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**Super Nintendo
Nintendo
Genesis
TurboGrafx
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Master System
Lynx**

PLAYER'S CHOICE



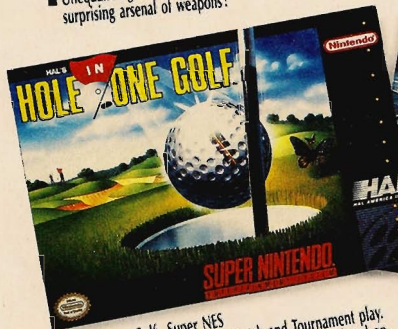
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1991...THE WAR BEGINS...

1991 was quite an eventful year for video games. While the industry we're in never stands still, this year should go down in history as the year of transition, and in fact, it may be the beginning of the 16 bit war between the three major players now that Nintendo has brought out their new super system.

What's interesting is that for the first time in history, Nintendo is not the industry leader. Besides being the last to bring out a new 16 bit system, they also have the problem of trying to convince some 30 million players to set aside the hundreds if not thousands of dollars of investment in old 8 bit games, and step up to an incompatible new 16 bit machine.

With Nintendo being as large as it is however, they do have the ability to pour tons of money into advertising to try to make up for lost time in one season. This they are doing, and, as promised at their press conference back in June at the Summer Consumer Electronics Show, they officially started the 16 bit war when they forecast that they would sell over 2 million Super Nintendo's in this three month holiday season. As optimistic as it sounded, this would put them into first place in the sales of 16 bit machines. Optimistic or not, the Super NES immediately became the target to shoot at by the other companies.

NEC and Sega took different marketing approaches. NEC decided to attack Nintendo on a price basis. The Super NES would be selling at \$200, so NEC lowered their system price to under \$100 and became the most affordable system. Sega, on the other hand, reconfigured their system to include their megahit Sonic the Hedgehog game and also lowered the price to \$149. They didn't stop there though. The way to beat Nintendo was to go public with a head-to-head comparison between their Sonic the Hedgehog and Nintendo's Mario 4 game - and this they did with great success.

While sales figures aren't in yet, the Super NES does not appear to be selling as well as anticipated. Genesis sales are way ahead of projections and the TurboGrafx sales are also up.

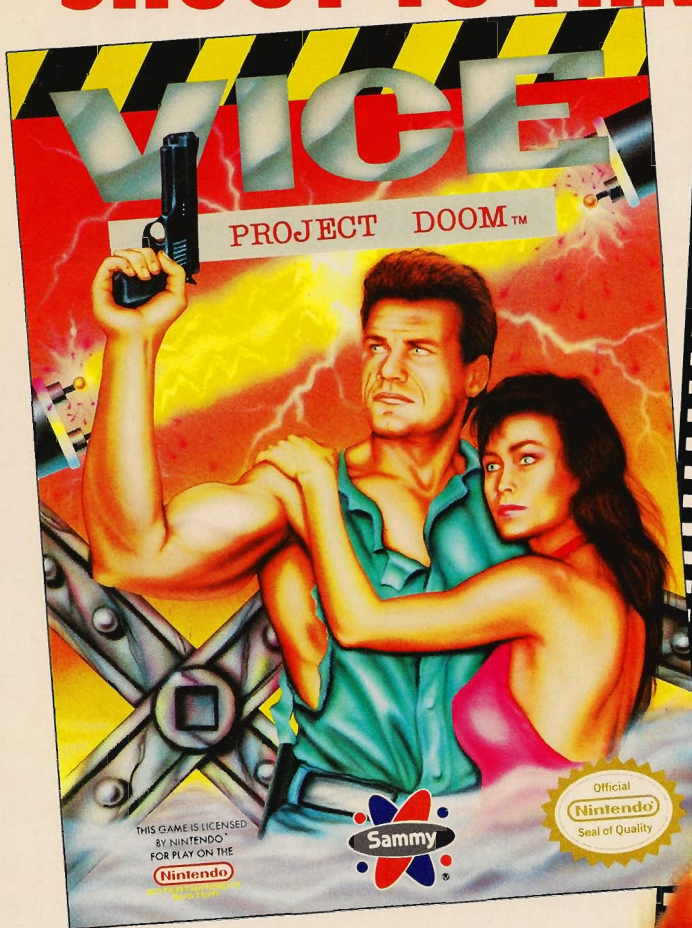
Of course, this is only the first battle. The war is far from over but it looks like that Nintendo underestimated the competition and overestimated the ability and appeal of their Super NES.

As we enter 1992 the war will indeed continue but this time, there will be new battles out on the CD-ROM frontier. Again NEC and Sega will be out in the lead and Nintendo will have to play catch-up when their unit comes out late in the year.

As good as 1991 was, 1992 is going to be even better. NEC is moving ahead on the second generation of CD games; Sega is perfecting the art of making high quality cartridge based games, plus, moving ahead into the CD media and Nintendo and its licensees should soon be through the troublesome learning curve inherent to programming software for a new system. We're excited about the future and, as always, you can count on EGM to be the first with the hottest news and info about the video game industry.

Ed Semrad
EDITOR

SHOOT TO THRILL!



Vice officer Quinn Hart is on an assignment unlike anything he's ever seen! Weird bodies are turning up dead, top secret weaponry is missing, and organized crime is at an all time high. But Hart's up against something more than the Mob, street gangs, or even hostile terrorists.

A new force has risen and Hart finds himself plunged into a conspiracy of terror!!

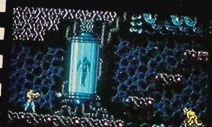


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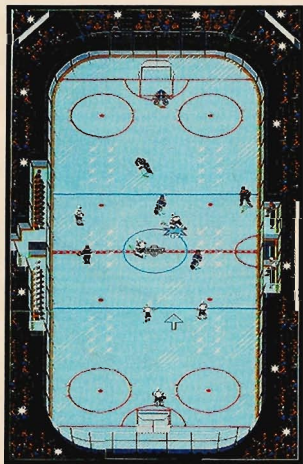
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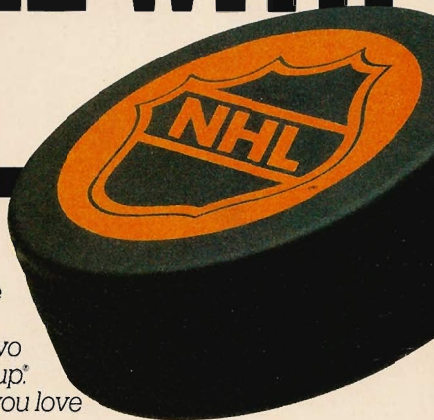
In fact, the same guys who tackled Madden designed NHL Hockey. So you think they'd miss any of the sport's finer points? Get real.

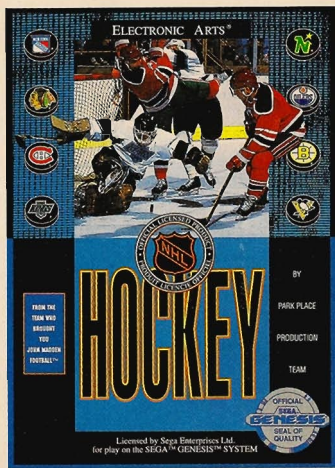
Every skater is modeled on 14 different attributes, like skating, strength, and rink awareness, based on 1990-91 stats.

As you can see from this composite screen shot, there's more action than you can shake a stick at.



Your goalie has as many saves as the Red Cross. Kick saves, glove saves, stick saves. You can even pull him for an all-out assault.

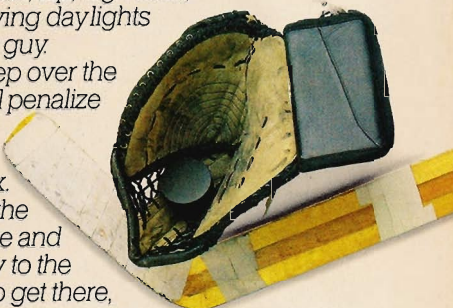




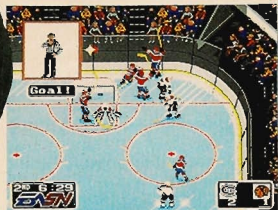
There's total player control, too. Take ballistic slapshots, execute sly backhands, flick passes to teammates; make great kick, glove, or stick saves; slash, hook, trip, high stick, or check the living daylight's out of the other guy.

But if you step over the line, the refs will penalize you. Then cool your skates in the penalty box.

The goal of the game is to skate and score your way to the Stanley Cup. To get there, you'll face-off against every obstacle the pros do.



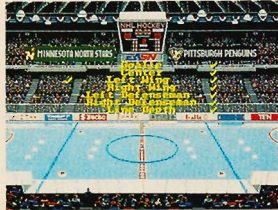
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This game definitely doesn't pull any punches. After you taste a few hip checks, poke checks, and shoulder checks, you'll know what we mean.

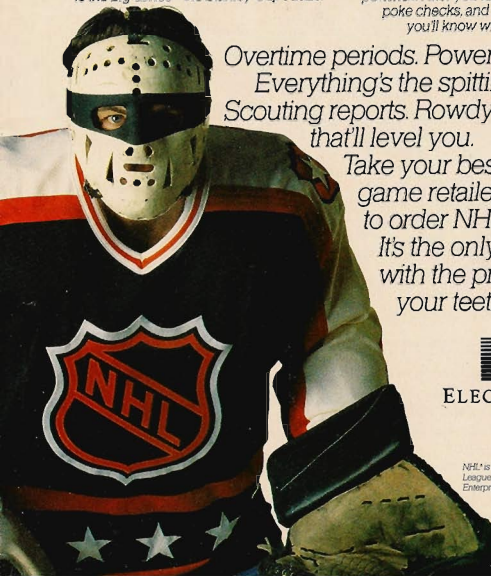


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THE "CREW"

Quartermann was here!

STEVE

The head honcho - Steve "I designed that game" Harris has been inundated with a whole slew of new SNES carts. Super Ghoul's 'n Ghosts is his favorite!

ED

Ed "Soon" Semrad has settled down in the States for a while and Japan will have to do without him till spring. He's quite happy with his Mega CD though.

MARTIN

Martin "ahhso" Alessi is on a mean streak as no game seems to please him these days. He is starting to count the days till CES as he hopes to find something good there.

SUSHI-X

Sushi "Street Fighter" X has disappeared back into the arcades of Tokyo again, now that he doesn't have to worry about Quartermann moving into his Review Crew position.

Nintendo - Jaleco Bases Loaded 3

Type: Sports Release: Now.
Levels: N/A Difficulty: Hard



Jaleco will soon produce the third installment of their hit series, Bases Loaded. The game is played in a behind-overhead perspective. The game contains many improvements over the previous version in all aspects of the game. Other things that this cart contains is a mode that you can switch off the music and sound effects. The stats and names of the players can be changed as well. Fans of the originals rejoice.

While I'm a big fan of baseball games, this update to the original Bases Loaded seems slightly unnecessary to me. The game progression is not that pronounced and the graphics, set-up and execution each require a longer-than average curve to learn. I pass.

I like baseball games and they have improved dramatically over the last year. But the only reason to bring out a new version in if there are MAJOR improvements. The game is slightly better than BL2 but this version is hard to get used to. It's not a bad game, but not revolutionary.

Bases Loaded 3 looks just like Super Bases Loaded for the SNES. However, the graphics and game play aren't as good as BL2. The reverse perspective doesn't work when you are hitting and fielding the ball. The idea was good to revamp BL2 but it just didn't work.

Bases Loaded 3 is an example of a game that seems to have been rushed through production. The game play is not spectacular and not as good as BL2. The graphics are better and approach that of their S-NES version. The other improvements are minor and not spectacular.

Nintendo - Tradewest Battletoads

Type: Action Release: Now
Levels: 12 Difficulty: Hard



Step aside turtles as here come the toads. Rescue Princess Angelica and your best buddy Pimple who have been kidnapped by the Dark Queen. It's 12 levels of fighting through endless canyons, dark holes and terrifying tunnels loaded with ice and fire before you get to the Tower of Shadows where the ultimate battle awaits you. Take a friend along as this is also a two player cooperative game.

This is without a doubt one of the best video games I've played on any system in recent memory! Battletoads combines a great story line with superb graphics, adequate sound and a smashing game play! It's sort of an extended Double Dragon with personality! A winner all the way!

Unbelievable! Toads has my vote for the best Nintendo game so far this year! Everything is done perfectly - it is long, challenging and most importantly - fun. As a two player game, it is hilarious! The animations and sound effects are also well done. Better than a 9 but not quite a 10.

Awesome! Awesome! Awesome! Amazing graphics and animation will blow you away! Best of all the game is extremely fun to play, a quality that's hard to find on any system. With new concepts and techniques on each level, the Toads almost got a 10.

Excellent! Radical! Most Triumphant!! If Battletoads doesn't make you laugh at the hysterical animations, or fry your brain cells with utter amazement, you are reading the wrong mag. The amount of work that went into this game is phenomenal! This'll make up for Double Dragon.

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Nintendo - Konami Bill Elliot's Nascar Challenge

Type: Sports Release: Now
Levels: N/A Difficulty: Easy



Can you handle the challenge? Bill Elliot's Nascar Challenge allows you to custom design your own racing vehicle and race with the pros. Watch as the mechanics rush to install that brand new transmission you've been waiting for, then bust out of the pits ready to rock-and-roll! Experience the hair-pin turns, high-resolution graphics, and realistic feel of the one and only Nascar Challenge.

Bill Elliot is delivered in a NASCAR racing game that has a few good effects but never manages to wrap them together with good technique. The car racing action never really gets up to speed, and whenever things start to heat up something seems to make the action stall.

BENC is a spectacular stock car racing game. It is much more involved than the typical Grand Prix type racing game and therefore isn't for everyone. But if you have the patience to tinker with small changes to the car set-up to squeeze the most performance possible then go for it!

BENC is a sorry excuse for a driving game. While it may be endorsed by a big name racer, the game lacks any good features that would make it a hit. The graphics are extremely cheesy, and it controls very poorly. Not what I would expect from the guys at Konami.

Come on, what is this, a reversion to Atari 2600 programming? The pit stop scenes are fun to watch and the animation and graphics here are sharp, crisp, and clean... But here only! Once you begin to drive, you begin to feel as though you are playing Pole Position for the 2600. NO!!!

Nintendo - LJN Bill and Ted's Excellent Adventure

Type: RPG Release: Now
Levels: N/A Difficulty: Avg.



It's 1991, and the Wyld Stallions are preparing to go on a concert tour! Suddenly, Rufus shows up and explains how thieves have disrupted the time continuum by placing historical figures in the wrong time line! If Bill and Ted don't rescue them, Wyld Stallions will never play in their concert! Most untriumphant!! Bogus! Dial the number of your favorite historical babe or dude and get ready for the ride of your life!

What a most un-triumphant new RPG for the NES. Bill and Ted go on a journey that is quite un-exciting, and although the digitized graphics of the wild ones are done well, the rest of the game play is quite heinous. While the intentions are good, Bill and Ted is bogus, bogus, bogus.

Bill and Ted is a strange type of a game. It's not quite a quest game, nor is it an action game. Finding misplaced people is unusual but interesting. The graphics screen is too hard and frustrating, but once in the proper world the game got better. It just seemed too complex of a game.

Bill and Ted is a major disappointment. A total flop from beginning to end. The graphics are heinous and the sound effects are most annoying. The worst thing in the game is the horrible game play that makes it very not-fun to play. This game is far from being excellent. Most upsetting.

Bogus! The graphics and play control are most undesirable for the present game at hand, dude! Now should LJN ever decide to dismantle these gnarly tunes, the overall irritation factor may allow this movie-lite cart to slide up to a 4. In the meantime, Bill and Ted are flunking most heinously.

Nintendo - Data East Bo Jackson Baseball

Type: Sports Release: Now
Levels: N/A Difficulty: Avg.



The minds from Data East have come up with the new form of baseball simulation. No Jacksons has you hitting and pitching all of the different forms known in a professional game. A lot of variety has gone into this cart, like different catches where you can jump and dive for the ball and others like stealing bases. This cart contains all that a baseball fans wants and can now have.

This game just doesn't have the heart and soul necessary to stand apart from the many other similar titles now available. On its own, Bo knows how to dish up average graphics and limited game play. Instead of taking us in new directions, you get the same old rehash.

It is getting harder and harder to make significant improvements to the existing baseball games. While Japan has to have new games every year, the US is different. This is a good game in it's own right but virtually every player already has a baseball game in their library.


Yet another baseball cart that falls short in terms of game play. The graphics are good but the pitching and the batting are awkward and become frustrating. There are a couple of original features like instant replay but not enough to save this cart from the me-too blues.

Nope! Bo don't know video games! If he did, B.J. Baseball would have been smoother, cleaner, and have more options than it does. The music isn't horrid, but it needs a little work. The graphics are better than an Atari 2600, but the buck stops here.




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Nintendo - Triffix Castelian

Type: Action Release: Now
Levels: 8 Difficulty: Avg.



Jermerville was just another quiet island on the planet Centrus in the Triangulum galaxy. That was, of course, until 7 alien towers surrounded the island. If one more tower plants itself, the island is certainly doomed. It's your job as Julius to climb each tower and topple them. You can grab gems along the way to increase your score, as well as shoot or avoid I-balls, metaliii's and other baddies!

Castelian sports an excellent graphic effect with a rotating column of bricks. But after you've played the game for awhile, the effect wears off and the game play isn't that spectacular. It is innovative, and as an action/puzzle, it offers more than the rest. Originality is its saving grace.

There isn't a lot of game in Castelian. It starts out as a different type of action game, but quickly becomes repetitive. The difference between each tower that you climb is negligible, and since there is plenty of challenge, you end up doing the same level over and over. Boring.

There's not much that you can really say is very good about Castelian, except the turning, scrolling tower effect. Other than that, there isn't enough of a threat demanding play techniques to overcome the challenges. Make it to the top and other tower awaits. Big deal.

This game was O.K., I really liked the way the towers rotated when you enter them and the creatures moved without stagger. Sound was about what you would expect from the NES. It was a little disorienting at first, but once I got the hang of it, I enjoyed the game.

Nintendo - Acclaim Double Dragon 3

Type: Action Release: Now
Levels: 5 Difficulty: Avg.



A year has passed since Billy and Jimmy Lee defeated the evil Shadow Warriors. Everything has been peaceful until just recently. A Double Dragon student, Brett, witnessed the kidnapping of Marion by a mysterious new gang of warriors, but didn't live long enough to warn Billy and Jimmy of the dangers ahead. The Double Dragons must use their new moves and find the three Sacred Stones to save Marion!

Ever since Double Dragon surfaced in the arcades years ago, no fighting game has come close other than the incredible sequels. This sequel is no exception, sporting new radical moves, boggling techniques, powerful bosses, and two-player simultaneous play. A winner!

A truly exceptional game. One would think that the programmers would run out of new moves and techniques by now, but each game just keeps on getting better than the previous version. Being able to play as different people is a great idea and adds variety.

Dragon 3 is another good fighting game that resembles part 2 in most aspects. Lots of technique to master before you'll beat this one. I like the other characters that you change into/ Cool graphics and awesome moves kept my interest.

As a true fan of the Double Dragon series, I was blown away by this excellent sequel of sequels. The new moves, cast, and storyline add a whole new dimension to intense fighting action. The graphics, music, and play mechanics are very good. I'm waiting for Double Dragon 4!!!

Nintendo - Sony Imagesoft Dragon's Lair

Type: Action Release: Now
Levels: 7 Difficulty: Avg.



Dirk the Daring, that star of the video game classic Dragon's Lair which ushered in the laser-disc game, has finally made his way onto the Nintendo, sans the beautifully animated cel animation. The goals are similar, however, as you guide Dirk through various encounters by timing the interactive pushes on the pad and buttons. Get Dirk through one battle and another awaits...until you reach that dragon...

This Dragon's Lair takes the concept from the laser-disc game and mixes in some highly detailed graphics. These results don't have the impact on the NES, and the game really breaks down to little more than a memorization of the patterns and learning which buttons to press.

There are two types of hard games. Those that are challenging and those that are so difficult to make them frustrating. This one is a good example of the frustrating type! Every move has to be timed and executed perfectly. And that's a near impossibility.

This is an insult to one of the most spectacular laser disc games ever. Granted the game has nice graphics and sound, but there is absolutely no game play to it. Dirk is animated well, but is so slow that you don't have a chance to react in parts. Very frustrating and not fun at all.

YEECH!!! The only thing saving Dragon's Lair from "3-dom" is the decent graphics. Sporting absolutely no player control challenge, or outright interest, Dragon's Lair should be avoided unless you like games based on graphics alone. In that respect, it's a six and a half.

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CIRCLE #101 ON READER SERVICE CARD.

Nintendo - Bandai Frankenstein

Type: Action Release: Now
Levels: 4 Difficulty: Avg.



For years the monster that has once terrorized the innocent village was asleep. Now the monster is alive, and ready to take on the village once again! You are armed with an arsenal of different weapons and magical items needed to eliminate the monster once and for all. Many strange creatures will try to stand in your way as you hack and slash through the levels that await your arrival.

Frankenstein is one of those games that is just almost there. I like some of the basic set-ups that the game delivers, it just comes off as being a little too rough around the edges. Real diversity in game play is what hampers Frank the most.

Frankenstein is a game that is good on last year's standards. With a little more attention to details and some final tweaking, it could have been a hit. As it is, it's only a bit better than average and just doesn't stand apart from the rest of average games out there.

This cart is not a bad action game, nor is it a great game either. The main character is limited to a few moves and picking up weapons. The graphics are OK, it looks like you're beating the monsters with a chicken leg though. Just another average action cart for the NES.

I'm sorry, but I'm not all too excited about this game. Frankenstein is a great idea, but the control isn't precise enough to make the game any fun. I'll attribute this problem to the 8-bit barrier once more. Otherwise, it is cool, with a few minor quirks to overlook.

Nintendo - Tradewest High Speed

Type: Pinball Release: Now
Levels: N/A Difficulty: Avg.



Based on the popular Williams pinball machine, High Speed takes pinball action in a new direction. All of the original goals and bumper placements are intact, but Tradewest has added a few new tricks up their sleeve. Ball-hogging power surges, safehouses, and multiball play combine to make High Speed one of the toughest pinball simulations to beat to date. Also included are inventive bonus stages!!

If you already have Pinbot, then you'll know exactly what to expect from High Speed. The set-up is the same, only with a new playfield and the inclusion of some new bonus rounds. The game looks good but the play is a little frustrating when the game quits becoming a pinball title.

I like pinball games and this one is a good representation of the classic. There are a lot of good features not found on the other flippers, and I especially liked the bonus levels. There is always something to shoot for and the enemies are a nice touch to make it play harder.

Based on the pinball of the same name, High Speed is a pretty cool game. While it seems like a Pinbot clone there are new features and some pretty cool graphics. The music isn't nearly as good as the coin-op. Not too bad, but not spectacular.

Hot on the trail of cool, clean, pinball fun? If so, here's another addition to Nintendo's lineup of pinball conversion. It might have been almost innovative if it wasn't a translation of an old pinball machine. The music is bad, but the game play is sharp. Nothing special here.

Nintendo - SNK Ikari Warriors 3

Type: Action Release: Now
Levels: N/A Difficulty: Avg.



Vince and Paul are back for another hard-nose, no-holds-barred mission. Of immense proportions! Starting with nothing but their fists, feet, and cunning, the Ikari Warriors must battle through an entire army of tanks, mercenaries, and snipers to reach their ultimate goal: permanent world peace! This game features two player simultaneous action and multiple techniques to blast the enemy away!

The qualities I had come to love in the previous titles in the Ikari series were missing in Ikari 3! The overhead fighting scenes are ridiculous compared to other emerging titles. The play mechanics in Ikari 2 were much better than this, so I guess I expected a little more.

The first two games of this series were good games for their time and I had high hopes that the third would be even better. Unfortunately it is only about as good as the previous games and it just isn't enough considering how far games have come in just a year. Only average.

Ikari 3 is not what it should be. I was really looking forward to an intense overhead commando shooter but it just didn't live up to my expectations. I liked previous games but the play mechanics in this version weren't as well defined and this kept me from really getting into the action.

Ikari 3 was a slight disappointment from the onset. Compared to the previous excellent sequel, this cart seems lazy and misguided. The graphics are a little too choppy to catch my eye, and game play is just as shaky. Not bad, but not spectacular, either.

SUPER R-TYPE

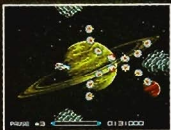
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Nintendo - NTVIC Isolated Warrior

Type: Action Release: Now
Levels: 7 Difficulty: Avg.



Take the battle into your own hands as the Isolated Warrior! In this three-quarter perspective scrolling shoot-em-up, you confront all types of enemy opponents on a battlefield of the future. Walk these mean streets with your pulse rifle, collecting power-up incentives along the way to upgrade you health and weapon status.

Isolated Warrior takes some pretty standard stuff and does manage to make a game out of it. In the role of the title character, the dangers the Warrior encounters are straightforward, but the execution and depiction of the game play is what really elevates the game.

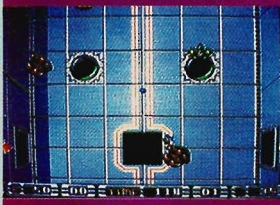
There are some good concepts in this game. I like the diagonal paths and some of the rippling motions that occur in the later rounds are decent. It plays well and it's pretty easy to keep powered up. There's a good variety of action but the flicker does hamper the game play.

Isolated Warrior has a few original concepts. Good graphics and a variety of power ups keep the game interesting. If you keep you weapon at full power the game is easily finished. Cool bosses and background effects! Too much slow down and flicker in intense areas.

Not bad, but not too original either. The only different idea in Isolated Warrior is the 3-D scrolling rather than horizontal or vertical scrolling. The music is good, and the graphics aren't too shabby (until many enemies enter the screen-FLICKER!) Just another shooter.

Nintendo - Sofel Klash Ball

Type: Sports Release: Now
Levels: N/A Difficulty: Avg.



Far into the future, soccer, football, and robotics technology have meshed into one new sports breakthrough - Klash Ball! Command your players in an arena of destruction where only the best return to talk about it. Fast paced action consume every second as the power ball bounces from wall to wall and players explode after violent collisions! Select from multiple teams and game setting to triple the fun.

To tell the truth, this cart is an excellent effort to bring to the NES a game that would be more at home in a 16-bit system. The game concept is good, and a 16-bit version can't be far behind. Still, it lacks the control and visual stimulation necessary to become a powerful cart.

It's not football, hockey, or rugby or soccer but it is new and interesting as it seems to be a combination of all of them. Somewhat difficult to keep track of what is going on at times but this is more due to the NES than the game. Not bad as I was getting tired of all the 'normal' sports.

This game wants to be Cyberball but it doesn't come off that way. It tries so hard to come off as a futuristic sporting event, but it seems to be lacking in new features. As it is, the game is just air hockey with robots. The fast action helps it along and keeps you moving but it needs more.

Klash Ball is an exciting, fast-moving game that can sometimes be extremely difficult to control. It can be hard to tell where the ball is headed, and the computer is very proficient at blowing up your players and scoring. Still, it's a challenge to true sports fans everywhere.

Nintendo - Konami Lazer Invasion

Type: Action Release: Now
Levels: 3 Difficulty: Avg.



Your mission, should you choose to accept it, is to infiltrate the sheik's Sand Storm Command Center (whew!). You'll be battling you way through 3 different game modes: Air Combat, Ground warfare and the 3-D Confusion Maze. Each mode is a different game in itself, each shown from different perspectives. Whether piloting a helicopter or sneaking through the 3-D maze, many enemies await you!

This game comes off as a gimmick for the Konami head controller, and with that device it's sure to have more of an effect than did playing it with the regular pad. The game has few high points, with your typically poor Nintendo first person graphics. Nice but not much innovation.

While this game was obviously designed to take advantage and sport the features of Konami's Lazer Scope peripheral, it does have some merits of its own. The action is steady, lots of enemies attacking at all times. A decent game whether you have the Scope or not.

There just really isn't that much of a game in Lazer Invasion unless you're sporting the funky scope headband. Anyway, the game that is here features plenty of flying targets who move about and occasionally fire back. The movement is jerky and the graphics in most areas - poor.

Well there seems to be enough gaming variety for the buck in Lazer Invasion, but it just didn't capture my attention. The inlight graphics were choppy and I got killed too easily. The other sections of the game also weren't what I thought they could have been. Boring.

Tell that old fat man you're tired of wimpy sports games.



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So don't just ask for Konami and Ultra sports games. Demand them!

Nintendo - HAL Lolo 3

Type: Maze Release: Now
Levels: 100 Difficulty: Avg.



The third in the Lolo series makes its debut this month. Lolo 3 offers more of the mindbending puzzles, similar in design to those in the first two games. This edition features seventeen levels with 100 new rooms. The password is back but you now have the option to practice mazes in different levels. Play either as Lolo or Lala (non-sexist!) and then change to the other character at will.

The third installment of the Lolo series picks up where the first two left off, with Lolo out to solve a series of puzzles. This time, however, there's some meaning as Lolo travels through a scrolling land, retrieves crystals and finally gets captured - letting you become Lala for a rescue!

The first two versions are among my favorites and the third continues the tradition! A great thinking type game with all new mazes and a few new features thrown in. Not much to look at, but who cares, as the puzzles are everything! A safe purchase if you liked the first two.

Lolo 3 is pretty good for the 3rd in the series. Puzzle games aren't my thing, but this one is very involving and fun to play. It's kind of like Boxble, but the puzzles have more variety. The only drawback is that once you beat all the levels you don't want to play it anymore.

Definitely the best of the Lolo trilogy Lolo III makes me dizzy! Some of the mazes reminds me of Boxble. The traps are definitely inventive and original, and the option to play as Lolo or as his girlfriend, Lala, is a cool and well appreciated option. Lolo 4 can't be far behind.

Nintendo - Konami Lone Ranger

Type: Action Release: Now
Levels: 7+ Difficulty: Avg.



Oh, oh. The president is missing and rumors have it that the evil Cavendish gang are behind the kidnapping. The efforts of the Secret Service have unveiled nothing, so it's time for the Lone Ranger and his faithful companion Tonto. Besides, the LR has a personal score to settle with Butch Cavendish. Ride through eight areas of the West exploring Towns, caves and reservations looking for the needed clues.

