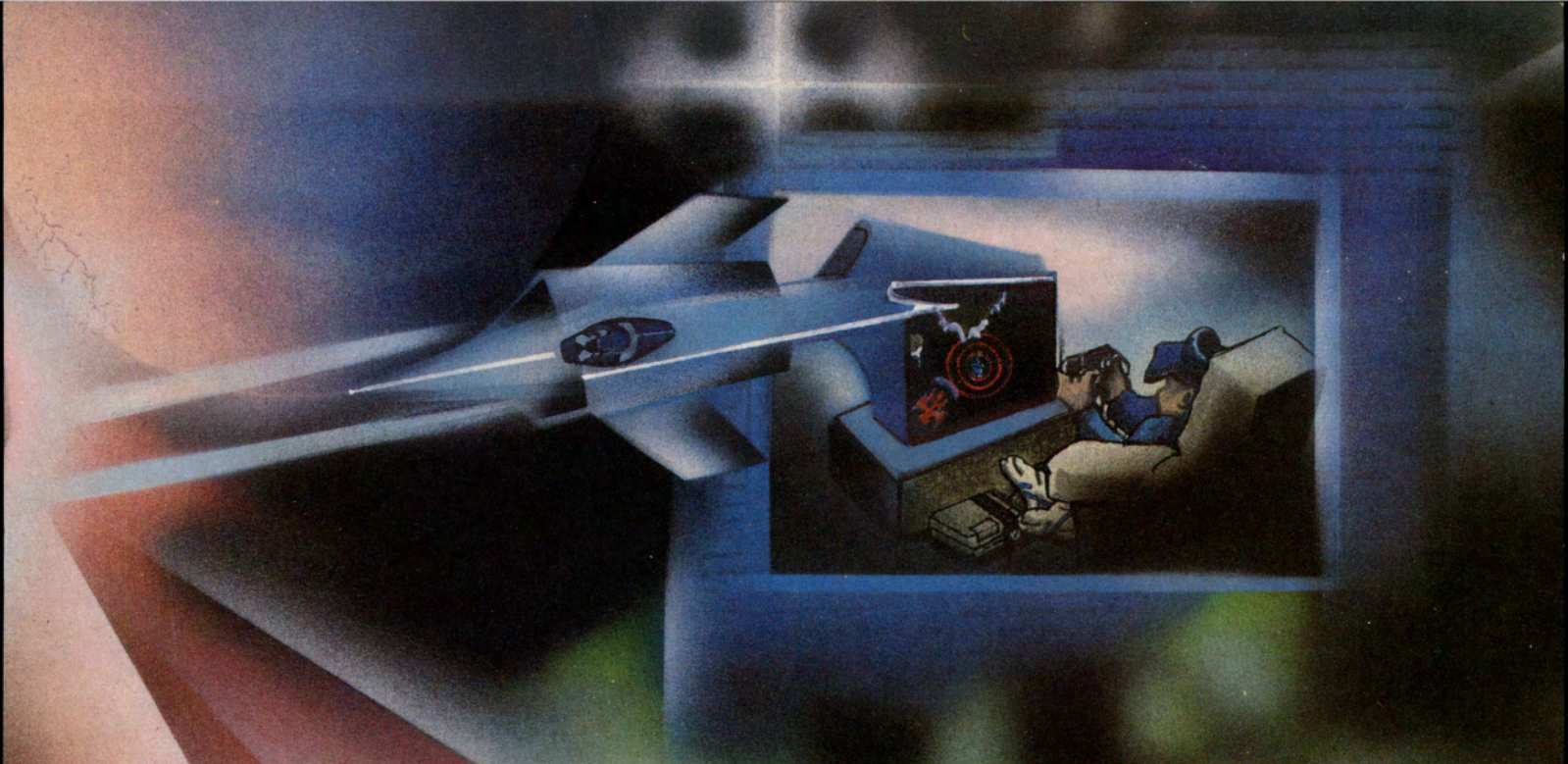

NOW GAMERS CAN GO WHERE THEY'VE NEVER GONE BEFORE...to their friend's house!

Fasten your seat belt! You're in for the ride of your lifetime without ever leaving home! With BATON TECHNOLOGIES' new TELEPLAY™ SYSTEM, there's awesome gaming ahead...real head-to-head competition with your friends, whether they're down the block or across town!

HERE ARE THE DETAILS:

- ★ 2400 bps speed for virtually simultaneous interaction between players.
- ★ Offers intense head-to-head competition with mind-boggling hidden perspectives.
- ★ Developed for use by both the NES™ and the Sega GENESIS™ system. Cross-format competition is finally possible!
- ★ Let's you challenge friends OR the computer. It's YOUR choice!
- ★ Play at any two locations. . .in your own home or anywhere else.
- ★ Attach any AT keyboard for expanded capabilities.

TELEPLAY SYSTEM by BATON -- an out-of-this-world concept that will hit Earth in Spring 1993. The price? That's cosmic too! About the same as an 8 megabit cartridge! The TELEPLAY SYSTEM modem, which allows for interactive play between friends, will be packaged with TERRAN WARS, a head-to-head, fast action, arcade style space game. 8 additional action-packed titles are planned for 1993 release.

For more information, call (602) 437-9659

TELEPLAY INTERACTIVE SYSTEM BY BATON

AN INTERACTIVE REVOLUTION!

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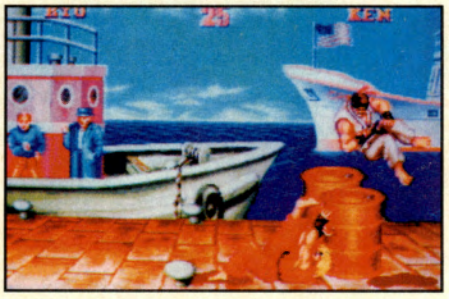
ULTRA PLAY

SUPER NES STRATEGIES FOR WINNING BIG!

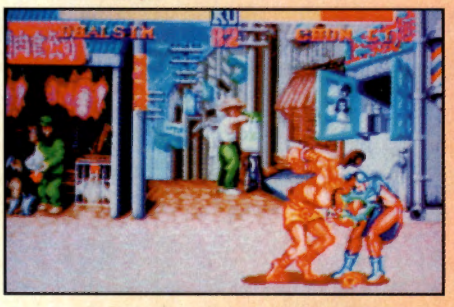
SUPER FILE		
MANUFACTURER	FORMAT	DIFFICULTY
CAPCOM	CARTRIDGE	HARD
AVAILABLE	MEGABITS	LEVELS
JUNE	16 MEG	12
THEME	PLAYERS	% COMPLETE
FIGHTING	1 OR 2	75%

SURVIVAL OF THE FITTEST...

Several years ago, a hot new fighting video game hit the coin-op scene. It was named Street Fighter. It developed so that two players could square off against the computer in quality one-on-one large character combat. Only Karate Champ from eons ago accomplished this feat. Recently, a new generation of World Warriors was born when Street Fighter II hit the arcades. An instant smash hit, Street Fighter II sent ripples of excitement through the gaming industry. Now, after all the hype and doubt, Street Fighter II is appearing on the Super NES as a 16-Meg monster with absolutely no slow-down and non-stop action. This is the game of the decade, unless Street Fighter II Champion appears on Super CD, we hope....



Each scene is loaded with fiery colors and crisp warping effects.



The same combos and strategies you use in the arcade work here!

Practice the art of blocking before you learn the important special techniques.

BLOCKING

Blocking is the key to survival in Street Fighter II. Even players who know all of the techniques and combos are helpless if they cannot block an oncoming attack. The key is to pull back when you want to block. If an attack is low, pull down and back. If an attack is high, just pull back. Better still, it may be a good idea to avoid being hit altogether. If necessary, jump away by pulling up and back. Certain characters can avoid an attack by counterattacking. Others had better sit back and wait for an opening to attack. Sometimes, a simple jump straight up will suffice; for instance, if your opponent throws a fireball your way, jumping up will let it pass harmlessly under you, where blocking would still deplete a little energy. Blocking techniques should be the first lesson of all new prospective World Warriors.

COUNTERATTACK

The soul may guide martial arts gurus, but they have had years of practice. Many characters in Street Fighter II have several counterattack techniques for you to learn. The ultimate counterattack, the Dragon Punch, is the best choice for aerial assaults. The Jackknife is nearly as effective. Sometimes a simple roundhouse kick or fierce punch will knock enemies out of the air. Keep a constant eye out for patterns, so that you can throw the appropriate counterattack, like Ryu's Dragon Punch against Blanka's Roll Attack (which removes fully one half of Blanka's energy). Be warned! The only counterattack to a Dragon Punch is to avoid being hit, then hit Ryu or Ken as they descend. Guile's Jackknife is countered by heel kicks, jumpkicks, and Dragon Punches. Dhalsim can counter attacks by sliding.

Learn to anticipate your enemy's attack so that you may counter it.

Mix up your attack to keep your foe off-guard for power moves.

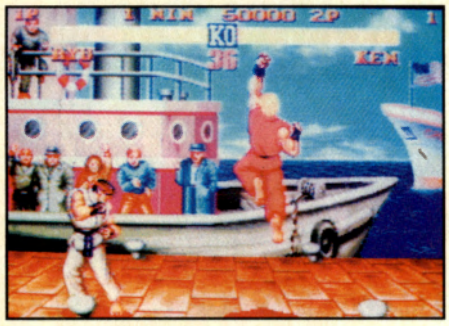
VARIETY COUNTS

The worst thing a World Warrior can do is start a pattern. Anyone who is any good at Street Fighter II will quickly recognize it and destroy you, if you try it. Combos are good only if your enemy does not know it is coming. If you continue the same attacks, like following your Sonic Boom as Guile, a good Ken or Ryu player will quickly Hurricane Kick you before you know what happened. If you find yourself getting wiped out when you used to be an awesome, then you have fallen into the pattern trap. An enemy who waits for you to attack must try to anticipate the proper counterattack. If you can mix up your attacks so that a character like Guile or Dhalsim cannot successfully counter each and every move, you will find yourself winning against the toughest gamers. Even a novice can be a pro this way.

KEN

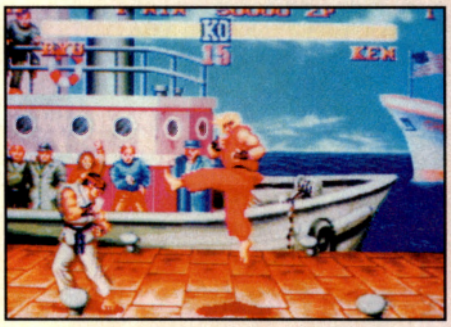
Ken is a former friend and fellow student of Ryu. He studied in Japan with Ryu until the day he decided to leave for America to complete his training. He quickly took to American life and began to settle down with his girlfriend, Eliza. He eventually heard about the underground Street Fighter tournament and felt the urge to compete. Eliza, his fiancee at the time, begged him not to go, but he did anyway. Ken is widely known for his berserker strength and power. His fireball is deadly, and only his peer, Ryu, can match his skill.

Birthdate:	February 14, 1965
Height:	5' 9.3"
Weight:	167.6 lbs
Sizes:	B45 W32 H34
Martial Art:	Shotokan Karate
Blood Type:	B
Likes:	spaghetti
Dislikes:	pickled plums



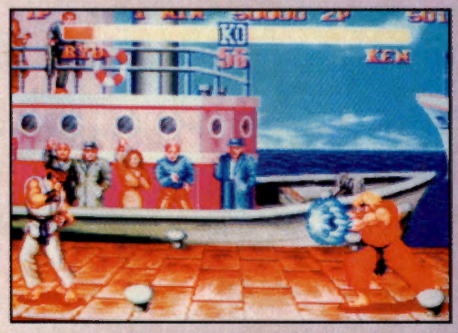
DRAGON PUNCH

This awesome jumping uppercut is backed by the power of the ancient dragon. He screams 'Shouryuken,' or rising dragon fist. It is nearly invincible. Only when he falls is he vulnerable. The punch button used determines the height of the punch, not the power. The joystick motion is F,D,DF,F,P.



HURRICANE KICK

When Ken executes this spinning jump kick, he speaks the ancient words 'Tatsu maki sen puu kyaku,' or dragon hurricane feet. With this attack he can spin towards his opponent and score multiple hits. The kick button pressed changes the speed and distance of the kick. The joystick motion is D,DB,B,K.



FIRE BALL

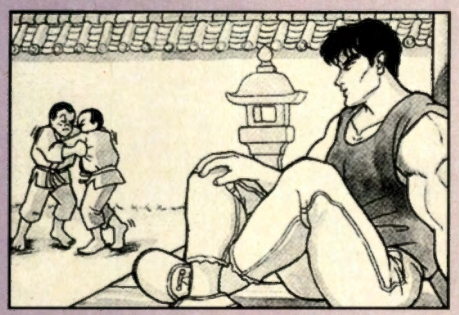
This ball of force is an extension Ken's will and determination. He yells 'Ha dou ken,' or energy wave punch, and a blue ball erupts from his outstretched palms. This attacks drains Ken slightly, so he needs a second or two to recover. The punch button used changes the speed. The joystick motion is D,DF,F,P.

Other combos involve Ken's close roundhouse, low short kicks, and the deadly flying fierce-fierce-fireball technique. The 'neck kick' is rough.

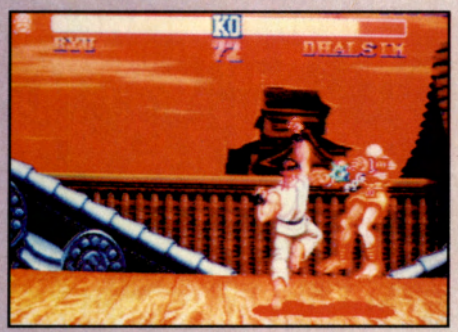
Ken loves to use the Dragon Punch to its fullest potential. When a quick, close elbow is followed up by a jab dragon punch, he scores a triple hit!

RYU

Birth date:	July 21, 1964
Height:	5' 8.9"
Weight:	149.9 lbs
Sizes:	B44 W32 H33
Martial Art:	Shotokan Karate
Blood Type:	O
Likes:	Competition
Dislikes:	Arachnids



Ryu is a former friend and fellow student of Ken. He has studied in Japan for many years, and he lives for the fight - and nothing else. He humiliated the former World Street Fighting Champion, Sagat, by defeating him with his deadly dragon punch. For years, Ryu has sought a formidable opponent on which to test his new skills. His defensive posture is deadly to the unwary. Ryu is widely known for his awesome dragon punch and hurricane kick. His fireball is deadly, and only his peer, Ken, can match his skill.



DRAGON PUNCH

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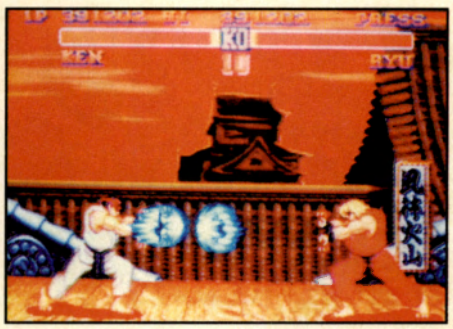

FIRE BALL

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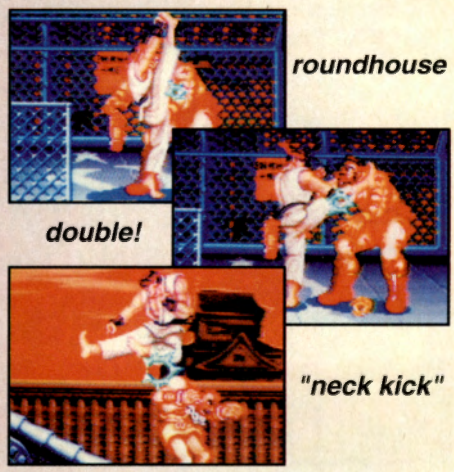
Ryu loves to use the Dragon Punch to its fullest potential. When a quick, close elbow is followed by a jab dragon punch, he scores a triple hit!



Other combos involve Ryu's close roundhouse, low short kicks and the deadly flying fierce-fierce-fireball technique. The "neck kick" is rough.

GUILE

Guile served the United States Special Forces in the Vietnam War. He and his friend Charlie were captured and tortured by a man now known as M.Bison. Days before a United States M.I.A. task force rescued them, Charlie died at the hands of M.Bison. Now, years later, he leaves his wife and young daughter to seek revenge against M.Bison in the World Street Fighter Tournament. Guile has beefed up since his tragic P.O.W. days, and has mixed his Special Forces training with domestic street fighting techniques.

Birthdate:	December 23, 1960
Height:	5' 11.7"
Weight:	189.6 lbs
Sizes:	B49 W33 H35
Martial Art:	Special Forces
Blood Type:	O
Likes:	American coffee
Dislikes:	M.Bison

JACKNIFE

Also termed the Flash Kick, Blade Kick, Razor Kick, and Somersault Kick, it is Guile most powerful counterattack. Only a few jump kicks and the Dragon Punch will overpower this vicious move. The kick button used determines the height of the kick, not the power. The joystick motion is D,C,U,K.

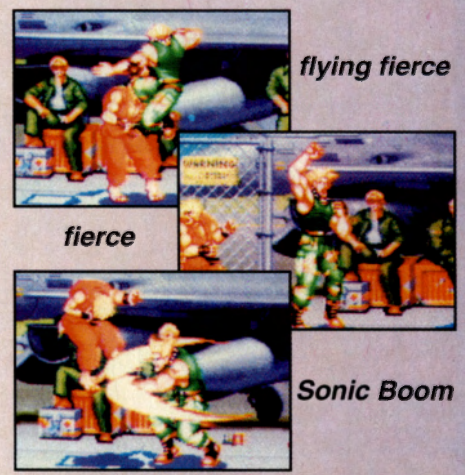
AIR BREAKER

In this aerial maneuver, Guile grabs his opponent out of the air, puts them on his shoulder, and slams back down to the ground. Guile can also throw enemies to the ground by using punch instead of kick. The Short kick button is not used. Jump toward your opponent and press D,K.

SONIC BOOM

This wave of sound is as deadly as a fire ball. He yells 'Sonic boom,' waves his fists, and a wave of sound spins towards his opponent. Guile gathers strength for this move, so he needs little recovery time. This also applies to the Jacknife. The punch button used changes the speed. The joystick motion is B,C,F,P.

Other attacks: Guile can follow his slow Sonic Boom and backdrop his opponent as he blocks. This is cheap, but effective.

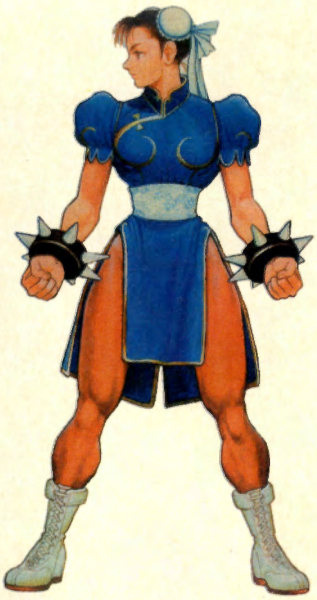


Guile can re-dizzy some opponents with this combo: Jump at an opponent and pull back. Hit fierce in the air, then fierce and forward, fierce.

CHUN LI

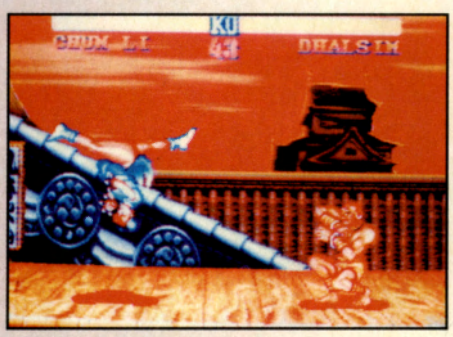
Birthdate:	March 1, 1968
Height:	5' 6.9"
Weight:	She'll never tell
Sizes:	B35 W23 H35
Martial Art:	Wushu
Blood Type:	A
Likes:	fruits, education
Dislikes:	M.Bison

Chun Li witnessed the ruthless murder of her father at the hands of M.Bison when she was just a child. Ever since then, she has trained to become the world's strongest woman and an unbeatable fighter. Her speed and agility are staggering. Of the eight original World Warriors, she is the fastest. She joins the Street Fighting Tournament the instant she learned that M.Bison would challenge the victor. It would be the only that she could exact justice on the one in this world she despises most.



WIND KICK

Chun Li's speed comes into play when she unleases her Wind Kick. She can score multiple hits and severely drain her enemy as her foot begins to move so fast it becomes blurred. Only the wind travels as quickly. The kick button used determines the speed and power of the kick. Press any kick button rapidly.



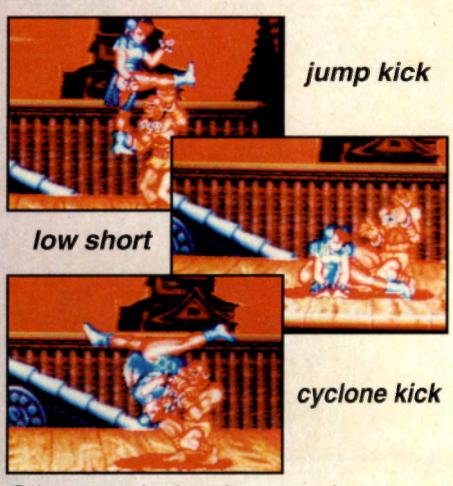
CYCLONE KICK

When Chun Li executes this inverted spinning kick, she speaks the ancient words 'Hau do che,' or spinning bird feet. With this attack she can spin towards his opponent and score multiple hits. The kick button pressed changes the speed and distance of the kick. The joystick motion is D,DB,B,K.

HEEL KICK

Chun Li's deadliest attack, however, must be her Heel Kick. This kick will stomp her opponent's head and allow her to execeute another air attack as needed. As many as five hits can be scored with the correct timing. Air throws can also be performed after the heel kick. Press down and the Forward button.

Chun Li's next deadiest combo after the heel kick would have to be a flying fierce, then a fierce or low roundhouse (trip).

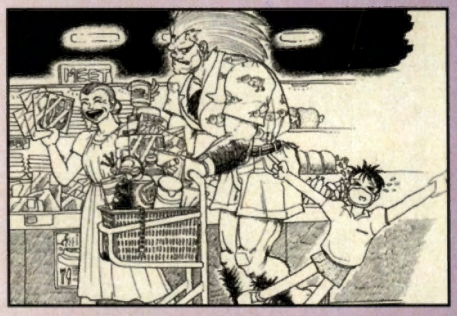


Other attacks involve stunning an opponent with the short or forward button and increasing button speed to perform the wind kick.

BLANKA

Blanka was lost in a plane crash over Brazil as a baby. The electrical storm that crippled his plane gave him the amazing ability to project an electrical field around his body. In the forest, he was raised by wolves, and later developed his agility and strength and learned to propel his body at his opponent. His bestial appearance is a mutation brought on by his excessive electrical charge. His mother is still searching for him and the anklets she gave him long ago. Blanka is in the Street Fighter Tournament out of vain.

Birthdate:	February 12, 1966
Height:	6' 3.6"
Weight:	216.1 lbs
Sizes:	B78 W47 H68
Martial Art:	Capoeira
Blood Type:	B
Likes:	Samantha
Dislikes:	army ants



ROLL ATTACK

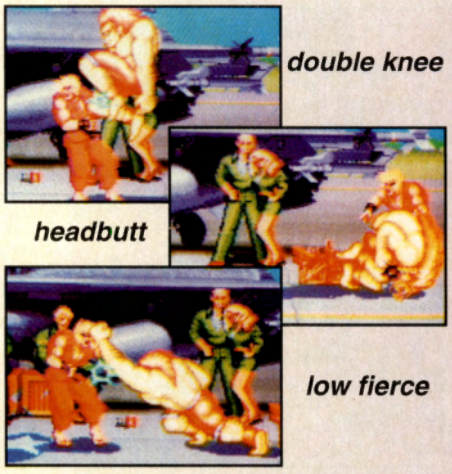
Blanka has the advantage of surprise when he rolls into a ball and barrels into his opponent. Unfortunately, he can take great damage if he gets hit while in this position. Timing is the key. The punch button used determines the speed of the roll, not the power. The joystick motion is B,C,F,P.

ELECTRIC SHOCK

Blanka has the power of an electrical storm stored in his body. He can release this power in the form of an electrical field surrounding his body. Any enemy who touches this field will be in for a massive shock. The punch button pressed determines the power of the shock. Press a punch button rapidly.

FACE BITE

If Blanka is close enough, he can resort to his wilder side and bite his opponent in the face. The first bite will take of considerable damage, while each successive bite hurts his opponent only slightly. Zangief can shake him easily. Only the Fierce punch button will perform the Face Bite. The joystick motion is F,P.



All of Blanka's attacks have great reach. Fierce punch air attacks, a jump kick will hit low enemies, and the low fierce has a long reach.

Blanka has the easiest combos to master since they have greater room for error. Try a flying fierce, a strong punch, and then a low roundhouse.

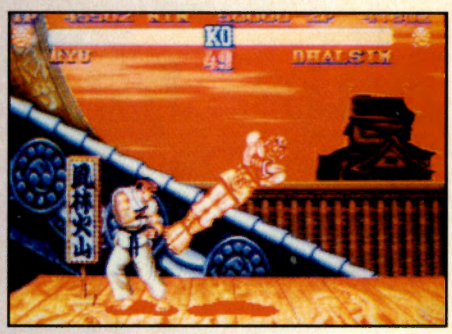
DHALSIM

Birthdate:	November 22, 1952
Height:	5' 9.3" (variable)
Weight:	105.8 lbs
Sizes:	B42 W18 H26
Martial Art:	Kabaddi
Blood Type:	O
Likes:	curry, meditation
Dislikes:	sweets

Dhalsim is a Yoga master from India. His beautiful wife has recently born him a son, so he wants to achieve a great feat for his son to be proud of. Thus, he entered the Street Fighter Tournament. As a Yoga master, he can stretch his limbs many times their normal length. As he fights, he is in a constant state of meditation to keep his mind clear of all distractions. He can also breath flames and fire balls toward his unsuspecting opponent at will. His slide kick is formidable, and can slide underneath fire balls.

YOGA FIRE

Dhalsim must have some deadly breath! He can breath fire balls at a moments notice. This will really burn his opponents dreams of a quick and easy victory! The punch button used determines the speed of the fire ball, not the power. The joystick motion is D,DF,F,P. His Yoga Flame uses a full half circle motion.

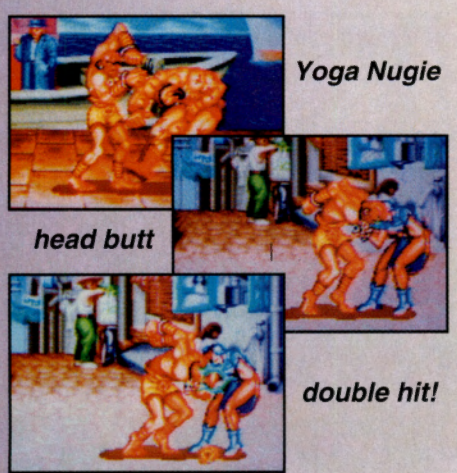


YOGA SPEAR

Dhalsim can jump into the air and come down in a diagonal line feet first. This is the Yoga Spear. It is hard to defend against thanks to the sharp angle he moves. This attack is a great setup for a throw or Yoga Nugie. Press the Roundhouse button at the height of his jump. Use Fierce for a Yoga Mummy instead.

YOGA NUGIE

Dhalsim's stretchable limbs can reach out and grab an opponeent and bash in his head. This is the Yoga Nugie, and it can be performed more than once if you have really good timing. Only the strong punch button will perform the Yoga Nugie. Press F,P. Use Fierce for a throw instead.



Dhalsim's headbutt (a close fierce) can score a double hit! Perform a Yoga Nugie, walk forward while the enemy is in the air, and headbutt!

Dhalsim can knock any air attack out of the air using his high jump kick, low jump kick, normal fierce punch, or his slide. Timing is everything!

ZANGIEF

Zangief is a proud Soviet wrestler who trains by fighting grizzly bears. His numerous scars are a testament to his battles. He has no missile attacks, and needs none. His strength is unmatched in all circles, but he lacks the speed of his many opponents. He is, however, the master of numerous bone-crunching wrestling maneuvers, including the awesome Screwdriver, a spinning piledriver. He wants to do his country proud by defeating the well-known dictator M.Bison in the World Street Fighter Tournament.

Birthdate:	June 1, 1956
Height:	6' 11.1"
Weight:	253.5 lbs
Sizes:	B64 W50 H59
Martial Art:	Sambo
Blood Type:	A
Likes:	wrestling bears
Dislikes:	missile attacks

SCREWDRIVER

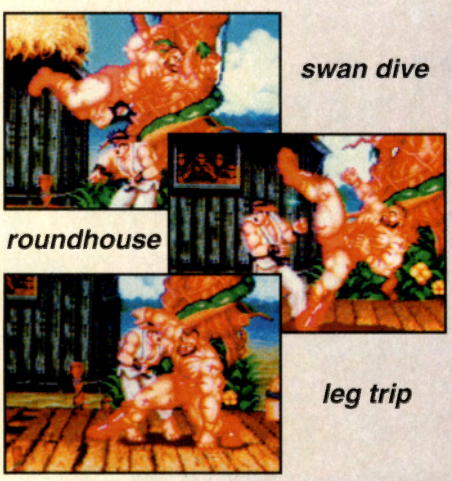
This awesome power move can grab characters from up to three full inches away, even through attacks. Only the Dragon Punch can cause more damage in one hit. The punch button used determines the speed of the spin, not the power. The joystick motion is F,FD,D,DB,B,BU,P. (Hint: the motion is 5/8 of a circle.)

SPIN PUNCH

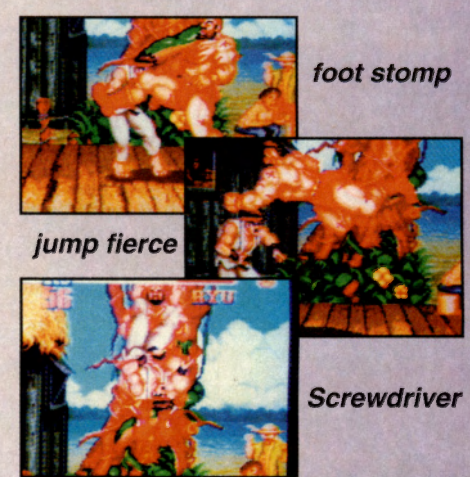
When Zangief must face an opponent who loves to throw fire balls, sonic booms, or torpedo attacks, he can utilize his spin punch and become immune to harm. He can be hit low, however, and he cannot advance while in this motion. Only use this attack as a defensive move. Press all three punch buttons.

HEAD SLAM

But one of many powerful wrestling techniques available to Zangief, the Head Slam is visually brutal. He grabs his opponent, flips him upside down, and slams his head into the ground, causing the earth to shake. The punch button used is the Roundhouse button. The joystick motion is F,K.



Zangief has other techniques with great range and damage. They are his swan dive, double-hit roundhouse, and the leg trip.

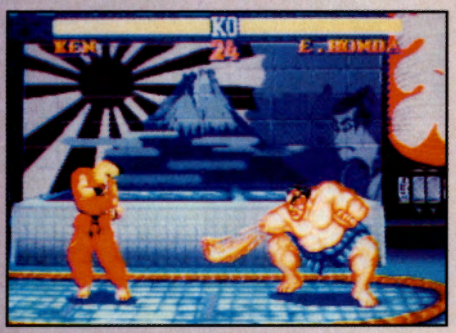


Obviously, the technique of choice is the mighty Screwdriver, but sometimes you need to set it up with a jumping fierce or a foot stomp.

E.HONDA

Birthdate:	November 3, 1960
Height:	6' 0.8"
Weight:	302.0 lbs
Sizes:	B83 W71 H83
Martial Art:	Sumo Wrestling
Blood Type:	A
Likes:	bathing, discipline
Dislikes:	indecisiveness

E.Honda is Japan's number one Sumo wrestler. He teaches young wrestlers how to put their mind and body in perfect harmony and how to eat "nabe." He feels his students have begun to question the superiority of the Japanese Sumo wrestling in the martial arts, so he joins the World Street Fighting Tournament to prove them wrong. Like a true teacher, he pushes himself further than he pushes his students. He has mastered the deadly Lightning Hand and the Sumo Torpedo. His shattering holds are devestating.

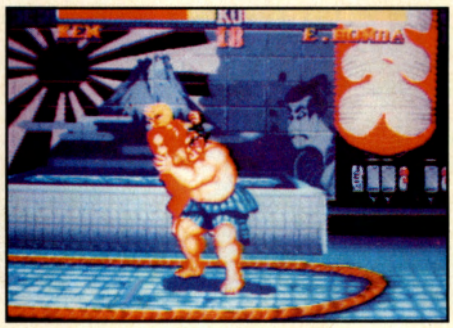


LIGHTNING HAND

E.Honda's Lightning Hand moves so fast it nearly seems likes a hundred hands, all pummeling his opponent at once. This attack is great on a cornered opponent. Multiple hits are possible with dizziness. The punch button used determines the speed and power of the punch. Push any punch button rapidly.

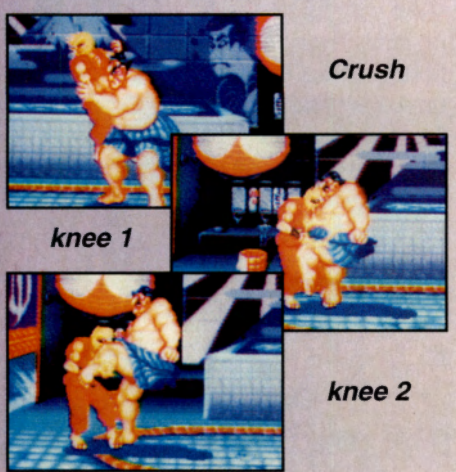
SUMO TORPEDO

E.Honda can concentrate and send his massive body sailing through the air in a straight line across the screen, bashing his opponent. A close Sumo Torpedo can cause a double hit like a headbutt. The punch button pressed changes the speed of the torpedo. The joystick motion is B,C,F,P.

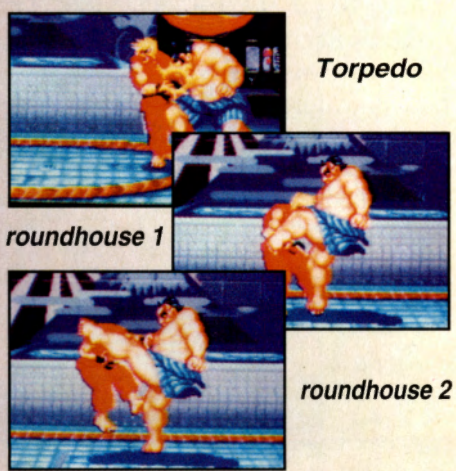


SUMO CRUSH

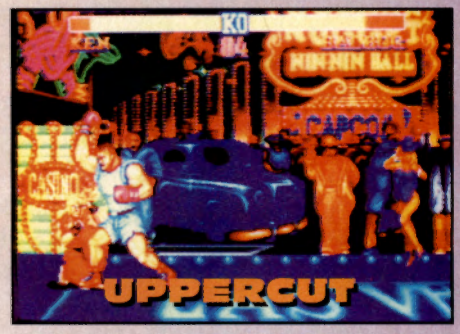
E.Honda can get his opponent in a bone-crushing bear hug if he gets in range. This attack will be more effective if E.Honda performs a cannonball attack (flying short kick) to stun the enemy. The fierce punch button is used. The joystick motion is F,P. The Strong punch button will cause a throw.