This is definitely Metal Gear in the old west. You get the same combo of action and adventure text, with just enough mystery thrown in the keep quest fans happy. There's not an abundance of action to be found anywhere in this cart, but it's structured to deliver some adventure fun.

As much as I like a good quest game, I just couldn't get overly excited about the Lone Ranger. It was hard to stay interested in the adventure and it lacked the variety and openness found in others. While all the elements are in place it just doesn't come together.

The theme is totally original and it follows the old TV show pretty accurately. The game really is nothing new though. Having different types of game play helps but the game is not that exciting and becomes repetitive. Not great but not bad either, just average.

Lone Ranger is definitely different. The thought of the Lone Ranger having to go and buy silver bullets is kind of hard to swallow, but it's okay. The adventure will last for a good while, but mainly because you are constantly sent from place to place, not because of exploration.

Nintendo - Irem Metal Storm

Type: Action Release: Now
Levels: 8 Difficulty: Avg.



Metal Storm expands the scope of the normal side-scrolling action-shooter to include a super-hero with anti-grav abilities and plenty of fire power!

The standard move and shoot game that is populated with challenging creatures and powerful bosses includes a new feature that lets you flip between the top and bottom of the screen depending on where the action is!

Metal Storm is the perfect example of how to take and exploit theme and produce it correctly from beginning to end. You get amazing graphics, decent sounds and enough pulse-pounding interactivity to keep interest well into the game. It's not based on an arcade title, but it is solid.

Spectacular graphics and some very innovative features make this one of the best NES shooters to come around in a long time. While not as difficult as some die-hard players would like, the game is still easy enough for the average player. The reverse gravity is a big plus.

A very cool concept in shooters. If things don't look good, then change gravity and face the situation in a totally different way. Graphics are too pastel, but weird parallax scrolling makes up for it. The bosses are easy and there aren't enough power-ups, otherwise a great game.

At last! A new idea for a shooter! Even though Strider was the first game to truly introduce the concept of gravity-reversal, Irem took that very thought and created a very comprehensive game around it! Marvelous graphics and playability enhance this terrific shooter.

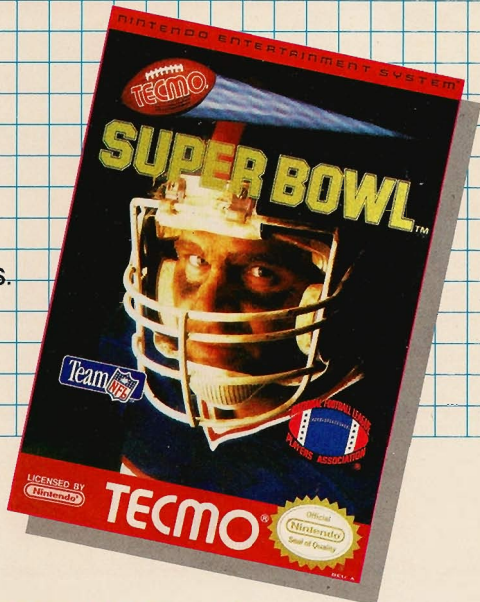
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Nintendo - Camerica Micro Machines

Type: Sports Release: Now
Levels: 24 Difficulty: Avg.



The popular line of miniature race cars is soon to be released on the NES format! The unique trait of this exciting title is that you'll need to race your cars in the strangest of places, like sand boxes, breakfast tables, desktops, and pool tables. Race against the other players to build up your collection of cars. You can have boats, dragsters, dune buggies, and many more in this enjoyable and innovative cart!

Micro Machines doesn't exactly boast the best in graphics or animations. It also doesn't have the best sound support I've ever heard in an NES game. What this cart does have is exciting play mechanics and enough style and interaction that's necessary to be a winner.

Even though it looks like a simple game, it couldn't be farther from the truth. This is a spectacular, challenging and exciting game taking place on some very unusual type of terrains like the breakfast table and garage floor. Definitely one to look for as it is a lot of fun!

This cart seemed like a kiddie cart a first, but it proved itself to be a great playing game. There are a variety of different vehicles that you can drive and the tracks are really cool. The game offers solid play with a unique theme and enough innovation to keep you interested.

This game is really a lot of fun! I love the overhead perspective, and inventive race courses! We've seen radio-control car races and now Micro cars! True, as a kid I loved miniature cars and racing them with my friends, but I don't think that influenced my decision...

Nintendo - Parker Brothers Monopoly

Type: Family Release: Now
Levels: N/A Difficulty: Easy



Do not pass Go, go directly to jail! The grand-daddy of all board games is now available for the Nintendo. The official rules are incorporated into the program as are all the properties, cards, and even the dice. As you move, the screen zooms into a closeup of the street and your piece. With an option for multiplayer action, Monopoly for the NES offers simultaneous fun for the entire family without the recording problems.

There's not a lot to rate here, either you like the board game Monopoly or you don't. There are some nice visuals with movement on the board that spice up the appearance of the game, but for a few minor enhancements and loads of options, it's Monopoly - and I like that!

Nintendo games suitable for the entire family are few and far between. All the rules are built in and well done. I still like the board game better as I can "feel" my cash and inspect my properties any time. Can't cheat or lose any pieces on the NES!

It's Monopoly done on the NES. Big deal. It's a cool idea, but the game play is too awkward and playing with multiple players isn't as much fun as the good old board game. If you like Monopoly and want a novelty to play with then get it, if not then pass go without it and get the board for \$10.

Some games just don't belong on the Nintendo, but at least they didn't make Monopoly for the Genesis or something. I suppose if you're too lazy to pull out the original board game, this cart is just for you. Nothing impressive here, so don't expect much.

Nintendo - Natsume S.C.A.T.

Type: Action Release: Now
Levels: 8 Difficulty: Avg.



SCAT, stands for the Special Cybernetic Attack Team. A huge comet is hurtling straight for our solar system. But this is no ordinary intergalactic object! In reality, it's a super secret alien command vessel on a mission of destruction. It's target: the planet Earth! The only hope of Terra is the military's elite corps of specially trained robotic-assisted heavy-weights known as S.C.A.T. Should they fail mankind will be lost!

S.C.A.T. takes the basic theme from Forgotten Worlds and throws it onto the NES! The action is intense, and the game only suffers from a lack of visual clarity caused by some flicker when too much is going on. Still, it's a nice addition to the library and a good example of a good NES game.

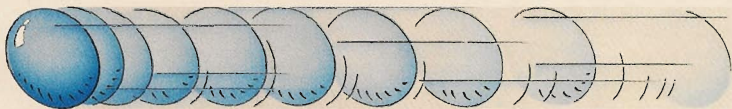
Long, hard and intense shooters don't come along very often. This is one of the few that did and is for experts only. The graphics are exceptional and come off very well on the NES. Smooth scrolling and great game play help make this better than average. I like it!

Another great title from the guys at Natsume! S.C.A.T. has enough originality and new concepts to breathe life into the old shooter theme. Incredible graphics, sounds, and game play. Sort of like a scaled down version of Forgotten Worlds. Very good for the NES.

Neat concept, good tunes, great control, and graphics that lack a little smoothness around the edges make a game called S.C.A.T. If the graphics had been better, it would have rated an eight for sure. Check up another cool Natsume game for the makers of Shadow of the Ninja.



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Nintendo - Jaleco Shatterhand

Type: Action Release: Now
Levels: 7 Difficulty: Avg.



Shatterhand really gives a definition of the term "fists of steel". The world is under the control of a hostile group of power-crazed conspirators, and you have to stop them. Collect coins to purchase health and 1-ups. Collect symbols to get specialized robot drones with each containing a unique weapon that does devastating damage. The fate of the world depends on your skills and strength.

Shatterhand represents one of the rare games that uses a tried and true theme but then supports it with a compliment of good graphics, sound, action and play technique. The game may have some familiar features, but the package is totally unique. Bravo Jaleco!

It's going to be a no name sleeper and you can't afford to miss this great cart. Nothing new here but everything is just done perfectly. And when that happens, you end up with a game that is actually fun to play. One of the best games to come along in quite a while.

Finally another decent game came out for the Nintendo. Shatterhand! Its been a long time since I've played a game that offers the graphic, sound, and game play that this game offers. Also, it has a completely intense power-ups. However is a bit too easy.

Shatterhand is mind-shattering! The developers at Natsume are obviously behind this one! The feel and control are reminiscent of Shadow of the Ninja, another awesome game. The graphics are well done, the control is excellent, and the music rocks! I hope to see more titles like this.

Nintendo - Acclaim The Simpsons

Type: Action Release: Now
Levels: 5 Difficulty: Avg.



No way, man!

Yes, it had to happen! Bart Simpson and the rest of his post-nuclear family have arrived on the NES for an adventure as strange and funny as the show itself. You control Bart as he tries to convince the other members of his family that the townspeople of Springfield are being abducted by space creatures. Only by spraying all the items within a level does he win their support.

The Simpsons has some cute catches and definitely the name to score a million, but all of the extra features that are supposed to add to the game do, instead, detract and slow the play down. It does have originality within the tried theme to make Simpsons fans happy.

The Simpsons combines a good mix of action with adventure. There are quite a few not so obvious objects hidden in the game and will take some thought to flush them out. It plays well and with the character recognition and humor built in, it will be a hit.

Aye Carumba! While the game won't get any awards for graphics, the sound is pretty good featuring digitized phrases like "Eat my shorts" and "cool man" from Bart himself. Lots of different things to do in order to accomplish the goal of each level. Makes you laugh and use your head.

This long awaited game left a little to be desired. Although the challenge is there, the lack of variety tends to hurt this otherwise funny concept. The most amusing part of the Simpsons is calling Moe's Tavern and reading the conversation. Still, it is a good adventure game...for kids.

Nintendo - Acclaim Smash TV

Type: Action Release: Now
Levels: N/A Difficulty: Avg.



Translated directly from the spectacular coin-op, Smash TV offers a new kind of survival game - one of reflexes, nerves, strength, and cunning. Only the best of the best will survive the hair-raising rounds of action as muggers and booby trapped robots attempt to blow you from the face of the universe!! Fight back with the multitude of weapons and basic survival gear available to the hardy contestant.

The quarter-muncher is great, but this version just doesn't do it justice. The graphics are poor and microscopic! It's not bad, but it's not that good, either. The game plays better with two controllers, or four in the two player game.

Even though there were some compromises from the arcade game, Smash TV is a game that requires great control to progress far enough into the game. As a two player game with four controllers, Smash is a blast. To me that is the only way to play it as it's too hard alone.

Smash TV is a pretty good translation of the arcade hit. My main complaint is that the graphics seem like they've been shrunk down to microscopic size. The game play is almost intact, using 2 pads gives it better control. A good 2 player game, if you have 4 controllers.

Get out the magnifying glass! I can hardly see those characters and items! If Smash TV weren't so crunched on the small screen, it has the play control of a seven. Alas, tiny it was born, and tiny it shall live. The translation might look better on the Genesis or SNES. How 'bout it?

2031 A.D.



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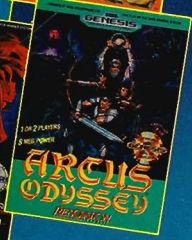
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"And it isn't Toto, either, you fool," I snarled at the science officer. But I had this sinking feeling. We'd just completed planetary mining operations. Time to return to base (hmm, maybe better shields?). I was half



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

musuing about the mission to save the universe. Half thinking about *Darlene-ß*, a Denebian clone I'd met last run in.

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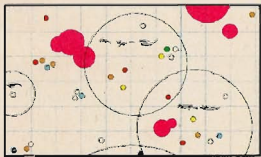


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jungles to deserts, oceans to icescapes. And weather that went from awful to worse. We'd met seven of the galaxy's sentient species but these guys were different. They had to be one of the other two. Of course, I'd never finish the mission unless I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

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ELECTRONIC ARTS



Nintendo - Capcom Snow Brothers

Type: Action Release: Now
Levels: 10+ Difficulty: Avg.



This cold setting for a NES title has you tossing snowballs at the other creatures trying to pack them in. Fling the freshly made snow boulder at the other enemies to destroy even more. As you proceed through the levels, the action gets even more intense as the enemies get different powers like fiery breath and other skills to stop you with. Use your mastery of the snow and end this terror once and for all.

Snow Brothers reminds me a lot of similar maze action games like Bubble Bobble that take a simple theme and elevate it with a seemingly endless variety of scoring and point incentives. The game still suffers from a fair level of repetition, but it is a good diversion for awhile.

The arcade game was a blast. Once in a while I like no brainer games and this one which I can sit down and play through dozens of levels just to relax. Not a lot of concentration needed. The execution of the game is very good and it is a blast to play. Great bosses!

This game is a bit like Bubble Bobble and Parasol Stars. The graphics are cute and the game plays very well. The graphics and sound are not spectacular, but the game play is solid and easy to get into. The addition of bosses to this type of game is a definite plus.

Snow Brothers isn't a bad game for the money. Even though the overall idea isn't top notch the execution is coordinated extremely well. The graphics are reminiscent of a rehashed MegaMan title. You'll enjoy the cheerful sound track even despite the 8-bit sound limits.

Nintendo - Nintendo Star Tropics

Type: Adv. Release: Now
Levels: N/A Difficulty: Avg.



With a blinding flash of light, a shooting star blazes out of the heavens...a bad omen! Mike, the hero, must find his archeologist uncle to learn of the upcoming disaster. Villagers are on Mike's side all the way, but enemies lurk around every corner of the Star Tropics. Gifted with uncanny island sense and a powerful yo-yo, Mike must defeat the strange creatures and sea monsters to rescue his uncle.

Somehow, Nintendo managed to create an adventure game out of a boring plot. Star Tropics is nothing more than an amalgam of other quest games! If as any serious quest gamer has, you have played Ultima or Dragon Warrior, you will quickly become bored with this cart.

It's hard to find a good quest game for the Nintendo. It is easy enough for players of all abilities and the adventure is long and challenging. Somewhat reminiscent of Zelda but better. Adequate graphics and action but not exceptional. Still, it is worth buying just for the long quest.

If you've played Zelda then imagine Link with a yo-yo and you basically have Star Tropics. While the quest is a bit challenging the game suffers from the lack of originality and quickly becomes tiring. OK if you're into quest games and have nothing else to play.

At first, I thought I was playing Zelda, then Dragon Warrior, then Crystalis, then Ultima Avatar. What amazes me most about Star Tropics is the lack of any originality whatsoever. This cart has qualities from each of the previously mentioned carts but didn't retain any of the positive traits.

Nintendo - Lucasfilm Star Wars

Type: Action Release: Now
Levels: 8+ Difficulty: Avg.



Based off of the classic hit movie, Star Wars follows the plot of the movie almost exactly. As you proceed through the plot, you can collect important items such as blasters, light sabres, and many other useful items. Also you can find your friends and switch off from one to another. Speed over Tatowene in your landspeeder or switch to a side scrolling shooter in Mos Eiley. Fun for all ages!

Star Wars is a pretty cool adaptation of the movie on which it's based. It combines basic RPG elements with a number of different play themes and static intermissions to move the story along. The set ups are painfully tedious at times when you have to repeat areas, but all-in-all it's a good effort.

The movie set standards the industry is still trying to equal; the company can perform magic; the game unfortunately does neither and is very flat and ordinary. Not enough variety, the action never gets intense, and it just doesn't have the Star Wars excitement. A big disappointment!

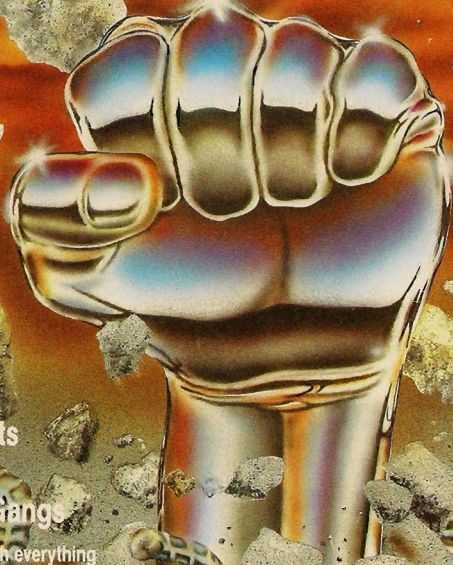
Sorry to say that this game isn't as great as the movie it is based on. The graphics are detailed and the space scenes are awesome, but action scenes could have been spiced up with lightsabre battles. It is a good cart but lacks elements that would make it a great cart.

All right! As the number one fan of the Lucasfilm movie series, I've been waiting (rather impatiently) for this game! Let me tell you, it's hot! This line of Lucasfilm titles (Empire Strikes Back and Return of the Jedi as sequels) are sure to be loaded with intensity and challenge!

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Nintendo - Sunsoft Super Spy Hunter

Type: Action Release: Now
Levels: N/A Difficulty: Hard



Spy Hunter has reserved a place in the classics of the coin-op games. Now the sequel is soon to hit the screens of the NES! Have you car dash through the city streets, waterways, and many other panoramas as you try to destroy as many other enemy cars before they get you! Your weapons have been greatly enhanced so that you have 3-way flying packs and missiles with the classic oil slicks and others!

Spy Hunter is a classic arcade game and the NES sequel is just as cool. The game play is great and there are a ton of good power-ups. Graphics are good, if a little bit washed-out. Good solid action that would be even cooler with the possibilities offered on the Super NES.

Sunsoft is on a roll. They are picking and producing great games for all the systems. Super Spy Hunter fits this mold and is solid excitement! Great variety of screens, good weapons and above average graphics. Exceptional control and just a great game overall.

I like Spy Hunter in the arcade and on the NES, and this sequel is worthy of the Spy Hunter name. There are a number of cool power-ups and the game play is very good. The graphics are a bit pastel but the cool road effects and fast action make up for the game's minor flaws.

Super Spy Hunter is radically cool! I liked the arcade coin-op, so this addition to the NES library is welcome! The graphics are excellent and the weapons are out of this world! The music is jamming (for NES), and the control is rock-solid. SSH's only fault is the 8-bit limitations.

Nintendo - Jaleco Totally Rad

Type: Action Release: Now
Levels: 5 Difficulty: Avg.



The master magician, Zebediah, has offered to teach Jake his powerful magic spells. After considerable training Jake is attacked and his girl, Lisa, is kidnapped! Help Jake rescue Lisa using his awesome magic that can transform him into a birdman, a catman, or a fishman! Jake also has control of the various elements to wipe out a screen full of enemies in one swoop. The question is, why do these creeps want Lisa?

Now here's an example of Jaleco's brilliance that really shows their potential! Radical, awesome, gnarly, and just plain cool are a few words that describe Totally Rad! The concept is radical, the music is awesome, the magic is gnarly, and the characters are cool. Good work!

Wow! Now this is a game that I am continuing to play even after doing the review. The graphics and BGM are much better than average and the bosses, well, they are something else! This game takes practice but it is fun nevertheless. One of the best in a long time!

Awesome! There's still hope for NES with games like this. Original in concept, this game has excellent graphics and game play. Full of technique and special power-ups plus plenty of variety. Hilarious end bosses take up the whole screen. If you don't get it, you'll be totally had!

Totally Rad is just that, totally rad! Even the best gamers will find the techniques involved in this cart to be challenging and satisfying. The graphics are good, and the music is upbeat. These end bosses will knock your socks off as they are usually a full screen tall! Good work, Jaleco!

Nintendo - Bandai Ultimate Journey

Type: Action Release: Now
Levels: 6 Difficulty: Avg.



Bandai's new side scrolling action game places you as a brave Indian warrior named Mojavo. In this quest you must undertake the ultimate journey as around each turn lies a new foe. Venture from high atop the Outcast Mountains to the evil Wrathkon's Castle. The enemies seem endless but you must venture onward as you must rescue Haypavo and prevent the creation of the dominator.

This is another in the growing ranks of action games that seem inspired by other great titles. Ultimate Journey, however, does a better job of providing thrills with great pix and plenty of challenge! Not an innovation in any sense, just good action with some twists!

This is going to be another Nintendo sleeper as Bandai's Rocketeer will get all the publicity. Still, get this one also, as it is a well designed game which keeps your interest all the way to the end. Packs a wide variety of action and having the ability to transform into other characters is a plus!

This game is pretty cool with above average graphics and an original theme. The control could have been better but it's still a good action game anyway. Sort of a combination of Rygar, Ninja Gaiden, and Dances with Wolves. Changing into a shark and eagle is fun too. Yeah Danny!

Surprisingly enough, Ultimate Journey is a fun cart to play! Although the graphics are not that great, and the jump control could be better, the techniques are excellent! Turning into animals later in the game help provide some variety just when the game begins to slow down.

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GOLDEN AXE II

Nintendo - Kemco Uninvited

Type: Adv. Release: Now
Levels: N/A Difficulty: Hard



You start this adventure after mysteriously crashing your car into a tree. Unfortunately, your brother who was in the car with you at the time of the crash, is now missing! It's up to your bravery and detective skills to find him. As you barely escape the exploding car with you alive, your adventure leads you to an old haunted house. Can your nerves stand the creepy place? Can your wits stand the puzzles?

Uninvited follows along the same computer-inspired lines as Shadowgate, with plenty of first person representations of the surroundings you encounter. The RPG theme is buried under moving cursors which manage to slow things down, but those who want quests won't mind - I did.

Like Shadowgate, Kemco has directly translated a popular computer quest. All of the challenge you'd expect in an adventure RPG is here, but the graphics are definitely restrained by the limitations of the Nintendo. Good for puzzle-solving RPG lovers though!

Uninvited is another one of these RPG's that tries to simulate real life with graphics instead of text or putting the characters in action-oriented game play. The problem is that, while the quest is O.K., the graphics and interaction just don't cut it. To complex for its own good.

Although Kemco looks like they put a lot of effort into this game, I still didn't like it as much as I could have. The graphics were static and the sound wasn't anything to jump off a building for. The puzzles were too obvious in some places and totally off the wall in other. Let's see some new ideas

Nintendo - Jaleco War on Wheels

Type: Sport Release: Now
Levels: N/A Difficulty: Avg.



Smash 'em, crash 'em, and bash 'em! Roller derbies were never this exciting or real! War on Wheels adds the excitement of boxing and racing and comes up with a cart full of challenges and surprises. Should an opposing team member get too close, pull him off the track and beat the tar out of him in a close-up action scene not seen since Blades of Steel. Knock out the opponents to win decisively!

Hmm... Not exactly what I expected from Jaleco, but it's okay. War on Wheels lacks enough excitement to hold my interest for too long. While the fighting scenes are reminiscent of Blades of Steel, this cart don't seem to have any goal. The game play becomes repetitive quick. Try again!

I'm not a big fan of roller derby games on TV and because of that I can't really get into a video game version of it. Not extremely exciting but average. Perhaps something unique could have been added to spice up the action.

The second of the roller skating fighting games on the NES. Player control is not precise and makes for difficult game play. While a good attempt, it falls short of what I would expect out of a game like this. Some features like the fights add to the game, but it's not enough.

Another new addition to Nintendo's sports line, War on Wheels is nothing more than a futuristic roller derby. The fight scenes are amusing and the challenge is constant. Definitely a good effort by the upcoming wizards of Jaleco! This cart reminds me of Excitebike for some reason

Nintendo - Jaleco Whomp 'em

Type: Action Release: Now
Levels: 8 Difficulty: Avg.



You are Soaring Eagle, a young indian brave, on a mission. You must travel through eight different worlds, six of them may be traversed in any order, in search of totems for your magical pouch. Throughout your journey, you will discover such items as head dresses, gourds and magic potions which will all aid in your quest. Each totem has special power-up abilities, from flames to clouds. How!

This game was a different type of spin-off on the tried and true scrolling action concept. The graphics, sounds and play are all incorporated well and create a nice gaming experience. It's not the best game in this genre, but fans of similar titles should enjoy this one as well.

This game shares a lot in common with the Disney games from Capcom which allow you to access any level of play and also temper their challenge with an easier one. Whomp 'em does require more skill, but this only adds to the enjoyment that action lovers will get.

Whomp 'em is a cool game in the same style and tradition as Mega Man. The action isn't quite as complex as others, but the game does offer a wide environment to battle within and a change on the usual round progression. The graphics are adequate and the game itself good.

Whomp 'em is an interesting game. I liked the American Indian idea, especially since most action games don't get creative to try new themes. The graphics were colorful and the sound was appropriate. I also liked the ability to visit any one of the stages at any time. Good game!

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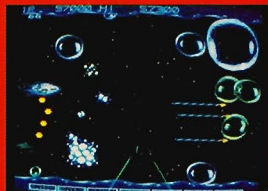
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TurboGrafx - NEC Impossamole

Type: Action Release: Now
Levels: 12 Difficulty: Easy



Monty the mole was resting out on the beach one day, when all of a sudden the sky went dark. That next moment a spaceship descended from the clouds and took Monty aboard. The aliens then gave Monty super strength and weapons so he can take out the other alien attackers that are plaguing the Earth. Kick them into crumpled lumps, blast 'em with your bazooka, it's all up to you to save mankind.

Impossamole is a valiant attempt at recreating the action of other character-oriented games, but this title falls short because of the lack of personality (re: technique) that the title hero has to offer. It's a basic action game with some play mechanics just too limited.

This is a cute game for the kids. Serious players won't think it has enough challenge but the younger players will find it tough enough for their abilities. A good effort but too limited. Good games can be made that appeal to all audiences - like *Bonk*. Only average at best.

Nice try NEC, but a mole just doesn't come off as a great super hero like *Mario*, *Sonic*, and *Bonk*. The music needs work as it just doesn't add to the game. The game play isn't precise enough and the character needs more variety in terms of technique.

Impossamole is completely impossible! I was irritated from the moment I pushed start. The game play needs work, and the music was less than average! The graphics are decent, but it won't win any awards, that's for sure!! Cinemas are cool, but they don't make a good game.

TurboGrafx CD - NEC JB Harrold

Type: CD Release: Now
Levels: N/A Difficulty: Avg.



"I'm Fred Fobbins. After my brother died, his wife Janet went to stay with her parents. I'm house sitting for her."

If you're looking for a murder case to solve, then NEC's CD-ROM Murder Club is one place to start. In this Turbo CD game, you play the part of J.B., the Sam Slade style detective, and visit numerous locations and interact with a variety of suspects. While text appears in the lower portion of the screen, voice also accompanies the text. Music and sound effects are also present in this professional production.

JB Harrold shares the same type of murder mystery that *Sherlock Holmes* enjoyed, with a format that is slightly easier to follow. There are some nice digitized photos, but after seeing the outstanding animation in *Sherlock*, this game just doesn't compare.

Another great example as to where video games are going. With the CD medium, mysteries can get long and involved as this one does. Take lots of notes, as to the casual player the amount of information increases very rapidly as you progress farther into the game. I love it!

J.B. Harrold is a cool game along the lines of *Sherlock Holmes*. It doesn't have the cool video animations, but it does have bilingual human voices throughout the whole mystery. The game isn't that difficult to solve and it really isn't anything spectacular. Nice music score!

Cool breeze...J.B. Harrold must be THE coolest cat in town! This is the type of mystery I wanted to see on the *Sherlock Holmes CD*. This sucker uses 50-odd hours of playing time and plenty of brainstorming before you can come close to solving the crime! Superior, but only one Quest.

TurboGrafx - Working Designs Parasol Stars

Type: Action Release: Now
Levels: 6 Difficulty: Avg.



The third installment in the *Bubble Bobble* trilogy will soon be coming to the Turbo from a new company - Working Designs. You are sent to rid a planet from a horde of nasty creepizoids that have overridden the planet. Use your Parasol to pick up enemies to whip them at the other creatures. Bubbles that appear can be collected for a truly mega blast of intense water! Good scrolling and cute graphics accompany this cart.

With *Parasol Stars* you get a game that displays some ties to *Bubble Bobble* and other *Taito* games, gives you plenty of levels to conquer and then throws it all together in a package that does very little to create any real excitement. Stars is too repetitive and just isn't much fun.

Once in a while I like a game that is mindless fun. I don't have to think about strategy, and can just play ahead having fun in the process. The younger players will have a blast with this one as that seems to be the target audience. Not for the die-hard action players.

Parasol Stars, or should I say *Bubble Bobble 3*, is not that bad of a game. I mean, the graphics are decent and the game play is good, but the thing that makes it so good, is that it's fun. It isn't really hard, but the length of the game makes up for that entirely. Very Decent!

Parasol Stars is a perfect sequel to *Bubble Bobble!* As *Bubble Bobble 3*, *Parasol Stars* makes you the owner of magical umbrellas, and you throw enemies and bubbles instead of blowing them. Cool idea, but it's a little too easy. After you master the simple techniques, it's all over.

TurboGrafx CD - NEC Sherlock Holmes

Type: Mystery Release: Now
Levels: 3 Difficulty: Avg.



The king of the detectives has now come to the Turbo. Not content with just a good detective mystery, NEC has contracted with ICOM to do something special and they came back with not one but three Sherlock stories that, for the first time, offer full motion video. Each case tests you deductive reasoning but, even if you solve the case you still can go back and try to get a better score than Sherlock got.

This is the wave of the future! The game itself is a bit rough, but the technological leaps it makes are staggering. This is an interactive movie, featuring game play that possesses almost full motion video and is acted out nicely, providing the clues that make it a game.

This is an example of the type of games we will be playing two years from now. It is revolutionary, challenging and years ahead of its time. The mysteries are the kind that SH would take on and have been made harder by setting a near perfect score as a goal. Phenomenal!

This is the first of the live animation CD's for the Turbo and it really impressed me. The voices and the mouth movements don't match up but the animations are the most realistic I've ever seen. The mystery is very involving too. My only complaint is the game's easiness.

Excellent!! The cinema screens in Sherlock are incredible! It's like watching a movie mystery unfold in front of your very eyes! The worst part about Sherlock Holmes is that only three mysteries don't last too terribly long. After you beat them, all you can do is try to beat Holmes.

TurboGrafx - NEC Super Star Soldier

Type: Action Release: Now
Levels: 8 Difficulty: Avg.



NEC has blasted away with a new vertical scrolling mission; an evil armada of alien conquerors is approaching Earth, and only one thing stands in their way; the Super Star Soldier! Fearlessly take on huge end bosses with a multitude of super powered weapons. Bosses are not the only threat, however, as the entire army of attackers rain down on Earth; their intent: total destruction of mankind!