E.Honda has very few combos other than his cannonball-throw/crush. If you are fast enough, you can use the Lightning Fist after the Crush.



By utilizing E.Honda's double hits, his close roundhouse and his close knee, you can dizzy an opponent if you get a third hit, like a torpedo.



BALROG

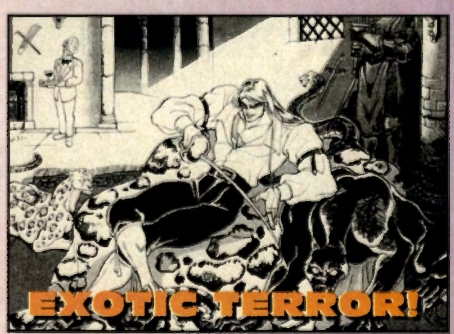
Birthdate:	September 4, 1968
Height:	6' 6.0"
Weight:	224.8 lbs
Sizes:	B47 W35 H39
Martial Art:	Boxing
Blood Type:	A
Likes:	women, bourbon
Dislikes:	math, effort

Balrog is the former Heavyweight Boxing Champion, but now he spends his time boxing in an empty Las Vegas alley and drinking in bars. He cannot understand how he lost his title, so he wants to prove his power in the underground circuits. His Super Backfist is unwithstandable. He has a driving uppercut which will drain energy even when blocked. His defense ratio is low, but his stamina is excellent. He can pummel off half of his opponents energy in the first 5 seconds. Watch out for his jumping punch-low punch combo. He hits below the waist!

VEGA

Birthdate:	January 27, 1967
Height:	6' 1.2"
Weight:	158.7 lbs
Sizes:	B48 W29 H33
Martial Art:	Bull FIghting
Blood Type:	O
Likes:	beauty, himself
Dislikes:	ugly things

Vega is a vain creature indeed. He believes himself to be the most handsome man on earth, and only beauty counts. He wears a mask to protect his face and a claw for long range attacks. His long legs are hard to overcome in the air. This lanky matador hides a treasure house filled with exotic animals and objects. He can climb on the fence in his area and jump down upon unsuspecting opponents. From there, he can either backdrop or swan dive his foe. He can also spring from walls like Chun Li and perform an air throw.



Sagat was the former World Street Fighting Champion until Ryu defeated him. Ryu's deadly Dragon Punch burned a huge scar in Sagat's chest, serving as an unending reminder of his shame. After years of training, he managed to improve hisTiger blasts and develop his Tiger Uppercut. He believes the Tiger Uppercut is deadlier than the Dragon Punch because it starts lower and goes higher. Unfortunately, this drains him considerably and leaves him open to a devastating counter blow which drains off energy at twice the strength. He might never learn.

SAGAT

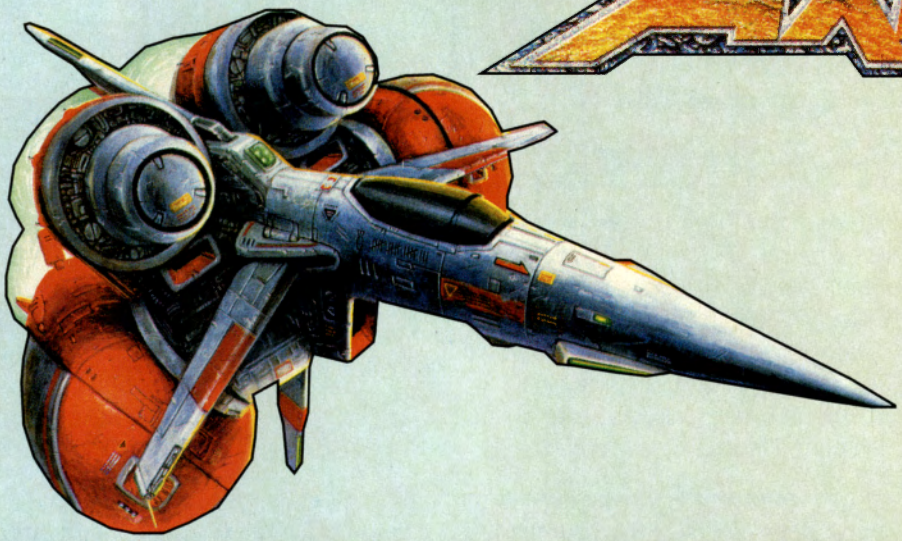
Birthdate:	July 2, 1955
Height:	7' 5.0"
Weight:	172.0 lbs
Sizes:	B51 W34 H37
Martial Art:	Muay Thai
Blood Type:	B
Likes:	strong opponents
Dislikes:	dragon punch, Ryu

M.Bison is one of the world's last dictators. He can channel energy through his body to pack extra power to his punches. He went to war in Vietnam for his own gain, capturing prisoners and holding them for places of power or money. He then went on a rampage through Asia, taking over small shops and murdering anyone who stood in his way. Now, as the leader of a large underground army, M.Bison plans a show of power at the World Street Fighter Tournament. No World Warrior has defeated him yet, and he remains to be challenged...

M.BISON

Birthdate:	April 17, 19??
Height:	5' 11.7"
Weight:	176.4 lbs
Sizes:	B51 W33 H36
Martial Art:	Ler Drit
Blood Type:	A
Likes:	world conquest
Dislikes:	incompetance

AXELAY



THE UNIVERSE IS CALLING

The Illis solar system has been attacked by a mysterious enemy force. After many long months of constant battle the solar system's small but tough forces are almost completely gone. Only one spaceship remains, Axelay. You must successfully pilot the Axelay, destroy the enemy forces from the source and regain freedom for the Illis solar system and the entire galaxy. The Axelay spaceship is one of the fastest and most maneuverable ships in the galaxy and it is also equipped with eight special weapons in addition to the main cannons.

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
KONAMI	SUPER NES	MODERATE	SEPT/OCT
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
8 MEG	6	SHOOTER	95%

AXELAY IS EQUIPPED WITH EIGHT SPECIAL WEAPONS

STRAIGHT LASER

NEEDLE CRACKER

WIND LASER

ROUND VULCAN

MORNING STAR

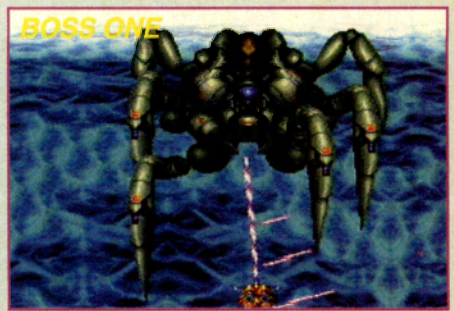
MACRO MISSILE

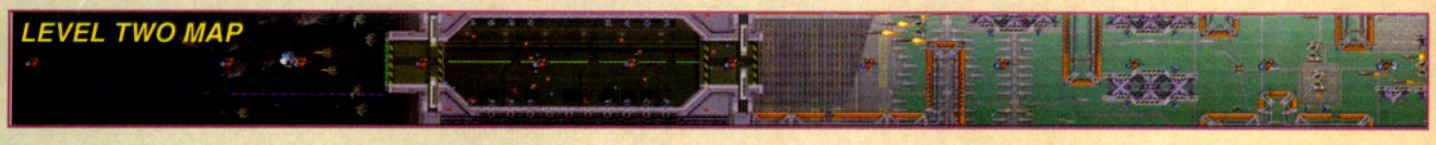
EXPLOSION BOMB

CLUSTER BOMB

STAGE ONE

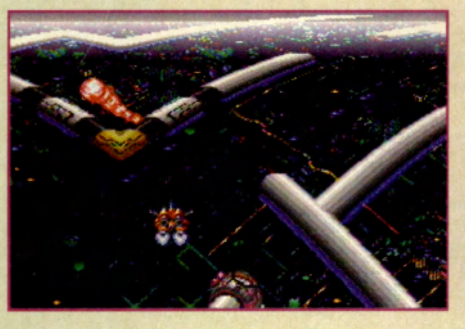
Stage one is an overhead level in which you maneuver Axelay through the enemy infected planet Illis. Boss one is a huge mechanized spider that will shoot out it's web to slow your ship sown and then shoot bursts from it's cannon.





STAGE TWO

After completing stage one it is time to breech the atmosphere of the planet and rocket your way into outer space. Making your way through the nebula is not an easy task either You will constantly be bombarded by enemies and also Boss two.

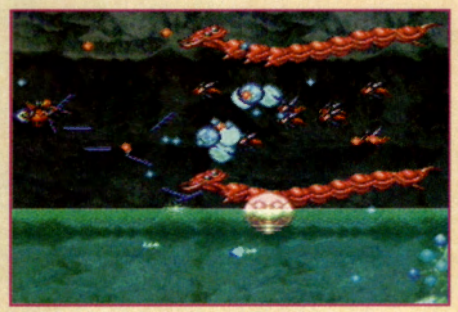


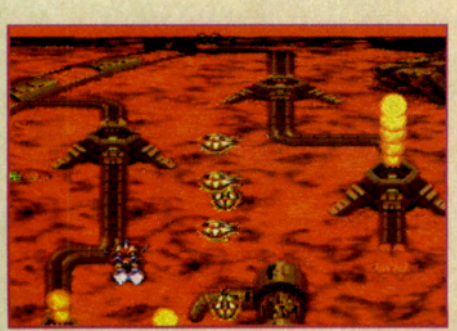
STAGE THREE

While in space you receive a distress message from one of the largest cities on Illis. You must return to the planet immediately and make sure no harm comes to the city. As you come to the city limits, Boss two's huge ship awaits. Defeat him and move on.

STAGE FOUR

The enemy has also infected the oceans of Illis. It is your duty to destroy all alien life forms below the surface. Underwater you can find all forms of enemies and worst of all, Boss four, an alien squid that uses energy tentacles to disable your weapons.





STAGE FIVE

After receiving repeated attacks on the surface of the planet, a crack has appeared that descends all the way into the fiery depths of the planet's core. Risking complete vaporization you fly bravely down into the planet's core and there is plenty down there.

U.S. NATIONAL VIDEO GAME TEAM'S

SUPER PLAY

SUPER STRATEGIES FOR WINNING BIG

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	HUDSON	SUPER NES	MODERATE	APRIL 92
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	20	ACTION	100%

SUPER ADVENTURE ISLAND

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Super Adventure Island is one of the hottest carts available for the Super NES. The graphics are colorful and full of great animation and the music is some of the best on the Super NES. The U.S. National Video Game Team is here to help you get through this great cart and give you the secrets and techniques to play like a pro. You are Master Higgins and the evil Witch Doctor has once again taken your sweetheart from you. You must go after her and brave 20 levels of wilderness and adventure. We've included special maps and strategies to help you get through the toughest spots in the game. Soak it all in and then go after your main squeeze.

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KEEP COLLECTING THE SAME WEAPON FOR MORE POWER.

DA BOOMERANG

DA FRUIT

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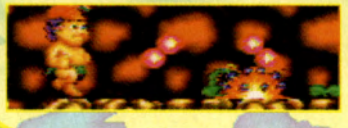
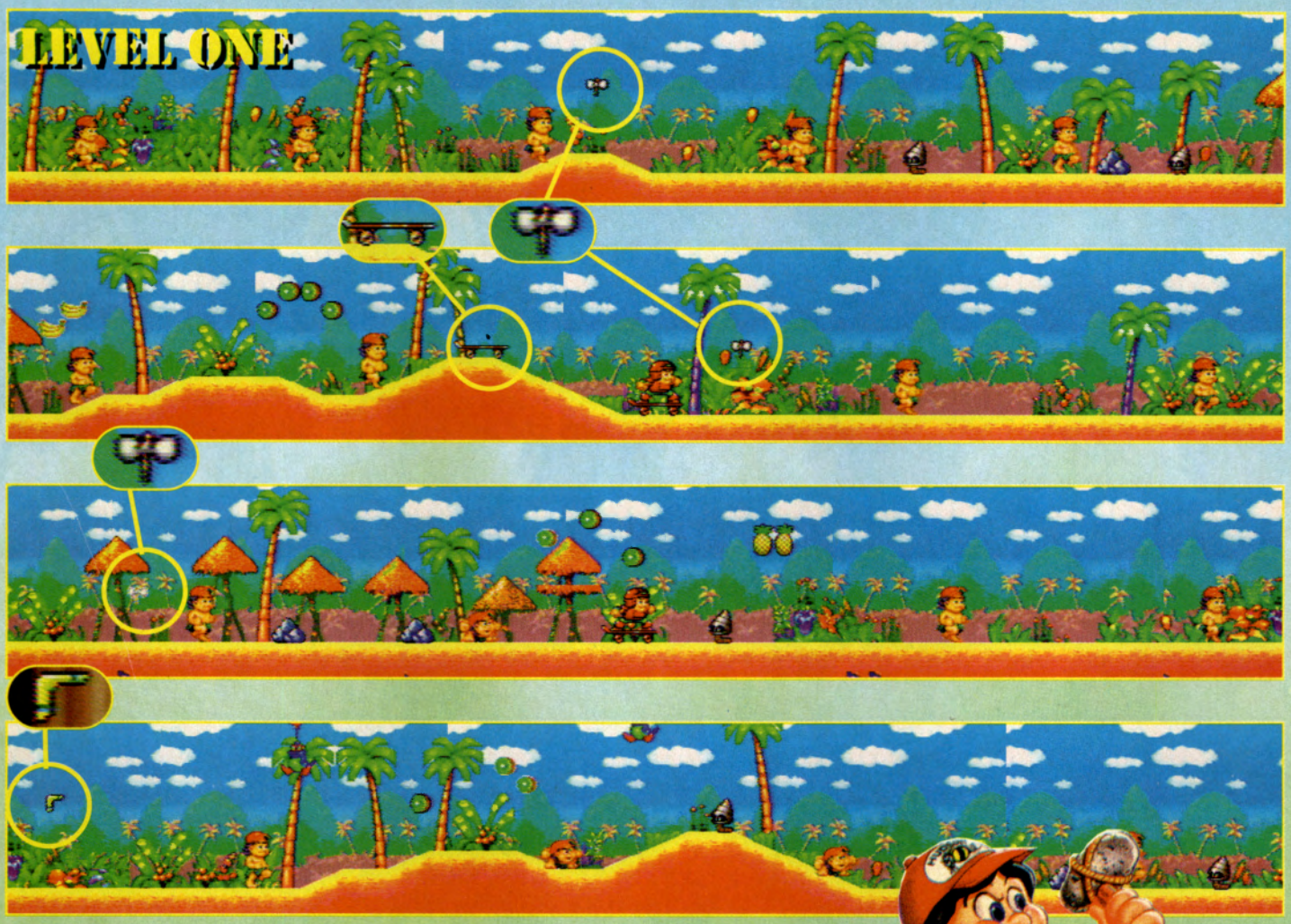


AFTER YOU POWER-UP YOUR WEAPON 4 TIMES YOU CAN DESTROY ROCKS WITH YOUR SHOTS.



This level is pretty basic. Learn how to control Master Higgins and practice the super jump move while running. You'll need to know how to do it later in the game. If you keep the skateboard to the end of the round you should get 8000 bonus points!

NEW SUPER JUMP MOVE
To Jump really high without running just hold down on the control pad and press the jump button.

LEVEL ONE-TWO

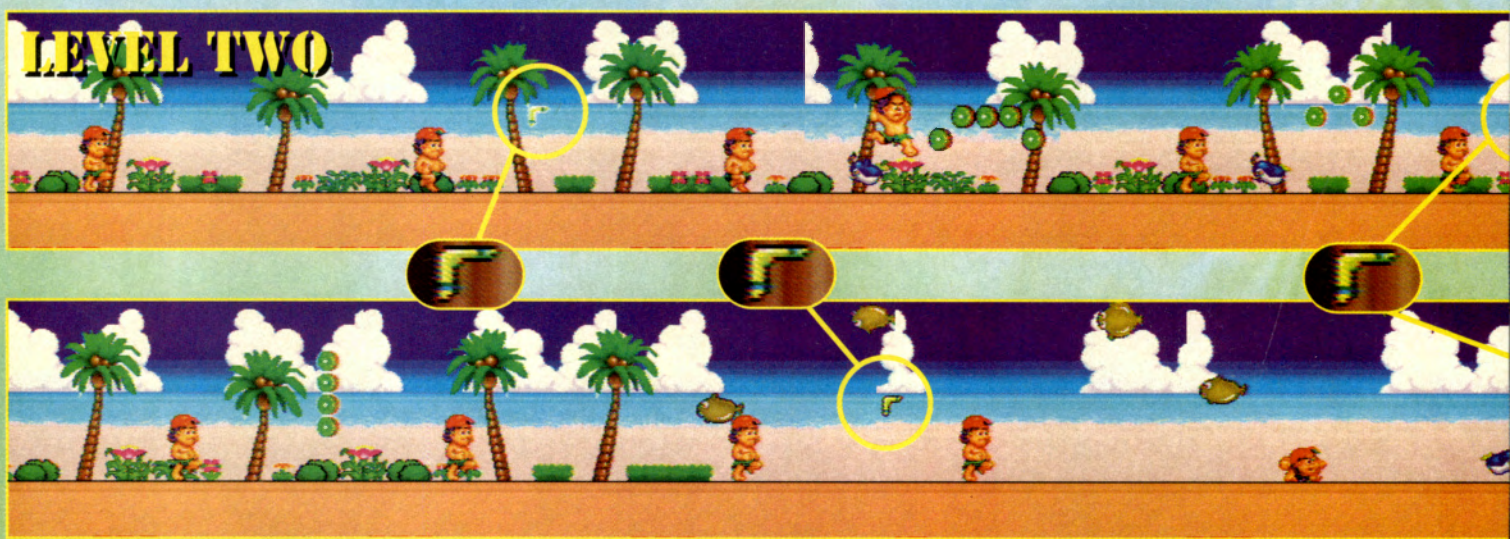
This level is filled with all types of moving platforms and other dangers. If you get to the spot shown to the left and have the Boomerang, there is a way to avoid the hammer. Use a Super Jump to get over the hammer. Do the jump when the platform is all the way to the right. Later in the round, there is a hidden star. All you have to do to uncover it is stand next to the wall and jump straight up. Higgins will do a macho dance.

Find a bonus in part two of each world.

BONUS ROOM ONE

In each bonus world you can get a 1-Up. You must get all the items and then the icon will appear.

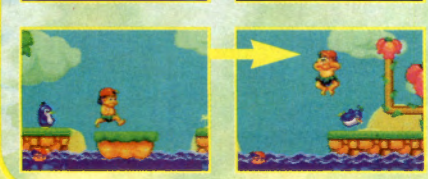
LEVEL TWO

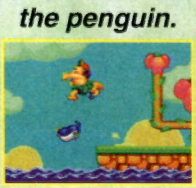


LEVEL TWO-TWO

This level has many dangerous jumps to make and about midway through the level there is one that has many players stumped. If you jump off a certain ledge a little penguin will follow you by jumping in the water or flying across to attack you. What he does depends on which half of platform you land on. Left is bad and right is good.

If you have Boomerangs you can shoot down and kill the penguin.





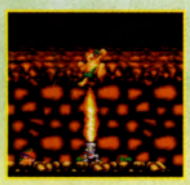
Find the Bonus Round by jumping on the left side of the platform shown above.

BONUS ROOM TWO

Be sure to jump as high as you can off of the last trampoline if you want to get the 1-Up that appears.

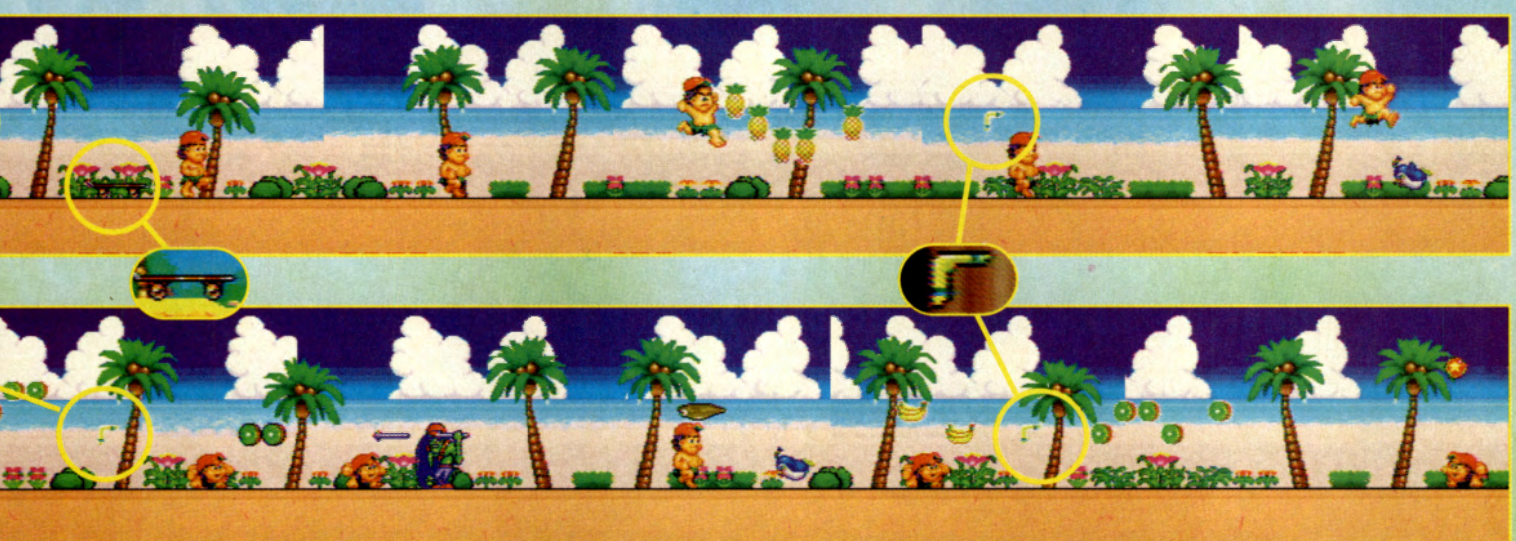
LEVEL ONE-THREE

You can avoid the hammer on the rock at the beginning of the stage with a Super Jump. Do not try jumping over the candles unless you are skilled at using the Super Jump. You should keep the Boomerang for the end Boss.



LEVEL ONE-FOUR: DA BOSS

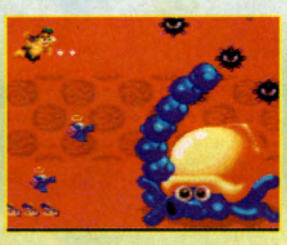
If you have the Boomerang just walk under the Boss and shoot straight up 9 times and he's dead. If you have the hammer it will be a little tougher. You should stand on the left or right of the Boss and do a Super Jump and shoot him in the head. Jump over the flames that come from his mouth.



LEVEL TWO-THREE

Master Higgins will be swallow by a huge whale and will-have to swim his way through its body. The safest place to stay is at the top of the screen and shoot bommerangs down towards the enemies. Be sure to stay afloator you'll drown.

LEVEL TWO-FOUR: ANADA BOSS



This Boss isn't as bad as he looks, just stay away from that tentacle. If you have the Boomerang you have to get in front of him to hit him. If you have the hammer you can stay at the upper left corner and hit him in the head. Watch for the fish that he send after you. Each weapon has its pros and cons.

U.S. NATIONAL VIDEO GAME TEAM'S

SUPER PLAY

PART 2

SUPER STRATEGIES FOR WINNING BIG

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	HUDSON SOFT	SUPER NES	MODERATE	APRIL
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	20	ACTION	100%

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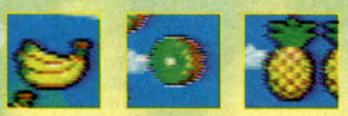
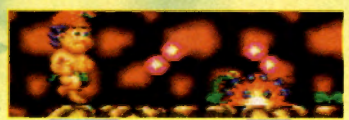


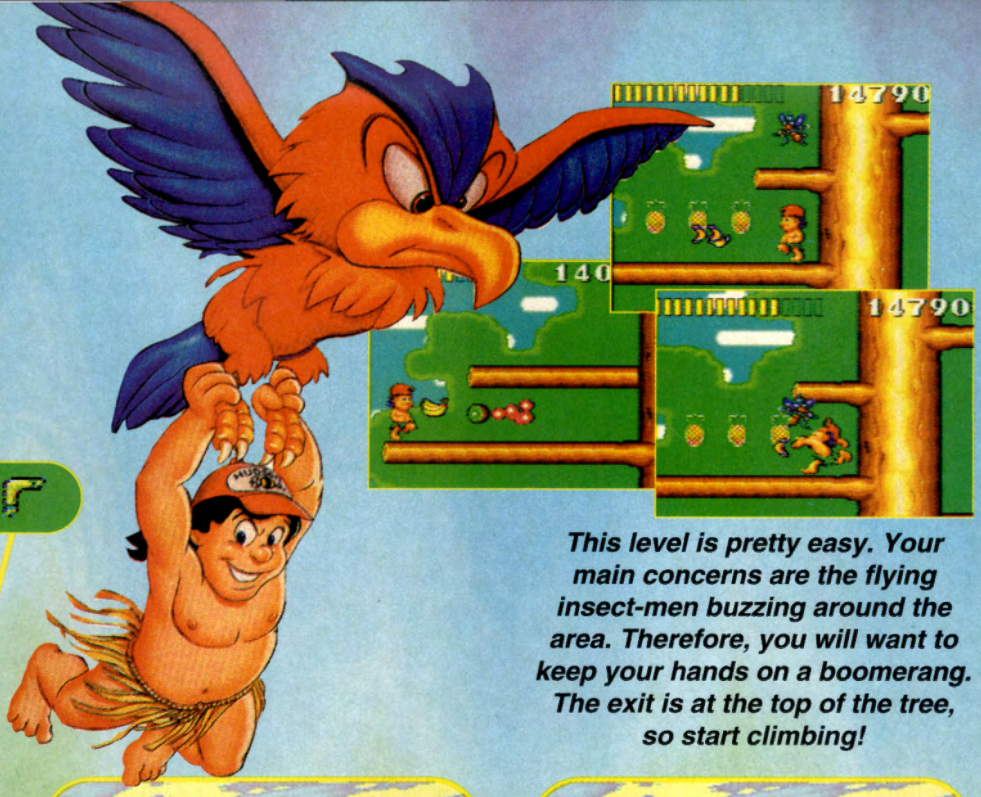
DA SKATE BOARD

USE THE SKATEBOARD TO GET THROUGH FASTER.



AFTER YOU POWER-UP YOUR WEAPON FOUR TIMES YOU CAN DESTROY ROCKS WITH YOUR SHOTS.

LEVEL THREE-ONE



This level is pretty easy. Your main concerns are the flying insect-men buzzing around the area. Therefore, you will want to keep your hands on a boomerang. The exit is at the top of the tree, so start climbing!

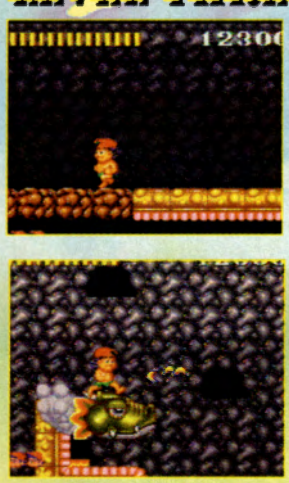
BONUS LEVEL THREE

The first long branch on the right hides the bonus star. Jump up on the very tip of the branch to make it appear.

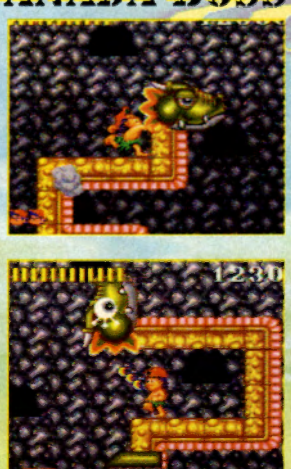
LEVEL THREE-TWO

The haunted forest hides many enemies behind its misty cover like the blue dragon heads.

LEVEL THREE-FOUR: YETTANADA BOSS



Here, you face the toughest boss yet! For those of you who have Battletoads for the NES, this wild ride will seem like deja vu! The lava dragon will fly around while you must attempt to remain on its back. Only a Super Jump master will survive this test! Beware the lava spills coming from holes in the wall.

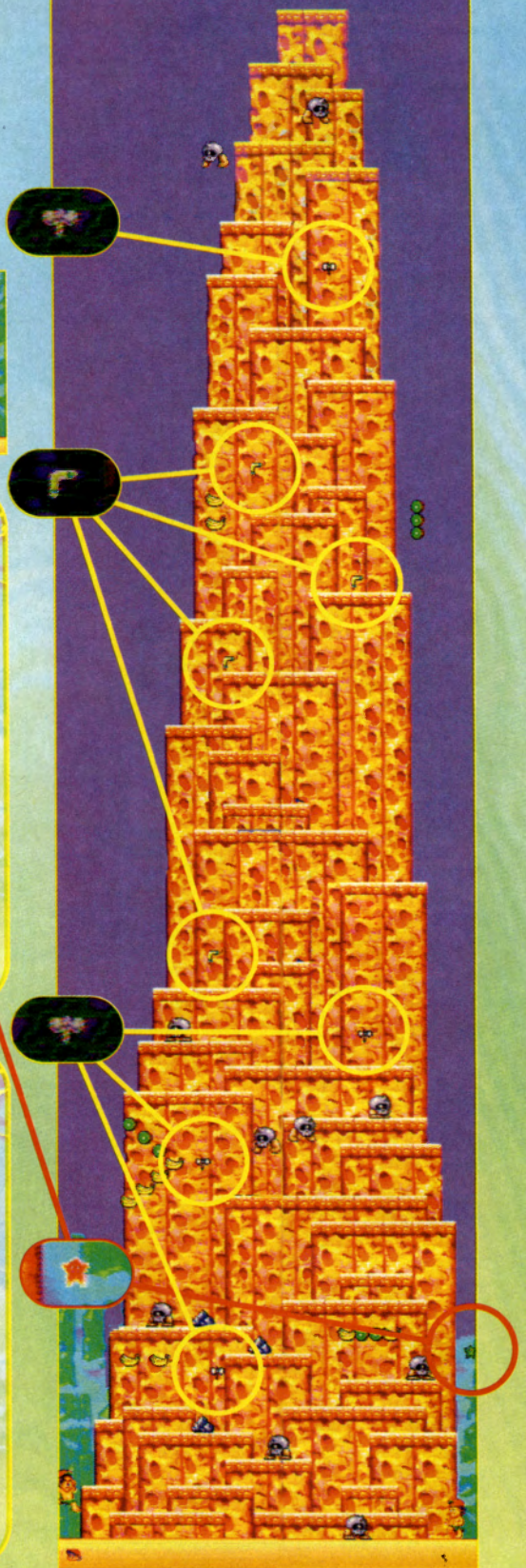


LEVEL FOUR-ONE

The boomerang is your primary weapon here, with numerous enemies falling from the sky.

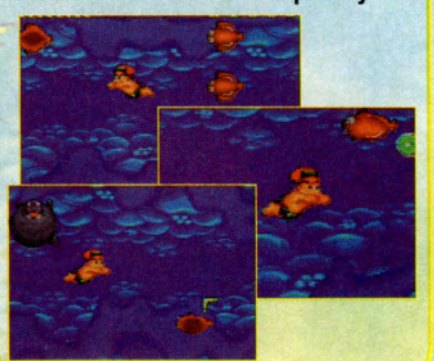
Time to go mountain climbing! The skull men can take two hits. Look for the falling dragon balloons.

LEVEL FOUR-TWO



LEVEL FOUR-THREE

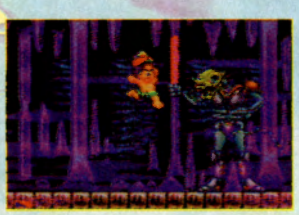
This is similar to Level Two-Three. Your main enemy is the electric eel. There are plenty!

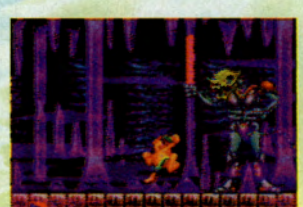


BONUS LEVEL FOUR

This bonus star is located near the beginning by the fifth platform on the right. These jumps are tricky! Fall straight down the line of stars on the right.

LEVEL FOUR-FOUR: ITZANADA BOSS

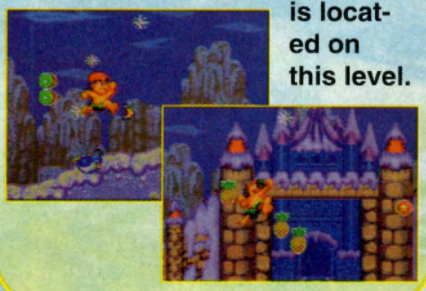




To destroy the fourth boss, you must shoot it in the head. Unfortunately, you need to dodge its sword while doing so. You can duck underneath it if you are too close, but you need to stand just out of range to get a good head-shot in.

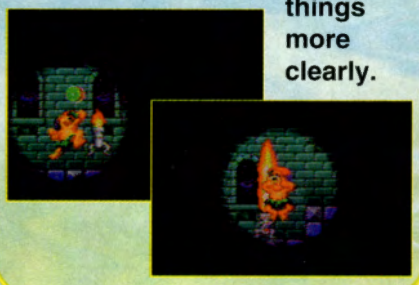
LEVEL FIVE-ONE

The winter-wonderland is filled with flying penguins and voodoo men. The skateboard is located on this level.



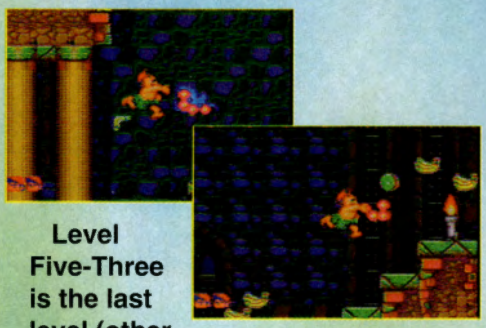
LEVEL FIVE-TWO

Five-Two is the dark level. If you turn up the brightness on your television, you can see things more clearly.



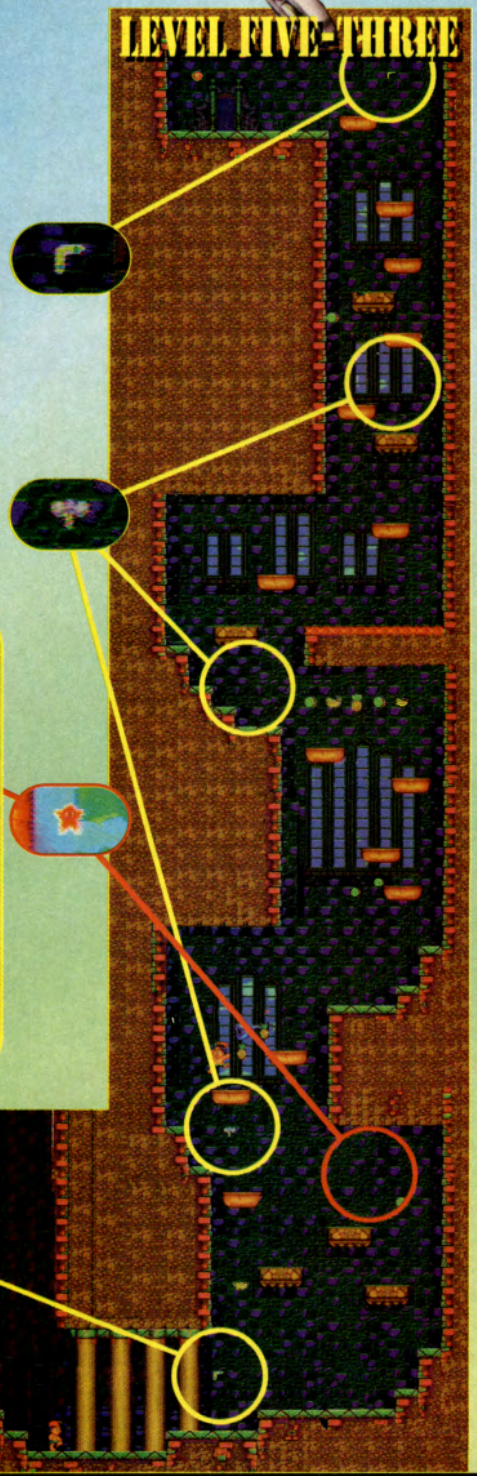
BONUS LEVEL FIVE

This is the roughest bonus stage. The main object is to not be greedy. You will retrace some of your steps.



Level Five-Three is the last level (other than the final end boss), and it is also the largest. The blue dragon heads are floating in the sky, and the blobs are patrolling the floor.

LEVEL FIVE-THREE



LEVEL FIVE-FOUR: DA LAST BOSS

First, avoid the little magician as he runs.

Run underneath the big guy as it jumps.

Let it break a hole in the floor and fall.

U.S. NATIONAL VIDEO GAME TEAM'S

SUPER PLAY

SUPER STRATEGIES FOR WINNING BIG!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	NINTENDO	SUPER NES	MODERATE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	NA	ADVENTURE	100%

ZELDA 3

A LINK TO THE PAST

THE BEGINNING OF A WHOLE NEW LEGEND

Back in time, there was a land surrounded by mountains and forests. This land was known as Hyrule. There was a mysterious type of gold hidden there which had great power and wisdom. One day, people found the entrance to the sacred lands and fought their way through. Unfortunately, these sacred lands were deceptive, and the evil beyond overcame them. The king of Hyrule ordered that seven people would close the gate to the other world and never open it again.

After many years of peace, there appeared someone who tried to open the seal. The evil wizard, known as Agnon, went against the king and took control of the guards. He kidnapped the daughters of the seven protectors and took the beautiful Princess Zelda captive. The time was approaching when Zelda would be sacrificed and the gate to both worlds would forever be opened. This is where you come in.

You are the valiant warrior known as Link. You are looked upon as a mere boy, but you are actually from a race of royal people. More importantly, you are the chosen one to rid Hyrule of the evil Agnon.

The U.S. National Video Game Team has blown through this fantastic game and is ready to share with you the secrets and mysteries of the land of Hyrule. Get ready for maps, strategies, hot tips and techniques that will get you to the end of this excellent cart. You saw it here first!

LINK HAS MANY NEW MOVES AND TECHNIQUES THAT YOU MUST MASTER.

STAND *Your shield will defend you.*

JUMP *Jump to a lower level.*

PUSH *Push blocks to find things.*

PULL *Some blocks can be pulled.*

CHARGE *Run through enemies.*

BUMP *Run into trees to find items.*

LIFT *Hold an item over your head.*

THROW *Throw an item at an enemy.*

SWIM *Solve mysteries in the deep.*

READ *Learn important information.*

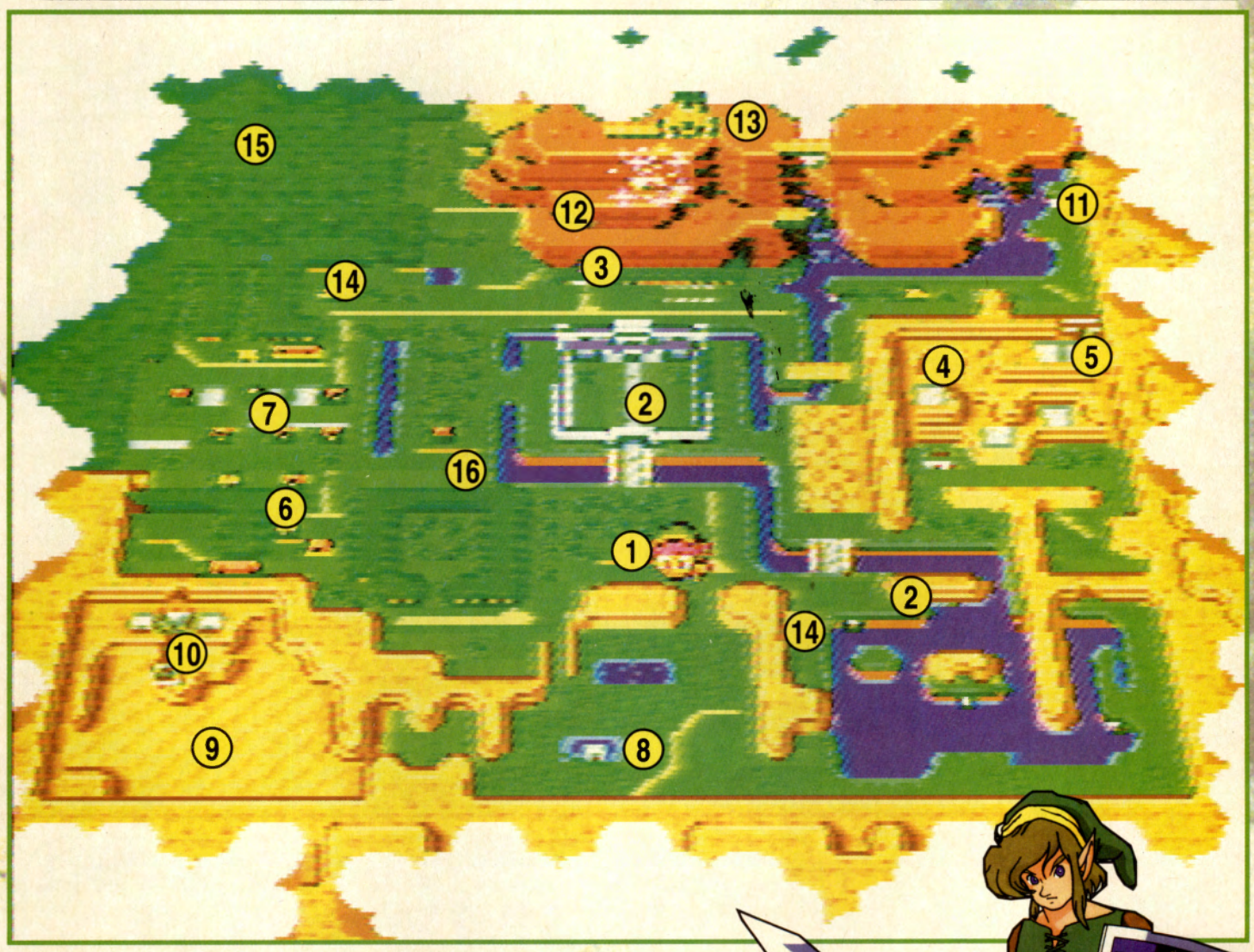
SWIPE *Your main means of attack.*

REPEL *Defend yourself from attacks.*

BEAM *With full life, you can shoot.*

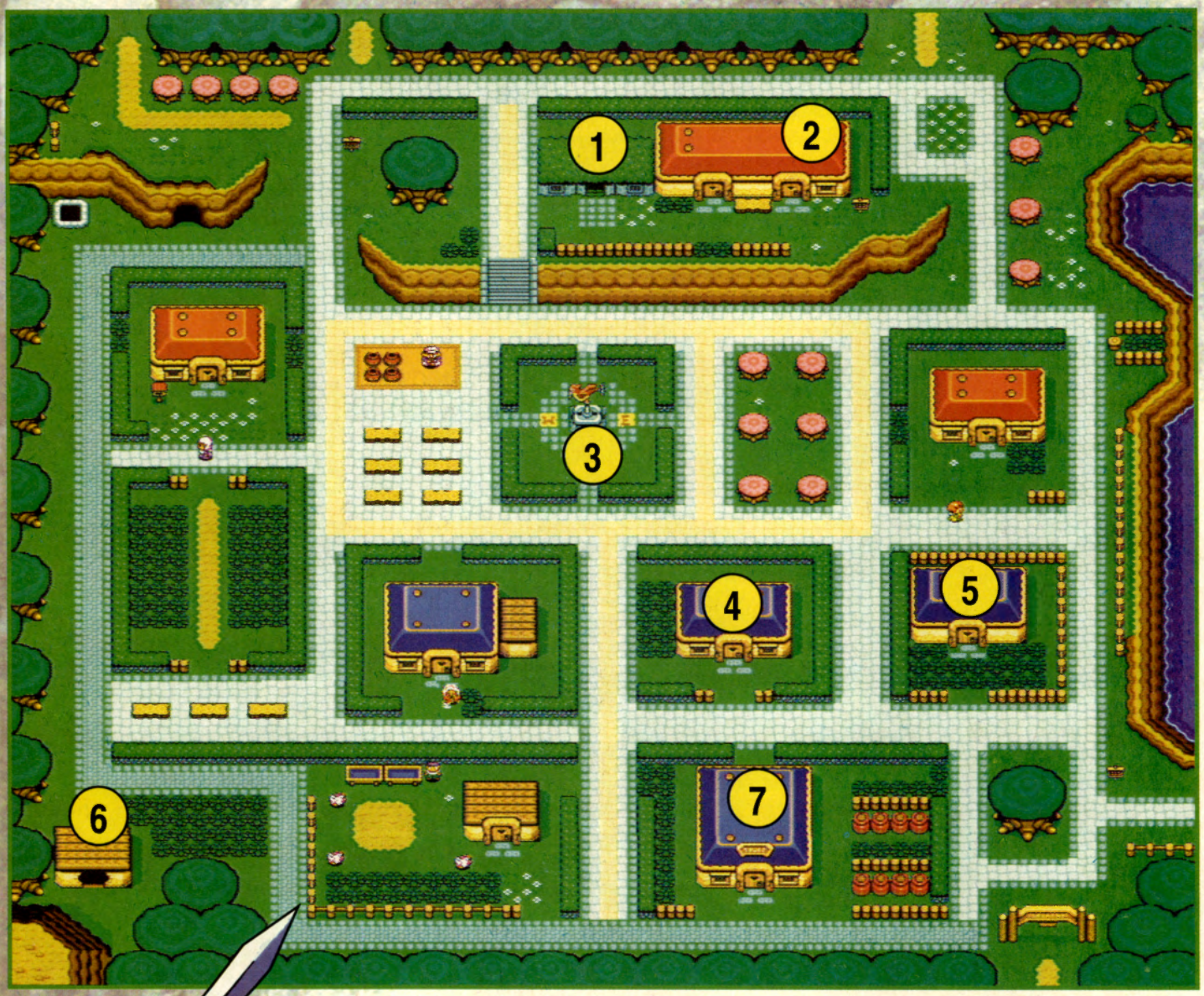
SPIN *Hold the button for this power.*

THE LAND OF HYRULE



IMPORTANT PLACES TO GO.

1. **Link's House** - There are always hearts waiting for you here.
2. **King's Castle** - Rescue Princess Zelda from here to start your quest.
3. **Church** - Get a heart container and info about Agnon's weaknesses.
4. **Old Man's House** - He gives you the boots and valuable information.
5. **East Dungeon** - You can get the Bow and the Warriors Medal here.
6. **Book Store** - You can find the Book of Ancient Writings here.
7. **Town** - There are many things that you can get here, so be alert.
8. **Hyrule Dam** - If you drain the lake you'll find Heart Container piece.
9. **Desert** - You can get the Fire Magic if you have the Mirror.
10. **Desert Dungeon** - Get the Power Glove and the Power Medal here.
11. **Waterfalls** - You can get the Flippers from the Giant Zola.
12. **Death Cave** - Look for the Warp to the Dark World here.
13. **Tower Dungeon** - You'll find the Moon Crystal and the Medal of Wisdom here.
14. **Gypsy's House** - She can tell you where to go next.
15. **Forest of Master Sword** - Look for the Master Sword and a mushroom.
16. **Swordsmith** - He can help you if you find his partner in the Dark World.



ZELDA 3
A LINK TO THE PAST

BE SURE TO TALK TO THE TOWNSPEOPLE TO HELP SOLVE SOME MYSTERIES.

1. *This is the thieves den. In the basement, you will find a variety of treasure chests filled with valuable items and money.*
2. *This is the wife of the old man - a descendant of the seven protectors. She will tell you valuable info about the Master Sword.*
3. *If you have the magic whistle, stand in front of the windmill and blow. You will be very happy with the results.*
4. *The young man in this house is ill and cannot get out of bed. He will give you the Bug Net which allows you to catch fairies.*
5. *If you talk to the man in this house, he will give you important clues about the Big Zola by the waterfall.*
6. *Use a bomb to open the shed. Inside you find four bombs, a cluster of five arrows and some mice.*
7. *This is the town pub. If you talk to the men inside, you will learn about the large fairy and the boy with the flute.*

GETTING THROUGH THE FIRST WORLD

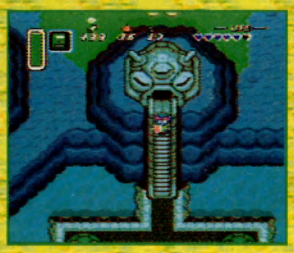
The following tells how to negotiate the first world. (Just so you know, the second world has seven dungeons and even more mysteries). You should look around the overworld for as many secrets as possible. When you get the Boots of Pegasus, you can charge into objects to find items and hidden passages (try running into clumps of mushrooms and and trees). You can also find holes in the walls by tapping on them with your sword. The hollow walls will make a different sound and they can be opened with a bomb. Once you have obtained the three medals and retrieved the Master Sword, go to the King's castle and cut down the magic barrier to the castle tower. If you find the top of the tower, be sure to have at least one jar of medicine. The fight against Agnon is not that intense, but you must remember to propel his shots back at him to defeat him. If you strike him with your sword, you will be hurt considerably. Once you have defeated him, you will be transported to the Dark World. Use the Magic Mirror to go back and forth between the Dark World and Hyrule. You will be able to get to places that you once could not reach. If you go to the lower left section of the map while in the Dark World and use the Magic Mirror to go back to Hyrule, you should be able to find the second magic icon. For the third, go to the waterfall area and throw a skull into the ring of rocks. A giant fish will spit out the icon. There are even more mysteries in this incredible game. Stay tuned for more help in the next issue.

EAST DUNGEON

Be sure to visit the old man after getting the medal and he will give you the boots.

This dungeon only has two floors. The Boss is on the lower level. Find the Bow in a treasure chest on the first floor. Use the Bow against the Boss for best results.

DESERT DUNGEON



You must have the Book of Ancient Writings in order to get into the dungeon.

This dungeon has three floors. You must find the Power Glove to get to the entrance of the second floor. The Boss can easily be defeated by using bombs.

TOWER DUNGEON

With the third medal, go to the Forest of Master Sword and get this weapon.

This dungeon has a whopping six levels. The Moon Crystal is somewhere on the fourth level. Watch out, the Boss will knock you over the edge to the bottom.

U.S. NATIONAL VIDEO GAME TEAM'S SUPER PLAY

SUPER STRATEGIES FOR WINNING BIG!

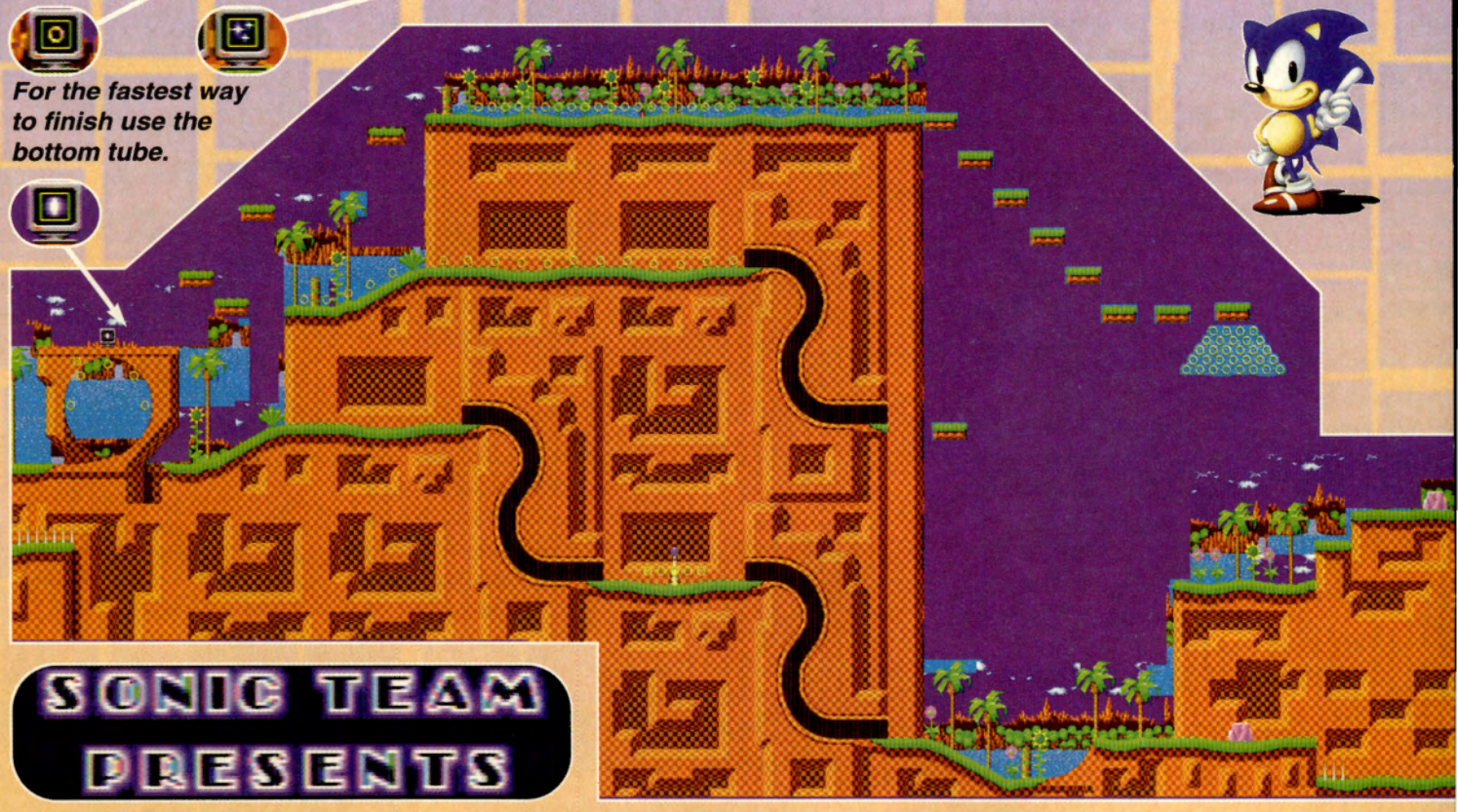
FACT-FILE

Manufacturer: Sega
Machine: Genesis
Cartridge Size: 4 Meg
Number of Levels: 20
Theme: Action
Difficulty: Moderate
Number of Players: 1
Available: Now

HE'S SUPER SONIC!!!

The most famous hedgehog in the world is about to be blown away as the U.S. National Video Game Team gives you tips and strategies to help you play your best. Take a look at these awesome maps that when combined with our special techniques you'll send your Sonic scores into the stratosphere.

For the fastest way to finish use the bottom tube.



SONIC TEAM PRESENTS

GREEN HILL ZONE ACT. 2

In this level,get all of the rings up to point 1. Use a light tap and jump to the left of the spikes to find the secret room. Break through the wall to the right and stay on the lower part of the level. When you get to the red springboard, use it to get you on top of the loop and collect the 1-UP. Collect 100 rings without touching the lamp posts and then die.

This is one of many 1-UP loops in this game, memorize these techniques to boost your skills!

GREEN HILL ZONE ACT. 3

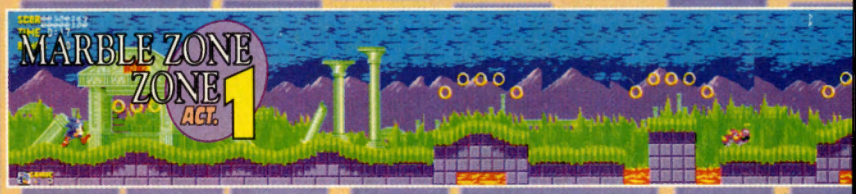
The 1-UP loop in this level is a bit more complex than before. First collect the 1-UP on top of the loop at the beginning of the stage, then collect about 50 rings before doing the next step of the trick. Once you have 50 rings or more run to the location shown in point 2. Bust through to find the secret tunnel that will take you below the level. When you get to the yellow spring board, jump over the spikes to find a secret room with 50 rings and another 1-UP. Die and repeat this to max out your lives.

This is the easiest level in which to maximize the number of lives that you have, so take advantage of it before going on.

BOSS 1

Before going against the first boss, run and jump through the top of the tree right before the bridge. Just jump into the boss eight times to send him running. Now rescue your animal friends from the demented Dr. Robotnik.

Now Sonic must brave the fiery and dangerous worlds of the Marble Zone. The first section has a variety of secrets and a 1-UP loop. Just collect 100 rings and the 1-UP in the hidden room.

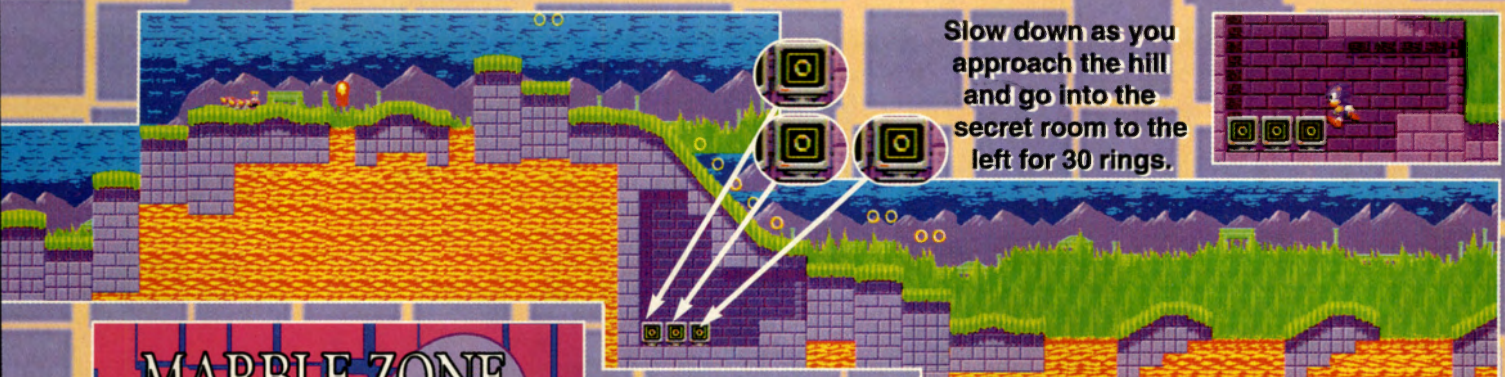


SONIC™
THE HEDGEHOG
SEGA

SEGA

MARBLE ZONE ZONE 3 ACT.

There is a secret short-cut with a 1-UP. When you get to the falling spikes jump into the wall to the right. If you want to get a 1-UP loop on this level you must collect all of the rings by going back to the right. There are only 102 rings on this level.



Slow down as you approach the hill and go into the secret room to the left for 30 rings.

MARBLE ZONE ZONE ACT. 2

There are two secret rooms in this level. One of the rooms has a 1-UP and twenty rings and is kind of difficult to get to. When you get to point 1, jump into the wall to find the secret passage to the room with the 1-UP and the rings. The other secret room is towards the end the of the level. If you are running low on extra lives, this is good opportunity to max them out. Just get the 1-UP and collect 100 rings without touching any of the lamp posts. Then die and repeat to keep building up your lives.

SONIC TEAM PRESENTS

Be sure that you get every ring or else the 1-UP loop will not work.

BOSS 2

Try to keep your shield when fighting the end boss of this level. All you have to do is jump at him when he flies towards you and jump to the other side when he shoots his fire bombs. Only eight hits and he's finished.

U.S. NATIONAL VIDEO GAME TEAM'S SUPER PLAY

SUPER STRATEGIES FOR WINNING BIG!

FACT-FILE

Manufacturer: Sega
Machine: Genesis
Cartridge Size: 4 Meg
Number of Levels: 20
Theme: Action
Difficulty: Moderate
Number of Players: 1
Available: Now

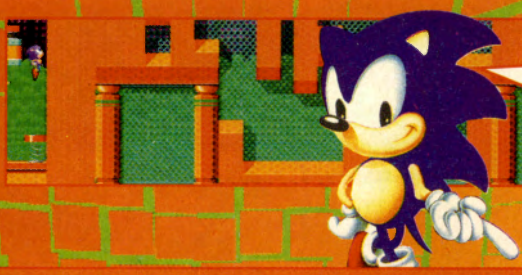
HOLY HEDGEHOGS!!!

Sonic is back and this time he's going to personally guide you through the next few levels of his wild game. The U.S. National Video Game Team will also help you increase your scores and learn all of the top secrets in this great cart. Warning: these tips may actually help you play better and we apologize in advance for Sonic, he has quite an attitude problem.

SPRING YARD ZONE ACT. 1

This level will make your head spin faster than Sonic in a speed tube! Hang to the right when you hit the first springboard and you'll find this ledge filled with goodies.

SPRING YARD ZONE ACT. 2



Find this secret passage and it will let you bypass almost half of the level! You get a free life too - I'm sure you'll need it!

If you get the invincibility early in the level it will help you collect 100 rings as well as the 1-UP in the secret passage. This can be the start of a 1-UP loop that will let you max out you lives for the rest of the game.

Near the end of this level there is a secret room. Only pros can make this jump. Think you're good enough?

SPRING YARD ZONE ACT. 3

There are a number of secret rooms in this level. Some have rings and others have power-ups such as invincibility and super sneakers. When you finish you will be confronted by the 3rd Boss.

Pay attention and check all of the walls wiseguy!

When you speed down this hill be sure to hold the pad to the right so that you'll enter the hidden room.

BOSS 3

This boss is rather simple to defeat as long as you keep your cool.

Stay all the way to the left when you first confront him. Move to the next block as he tries to stab you and then jump spin to hurt him. You should be able to hit twice before he gets up again.

LABYRINTH ZONE ACT. 1

This level has a few different mysteries to it. When you first start out, be sure to get the shield at the top and as you go through the level collect all the rings you can. There are over 100 for a free life!

When the water level starts to rise, hop onto the cork for a lift to the top. Watch out for spikes!

LABYRINTH ZONE ACT. 2

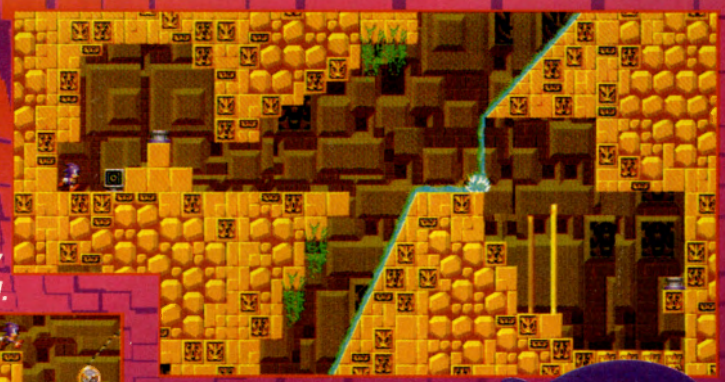
This level is considerably larger than the first. Be sure to get the invincibility starts at the beginning of the level, they will help you blaze through some tough spots. There are plenty of rings to collect, if you get them all you will earn a free life.

LABYRINTH ZONE ACT. 3

At the beginning of this stage you must make a couple well-timed jumps in order to get into the rest of the level. There is a short-cut that you can take, but there's a 1-UP loop if you go the long way.

If you fall through the hole there is a short cut, go the long way for a 1-UP loop.

Get invincible early in the level.



If you don't make the jump you will keep falling and falling. Land on the ledge, open the secret passage by pressing the switch and simply run to right to pass!

BOSS 4

You don't even have to fight him this time. All you have to do is survive this narrow passage filled with jabbing spears and limited breathing space. If the water goes too far above your head, you might as well consider yourself a goner. If you make it to the top Robotnik will just fly away like a coward.

Hey genius, get the shield before you fight the boss.

SUPER INTENSE LEVELS!

GREEN HILL ZONE

DUST HILL ZONE

Check out all these new pix of my latest adventure! Pretty spiffy, eh? There are a total of twelve different zones, each containing two to three sub levels, (lets not forget about the all new cool and fantastic special stage as well!) Well, no doubt you're playing Sonic 2 as you read this, so I'll let ya go!

HILL TOP ZONE

NEO GREEN HILL ZONE

CASINO NIGHT ZONE

METROPOLIS ZONE

OIL OCEAN ZONE

CHEMICAL PLANT ZONE

U.S. NATIONAL VIDEO GAME TEAM'S

SUPER PLAY

SUPER STRATEGIES FOR WINNING BIG!

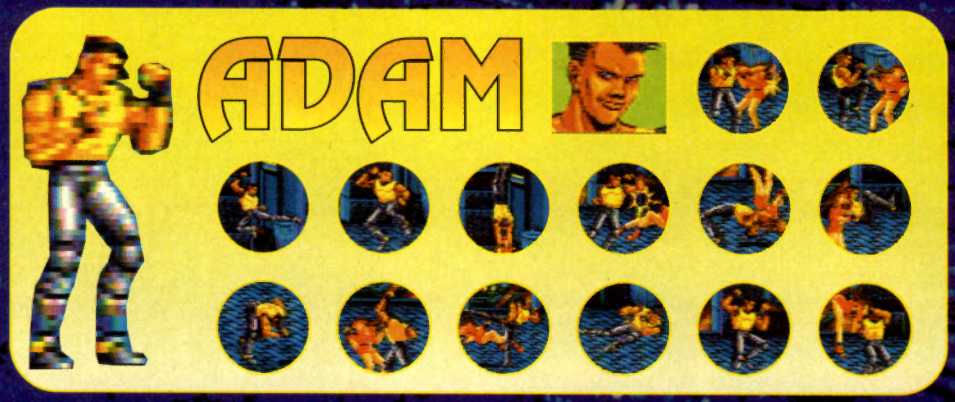
STREETS OF RAGE

FACT-FILE

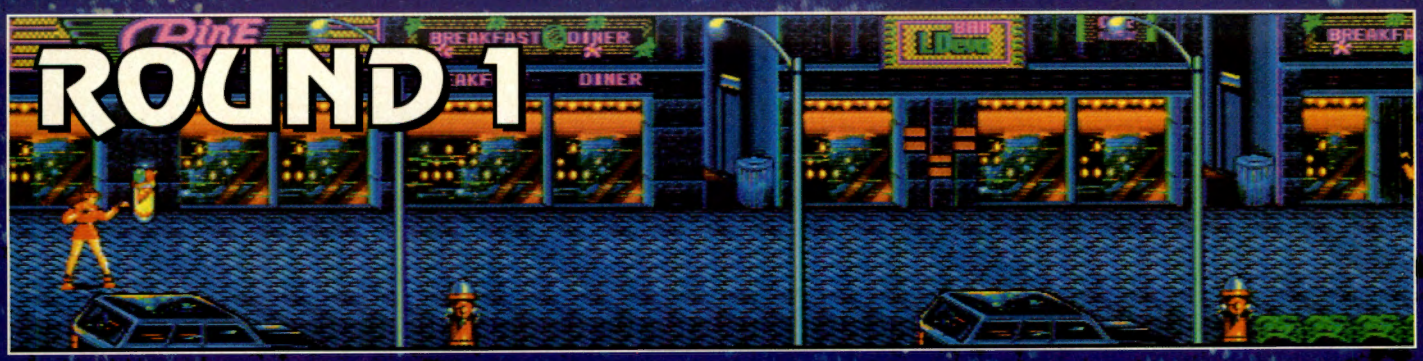
Manufacturer: Sega
Machine: Genesis
Cartridge Size: 4 Meg
Number of Levels: 8
Theme: Fighting
Difficulty: Moderate
Number of Players: 1 or 2
Available: Now

BECOME THE MASTER AND GUARDIAN OF THE STREETS OF RAGE

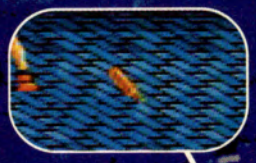
A war is raging on the city streets and the crime rate is soaring! The gangs are so strong even the police can't stop them! Three ex-cops Adam Hunter, Axel Stone, and Blaze Fielding have taken it upon themselves to get rid of the crime syndicate behind the terror! Streets of Rage is one of the hottest fighting games available for any system and now the U.S. National Video Game Team is going to take you into battle like never before. With perfect maps and the best tips and techniques, you should have no problems battling your way to the Big Boss who's behind it all.



ROUND 1



You'll find this apple in the first booth. Get rid of all of the enemies before recharging your life.



The bottle is a good weapon, but the lead pipe, which is just ahead of it, has a longer reach.

The two outer phone booths are empty but if you destroy the one in the middle you will find an apple.

When this punk tries to throw you just hold UP and JUMP to land safely on your feet.

Get the meat fill your life!

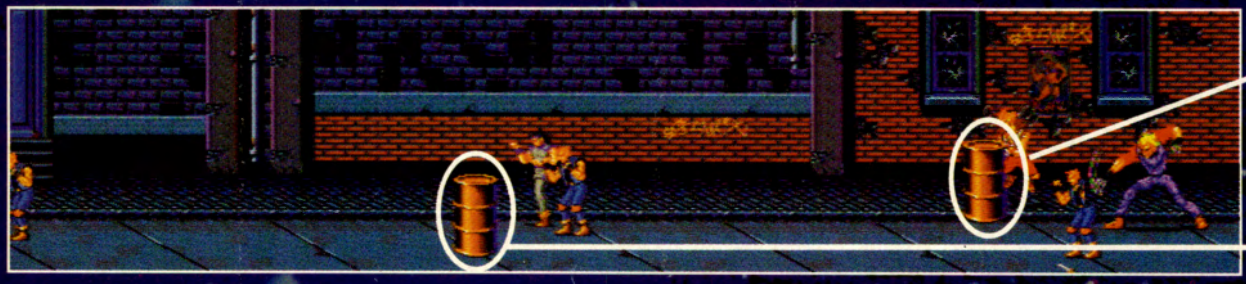
This guy looks a lot meaner than he really is. To insure your survival it is best to keep the meat on the screen until you are low on life. Grab the Boss and give him a couple knee slams and a backdrop for best results.

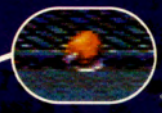
BOSS 1!

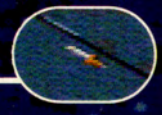
ROUND 2

In this level there are many power-ups hidden under the cans.

The pepper will stun the enemies for a few seconds!