Super Star Soldier shares a lot in common with Blazing Lasers, which is the only reason that a comparison is made. Both have a good assortment of opponents, but in terms of sheer intensity Lasers wins. If you want another variation on the theme, however, this will satisfy.

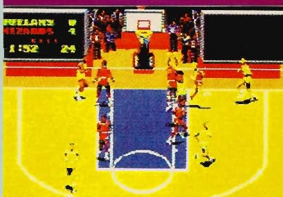
Another great shooter that has very fast action, lots of on-screen enemy and enough power-ups to give you all the weapons you need. It's hard and that is a welcome addition as most shooters have the difficulty set too easy. A well designed game with great graphics and sound.

If you ask me it's the sequel to Blazing Lasers. A very conventional, but good shooter for Turbo. While the game is harder than BL, it lacks the variety of weapons and power-ups that made BL so good. Great graphics and exceptional music blended with great game play.

Super Star Soldier is a good game, but not a great game. The power ups are not original enough to capture my attention or blow me away. The theme is nothing new. Good graphics and playability do help and the game is challenging and difficult.

TurboGrafx - NEC TV Sports Basketball

Type: Sports Release: Now
Levels: N/A Difficulty: Avg.



Lace up your Air Jordans, plug in the Turbo Tap, round up a few of your friends and get set for some serious basketball action. Translated from the Cinemaware computer game but enhanced with multiplayer cooperative action! Special features include an announcer who offers commentary on the game in between quarters. Check your schedule for the next game and plan out your strategy.

The latest in NEC's translations of the Cinemaware sports games does a decent job of living up to its namesake, but it falls a little short in the action department. The strategy of basketball is all here (albeit exaggerated in places), but the speed of the game is just a tad too slow.

As a one player game, basketball is only average. But, that is not the intent of this series of games. Play them with the Turbo Tap and lots of friends. As such, the game really opens up because of the interaction and cooperation that happens when it turns into a real multiplayer game!

I'm sorry but the five player option isn't a reason of a less than average playing game. They could of made this game really awesome with close-ups and loads of cinemas. Rather it's action is not very smooth and hard to follow. Not much fun except as a five player game.

Well, it's not bad, but it's not good either. The play control is bearable, but the perspective changes is confusing and annoying. The music and sound effects are cheesy and could use improving. The 5 player mode is it's best option, and really the only way to have fun here.

TurboGrafx CD - NEC

Valis 2

Type: Action Release: Now
Levels: 6 Difficulty: Easy



After the destruction of the Rougless King, Yuko has returned to the world of reality. Soon, however, Youko learns that the evil Magus has arrived to conquer Vikanti and its people. The Sword of Valis holds the key to defeating Magus and restoring freedom. Boasting high-tech sounds and graphics, Valis 2 is pleasing to the ear and eye. NEC proudly adds this game to its CD collection!

Valis 2, like some of the other CD-ROM entries, offers up a standard action game, throws in some spicy sound and intermissions, and calls it a game. You get plenty to shoot and interact with, but Valis 2 is not revolutionary in terms of play concept despite some high points.

The power of the Turbo CD-ROM comes through again. Spectacular true CD music and long intermissions help make the game as good as it is. I would believe that the game could be longer as a good player could finish it rather quickly, but 6 rounds is average and not to be faulted.

Valis 2 doesn't break new ground in action games, but the added depth of intermissions and true CD quality soundtrack are definitely noticeable. Only 6 levels in a CD-ROM game is a bit disappointing. Great graphics and superb musical score highlight this short but sweet disc.

Undoubtedly sporting some of the best intermission screens and music since Y's (but not better), Valis 2 has one major fault - it's far too easy! The story is quite entertaining and fresh. Since ladies are usually not the stars in video games, this game is original already. Excellent.

Genesis - Renovation Arcus Odyssey

Type: RPG Release: Now
Levels: 8 Difficulty: Avg.



Off in a distant time period, two forces clashed. Good and evil. They were in the form of Lealy and the evil sorceress Castomira. Evil had lost this confrontation and was striped of its power over the land. However, Castomira is starting to rise again in the land of Arcus. And now you and a group of warriors are sent to destroy her once and for all. Parallax scrolling and a great sound track are in this Gauntlet style cart.

Take the animation routines from Final Zone and throw in some RPG overtones and you get this new entry from Reno. While they've mastered the control problems that plagued the earlier effort, the seek and find theme and lack of real confrontation left me cold. Will appeal to some, however.

Arcus is a good change from the run-of-the-mill Sega games that have been coming out recently. I like the two player version and that alone makes the game worth while. Throw in plenty of action and a funky 3-D perspective and the game comes out good. Control takes some practice.

The game is cool!!!! It has 8 levels of 8 Meg power and the graphics are great. You have a choice of four different characters to play from and I love the Two player simultaneous mode. The oad let down in this game is that it is a bit to easy and the end came much to soon for me.

Arcus Odyssey is a little frustrating at first, but the game play becomes better as you go along. It's not a spectacular game, but it reminds me of that cool shooter, Elemental Master fort the Mega Drive. The 3-D perspective here doesn't help the game, but it adds a touch of style.

Genesis - Sunsoft Batman

Type: Action Release: Now
Levels: 7 Difficulty: Avg.



The legendary Batman is now available from Sunsoft for the Genesis. Play the part of the Caped Crusader as you pursue the Joker and his henchmen through the streets, sewers and buildings of Gotham City. Hop in the Batmobile or Batwing as you chase after the enemy in order to save the kidnapped Vicki. Watch the animated cinema intermissions between levels as you close in on the Joker.

The ultimate side-scrolling action game for the Genesis is finally available! Batman features the hero in a variety of scenes straight out of the movie. Great action, Batmobile and Batwing shooter sequences are all combined to make a superb game that's just a little too short.

Easily one of the best playing Genesis titles ever made. Good solid game play backed by excellent 16 bit graphics, sound effects and animated intermissions. True to the movie plot but it could have been a bit longer. Long in coming, but it's worth the wait!

A great title that almost never made to the Genesis legitimately. Great graphics and incredible music make this one of the best action carts available. Perfectly follows the movie's story and even has the Batmobile and Batwing scenes as well as cinema displays. A bit too easy though.

What can I say? It's great, but not the best. Once again, another simple game for the Genesis. The game play is true to the movie plot and scenery, but the bosses are too easy and don't last very long. Anyway, Batman is a lot of fun and full of huge levels to keep you busy. Solid.

Genesis - Sega

Dick Tracy

Type: Action Release: Now
Levels: 6 Difficulty: Avg.



Sega puts you in the shoes of the famous comic book detective as he fights his way through the underworld to locate the big name bosses of crime. Scrolling action comprises the bulk of this title, with the goons split between two streets for both side-to-side and straight-on gun fights. In between levels you can refine your skills in the shooting gallery bonus rooms.

Dick Tracy didn't really live up to my expectations. The game is repetitive, with the side-to-side shooting becoming pretty boring from the start. Being able to interact with everything is cool, but that gets old after a few plays as well. Bonus rooms don't save this big name game.

For a while Dick Tracy is fun to play but that fun turns to more of the same thing way too soon. It plays well but there should have been more variety. Decent graphics and great machine gun sounds are offset by a shallow game covered up by a big name movie.

A bit more colorful that the movie and a lot more fun. What the Genesis needs is more action games and Tracy delivers. It plays a lot like E-SWAT, but the similarities end when you pull out your tommygun and mow down the thugs across the street. Slightly repetitive, but good.

Dick Tracy is a welcome surprise to the Genesis. Watching the animation sequences and bonus rounds makes me feel like I'm right there in Tracy's shoes. The only thing Dick Tracy lacks is variety to complement this excellent graphics and great soundtrack. Nice try, gang!

Genesis - Sega

Fatal Labyrinth

Type: RPG Release: Now
Levels: NA Difficulty: Avg.



An evil dragon has take over a peaceful land and now rests in the Fatal Labyrinth. Only you can defeat the forces of evil that lurk within and find the exit of the ever changing maze-ways. Power up your abilities though experience, potions, rings, and magical canes until you are strong enough to face the Dragon himself in his formidable lair! Only you have the bravery, speed, ability, and brains to suc-

Even though the mazes change constantly, the game play itself never changes, let alone the music! How irritating! The price is right, however, for the gauntlet fan who hates playing the same levels over and over. Since no passwords exist, you can only finish in one sitting. Yikes!

There are two good points to this game. One, things change from one game to the next and two, the price. At least Sega is starting to realize that not everybody can afford a big 8 meg game and since each time everything changes the game will have a longer life span.

I'm not into RPGs and this game isn't very impressive. The graphics and sound are OK, but the game is just boring. The only thing that keeps this game from being fatal is every time you play the mazes change. You never play the same game twice. Nothing to get excited about.

Fatal Labyrinth is a good game, but not a great game, it lacks the excitement of an action and the challenge of an adventure game. The best feature in Fatal Labyrinth is that the item functions and maze layouts change each time you play. The music is too repetitious as well.

Genesis - Sega

Flicky

Type: Action Release: Now
Levels: 99 Difficulty: Easy



Oh, no! Flicky has lost her babies and needs you help! Take flight into Sega's newest addition to it's family of Maze-Chases. Flicky's chicks are strewn though 99 increasingly difficult levels. Flicky, however, is not the only one who wants her chicks. Cats and lizards are trying to get their paws and claws on the chicks as well! Flicky is not totally defenseless since she can throw objects at the enemies too.

Here is a low cost game for the Genesis aimed purely at the younger players. The theme is cute, as are the characters, but 99 levels is a little much. Since the music and enemies don't change, the game becomes tiresome quickly. The bonus stages do break the monotony a bit.

Another game from Sega that is both economical and fun to play. Not for everybody but once you try it you probably will want to keep on playing. It does go overboard with 99 levels but the younger players will probably be the first to get through all of them. Not bad, but not great.

Based on the old and little seen coin-op Flicky is obviously not the most complex of games. It does however have its addictive qualities and with 99 levels at a low Meg price is not too bad. Directed toward younger players Flicky is an average game for everyone in the family.

Flicky is a highly entertaining game for kids, but not much else. This theme was worn out after City Connection, and doesn't come alive here. The characters are few, the music is repetitive, and the concept is old. The best part of Flicky is having 99 levels to complete.

Genesis - Renovation Gaiares

Type: Action Release: Now
Levels: 7 Difficulty: Hard



The Sega gets yet another multi-level blast-a-thon pitting an armored space fighter up against a legion of alien attackers. Gaiares offers this war in a much different fashion than most, however, with an enormous array of weapon enhancements, full-screen boss creatures and a battle to save the universe that is implemented in a way all its own! With 8-Meg of power, Gaiares gets a boost as well!

With 8-Meg of memory, Gaiares could be guilty of overkill, and with the exception of enemy agents you're deployed to destroy, the game is surprisingly well-balanced. Gaiares is one of these few titles that puts a new face on an old genre, but succeeds in the process!

Games just *don't* get any better than this. The graphics, game play, challenge level, sound... everything is about the best ever in a Genesis cart. The bosses have to be seen to be believed, if you can get to them! Not easy but not frustrating. Spectacular!

Gaiares is Phenomenal! 8 meg of incredible graphics put it in a league all its own. If you thought the lava in TF3 was intense, wait till you see the hyperspace scene! 15 awesome power-ups and humongous end bosses that really mean business! Good music, but not as good as TF3.

Thunder force 3 move over!! Once I started playing this game, I couldn't put it down! Few words can describe this shooter. Innovative powerups. Rockin' tunes. Crisp graphics. The best end bosses ever!! If there ever was a game to follow, and nearly surpass, TF3, this is it!

Genesis - Seismic Hellfire

Type: Action Release: Now
Levels: 6 Difficulty: Hard



Adapted from a little-seen Toaplan arcade blaster, Hellfire introduces you to a galaxy filled with laser-spitting opponents bent on destruction. Through space stations and over alien worlds, Hellfire provides plenty of targets, both standard and boss-ees, for your Hellfire gunship and its myriad of weapons systems. Yep, there's power-ups to increase you scores dramatically.

Hellfire is a quite enjoyable change of pace with enough originality (with the selectable weapons) to make it interesting. The graphics are fine, and the action is good, with the only shortcoming coming from the confusion that can ensue when changing weapons. Good fun!

In many respects Hellfire is as good as Gaiares but this soft is even harder. Too hard for my tastes but there are players who thrive on that. Great scrolling, plenty of fast action and good audio. Lose your power and you might as well restart the game - too hard.

Another great shooter to challenge your trigger finger. Hellfire is definitely the toughest shooter I've played on Genesis. Basically the idea is to keep your weapons at full power or you are dead meat. Excellent graphics and sounds and 6 extremely long and difficult levels.

Cool weapons, fast game play, and long levels. What more could a serious shooter fan ask for? More. Hellfire lacks decent end bosses and powerups. There is not much variety in this long game. Multiple endings do enhance it though. Hellfire is only an above average game.

Genesis - Electronic Arts James Pond

Type: Action Release: Now
Levels: 12 Difficulty: Avg.



What's this? The famous secret agent must have met the same fate as the Incredible Mr. Lippett, because you now control James Pond, special agent of the deep! In missions like License To Bubble, A View To A Spill, Fishfingers, The Mermaid Who Loved Me and other fishy situations, you'll be battling evil divers, radioactive canisters, oil spills and other damaging objects found in the game.

James Pond has a lot of enemy characters. The environments Pond maneuvers within are bright and colorful. The techniques he possesses are varied. The execution of all these positive traits, however, is not very challenging or much fun, however, which is the main reason to play.

This game takes the usual concepts of scrolling action and totally turns them inside out. The graphics are crisp and colorful but the action suffers from a lack of real timing. The goals are presented clearly, but they just aren't much fun. Could be an interesting Genesis title for kiddies.

This game is not what I'd call exciting or fun. The graphics are a combination of pastel tones that serve as a bright background to what is a pretty ordinary game. The execution of this ordinary game makes it even less exciting. Never mind challenge, there's just nothing that's much fun.

This game looks like a nice kids game. The graphics are colorful, like Mario Brothers, and the sound isn't bad either. Each level had nice variety with different musical tunes and completely different tasks to accomplish. Although not for anybody over the age of 12, I thought it was cute.

Genesis - Data East Midnight Resistance

Type: Action Release: Now
Levels: 9 Difficulty: Avg.



Based on the popular Data East coin-op, this Heavy Barrel sequel offers more of the great shoot-em-up action found in the original. Now with 16 bit graphics and a full 8 meg, MR takes shooters to new heights. You mission this time is to save your family who have been kidnapped by alien mutants. The irony of this problem, is that the mutants were accidentally created by your grandfather! Save the planet!

This is the closest thing to *Contra* that I've seen available for the Sega machine. The multi-scrolling action and shooting that this sequel to Heavy Barrel offers is mind blowing in some spots, but a slight difficulty in control tempers what would otherwise be a near-perfect action title.

This is a great example of what 8 meg can do to a shooter. The game has depth, good player control, spectacular graphics and a wide variety of different levels. Throw in a constant stream of enemy to keep you busy. Similar to *Contra* but with a 16 bit upgrade.

This is exactly the kind of game the Genesis needs. Superb game play and outstanding graphics make it one of the best games for the Genesis. Awesome weapons and great end bosses. Two things I don't like are the absence of a 2 player mode and the game is way too easy.

Midnight Resistance is awesome!!! The super-powered weapons blow me away, and the backgrounds are incredible! The worst part about Midnight Resistance is that it's too easy! Come guys, this game was much harder in the arcade, and challenging too. Still it's a great game.

Genesis - Electronic Arts NHL Hockey

Type: Sports Release: Now
Levels: N/A Difficulty: Avg.



Electronic Arts' latest addition to the Genesis' sports arena is a hockey simulation. You have your choice of NHL Teams, each with their own stats for each individual player. Hit the ice in a furious, action packed cart that contains all the grunts, groans, and crunches of the real game. Be careful, if you get into a fight you'll be sent into the penalty box. Two player is even more exciting. Instant replay included!

EA strikes again with another intense sports game that not only captures the essence of the sport it's recreating, but also throws in many video game elements to really make the game explode! Awesome graphics and incredible play combine to make another great EA sports game.

EA strikes again! It is beginning to look like sports games are their specialty. This is hockey! Better than anything on any system and even the computers. EA won the Madden vs. Montana football battle and from what I saw, Sega shouldn't even try their hockey. This one can't be beat.

Now this is the kind of sports game I would expect to see on the Genesis. This game is awesome. The graphics are great and the game play gives you the effect of actually skating on ice. They even added a cool instant replay mode that is cool. I like the rewind mode.

NHL Hockey is awesome! The instant replay is the best feature to be placed in a sports game ever! I hope EA decides to place it in all of their upcoming titles... Anyway, it's a near perfect blend of graphics and sports action. The only complaint is the slightly difficult play control.

Genesis - Electronic Arts PGA Tour Golf

Type: Sports Release: Now
Levels: N/A Difficulty: Avg.



PGA Tour Golf is the first golf game on the Genesis that allows you to play against up to 60 of the most competitive pros on some of the finest golf courses in the world. Before you're ready to be the golf king, however, you'll need to sharpen your skills like special shots, putting, coordination, touch, power and course familiarity. Study successful shots in slow motion. You'll be ready to take on the best.

Golf games are a favorite and while this title takes a little getting used to, especially the game's true-to-life difficulty, it gives you a great simulation of the real sport. The basic game is the same reflex-timing tester found in the other titles, but the play and first person graphics are a real killer.

PGA Golf succeeds at combining the usual golfing game with great Genesis 16-bit graphics. Instead of a boring overhead perspective, PGA Golf uses some brilliantly drawn environments that give you an on-the-green view of the action. Tournament settings expand the appeal.

This game is like most golf games I've played, demanding reflex and timing as well as skills and strategy in judging hills and wind direction. The graphics are adequate for the title, although they aren't exceptional. Some good voice and sound effects round out the package.

For a golf game, EA's version of this popular concept was pretty good. Although the graphics weren't especially colorful, I did like the instant replay and alternating perspectives that the game offered. Digitized sounds of the crowd also made the game more realistic. I liked it!

Genesis - Sega Phantasy Star 3

Type: RPG Release: Now
Levels: N/A Difficulty: Hard



Phantasy Star fans, rejoice! The third PS adventure has arrived. You are Orakio, the brave adventurer who sets out to bring peace to the land once again. Your new adversary is tougher than before and you'll need all your strength and skill to win the game. Visit towns, explore the countryside, battle vicious creatures, meet new people, fight with new weapons, discover new items. You decide your destiny!

PS3 is different from the first two quests in many ways, but the basic play hasn't changed much. You wander about, fighting different enemies, creating stronger characters as you collect people and solve mysteries. A better-than-average RPG with nice graphics.

A definite winner! This amazing follow-up takes the proven Phantasy Star theme and expands it over the ages to include a changing storyline that twists and turns depending on the marriages that take place. Guide your characters to each of the different endings! Amazing!

One of the best RPG's ever! Phantasy Star 3 blows away the previous games, although it isn't necessarily more challenging overall. The game throws in a lot of new features like different generators who each will encounter their own quests to overcome. Awesome RPG!

Phantasy Star 3 is a good adventure game, especially if you were a fan of the first two. Colorful graphics, good sound, involving story and the size of the game were all pluses. However, I still enjoyed Y's Book 1 + 2 better than this game. Still, if you're a Genesis adventurer, PS3 will do.

Genesis - Namco Powerball

Type: Sports Release: Now
Levels: N/A Difficulty: Hard



What do you get when you combine the strategic elements of Football with the violent quickness of Hockey and throw those two spots years into the future? Why, Powerball, of course! Each nation has a team represented at these games, each possessing special talents. Speed, power, stamina - these are all important attributes, but what really matters is your aggressiveness and quick thinking on the field.

Powerball is one of those addicting titles that doesn't quite seem like much when you first plug it in, but the more you play and learn the techniques, the more involving the cart becomes. Powerball is a very different video sport that combines high action and pseudo-football rules.

This game moves fast, looks good and represents one of the first times that a game company has developed a new "sport". The action is fast, lightning fast in some instances, with decent graphics and sound. A different change of pace that should appeal most to sports fans.

Powerball is just the right kind of game for people who have wanted to merge football videos with action titles. The premise behind the "sport" is easy to pick up, and the action comes off well. Not exactly my cup of tea, but nevertheless a very playable game.

I've seen this idea many times in the past, but there's still something in this game that grabbed my attention. As with most games of this type, the two player option is what really shines. The computer opponent is way too hard, and this frustrates the single player gamer far too quickly.

Genesis - Bignet Raiden Trad

Type: Shoot Release: Now
Levels: 8 Difficulty: Avg.



The Earth is in peril, the human race is in an uproar due to the fact that a huge battlefleet of aliens whose greedy eyes are set on our home! The countries have no time to set up an accurate defense force to combat the invaders. However, an experimental craft has been invented and has enough power to halt the aggressors advancement. Loads of weapons and bombs highlight this intense shooter.

Raiden is nothing more than an all-out explosion of head-to-head blaster action. You get a number of power-ups, lots of fire-power and the usual cast of bad guys and bosses. Sure, it isn't anything new, but it's presented in a very slick manner that makes the trip worthwhile!

An excellent vertically scrolling shooter. It isn't revolutionary as it utilizes older tried-and-true game play. But what makes this great is the challenging game play, a good difficult curve and graphics that are among the best on the Genesis.

Raiden is an exceptionally tough game in the arcade, this version is a bit toned down but still retains most of the aspects that made the coin-op a classic. Great game play that is filled with power-ups, tons of enemies to shoot at, and awesome explosions.

Raiden Trad doesn't appeal to me for one reason: originality. Why do all shooters have the same powerup varieties and weapons? Gaiars had the first innovative power-up method in a long time! Otherwise, Raiden is a good shooter, and takes its place in the large family of Genesis shooters.

Genesis - Taito Sagaia

Type: Shoot Release: Now
Levels: 28 Difficulty: Avg.



A generation has passed since the incredible victory in Darius. Now, a new danger has raised its ugly head. Tiat Young and Proco Jr., the ancestors of the original pilots, must face this oncoming threat head-on through 28 vicious levels of shoot-em-up action! Multiple weapon power-ups and numerous enemies comprise each exciting level, not to mention huge level bosses with one mission: to destroy you!

Two gripes: Poor sound and no two player options. Okay, now that's off my chest, so I can say this is an incredible shooter. Fighting through 28 levels is mind-boggling, and the graphics are superb. I like the new Darius-style bosses, too. Wait until you see the last level bosses!

I loved the game as a PC Engine CD shooter and the CD BGM was spectacular. As a Genesis game the graphics are better but the sounds, well, they could be better. But, I'll take graphics over audio any day. One of the longest games on any system.

Another 8 Meg monster to buy for the memory muncher. The most impressive thing about this game is not its amazing graphics (and they are amazing), but the fact that it has a total of 28 different levels! Awesome bosses and cool power-ups. The sound could use some improving.

In Sagaia, the main problem is the poor sound. Otherwise, it remains a worthy sequel to Darius, even adding more levels and different weapons options. One amusing aspect of this cart is the mini bosses that appear frequently through the game...they are the main bosses from Darius!

Genesis - Sega Shadow Dancer

Type: Action Release: Now
Levels: 5 Difficulty: Avg.



Many years have passed and evil has once again returned to the world. Shinobi has returned in this sequel to the original cart to rid the world of these evil forces once and for all! This time, he's not alone, however. His faithful dog is accompanying him to help Shinobi ice the bad guys. The dog is virtually invincible, but will shrink to a puppy for a short while when hit. Don't underestimate him, though!

Shinobi at it's best! Although swamped by the influx of Genesis carts, this game is a treat not to be overlooked. The graphics are well drawn and animated, and the music is excellent. The only drawback is the lack of the different ninja magic that I loved in Revenge of Shinobi!

This soft is a sleeper. Considering all the great 'big name' carts out there you might miss this game, but don't! Plenty of action, power-ups and very good animation. A lot of different moves to learn, and that is good for this kind of game. Good player control.

An excellent sequel to Revenge of Shinobi that helps fill the blank in the Genesis action category. Outstanding graphics and superb audio. The game play is very good with many techniques to master, but is set a bit too easy. I just wish the last boss would get out of his chair.

The first thing that captured my attention in Shadow Dancer was the brilliant graphics. The music is very good, and the play mechanics are well thought out. The addition of the pooch was more of a visual delight than a useful one. Still, Shinobi fans everywhere should get this one.

Genesis - Sega Sonic the Hedgehog

Type: Action Release: Now
Levels: 18 Difficulty: Avg.



You're a hedgehog with a mission - a super hero capable of performing incredible feats! Become the one and only Sonic the Hedgehog - Sega's latest character creation who's out to deliver some of the brightest, boldest, and most exciting action you'll ever see on the Genesis! Explore six levels of play, each with three huge stages filled to the brim with action, animation and total challenge!!

Definitely, without a doubt, positively the most incredible action game ever created for the Genesis. Incredible speed, plenty of technique and more than enough challenge await our super sonic hero as he collects rings and discovers hidden rooms. Excellent, excellent, excellent!

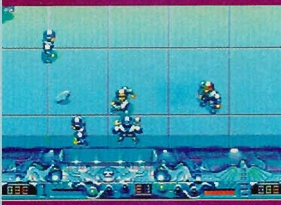
Sonic is the best game ever to come to the Genesis. It is challenging but never to the point of frustration. Sonic's speed is second to none and the best part is when he turns into a pinball. Lots of secret rooms to keep you searching while progressing through the game. Spectacular!

The Genesis has been hit by a sonic boom. He's faster than anything you've ever seen. If you thought the Enterprise was quick, wait till you see Sonic at warp speed. This game is absolutely unbelievable! If you don't get it, it's because you don't have a Genesis...yet.

Super Sonic, Super Sonic... Sonic is Super all right! The Genesis shouldn't be able to put Nintendo's 16-banger to shame so early in the contest. Nothing compares to Sonic in every category: music, graphics, animation, theme, and control! To top it all off, Sonic ever has an attitude!!

Genesis - Arena Speedball 2

Type: Sports Release: Now
Levels: N/A Difficulty: Hard



The popular PC game of the same name is soon to be released on the Genesis. This cart has you dashing around the playing field after the ball trying to get it past the goal post. This is obviously not as easy as it seems. The other player can attack you teammates at any time! This doesn't mean you can't attack. Before the game, you can adjust your stats and modify your strengths. Time to rock!

While I give this game a couple of points for at least trying to give us something new and different, the execution and control just don't deliver. The futuristic sport doesn't really get you excited in the way a football title might and even though it's a nice try, it comes up short.

Speedball 2 is a challenging futuristic soccer/rugby-type game. To me it is a lot like Power Ball and while the action is intense and the game play good, there is not that much difference between the two games. Needs more color and sound, otherwise, it's OK.

Speedball 2 is an OK computer game to port over to the Genesis. But the game still plays like a computer game and that isn't too great. The graphics are good but very choppy and there isn't any background music. Not one of the better sports game available.

Speedball - another name for a fast sphere of energy that you chase around, smacking opponents and laying them out on their respective buffs. Sounds exciting, probably not, because this has been done too many times before. Oh well, creativity is hard to find.

Genesis - Treco Street Smart

Type: Action Release: Now
Levels: 9 Difficulty: Avg



Chop! Kick! Slam! Street Smart from Treco will send you reeling! Using state of the art technology, Treco utilizes the high tech graphics and sounds of the Genesis to create a nine-level slugfest translated from the coin-op original. All of the moves are retained from the coin-op, as well as both hero character and their specialized attacks. Do you think you can take on Mr. Big in his penthouse?

Here's a game that tries to be Final Fight for the Genesis. It has a nice look and feel to it, but the diversity in the rounds and the opponents you face isn't great enough to keep from becoming repetitive. There are some nice touches, but most of this has been done better before.

Street Smart is an all right fighting game. The background graphics are quite detailed but there just aren't enough moves to keep me interested. I found that by using just the basic moves and harder opponents would be good.

Street Smart is a clone of Fighting Street. The moves are practically the same and the game looks very similar. The graphics are detailed but the animation could have been a little smoother. The game as a whole is not very challenging and in the end is quite a disappointment.

Not bad Treco, I'll give you credit for trying. If only the player control hadn't been horrible, Street Smart would have earned a solid seven or maybe an eight! The graphics are excellent and the music is above average. This will be a good one for fighting fans, but watch out! It's totally easy.

Genesis - Sega Super Volleyball

Type: Sports Release: Now
Levels: NA Difficulty: Avg



The latest and improved version of the hit cart Super Volleyball will soon be back on the Genesis. Use your spikes, sets, bumps, and other agile movements to work your way through the championships and end up with the trophy. Choose your team out of a number of different foreign teams that have many different strengths and weaknesses. Have a friend over and compete with them for more added fun.

This game gets a couple of strikes right out of the gate. First, the theme is not exactly at the top of anyone's list. Secondly, the game play is entirely two-dimensional, and incredible bad trait for any "sports" simulation. It's topped off with control that leave much to be desired.

Certainly not one of the best games I have ever seen on this system. The graphics are flat and game play isn't fun. It's far too easy, and lacks...everything. It looks more like a Game Gear cart than one for the Genesis. Nuff said.

I wasn't impressed at all with this volleyball game. I know that this is the first volleyball game for the Genesis but they could have done a better job. The game is fun when you first start playing it but it gets old really fast because the game play is repetitive and easy to master.

Super Volleyball is a waste of the Genesis! Although the idea is good and the execution is okay, there is no reason that this title couldn't have been in 3D. The 2D perspective take away much of the imagination and causes Super Volleyball to be repetitive and boring.

Genesis - Sega Twin Cobra

Type: Action Release: Now
Levels: 8 Difficulty: Avg.



Take to the skies as you prepare to singlehandedly blow away the entire land, water and air based armies of an evil dictator who threatens to take over the world. The odds are thousands to one, but by being able to steal some of the enemy's weapons you just might have a chance! Each level puts you up against a different configuration of enemy forces but with your doomsday bomb you can do it!

This is one of my favorite arcade vertical shooters of all time and Sega has done a remarkable job of capturing the action. Everything is here, practically to the pixel, from the giant Bosses to the intense build-up of weapons. The graphics are edgy but the play is top-notch!

Yet another shooter from the masters at Sega. Twin Cobra is very good but it's more of the same only vertically scrolling this time. The two player option would have made it better but it was left out. No new ground broken here but it is a good shooter if you aren't tired of them yet.