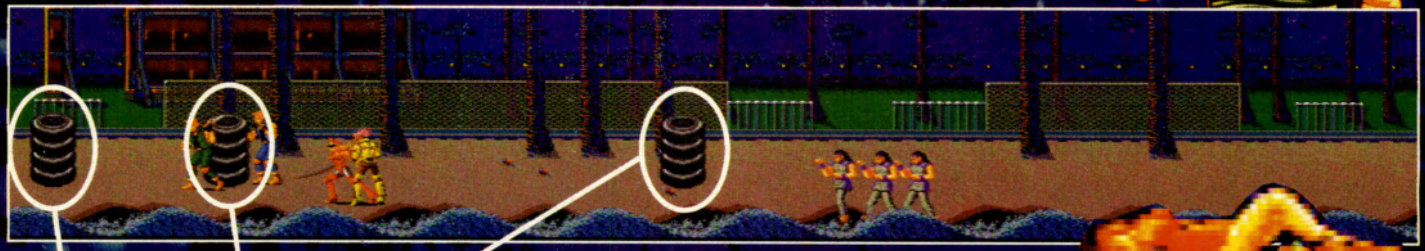






ROUND 3

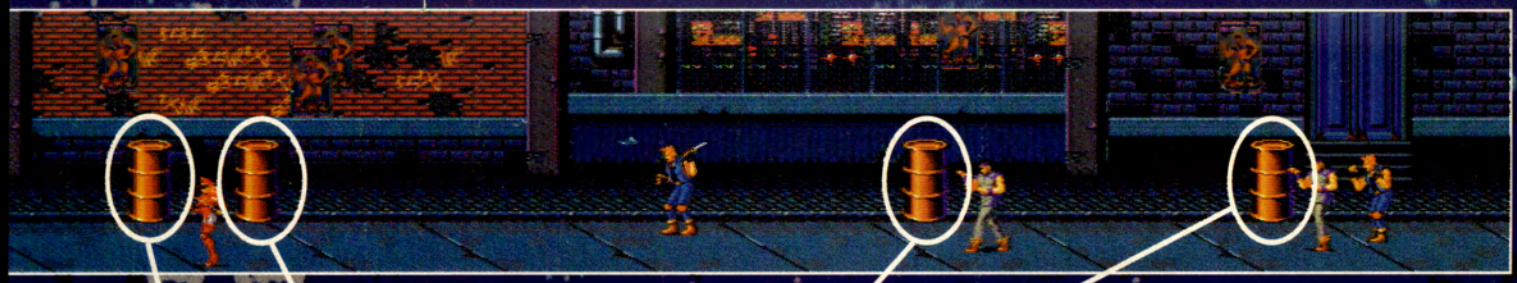
The baseball bat will help you pass through the first part of this level. Try to defate the enemies as they appear or they will follow and gang up on you making it harder to fight them off individually.



Get the meat after you've defeated the kung fu masters.

This Boss will try to run you over but he's really all brawn and no brains. Grab him and do two knee slams and a backdrop. Be careful because he'll try to throw you every time he gets back up.

BOSS 3!



Make sure that you get the 1-UP icon on this level.

To defeat this Boss all you have to do is grab him, do two knee slams, and then backdrop him. Keep the meat on the screen just in case you need to refill your energy.

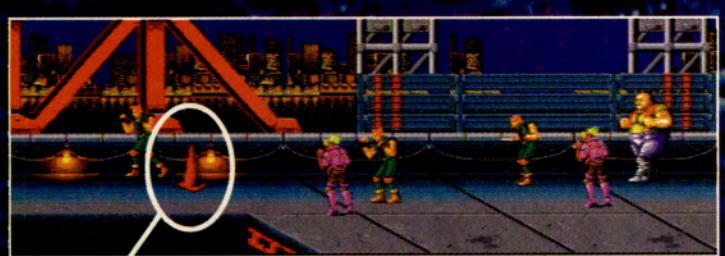
BOSS 2!

ROUND 4

In this level the enemies are more numerous and tougher than before. Watch your back!

Look under the cones and barriers for power-ups.

Don't miss this valuable 1-UP!



This Boss is rather easy once you know his weak spot. Knock him down with a jumpkick and then rapidly knee slam him. Don't try to backdrop him or else!

BOSS 4!

U.S. NATIONAL VIDEO GAME TEAM'S

SUPER PLAY

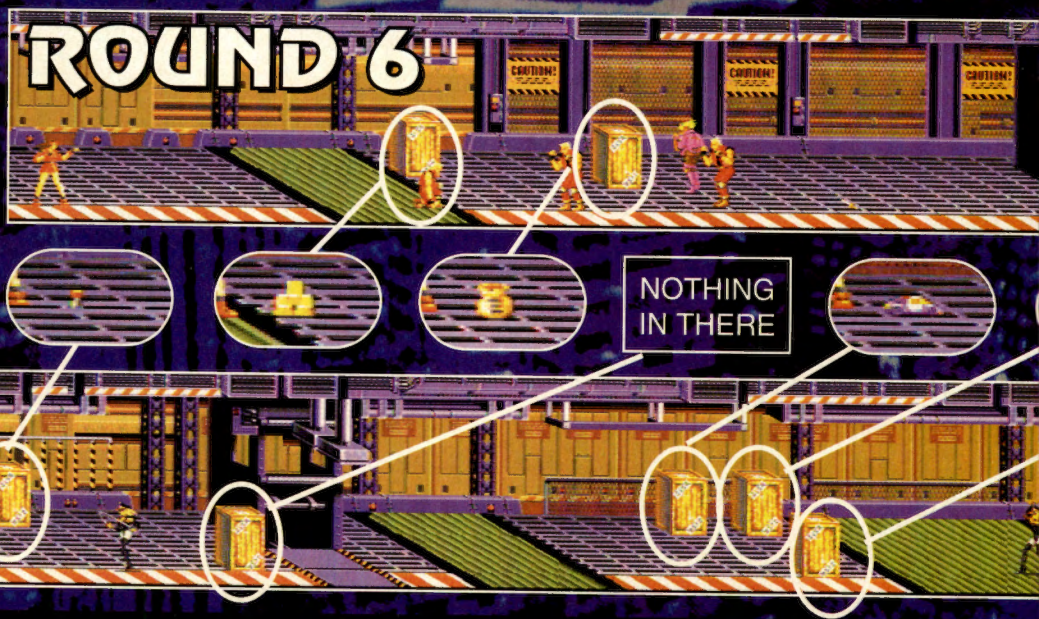
SUPER STRATEGIES FOR WINNING BIG!

STREETS OF RAGE

FACT-FILE
Manufacturer: Sega
Machine: Genesis
Cartridge Size: 4 Meg
Number of Levels: 8
Theme: Fighting
Difficulty: Moderate
Number of Players: 1 or 2
Available: Now

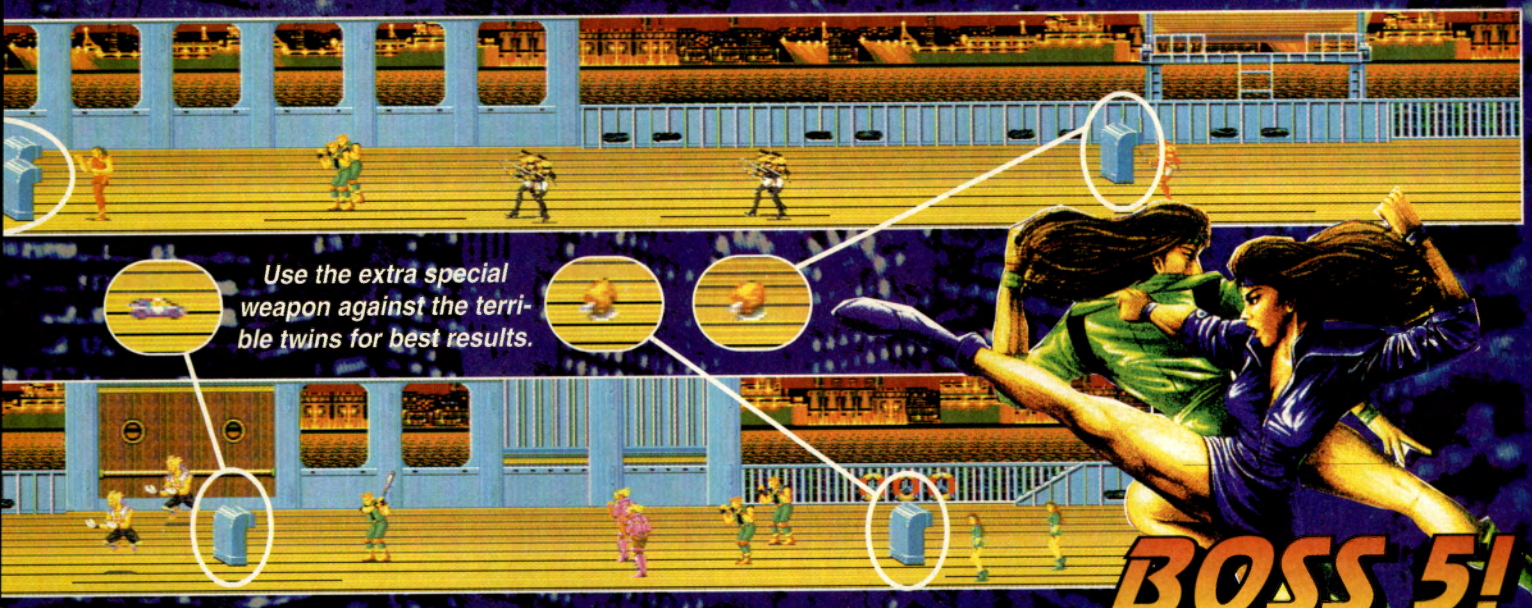
AN EYE FOR AN EYE!

The battle heats up as you find yourself deeper in the territory of the crime syndicate. You must fight your way to the penthouse of the Main Boss and dethrone him once and for all. The U.S. National Video Game Team will guide you through the final stages of this great game. We'll give you the best in strategy and the latest techniques from the best players in the world. Look for an in-depth section on techniques to defeat each of the characters in the game as well as the best way to polish off the leader of this bunch of thugs.



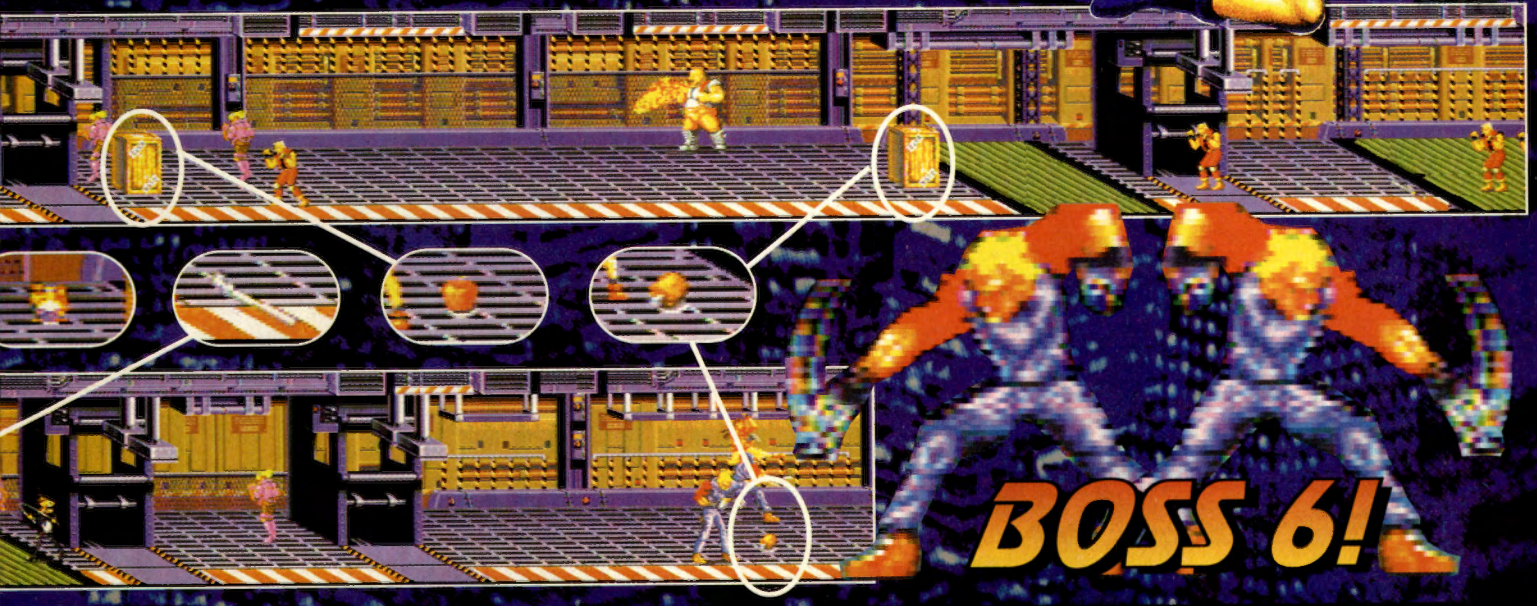
SPECIAL TECHNIQUES!

Now the Bosses get a little tougher than in the previous levels. You must master a series of techniques if you want to come out of these levels alive. When fighting the terrible twins in level 5 you should not use any jumpkicks. The best way to defeat them is to try to concentrate on one at a time. One of the girls will repeatedly use jumpkicks. When she jumpkicks towards you, hit the attack and jump buttons for a reverse kick. If you get the timing down right she will never hit you. The other girl does flips and tries to get you into a back crunch. When she flips, try to get behind her and then grab her. Do a couple of knee slams and then throw her into the other girl. When fighting the two Razorhand dudes, also try to concentrate on one enemy at a time. Get in front of him, and do two punches, then grab him and knee slam him twice. End with a nice back crunch and do it again. If you are high on energy save the meat for as long as possible. Grab it only when you really need it.



Use the extra special weapon against the terrible twins for best results.

BOSS 5!



BOSS 6!

SPECIAL TECHNIQUES!

END OF LEVEL BOSSES!

DOWN UNDER DAN
The best way to defeat this over-sized thug is to grab him and give him two knee slams and then back crunch him.

RAY ZORHAND
Don't use jumpkicks or you'll get a taste of those blades. Get in close and grab him. Do two knee slams then back crunch him.

THE ULTIMATE WRESTLER
This guy is fast! The easiest way to get rid of him is to stay in once place let him run right into your jumpkicks.

MIKE THE MAULER
This guy likes to run you over. All you have to do is grab him and knee slam twice, let go and repeat till he's gone.

SWITCHBLADE SHERRI
Probably the toughest character you'll face. The only thing that seems to be effective is the reverse kick.

THE CRIME SYNDICATE!

TERRIBLE TERRY
Two punches, grab him and knee slam twice, then throw him into an enemy is the preferred way of getting rid of this nuisance.

SPEARHEAD STEVE
This guy is annoying. Two punches, two knee slams, and a back crunch are all you need to get rid of this guy.

PSYCHO CINDY
Never trust a girl with a whip. Just grab her and knee slam her twice, then give her a nice back crunch to finish it off.

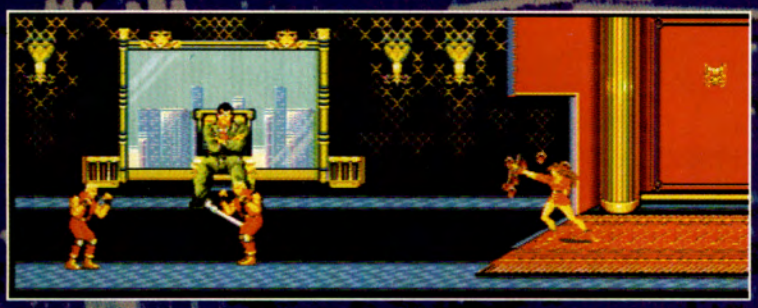
KUNG FU CHARLIE
Don't let his moves scare you. The quickest way to get rid of him is to grab him and do two knee slams, let go and repeat.

RENEGADE RON
This punk will throw axes or torches at you. Remember rapid punches are the only way to get rid of his weapons.

The only thing to remember here is that criminals are heavier than air. So give them a toss over the edge.

ROUND 7

LAST BOSS!

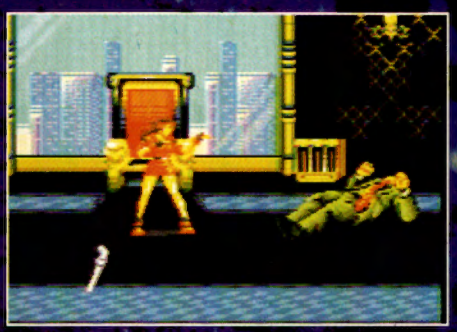


THE FINAL BATTLE!

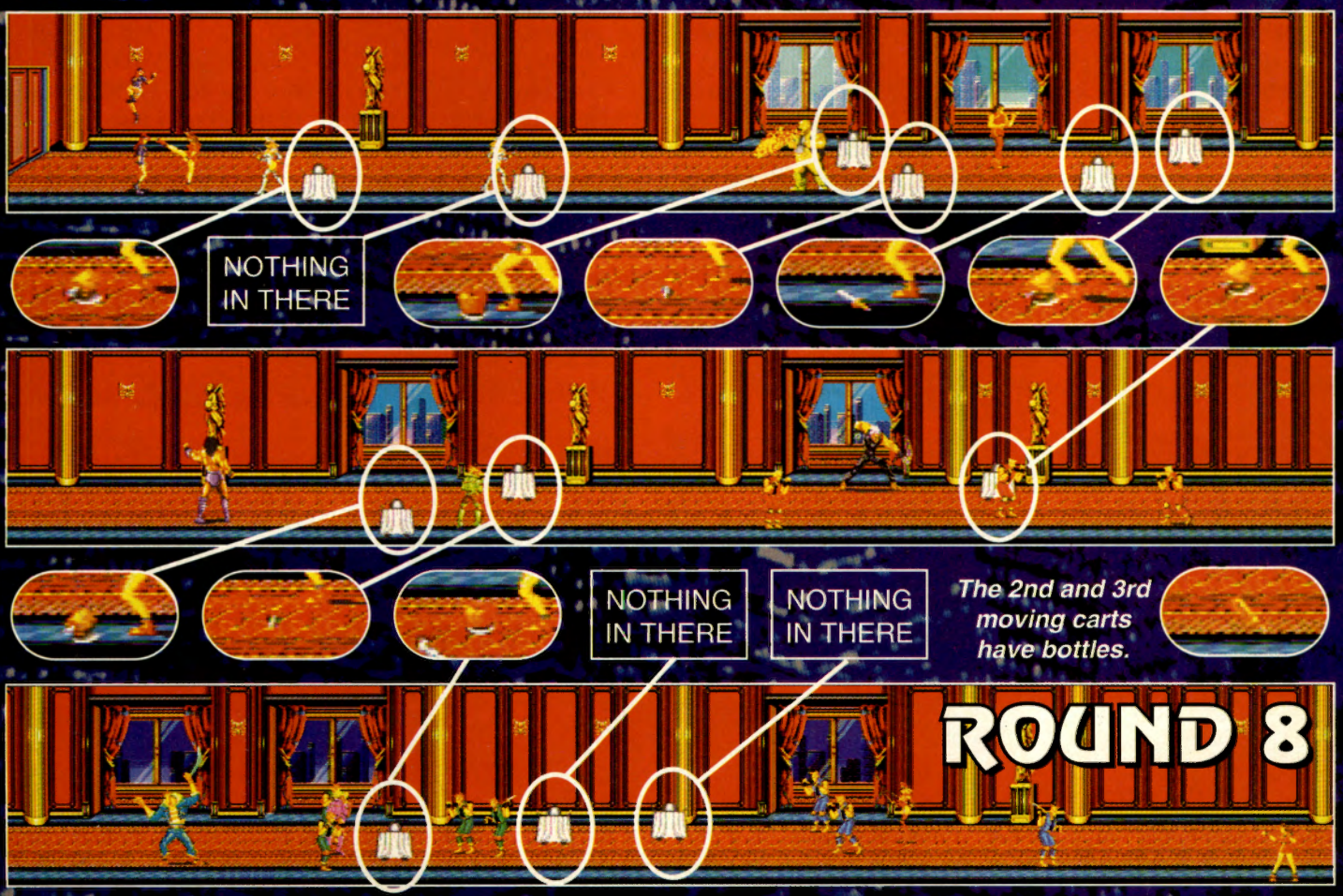
You've finally made it to the penthouse lair where the leader of the crime syndicate awaits you. He'll send a few of his henchmen out to greet you before actually fighting you himself. Watch out for his machine gun, jump over the shots to avoid contact. Don't use jumpkicks against him because he will knock you out of the air. Now go put an end to the crime wave in your city.

When he starts to fire his machine gun, jump over the stray shots.

Back crunches are the most effective move that you can do to defeat him.



Keep fighting, victory is almost in your hands.



MEGA PLAY

SEGA STRATEGIES FOR WINNING BIG!

MEGA FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
VIRGIN	GENESIS	HARD	MAY
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
8 MEG	6	ACTION	100%

THE TERMINATOR

THERE IS NO FATE, BUT WHAT WE MAKE!

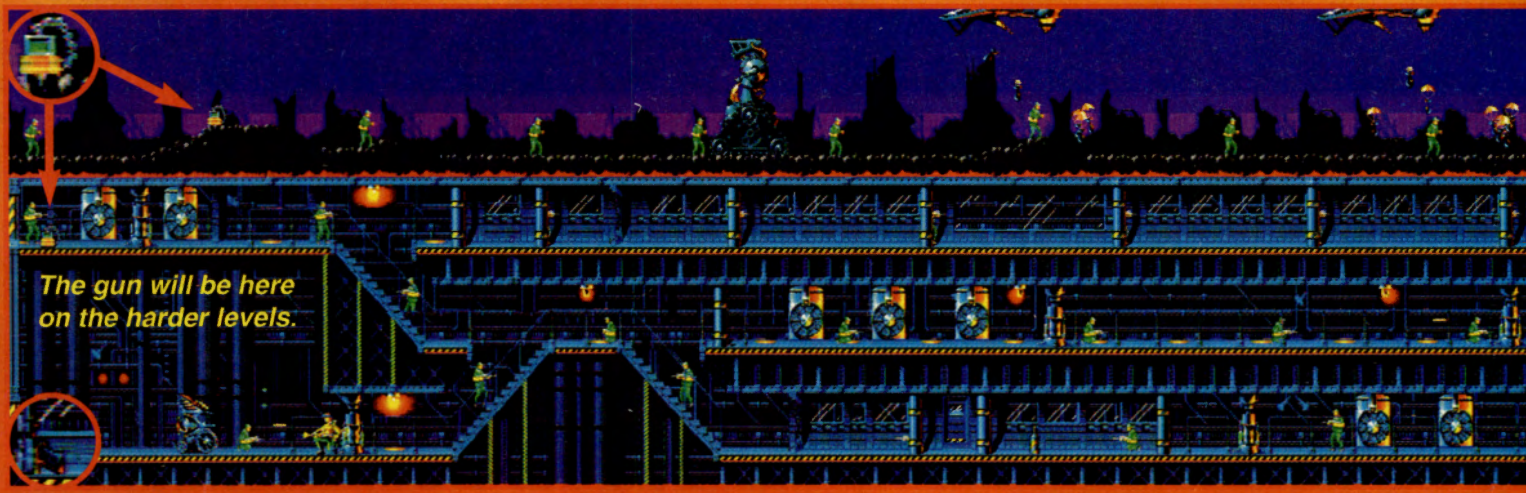
As you saw in the Mega File and Mega Review we did last issue, Terminator is one hot game. The storyline follows the movie of the same name.

In 1997, a massive global computer network begins thinking on its own and decides that the human race is a threat to its existence. Almost instantly, a full scale nuclear war begins that nearly wipes out the entire human race. A group of survivors known as the Resistance raid Sky-Net and destroy the mother computer. Just before it is destroyed, Sky-Net sends a cyborg back in time to kill Sarah Conner.

Sarah Conner is the future mother of John Conner, leader of the human resistance. You are Kyle Reese, a close friend of John whom he sends back to protect his mother. You must first infiltrate Sky-Net, destroy the Mother computer and then jump into the Time Displacement machine. Then, you must find Sarah Conner and rescue her from the Terminator.

Your final mission is to lure the Terminator through a computer factory and put an end to its mission. The staff at Mega Play is here to guide you through this non-stop action cart, and help you terminate the Terminator. The next few pages provide techniques and tips to make you play like a pro. Check out the full color maps for even more help!

You can set the controller to suit your game playing needs.



The gun will be here on the harder levels.

WEAPONS FOR SURVIVAL ON THIS LEVEL!

HAND GRENADES

The main weapon in this level is the grenades. They can be thrown while standing up for longer range, or while crouched for short range uses. The supply of grenades is unlimited and most enemies are destroyed after a few hits. The Hunter Killers take up to 10 grenades to destroy, however.

PLASTIC EXPLOSIVES

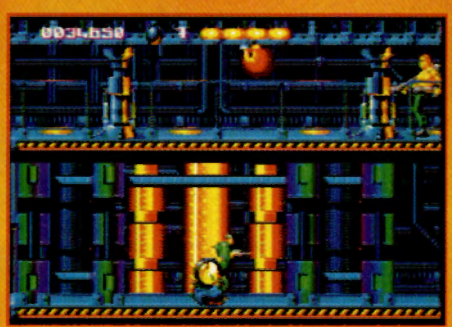
This weapon can be found in two different places in the first level. Use it to blow through the steel doors and to ultimately destroy the Sky-Net computer network.

AUTO-FIRE MACHINE GUN

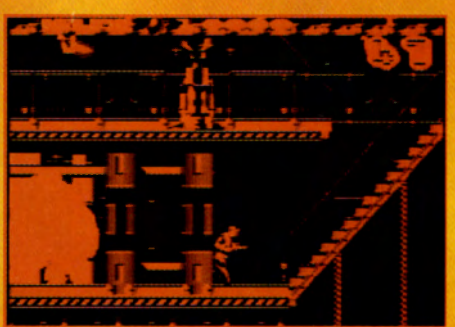
The machine gun appears in different locations in the level depending on which difficulty level played on. This is the most effective weapon in the game. Also, look for life refill icons to recharge.

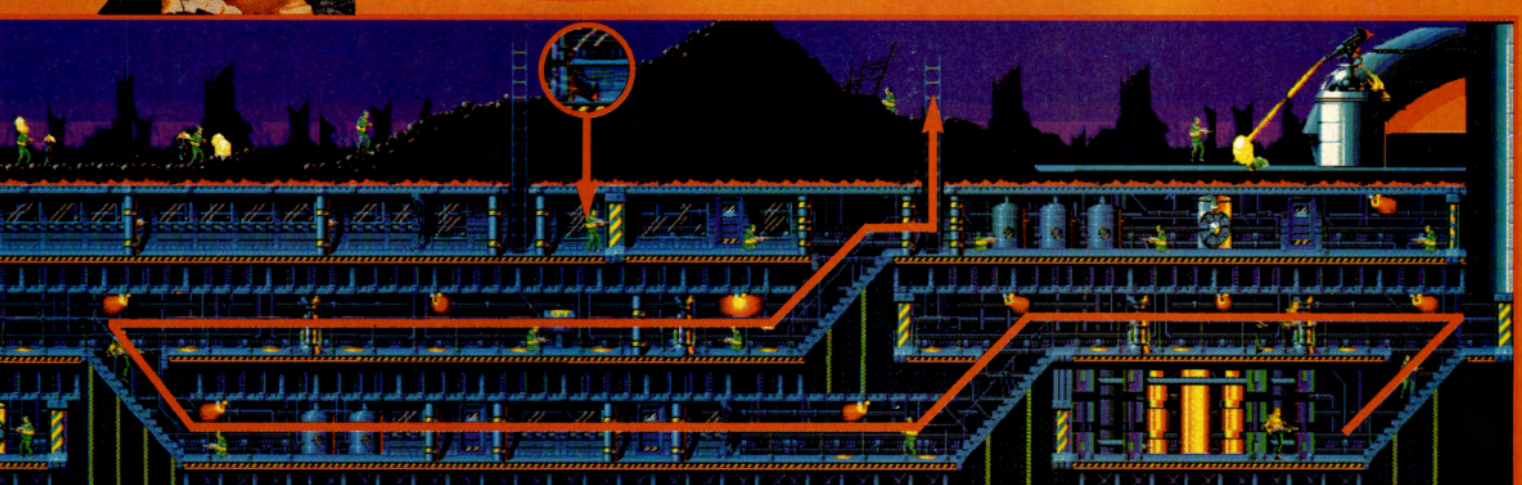
LIFE ICON

LEVEL ONE: DESTROY SKY-NET



This level can be described in one word: INTENSE! First off, you are greeted by a huge Hunter Killer Tank. It will take about 10 grenades to polish off this menace. Then, you will be bombarded by Hunter Killer Planes. It only takes about six grenades to destroy them, but they are super fast. Throughout the level, there are Terminator drones and steel doors. You need a good supply of Plastic Explosives for them. Once you destroy Sky-Net, you only have 50 seconds to evacuate, so listen to Arnold for some good advice.





LEVEL TWO: SEARCH THE STREETS OF L.A.

All you see is the bright light, maybe it is like being born again. The last thing you remember is jumping into the Time Displacement Machine while Sky-Net is exploding around you. Your mission is now to find and locate Sarah Conner. 1984 is not as safe as you thought. The streets are crawling with gangs of ruthless punks and cops that shoot first and ask questions later. You must also avoid the attack-copters that are patrolling the city. (Say don't they look a little familiar, like old fashioned Hunter Killers maybe?) You will find Sarah at the Bar Tech Noir. Unfortunately, you can also find the Terminator there too. You will have to shoot it out with the ultimate metalhead if you want to reach Sarah, who, by the way, is petrified as she watches two madmen destroy the bar.

THE TERMINATOR

If you want to avoid the cops and street punks in this level, all you have to do is climb a ladder and run across the rooftops. Watch for attack-copters.

If you make it to the telephone booth, your life will be recharged and you will be able to progress through the rest of the level fully powered-up - you know.

Be sure to power-up your life here , if you are low.

You have got to be kidding! $7 bucks to see a movie!

A PARTY POOPER AT BAR TECH NOIR!

WEAPONS FOR SURVIVAL ON THIS LEVEL!

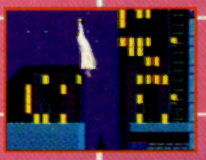
SAWED-OFF SHOTGUN

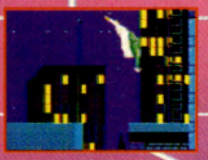
The main weapon in this level is a sawed-off shotgun. It is very powerful and can be fired rapidly. You can shoot the enemy's shots as well as the enemy. You hide the gun under your coat while you are running, so be sure that you shoot ahead of time because there is a delay when you take your gun out.

NEW TECHNIQUES TO MASTER!

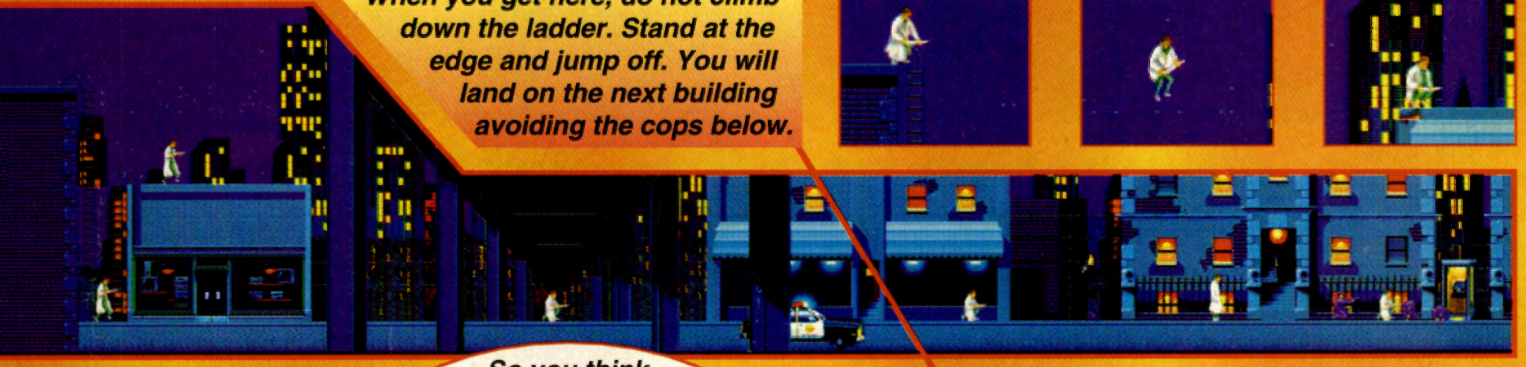
JUMP OVER THE TRASH CANS

Kyle must learn a few new techniques in order to survive in the dangerous time of 1984. You must jump over metal cylindrical objects known as trash cans. You also must run across the rooftops and jump from roof to roof by swinging on the poles. The safest path to take is on top of the rooftops, but watch out for attack copters.





When you get here, do not climb down the ladder. Stand at the edge and jump off. You will land on the next building avoiding the cops below.



So you think you are hot stuff because you made it to the bar. Well, mister smarty pants, I hope you have a fast trigger finger because you will have to face me.

Virgin GAMES

THE TERMINATOR APPEARS!

The Terminator sure knows how to crash a party. The good news is you have to shoot this oversized metalhead 11 times before he will fall. The bad news is you have to knock him down three times before you can safely pass by him and get to Sarah. Basically, you have to shoot him 33 times before he gets to you, or you can consider yourself and Sarah Conner as good as terminated.

THE TERMINATOR

LEVEL THREE: SHOOT OUT AT POLICE H.Q.

The L.A. Police force has taken you and Sarah captive. You must outsmart the police while avoiding the escaped criminals and, of course, the Terminator. The path to Sarah is dangerous and you will run into the Terminator. Be sure that you do not get caught in between the cops and the metallic menace. Follow the arrow that we have drawn out and you should have no problem making it to the room where Sarah is located.

It seems like you have gotten a little flabby there. One touch from me is deadly, so try not to get caught in between me and the cops. It does not take an Einstein to die!

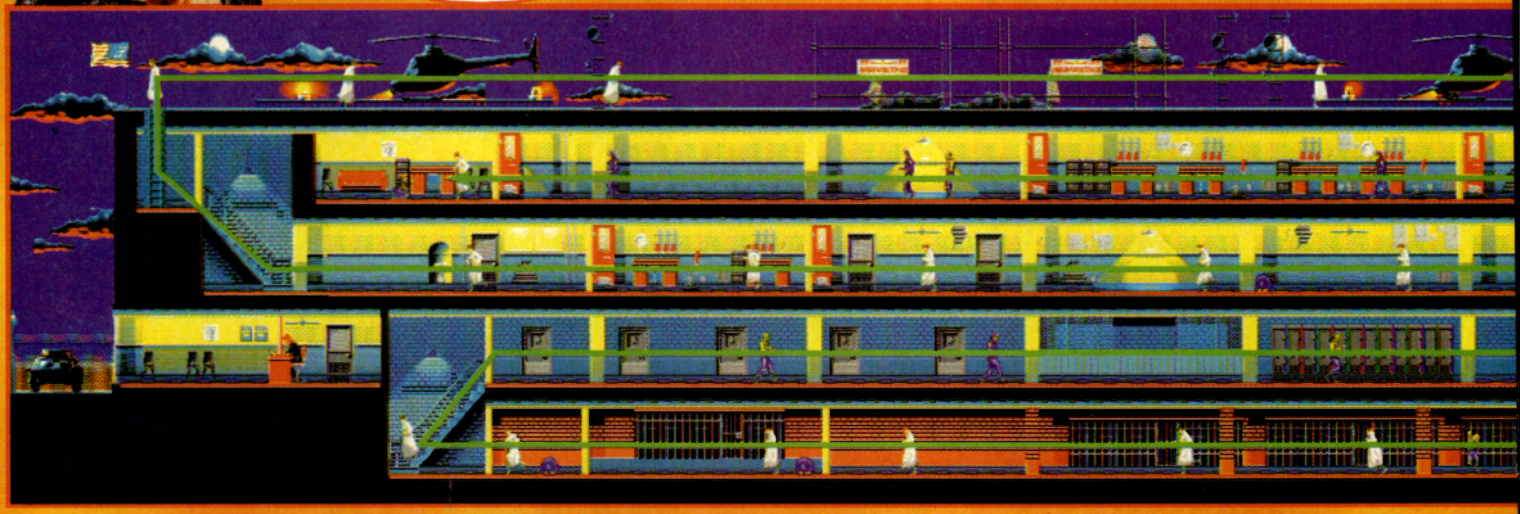
KNOW YOUR ENEMY TO INCREASE THE ODDS FOR VICTORY.

HUNTER KILLER TANK

This tank is the first enemy you will meet. It will take 15 grenades to destroy this huge foe. Don't get run over. Duh!

HUNTER KILLER PLANE

These ultra quick planes drop clusters of bombs on you. It only takes five hits to bring down one of these menaces.



LEVEL FOUR: THE FINAL CONFRONTATION

You and Sarah have escaped and found refuge in an apartment. You have created some helpful plastic explosives out of ordinary household chemicals. The Terminator has tracked you down and you end up in a high speed chase in which you successfully destroy the semi-truck that the Terminator is driving. You think it is all over until the hyper-alloy combat endoskeleton emerges from the flames. You hide inside a massive computer factory and think of a way to destroy the oncoming menace. Your only hope is to lure the Terminator to the steel press and crush it into oblivion.

TERMINATOR DRONES

These guys are weak, but there are a ton of them on Level 1. Two grenades or one blast from the machine gun will do.

POLICE OFFICER

The police will shoot first and ask questions later. Five shots and they go down for a few seconds, but not killed.

TERMINATOR ENDOSKELETON

The Terminator has lost its skin. You must shoot it five times to knock it back. If you knock it back more than five times it will lose its legs.

MINI-H.K. TANK

If you play the game on the harder levels, it will guard the machine gun. Fifteen grenades or 15 shots will destroy it.

ATTACK-COPTER

These attack more aggressively than H.K. Plane and cannot be shot. You can shoot the missiles it fires, however.

TERMINATOR TORSO

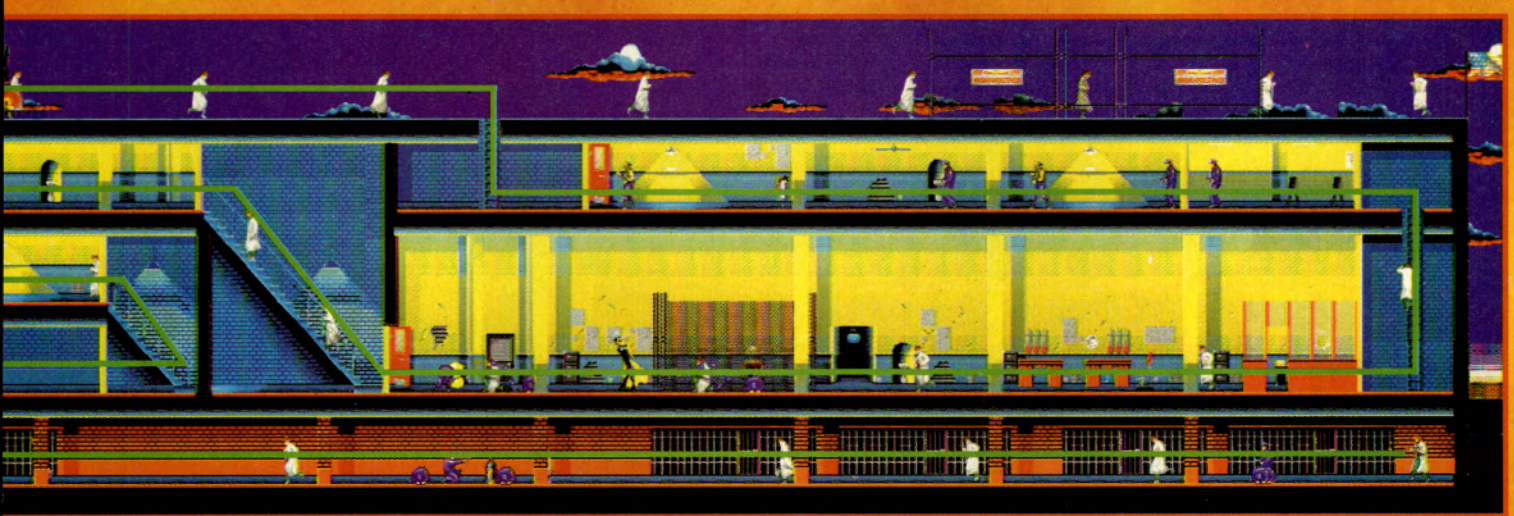
The only way to kill it is to crush it in the huge steel press machine.

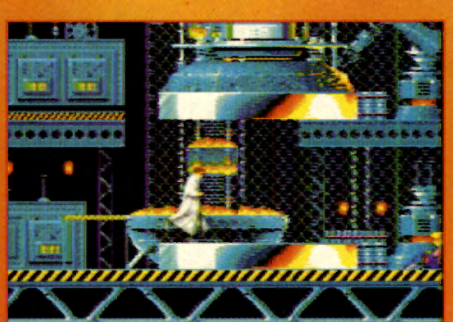
STREET PUNK

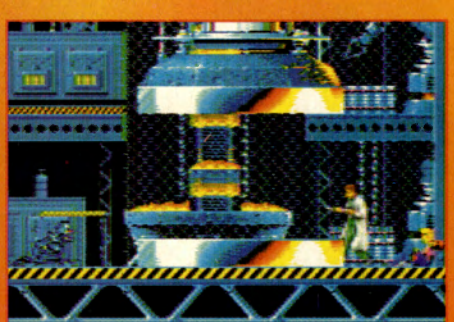
These punks are just as numerous as the drones. Four shots with the shotgun will end his fiery cocktail party.

THE TERMINATOR

It is the bad boy himself. It takes 11 shots to knock him down and you have to do it three times before you can pass.





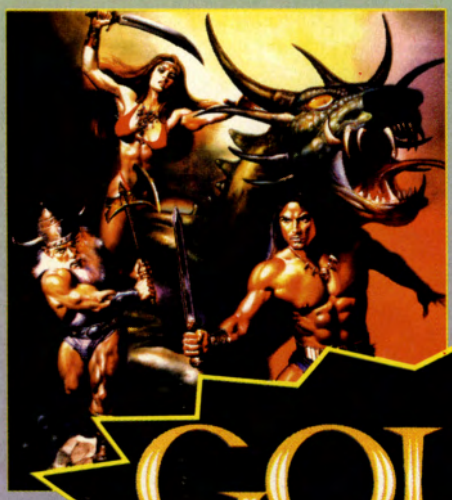


The main object of this level is to lead the Terminator through the maze of walls and ladders, and lure it under the giant steel press.

If you end up in a dead end with the Terminator close behind, you can shoot him five times and it will fly off the screen for a few seconds. If you knock it off the screen more than five times, it will lose its legs - just like in the movie. Now you have no offense or defense against it. You cannot jump over it or shoot it, so be sure that you are close to the end before you blow its legs off. Once it is under the steel press, fire away as much as you can and you will recycle this son of a glitch into nothingness.

MEGA PLAY

SEGA STRATEGIES FOR WINNING BIG!



MEGA FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SEGA	GENESIS	EASY	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	4 MEG	7	ACTION	100%

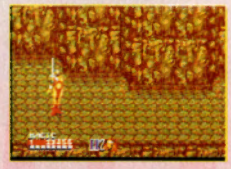
SEGA GOLDEN AXE II

ANOTHER AXE TO GRIND

The Dark Guld is back and ready for some more hack and slash action on the Genesis. Assume the role of Ax Battler, Tyris-Flare or Gilius Thunderhead and put an end to the terror and chaos throughout the land. The staff here at Mega Play would like to welcome you to our brand new strategy section known as (of course) Mega Play. We are here to show you the most important techniques tips and strategies, so you will be able to conquer Dark Guld and his minions and bring peace back to the land. Check out the maps and call-outs that alert you of special items or techniques to use to defeat an enemy. Get ready to storm the kingdom of evil.

SUPER MAGIC TECHNIQUE FOR WINNING BIG!

If you would like to have 300 units of magic at your disposal, than use this trick. Make sure that your magic option is set to special. You can do this on the first level,or any level with a bonus room after you beat it. All you must do is defeat the level boss. While the boss is dying, hold the magic button down, but do not release it. Keep holding it throughout the bonus room and do not collect any books. Release it on the next stage and you will see the results at the bottom of the screen.



AX BATTLER

He is a fierce barbarian who can do a powerful upper cut swing and slash enemies on both sides.

NORMAL TECHNIQUES

SPECIAL ATTACK

TYRIS-FLARE

She is a ferocious amazon. Her agility is amazing and she can do a special reverse kick attack.

NORMAL TECHNIQUES

SPECIAL ATTACK

GILIUS THUNDERHEAD

He may be small, but he is very tough. Gilius can use the axe to do special spinning kicks.

NORMAL TECHNIQUES

SPECIAL ATTACK

AX BATTLER USES TORNADO MAGIC

TYRIS-FLARE USES FIRE MAGIC- IT IS THE MOST POWERFUL

GILIUS USES ROCK MAGIC

STAGE ONE: THE RAVAGED VILLAGE

This level is rather easy and has very few enemies to fight against. About halfway through, you will find a dragon that you will be able to ride, after you knock the enemy off its back. Hit the joystick to the right or left twice and attack to make the dragon charge at the enemy. This is your best attack besides magic. If you still have the dragon when you get to the Boss, you should have no problem defeating him. Do not get too close or you will join the club - his spiked club! He charges if you stand in front of him, so watch it.

STAGE TWO

If you stay near the edge, you should be able to throw a few of the skeletons over to get rid of them quicker.

RIDE THREE KINDS OF BIZARRIANS FOR MORE POWER

GREEN DRAGON

It kicks the enemy with strong hind legs.

CHICKEN LEG

Lashes at enemies with its muscular tail.

FIRE DRAGON

Breathes fire on enemies. Most powerful dragon.

ADVANCED TECHNIQUES FOR THE LATER LEVELS

A new feature in this version is that when you throw an enemy, you can use it to knock over other enemies. This proves very effective against the end bosses.

LEVEL THREE: BRIDGE TO THE DARK CASTLE

This is one of the shortest levels in the game, as well as one of the easiest. You can knock most of the enemies off of the bridge and that certainly makes fighting the two wolfmen much easier. The Boss is only a group of lizardmen.

STAGE THREE

LEVEL FOUR: DRAGON'S THROAT CAVE

Nothing extremely dangerous in this level, even though there is a constantly flowing river of lava in the background. Skeletons are the main enemy to fight here, so you have be sharp in order to get through. Two wolfmen greet you at the end.

STAGE FOUR

You should be able to throw a few skeletons off of the ledge to the left of the screen. Be careful because they like to fight collectively.

Progress slowly, or you will be ganged up on by skeletons.

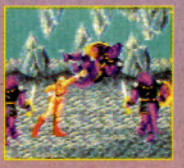
STAGE TWO: ANCIENT RUINS

This level is a little more difficult than the first. There are many more enemies to face and the skeletons are among the toughest. You will also find the Chicken Leg Bizarrian on this level. The Boss can be severely damaged if you throw the skeletons into him. You can also throw the Boss.

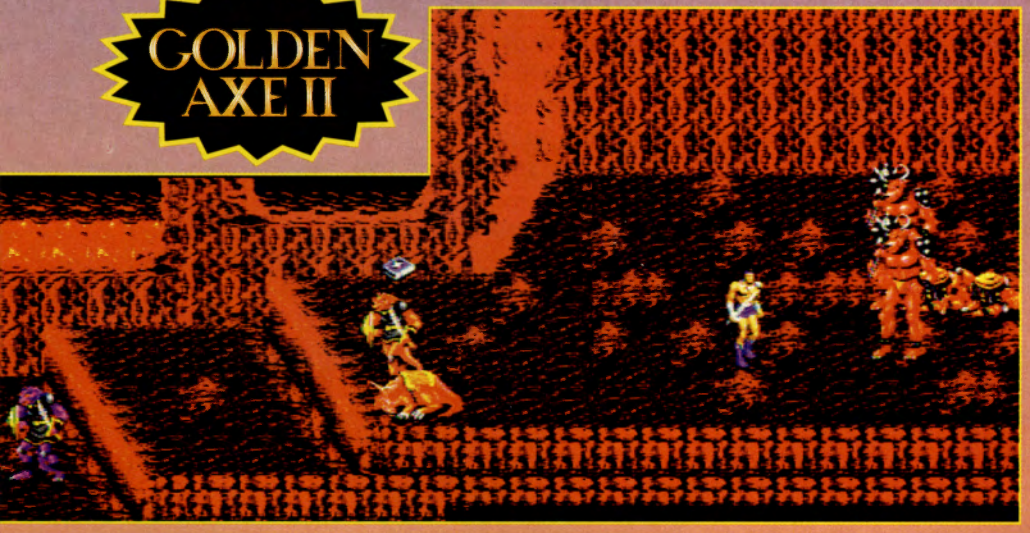
BONUS STAGES

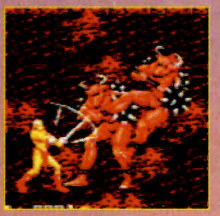
After each stage, you will take a nap. During your rest, wizards will sneak into your camp as animals and try to steal your belongings. You must hit the wizards to get items. Magic Books give you one unit of magic, while meat and bread replenish your life gauge by one unit.

This is a great spot to get rid of a few enemies. Just jump-kick the wolfmen off the edge. After they are gone, stand by the edge and three purple enemies will just walk off the edge. (Easy isn't it?) The Boss is just a group of lizard men with shields. Concentrate on one at a time. Try throwing one into the rest of the group.



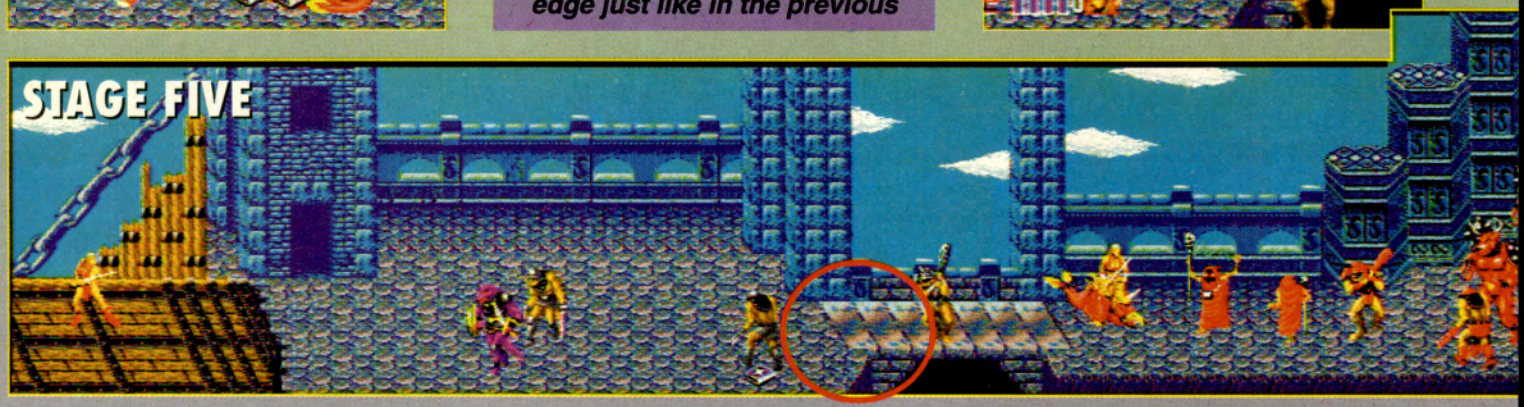
GOLDEN AXE II



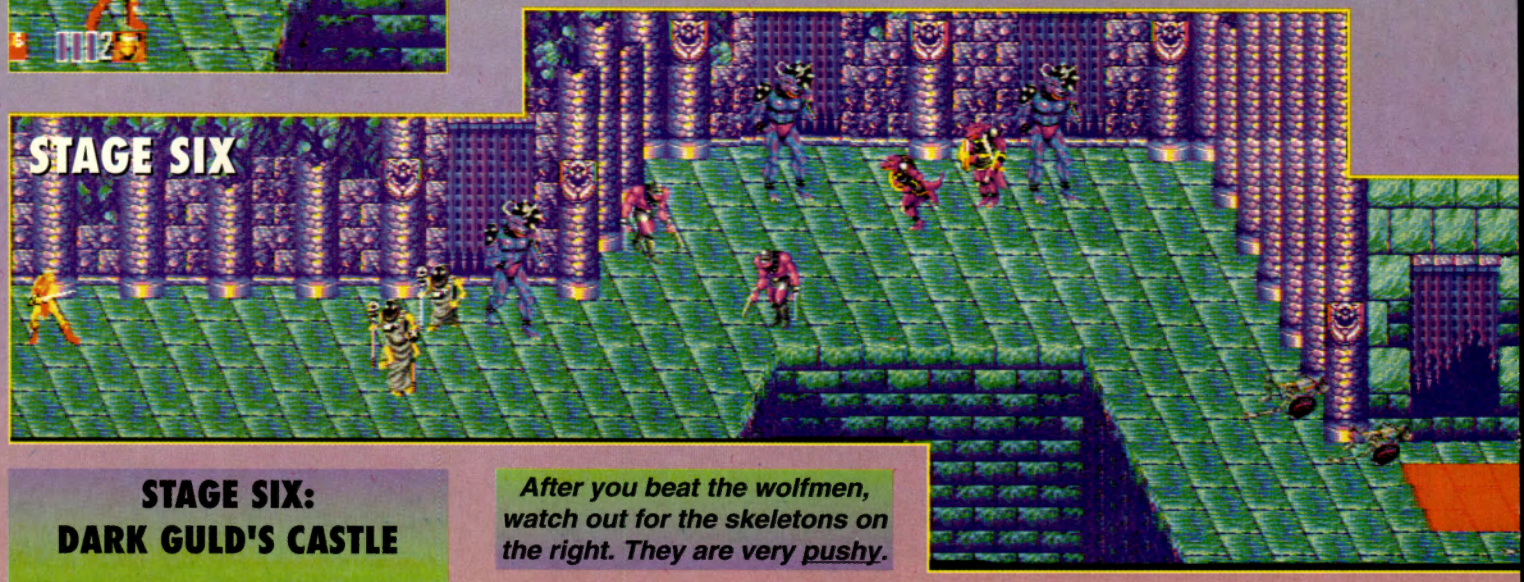


These twin wolfmen are a little more aggressive. You can slash one of them down and then you can throw him into the other guy. Keep using this strategy and you should defeat them in no time. Jump-kicks are also very effective, if you can split them to different sides of the screen.

Be sure to get the fire dragon because it will help you defeat the enemies much faster. You can also wait by the ledge and the enemies will walk right off of the edge just like in the previous



There are many different attack styles you can use in the stage below. Be careful that you are not too close to the pit, or you may fall in when you are hit from behind. The best way to get rid of your enemies is to throw them into the pit, or bump them in while running.



STAGE SIX: DARK GULD'S CASTLE

This is the last stage that you must fight through before facing Dark Guld. Be sure to collect as much magic as you can. Do not use it on this level for any reason. You will need it when you face Dark Guld. Again, as in most of the levels, there is a pit that happens to be very useful - especially when the entire remnant of Dark Guld's army is after you. The Boss is a golden headless warrior. It is much quicker and more powerful, so you must be more careful. Do not use any magic to defeat him because you will need everything you can get when facing Dark Guld.

After you beat the wolfmen, watch out for the skeletons on the right. They are very pushy.

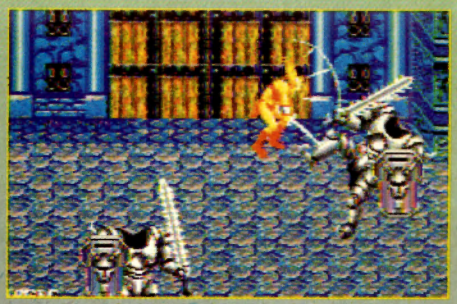
DARK GULD: THE FINAL CONFRONTATION!

Now, get ready to fight the ultimate gladiator. Not only is he the biggest enemy in the entire game, he can also use the most powerful magic spells against you. He also makes skeletons appear at a constant rate. As soon as you kill one, he makes more. Watch out for that axe - it is deadly!

If you go through this section slowly, you will not have to find as many enemies at one time.

STAGE FIVE: THE CASTLE GATES

Now things start to get a little rough. You will fight off many kinds of enemies and they keep coming out. Try to fight near the ledge, so you can knock them off without a fight. You will have the chance to get a Fire Dragon, or a Chicken Leg Bizarrian. The Fire Dragon is recommended because of its longer reach. If you can keep the Fire Dragon until you fight the bosses, you should have no problems. Otherwise, the best way to beat these overgrown, headless oafs is to get in close and slash or attack with a well timed jump and slash maneuver. You can also throw them into each other to cause the most damage in both bosses.

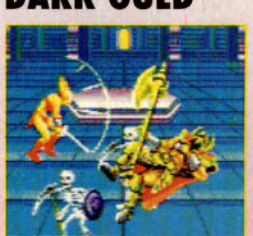


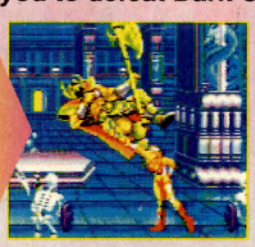
One thing to keep in mind while fighting these guys is never to be directly in front of them at any time, or you will feel that sword.

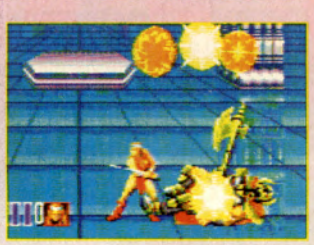
Watch out for that sword. This Boss has a huge range so do not get anywhere in front of him. Do not waste any magic on him.

HOW TO DEFEAT THE MANIACAL DARK GULD

Dark Guld is a very tough Boss to beat. There are a variety of ways to attack him. The worst way is to jump and slash because he has lightning fast reflexes and will knock you out of the air with one slash of his axe. If you get lucky, you may be able to get close and kick him, or even throw him. The best way to defeat him is to throw his skeleton drones on top of him. The world is counting you to defeat Dark Guld and restore peace.







FACT-FILE

Manufacturer: Sunsoft
Machine: NES
Cartridge Size: 4 Meg
Number of Levels: 7
Theme: Action
Difficulty: Moderate
Number of Players: 1
Available: December '91

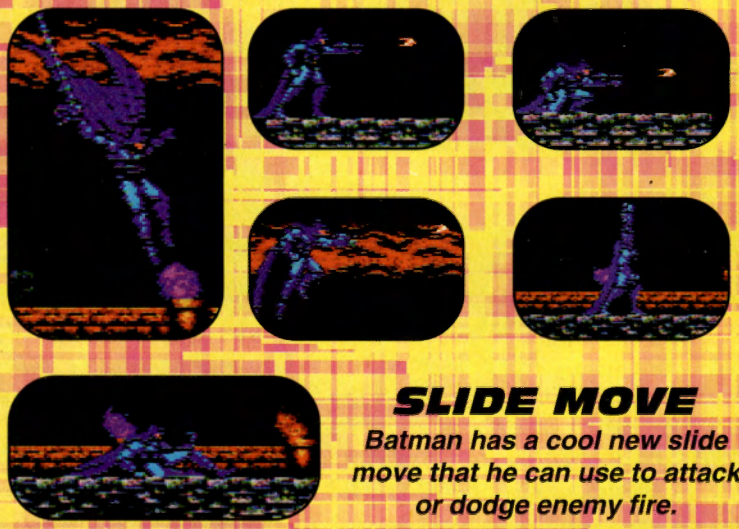
BATMAN

Return of The Joker

THE DARK KNIGHT RETURN

The streets of Gotham are once again in a state of chaos. The maniacal Joker has assembled his army of thugs and sent the Gotham crime rate soaring. The police can do nothing and the only one who can stop the Joker's sinister plans is Batman. Join the Caped Crusader in this new adventure that introduces new characters and special weapons developed by the Bat Computer. Fight your way through the Joker's heavily armed super fortress and go face to face with the meanest villain ever on the NES.

CHECK OUT ALL OF BATMAN'S EXCITING NEW MOVES!!!



SLIDE MOVE

Batman has a cool new slide move that he can use to attack or dodge enemy fire.

WHERE DOES HE GET THOSE WONDERFUL TOYS?

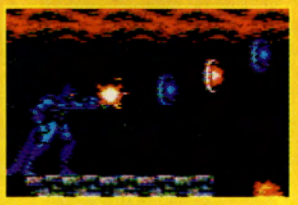
SPREAD GUN

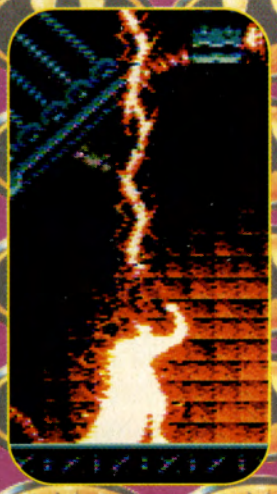
WAVE BEAM

CRUSHER

HEAT SEEKERS

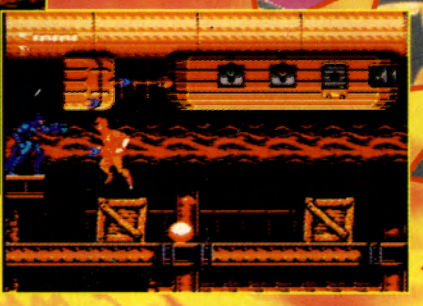
HOLD THE BUTTON DOWN FOR A SUPER POWERFUL MEGA-WEAPON!!!





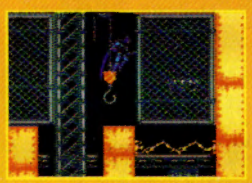
Before fighting the enemy, Batman charges up with power from above!

Level One concludes with a climactic battle on the Joker's airship!



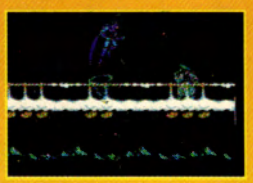
This Boss is extremely easy if you use the Crusher power-up. Keep a close eye on your power meter during the fight.

LEVEL TWO

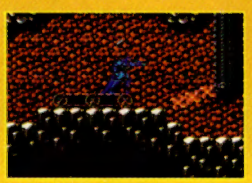


In the second half of this level, Batman flies with a rocket pack. Don't worry, there's no end Boss here!

LEVEL THREE



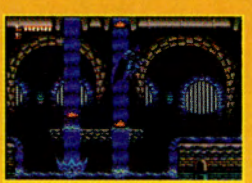
Watch out for the slippery ice bridge and spiked ceilings. Try to stay behind the Boss when he fires at you.



LEVEL FOUR

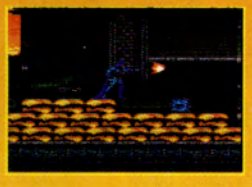
Infiltrate the warehouse and progress deeper into the Joker's lair. Use the Crusher to disarm this deadly Boss.

LEVEL FIVE



Search the Gotham sewer system for the secret entrance to the Joker's hideout. Get ready to fly again!

LEVEL SIX



You're almost there! The dangers are even greater now as you battle tanks and other heavy artillery.

LEVEL SEVEN

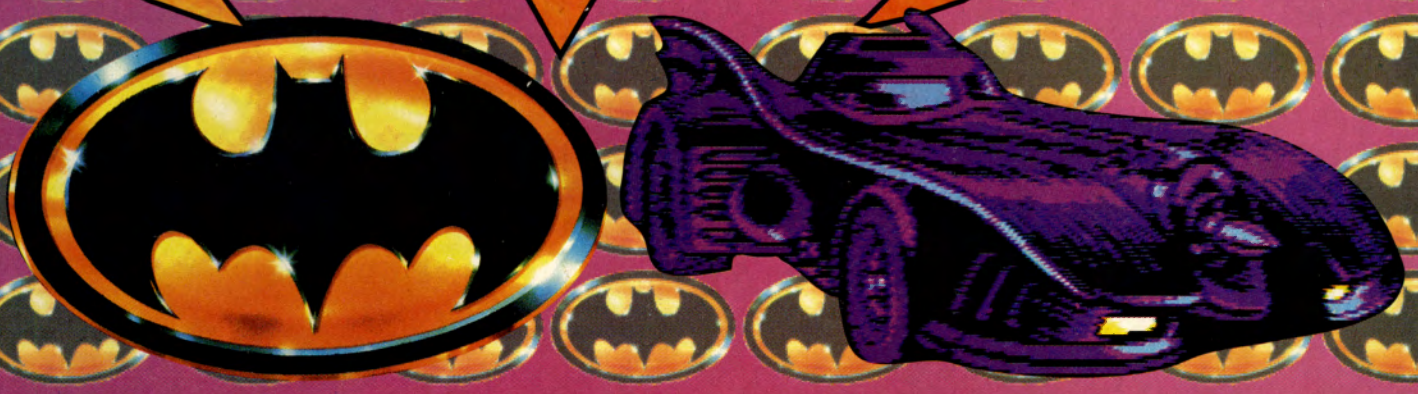
This is the last level before you go face to face with the Joker himself! Be sure to have the Crusher weapon!

SUPER WEAPON!

If you collect eight of these icons, Batman will get a special gold suit which makes him invincible and gives him rapid-firing capabilities.

PASSWORD FEATURE!!!

Be sure to write down the password to start again!



U.S. NATIONAL VIDEO GAME TEAM'S

SUPER PLAY

SUPER STRATEGIES FOR WINNING BIG!

FACT-FILE

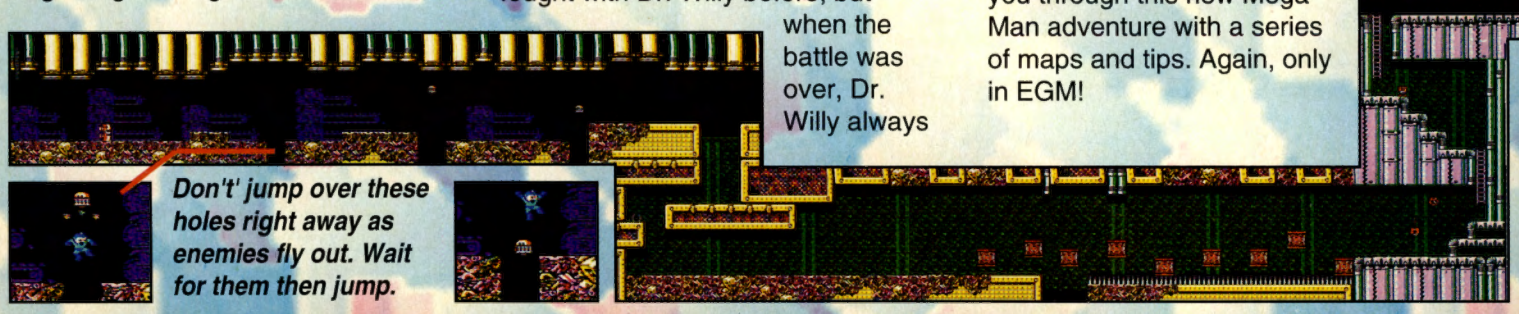
Manufacturer: Capcom
Machine: Nintendo
Cartridge Size: 4 Meg
Number of Levels: 18
Theme: Action
Difficulty: Moderate
Number of Players: 1
Available: February

MEGA MAN 4®

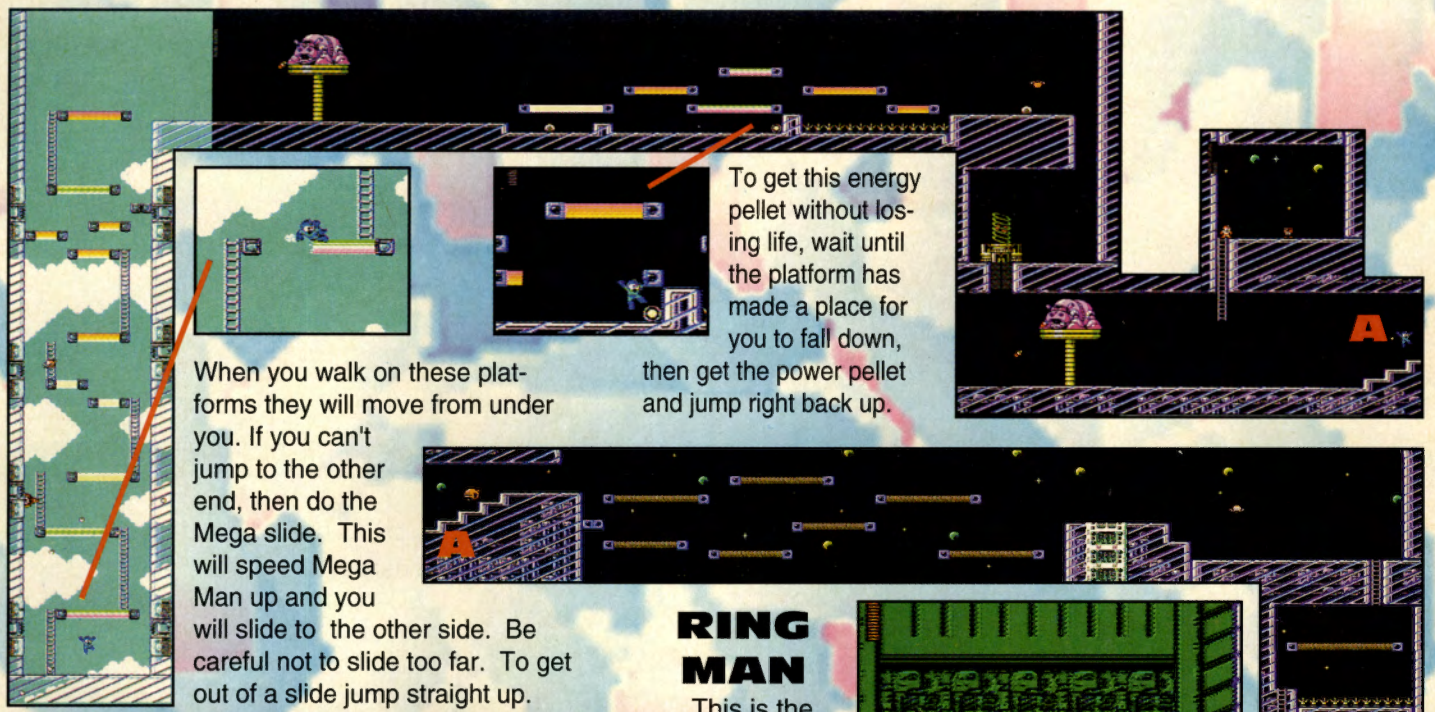
MORE MEGA ACTION!!