A great shooter that's a classic favorite to me as well as most veteran gamers. This game is a carbon copy of the arcade. Great graphics and sounds and superb game play make this one of the best shooters around. Definitely not for wimpy shooter fans.

Twin Cobra is a fun shooter with lots of power-ups to satisfy the shooter fan. Listen to some cranking tunes and blast your way through the enemy tanks!! This game is a lot of fun to play, but it would have been nice if they kept the two-player option in the game, like the arcade.

Genesis - Renovation Valis 3

Type: Action Release: Now
Levels: N/A Difficulty: Easy



Once again, the amazing Yuko must use her powerful sword of Valis to defeat the evil growing in her land. This time, take along some friends and face the challenge together! Some characters will join you quest and help Yuko along the way. Featuring the classic cinema displays and magic, Valis 3 breathes new life into this action theme. Only the Sword of Valis has the power to overcome the evil!

8 Meg games rarely provide the punch they promote, but this hits the mark! Valis 3 has all of the qualities of a good game: cool graphics, control, music, and cinema displays. For those who cannot afford a high priced CD player, this cart will be a pleasant addition to their collection.

Leave it to Renovation to pick great games. Valis 3 has the perfect mix of challenge, game play, length, difficulty and action. Throw in very good graphics and interesting intermissions and this is one of the few 8 meg games that is worth the higher price!

Valis 3 is a very cool action game that has a lot to offer. Great graphics and good sound highlight this sword slashing adventure. Kind of like Castlemania 3, you meet new people and then become them. A bit slow paced and too easy, but very good. I miss the CD voices and music.

Cool! This version of the classic CD game was very satisfying and fun to play. Expecting nothing even close to the CD version, I was very surprised at the excellent detail and cinema displays (minus voices). This is certainly a worthy game on its own. Take a look at this one.

Genesis - DreamWorks Wings of Wor

Type: Action Release: Now
Levels: 6 Difficulty: Avg.



In this new shooter from DreamWorks you are Wor, the ultimate battle master. You must defeat the evil mutants of Iccus before they can gather all their forces to take on the entire galaxy. Fly through six levels of underground caverns heavily infested with some of the most grotesque demons ever to grace the Genesis. Get to the ultimate force itself in order to stop this armageddon from repeating itself.

Another blaster for the Genesis that unfortunately doesn't boast a great theme or unique enhancement scales. Wings of Wor is solid action, don't get me wrong, but if you're looking for anything other than a shooting blow-out, than Wings will probably not excite!

One of the best non-arcade shooters to come out in a while. Nicely detailed bosses set on a good variety of backgrounds. Solid challenging game play is a plus here. Has an unusually large number of weapon power-ups which are needed as you progress farther into the game.

Another good shooter for the Genesis. If there weren't so many shooters out there it might have stood out as something different. Some cool features like the variety of power-ups and extremely huge end bosses make this an above average game. Not the best, but not bad.

This is a different type of shooter that doesn't become draw-out or boring. The enemies are inventive and the round bosses are spectacular! Having weapons that power-up 25 different times is great when facing bosses that take up more than one screen! This is a good solid game.

Master System - Sega Mickey Mouse

Type: Adv Release: Now
Levels: 7 Difficulty: Easy



Mickey sets out to conquer another world...The Sega 8-bit world. Much of the theme from this game has been lifted from the Genesis version as Mickey tries to make his way through the gauntlet of dangers and obstacles that await in each round. Using special attack techniques will get Mickey through the hard times, but only a skillful hand will get our hero past all the challenges.

Every once in a while Sega manages to deliver the goods and really get us to forget how archaic the Master System really is. Mickey looks decent for 8-bit and more importantly this title has a good balance of game play to make the whole thing worth while. Congratulations SMS owners!

Mickey scores another hit for Sega! This is a good example of a game that doesn't have to have tons of memory or a 16-bit processor to be good. Mickey animates well, the quest is challenging and, best of all it is fun to play. The SMS can use more carts like this.

8-bit Mickey is every bit as good as the Genesis version. Colorful graphics and good music with excellent game play. Different levels than the 16-bit and a variety of power-ups make this a SMS cart you shouldn't miss. This should hold those waiting for Fantasia.

EXCELLENT!! And who thought the SMS was dead?!? Anyone with any decency should get this game! The graphics are marvelous. The music is stupendous. The control is amazing. This game is almost every bit as good as the Genesis version! Nuff said!!

Game Gear - Sega G-Lock

Type: Shoot Release: Now
Levels: N/A Difficulty: Avg.



G-LOC, Sega's sequel to their Afterburner arcade series, has been brought to the Game Gear. If you're a fan of the high-speed rock and rolling of the Afterburner planes, G-LOC pulls off this dizzying sensation one step better. While waiting in line to play the arcade version, why not bring you Game Gear to the arcades and play this version to pass the time. You may notice people lining up behind you to play it!

There is nothing much but your standard target shooting contest here. The GG version of G-Lock has very little in common with the arcade version, and with a lack of challenge or innovation the game really boils down to a standard shoot-and-move with less than fantastic graphics.

G-Lock is the Game Gear's version of Blue Lightning. Without smooth scaling effects and fluid moving action, the game plays a little too rough. Essentially you have a moving plane that serves as a target for the enemy, while you control a separate target to knock the enemy down.

G-Lock just doesn't stand up to other hand-held airplane shooters. On its own merits, to be fair the game offers up quite a few different types of enemies and enough challenge in avoiding oncoming missiles and such. The graphics aren't great, however, and don't add much.

This is probably the Best Game Gear game I've seen. Although the game itself doesn't display the beautiful graphics of the arcade version in all its glory, the basic idea is still there, including the excitement. The colors are put to good use and the sounds are potent with headphones on!

Game Gear - Sega Mickey Mouse

Type: Action Release: Now
Levels: 6 Difficulty: Avg.



Sega has just converted it's popular Master System version of Mickey Mouse down to the Game Gear. All 6 levels are there down to the last detail. In this game you must rescue Minnie who has been kidnapped by the evil witch Mizrabel. Start off in the black forest on you way to the bizarre fantasy worlds containing wooden soldiers, toy airplanes and immense jack-in-the-boxes. All suddenly alive and after you!

Mickey Mouse finally brought justice to die-hard Master System fans, and this loose translation of the same code shows that the Game Gear will be able to deliver a great game. The action scenarios are supported by all kinds of techniques and graphics that do make the GG look good.

Mickey was great on the MS and the GG version is a letter-perfect copy. Everything is here including all of Mickey's cute movements. And the game plays perfect too! Easily the best GG game yet and I hope that this is an indication of what is to come!

The best Game Gear game yet! This is a perfect translation of the Master System version. Great graphics and game play will delight all gamers. All the animations and power ups are there and the levels are basically all the same. A fantastic portable game that shows the GG has promise.

Outstanding!! I never thought the Game Gear could faithfully duplicate the Master System, though, but here it is. Playing through it, I found that every last detail was retained, and even the sounds are the same! Unfortunately, Mickey Mouse is far too easy to be challenging for long.

Game Gear - Sega Revenge of Drancon

Type: Action Release: Now
Levels: 8 Difficulty: Avg.



The exciting Master System cartridge of the past is now being readied for Sega's new color portable. Help our little caveboy through 8 levels packed with boy-eating snakes, kid-devouring spiders and youngster-scorching fires. Grab the fruit for energy and look for the hidden dolls as you run through each section. Uncover the axe and locate the skateboard to help you speed through the action.

Wonder Boy has arrived for the GG, but why are they calling it Drancon? For whatever reasons, this Gear title crams the action of Wonder Boy into the small screen for a great play on the Super Mario-style of play. I liked Wonder Boy and this is a great copy, but be warned...it is Wonder Boy!

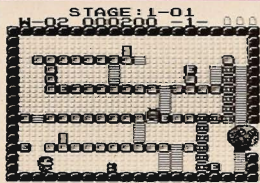
Sounds like a sneaky way to sell more Wonder Boy games. You don't have to hide it, WB is a decent game! Even better here because it is now portable and a great traveling game. Packed with the hidden bonus screens and all that we liked in the original game.

It's just the original Wonder Boy translated for the Game Gear. The game plays very well for the size of the screen and the graphics are good too. The game is really nothing new though, and isn't one of the more exciting titles for GG. Good but not great.

Basically, nothing more than Wonder Boy on the tiny screen. Unfortunately, on the Game Gear Drancon does not play as smoothly as on the Master System. Colors are vibrant, however, and good graphics and soundtracks make up for this otherwise slow game.

GameBoy - Nexoft Cyraid

Type: Action Release: Now
Levels: 5 Difficulty: Hard



The people of Earth once again need you help to prevent total domination. Professor Rogue, the evil scientist in the game, has devised a fortress filled with robots ready to carry out his destructive plans. Luckily, Earth has two agents of peace planted in the fortress which can thwart the evil professors plans by gathering all the energy capsules in each room. By manipulating the many items, you can defeat Rogue!

This game reminds me of Lode Runner Part 2 - with a maze full of ladders and blocks that must be traversed while avoiding a bunch of nasty critters. This is nothing but a standard puzzle game with a few bonus items thrown in. If you're in the mood for another, give it a try.

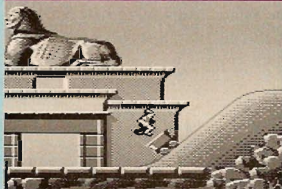
Another puzzle game that features ladders and mystery blocks, this could be described as sort of a one-screen Super Mario puzzler. The action does get forced a little slower than it could have been, by adding enemies that are more "road blocks" than real threats.

A nice puzzle game that introduces parts of several other games as well as throwing in a few concepts of its own. There is nothing that is fantastic here as well as nothing that is really bad, but as a puzzler it probably won't disappoint.

This game reminded me alone of Donkey Kong. The ladder climbing aspect of the game was almost identical. For the GameBoy, it's really not that bad of a game. The graphics are on the small side, though, and it was hard to tell exactly the distance between me and the bad guys.

GameBoy - Sony Imagesoft Dragon's Lair

Type: Action Release: Now
Levels: N/A Difficulty: Avg.



The all-powerful Lifestone has been shattered into 194 pieces. Only Dirk the Daring can possibly find all of the pieces and reform the lifestone to rescue the princess! Sporting highly detailed back-grounds, Dragon's Lair for the Nintendo GameBoy hand-held system tests you jumping skills and ingenuity to the limit. Some pieces are placed precariously above hazards, so make you jumps carefully!

Dragon's Lair on the GameBoy is slightly more playable than the NES version, but it still doesn't have the tight mix of great graphics and solid action. The quest becomes repetitive almost immediately and even though there are some nice sights, the game needs more punch.

I actually liked playing the GameBoy version better than the NES cart. At least I didn't get frustrated. There is a lot of jumping to do and timing is critical but not as critical as the NES cart. It looks good and plays as one would expect from the GameBoy.

Jump around and collect little square objects called lifestones. Does this sound like Dragon's Lair to you? Nice graphics won't help this one in my book. Overly repetitive in concept and in game play. I guess I'll have to wait for this game to come out on the 'other' systems.

Sadly, graphics are the only thing that save this game. The back-grounds are spectacular and game play is good, but the concept is questionable. This game would fare better under a different name! It just isn't Dragon's Lair! Too much repetition doesn't help either.

GameBoy - Konami

Castlevania 2

Type: Action Release: Now
Levels: 5 Difficulty: Mod.



The first Castlevania on the GameBoy proved to be the most memorable. Soon, the sequel to the ever popular game will be coming out! The quest is similar in design to the previous cart though this time, the quest is larger, and there are more hidden items and bigger, badder bosses. Some characters are the same as well as new ones. And all the power ups are retained to make this the best cart yet!

This is about as good as an action game can get on the GameBoy. Those who are familiar with the original GB version will find A LOT in common with the sequel, that doesn't diminish the payoff of a game with rich backgrounds, detailed characters and fast-paced play techniques.

Don't expect anything new here. This isn't a sequel, it is a continuation of the first game. Virtually everything is the same. That's not bad as the first was such a great game. Players will like this version as, like the first, the game play is great, as are the graphics and challenge!

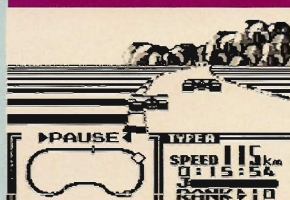
The second Castlevania adventure for the GameBoy is even better than the first. The graphics are top notch, the music is really cool and the game play is awesome with more power-ups, hidden rooms and special techniques than the first. One of the best carts available for the GB.

Castlevania 2 is marvelous, but short. Like a typical GameBoy game the graphics are nothing to write home about, but they do for now. The music deserves the same comment, but keep in mind that this is challenging game! All Castlevania fans will love it! I did.

GameBoy - Nintendo

F-1 Race

Type: Sports Release: Now
Levels: N/A Difficulty: Easy



One of the first of its kind, F-1 Race for the Nintendo GameBoy allows up to four players to join in the fun simultaneously and race against each other. Of course, if you don't have three friends with enough guts to challenge you, take on the computer and go for the checkered flag. Quick reflexes and driving skills are a must here! Keep constant tabs on your driving status and position and leave the opposition in the dust!

This game resembles go-cart racing more than F-1 racing. The graphics and action are both flat with sound effects that aren't much better. As a one player title it just doesn't click, but with four people going head-to-head, it picks up a little speed. More backfire than bang here.

This is the first of the more than two player games and it can be enjoyable when all 4 are playing. It isn't a spectacular cart if you are playing alone as it can get rather boring. Chase HQ is a much better game and you ought to think twice on this one.

Maybe driving games weren't meant for GameBoy. The game itself is basic in concept and not overly exciting, but the screen blurs too much and causes eye strain. The 4-player option is out if you know 4 people who have the game. If you have a WideBoy, great, if not then pass.

Well, for a GameBoy game, F-1 Racing isn't bad. The control needs a little work, and the lack of response cripples the racing game. After awhile the game becomes too repetitive as well. While a good effort, this driving game falls short. Only for driving fanatics.

GameBoy - THQ

Home Alone

Type: Action Release: Now
Levels: 5 Difficulty: Avg.



This cart continues the story of the boy named Kevin who stopped two thugs from entering the house when he was home alone. Now that they are out of the slammer, they want revenge! This time they have assembled a team and are going to raid his house again! Guide Kevin through the many levels collecting the valuables and trying to seal them in the vault downstairs. Are you able to stop them this time?

While this game capitalizes on the successful comedy, the developers of Home Alone missed a grand chance to really create a game that could have opened up a new category of video games that make you laugh! It's a state action-wanna-be that's slow and tedious.

Home Alone captures some of the flavor of the movie. As a game it is OK and has some good action sequences. But, with a bit more effort it could have been a great game. Needs better control and more variety. The graphics are too plain and don't help the game along.

This game needs work. While the movie it is based on is very funny, the game doesn't convey the same intent. The game play needs major work and the music is unacceptable. Hopefully the NES and Super NES versions will be better. Not the best game they ever did.

Home Alone is another example of a Name Game - it'll sell on name alone. The game itself is okay but it deserves the average rating because it is all-around average. Unfortunately, an incredibly funny and successful movie like Home Alone demands a better game.

GameBoy - Hi Tech Expressions Hunt for Red October

Type: Action Release: Now
Levels: N/A Difficulty: Avg.



You are the captain of the Russian sub, Red October. Your mission: get out of Russian waters and into the safety of the good old U.S.A. This journey will take you through sub and tanker infested waters, all aimed at blowing your sub away! Missiles and Torpedoes are not only worry, however, as the sea walls and floor can damage you fragile sub. To make matters worse, you must battle large bosses, too!

Average. No more and no less. The concept behind Hunt for Red October is excellent, but the execution is less than adequate. Unfortunately, this cart could have been much more enticing if it was faster and featured different enemies and hazards. The round bosses are good, however.

The Hunt, for some reason, seems to move unusually slow. It didn't have to as you aren't really on a hunt where a lot of thinking must take place. As is, it's only average, but the younger player would probably like the game more. It plays too easy for my taste.

The GameBoy version doesn't live up to the name. The game play gets frustrating and your sub isn't responsive enough. The graphics could have been better and the sound is minimal. The game didn't impress me as it moves slow and unpredictable.

The Hunt for Red October is nothing more than a slow-moving shooter in a submarine. The enemies lack variety, and the power-ups are disappointing. The idea is good, and the levels are large, but it just isn't enough to really impress me. Nice try, but it needs more.

GameBoy - Capcom Mickey's Dangerous Chase

Type: Action Release: Now
Levels: N/A Difficulty: Easy



Mickey and Minnie team up in this fascinating tale starring most of Walt Disney's favorite characters. Mickey and Minnie take on the thugs, dogs, and various other obstacles while looking for magical stars and power ups along the way. Their main offensive weapon is to pick up blocks of stone and hurl them at the numerous enemies. They can uncover mystery items by lifting question blocks also. Go, Mickey!

It appears Mickey will be a hit no matter which system he appears on. Mickey's Dangerous Chase is a fun game to play, sometimes even silly. The option to pick Minnie is different since Mickey is always saving her in the other versions! No mater, though, this is a good all-around cart.

Once again it's Mickey to the rescue! This time he's not alone: Minnie is by his side, and that adds a new twist to this fun cart. Good graphics and hilarious enemies highlight the always pleasing game theme. Attack methods are like the previous titles. You can't keep a good mouse down.

Mickey is ready for action wherever you go. Great game play and good graphics as expected for everyone's main mouse. Pick Mickey or Minnie and go on an adventure. Different methods of attack and a cast of cartoony characters make Mickey a good game for all ages.

Cute, real cute. So far, Mickey and his gang are becoming real targets for the local evil figures. Why can't they leave them alone? Mickey's Dangerous Chase does a good job bringing Mickey home to the GameBoy, featuring decent graphics and humorous game play.

GameBoy - Asmik Mysterium

Type: Adv. Release: Now
Levels: N/A Difficulty: Avg.



Utilizing the tools of fire, water, acid, and mercury, you must transmute the objects that you find scattered throughout the levels into objects that are useful. Use these objects to solve the mystery of the Mysterium. Dive head first into this challenging adventure game from Asmik. Find the clues that will teach you the formulas lost over time to overcome the difficult obstacles in your way.

Whew! My brain is tired from endless calculations and computations from solving this game. This game does not deliver fast-paced shoot 'em up action, but it never promised it, either. The puzzles are good, although the mechanics are a little choppy. Not for the impatient player.

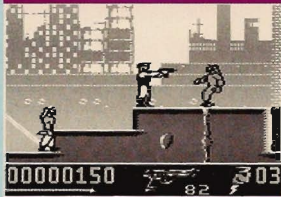
The name of the game says it all. It is a good game where you have to think but not everybody likes to do that. Don't look for lots of action but expect to be challenged every step of the way! I like it as I can do something other than shoot everything on the screen.

Trapped in a maze again. This game reminds me of Wizardry with a little more play appeal. Many secrets to unlock and a long series of puzzles to solve make this an OK cart. Not my type of game but Shadowgate fans should love it.

Well, Mysterium is a mystery to mel. The best aspect of this game is that makes you think. No action is really present here, so if you like brain-teasers, this game is just for you. Figuring out the correct formulas is not a problem, but getting them to work is another story!

GameBoy - Ocean Navy Seals

Type: Action Release: Now
Levels: N/A Difficulty: Avg.



Americans are being held hostage behind enemy lines, and their only hope is you and the Navy Seals - a group of soldiers specially trained in terrorist activities and how to counteract them. You must lead your squadron through the flames and armadas of enemy troops to reach your destination. Just remember, throughout your mission, the hostages are waiting for their rescue. May justice and liberty prevail!

This game is about as much fun as the movie on which it's based, which doesn't say a whole lot. The action is very basic, and while not exactly bad, it just doesn't do much to get you excited. The graphics are fine, but with little game play or technique, this ends up to be a wasted effort.

Navy Seals is an average game. It takes the standard plot and does everything as an average game should. The graphics are good and the quest does get harder as you progress further into the game. But overall, it is just average.

Navy Seals is a game that tried to make it by using the title of a popular movie. The game lacks any real substance, the graphics are standard and the game play is horrible. There are better action games out there for GB, as far as I'm concerned, throw Navy Seals a fish.

Why?? The movie wasn't all that exciting, so how could anyone expect a killer cart? Well, Ocean tried but dove in the deep and with a full stomach and ended up sinking to the bottom. Navy Seals is a new version of Rolling Thunder that fails to excite the imagination or anything else.

GameBoy - LJN Punisher

Type: Action Release: Now
Levels: 5 Difficulty: Avg.



It's the not too distant future and crime lords and drug pushers are running rampant. You're the last person who seems to care about law and order. Set out to clean up the city and go for the boss himself - Jigsaw! Spiderman comes to help you in the supermarket and after the hostages are rescued, move on to the marina airport and Jigsaw himself. Grab more ammo and stronger weapons as you progress.

Based on the comic book character and modified from the NES version, The Punisher on GameBoy has our anti-hero blowing the place to bits, with an assortment of weapons that are indeed very deadly. Not much new here in this Operation Wolf clone and too repetitive!

Operation Wolf Jr. is an OK GB game. The cameo appearance by Spiderman is a great idea (sounds like one of our April Fool jokes) and perhaps we'll see more. As a shooter it's tough to see everything on the tiny screen. Great graphics and plenty to shoot at though.

I don't like this game because the sounds really annoy me and playing this type of shooter game on a little screen is a real punishment on the eyes. The graphics are above average as far as GB goes and it has a few cool features. Just an average black and white Operation Wolf.

Set in the first person perspective, Punisher is unique as a GameBoy shooter. It's main difficulty would have to be the horrible sound quality, but the game's playability was good and the graphics are okay. It was really cool to have a special guest appearance by Spiderman, too.

GameBoy - Irem R-Type

Type: Action Release: Now
Levels: N/A Difficulty: Avg.



R-Type comes to the hand-held front lines on the Nintendo GameBoy! Journey through 6 intense levels and fight the highly detailed round bosses with firepower only expected to be found in R-Type! Grab floating and hidden power up options and take on the enemy armada. Go where no GameBoy has ever gone before and take a stand against the forces of evil in a showdown not to be missed!

All GameBoy owners should keep and eye out for this cart! Rarely does a GameBoy cart capture my attention like this one does! Brilliant game play and graphics are featured in this hand-held shooter's dream. The control is responsive enough to make me feel I'm part of the action!

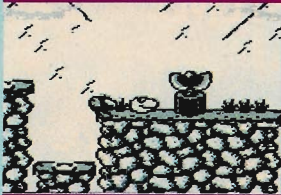
There are few GameBoy games that I want to play but this is one of them! Unbelievable graphics for the GameBoy and likewise for the game play. It could be the best shooter for this format and even the sound was enjoyable. This is one cart that you should get!

Excellent! One of my favorite shooters is available on the go. While not as good as the Turbo Express the GameBoy does a great job of capturing the look and feel of this arcade classic. Terrific graphics, stereo sound, and great game play. I miss levels 4 and 5 from the original.

R-Type on the GameBoy! Impossible, you say? Hardly! This translation to a portable format left little missing. True, the game sounds and graphics aren't quite as nice (color would help), but for the GameBoy, it is a true masterpiece. All shooter fans will enjoy this cart.

GameBoy - Tradewest Sneaky Snakes

Type: Action Release: Now
Levels: 16 Difficulty: Avg.



Sonia Snake's in trouble! The nasty Nibbler has hobbled her and is keeping her captive in his Nibby Nest! Only Atilla and Gengis, the Sneakey Snakes, can save her now! Slither your way through 16 serpentine levels and nibble enough Nibbles to ring the bell and open the door to the next nibbleacious landscape! Sneaky Snakes also has a unique two player simultaneous mode for friends!

Sneaky Snake is a very different kind of scrolling action game. You control a multi-linked serpent on a quest to reach a variety of locations as intact as possible. The control is awkward, with a zero gravity effect that leaves you flying in the air. The graphics are fine, but no real game here.

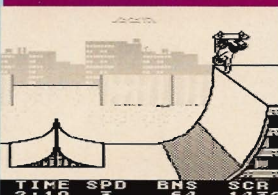
Sneaky Snakes is an interesting game and one which is good for the small screen. While fun for the first few rounds, there just wasn't enough variety to hold a persons interest. The tongue extenders help but not enough for the older player. It's meant for the young.

Sneaky Snakes is an original idea for a video game. Sort of like a GB version of Snake, Rattle N' Roll. The game is fun to play but gets too repetitious after a few rounds go by. A good game for GB that could be of ben great if more techniques and new ideas were involved.

Average, average, average... Nobody wants to make fun games anymore! A fun game should be pleasing to the eyes, ears, hands, and brain. Sneaky Snakes might be visually stimulating, it lacks the rest of the positive traits that truly rates an exceptional game.

GameBoy - Electronic Arts Tour De' Thrash

Type: Action Release: Now
Levels: N/A Difficulty: Avg.



Yo, dude! Skate or Die returns on this GameBoy edition of the Stale Fish Tour featuring the Retro-Rockey Ramp! One or two players can compete with the Game Link cable. You'll face some pretty tough computerized opponents, like CJ, Lester and Rodney, each with their own special moves. You can also choose the wild locations to compete at, from the L.S. Sewerside to the Easter Island Thrash landing!

While the premise behind this game is nothing new most of the time it has been merely a game-within-the game. There are plenty of moves that you can do in the half-pipe, but when you consider that this is all the game really is, with little graphic or sound support, it appears weaker.

While Tour de Thrash is not a bad game, it just doesn't offer enough to play against within that game. You skate inside a halfpipe and perform a variety of moves. You skate from one side to the other, skipping over a center divider to break up the repetition. Nothing bad, just not enough.

Is this all that there is? Tour-de-Thrash starts out nice. Lots of action in a halfpipe setting. Move around and build up speed. Do lots of flips, score lots of points depending on your techniques on the next scene. What?! No more scenes? Repetitive, repetitive, repetitive.

In one word, boring. The skateboard event in Epyx's California Games on the Lynx blew Tour de Thrash away! The game is way too repetitive to seriously consider it as a stand alone game. The graphics also lack too much detail so desperately needed in this type of game. Forget it!

Lynx - Atari A.P.B.

Type: Action Release: Now
Levels: N/A Difficulty: Avg.



Crime is on the rise in the city streets, and you can bust them all! Fly through the streets locating speeders, pull them over, and bust 'em! You can also pull into hot dog and doughnut stands so that you can revitalize your supplies and gas stations will help you get more fuel. You can even find parkways that you can drive around in to locate money bags for big points. Time to clean up crime!

APB was a prime example of a "player's game" when it was released in the arcades. The game is packed with plenty to interact with but eventually proved too complicated for most players. It gets a second chance and even though some parts are gone - it's still pretty good.

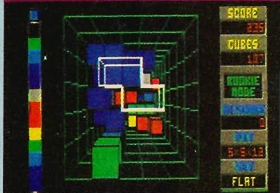
A very good translation of the arcade game. The action sequences are well done although scaled back quite a bit, unfortunately to the point where there isn't enough variety to hold a players interest as some of their other titles do. The parkway scene is exceptionally well done.

This is a good translation of the arcade game and the voices are extremely well done. The game play is very repetitive and leaves much to be desired. The graphics are only average as far as Lynx games go. This cart just lacks the intensity that it needs to stay interesting.

A.P.B. on the Lynx isn't what I expected, but it's okay. I was looking forward to some cool scrolling and scaling, but none of it was present! The music is decent, but not spectacular. The Lynx is capable of so much more! I wish I'd see more games like Ninja Gaiden or Klax.

Lynx - Atari Block Out

Type: Puzzle Release: Now
Levels: N/A Difficulty: Avg.



Following in the footsteps of games like itself, Blockout adds a new dimension to puzzle games - the third dimension! Fitting two-dimensional pieces is one thing, but try fitting 3D blocks into a pit so that they interlock and dissipate. Additional features include: Optional pit sizes, block shapes, speeds and rotations. Only master puzzlers will be able to create a blockout, when no blocks remain on screen.

I think I'm getting dizzy watching these blocks rotate in three different directions! Tetris is still a favorite, but Blockout adds a little spice to this waning theme. Different pits and block shapes pump up the action in ways unimaginable. I do miss the coin-op's talking head, though.

The 3-D effect on the Lynx is one of the pluses of the system. The game is decent and as challenging as Tetris but now you have to think with the added dimension of depth. A good addition to the Atari line-up as this is a game which doesn't grow old.

A cool variation on Tetris. Great 3-D effects and mind challenging game play. Stack blocks and make lines from an overhead view. A very addicting arcade conversion that lost very little except for the talking head that is at the intro scene.

Ah, a Tetris fan's dream...or maybe nightmare! The 3D effect in blockout is excellent, and brings out the scaling and rotation special effects of the Atari Lynx superbly. Still, it is just the Tetris in another guise, so it loses a little in the originality department. Marvelous work otherwise!

Lynx - Atari Ninja Gaiden

Type: Action Release: Now
Levels: 5 Difficulty: Avg.



Ninja Gaiden on the Atari Lynx is a direct translation from the original coin-op arcade classic. All of the original moves are retained, as well as the enemies, round bosses, cinema displays, and power-ups!! Learn to master the various techniques like the off the wall jump and the over the shoulder flip throw. Follow Hiryu through all 5 levels as he attempts to rid New York of an evil crime syndicate.

An excellent conversion of an excellent game. Ninja Gaiden hits the mark on all counts. There are lots of good moves and the scrolling is very smooth. Like Warriors, this shows what the Lynx is capable of, even with its small screen. One of the best Lynx games produced.

Ninja Gaiden is probably the best version this side of the original arcade game. It also has the smoother scrolling and best animation of all the Lynx titles. Very intense action for the small screen and not a cakewalk as some of the other games were.

Ninja Gaiden is very impressive. The animation, graphics, and game play are all there. It is the best translation of the arcade game. Lots of moves and a ton of enemies to use them on. The sound could use a little work. Ninja Gaiden is definitely one of the best games for the Lynx.

Nice job, dudes! The Ninja Gaiden coin-op never looked better! Maybe a little. Anyway, this is still a marvelous job done bringing home one of the most popular action games of all time. How they got it all into a little Atari Lynx card is beyond me! Keep 'em comin.'

Lynx - Atari Turbo Sub

Type: Action Release: Now
Levels: 6 Difficulty: Avg.



The next cart coming out for the growing line up of Lynx games is Turbo Sub. Guide you special attack cruiser through enemy infested territory. Not only will you be able to do battle in the sky, but you can also dive under the sea any time you want to really shell it out. Many attack fighters and enemy sea monster will attack you mercilessly. The action is viewed in first perspective and the action never stops.

While Turbo Sub boasts some dandy themes, the execution of each of the different elements in Turbo Sub is a bit haphazard. Flying above and below the waterline popping off enemies is cool, but the play mechanics that are employed remain a bit haphazard. Not bad though.

If this is a sample of the new Lynx games, then Atari is going to sell a lot of systems. The animation is great and the scaling spectacular. It's about time that the games got better. It's a fun game that controls well. The in-and-out-of-water sequences is exceptionally well done.

Well I have been waiting for another good game to come out on the Lynx I think that this one is it. The best thing about the game is that there are some really neat animation, and the game play is good making the game very fun. I hope the guys at Atari will make more games like this.

Turbo Sub is a cool Lynx game. Now those are three words you rarely see in one sentence, but it's true. If the incredible scaling doesn't rope you in, perhaps the ability to dive underwater or take off for the sky at anytime is variety enough for you. I like the windshield wipers...

Lynx - Atari Warbirds

Type: Shoot Release: Now
Levels: N/A Difficulty: Avg.



It's World War I and you are the newest pilot in the Air Force. Your airplane is an awesome biplane straight from the factory assembly lines! Suddenly, you hear the crackle of enemy fire and the hiss of a dying plane engine. The time has come to put your training to the test to find out what you're really made of. It's time to see if you can join the Warbirds!!

Warbirds is surprisingly good. It gives a good example of what the Lynx is capable of game-wise. This is a refreshing change of pace. Sure, it's an airplane flying game, but it's biplanes, and that makes all the difference. Nice job all around.

Warbirds has a lot of great features built into the game. And it does them all very well which is a tribute to the hardware. The only problem is that these great games are too few and too far between. Definitely a winner and one that should be purchased.

Warbirds is a neat game for the Lynx, mainly because it shows off what the hardware can do. There are lots of effects that can't be done on any other portable, but the game is boring after the gimmick wears off. Fans of Blue Lightning will like it, but I still like BL better.

Hey, guys, it's a fun game! How about that!! The polygon graphics are cool, and the control is pretty stable. The options are tremendous, and the feeling of rushing towards your doom while in a ninety degree dive is realistic and can cause minor heart attacks in older folk (just kidding)

Super NES - Enix Actraiser

Type: Action Release: Now
Levels: 19 Difficulty: Avg.



Take the role of an angel who must force back the clutches of evil so that your people can prosper. First you'll need to settle your land so that you can start your village. Fight battles in furious side-scrolling panoramas and bring forth civilizations in an overhead perspective. The more land you can claim for your people, the more power you will attain and the more creatures you can eliminate.

This game is the perfect melding of Populous and Castlelevania, with strategy segments that lead into incredibly detailed action sequences. The building sections are straight-forward enough and while the battle scenes lack power-ups, the detail in animation and sound is amazing.

I liked quest games and this is the best ever made. The game play is perfect, not too hard to make it frustrating, but challenging to make it difficult. Graphics and audio are what the S-NES is all about - superb. Finding a game better than this is going to be hard to do.

This game is one of the best games that is out for the Super NES. The graphics and game play are uncomparable to all others, and the music is absolutely awesome! Now only in the game a intense action game but it has a little RPG in it to which makes the game fun.

Truly awesome! This is the best quest/RPG game which all others will be compared to, no matter what system the game is on. Unbelievable music which is a soundtrack rather than just random noise. The graphics are spectacular and the quest challenging.

Super NES - Capcom Final Fight

Type: Action Release: Now
Levels: 7 Difficulty: Avg.



Haggar and Cody are two street wise heroes battling the Mad Gear gang to save Jessica - Haggar's daughter and Cody's true love. Choose from either hero and utilize their specialized attack methods to wipe out the Mad Gear gang! You may be outnumbered, but you have the courage and skill to beat them all! Your mission will take you through the fight to the death - the final fight!

Final Fight looks and feels like the arcade version on which it's based, but without the two-player cooperative it just loses something in the translation. The game play is too easy, but if you're in for a good fight with great graphics, Final Fight should fit the bill!

I just can't believe that with its super system Final Fight couldn't have been a two player game. If Sega can do it, Capcom could have also unless the game was rushed just to get it out when the Super Fami was introduced. While it plays great it could have been better.

This is a good translation of the arcade hit. While most fighting games bore me, this one is pretty good. The graphics are some of the best ever seen on a home system and the sound is good too. A bit too short and easy, but good otherwise. Where's Guy? Where's Player 2?

I'm disappointed! When I first turned Final Fight on, I thought cool, it's the best!! Then I found out that Guy, my favorite character in the arcade, was missing! The final nail in the casket was the lack of two-player simultaneous play. Bad move!! Otherwise, game play and graphics are excellent.

Super NES - Nintendo Pilotwings

Type: Simulation Release: Now
Levels: 8 Difficulty: Avg.



The first breed of simulations for the S-NES. Take control of many different vehicles and items that will challenge every piloting skill that you can muster. Take control of an ancient biplane. Learn to control your weight while suspended from a parachute. Perfect your hang gliding skills. Even steer the power of a jetpack through a very taxing obstacle course! A treat for all simulator fans everywhere!

This game is less of a game than it is a show-off cartridge for what you Super NES can do with its scaling and rotation. For the great majority of the game, it's you against yourself in various flying craft testing skills of aviation in a real pseudo-three-dimensional universe. Pretty good!

Yes, it look good, and it does things no other home game has ever been able to do but, when it gets down to it, the actual game is rather thin. I am tired of the gee-whiz scaling and rotation after the first hour and then started looking for the challenge, which never appeared.

Pilot Wings doesn't have the graphics and sound that other Super NES games have, but the game gives a whole new light to flight simulation. I like the different things you can pilot and the jet pack is my favorite. The best thing about this game are the really cool wing outs you have.

Pilot Wings is a cool show-off game for the Super Nintendo's new Mode 7 scaling and rotational capabilities. The challenge is high, and it even has a touch of humor. Try landing without opening your parachute! Hilarious! I hope Nintendo makes a sequel to this one.

Super NES - Irem Super R-Type

Type: Shoot Release: Now
Levels: 7 Difficulty: Avg.



The Bydo empire is back, and this time in 16-bit S-NES style. You task is to pilot the R-9 attack cruiser into the very center of the empire and take out the ultimate ruler once and for all. The Cruiser can be equipped with a special pod that can produce many devastating attacks such as reflector lasers. Hold down the attack button for a major blast or hold it longer for even more power!

Super R-Type is a hodge-podge of the very best from both the arcade games with a large cup of new material thrown in for good measure. It's vintage R-Type, with incredible graphics, sharp weapons and awesome enemies. It's too easy and too short, but the trip is spectacular.

Easily the best S-NES shooter on the market. But, it appears that it is too good. Whether the massive slow down is due to the slow CPU in the in the S-NES or inexperienced programmers, it is major! Stunning graphics, fantastic weapons and huge bosses make it a sight to see!

Super R-Type is great. The sound to this game is incredible and the music tracks go on and on. The game play is what hurts the game a lot because it suffers from slow down and there is some flicker. If this game played like a Thunder Force 3 or a Gaiarses it would be a definite 9.

Super R-Type is an amazing shooter with one minor flaw: slow down. After that, it's great!! All of the power-ups, HUGE bosses, and jamming music are all here! Any shooter fan should pick this up, but be warned, it's a little easy, too. At least there's a difficulty selection screen!

Super NES - Capcom UN Squadron

Type: Action Release: Now
Levels: 8+ Difficulty: Avg.



Based on the sleeper Capcom arcade title, U.N. Squadron mixes intense shooting action with just a drop of strategy against a battlefield setting. As a pilot from Area 88 you must repel an enemy invasion advancing by land, sea and air with your fleet of special aircraft. In addition to the main contest, you must also collect the bounty for destroying each opposing vehicle and use that money to upgrade your craft.

U.N. Squadron is a pretty cool Super NES title with a smooth set up and hard delivery. But overall I really didn't get blown away by anything in the game. The weapons upgrades were nifty and the bounty-hunter aspect of play was original, but the action never totally clicked.

A shooter for the Super NES that isn't plagued with the annoying "slow motion" found in Super R-Type and Gradius 3. Spectacular graphics and sound as well as a huge arsenal of weaponry make this the most impressive shooter available yet. I wish it was a little more intense.

Capcom is really looking to be one of the best SNES producers yet! UN boasts some very impressive features that most shooters loose out on - like a choice of planes, weapons, and levels. The backgrounds are great, but the cart is a little on the hard side. Still a winner!

I totally enjoyed this horizontal shooter. From the style of play that lets you select your targets (as well as pick the difficulty of the opponents) to the multiple grade and weapon upgrades to the sterling graphics and sound support, U.N. Squadron was a blast to play!

REVIEW CREW



Here it is! We've chosen a list of games that have been reviewed throughout our library of past issues, and put them on these two pages. 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 menu for your favorite 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.

	MENU
Steve	Red
Ed	Purple
Martin	Black
Sushi-X	Blue

NINTENDO

GAME	RATING	GAME	RATING	GAME	RATING
Abadox	7 6 6 7	Godzilla	5 5 6 5	Sharazade	5 6 6 5
Adventure Island 2	7 7 7 7	Guardian Legend, The	6 5 6 7	Shinobi	5 5 4 4
Adventure of Jackie Chan	7 6 8 7	Guerilla War	7 7 6 7	Silkworm	7 7 5 6
Adventures of Lolo	7 8 8 7	Heavy Barrel	7 7 7 7	Silver Surfer	7 7 6 7
Adventures of Lolo 2	7 8 6 6	Hoops	7 6 6 5	Skull and Crossbones	4 4 5 5
Airwolf	4 4 4 4	Hydride	5 6 6 5	Sky Shark	6 6 4 4
AI Unser Turbo Racing	7 4 5 7	Image Fight	7 8 8 7	Solar Jetman	9 8 7 8
Arch Rivals	6 6 6 8	Ironsword	8 8 7 7	Solstice	7 8 7 6
Astyanax	5 4 5 5	Journey to Silrus	6 6 7 6	Spot	7 8 7 8
Bad Dudes	6 5 5 4	Kickle Cubicle	8 8 7 9	Stealth ATF	4 6 4 3
Baseball Simulator	7 6 7 7	Klax	7 6 7 7	Strider	7 8 7 7
Bases Loaded 2	7 7 5 5	Little Mermaid	5 7 7 8	Super C	8 8 8 8
Batman	8 8 8 7	Little Nemo	7 8 7 9	Super Dodge Ball	5 3 5 6
Bigfoot	4 5 6 5	Mafat Conspiracy	7 9 7 7	Super Mario Bros. 3	9 9 9 9
Boulder Dash	5 6 6 7	Mappy Land	7 4 6 6	Super Off Road	7 7 7 8
Boy and his Blob, A	5 6 5 6	Mechanized Attack	4 7 3 3	Swords and Serpents	4 7 4 7
Burai Fighter	8 7 6 7	Mega Man 2	8 8 8 8	Target Renegade	4 4 5 5
Captain Comic	4 4 4 4	N.A.R.C.	7 6 7 8	Tecmo World Wrestling	6 7 6 7
Caveman Games	5 6 4 8	Nightmare on Elm Street	6 4 4 5	Tera Cresta	6 5 6 5
Code Name: Viper	8 5 6 7	Ninja Crusaders	6 6 5 6	Three Stooges	6 8 6 7
Crystalis	7 8 7 8	Ninja Gaiden 2	9 9 9 8	Thundercade	6 6 5 5
Defender of the Crown	4 3 7 7	Operation Wolf	6 7 6 6	TMNT	6 7 6 4
Dizzy	4 6 5 5	Palamedes	5 7 6 7	Total Recall	3 3 3 2
Demon Sword	5 6 7 6	Phantom Fighter	6 3 6 5	Twin Cobra	7 6 6 7
Double Dragon 2	7 9 8 8	P.O.W.	8 7 7 7	Ultimate Basketball	8 8 7 9
Dragon Spirit	7 5 6 7	Princess Tomato	7 5 6 4	Ultima Avatar	8 8 8 6
Dragon Warrior 2	6 7 6 5	Q-Bert	7 3 4 5	Werewolf	7 7 6 8
Duck Tales	8 9 8 7	Quantum Fighter	9 9 9 9	Wizardry	4 7 3 3
Fester's Quest	6 5 5 5	Rad Gravity	4 4 3 6	WCW Wrestling	7 6 6 6
Flying Dragon	4 5 4 5	Rad Racer 2	7 5 5 7	Wrath of the Black Manta	6 6 6 7
Friday the 13th	3 2 4 4	Rescue Rangers	7 9 7 8	Xexyz	7 7 6 6
Gauntlet 2	5 6 5 5	Roadblasters	8 7 7 7	Yo Noid	6 6 7 4
Ghostbusters 2	5 4 3 4	Rollergames	6 6 5 6	720 Degrees	3 4 4 3
GI Joe	7 8 7 8	Rolling Thunder	8 7 6 8	8 Eyes	6 6 5 6

SEGA MASTER SYSTEM

GAME	RATING	GAME	RATING	GAME	RATING
Alex Kidd in High Tech World	5 7 7 7	Galaxy Force	6 7 5 5	Rastan	6 6 6 6
Captain Silver	4 4 6 4	Ghouls and Ghosts	7 8 8 7	Reggie Jackson Baseball	7 7 7 6
Cloud Master	4 4 4 4	Golden Axe	8 8 7 8	Scramble Spirits	3 4 5 4
Columns	5 6 5 6	Joe Montana Football	4 7 6 7	Spellcaster	7 6 6 5
Dead Angle	6 5 6 6	King's Quest	4 5 4 4	Super Monaco GP	4 6 5 4
Dynamile Dux	3 3 4 3	Mickey Mouse	8 9 8 9	Ultima 4	5 8 8 7
ESWAT	4 5 6 5	Psycho Fox	7 7 7 7		

SUPER NINTENDO

GAME	RATING	GAME	RATING	GAME	RATING
Actraiser	9 8 9 8	F-Zero	8 9 9 8	Populous	4 5 6 6
Bombuzal	3 4 3 4	Gradius 3	8 8 8 8	Super Baseball Simulator	7 7 7 5
Darius Twin	6 7 7 6	Hole in One	8 8 8 7	Super Deformer	6 5 6 6
Final Fight	8 7 7 7	Pilotwings	8 8 8 8	Super Mario World	9 9 9 9

SEGA GENESIS

GAME	RATING	GAME	RATING	GAME	RATING
Afterburner 2	8 9 8 8	Ghouls and Ghosts	9 9 9 9	Space Harrier 2	6 6 8 7
Air Diver	7 7 6 7	Golden Axe	7 7 8 7	Streets of Rage	9 9 9 9
Alien Storm	6 7 7 8	Granada	8 8 8 8	Strider	9 9 9 9
Arrow Flash	6 7 6 6	Hardball	7 8 6 7	Super Hydride	4 6 4 6
Atomic Robo Kid	6 7 7 6	Herzog Zwei	4 6 4 3	Super Monaco GP	9 10 9 10
Battle Squadron	5 5 5 5	John Madden Football	9 9 9 9	Super Thunder Blade	5 6 5 8
Bimini Run	7 7 7 7	Klax	8 8 7 7	Sword of Vermillion	7 8 7 6
Budokan	3 3 4 5	Lakers vs. Celtics	5 6 5 8	Target Earth	6 7 6 5
Castle of Illusion	9 9 9 9	Last Battle	6 7 6 5	Thunder Force 2	8 8 7 8
Columns	6 7 5 7	Mondu's Fight Palace	4 4 4 8	Thunder Force 3	9 8 9 7
Curse	8 7 7 7	Moonwalker	7 7 7 7	Tommy Lasorda Baseball	8 8 7 7
Cyberball	6 7 6 8	Mystic Defender	8 5 7 8	Truxton	6 7 7 5
Dynamite Duke	4 6 5 6	Phantasy Star 2	7 9 8 8	Whip Rush	6 7 6 6
Fantasia	6 6 5 6	Rambo 3	7 6 7 6	Zoom	3 3 4 3
Final Zone	4 5 4 5	Revenge of Shinobi	8 8 9 9		
Forgotten Worlds	8 8 8 8	Shove it	4 3 3 3		

NEC TURBOGRAFX 16

GAME	RATING	GAME	RATING	GAME	RATING
Aeroblasters	7 9 9 9	Devil's Crush	5 7 7 8	Neutopia	7 6 7 8
Battle Royale	4 7 5 7	Double Dungeons	4 6 6 5	Ordyne	4 4 7 3
Blazing Lazars	7 6 9 9	Dragon Spirit	7 6 7 7	Psychosis	8 8 8 8
Bloody Wolf	7 7 8 8	Dugeon Explorer	7 7 7 7	Space Harrier	7 5 6 5
Bonk's Adventure	7 8 7 8	Final Lap Twin	7 7 4 6	Spatterhouse	8 8 8 8
Bonk's Revenge	7 8 7 8	Final Zone 2	6 6 6 8	Takin' it to the Hoop	6 8 6 6
Bravoman	7 5 4 5	Galaga '90	8 5 7 7	TV Sports Football	4 6 4 5
China Warrior	4 4 5 5	J.J. and Jeff	8 8 7 7	Tiger Road	7 4 7 4
Crater Maze	4 4 5 3	Last Alert CD	6 7 7 7	Veigues Tactical Gladiator	5 5 4 4
Cybercore	7 8 7 6	Legendary Axe	9 8 8 8	Victory Run	6 8 7 8
Deep Blue	4 4 4 3	Military Madness	9 8 7 7	Vigilante	7 5 6 6

NINTENDO GAMEBOY

GAME	RATING	GAME	RATING	GAME	RATING
Alleyway	6 3 6 5	Fortified Zone	8 8 7 8	Pipe Dream	5 7 6 7
Baseball	4 7 7 7	Godzilla	6 7 5 8	Revenge of the Gator	6 6 7 6
Batman	8 8 8 7	Grenlins 2	6 7 7 7	Shanghai	6 3 6 5
Boxxle	7 7 6 5	Golf	7 8 7 8	Space Invaders	5 2 3 4
Burai Fighter	8 6 5 8	Hyper Lode Runner	3 3 4 3	Spiderman	8 7 7 7
Castlevania	8 8 8 7	Kwirk	6 3 5 6	Super Mario Land	8 8 7 8
Double Dragon	7 7 7 7	Lock N' Chase	6 7 7 8	Tetris	8 8 8 7
Double Dribble 5 on 5	5 5 5 5	Mega Man	8 9 9 8	TMNT	8 8 8 9
Dr. Mario	4 6 6 7	Motocross Maniacs	7 8 8 7	Wizards & Warriors 10	7 7 7 7
Flippul	7 8 6 7	Operation C	9 9 9 9		

ATARI LYNX

GAME	RATING	GAME	RATING	GAME	RATING
Blue Lightning	8 7 8 8	Pac-Land	7 6 6 5	Slime World	5 6 7 8
Chips Challenge	7 7 8 6	Roadblasters	8 7 7 7	Xenophobe	5 6 7 6
Gauntlet 3	7 7 8 6	Robo Squash	5 4 4 5	Zarlol Mercenary	5 5 5 5
Klax	9 8 8 8	Rygar	7 7 7 5		

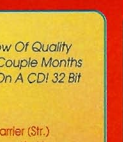
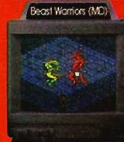
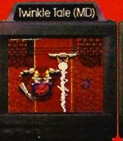
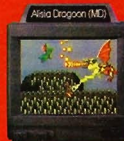
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Growl (Act.)
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Quack Shot (Act.)
Master of Monsters (Spl.)
BBI 3 (Spl.)

OCTOBER
Fatal Rewind (Act.)
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Star Flight (Spl.)
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Telem & Earl (Act./RPG)
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NOVEMBER
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Alright! Ninja Gaiden And Lots Of New Games! You'll Be Up All Night!

OCTOBER
Puff & Puffer
Ninja Gaiden
Galaga '91
Frogger
Axe Battler

NOVEMBER
Kun's Game Heaven: Fly

NOVEMBER
Kun's Game Heaven: Fly



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Mega Drive games are playable on the Genesis with a Mega Drive converter. FC Game games are playable on the TurboGrafx-16 with a MD Converter. TurboGrafx-16 is compatible with the TurboGrafx-16 CD Player. Call for further information on compatibility.



F-1 Exhaust Heat (SF)



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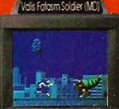
Super EDF (SF)



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 Ultraman
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NOVEMBER
 Super Ghouls & Ghosts
 Bases Loaded
 Darius Twin
 Super Battle Tank
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 Paper Boy

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

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 Joe & Mac
 Equinox
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 Smash TV
 Revenge of Shredder
 Jon Madden Football
 Hook
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 Formula One

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

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 Super Cup Soccer
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 Mascaporta (Act.)

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 Populous (SCD)
 Poems of the Angel (SCD)
 Space Fantasy Zone (CD)
 Zero Wing (CD)
 Eteno & Jiora (CD)

NOVEMBER
 Time Cruise II
 Prince of Persia (SCD)
 Rodan (GM Card)
 Monster Pro Wrestling
 Super Metal Crawler

DECEMBER
 Shadow of the Beat (SCD)
 Canyon
 Lord of Wars (SCD)
 Fighting Run
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EGM'S THE BEST AND WORST 1991

A pixelated, retro-style illustration of a cityscape at night. The buildings are rendered in shades of yellow and orange, with a dark blue sky. In the foreground, there is a green, pixelated hedgehog (Sonic) running across a checkered floor. The overall aesthetic is reminiscent of early 1990s video game graphics.

VIDEO GAME OF THE YEAR...

Sega's

SONIC THE HEDGEHOG



BEST GAME OF THE YEAR...

Sega's SONIC THE HEDGEHOG

The popular comparison may be Mario 4 on the Super NES vs. Sonic the Hedgehog on the Genesis but when it comes right down to it, Sonic is the clear winner. The hog isn't a rehash of an old 8 bit game, rather, he is new, innovative and most importantly, fun to play. His speed is unequaled in a video game; the graphics are excellent; and the quest is challenging. The game requires technique but it's still suitable for players of all ages. Good job Sega, now bring us the Mega CD version of Sonic 2!

BEST GAME OF THE YEAR (SUPER NINTENDO)

Nintendo's SUPER MARIO WORLD

Nintendo's super hero - Mario is back in his fourth adventure. This time it's on their premium super 16 bit system and Mario really has his work cut out for him. With a total of 96 different worlds to explore, this is one quest game which won't be finished in a couple of hours. As in the previous adventures, Mario has learned a few new moves, and this time, he has a new sidekick - a trusty dinosaur who has an insatiable appetite for the bad guys. While this game doesn't use all of the new system's capabilities, it does offer up more, much more, of the tried-and-true game play which made Mario famous in the first place.

BEST GAME OF THE YEAR (GENESIS)

Sega's SONIC THE HEDGEHOG

It's the most popular Genesis game ever! Having taken Sega over 1 1/2 years to make everything perfect, the hog is the best example of what creative minds can do given enough time to do a game right - and it shows. The game play is superb and the action is nonstop. Each level is different and unique, with Sonic being pushed pulled and spun in all directions. Best of all, it's fun for players, both male and female, of all ages.

BEST GAME OF THE YEAR (NINTENDO)

Tradewest's BATTLETOADS

Again, creativity reigns supreme. Tradewest started with a clean slate and an open mind and came up with perhaps the funniest game ever. Their Battletoads is not a rehash of an older game, rather it takes the best features from all of the different successful games and combines them into one great game. Perfect game play, very challenging action and spectacular two player cooperative action easily set this title well above any other NES game.

BEST GAME OF THE YEAR (TURBOGRAFX-16)

NEC's BONK'S REVENGE

NEC's caveman hero came back for his second adventure this year. Featuring improved graphics, longer levels, and new powers, Bonk's Revenge dishes up more of what Turbo players have been asking for - fun!



Specials

Afterburner II - Air Diver - Alex Kidd - Altered Beast
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Fire Shark - Ficky - Forgotten Worlds - Ghostbusters
Ghost 'N' Ghouls - Golden Axe - Granada - Hellfire
Herzog Zwei - Insector X - Ishido - James Pond
Junction - Last Battle - Moonwalker - Mystic Defender
Pat Riley Basketball - Phelios - Populous - Rambo III
Rastan Saga II - Revenge of Shinobi - Sagalla
Shadow Blaster - Shadow Dancer - Showa II - Soccer
Space Harrier II - Super Hydride - Space Invaders '91
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Joe Montana Football - King's Bounty
Midnight Resistance - MUSHA - Onslaught
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MOST CHALLENGING VIDEO GAME OF THE YEAR

Tradewest's BATTLETOADS

No doubt about it, Toads is about the hardest game on the market. With only a few short warps and no known level select, you're on your own in this game. Anybody who gets to see the ending is a true video game champion!

BEST SPORTS GAME

Electronic Arts' NHL HOCKEY

This one is a tough one to pick. All the finalists in this category, and there are three, are EA sports games! Hockey gets the nod though, as it is easily the best simulation of this sport on any system. With perfect player control, once you try it you'll be hooked!

MOST INNOVATIVE NEW GAME

NEC's SHERLOCK HOLMES

NEC and ICOM have done something which no one has ever done before! Motion video in a game was once considered an impossibility, but somebody forgot to tell the wizards at ICOM because, at 15 frames per second Sherlock Holmes and his crew actually move on the screen! Wow!

BEST RPG VIDEO GAME Square's FINAL FANTASY 2

One genre where the S-NES really shines is the RPG. Mode 7 is great here and Square does a spectacular job in using it to zoom in and away from the planet. The quest is huge and also one of the most difficult ever attempted in a video game.



BEST SEQUEL TO AN EXISTING GAME

Capcom's SUPER GHOULS 'N GHOSTS

As good as the Genesis version was, the SNES sequel is that much better! Phenomenal special effects, extremely large end bosses, dramatically improved audio, and a quest worthy of an 8 meg cart are all reasons why you should get this game! A good example of what Capcom can do when given enough development time!

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BEST NEW PERIPHERAL OF THE YEAR

Acemore's

GAME ACTION REPLAY

Unbelievable! There actually is a company which brought out a product that helps the player 'cheat' in a game and Nintendo didn't sue them! Seriously though, players can save where they are in any game on the GAR, shut the NES off, and come back to that position at a later date! Cool!

BEST LICENSE OF THE YEAR

Sunsoft's

BATMAN

Sunsoft can do no wrong - at least when it comes to picking big name licenses. For the second year in a row Sunsoft hit the right combination of great game and hot license.

BEST MOVIE TO GAME

Virgin's TERMINATOR

Virgin may be a new name in the Genesis camp, but when it comes to grabbing a hot movie title and following through with an awesome game they really know how to produce! Follows the movie perfectly right down to the digitized intermissions!

BEST ENDING IN A VIDEO GAME

Sega's PHANTASY STAR 3

One good point about this FRPG is the fact that your quest doesn't follow a linear path. With so many different lifestyle options built into the game, even after beating it you can go back over and over and try something new.

BEST SOUND EFFECTS IN A VIDEO GAME

Sega's TOEJAM AND EARL

Ooga booga! You have to hear all of the great sounds in this game to truly appreciate all that went into it. There aren't many games where the sounds are better than the game play (which is still good) but this is one of them!

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HOTTEST VIDEO GAME BABE



Sega's STREETS OF RAGE

Sega complained about the Razorsoft girl! While not as nasty, some of the girls in SOR are not the one you'd bring home to meet your parents. Ouch!

VIDEO GAME BABES TOO HOT FOR THE U.S.



Capcom's FINAL FIGHT

On the other hand, Capcom/Nintendo decided to be more conservative as they removed a few babes from the U.S. S-NES version of Final Fight. Please keep Street Fighter 2 intact!



Not all companies are that conservative though. Razorsoft tried to spice up their games but Sega axed their plans.

HOTTEST CHARACTER IN A GAME

Sega's SONIC THE HEDGEHOG

The world famous hog wins this prestigious award. Who would ever think that a porcupine could get an attitude and become a hotter character than the old Italian plumber/doctor/golfer.

MOST NAMES FOR A GAME

Activision's/Razorsoft's TONGUE OF THE FATMAN/ MONDU'S FIGHT PALACE/ SLAUGHTER SPORT

Hello... Hello.... I said change the game, not the name!

In Japan it was known as Tongue of the Fatman and it almost was released here in the U.S. as that but, Activision didn't want to offend anybody so they changed the name. Razorsoft picked up the license and changed the name again. "A rose by any other name is still a rose."

BEST NEW SYSTEM THAT'S A YEAR LATE

Nintendo's SUPER NES

Just think. If Nintendo had released the Super NES in Japan and the U.S. at the same time last year Sega wouldn't have had Sonic and the S-NES would be king. As it is, Nintendo is playing catch-up football in a game where the two minute clock is ticking down.

BEST TRICK THAT DIDN'T WORK

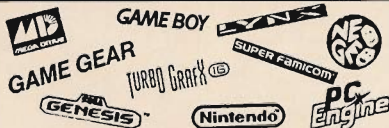
EGM's SIMON BELMONT TRICK (APRIL 1991)



Since it was our April issue, an April Fools joke was in order (Wait till April 1992!). We're still waiting for it to appear elsewhere but I guess they can't be fooled twice.

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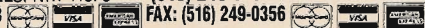
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WORST USE OF A GOOD LICENSE

Sega's FANTASIA

One of the biggest disappointments this year was Fantasia. The control was far from perfect and the game just didn't flow. Disney must have approved this one without playing it.

WORST SEQUEL

Data East's ROBO COP 2

The first game had a lot of cool action and it was a fun game to play. Unfortunately the sequel left a lot to be desired and could have been a lot better.

WORST MOVIE TO GAME

THQ's HOME ALONE

Granted this is a GameBoy game but even so, had the programmers tried to capture the 'humor' from the movie, the game could have been a fun cart.

MOST LAWSUITS

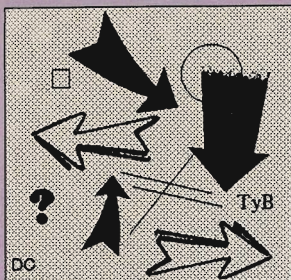
Nintendo

Had Nintendo put as much effort in designing a real Super Nintendo as they did in going out and suing everybody, we all would be playing S-NES' instead of Genesis'.