That's right Mega Man is back for his fourth adventure. In this version you will learn a lot about the history of Mega Man as to how a courageous man named Rock was turned into Mega Man in order to face Dr. Willy and return peace back to the galaxy. You learn this through a series of cinema displays in the beginning of the game. However, you don't only find out about the creation of Mega Man, but you also find out how Dr. Willy got to be such a threat.

It all started one day when Dr. Light created new industrial robots that could do the work of a thousand men. These robots worked fine for a while but one day the robots just started to trash the whole city. There was one person behind all of this - Dr. Willy. Mega Man has fought with Dr. Willy before, but when the battle was over, Dr. Willy always managed to escape. Now Mega man must take on a new batch of berserk robots in Mega Man 4. While this game is much like the previous series, but there is a whole new batch of weapons, and bosses. In this game you will have to battle through two castles. Dr. Willy awaits you in one, but there is an unknown force waiting to do battle with you for the first time. The U.S. National Video Game Team will take you through this new Mega Man adventure with a series of maps and tips. Again, only in EGM!



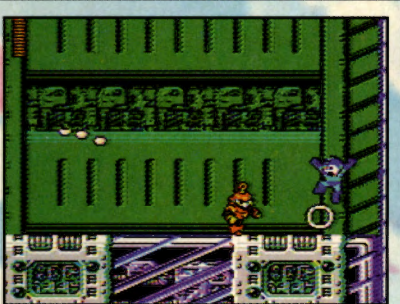
Don't' jump over these holes right away as enemies fly out. Wait for them then jump.



When you walk on these platforms they will move from under you. If you can't jump to the other end, then do the Mega slide. This will speed Mega Man up and you will slide to the other side. Be careful not to slide too far. To get out of a slide jump straight up.

To get this energy pellet without losing life, wait until the platform has made a place for you to fall down, then get the power pellet and jump right back up.

RING MAN



This is the first boss that you should face because he is the easiest one to beat with your Mega buster. The first thing that you should notice is that your regular gun doesn't work as effectively against the bosses. Before you enter the boss's room, you should power up your Mega buster, and keep the button pushed down until the bosses power meter is filled up. Let go of the button, and immediate start recharging your Mega Buster. When Ring Man shoots at you, jump over his shots, and when he charges you, jump over him and jump his first shot, and then shoot. Repeat this until Ring Man is dead.

MEGA BUSTER!!

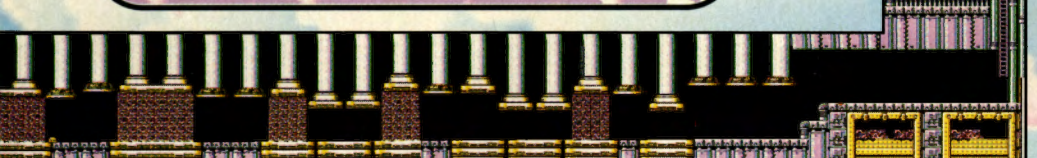
You can now power-up Mega Man's gun. The longer you hold the button the stronger it gets!

This is the basic form of attack that you have when you just push the button once. You have an unlimited supply of bullets.

Your Mega gun will shoot this out if you hold down the button for a short while. Mega Man will be flashing blue.

This is the most powerful of the shots from the Mega gun. You have to hold the button down until Mega Man turns green.

DUST MAN



You should beat Ring Man before you try to fight Dust Man because if you use your Ring weapon on Dust Man it will be a lot easier to defeat Dust Man. When Dust Man fires at you, his shots are high enough to jump over. After he fires a couple of times he will try to suck you towards him like a vacuum. Hit him with your ring when you get a chance.

This part can be tricky, but it is really very easy. There is one bad spot that you have to watch out for, and that is towards the end where the pillars come down to the ground. Try to shoot away as many blocks before running under the pillars.

U.S. NATIONAL VIDEO GAME TEAM'S

SUPER PLAY

SUPER STRATEGIES FOR WINNING BIG!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	CAPCOM	NINTENDO	MODERATE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	4 MEG	18	ACTION	100%

MEGA MAN 4®

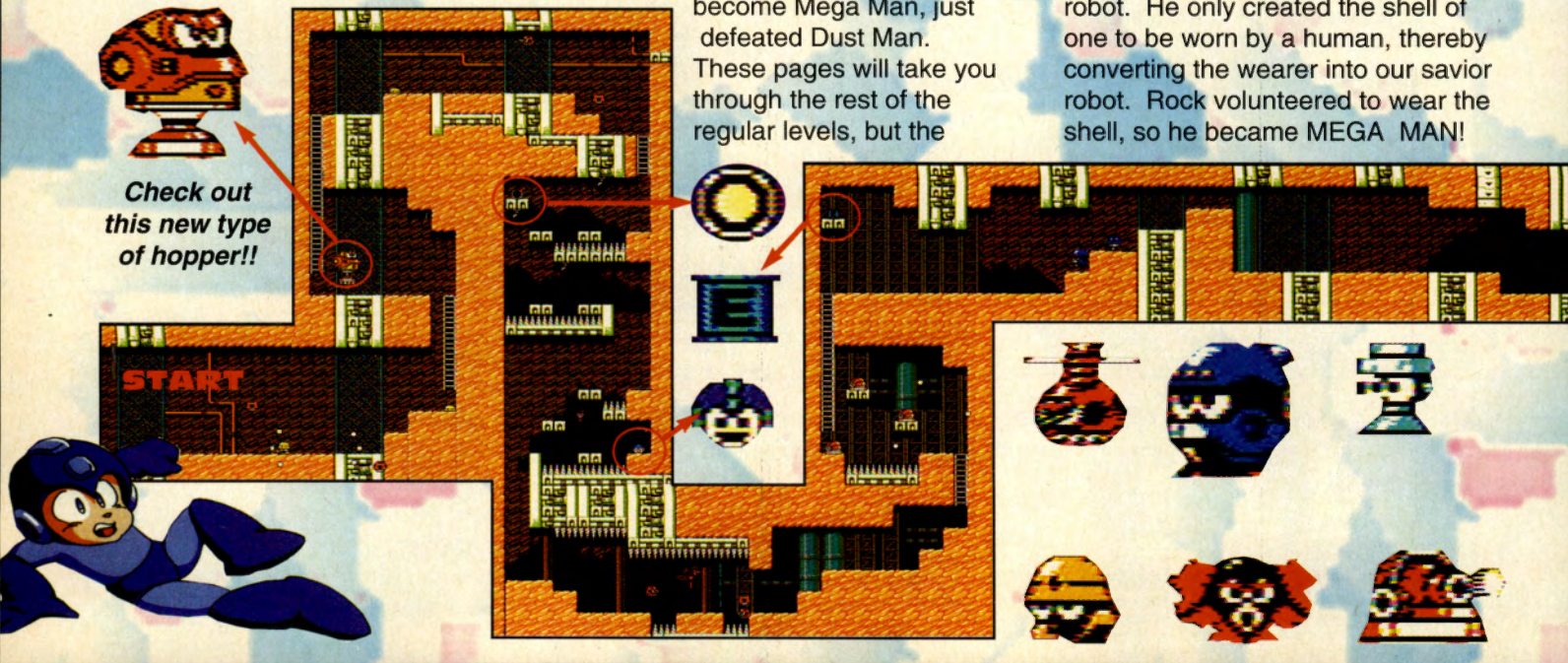
MORE MEGA ACTION!

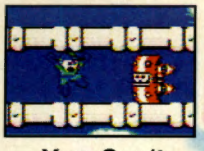
Get ready for the continuation of the the Mega Man 4 Super Play! When we last left our hero, Rock, the courageous lad who had volunteered to become Mega Man, just defeated Dust Man. These pages will take you through the rest of the regular levels, but the castle is up to you to survive.

Okay, here is an overview.

It was the year A.D. 200X, and Dr. Light, a master robot designer, created robots to do household chores. Then, one day, the robots started to turn on their owners. The entire city was in chaos. After some deliberation, Dr. Light came to the conclusion that the evil Dr. Wily was the culprit behind it all.

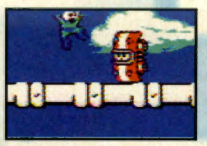
Dr. Light created a a new robot to combat this evil. However, in order to keep this robot from turning to Dr. Wily's side, he did not create a whole robot. He only created the shell of one to be worn by a human, thereby converting the wearer into our savior robot. Rock volunteered to wear the shell, so he became MEGA MAN!

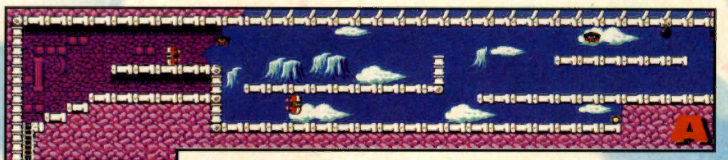




You Can't Jump!

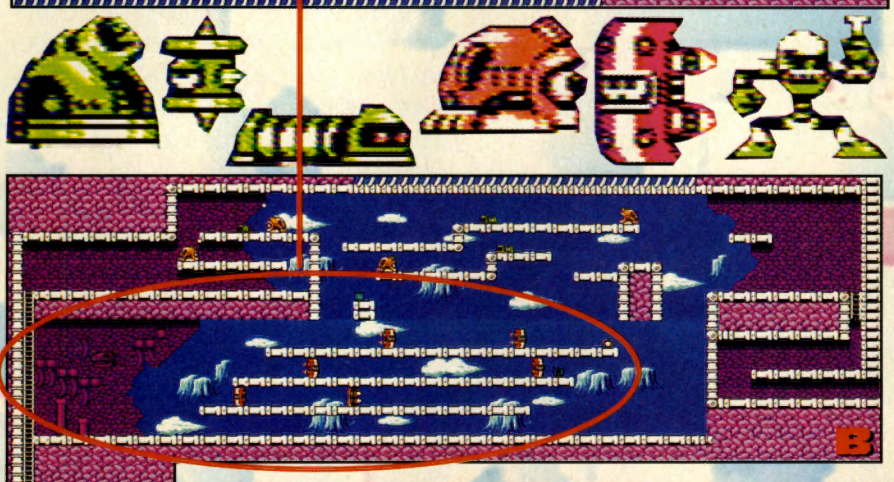
When you climb up this ladder, go to the left. You can get a 1-up and an energy tank. The best way to get to these items is to go on the top, so you can jump over the enemies.

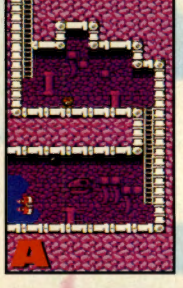




SKULL MAN

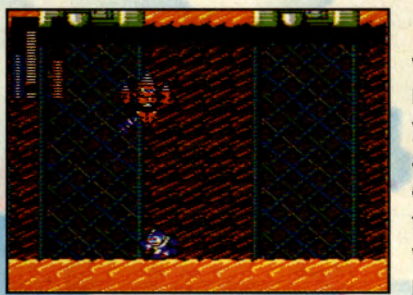
Before you battle with Skull Man, you should beat Ring Man and then Dust Man. When you enter the room you want to have your Mega Buster fully powered, and as soon as Skull Man appears, shoot! Once you shoot him with a blast from the Mega Buster, switch weapons, and use Dust. This weapon will destroy Skull Man with only a few hits; thus, it is important to have beaten Dust Man. This may not be as easy as you think. When Skull Man comes out he has already started firing. Dodge the shots, and then try to hit him with shots of your own. Next, Skull Man will either charge at you, or put up his Skull Shield. If he charges you, try to jump over him. Once his shield is up, there is nothing you can do.



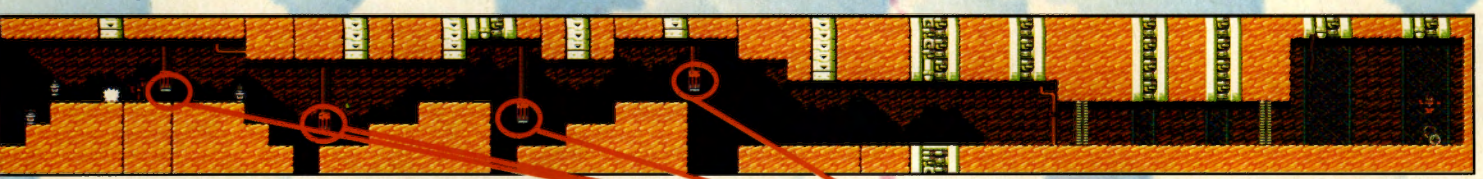


DRILL MAN!

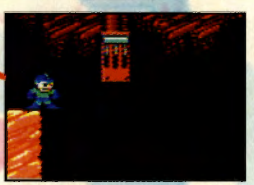
You cannot beat this enemy with your normal shots. You must utilize your Mega Buster at full power to do away with him.



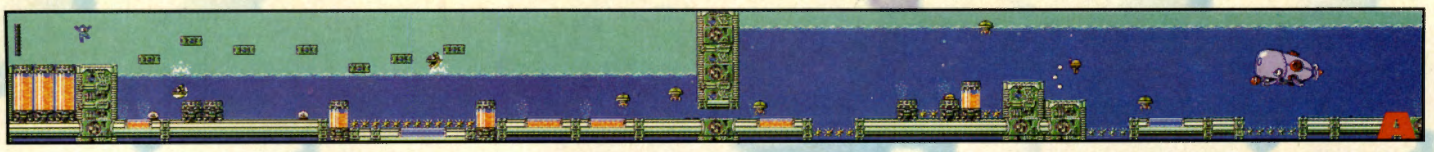
Although you might be thinking that you want to use Skull on Drill Man, you should not. You want to use Dust again. When you enter the room, Drill Man will not appear from the right side of the screen, as other enemies do. Instead, he will rise from the floor. The best way to avoid getting hit when he comes up is to not stand in one place. Once he is up, hit him with Dust.

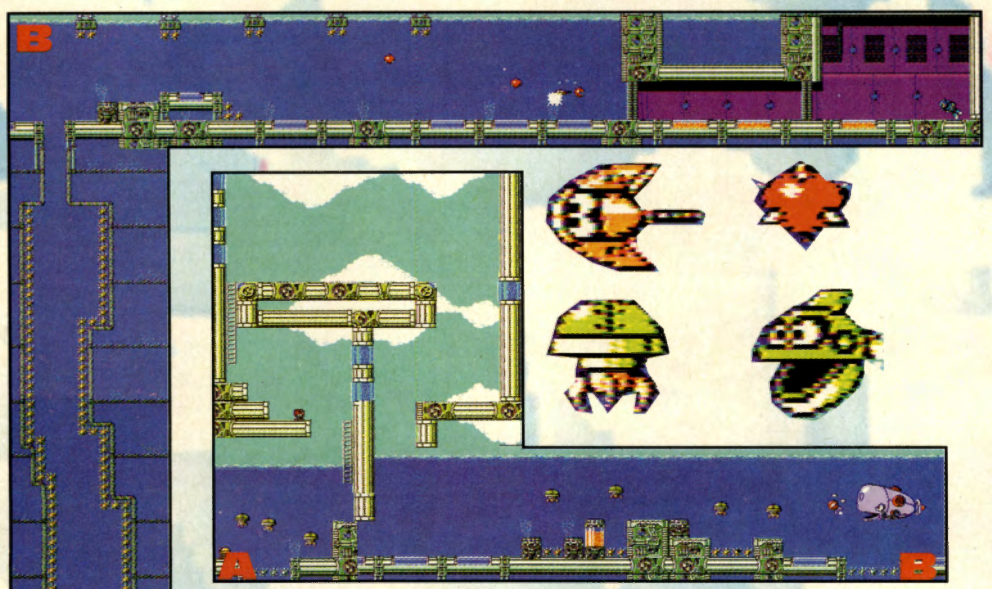


There is a part in this level where you have to get under falling rocks. They fall too fast to run under, so you need to have your Skull Shield on. The rocks will destroy your shield, but not you!



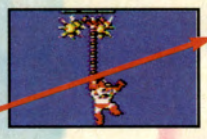
You will find spots where there is no land, and they will appear insurmountable. Yet, just hit the switch and land will appear.





DIVE MAN

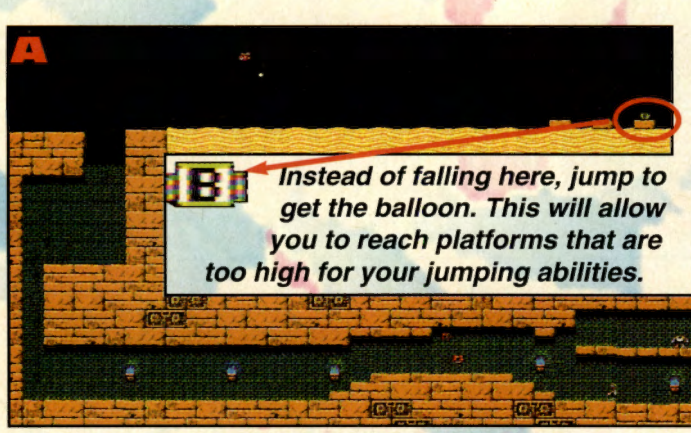
When you first enter Dive Man's room you will see him standing on the left side of the screen. As soon as his life meter fills up, he will fly at you, so prepare to dodge him. After he flies at you, he will begin shoot ing mini-torpedoes that are created to seek you out. No matter how you try to dodge them, they will keep following you around the screen. The only way to avoid these projectiles is to shoot them.



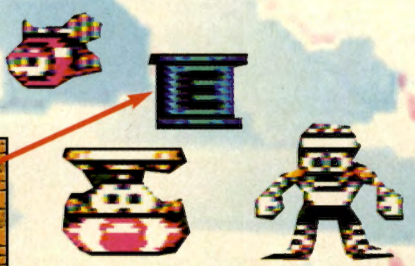
There is one extra item that you can get in this level. This item is called the wire. When used, you can project a wire up in the air. The end will grab the platform above you, and lead you up the wire. You will find this immediately after you beat the second whale. After battling the whale, go down the first

PHARAOH MAN

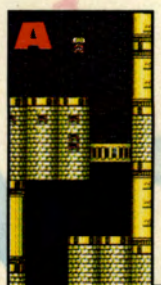
Of all the bosses, Pharaoh Man is probably the toughest. He does not fire normal shoots. Instead, he shoots a ray beam as tall as Mega Man across the screen, and it is very difficult to jump over. However, there is one easy way to beat him. Hit Pharaoh Man with Bright, which will freeze him and give you a chance to beat on him with your Mega Buster.

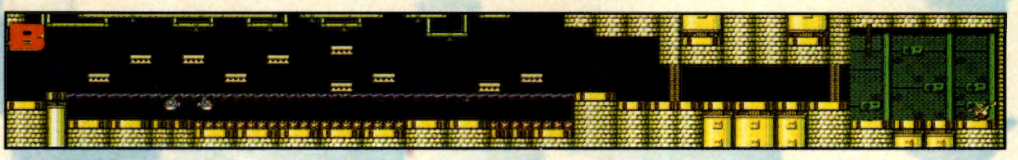


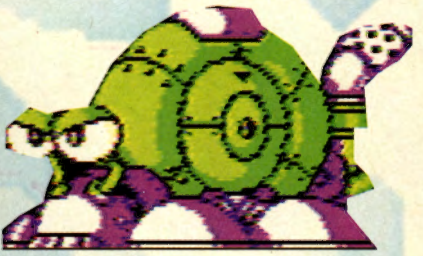
Instead of falling here, jump to get the balloon. This will allow you to reach platforms that are too high for your jumping abilities.



When on the platforms, stay on the right side, so you do not get knocked off.

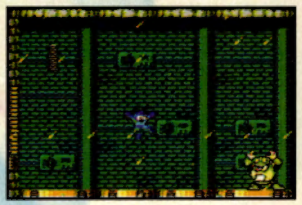


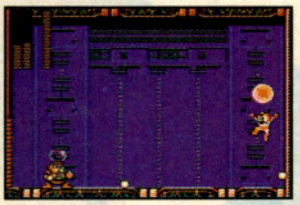




TOAD MAN

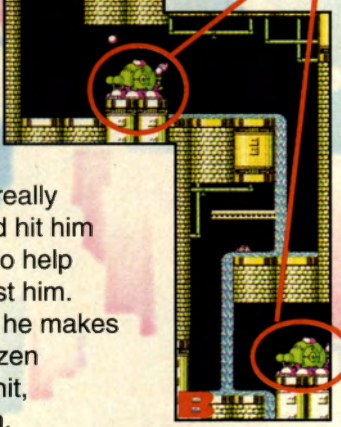
This is one of the easier bosses to beat. His main line of attack is a shower of acid rain. When he uses this weapon, there is not much you can do other than stand and take it. To prevent him from attacking, stay close to him. This will make him jump. When he jumps, run under him and shoot; however, if you stay close to him, he will jump again. Just keep repeating this until he is dead.

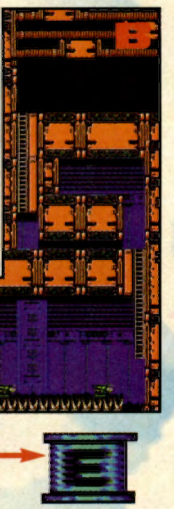


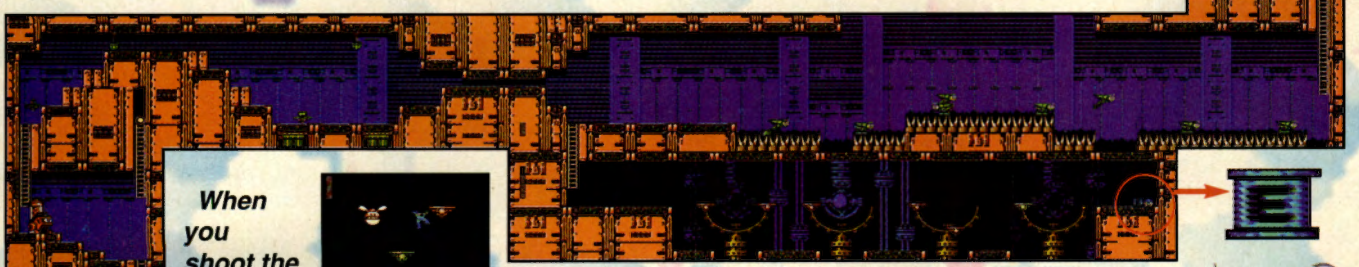


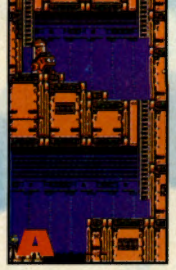
BRIGHT MAN

Bright Man will fire a number of shots at you. All you really need to do is avoid them and hit him when you get the chance. To help your cause, use Toad against him. Remain alert because when he makes the screen flash, you are frozen briefly. As soon as you get hit, though, you will be unfrozen.



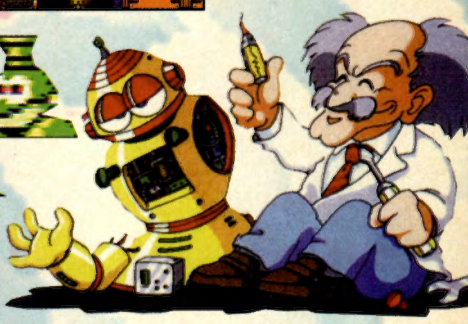






When you shoot the enemies that look like light bulbs, the lights will turn off. The only way to turn them on is to shoot one of the light green guys running around.

Use these frogs for safe passage across the spikes, but watch out because when they die, you will die.



DR. WILY IS WAITING - READY TO SETTLE THE SCORE!

Felix The Cat

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	HUDSONSOFT	NES	EASY	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	2 MEG	12	ACTION	100%

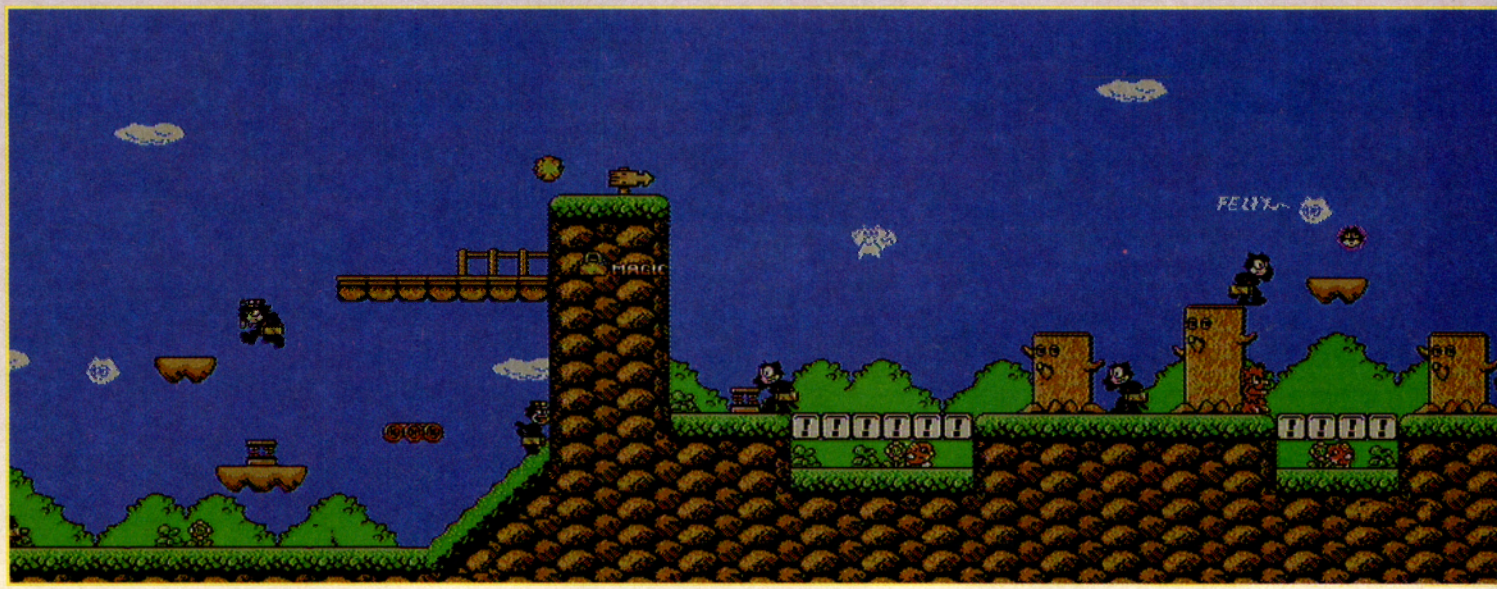
Game play is enhanced by an ongoing storyline with amusing intermissions.

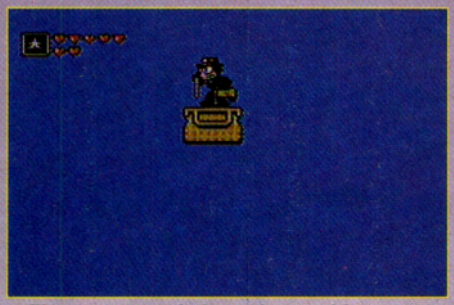
I'LL GET YOU, PROFESSOR!!

Oh, no! The evil professor has taken my precious Kitty hostage, and is demanding my magic bag in exchange for her freedom. What's a poor cat to do?!

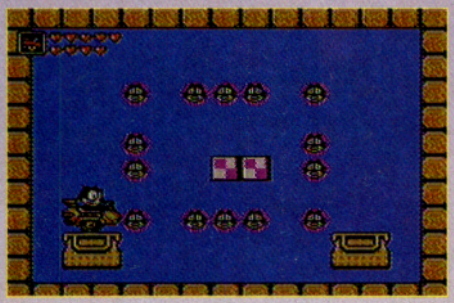
I told the professor he wouldn't get away with kidnapping my beloved darling, and I vowed to get back at him for taking her. I must travel through eleven levels full of traps and enemies before I can reach him.

That's okay, because I have my trusty magic bag! It can change into a lot of things that can help me get through the levels and beat all the bad guys! It's not going to be easy, but I have to save my buttercup. After all, am I a cat or a mouse?





There are magic bags located in every level. Find one and press down . . .



. . . you will enter a bonus room. Here is a chance to power-up your magic bag!

PUNCHING BAG

TUXEDO

BALLOON

PLANE

SCOOTER

TANK

RAFT

DOLPHIN

TORTOISE

SUBMARINE

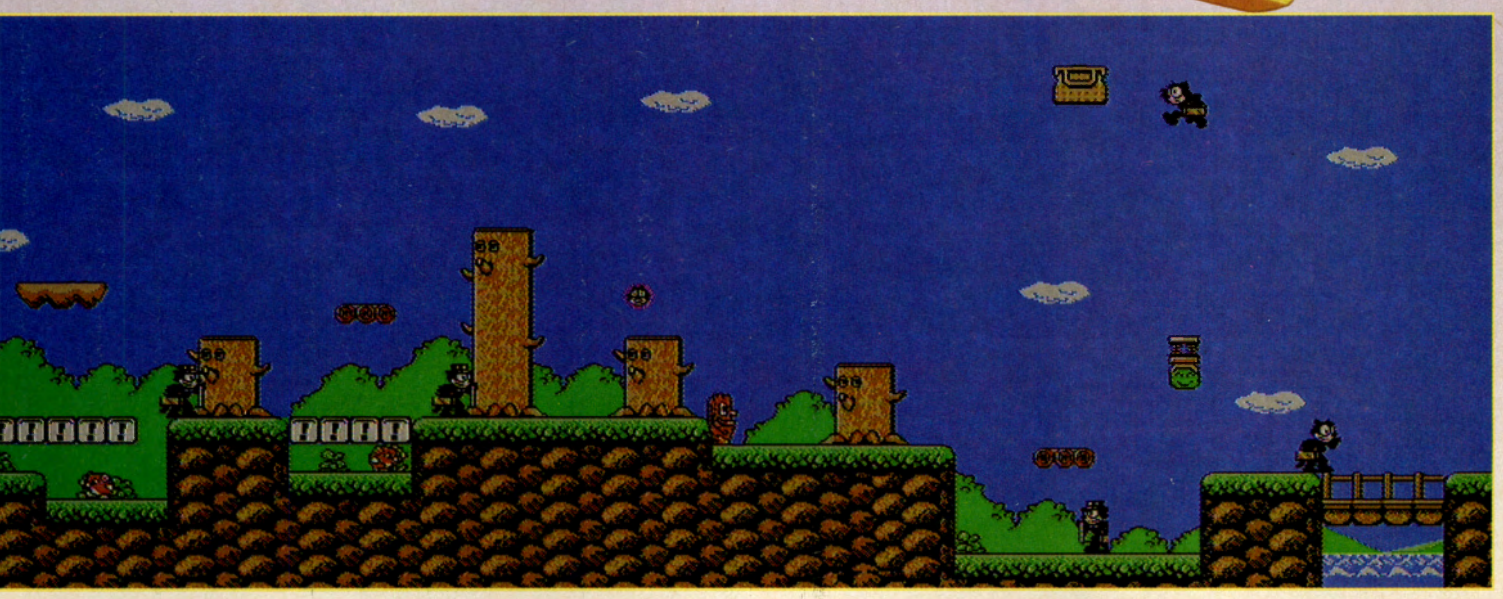
SPACECRAFT

HELPFUL ITEMS

CAT HEAD - Grab 100 of these and get a free cat.

HEART - This will power- up your magic bag.

MILK - Replenishes magic for magic bag.



U.S. NATIONAL VIDEO GAME TEAM'S

SUPER PLAY

SUPER STRATEGIES FOR WINNING BIG!

FACT-FILE

Manufacturer: Tecmo
Machine: NES
Cartridge Size: 3 Meg
Number of Levels: 29
Theme: Action
Difficulty: Hard
Number of Players: 1

NINJA 外伝 GAIDEN III

THE ANCIENT SHIP OF DOOM

GET READY FOR SOME INTENSE NINJA ACTION!

Tecmo brings you the final chapter of their popular Ninja Gaiden series in the Ancient Ship of Doom! Ryu must once again battle the forces of evil and return peace to a world balancing on the edge of destruction! This time, however, he has to face his most deadly foe. Did Ryu really lose his sweet Irene at the hands of Jaquio or is something sinister surrounding her disappearance. Only Ryu, with Dragon Sword in hand, can uncover the answers in this new Ninja GaiDen adventure!

USEFUL ITEMS

Not all of the Dragon crystal balls contain magic! You may uncover many other useful items in these crystals!

NINJA POWER
Gives you back 10 ninja power points.

NINJA POWER
Refills your ninja power points all the way.

MEDICINE
Gives back 6 units of strength.

DRAGON SCROLL
Increases your maximum amount of ninja points.

1-UP
Gives you one extra life.

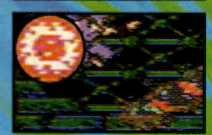
DRAGON SWORD
Increase the power of your sword.

NINJA WEAPONS

Look for these special weapons inside the powerful dragon crystals!

THROWING STARS
This flies straight and takes 10 points to use.

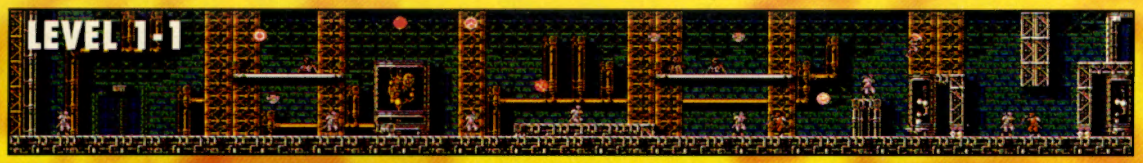
FIRE WHEEL ART
Flies at an upward angle. You need 8 points.

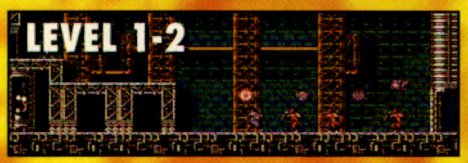


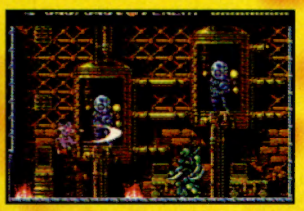
FIRE DRAGON BALLS
Flies at a downward angle. You need 8 points.

VACUUM WAVE ART
Blades fly up and down. 10 Points are needed.

FIRE WHEEL
Fire revolves around you. You need 20 points.

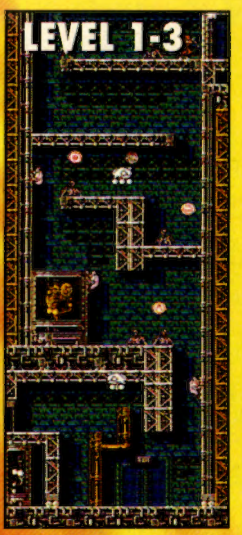


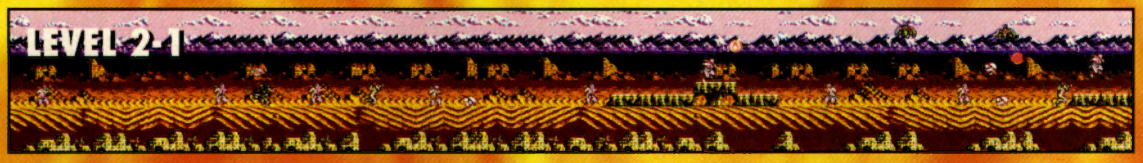




BOSS 1

When the Boss lowers his shield, wack him with your sword. He will then shoot fire, which you must jump, and lower his shield again.