BEST SLOWDOWN WITHOUT A SPECIAL CONTROLLER

Konami's GRADIUS 3

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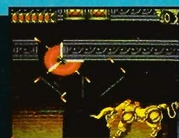
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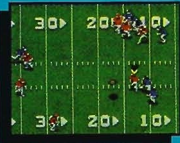
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EGM RATES THE SYSTEMS!!

NINTENDO ENTERTAINMENT SYSTEM



"The NES has more variety and definitely offers something for everyone"

This is the system that started it all over again. Video games, once thought to be extinct, were brought back into the spotlight when the legendary piece of hardware known as the NES was released way back in 1985. Since then the NES has sold over 30 million units, roughly 1 in every 3 households. The one big advantage that the NES has over competing systems is the sheer number

of games available for it. Over 400 titles are now available and even more are in the works. The NES also has the largest number of peripherals, ranging from a light gun to a music teaching keyboard.

The biggest detractor with the NES is the large number of lackluster products that are available for it. While good games do exist, they are appearing to become few and far between.

SYSTEM SPECIFICATIONS...

Processor	6502 (8-Bit)	Colors Available	52	Sprite Size	8 x 8 Only
Processor Speed	1.79 MHz	Colors On-Screen	16	# Of Games	400 (\$10-\$70)
Resolution	256 x 240	Maximum Sprites	64	Price	\$79.99

SUPER NINTENDO ENTERTAINMENT SYSTEM



"The SNES will offer revamped versions of your favorite NES games"

The most highly anticipated system of the year has finally arrived. The Super NES made its first appearance in American stores late in August. Despite some early compatibility problems (the system wouldn't work on certain televisions), this unit boasts many superior features that combined make it the most advanced home system in its price range. While it has hardware scaling and

rotation, the Super NES is handicapped due to its super slow processor that often creates flicker and movement problems.

There should be 18 titles available by Christmas, most of which are high quality games, as well as about 60 games planned for release next year. Most of these games are souped-up versions of 8-Bit titles, putting familiar themes in 16-Bit suits.

SYSTEM SPECIFICATIONS...

Processor	65816	Colors Available	32,768	Sprite Size	64 x 64
Processor Speed	3.58 MHz	Colors On-Screen	256	# Of Games	18 (\$50-\$70)
Resolution	512 x 448	Maximum Sprites	128	Price	\$199.99

SEGA MASTER SYSTEM 2



"The lowest priced system with classic arcade names and games from Sega"

This unit has been around almost as long as the NES. Unlike the NES, this little system has undergone a few changes from the original model. The new design features the great game Alex Kidd in Miracle World (probably one of the best 8-Bit games and a nice freebie!) built right in. The only drawback to the new design is the absence of a video card port which keeps the system from

using the old line of SegaScope 3D games with the liquid crystal glasses. A number of popular Genesis titles such as Ghouls 'n' Ghosts and Sonic were translated for the system this year. There just isn't the same flair of the original games to be found in the 8-Bit system, however, and without outstanding games it's bound to be forgotten in the midst of the heated 16-Bit wars.

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



"Genesis boasts the largest library of 16-Bit titles and the power to play them"

The Genesis is well ahead of the Super NES, with the largest library of 16-Bit games anywhere. The Genesis, released over a year ago, has been repackaged with a lower price tag and the hot game Sonic the Hedgehog which was awarded game of the year by our staff of reviewers. While the Genesis doesn't have hardware scaling or rotation it does have a much faster processor than the

Super NES and most of the games seem to play at a more intense rate. With the addition of the Mega CD ROM that is scheduled for release sometime next year, the Genesis remains more attractive than the competition. The Genesis library of games, combined with plenty of licensees, make this powerful system the best pick on the 16-Bit market. There's simply more to play.

SYSTEM SPECIFICATIONS...

Processor	68000	Colors Available	512	Sprite Size	32 x 32
Processor Speed	7.6 MHz	Colors On-Screen	64	# Of Games	160 (\$20-\$70)
Resolution	320 x 224	Maximum Sprites	80	Price	\$149.99

EGM RATES THE SYSTEMS!!

TURBOGRAFX-16



"The Turbo is the lowest priced 16-Bit on the market with a variety of great games"

The Turbo has made many attempts to combat the Genesis and the recent release of the Super NES. A new lower price tag of \$99 makes this the lowest priced 16-Bit home system on the market. Great titles like Super Star Soldier and Bonk's Revenge have breathed new life into this console, while the CD-ROM expansion has also taken a price drop to \$299 and added many new and

exciting games such as Sherlock Holmes and It Came From the Desert. The Turbo has a number of quality titles available with many more in development including new heavy memory (6 megabit) games like Raiden and Neutopia 2. Also when the new "Super System Card" makes it's U.S. appearance in 1992, the CD-ROM will undergo an upgrade too.

SYSTEM SPECIFICATIONS...

Processor	6820 (8-Bit)	Colors Available	512	Sprite Size	16x16,32x64
Processor Speed	7.16 MHz	Colors On-Screen	241	# Of Games	80 (\$20-\$70)
Resolution	256 x 216	Maximum Sprites	64	Price	\$99.99

NEO GEO



"Bigger, Badder, Better"

The Neo Geo is by far the most powerful consumer system available to date. When you buy a Neo Geo, you are essentially buying an arcade game, so expect to see arcade game prices. There are a number of great pieces of software available but with prices ranging from 150 to 250 dollars each, your library may be quite small. SNK is definitely targeting the older age group with this cream of

the crop system. You won't find any translations of your favorite arcade games (except Neo-Geo's own titles) or many familiar titles for this fancy unit, but there are many original carts that boast excellent game play and even better graphics and sounds. While the Neo Geo may not be for everybody it will definitely appeal to those who don't put a price on play!

SYSTEM SPECIFICATIONS...

Processor	68000	Colors Available	65,536	Sprite Size	Programmable
Processor Speed	14 MHz	Colors On-Screen	4,096	# Of Games	25 (\$150-\$250)
Resolution	320 x 224	Maximum Sprites	380	Price	\$649.99

EGM RATES THE SYSTEMS!!



ATARI LYNX

The Atari Lynx is the most powerful of the hand-held systems. Built-in scaling and a large palette

of colors as well as a low price tag make this one of the more attractive portable systems to buy. The lowest priced color portable on the market.

SYSTEM SPECIFICATIONS...

Processor	65C02	Colors Available	4,096	Sprite Size	Programmable
Processor Speed	4 MHz	Colors On-Screen	16	# Of Games	30 (\$25-\$40)
Resolution	160 x 102	Maximum Sprites	128	Price	\$99.99



GAMEBOY

The GameBoy is the granddaddy of the portables. While only offering games in black and white, the GB does have the widest variety of games in the largest library of software. The

games are inexpensive, however, with fast action shooters and sports games are virtually impossible to play due to the screen lag. Already showing it's age, Nintendo may be ready for a new portable.

SYSTEM SPECIFICATIONS...

Processor	6502 (8-Bit)	Colors Available	0	Sprite Size	8 x 8
Processor Speed	2.14 MHz	Shades On-Screen	14	# Of Games	70 (\$20-\$30)
Resolution	140 x 102	Maximum Sprites	8	Price	\$89.99



GAME GEAR

The Game Gear is basically a portable Master System. The games it played are virtually iden-

tical to SMS carts. A large color screen and the option for a TV tuner are added incentives to buy this slightly more expensive 8-Bit Sega portable.

SYSTEM SPECIFICATIONS...

Processor	Z-80 (8-Bit)	Colors Available	4,096	Sprite Size	8 x 8
Processor Speed	3.6 MHz	Colors On-Screen	32	# Of Games	30 (\$20-\$30)
Resolution	160 x 146	Maximum Sprites	64	Price	\$149.99



TURBO EXPRESS

The Turbo Express is the most expensive portable on the market. It also has the best color screen on the market with an incredible resolution for its size. The unit is also the only

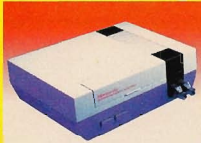
portable which will play the same games as it's home game system - the TurboGrafx-16. Add on the optional TV tuner to get reception equal in performance to the best portable TV.

SYSTEM SPECIFICATIONS...

Processor	6820 (8-Bit)	Colors Available	512	Sprite Size	16x16,32x64
Processor Speed	7.16 MHz	Shades On-Screen	241	# Of Games	80 (\$20-\$70)
Resolution	400 x 270	Maximum Sprites	62	Price	\$299.99

EGM RATES THE

NES



While the Nintendo is still the workhorse of video gaming, with some nice softs appearing here and there, it's library is filled with too many losers to be a good bet.

SUPER NES



While I personally hold a lot of hope for the Super NES, it will have to overcome its major slow-down problems. The presentations are nice, but where are all the great new games?

MASTER SYSTEM



For what it's worth, the Master System isn't a bad console for someone who doesn't plan on getting into gaming in a heavy way. If you want more than 8-Bit, go to the Genesis.

GENESIS



With its wide assortment of great games, super graphics, and incredible music and sound, the Genesis has become the machine that can do it all! A sure thing!

TURBOGRAFX-16



Although the Turbo has showed improvement over the year, it is still in need of more games and familiar names. The CDs are cool, but games, not technology, will save it.

NEO GEO



The Neo-Geo is a blast for anyone with a deep pocketbook. The games are arcade all the way, with hyper graphics veiled over common themes. Still a nice piece of tech!

STEVE

ED

The old workhorse is about ready to be put out to pasture. With so many licensees abandoning it for the new 16-bit S-NES, I give it one more year of good life.

Nintendo could have done a lot better in designing their new Super-NES. Some games are great but many are hampered by massive flicker and slowdown. Next year?

It's hard to get excited about a system which doesn't have the complete backing of the parent company. Sega - if you're going to keep it alive then support it with games!

Sega is going head to head with the S-NES and coming out ahead even without all of the new special features. If you think the Genesis is hot now, wait till next year!

There hasn't been a lot of change in the Turbo lineup over the last year. The new low price is a good start but we need to see more revolutionary software like Sherlock.

Granted the games are better than anything out there but who can afford them? Japan cut the software prices to generate new owners. It's about time for the U.S. to do the same.

MARTIN

This system is in critical condition. While there are a number of great titles available, most of the newer carts just don't measure up. It was fun while it lasted.

Scaling and rotation are definitely welcome features, but I wish I could play an intense shooter on the SNES without it slowing down. A slow machine with great music chip.

There were only a few games that I really like for this system. Newer titles like Sonic and Ghoulis are good, but with Genesis prices so low, why settle for toned down versions?

The best games, the most games, and the best deal for a 16-Bit system! With loads of hot titles and the Mega CD due out next year, it's obvious Genesis is a SNES killer in '92.

Despite the lower price tag, Turbo still seems to lack the excitement that competing systems have. The CD is nice but NEC needs more titles to make the big price attractive.

Bigger, Badder, More Money. The games are looking good, with more emphasis on game play as well as graphics and sound. The price is still a bit scary for me.

SUSHI-X

Slowly, but surely, the old 8-bit king is being overtaken by the new 16-bit generation! The 8-bit graphics, game-play, and music just doesn't stack up to its competition.

Unless the programmers of this 16-bit giant can solve the horrible problem of slow-down and flicker, this system will die early, with the Genesis taking all the glory.

Although some of the newer titles to appear for the Master System are good, why settle for the chopped up 8-bit versions of the snappiest, coolest, and best titles around?

Certainly the leader of the pack, the Genesis has a lot to gloat over. The Super NES can't compare (yet) to the high-powered titles Sega is pumping out left and right!

By far the only system that requires a CD-ROM player in order to even compete with the Genesis and Super NES, the Turbo needs a shot in the arm to stay in the game!

Too much money for not enough fun, I'd rather try to find a Jamma board for sale than shell out big bucks for a machine that banks more than it bites. Good, but pricey!

SYSTEMS OF 1992!!!

GAMEBOY



The GameBoy is suffering from the same problem that is plaguing the Nintendo. While it can play a good game, the ratio between winners and losers is just too low.

STEVE

Like the NES, the old GameBoy is due for an update. Once you've tried a color portable it's real hard to go back to, and get excited about, the ancient GameBoy.

ED

MARTIN

SUSHI-X

Good old black and white games never played better. Lots of cool games are the only thing saving this blurry, dark, overpriced portable. How about a portable NES?

Unless you have the marvelous Wide-Boy system, the games on the GameBoy blur, have poor sound, and are just plain archaic! Give me vibrant color and smooth sounds!

LYNX



It's got some nice looks, cool features and finally more games, making it a much more viable unit. The original stuff isn't blue ribbon quality, but the conversions are.

There have been a lot of promises about new software and some are just starting to trickle in. The future looks good but Atari is too unpredictable. Needs a tuner to compete.

The Lynx has shaped up a bit. There are more games on the way, the only problem is that most of the new games just aren't any fun to play. Needs Japanese designers.

The Lynx has definite possibilities thanks to its recent facelift and new supply of games. While not as screamingly clear as the Turbo Express, it blows the others away.

GAME GEAR



The Game Gear is a step backwards for anyone who's sampled 16-Bitters. The machine has simple games and graphics that just don't compare to the Lynx, at the lower price of the Lynx.

The GG is in the same boat as the SMS - there just isn't enough software support from Sega. The Lynx started off too slow and paid the price. The GG needs help - quick.

The GG never hit it off with me. The only games that I gave any attention to were Gaiden and Shinobi. Other than those two there just aren't enough games for me.

The Game Gear just hasn't taken off like it should have. It could use more great games like Gaiden or Sonic to get players excited about the system. A tuner would help.

TURBO EXPRESS



Without a doubt the best portable, but only Neo-Geo owners will have one. Seriously, the high cost is well worth it, with a crystal clear picture and a decent library of softs.

Easily the best of the portables and actually better than the Turbo itself! With the tuner it's a dynamite combo and the way to go. Needs more games designed for the TE.

The TE does have the best screen in the hand held market as well as the highest price tag, but since the Turbo is lacking in good titles so is this pricy little unit.

This is the best in portable gaming thus far, even with the high price tag. The Turbo Grafx cards belong on the small screen and could possibly replace its parent system.

JAPANESE GAME SYSTEMS...

No list would be complete without at least including the game systems from Japan. The Famicom is the Japanese equivalent to our NES and the Super Famicom is comparable to the Super NES. Likewise, the Mega Drive is the same as our Genesis. In a similar fashion, the PC Engine is like our TurboGrafx however, there are new systems just released by NEC of Japan. The older CD-ROM drive has undergone an upgrade and the new drive is called the Super CD-ROM2. The PC Engine and Super CD-ROM2 have been combined and enclosed in a new sleek case. This combo system is called the PC Engine Duo. The older SuperGrafx, while not officially discontinued, is suffering from a severe shortage of new games. Sega has a new CD-ROM drive, called the Mega CD-ROM, for it's Mega Drive system. Sony has just shown it's new system - the Play Station. It is a combination Super Famicom and CD-ROM drive. Nintendo has announced their CD-ROM plans (incompatible with the Play Station) and they will combine their Super Famicom with Phillips new CD-I drive. Sound complicated? Wait till they come to the U.S. with a whole set of new names!

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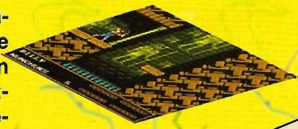
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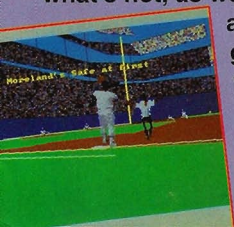
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SUPER MARIO WORLD

MARIO IS BACK!

Super Mario World, one of the first releases for the Nintendo 16-Bit in Japan, is a phenomenal game, featuring the best from the creative minds at the big 'N.' This time Mario must face 8 new worlds divided into more than 70 different levels of play! Incredible game play and a new cast combined with the enhanced graphic and sound quality of the SFX, makes SMB4 an instant classic!

FACT-FILE

Manufacturer: Nintendo
 Machine: Super Famicom
 Cartridge Size: 4 Meg
 Number of Levels: 70+
 Theme: Adventure
 Difficulty: Easy
 Number of Players: 2
 Available: Nov 1990 (Japan)



**VANILLA
DOME**



**CHEESE
BRIDGE**



**DONUT
WORLD**



**LOST
FOREST**



**DINO
ISLAND**



**STAR
WORLD**



**SODA
DAM**



**CHOCOLATE
ISLAND**



Use the key to open the warp zone and discover many new worlds.

Find the hidden keys in each world.

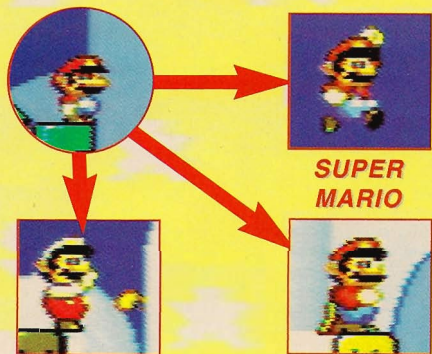


At the end of each level earn stars by jumping into the moving bar.



Collect 100 stars and Mario will go to the bonus round where he can get up to 8 1-ups!

POWER UP MARIO!



SUPER MARIO

FIERY MARIO

CAPE MARIO



FLIP



The classic SMB. 1-up trick!



DIVEBOMB

MARIO IN ACTION!

More moves, attacks and ways to explore Mario World than ever before.



RUN



JUMP



FLY



DUCK



STOP



FLOAT



HOLD



SPIN



PARACHUTE



RIDE IN CLOUD



WALK UP WALL



SWIM

MARIO TEAMS UP WITH DINO!



GREEN



RED



YELLOW



BLUE



When an egg hatches, and a little dino appears, pick him up and feed him 5 turtles to make him grow.



Eat a red turtle...



and Dino spits fire!



Eat a blue turtle and Dino can fly!



Eat a yellow one and Dino has Super Stomp!



POWER-UPS AND ITEMS

There are many new items and power-ups in Super Mario World that Mario can find and use in his quest to save the princess. A new feature in this game is the power-up storage at the top of the screen. You can now carry more than one item at a time and use them when you need it the most. Here are a few of the things that you'll find.



COIN



Collect 100 coins to receive a free man.

DRAGON COIN



Collect 5 coins on the same level for a free man.

SUPER MUSHROOM



Get this and turn into Super Mario.

FIRE FLOWER



This flower turns you into Flery Mario.

CAPE FEATHER



Catch it and you can fly as Cape Mario.

1-UP MUSHROOM



This gives Mario or Luigi one extra life.

3-UP MOON



Find the moon and receive 3 free men.

EGG



Find a Dino inside or other surprises.

ACORN



Feed 10 of these to Dino and he lays an egg.

SUPER STAR



Makes you invincible for a while.

DINO WINGS



While on Dino, get these and go to the Cloud Zone.

SPRING BOARD



Use it to jump higher, it can be taken with you.

POWER BALLOON



Blows Mario up so he can float around.

JUMP BLOCK



Like the Spring Board, but some hold items.

STAR BLOCK



Hit it with 30 or more coins and a 1-up appears.

SURPRISE BLOCK



Hit the switch and all dotted lines turn into blocks.

MESSAGE BLOCK



Gives you hints and tips along the way.

SPINNING BLOCK



If you hit it, it spins around and you can't stand on it.

SWITCH BLOCK



Hit it and blocks turn into coins and vice versa.

QUESTION BLOCK



Holds coins, items, and bean stalks.

FLYING BLOCK



Same as Question Block but this one has wings.

MULTI BLOCK



The item inside flashes from one to another.

ON/OFF BLOCK



Does many things, turns off traps.

HALFWAY MARK



Starts your next life halfway in the level you died in.



WORLD 1: DINO ISLAND



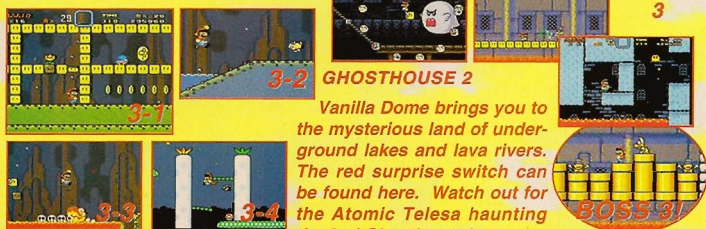
On Dino Island you'll encounter a variety of new enemies, so now is the time to get acquainted with Dino. After finishing 1-1 you can go to the room with the yellow surprise switch, be sure to get it. Hitting the switch will make things easier later on in the game.

WORLD 2: DONUT WORLD



Donut World is filled with mysteries and secrets. It's a good thing Mario can get the feather here, he'll need it to discover the warp keys. You'll also get to explore your first Ghosthouse here! The key to open the path to the green surprise switch is hidden somewhere on this world, so look carefully in the eerie caverns.

WORLD 3: VANILLA DOME



Vanilla Dome brings you to the mysterious land of underground lakes and lava rivers. The red surprise switch can be found here. Watch out for the Atomic Telesa haunting the 2nd Ghosthouse!

U. S. National Video Game Team's
SUPER PLAY

**SUPER
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 FOR WINNING
 BIG!**



FACT-FILE

Manufacturer: Konami
Machine: Nintendo
Cart Size: 4 meg
Number of Levels: 10

Theme: Action
Difficulty: Avg.
Number of Players: 2
Available: Now

COWABUNGA DUDE!!!

The Turtles are back and ready for action! Shredder's up to his old tricks again and has kidnapped both April and Splinter. It's up to you to rescue your comrades from the notorious Foot Clan and put an end to Shredder's mayhem. This translation of the coin-op hit is so good it's hard to believe you're playing it on the NES! This cart features a whopping 4-Meg and MMC3! Turtles 2 takes NES to the limit, with great graphics and animation, parallax scrolling backgrounds, and 10 action packed levels of challenge. The whole gang is here Leonardo, Raphael, Donatello, and Michelangelo. T.M.N.T.2 is a fantastic game and the crew here at EGM has mapped out the entire game for you! Add in tips and strategies from the one and only U.S. National Video Game Team, and you'll be face-to-face with that tinhead Shredder in no time!



April's apartment is on fire! Rush to her rescue!

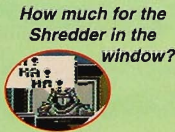
Cinema Displays are featured throughout the game.



Watch out for the giant balls that come out of the stairs!



Use the parking meter and hydrant as weapons!



How much for the Shredder in the window?

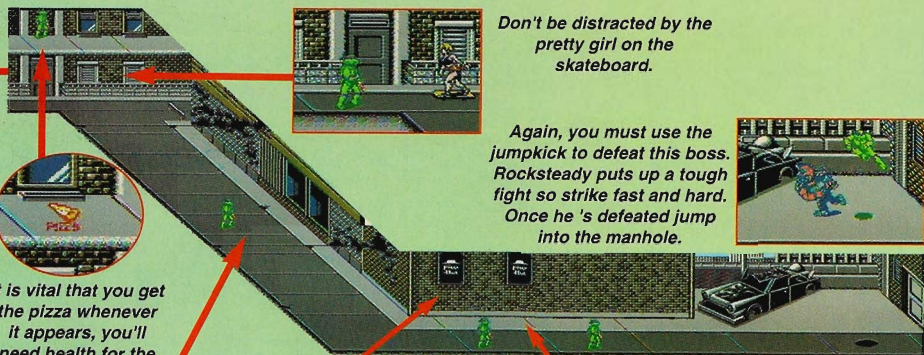


Don't fall in the manholes.



Use jumpicks to defeat Bebop, then watch Shredder kidnap April again.





Don't be distracted by the pretty girl on the skateboard.

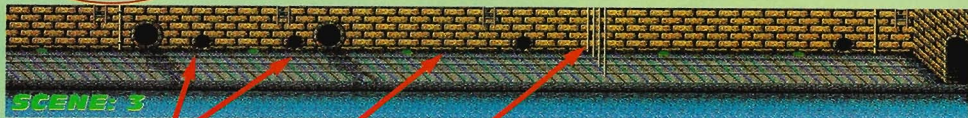
Again, you must use the jumpkick to defeat this boss. Rocksteady puts up a tough fight so strike fast and hard. Once he's defeated jump into the manhole.

It is vital that you get the pizza whenever it appears, you'll need health for the battle with the boss.

Use the jump & slash technique on the boomerang throwing Foot Clan.

Stay at the bottom of the screen to avoid being flattened by the falling billboards.

If you use jumpkick on these enemies, you'll avoid being blasted by the dynamite.



SCENE: 3



The Robo-dogs make their first appearance here, if they bite you, shak'em off

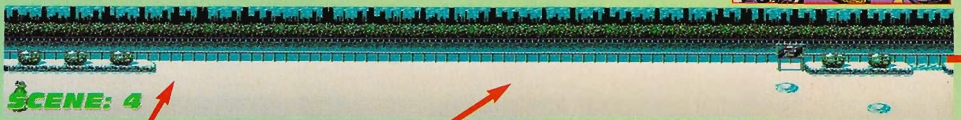


These guys wield huge hammers, use jumpkicks to beat them.



Watch out for falling gates, use timing to get past.

Here you'll meet Baxter Stockman lurking in the sewers, he's not a very tough boss. If stand to the far left you'll defeat him with being injured by his Robo-dogs.



SCENE: 4



Who put the lights out?



Some people need practical advice, so watch out for falling boulders, manholes and don't get run over by the plow.



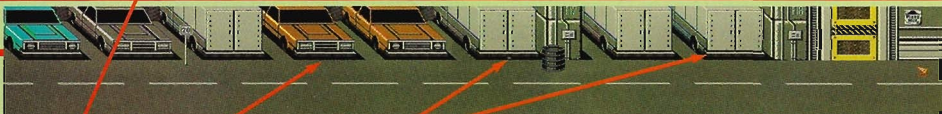
These snowmen aren't so jolly, after a few hits their true identity is revealed. Jump & slash works best.

Dodge the boulders that Tora throws at you and when they pass overhead, jumpkick your way to victory!





SCENE: 5



Use the cones to wipe out the Foot Clan.



Watch out for the cars, they rush out very quickly.



More enemy are waiting in ambush in the vans.



Baxter is back again, be sure to eat the pizza, then jumpkick him. Stay at the far right or left when he fires.



Now that April is safe, lets go get Splinter!



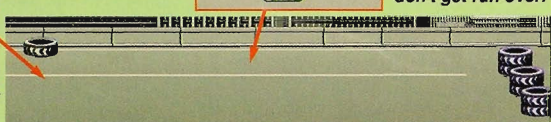
SCENE: 6



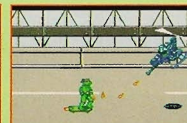
This the level is pretty straightforward , the main thing is to stay at the top so you don't get run over.



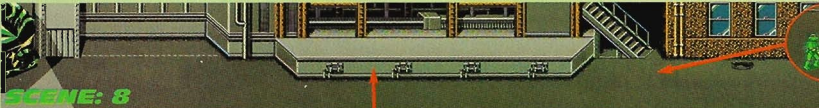
Jumpkick these henchmen after they throw their bombs at you.



SCENE: 7



Hop on your jet powered skateboard and take on the Foot Clan at full speed. When facing the Helis stay to the far right of the screen and use the jumpkick. Use the jump & slash technique to dispose of all other enemies.



SCENE: 8



Use jumpkicks on the fireflies that come out of the giant drill.



It is better to take the top path here.



Stay near the top of the screen and jumpkick your way through, don't miss the pizza!

They only way to beat the Rock Soldier is with Jumpkicks.



Use jump & slash on the beetles.





SCENE: 9



Many opponents appear from inside the wall through revolving doors. Keep your guard up they're everywhere!



These robotic apes attack in an unpredictable manner, so you the jump & slash as soon as possible.



The scorpions are very aggressive, jump & slash is most effective.

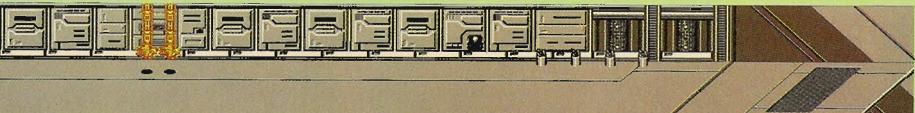


Stay at the top, and keep jumping over the bamboo spikes

You've finally made it to the end of this heavily booby-trapped dojo only to meet Shogun, one of the toughest bosses in the game! It'll take many wicked jumpkicks to beat him.



SCENE: 10 - THE TECNODROME



The Tecnodrome is the Foot Clan's last line of defense, it's jam-packed with ceiling lasers, wall lasers, and freeze gas boobytraps in the floors that spring up in the most unexpected moments. As soon as you arrive you'll be greeted by all kinds of Foot soldiers in greater numbers than ever before! You must then fight a stronger Rock soldier before entering the chamber where the last battle will be.



Don't get hit by the beams,



Now you must face Shredder himself! Keep moving around the screen and stay in air using jumpkicks as much as possible. You must knock the helmets off both Shredders to beat them. Only then peace will be returned to New York City, or will it???

Stay at the lower right hand corner of the platform to avoid be hitting by the giant bowling balls.



Use a combination of jump kicks to the head and the jump & slash technique to get rid of Krang's huge robot disguise.

After defeating the robot, Krang will jump out of its stomach, and fly around the screen boasting of his invincibility.



U.S. National Video Game Team's

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SHADOW OF THE NINJA

FACT FILE

Manufacturer - Natsume
Machine - Nintendo NES
Cart Size - 2 Meg
Number of Levels - 5

Theme - Action
Difficulty - Avg.
Players - 1 or 2
Available - Now

HARD HITTING NINJA ACTION!!

In 2029 A.D., the evil government of emperor Garuda has claimed many innocent lives. His impregnable fortress stands as a reminder to the frightened people that his will is supreme. All attempts of revolution have failed miserably. Is there no hope?

Meanwhile, Hayate and Lady Kaede, ninjas of the Iga clan, learn of Garuda's oppression. Enraged, they immediately begin their journey to America, set on the destruction of Garuda's empire once and for all!

Follow the Shadow Ninja quest through five increasing difficult levels and stop Garuda from conquering the world!! Superb graphics and sound intensify this battle for freedom.



THE SEA PORT

Level 1-1

Having stowed away on a freighter, make your way to Garuda's fortress. Practice your ninja skills on these relatively untrained rogue troopers.