MOVE QUICK RYU!

Ryu must make his way through each level as fast as possible to succeed!

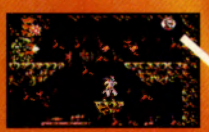
SPECIAL NINJA MOVES

Ryu can use his skills as a ninja to do many things that will help get you through this game. Master these skills for ultimate game play.

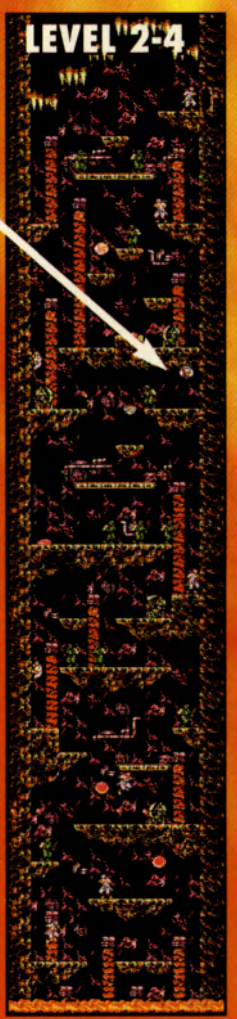
Like the original Ninja Gaiden, you can climb up and down the walls. In order to do this you have to jump onto a wall. This is very helpful on the levels that require you to work up from the bottom to the top!

Ryu can now grab things from underneath and scale across them. When you hang on these platforms, flip up and you will land on the top of them. This technique is very helpful in the later levels when there is no ground to walk on.

When you hang on a wall or below a platform, you can only use your ninja magic. Make sure that when you're in this position you don't get attacked by the enemy or you may be forced to use precious magic to dispatch them!

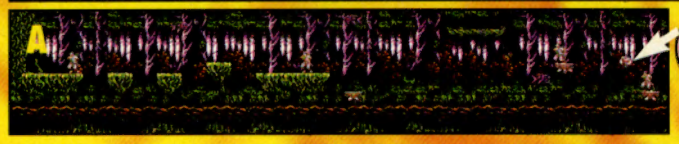


When you get to this point, stay at the top and jump to the right as soon as possible. After you get the 1-UP hurry and move to the left. You must hurry here or you'll sink into the lava!



BOSS 2

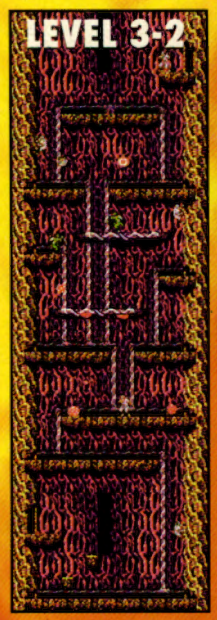
In order to beat this Boss you have to let him fly down to you first. When he gets down, he will stop and shoot. Hit him with your sword a couple of times and them quickly retreat to avoid his attacks! He will repeat this move and continue to give you the opportunity to attack!

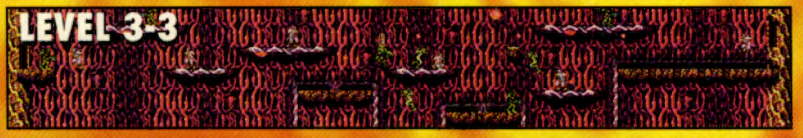


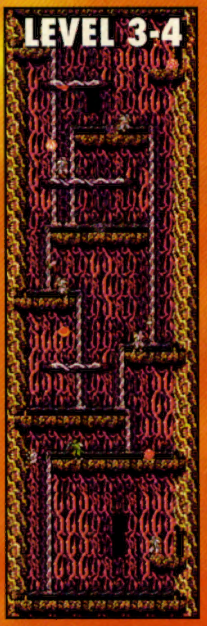
Swipe your sword when you jump over to the next platform to get the 1-up.

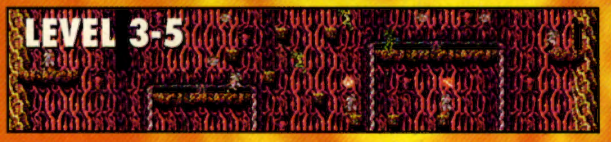
BOSS 3

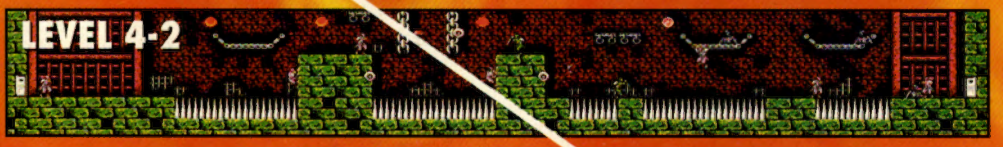
It looks like there are two Boss at the ends of this level, but in reality only one is real! The fake Boss can hurt you, but you can't damage him. The best way to defeat this Boss is to go in tight and nail him with your sword when he stops moving.











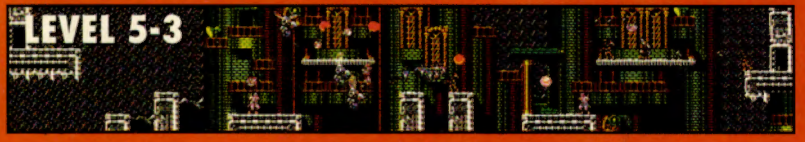
Make sure to pick up the Free Life on this level. It's one of the easiest extra men to get.

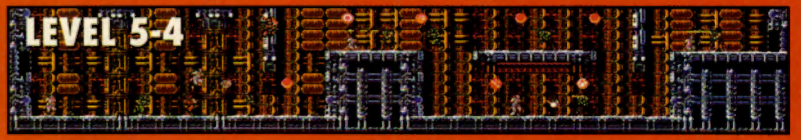
BOSS 4

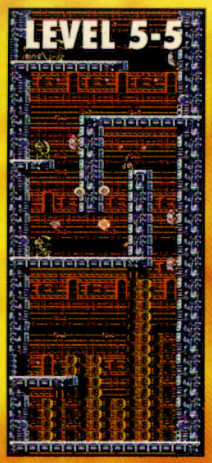
This Boss takes time to beat and, unfortunately, you won't have much time left when you get to him so you'll have to be very aggressive. He attacks from below so make sure to be on firm ground or you won't be able to dodge him. Strike with your sword when he approaches from below. When he fires move in between his shoots then go in for the kill!

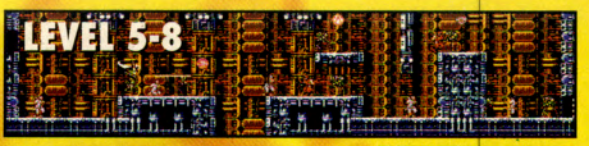
BOSS 5

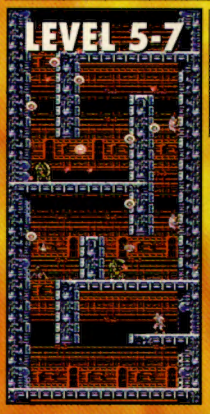
This Boss takes a lot of patience and timing, but he can be beat. It is a good idea to have the Fire Art wheel for this Boss to counter his ability to fly up in the air. The Fire Art Wheel will take care of this attack with no problem! Attack with several quick hits when the Boss returns to the ground then prepare once again for his counter!

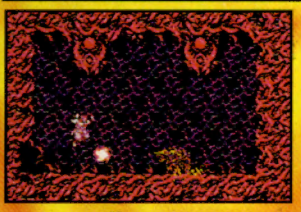




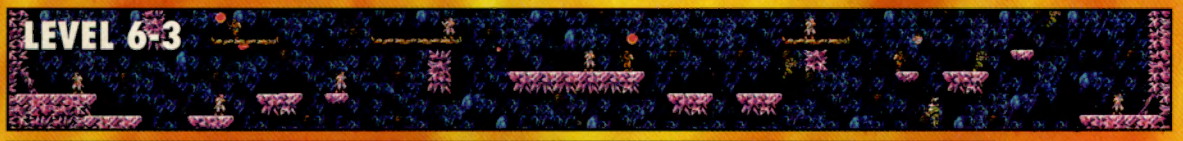


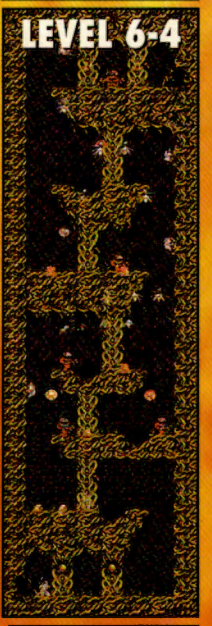


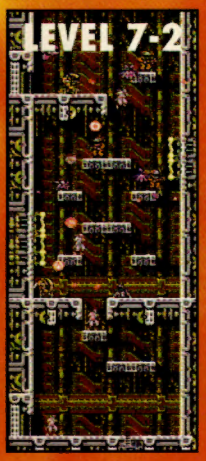


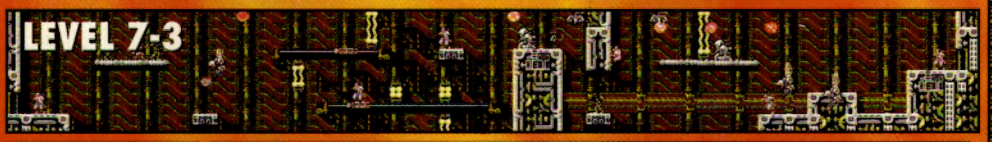


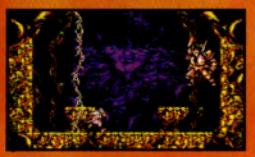
This Boss requires a lot of technique to defeat. He will begin his attack on the opposite side of the screen and launch fireballs at you! When he does this, jump on the wall. He'll then run towards the wall you are on. Jump back down and strike him with your sword several times before returning to the wall!











BOSS 7

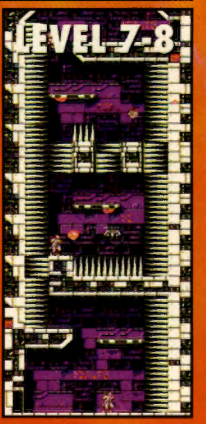
Look for a chance to hit this enemy with your sword. After he has been hit twice, watch out for the lightning.

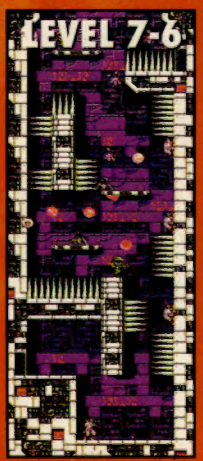
CLANCY

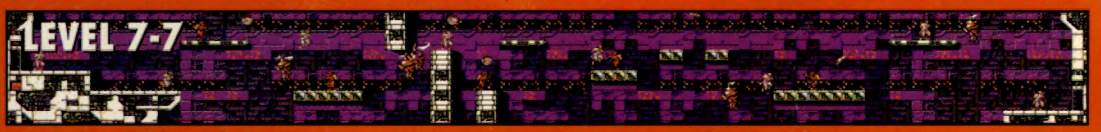
Stand on the ledge to jump up and hit him in the face. React quickly, however, since his shots fly from below!

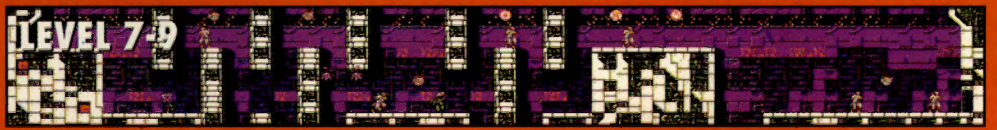
?

Look out, this Boss is tough! First hit him in the face until it breaks, then hit him in the red nerve center.









THE END

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
TURBO TECHNOLOGIES	SUPER CD	MODERATE	JUNE
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
CD-ROM	6+	SHOOTER	100%

SPECIAL SUPER TURBO CD PREVIEW!

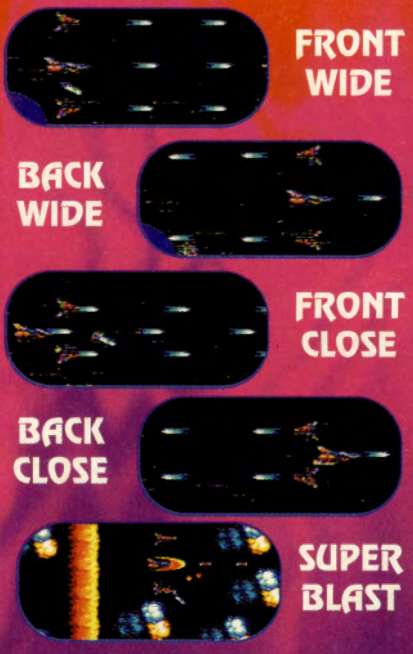
TURBO GETS A BLAST OF THUNDER!

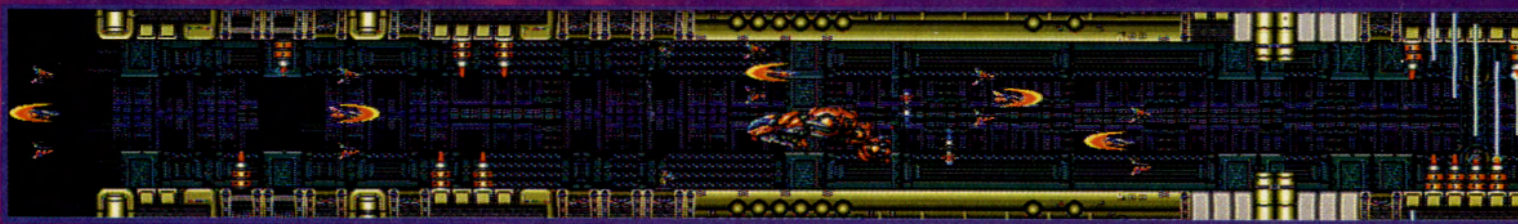
By far, this is one of the most impressive game that we have ever seen for the TurboGrafx CD. This disc will be one of the first pieces of software for the new Turbo Duo. It will also work with the older Turbo CD-ROM with the new 3.0 Super System Card. The game play is non-stop and the music quality is spectacular. The end bosses in this game are truly amazing. They fill the entire screen and attack in an extremely aggressive style. Plenty of firepower and reversible option techniques help make this is one game that shows the Turbo still has the potential to bring the arcade experience home!

GATE OF THUNDER

TREMENDOUS FIRE POWER AT YOUR DISPOSAL!

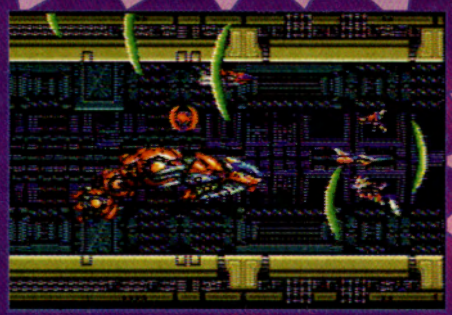
BLOW THE ENEMY AWAY WITH YOUR OPTIONS!





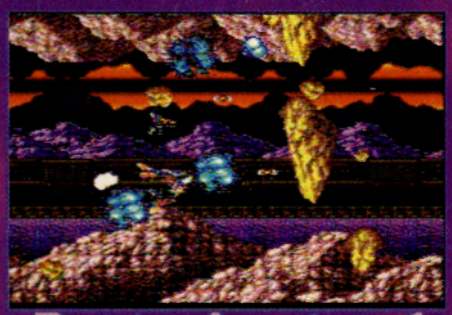
STAGE ONE

Here, you are introduced to the largest enemy ship ever seen on the Turbo! Yes it is even larger than the third level boss of R-type! Destroy as much of this battle cruiser as you can and go against the deadly end Boss that emerges.



STAGE TWO

Fly through the defense fortress blasting away missiles and laser cannons on the floors and ceilings. Watch out for the walls that will try to smash you from the background. The Boss fires a heat seeking laser as well as huge rings of plasma.

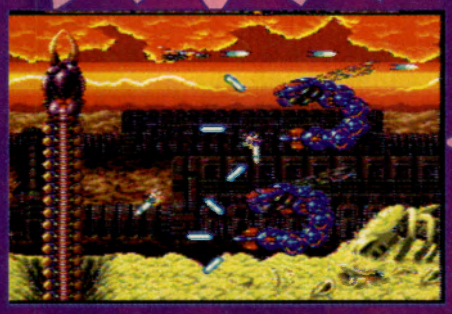


STAGE THREE

This level is filled with large rocks and other hazards. The mountains will close in and try to crush you. You will invade a mining structure where huge flares of lava will threaten your existence. Use Earthquake to get rid of this pesky end Boss.

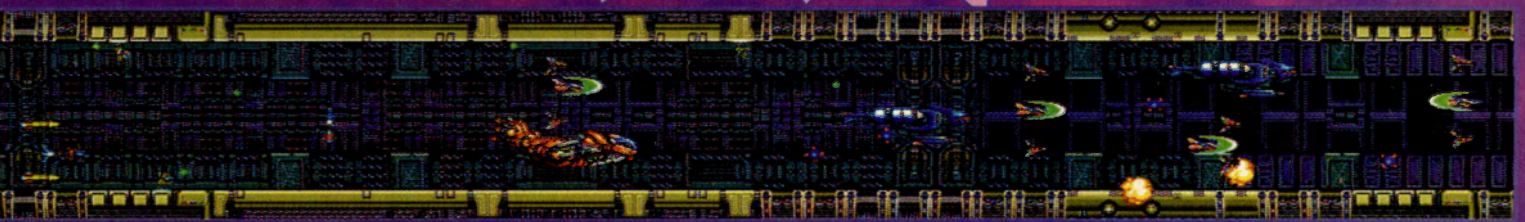
STAGE FOUR

This is the most heavily armored level yet! The best weapon is the full power wave. It will let you destroy an enemy on the top and bottom. The Boss is extremely tough. Destroy its head and he splits apart. Now, you have to blast two parts at once!



STAGE FIVE

This is the most graphically intense level in the game. Giant sandworms attack from the ground while you are confronted by a large armada of enemy ships. Dive into an underground river and blow a hole through the hideous Boss.



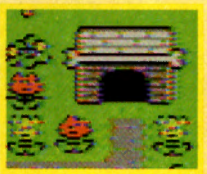
FACT FILE

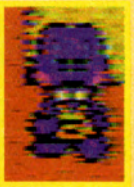
MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
TURBO TECHNOLOGIES	TURBOGRAFX	MODERATE	4TH QTR '92
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
6 MEG	N/A	RPG	20%

BONKERIFIC!

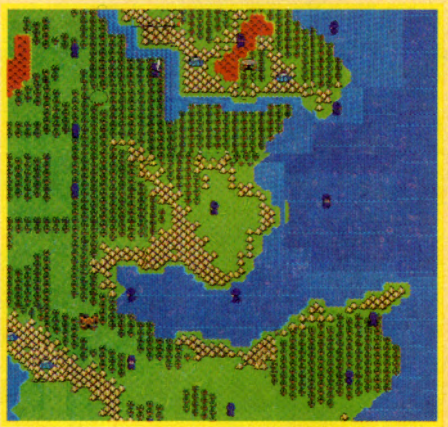
Once again our Q-man's predictions have come true - bonk the RPG is on its way to the U.S. shores! The relatives of King Drool are at it again! This time, you start out your quest with a little blue dino that needs the help of the legendary hero - Bonk! First, you will need to find him over the vast landscape. Some old enemies, like the shell-heads and Egghead Erol, will be in your way, though! Like most RPGs, you can enter villages for clues and find fun, secret places! Be prepared to head slam your enemies into the ground and defeat the King!

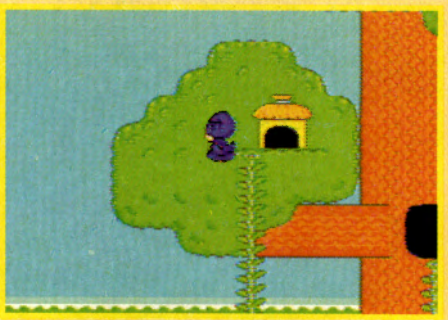
ENTER THE TOWNS TO POWER-UP!





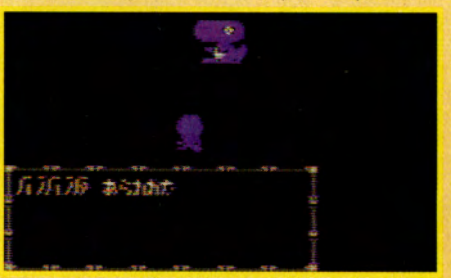
PREHISTORIC ADVENTURE AT ITS BEST!





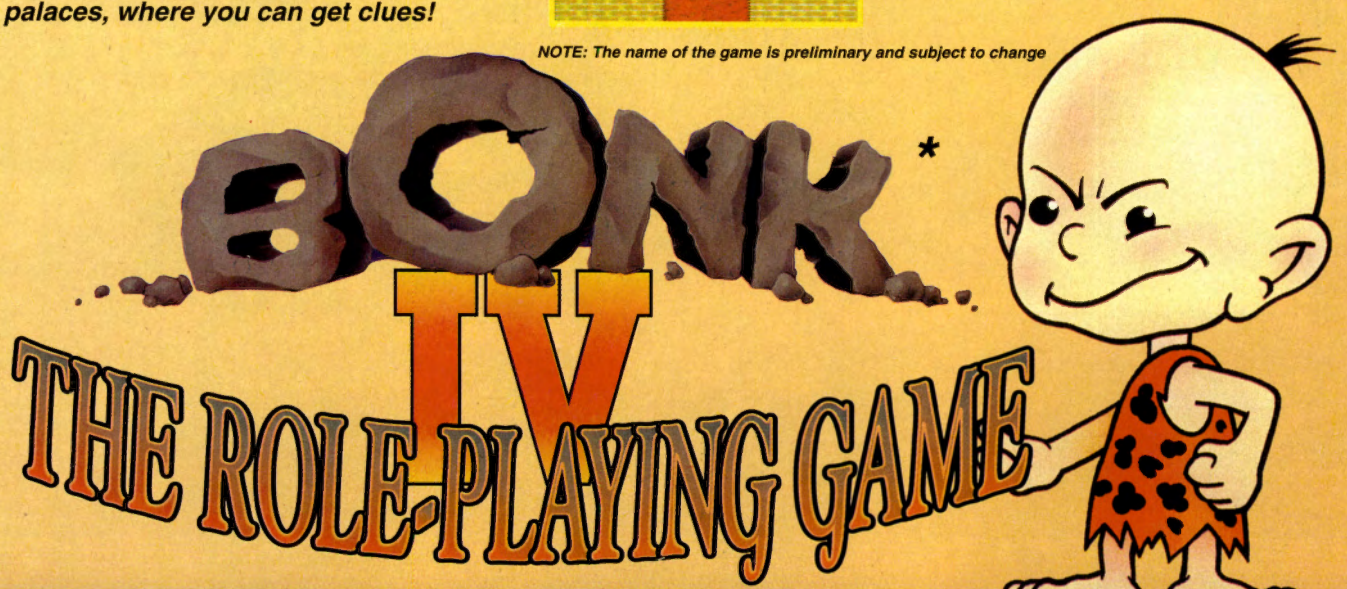
Enter a new land that is reminiscent of the first Bonk. The land is quite treacherous, so be careful of the various lurking enemies. Try to get to the villages, or the palaces, where you can get clues!

THE CREEPS ARE BACK!



A lot of the original characters from the previous carts are here! You had better be prepared again!

NOTE: The name of the game is preliminary and subject to change



A FLIGHT TO REMEMBER!

FALCON

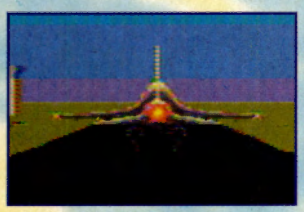
One of the most highly praised games that hit IBM computers, Falcon, is now about to appear on the Turbografx! Your job is to fly a series of missions that will test your every skill in aviation! Everything from MA1 guns to flares and Maverick missiles are at your disposal. With these lethal weapons, you set out on your mission. What is even better is that you can link up two Turbo Expresses and play a head-to-head match! Wow!

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
TURBO TECHNOLOGIES	TURBOGRAFX	HARD	JULY
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
4 MEG	18	SIMULATION	80%

You can choose from many options such as doing practice runs or even go head-to-head, if there are two Turbo Expresses!

EXCELLENT BETWEEN ROUND DRAMATIZATIONS!



As you take off for each mission, you will see this!

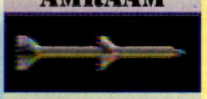
Dying can definitely put a damper on your flying days!

KNOW YOUR PLANE!

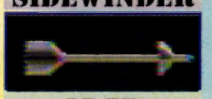
1. DATA READOUT WINDOW
2. WARNING LIGHTS
3. SPEEDOMETER
4. RADAR SCREEN
5. FUEL GAUGE
6. PRESSURE GAUGE
7. AMMO TYPE & AMOUNT
8. DAMAGE READ-OUT

YOUR WEAPONRY!

AMRAAM



SIDEWINDER

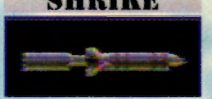


FUEL TANKS

LDGP

MAVERICK

SHRIKE



MAKE SURE THAT YOU CAN LOCK ON YOUR TARGET!

LAND SAFELY!

Practice your landing skills before you go into combat, bad landings are more fatal then the enemy!

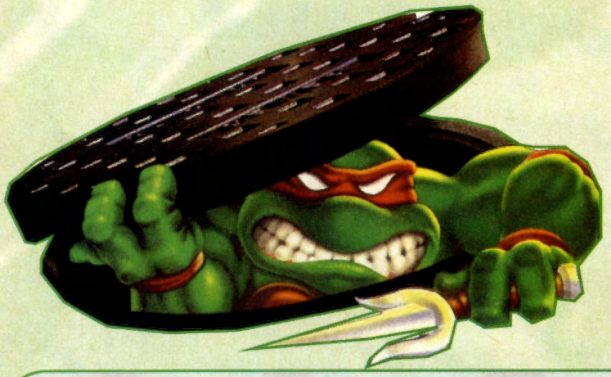
TEENAGE MUTANT NINJA TURTLES II
BACK FROM THE SEWERS™

FACT-FILE

Manufacturer: Konami
Machine: GameBoy
Cartridge Size: 1 Meg.
Number of Levels: 6
Theme: Action
Difficulty: Easy
Number of Players: 1
Available: December

GO INTO BATTLE AGAINST THE "SHRED HEAD"

In their second foray onto the GameBoy screen, the Teenage Mutant Ninja Turtles are back and they mean business! The streets of N.Y are once again in chaos, with a strange force attempting to take command of the population. The cops have no leads and with each new act of crime the people are demanding that something be done to stop the terror!



Although the police are in the dark, a quartet of subterrainian super heroes have a pretty good idea of who's behind all the commotion. These four mean and green ninja machines must use their individual martial arts skills to wrestle control of the streets away from The Shredder's army of thugs and restore a new peace to the people of New York!

CHOOSE YOUR TURTLE!!

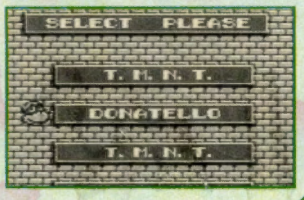
At the start of each level you can pick which weapons and skills you wish to possess by picking your favorite turtle! When you lose a life you can pick from the remaining turtles. If you continue you resume play from the last level.

RAPHAEL DONATELLO

MICHAELANGELO LEONARDO

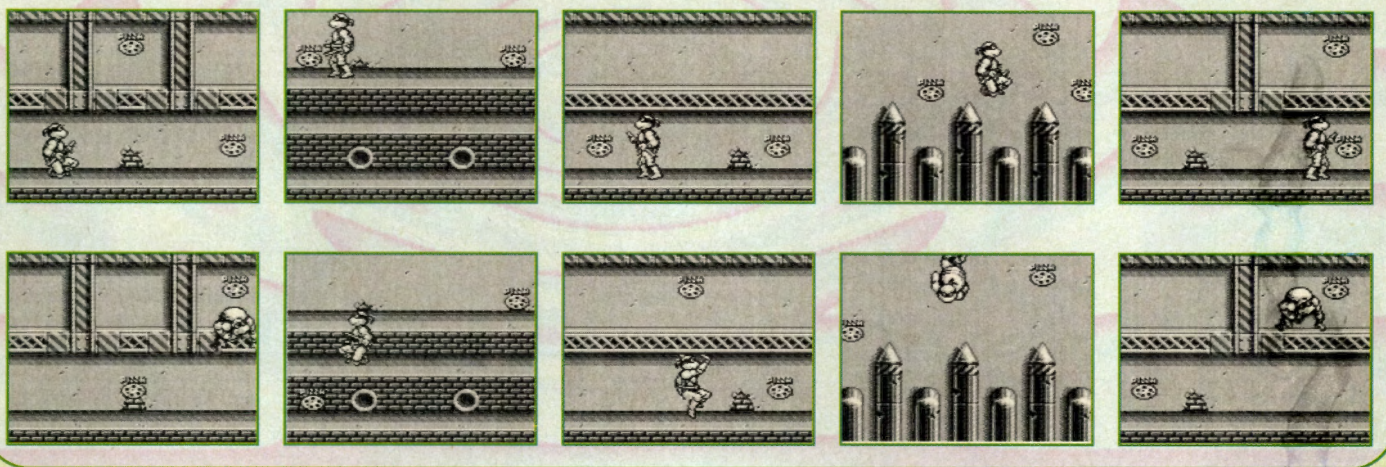
FREE ONE OF YOUR TURTLE FRIENDS!

Don't worry if you lose a life because it's easy to return the turtles to safety. If you complete a level and you are missing one of the turtles, you will play a rescue game instead of a bonus game. You'll be given the chance to best a robot guard and save one of the turtles from its captors.



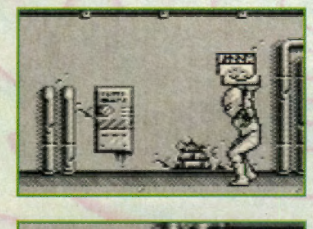
THE BONUS GAMES!

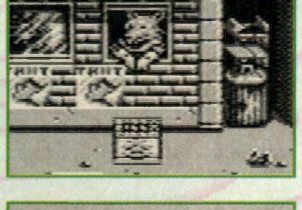
Every time you finish a level you can play a bonus game! To make it to the special play areas, however, you must have all four turtles alive after the Boss is beaten. While all the bonus games are essentially the same, the structure is different. You have a certain amount of time to collect as many pizzas as possible. Move fast, or the pizza will disappear before you know it! Bonus points as well as additional life are awarded based on the number of pies collected during the time period. Master this technique because the quicker your actions the more life and points you get!

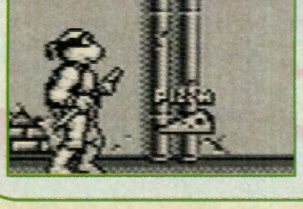


PIZZA! PIZZA! PIZZA!

Everybody knows that pizza is the turtles' favorite food, including the people at Konami! That could explain why pizza is the food that gives the turtles back their power. You get pizza from some of the foot soldiers and sometimes even Splinter might leave a slice behind. A whole pizza gives you back more life then only the one slice, but no matter what toppings are used, don't pass it up!

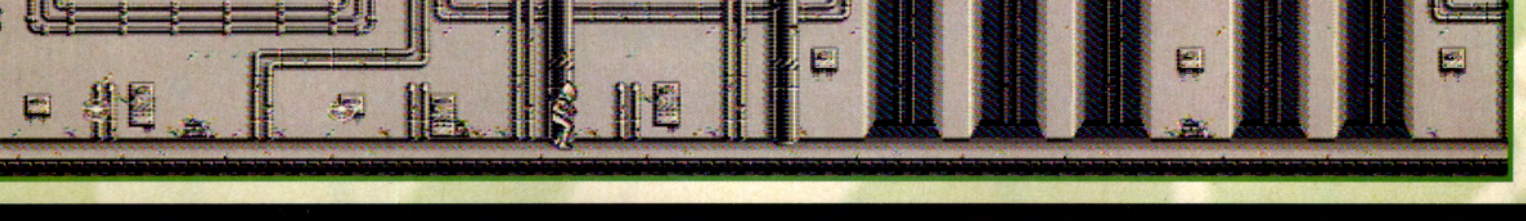


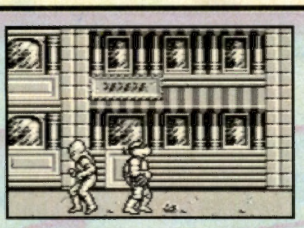


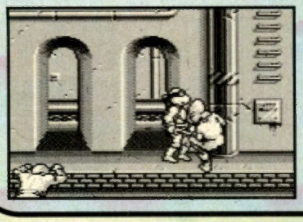


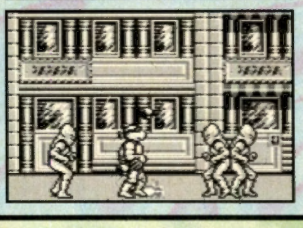
BREAK OUT OF YOUR DISGUISE!

The Shredder is back and it's time to show who the true heroes are. Don't hide any longer.



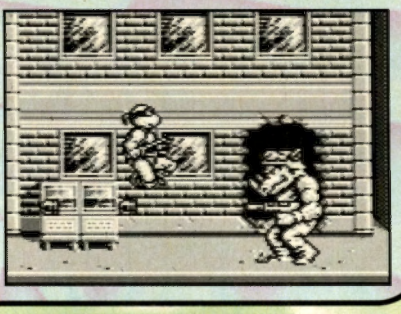


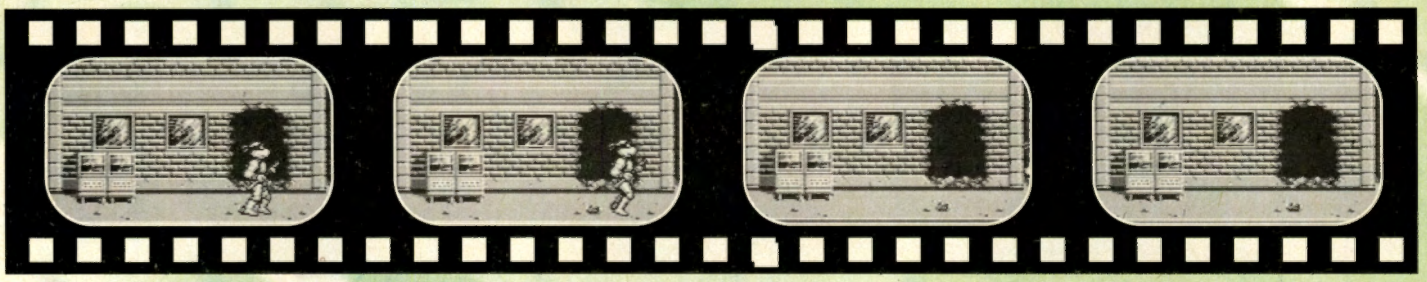


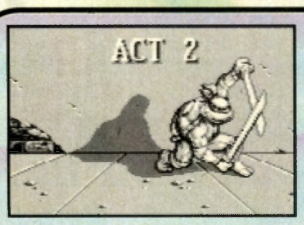


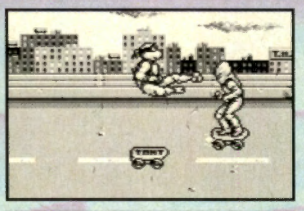
ACT 1

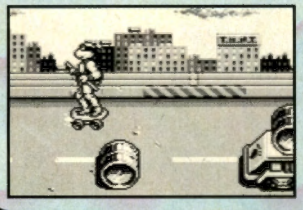
Although the first level of Turtles 2 is easy than the following rounds by comparison, it still presents some unique challenges! As you approach the conclusion of Act 1, however, the game will get more difficult. Explore the sewers when the manholes come off for Pizza and beware of Rocksteady.

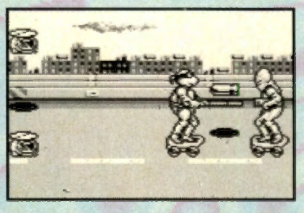






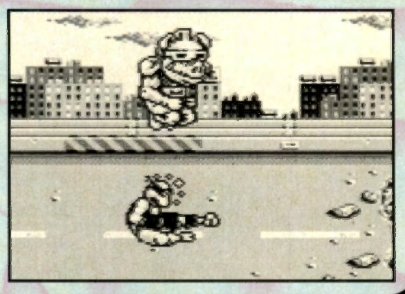


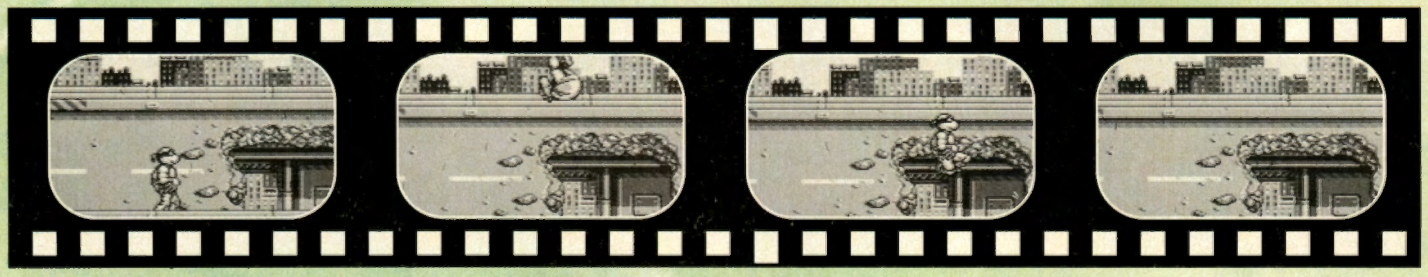


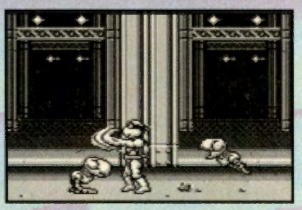


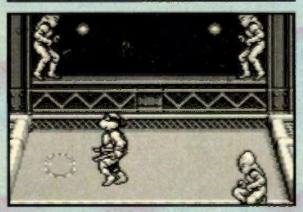
ACT 2

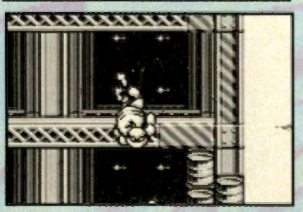
Take to the streets in the second level of action! Get ready to do some major shreddin' on your skateboard to get past Shredder's goons! Use your jump kick against the flying scooters and look out for Beebop at the end of the round! He can't wait to get his hands on your shell!





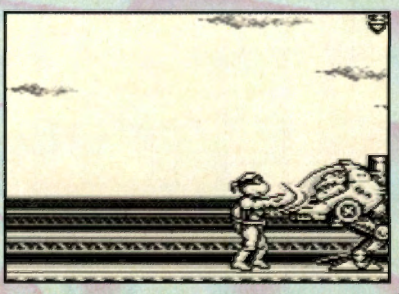


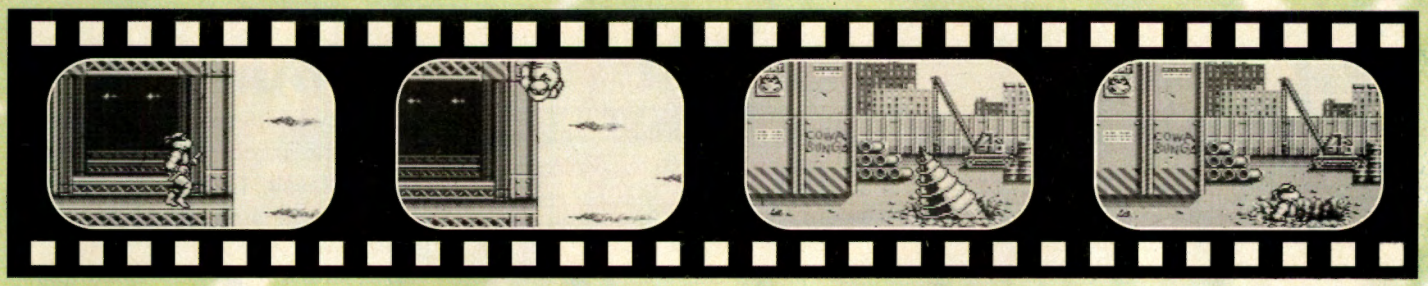


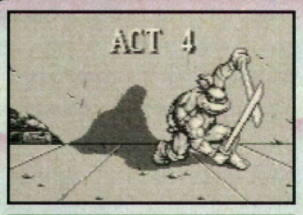


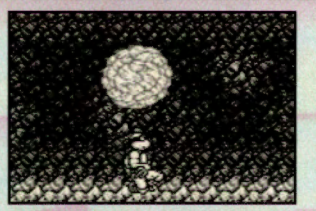
ACT 3

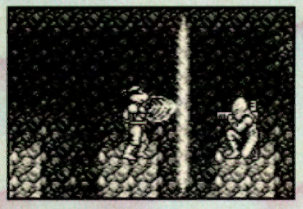
This is one of the longest levels in the game, so be sure you've got your entire clan just in case you run into a few snags! This is also a good level to search on since many of the Foot can be caught with Pizza! Krang is waiting for you at the end of Act 3 so be prepared!

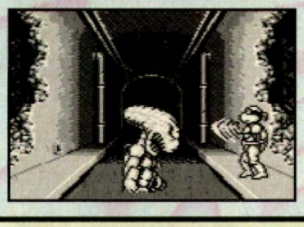






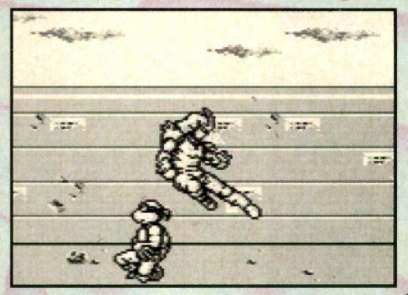


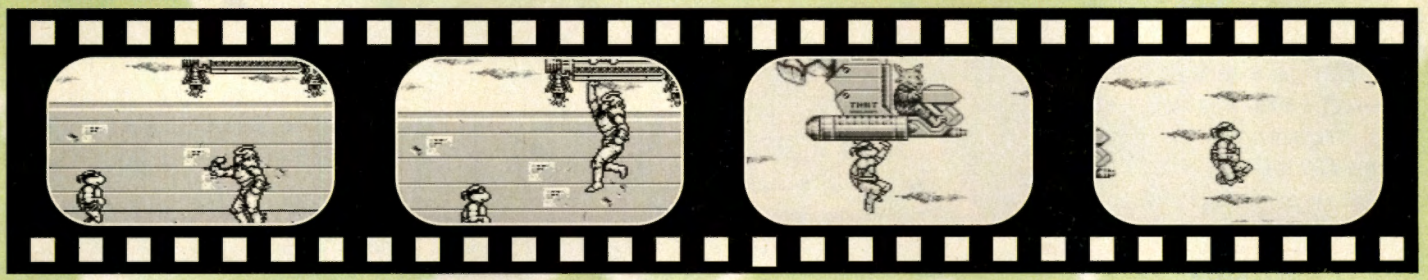


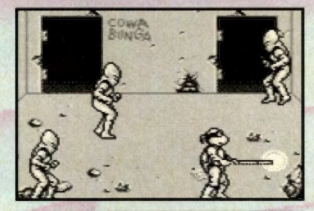


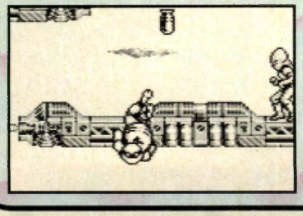
ACT 4

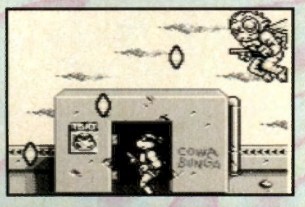
You're well on your way to finding the Shredder by the time you reach Act 4. Avoid the boulders in the beginning of the round by ducking when they bounce and jumping when they roll. In addition to facing the Shredder for the first time, you'll also face off against an angry alien out to stop you!





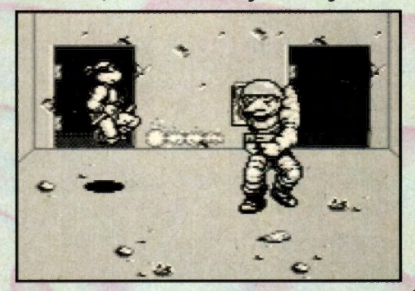


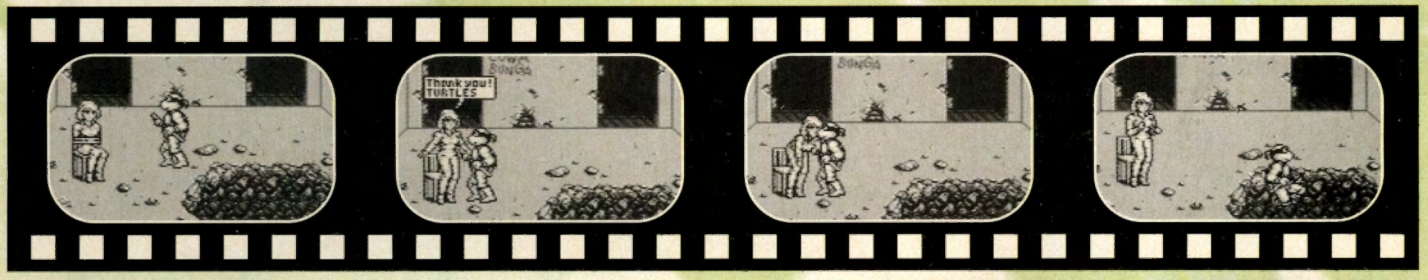


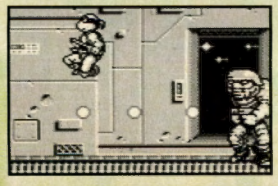


ACT 5

If you start to think you're losing your mind in a maze at the beginning of Act 5, don't worry! All you have to do to escape Shredder's trap is to move constantly to the left without falling. Not only will you fight a Rock Soldier here, but you'll battle the evil Baxter as well!

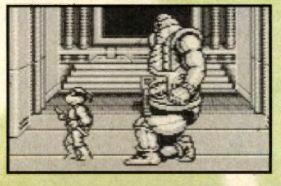


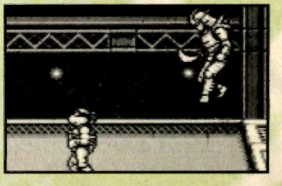




THE TECHNODROME!

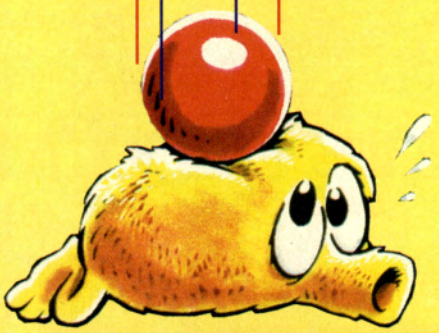
Blast your way behind enemy lines and take out General Traage, Krang, and The Shredder in the last level of the game!





FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	JALECO	GAMEBOY	AVERAGE	FEBRUARY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	1 MEG	9+	ACTION	100%

Q*bert



LEAP FOR YOUR LIFE!

Get ready to latch onto your portables as the leapin' critter from the arcade classic, bearing the same name, has now entered the GameBoy arena via Jaleco!

You are cast as a two-legged, little, fur-ball who has the guts needed to complete several levels of blocks that need a serious color change. To do this, simply leap from one block to the next. Yet, during the later levels, you will need to change them more than once! You will also be encountering many different creatures that will hound your progress. Some of which include little wall-running creeps, dropping balls, or even the infamous snake - Coiley. Also, keep an eye out for Slick and Sam - they will change the color of your blocks!

Do not worry, there are all kinds of fruits that you can get to increase your score substantially! An entire leaping experience is in your hands!

BAD ITEMS

BALLS

COILEY

Dangers lurk in the levels, such as falling balls, creatures running along the field and Coiley! Also, Slick and Sam change the colors of blocks!

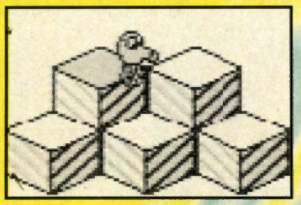
GOOD ITEMS

SLICK

DISK

Keep a sharp eye out for the many goods to come your way! With items like pellets, apples, Slick and Sam your points will rack up! Also, get disks to escape from danger!

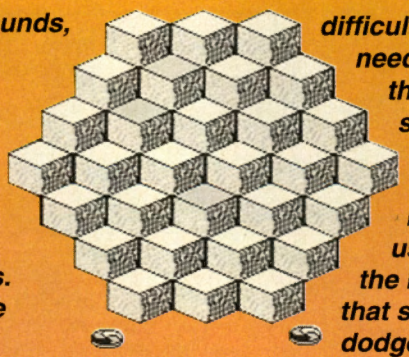
CHANGE COLORS



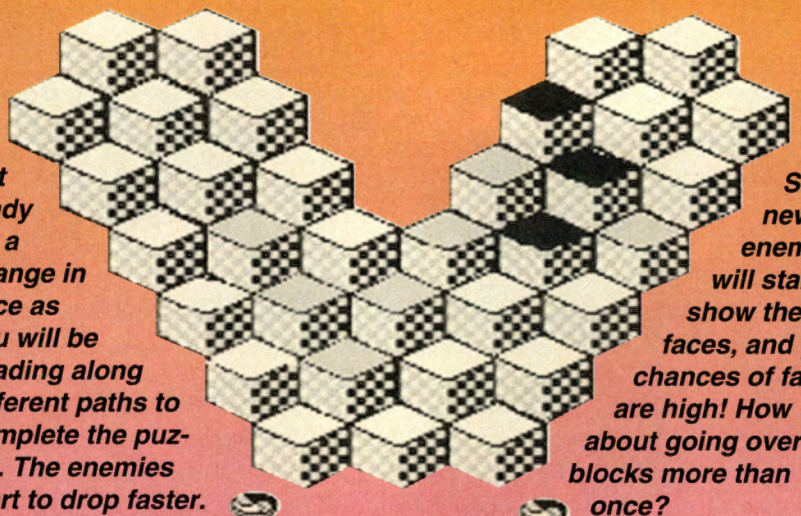
The only way to defeat a stage is to change all of the block colors. To do this, just leap upon each individual block.

CHECK OUT THESE AMAZING LEVELS!

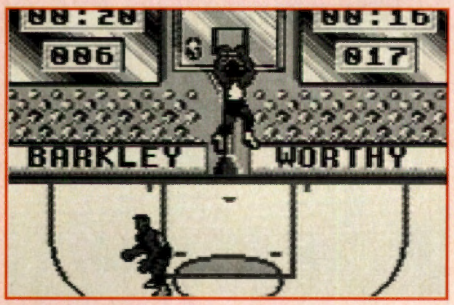
During the early rounds, you will encounter simple level designs. Some are in the shape of triangles, while others, like this one, are in the shape of hexagons. The layout of these should not be difficult to master. All you need to do is land on the individual squares to change their color (once through the early rounds). Also, usually located near the bottom are disks that should be used to dodge the nasty Coiley!



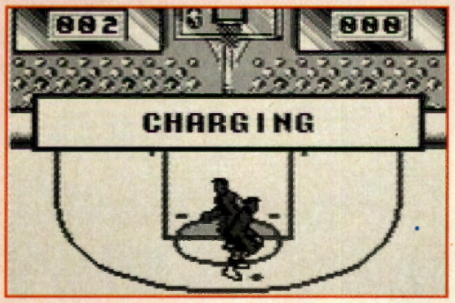
Get ready for a change in pace as you will be heading along different paths to complete the puzzle. The enemies start to drop faster. Some new enemies will start to show their faces, and your chances of falling are high! How about going over the blocks more than once?



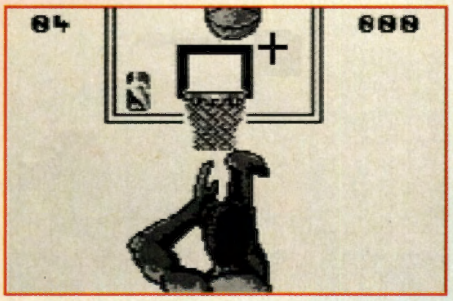
FACT FILE			
MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
LJN	GAMEBOY	AVERAGE	MAY
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
1 MEG	N/A	SPORTS	100%



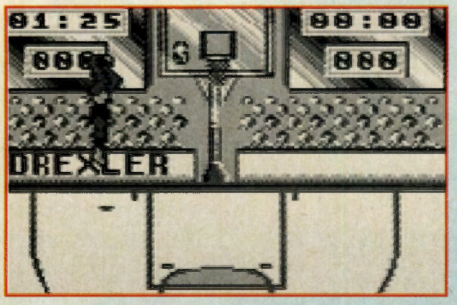
The intense one-on-one action is just like being on the court! Pick from a variety of playing options.



Be careful not to get a foul. You do not want to lose possession of the ball!



During the free throw competition, you must use moving crosshairs to aim the ball. This takes steady nerves and concentration.



In the accuracy shootout mode, shoot from all over the court. Go against the computer,or pick your own positions.

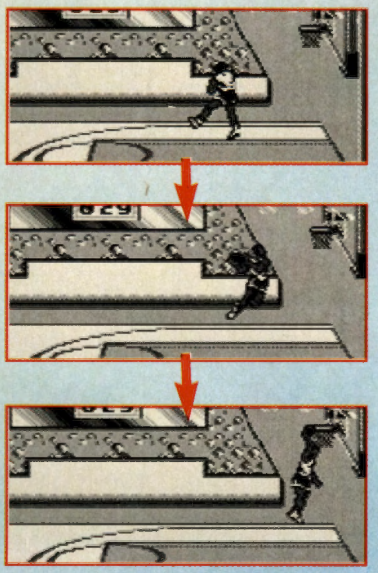
NBA 2 ALL STAR CHALLENGE

TAKE IT TO THE HOOP!

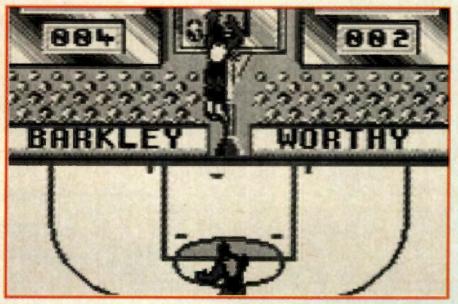
Ready to play some ball, boy?You had better be to play NBA 2 - All Star Challenge! It is one hot cart full of realistic basketball action and great graphics. You can compete in different specialties such as free-throw, one-on-one, slam dunk and a three point contest!

Choose your player and your adversary from the NBA's elite, or play against a friend.

Hit the courts hard with NBA 2!

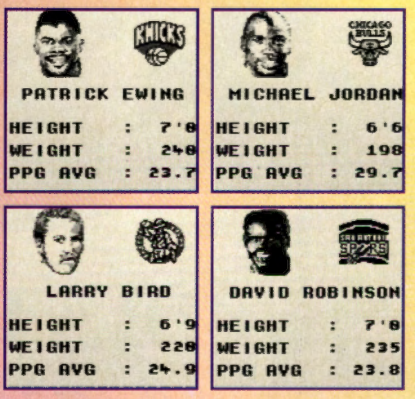


During the slam dunk contest, you have an arsenal of deadly slams from which to choose.

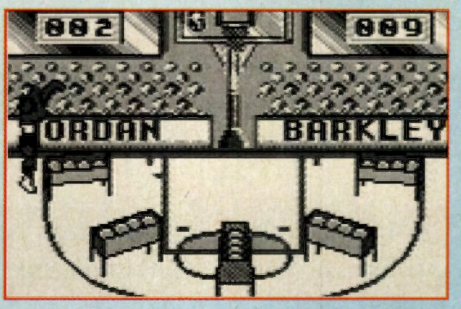


Go up for the slam! Use a bunch of fakes and cool moves to score.

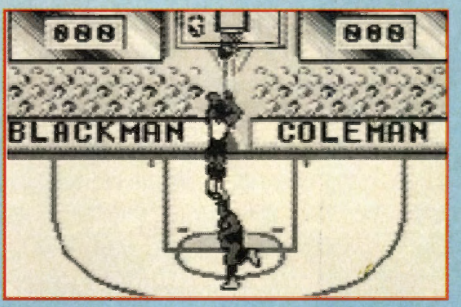
PICK YOUR PLAYERS



Select your player and your opponent from over 25 of the NBA's hottest players!



The three point contest is a real challenge. Try to sink more baskets than your opponent to win. You will have to shoot from many different angles.



You faked him out, now go for it! A good strategy helps a lot. Try a fast break and then a lay-up, or try a three point from the outside.

MEGA FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SEGA	GAME GEAR	MODERATE	OCTOBER
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	2 MEG	6	ACTION	90%

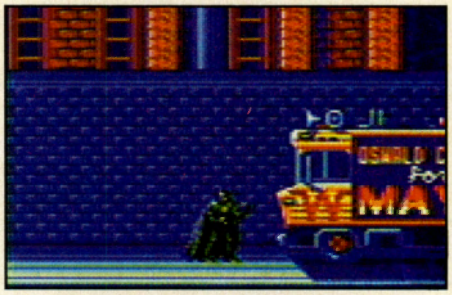
BATMAN™ RETURNS

RETURN TO GLORY!

The once honored protector of Gotham City has been framed for the murder of a young girl!

It appears that Gotham City has a new hero: The Penguin. Rising upon his new found fame, The Penguin (a.k.a. Oswald Cobblepot) runs for mayor, hoping to gain control of the city. Batman has to clear his name and expose The Penguin's plot, and he must fight the gangs under his control. Take to the streets and save Gotham City. Use three different Batarangs, and the Batmobile!

You have the ability to choose your path as you fight the minions of The Penguin. Use your special items when the going gets tough. Swing from building to building and take on The Penguin in his secret sewer hideout. Can the Caped Crusader save the day, and clear his name?

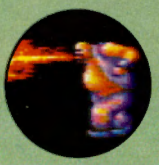


Use your strength to stop The Penguin from running for mayor!

Go to the mansion to find Shreck, the man who helped The Penguin.

Take to the sewers in your quest to bring The Penguin to justice.

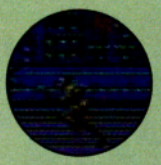
Use your awesome Batmobile and the lightning-fast Bat Ski to stop the Red Triangle Circus Gang once and for all.



This fire-breathing freak will try to roast you alive!

This boss will toss boulders and trample you to the ground.

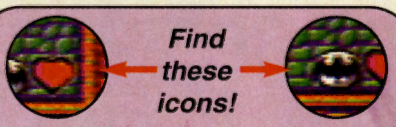
The Catwoman is back, and she is tougher than ever!



You fight Catwoman on the rooftops. Watch her whip!

Here is The Penguin! He will fly around and dive at you.

Who knows what tricks The Penguin can come up with?



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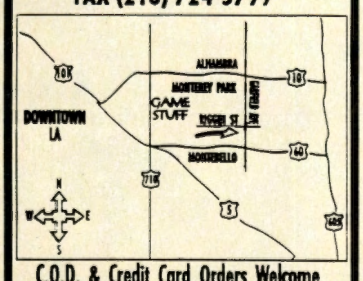

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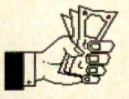

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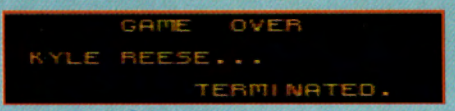
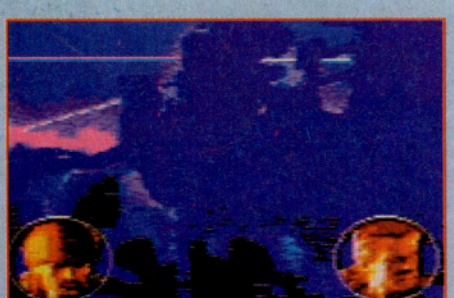
THE TERMINATOR



Terminate, or be terminated....

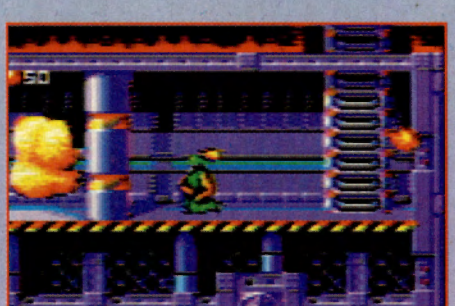
YOU WILL LOSE!

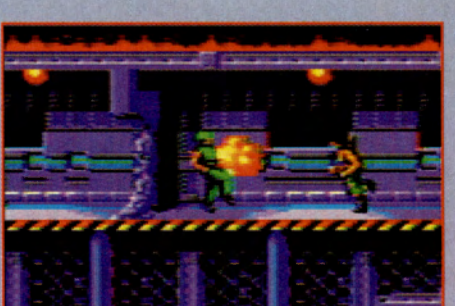
The year is 2029 and after the nuclear holocaust the land has become dominated by cybernetic robots trying to rid the Earth of all human life forms. Kyle Reese is a modern day time traveler who goes back in time to L.A.. You must play the role of Kyle Reese and protect Sarah Conner from the Terminator (a cybernetic assassin sent back in time to kill Sarah Conner) because she holds the secret to the survival of the entire human race of the future. Only by saving her can the course of time be changed to ensure a peaceful future for generations to come. In addition to saving Sarah Conner, you must infiltrate the Cyberdyne Corporation's tight security and destroy it along with the cybernetics that created the Terminator of the future. The final catch is that you must also destroy the Terminator itself, who is stronger, faster, and more intelligent than you. To do this, you must find this weakness and use it against him. The fate of the human race and the world is in your hands. Can you terminate the Terminator?



When you start the game, and at the beginning of each level, you will receive a detailed briefing in which you will be given your mission objective. In level one, you must successfully make your way through Cyberdyne's heavily guarded security systems. Above ground, be very careful to avoid the bombs being dropped.

In level two, you will find yourself inside Cyberdyne's facility. Kyle Reese's only weapon is his trusty hand grenade. You must use it to destroy all the enemies that get in your way. Be sure to keep a close eye on your power meter because if you don't, you'll find yourself starting all over again.





FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	VIRGIN	GAME GEAR	HARD	OCTOBER
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	2 MEG	8	ACTION	90%

ROAD RUNNER'S Death Valley Rally™

TAKES

REFLEXES

SPEED

CUNNING

BRAINS

GUTS

and a little luck.

Only from

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LOONEY TUNES

SUPER NINTENDO ENTERTAINMENT SYSTEM®

CIRCLE #164 ON READER SERVICE CARD.

A METALLIC BIRD OF PREY!

STEEL TALONS

Due to its superb success in the arcades across the U.S., the most popular arcade chopper simulation is now about to appear on the screens of the hand held market via its creators - Atari!

You are seated at the helm of a super assault chopper that is armed to the props with some of the latest weaponry that the arms race has ever seen! Your mission is to cover the enemy infested zones and complete the missions assigned to you. This is not just going to be any fly through either!

Your view is set up so that the copter is directly in front of you. You can move up, down, forward, or backwards - depending on which button you hold down and the direction you push. You also have a vast assortment of missiles and rockets that can be launched at the enemy (they automatically lock on the target, too). Should your ammo run low, you can use your main machine gun battery, or land for supplies and damage repair!

The view of the land is set up in a 3-D polygon perspective and will immediately catch the eye of any fan of the coin-op! Do you think you can handle the pressure? Then, it is time to head out to the store and pick up this hot title. Have a pleasant flight!

FACT FILE

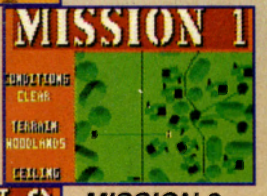
MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
ATARI	LYNX	HARD	AUGUST
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
2 MEG	12	SIMULATION	100%

There are all sorts of different sub screens that will allow you to adjust the weapons you are using, where your position is within the terrain and much more! Above is a list of the weapons you are armed with, a map of targets and a radar scope. Below shows a rough map of the area and also the ceiling of the sky showing you how far you can climb.

CHOOSE YOUR MISSION

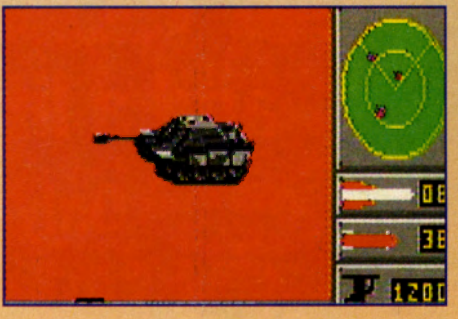
TRAINING - You will learn the basics by flying through giant hoops.

MISSION 1 - Here's a woodland area that contains trucks.



MISSION 2 - Full of enemy radar activity, this is a hilly desert area!

KNOW YOUR ENEMY



You should always check your stat roster for a complete run down on the target your weapons have just locked on. You never know if it has unit aircraft weaponry that can pummel your chopper to pieces!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	ATARI	LYNX	MODERATE	MAY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	1 MEG	N/A	SPORTS	100%

BASKETBRAWL

CHOOSE FROM MANY CHARACTERS!

There are a total of 10 different characters for you to use. Each one has his own advantages in speed, endurance or recovery!

FIGHTING - THE FUN STUFF!

A good dagger stab will sure get the point across to those who stand in your way!

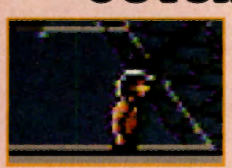
Jump kicks are to be used when you need to go a distance and strike hard for the ball!

Crack this puppy into a player's back and he is not going to forget it too soon!

A basic punch is what you need to knock the ball out of a person's hands for a quick steal!

IN YOUR FACE - YA FILTHY ANIMAL!

OUTSIDERS!



This guy tosses daggers at you. Watch him very carefully!

Other characters along side the court will jump into play!

THE COURTS OF DOOM!

BLOOD, SWEAT AND BROKEN BONES!

What is the point of winning if you cannot even punish your opponents for loosing? Well, you will never have a problem with that here because punishment is the name of the game!

Enter the street courts of a rough and tumble neighborhood, where pain comes before pleasure! Not only will your basketball skills be tested, but your street brawling abilities will be needed to the max!

There are no rules to the game! You just use your jump kicks and punches to take out the opponent. Do you need a bit of help when others are constantly pounding you? Well, the sideline guards will oblige you by jumping in and pushing your opposition around! However, you can always pick up a lone dagger, whip or whatever might just turn up unexpectedly on the courts to put a dent (literally) in the competition! There is a password feature which is included for when you start on the three-to-one battles! Good luck!

SOME BAD WEAPONS!

A good weapon will do the trick nicely! There is a whole arsenal scattered on the ground for you to pick up, or the other team will take them!

ATLUS®

ARCADE SMASH HIT!

BLAZEON™

LOCK ON! ACTIVATE!

USING BIO-CYBORG FORCES, THE IMPERIAL EARTH ARMY RULES EARTH WITH AN IRONCLAD RULE! ESCAPING FROM THE GRIPS OF THIS TERROR, A GROUP OF FREEDOM FIGHTERS CREATE NEW HIGH TECH WEAPONRY WHICH ENABLES THEM TO LOCK ON TO BIO-CYBORG ENEMIES AND USE THEIR POWERS!

- FIVE LEVELS OF INTENSE ACTION!
- TOTALLY NEW CONCEPT IN GAMING!
- POSSESS ENEMIES AND EMBODY THEIR POWERS!

ARMORED POLICE METALJACK

The year is 2015. . . . Los Angeles has become the technological capital of the world. Lurking in the shadows of progress, an advanced crime organization, "CRASS" continues to disrupt the lives of the good people of LA.

Three young figures dressed in metal armor arrive on the scene. They are Ken Striker, Billy Crash, and Jake Gonzales, three men who have balanced on the brink of death and returned as half human-half cyborg police! Together they make up the most elite police force to date, known as METALJACK-ARMORED POLICE!

8 MEGS OF SNES GRAPHICS AND POWER!!

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CONQUER THE WORLD ONE GOAL AT A TIME.

TECMO WORLD CUP

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

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

1 or 2 player simultaneous play

Compete in practice mode or at professional level!

Develop strategies to succeed against a world of competition!

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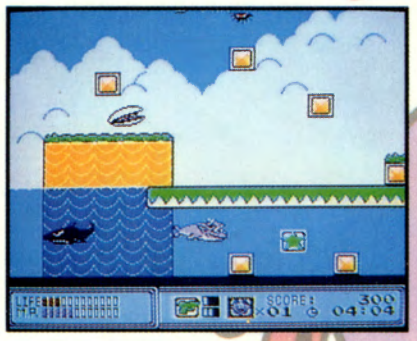
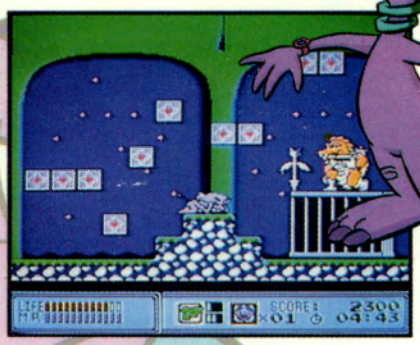
Widget™

AMERICA'S #1 TELEVISION ALIEN HERO IS NOW STARRING IN HIS OWN NES VIDEO GAME!

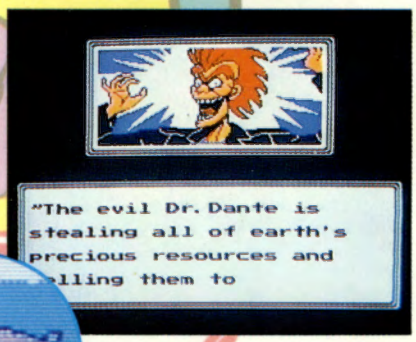




TRANSFORMATIONS

- Five Exciting Interstellar Stages!
- Get Important Hints and Information from MEGA-BRAIN!
- Clear Stages and Increase Transformation Ability!
- Find Special Items and Power Up!

MISSION



▲ At the beginning of each stage **WIDGET** will be given a specific mission from his home.

▲ To maximize effectiveness you must choose transformations wisely!

MEGA-BRAIN

◀ Access **MEGA-BRAIN** for further information and clues.

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