Level 1-2

Level 1-3

Level 1-4

MISSILE MAN

Missile Man is slow and easy to beat.

OPEN THE ITEM BOX FOR THESE POWER UP ITEMS!!



Item Box
Break it open!



Katana
Short but fast.



Kusarigama
Long but weak.



Bomb
Super strong!



Shuriken
Quick and easy.



Scroll
Full power!!!



Life Potion
Regain 4 life bars.



Full Life
Regain all health.



EVIL PLANS

Through cunning and power, Emperor Garuda seized control of the largest city in America. The year is 2029 A.D. So far, no army has been able to thwart Garuda's plans of world domination...



THE SHADOW NINJAS!



Lord Hayate



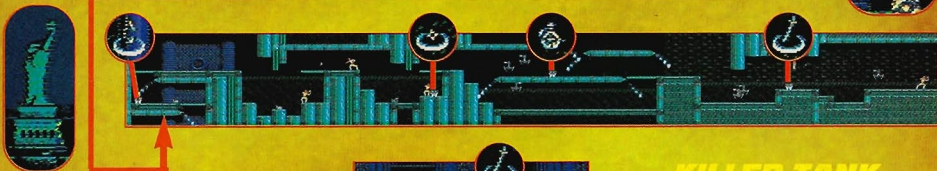
Lady Kaede



A DESPERATE MISSION

Only the Shadow Ninjas, once thought of as legend, have a slim hope of overthrowing Garuda and restoring peace to the world...

THE UNDERGROUND SEWERS



The Underground Sewers provide an excellent chance for you to test your mettle under heavy fire. The enemies here can take a beating and dish it out too! New mechanoids like the fearsome Eyestalker, Cyborgs, Insectoids, and the Killer Tank stand in your way.



The Palooka guards here will give you a life potion if you defeat them. Beware of their deadly slide attacks!

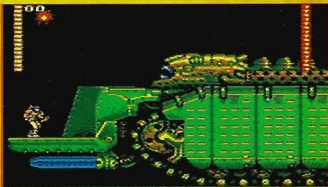
EYE STALKERS!!

The Eye Stalkers are easy with the speedy shurikens.



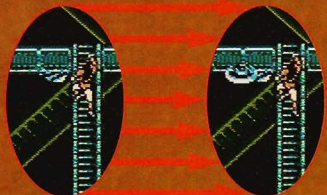
KILLER TANK

The Killer Tank is easy, too. Hit the turret twice, then back off. Watch out for deadly air fire, however.



THE ROOFTOPS OF THE CITY

The Rooftops of the City requires split second timing and marvelous reflexes to complete. Extreme patience is a must when going up against the Boomerang Masters of this level. Try to hit their boomerangs in mid-air and then go for it! Sometimes it is simpler to just avoid them completely and jump over them. Be sure to keep an eye out for the hidden bomb on this level. This level is also an excellent place to power up either the katana or the kusarigama weapons. Item boxes are around every turn, so take advantage of them! A hidden full life icon is also found near the end of this area, near the end boss, the Golden Samurai. Take care, though, the worst is yet to come in Levels Four and Five!!



HIDDEN BOMB!
Shoot next to them to reveal the bomb!

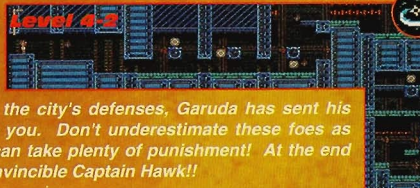
POWER-UPS GALORE!!

As you can see, Level Three is stocked full of helpful power-ups just for the taking! Since the Kusarigama is the hardest to power up, this level is the best one to increase its effectiveness. For those who prefer the Katana, you'll surely have maximum power in no time! A fully charged Katana can cut down most of your enemies in seconds, even at a distance thanks to the ninja fire that it releases.



THE AIR FORTRESS

The Air Fortress is but a stepping stone to get to Level Five, the Final Fortress. Having breached the city's defenses, Garuda has sent his most formidable warriors to stop you. Don't underestimate these foes as they pack a powerful punch and can take plenty of punishment! At the end of this level, you'll meet the near-invincible Captain Hawk!!



Level 4-1



ARAKNAN!

This mechanical droid craves ninja blood! It takes a lot of punishment too. Hit it in the air to destroy it easily.



THE FINAL FORTRESS

This is it! The final obstacle to defeating Garuda once and for all! His troops defeated, Garuda now must depend on his automatic defenses and his own personal guards to show no mercy as you get closer to Garuda's lair. Beware, you face in the first section of the Fortress. This level will time bombs were placed with meticulous care to stop you!

Level 5-1





adder to



HIDDEN ENERGY!

Don't miss this hidden energy capsule right before the Golden Samurai. You'll need it!!



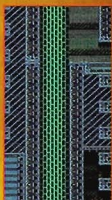
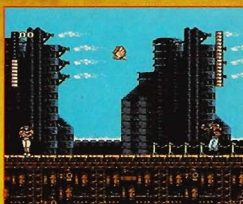
THE GOLDEN SAMURAI

This is one dude with a nasty temper! Hit him a few times, and he comes apart...literally!! Luckily, the Golden Samurai is terribly slow, so avoiding his powerful blows is rather easy. Just watch out when he reforms - he tends to pop up beneath you. Also, he likes to explode towards you.



CAPTAIN HAWK

Here, you'll learn why Captain Hawk is named so perfectly. The evil Captain himself is a pushover, but just when it begins to look easy, he merges with his pet hawk into a truly powerful adversary!! Your timing will have to be near-perfect to defeat this swooping mutation. Study Captain Hawk's movements carefully until you can dodge his attack quickly.



BOMBS!!

Disarm the time bombs by walking near them, but don't get too close!

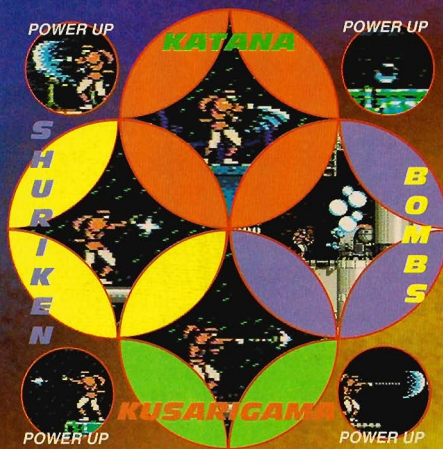


by your approach. The mechanical monsters you will face will be Arakna robots! They will be the most formidable opponents so test your speed as well as your power - the laser bolts and dances short. Examine the laser pattern and disarm the bombs!

LASER BOLTS!!

Dodging the Laser Cannons will require patience, timing, and agility. Study their pattern and make your move when the coast is clear, and not before! This also means you need to defuse any bombs in the vicinity as well. There's no timer, so don't rush through the stage.





GARUDA AWAITS!

Finally!! Now deep inside Garuda's Fortress, Hayate and Lady Kaede must pass his personal guards and reach the top of the citadel. Another surprise awaits there, however, as Garuda reveals his true self in a last attempt to destroy the Shadow Ninjas!!



Hold down the attack button until the ninja magic flames the enemies!!! This uses half of your life, however...

NINJA MAGIC!!



CHECK OUT THIS AWESOME CAST OF CHARACTERS!!

Naturally, since Garuda enjoys his position as Emperor, he'll do anything to keep the Shadow Ninjas at bay. He has taken precautions to guarantee his continuing dictatorship rule. He has been systematically "recruiting" his troops and qualified civilians to undertake cybernetic enhancement implantations in order to further his influence and power.

These robotic warriors show no mercy and feel no pain. Their only thought is to serve Garuda, and they have been ordered to stop the Shadow Ninjas at any cost! Nevertheless, Garuda's reign must be put to an end. Nobody ever said it would be easy...



Shadow Ninjas



Helping Hand



Time Bomb



Water Ninja



Wind Ninja



Mini Buzz



Missile Launch



Sniper Man



Arakna Robot



Amor-Dillo



Big Gun



Sentry Block



Rogue Trooper



Slasher Man



Bomber Man



Boomer Master



Major Palooka



Missile Man



Golden Samurai



Insect-Iod



Lady Ninja



Cutter Blade



Captain Hawk



Cyborg Warrior



Eye Stalker



Running Trooper



Ape Man



Power Fist



Laser Cannon



Power Pusher



Geometron



Ground Hog



Hyperion Guard



Emperor Garuda



Warrior Garuda

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

**SUPER
STRATEGIES
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BIG!**



FACT-FILE

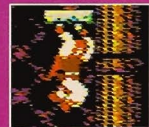
Manufacturer: HAL
Machine: NES
Cartridge Size: 2 Meg
Number of Levels: 6
Theme: Action
Difficulty: Average
Number of Players: 1
Available: Now

THE BATTLE FROM WITHIN

A deadly mutating virus has invaded the earth's defensive system computer. All anti-virus programs have failed to remove this destructive plague. A lone volunteer has the courage to go into the computer via an experimental and yet untested Image Transfer System. You have been sent in to destroy the virus on its own ground. Quantum Fighter is one of the best NES carts out in the market. The game play is filled with unique play mechanics and will challenge the best of players. The U.S. National Video Game Team is going to take you through this incredible cart from beginning to end. With maps, special tips, and strategies straight from the pros, you'll be winning big in no time. We'll take you through the first two levels this issue and help you finish the game next issue.



Quantum Fighter has a large variety of moves. You must master them in order to get through.



The easiest way to thrash this boss is to wack him repeatedly with your mane of fury.



You can do a powerful kick when you are hanging on a platform.



Kabuki is very acrobatic and is capable of climbing almost anywhere.



This Boss splits into two if you do not kill him fast enough. His clone can't be hurt, but if you thrash him and wound him early in the battle, then you should have no problems. Don't forget that you can exchange chips for more health.



Watch out for the spikes that come from these platforms.



Jump over the spark that come from this hidden trap.



Jump down the right side of the wall and land on this ledge.



Jump to left and grab the 1-up.



U.S. NATIONAL VIDEO GAME TEAM'S

SUPER PLAY

SUPER STRATEGIES FOR WINNING BIG!

KABUKI

Quantum Fighter

FACT-FILE

Manufacturer: HAL
Machine: NES
Cartridge Size: 2 Meg.
Number of Levels: 6
Theme: Action
Difficulty: Average
Number of Players: 1
Available: Now

THRASH THE KILLER VIRUS

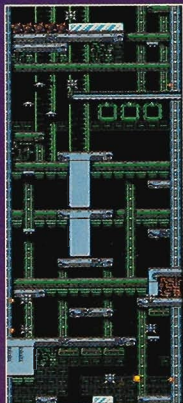
The Earth's defense system has been infected by a virus. Nobody can do anything to get rid of this virus. And the virus plans to destroy the Earth! You are a colonel and you have volunteered to test a new Image Transfer System. This system transfers you into a quantum fighter, and the fate of Earth is in your hands. The U.S video game team brings you the last 4 levels of this incredible game, and, with this, you'll play like a pro.



As a quantum fighter you possess many skills. One being, that when you hang on a flat platform you can flip up and land on top of it.



The best way to defeat this boss is to use your mane. Use your coins for health because by the time you get up to the boss you'll probably need health!

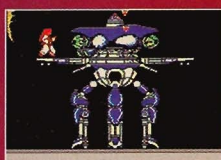


There are some very difficult parts in this level where you have to avoid spikes. At this part when you land on top of the platform, you have to land on the left side of it to make sure you don't get hit by the spike.





Attack this boss with your mane until he goes to the ceiling. Get as many hits in as you can because when he goes to the ceiling the only way you'll be able to hit him is if you use your three way shots.



To defeat this boss, you have to flip up on the platform that is hanging off the side of him. Jump on top of his head, then duck and punch the orb to finish him off.



Jump over the enemy fire to get a 1-up

YOUR FINAL ENCOUNTER!!!



The are two parts to the last boss. The first part you have to attack with your mane. The second part you should use your bolo.



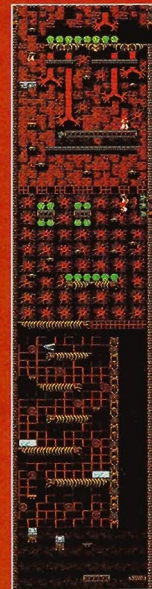
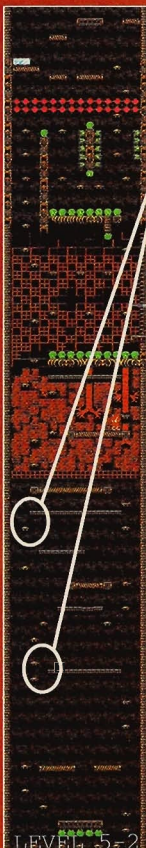
Get the 1-UP



Once you have defeated the enemy, jump up to the 1-UP.



Use your three way shots to get past these pits.



FACT-FILE

Manufacturer: Acclaim
System: Nintendo
Cartridge Size: 2 meg
Number of Levels: 5
Theme: Action
Difficulty: Avg.
Number of Players: 1
Available: Feb. '91

COOL, DUDE!

The radical troublemaker Bart Simpson has discovered alien mutants in Springfield. With only his Xray specs, a few coins, and street smarts, Bart must thwart the alien's plan to take over Earth!

In Level One, Bart must get rid of 24 purple objects in town. He must also convince Maggie that aliens are in town by collecting letter icons from disguised aliens. These mutants look normal until Bart uses his Xray specs.

Some purple objects are on window ledges. Luckily, trash cans act like trampolines and catapult Bart high into the air! If a can is not nearby, Bart can jump onto doors and windows to reach the purple items.

People who wear purple are also prime targets for Bart's spray paint! Bart can call Moe and spray him when he comes out. The Cub Scout leaves the theater when the timer reaches 200 or 400. Also, if Bart stands on the grass near the statue, a purple officer will appear.

When Bart hides the items and convinces Maggie of the alien's presence, both Bart and Maggie team up to defeat the level boss! Soon after, however, Bart learns that the aliens are now collecting hats in Level Two...



Cowabunga, dude! America's funniest family is coming to the NES! This 2 Meg cartridge sends Bart and the rest of his family through five missions to save Earth.

Spray the scout at 200 or 400.



Paint the alien on the sign.



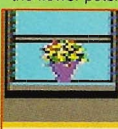
Spray Moe after calling him.



Be sure to paint the flower pots.



Don't forget to spray the cans!



Use a coin to call Moe.



Paint the purple fountain here.



Dump the paint on the overhang.



Cherry bomb the bird in the cage.





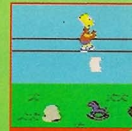
Our hero, Bart, has overheard the alien's plan! Bart must stop the aliens from building the doomsday device! In Level One, Bart must paint or hide all visible purple objects in the town of Springfield and convince Maggie of the alien's presence.

Walk the high wire to victory!

Grab all the paint you can!

Use the wrench on the hydrant.

Grab the clown icon for a 1up!

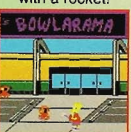
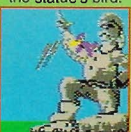


Jump on the grass to get the officer.

Use a rocket to hit the statue's bird.

Beware of Jimbo on the sidewalk!

Turn on the sign with a rocket!



Use rockets on the windows too.

Use Xray specs, hit the mutants...

...and get the letter icon.

LEVEL ONE END BOSS!!!

This boss throws rocks, but is really easy to defeat. Just jump and hit the bowling balls that Maggie rolls to hit the boss.



FACT-FILE

Manufacturer: Tradewest
Machine: NES
Cartridge Size: 2 Meg
Special Chip: MMC3
Number of Levels: 12
Theme: Action
Difficulty: Hard
Number of Players: 1 or 2
Available: Now

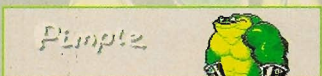
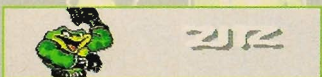
FUNKY KEEN FROG MACHINES!!!

Time to toss your shells aside and get ready for some toadally awesome fighting action. Princess Angelica and Pimple were out cruising and were kidnapped by the evil Dark Queen. Now it's up to Zitz and Rash to rescue the princess and their captured comrade. You're no ordinary amphibian though, you're radder than a reptile and nastier than a ninja when there's a battle to be fought. You have over 20 different moves at your disposal as well as jumping on the tables on the bad guys by using their arms and legs, lost in battle, as even more powerful weapons.



Check the map then descend on the Turbocables to 12 levels of incredible action below.

THREE AWESOME AMPHIBIANS!



COOL CINEMA DISPLAYS



LEVEL ONE: RAGNAROK'S CANYON



Throw the rocks at the Boss to defeat him.



LEVEL TWO: WOOKIEE HOLE

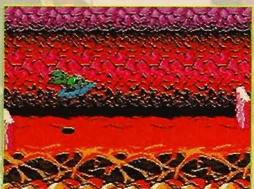


Keep hitting the bird and the points will multiply for a 1-up!

1-UP TRICK!!!



LEVEL THREE: TURBO TUNNEL



Halfway through the round these little invaders will try to steal your health. Punch them and they will drop the life square, but you must catch it to return it to your meter.

LEVEL FOUR: ARCTIC TUNNEL

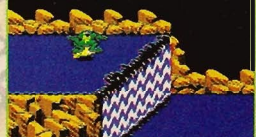


LEVEL FIVE: SURF CITY



Surf's up dude! Check out those huge waterfalls. Watch out for the logs.

LEVEL SIX: KARNATH'S LAIR



Ride the huge snakes to get to the top of this area. Be careful as the later levels have fatal spikes below.



Grab this guy's leg and beat the boss!



FACT-FILE

Manufacturer: Techno
Machine: NES
Cartridge Size: 2 Meg
Special Chip: MMC3
Number of Levels: 7
Theme: Action
Difficulty: Hard
Number of Players: 1
Available: July

THE THIRD TIME'S A CHARM!!

Finally, the third chapter of the Ninja Gaiden saga is here! Undoubtedly one of the most popular series to appear on the NES, Ninja Gaiden just gets better every time! In this story, Irene is apparently killed by a ninja going by the name Ryu! The real Ryu must set out to find this renegade ninja and discover his plan. Along the way, he must search laboratories, castles and passageways! Ryu has some new tricks up his sleeve, however. Now Ryu can grab some platforms from below and he can also gain a longer sword. He has a new magic which shoots waves of force vertically, up and down. He'll need all the power he can muster for this journey!!



At last! Ryu has reached the lab that Irene was investigating! Once there, he is attacked by a new group of enemies and finds a new array of powerups.



After checking out the strange lab, Ryu meets a shady character who needs him to go to the Castle Rock. The reason why eludes Ryu, and the man won't explain. All will be clear in Level Two!!





"Welcome. The defenses around Castle Rock tough enough for you."



Guess what? Forrester makes his usual grand entrance! He has a dangerous mission for Ryu that involves the mysterious Castle Rock, known for its various traps and pitfalls. On to Level Three!!



"Who are you??"

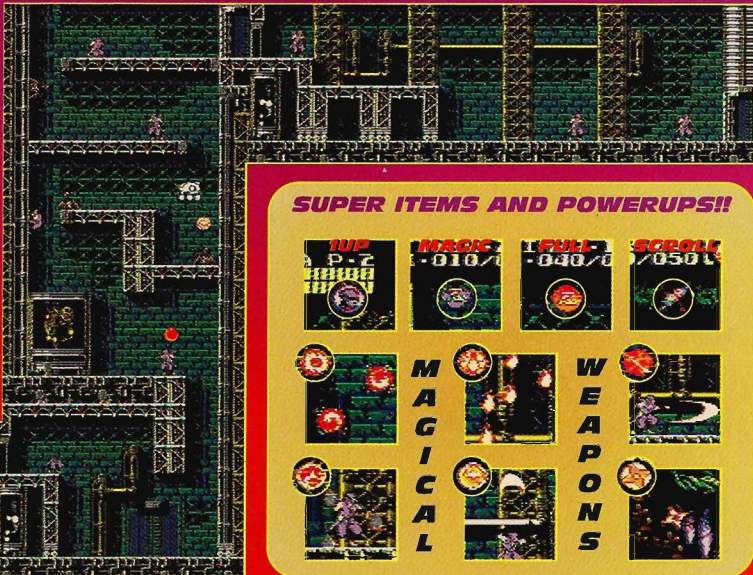
"Come on! Fight me!"



"Search! What are you going to do about it??"



The mystery deepens with the appearance of a ninja dressed like Ryu! Can you help Ryu discover the truth?? On to Level Four!!



SUPER ITEMS AND POWERUPS!!



FACT-FILE

Manufacturer: Bandai
Machine: NES
Cartridge Size: 2 Meg
Special Chip: MMC1
Number of Levels: 6
Theme: Action
Difficulty: Average
Number of Players: 1
Available: Now

BLAST OFF TO FIGHT CRIME!

You and your partner have discovered a rocket pack secretly hidden by one of the legendary Neville Sinclair's hired mobsters. He wants it back and he doesn't play fair. He's kidnapped girlfriend Jenny and it's up to you to rescue her. You must assume the identity of the Rocketeer, and with the help of your sidekick Peevy, bring justice to the world. Awesome cinema displays help you relive all of the action of the movie. Get ready for Rocketeer action straight from the comics and the silver screen.



ROCKET FUEL

Collect these to power up your pack and take to the air. Your supply will disappear quickly so keep an eye out for more.



BULLETS

You'll find these or get them when you defeat certain enemies. You must have a lot of ammo to survive.



HEART

These also can be found or earned by beating enemies. Make sure that you always have enough health.

AWESOME CINEMA DISPLAYS

PUNCH



GUN



AUTO



SPREAD



GRENADE



ROCKET



CHAPTER ONE



Make your way out of the airplane hangar and collect as much ammo and Rocketeer fuel as possible. When fighting the first boss be sure to have enough ammo for a few shots or the rocket launcher as well as enough fuel to fight him. You should waste him quite easily.



CHAPTER TWO



The mob has tracked you down to your house. Use your rocket pack and take to the skies to rescue Jenny.



CHAPTER THREE



Cruise over the skyscrapers and collect ammo to help you defeat this mobster boss. Then learn more about the mysterious plot.



**DON'T GIVE UP
CLIFF...
JENNY'S NEEDS
YOUR HELP!**



SUPER PLAY

SUPER STRATEGIES FOR WINNING BIG!



FACT FILE

Manufacturer - Capcom
Machine - Nintendo
Cart Size - 3 Meg
Number of Levels - 21

Theme - Action
Difficulty - Avg.
Number of Players - 1
Available - Nov. '90



Mega Man is back! In this third installment of the Mega Man Saga, our hero faces 8 new robots before confronting the real problem maker, none other than the infamous Dr. Wily. We're here to get on your way to saving the world with a guide to the first 8 worlds of Mega Man 3.

MASTER FOUR STAGES FROM MEGA MAN 3!



Get ready to battle a whole new troupe of mechanical bad guys in Mega Man 3! Magnet Man, Hard Man and Snake Man are but three of the eight new adversaries you must face off against while pushing to the highest levels of the game. Mega Man must learn their evil ways if he is to succeed.



Eight new mechanical foes on brand new worlds

Enemy sucking Robomosquito

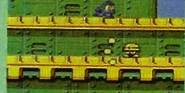


Helmethead returns and this time he shoots a spread



NEEDLE MAN

Run past this bad guy quickly!



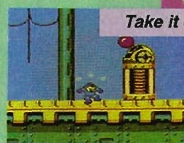
Once again Megaman must face a large variety of robozed enemies on each world.

Jump after he shoots twice - he'll roll up and over you if you don't



Use timing when you meet the porcupine to avoid the attack of his deadly quills.

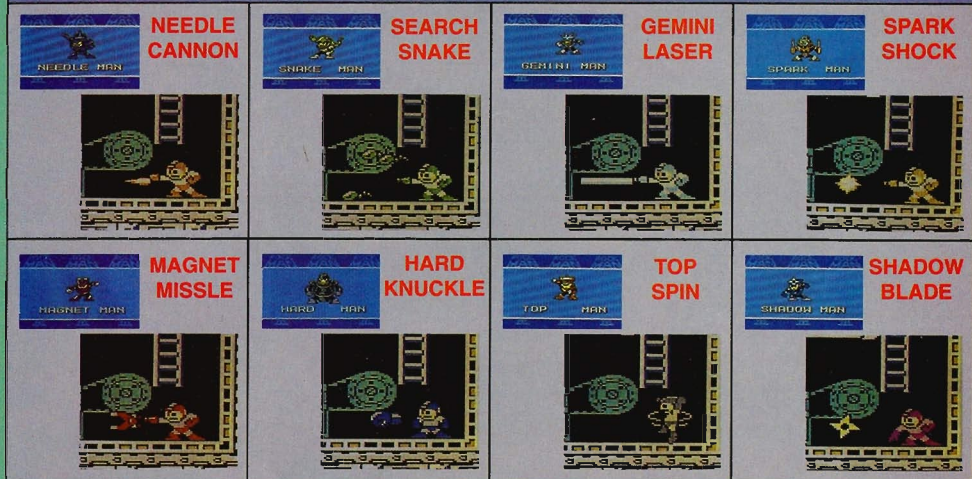
Take it out with rapid shots before it opens to shoot



The cannon will shoot as soon as you approach it

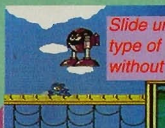


Check out the 8 new weapons to get!!



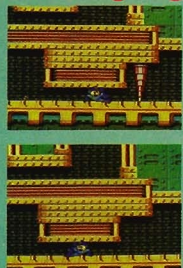
Mega Man's new move gets him through tight spots.

This is the first place where Mega uses his slide move.



Slide under this new type of jumper to get by without a scratch.

Get ready for your first Boss encounter with Needle man!



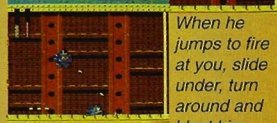
Mega Man continues into the booby-trapped depths of Needle man's lair.

Time your jump to avoid the final Needle trap.

Use timing, and plan your moves to avoid the traps.



The slide maneuver will help in this spot.



When he jumps to fire at you, slide under, turn around and blast him.



Now you have the Needle Cannon & Rush Jet



SNAKE MAN

Enter into Snake Man's realm and blast his reptilian minions!

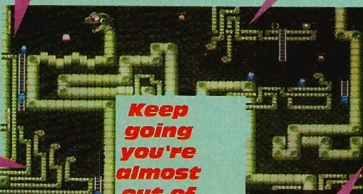


Stay left, jump and shoot at his head.



Be sure to get rid of the lower snake before jumping here.

Here you face 3 snake cannons at once.



Keep going you're almost out of the twisted maze

Many new enemies to see and fight.

Watch out for snake cannons guarding Snake Man's fortress.



Jump and shoot in a timed pattern to kill the snakes easily.



Keep shooting here to nail this guy.



Try to shoot the cyclops when he appears.



If he gets by you he'll drop 3 fire bombs.



GEMINI MAN

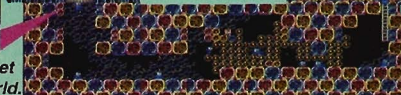
When you jump in the hole hug the left wall to get a free man!



Here you meet Protoman for the first time.



He helps Mega get into the underworld.



Fight the duck monster and regain some lost energy



Here you can power up your life and weapon meters.





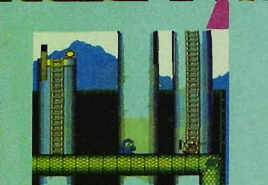
Get these capsules and recharge Mega for the upcoming battle.



Don't rush or you won't make these jumps.



Prepare the Needle cannon for the fight.




Now face off with the slimy Snake Man!

Strike hard and fast, jump to avoid his shots.

When he comes in close, fire as fast as you can for best results.

Now you have the Search Snake!

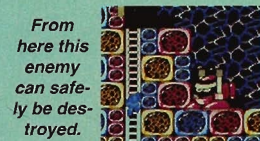




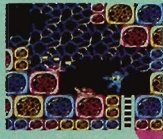
Careful the penguins fire explosive eggs.



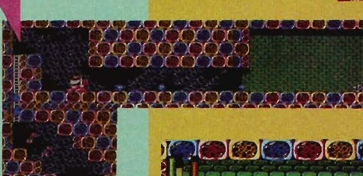
Here is where using Rush becomes a necessity, don't forget to get the capsule to recharge the jet.



From here this enemy can safely be destroyed.



Use small jumps and rapid shots to kill these annoying creatures.



What's your sign Gemini Man? definitely not the snake.



When you enter, Gemini Man will split into two.

Use the Search Snake to blast his twin away.

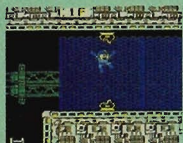



You've received the Gemini laser!

Go for the main man and let him have a dose of rapid fire snakes.

SPARK MAN



More silly and unique enemies to destroy

When he fires his boomerang go in with rapid fire to waste him.

You have a brief second to jump through the barriers when they disappear.

The moment you step on the platform it shoots to the ceiling above.

Watch out for those spikes Mega Man. Ouch!

This section calls for timing and planning out your moves to get through.

Don't jump too late or too soon, or else!



MAGNET MAN



Magnet Man changes the laws of gravity in a stage full of disappearing blocks and bottomless pits!

HARD MAN



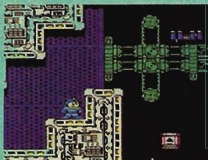
Many different challenges await you in this stage.



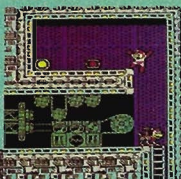
New enemies wait in ambush at every corner.



Shoot this guy in the head to destroy him before getting the power-ups.

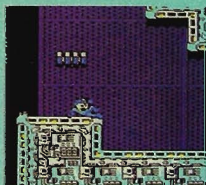


This is a difficult section of the round, once you start moving there's no going back.

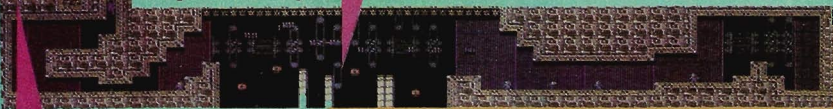


Just like earlier in the level you have to watch your step here.

Keep in time with the platforms and shoot out the bolts before they screw together.



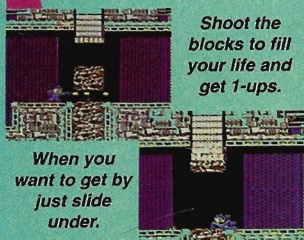
Use Rush to get the power-ups and recharge the Needle gun.



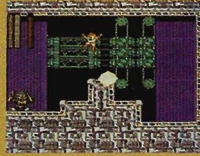
Shoot the blocks to fill your life and get 1-ups.

Use the Needle cannon or regular to waste him, it also helps to have a few E capsules

Time to blow Spark Man's fuse.



When you want to get by just slide under.



Stay on either the extreme right or left to survive.

The Spark Shock is now in your possession.

TOP MAN



Top Man's clan of wacky followers will have your head spinning in this rather straight forward stage.



S H A D O W M A N



Get ready for an intense battle with the extremely agile Shadow Man.



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

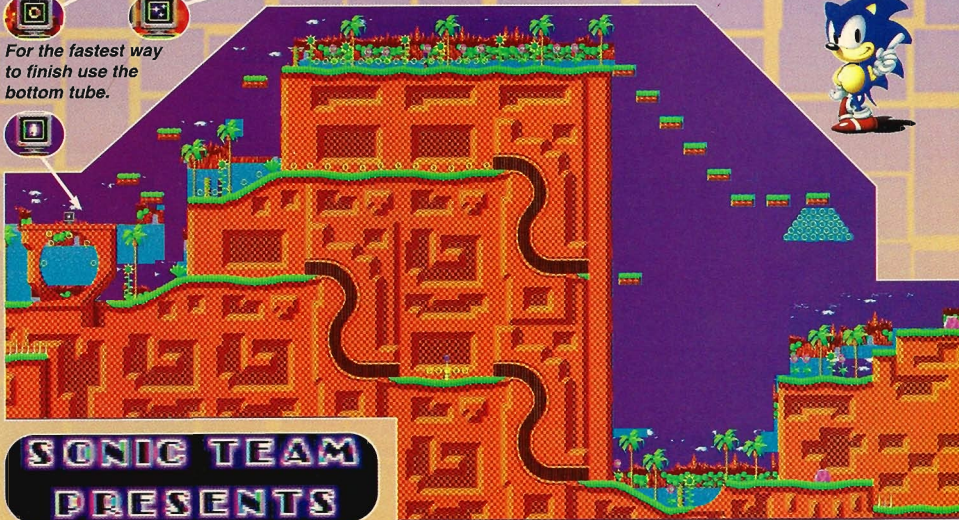
HE'S SUPER SONIC!!!

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.

GREEN HILL ZONE 1 ACT. 1



For the fastest way to finish use the bottom tube.



SONIC TEAM
PRESENTS

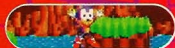
GREEN HILL ZONE ACT. 2

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!

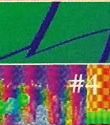
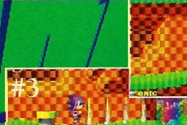
RINGS 100



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 springboard, 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.



MARBLE ZONE ZONE ACT. 3

There is a secret shortcut 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.

MARBLE ZONE ZONE 2 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 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.



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



SONIC TEAM
PRESENTS

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.



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

U.S. NATIONAL VIDEO GAME TEAM'S

SUPER PLAY

SUPER STRATEGIES FOR WINNING BIG

BATMAN™

FACT-FILE

Manufacturer: Sunsoft
Machine: Genesis
Cartridge Size: 4 Meg
Number of Levels: 7
Theme: Action
Difficulty: Average
Number of Players: 1
Available: Now

THE CAPED CRUSADER GOES 16-BIT!

Batman is finally here for the Genesis! The Mega Drive cart that has become a legend in the mail order houses is now available in the U.S. All of the incredible graphics and sounds are still there as well as the great game play that goes right along with the movie. The U.S. National Video Game Team is going to blow this one apart for you, with special maps, tips, and tricks to help you clean up Gotham and put an end to the Joker's wicked schemes. We'll show you how to get through levels 1 through 4 and next issue we'll continue with 5 through 7 to help you finish the game.



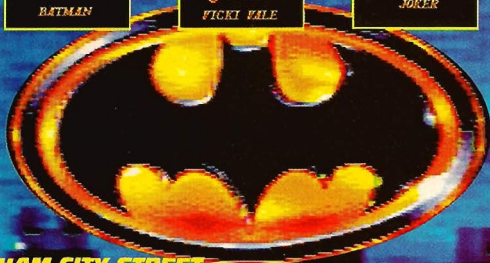
BATMAN



VICKI VALE



JOKER



LEVEL 1: GOTHAM CITY STREET



BOSS 1

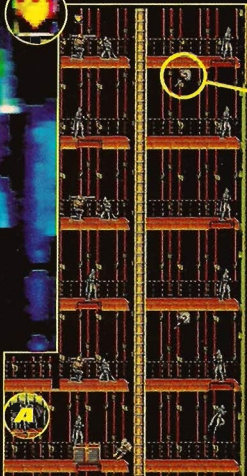


Grab the hearts and nail him with your Batarangs. When you run out, flip over him and punch him from behind.

LEVEL 2: AXIS CHEMICAL FACTORY



Get the heart to fill your life meter.



Duck in the corner to avoid this laser cannon.

Store up the Batarangs and don't waste them.



In this area two thugs will slide towards Batman, you must jump over them and then use your grappling hook to make it over the boxes.



Beware of exploding pipes ion front and behind you. If a pipe starts exploding get moving until you get to the end and you'll be safe.



Laser cannons are stationed throughout the factory, a simple punch will put them out of comission.



Jump up the platforms to get through here faster.

Watch out for the rocket launchers or you might get blown off the pipes and plummet to your death.

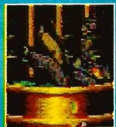


BOSS 2 JACK NAPIER

Jump onto the conveyor and a well placed Batarang will send him over into a pool of toxic waste.



Now Jack has been horribly disfigured and become The Joker. He's kidnapped Vicki so rush to her rescue!



LEVEL 3: THE FLUGELHEIM MUSEUM

SPECIAL TRICK!!!



Grab the icon!

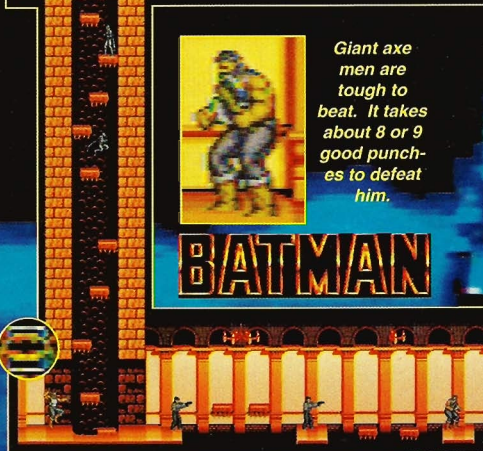
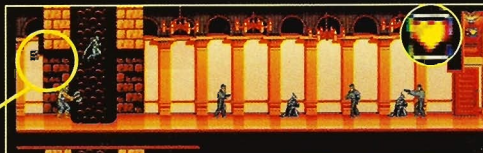


When you get to this area, you can max out your Batarangs. First defeat the Axeman, then grab the Bat icon and walk off the side. You'll land on a platform and when it brings you back up, the icon will reappear. Do this until you have 99 Batarangs and it will make fighting the end bosses extremely easier.



Watch out for falling chandeliers in the first area and near the moving platforms. Do flips to get past them faster. This is not recommended when jumping on the moving platforms though.

In this level there are many moving platforms. These platforms are spiked on the bottom so watch out when jumping up or using the grappling hook.



Giant axe men are tough to beat. It takes about 8 or 9 good punches to defeat him.

BATMAN

SUNSOFT®



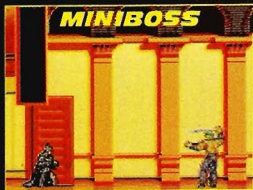
**HANG ON VICKI VALE!!!
NOW TO THE BATMOBILE**



Many powerups are located on the top level. Be sure to jump up and get them.



Don't jump here or you'll get a pain in the neck. Just walk to the right.



Just duck and fire Batarangs at this annoying villain to take him down.

BOSS 3



If you have plenty of Batarangs passing this boss will be a breeze. Just stand to the left and duck and shoot.



If you get too close, he'll throw his radio at you and your in for a beating. Wait till he jumps at you then turn around and punch him.

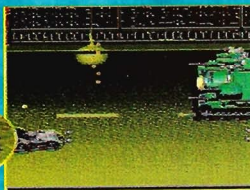
LEVEL 4: GOTHAM CITY STREETS



The leftover Batarangs will give you a huge arsenal of missiles. These will help you finish this level with no problem as long as you don't die.



Use missiles on this huge armored tank.

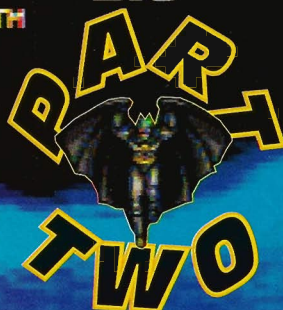


CHECK OUT THE NEXT ISSUE OF EGM FOR THE LAST 3 LEVELS!!!

U.S. NATIONAL VIDEO GAME TEAM'S

SUPER PLAY BATMAN™

SUPER
STRATEGIES
FOR
WINNING
BIG



DANCE WITH DEVIL BY THE PALE MOONLIGHT

Welcome to the conclusion of the exciting Batman for the Sega Genesis. We're back with more maps and more tips straight from the U.S. National Video Game Team. You'll be at the top of Gotham Cathedral fighting the Joker in time. In the last issue of EGM we took you through the first four levels of the game and helped you rescue Vicki Vale. The Joker is gearing up for a

big festival in Gotham City. But he's up to no good, and is going to poison the citizens. Get in your Batwing and spare the lives of millions of innocent people. Then fight your way through Gotham Cathedral to the climactic battle with the maniacal Joker. With EGM and the U.S. National Video Game Team you'll bring peace back to the streets of Gotham City.

FACT-FILE

Manufacturer: Sunsoft
Machine: Genesis
Cartridge Size: 4 Meg
Number of Levels: 7
Theme: Action
Difficulty: Average
Number of Players: 1
Available: Now

SPECIAL TRICK!!!



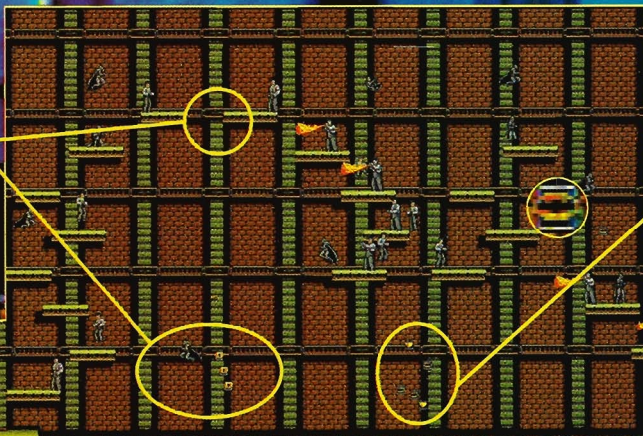
You can max out your lives to 9 at this point in the game.

Walk off to the left and fall in a straight path to get all three 1-UPS!

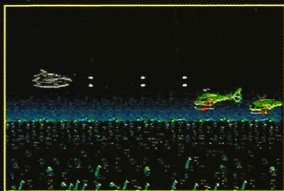


Make sure you get at least two 1-UPS on the way down.

LEVEL 5: GOTHAM CITY STREET



LEVEL 6: IN THE SKY OVER GOTHAM CITY



Take to the sky in the ultimate jet plane. Equipped with the most advanced machine gun and heat seeking missile technology money can buy, this is Batman's most powerful weapon against. Take on an armada of the Joker's minions in a fierce fire fight in the night sky over Gotham City.



The patterns of the enemy copters are easy to figure out. The best strategy is to keep moving up and down on the screen. The boss isn't that tough, if you have 5 or 6 missiles you can blast him out of the sky rather easily. Nail him with constant machine guns and heat seeking missiles.



BOSS 6!!!

BATMAN™



There are a number of power ups here, but they don't do you any good. If you jump down to get them you will die and lose them anyway. Forget about them.



BOSS 5!!!

You'll meet this annoying fellow in a dark alley. He's not the nicest person to encounter in this place. There are a couple ways to defeat him. The easiest way is to use Batarang's and hit him from behind. If you don't have any Batarangs then it's best to jump and meet him in the air with a punch. Be careful though because sometimes he'll rush at you swinging his blades. Be sure to grab the Heart icon to recharge your life.



Grab the Heart icon!



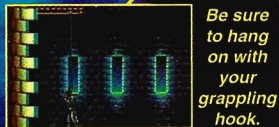
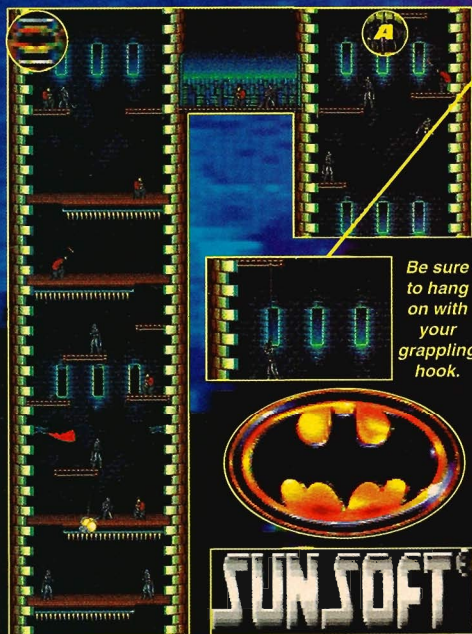
LEVEL 7-1: GOTHAM CATHEDRAL



Batman must fight all the end bosses again.



LEVEL 7-2: GOTHAM CATHEDRAL



Be sure to hang on with your grappling hook.



SUNSOFT



GET THE 1-UP!

Jump off the ledge to get this 1-UP.

Flip over this bomb to get by without a scratch.





LEVEL 7-3: THE FINAL CONFRONTATION



The Joker will attack you in two different ways. The first is with his huge gun, the second is with deadly blue flames.



THE JOKER!!!

**EVER
DANCE WITH
THE DEVIL
BY THE
PALE
MOONLIGHT?**



The Joker's attack is very aggressive and if you waste any time you're in big trouble. If you have at least 10 Batarangs you should be able to defeat him rather easily. If you happen to run out of Batarangs, the best way to beat him is by jumping on top of him. These jumps must be timed right or you'll get hurt too. Good Luck!



If you run out try jumping on him from above to finish him off.

It is easiest to stay in one place and shoot him with Batarangs.



**CAN YOU
BEAT THE
JOKER AND
BRING AN
END TO THE
CHAOS IN
GOTHAM
CITY?**



FACT-FILE

Manufacturer: Sega
Machine: Genesis
Cartridge Size: 4 Meg
Number of Levels: 8
Theme: Action
Difficulty: Average
Number of Players: 2 sim.
Available: July

FEEL THE RAGE...

A new crime boss has taken over the city! Even the police force is corrupt. Save the city from this criminal scum before it's too late!! Choose from three different heroes, each with their own specialized moves and abilities! Pick Wolf for power, Blaze for speed, and Hawk for all-around skill. Learn the numerous techniques of each hero, and use the one suited for you! Next, blast through 8 levels of non-stop fighting action as you race to reach the crime boss and end his reign of terror. It may be rough, so bring a friend along for 2-player simultaneous play! Just don't hit each other if you plan to win. Superb 16-bit graphics combined with the musical mastery of Yuzo Koshiro and Team Shinobi make Streets of Rage a raging hit!!



THIS CITY HAS ONCE A HAPPY... PEACEFUL PLACE... UNTIL ONE DAY... A POWERFUL SCORY CRIMINAL ORGANIZATION TOOK OVER THE CITY. IN ORDER TO BRING THE BOOM HAD SEVERAL OF THE GOVERNMENT AND EVEN THE POLICE FORCE. THE CITY HAS BECOME A CENTER OF VIOLENCE AND CRIME SINCE NO ONE IS SAFE.

AND THIS TOWN... A GROUP OF DETERMINED YOUNG POLICE OFFICERS HAS SWORN TO CLEAN UP THE CITY. AMONG THEM ARE HAWK, BLAZE, AND WOLF. THEY ARE WILLING TO RISK ANYTHING, EVEN THEIR LIVES, ON THE

STREETS OF RAGE

HAWK

THE BEST OF BOTH WORLDS



BLAZE - NOT TOO STRONG, BUT FAST!



WOLF - POWERFUL, BUT VERY SLOW





ITEMS

WEAPONS



FACT-FILE

Manufacturer: Taito
Machine: Genesis
Cartridge Size: 8 Meg
Number of Levels: 28
Theme: Shooter
Difficulty: Moderate
Number of Players: 1
Available: Now

SAGAIA

THE SOLAR SYSTEM NEEDS YOUR HELP DESPERATELY!

Darius was once a planet that boasted a highly advanced civilization, but fell into chaos and ruin after succumbing to the relentless attacks of the evil Belser and his armada of space aliens. Proco and Tiat, two survivors fled Darius and settled on planet Orga. Many centuries later descendants of Proco and Tiat receive a distress signal from a distant part of their galaxy. To their amazement the signal came from a different line of Darius descendants. They were also under the wrath of Belser and need help before they are lost forever. It's time to team up with the Organites and blast your way through the solar system to rescue what remains of the proud civilization of Darius.



PROCO JR.

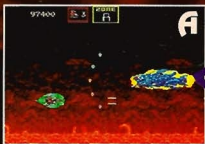
VENUS



MERCURY



SUN



TIAT YOUNG



MANY WAYS TO POWER UP YOUR SHIP!



POWER UP ICON



LASER POWER ICON



MISSILE POWER ICON



SHIELD ICON



1-UP



1/4 POWER

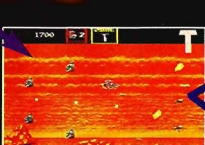
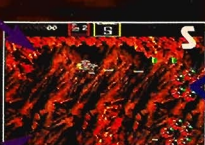


1/2 POWER

JUPITER



MARS



12 MENACING BOSSSES!!!



EARTH



MOON



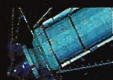
GAMES

FACT FILE

Manufacturer: Renovation
 Machine: Genesis
 Cartridge Size: 8 Meg
 Number of Levels: 7
 Theme: Shooter
 Difficulty: Hard
 Number of Players: 1
 Available: Feb 1991

CAN YOU SAVE THE EARTH?

In 2176 the Earth has been turned into an environmental wasteland by the carelessness of humans. An intergalactic terrorist organization known as Gulfer is planning on invading Earth and using the toxic waste to build weapons to conquer the galaxy with. The United Star Federation of Leezaluth, the governing empire of the galaxy, sent a warning to the people of Earth. It said "You humans must stop Gulfer, if you cannot, then we will be forced to supernova your sun and destroy the Earth to stop them." Earth is in no condition to fight against the Gulfer, but an Earthling named Dan Dare and a Leezaluth named Alexis team up to take on the maniacal Gulfer and restore the Earth and insure the survival of the human race.



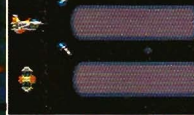
BLAST OFF!

The TOZ is your scout ship, launch it out and capture enemy ships to gain special weapons. Keep zapping the same type for more power.



Here's the Giga Beam in the 1st power level.

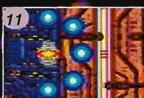
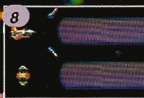
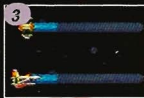
Zap the enemy again for level 2.



3 zaps and you're at full power!

WEAPONS

1. Ion Cannon
2. Quark Missile
3. Horizontal Laser
4. Vertical laser
5. Rolling Collidere
6. Energy Smash
7. Plasma Cannon
8. Giga Beam
9. Summer Sault Laser
10. Tektite Missile
11. T-Braster
12. F-Formation
13. T-Vulcan
14. A-Bullet
15. Break Defender





LEVEL 2: GLACIAL PLANET

As you enter the atmosphere of the planet watch out for the laser cannons and be sure to zap the satellites with TOZ, you'll get the *Somer Sault Laser*, a very effective homing weapon. Watch out for the icebergs while plunging into the Arctic ocean to face *Desmarina*, boss of level two.



LEVEL 4: SPACE COLONY

Pass through a space graveyard, dodge the debris and space rubble to get to the entrance of the space colony. Once inside you'll face all types of biomonsters and aliens. Deeper yet, you must squeeze through a narrow passage into the chamber of the vicious boss *Guzalik*. Attack his core when he stops spinning.



LEVEL 6: ULTRA DEFENSE FORT

Enter the warehouse where a fierce battle awaits



LEVEL 7: GULFER CORE

LEVEL 1: FLOATING CONTINENT

Blast off from the *Space Attacker* station and maneuver through an asteroid belt. This is a good time to get acquainted with the *TOZ*, try learning different weapons by zapping the various enemies at the beginning of the stage. Fly through the massive floating cavern and you'll meet *Galudia* a very ruthless and huge 1st boss.



BOSS ONE



BOSS THREE



The last two levels are even more intense than the others, this is where the *Gulfer* hits you with everything they've got! Good Luck!



BOSS TWO

LEVEL 3: SPACE SANCTUARY

In the first part of this level, you engage in super intense space combat while traveling at lightspeed. When you come out of lightspeed you'll enter a huge castle where you'll have to deal with giant swinging maces and razor sharp guillotines. Go for the menacing *Death Ghetto's* head, it's his weak point!



BOSS FOUR

LEVEL 5: SOLAR ENCOUNTER

Get ready for a furious fire fight above the flareups of the burning sun. You'll encounter huge enemies in this level. It takes quick reflexes to battle the many mini-bosses while dodging the falling chunks of space crystal. Prepare to face the monstrous *Golden Dragon*, he's very tough and it'll take some perseverance to beat him.



You must face all 6 previous bosses before facing their leader!



FACT-FILE

Manufacturer: Sega
Machine: Genesis
Cartridge Size: 8 Meg
Number of Levels: 9
Theme: Action
Difficulty: Average
Number of Players: 1
Available: Now

MIDNIGHT RESISTANCE

RESCUE YOUR FAMILY FROM THE MUTANT SCUM!

Your grandfather has been conducting experiments on an alien life form he found on the moon. The creature seemed dormant at first but then it suddenly went haywire and destroyed his lab. The organism mutated, transformed an entire city's population into a hideous mutant army, and kidnapped your entire family. Now it's up to you to rescue your relatives and rid the world of this alien menace. Use your guerrilla warfare skills and an arsenal of awesome weapons to put an end to this chaos. Don't get any mutant guts on you.



BACKPACK WEAPONS

NITRO



SHOWER



H.M.



PRESS UP TO USE THEM.



COLLECT THE KEYS TO UNLOCK INCREDIBLE FIREPOWER!!!

FULL AUTO



3-WAY



FIRE



SHOT GUN



MORE POWER-UPS TO INCREASE YOUR ODDS.

BULLET



1-UP



BARRIERS



GET THE SUPER CHARGE TO DOUBLE YOUR FIREPOWER!

FULL AUTO



3-WAY



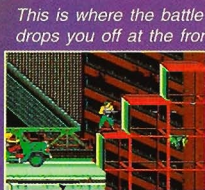
FIRE



SHOT GUN



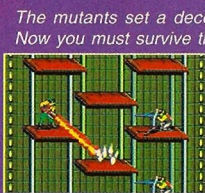
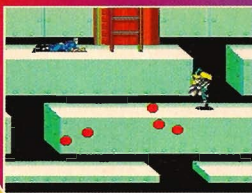
LEVEL 1: ENTRANCE TO MUTANT HEADQUARTERS



This is where the battle begins, your partner drops you off at the front lines to the mutant headquarters. You will be confronted by many foot soldiers so collect the keys they drop. Watch out for the huge tank boss!



LEVEL 2: MUTANT DEFENSIVE DETOUR ZONE



The mutants set a decoy entrance for you. Now you must survive this intense defensive zone to get to the real entrance. Crawl through the base and destroy the missile launcher with the fire weapon.



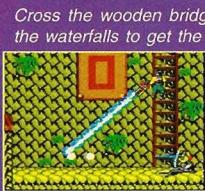
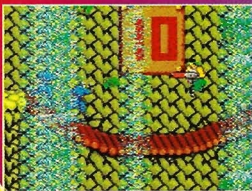
LEVEL 3: ENVIRONMENTAL DESTRUCTION ZONE



Now you're back outside the base again and must progress through this extremely well guarded area. Hop onto the plat-forms for a ride to the top where you face a giant saw-machine with an attitude problem.



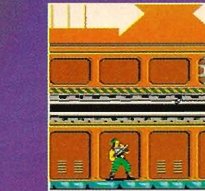
LEVEL 4: SECRET REAR ENTRANCE TO MUTANT H.Q.



Cross the wooden bridge that goes through the waterfalls to get the secret rear entrance to the mutant H.Q. Get ready to battle a entire armada of deadly stealth bombers before entering the massive mutant base.



BLAST THROUGH THE MUTANTS' BASE AND RESCUE YOUR FAMILY!



FACT-FILE

Manufacturer - Sega
Machine - Genesis
Cart Size - 8 Meg
Number of Levels - 6
Theme - Action
Difficulty - Average
Number of Players - 1
Available - November '90

Sega's long awaited adaptation of Capcom's arcade game - Strider. is now a reality! Containing a full 8 megabits of cartridge memory - the largest ever for a U.S. home system, Strider faithfully duplicates all 6 levels found in the arcade version!

It's the year 2048 and the problems between the Russians and the Americans have progressively gotten worse. You, Strider, must penetrate the Russians robotic forces in order to exterminate the leaders who have initiated this conflict.

And this is your mission. After getting dropped off at the outside of one of the Russian fortresses you immediately encounter fierce resistance from the enemy. Still, you must fight your way through an onslaught of Russian forces armed only with your lightning quick saber, keen wits and acrobatic gymnastic skills. Make it through the fortress and it's off to the bitter cold mountains of Siberia where you have to scale the ice-coated sheer cliffs while fighting off killer attack dogs. All of this only to reach another fortress whose entrance is guarded by 'Pong' - a gigantic, full screen, mechanical gorilla! Once inside, the soldiers attack from above as you progress through a maze of huge mechanical devices. Survive this and move on to the jungle and two more intense levels!



Genesis Strider is loaded with techniques like hanging on!



Your main weapon in Strider is this powerful sword thrust!

STRIDER



In the first round, you face off against two super beings that include a powerful Russian soldier and the mutant Soviet Politburo!



Make your way past the hazards of level two, including the mechanized Gorilla and the Shadow Fighter who isn't always there!



After defeating the reactor core inside the enemy station, take on the Commie Captain Hook and his whip atop the floating helipad!



FACT-FILE

Manufacturer: NEC
Machine: TurboGrafx 16
Cartridge Size: CD-ROM
Number of Levels: 3
Theme: Mystery
Difficulty: Moderate
Number of Players: 1
Available: March 1991

Sherlock Holmes



Consulting
Detective



ELEMENTARY...

Attention all Baker Street Irregulars, Holmes and Watson are back and they need your help. They have three new cases to solve and it's up to you to help put the clues together for Sherlock and the good Doctor so they can put these criminals behind bars, where they belong.

The first case deals with a 2000 year old mummy committing murder here and now, or at least there and then, as all of these cases take place in 19th century England. An archeological dig has dug up more than bones and artifacts. Holmes smells foul play, and it is up to you to help him solve this caper.

Case 2 involves a female heiress who is being framed for murder and robbery. Being the skeptic that he is, Holmes does not believe she is guilty. You have to prove it.

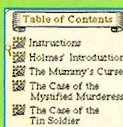
Your third case deals with a different type of lottery. The last survivor owning a wartime ticket gets all the money. Time to head to 221-B Baker St. and help Holmes and Watson.

Sherlock Holmes is a totally unique game, offering for the first time real action video. This is a phenomenal achievement and promises to make it a big hit.

USE YOUR TOOLS WISELY AND DON'T FOLLOW DEAD END LEADS!!



The Notepad will help.



Choose the case for you.



Telegrams are useful.



Who's who in London.



Hold a trial and win!



The Times holds info.



Travel to the scene.



Holmes' own information.

The Mummy's Curse



Is a 2,000 year old mummy responsible for the recent deaths?

The Case of the Mystified Murderess



Is the Society Burglar taking the jewels of his victims, or their lives? Why was an innocent woman framed?

The Case of the Tin Soldier



Who murdered General Armestead, and why? Was it to win the Tontine Lottery?

- THE TIN SOLDIER - WHO MURDERED GENERAL ARMESTEAD??



Holmes
the master-
mind himself -
combine wits
and solve the
crime!



Dr. Watson
Holmes' ever-
faithful assist-
ant - can find
some useful
information.



**Inspector
Smythe**
needs your
help to solve
the murder of
the General.



**General
Armestead**
Somebody
wanted him
dead really
badly.



**Sir Jasper
Meek**
Excellent at
finding the
causes of a
death.



Quentin Hogg
Abrasive
deductive
reasoning are
his main as-
sets.



**The General's
Butler**
As in many
old mysteries,
did the butler
do it?



**Porky
Shinwell**
He may like to
drink, but he's
full of useful
information.



Anita Thomas
As a Tontine
Ticket holder,
she has a
marvelous
motive.



**Claire
Thomas**
Does Anita's
twin know
more than her
sister?



**Inspector
Lestrade**
A stubborn
man, but will
grant you a
favor or two.



???
Who is this
mystery man
who killed the
General? Why
did he do it?

THE GAME IS AFOOT!!

GATHER CLUES AND KEEP AN OPEN, DEDUCTIVE MIND.



Check the
**London
Times** for
critical data
on the latest
crimes.



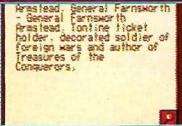
Fish through
the **London
Directory** to
find possible
suspects
and info.



Send the
**Baker's
Street Irreg-
ulars** to get
data quickly
and easily.



The **Notepad**
contains the
names of
people and
places to
investigate.



Holmes'
personal
files hold
valuable
background
information.



**Personal
visits** often
reveal clues
in a digitized
movie clip,
or nothing.



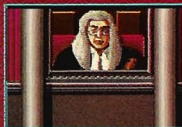
Why is the
figure of
Napoleon
turned? Is it
a clue or co-
incidence?



Perhaps the
General's
work on the
**Polar Star
diamond**
was fatal.



The short
man with the
letter and
cane killed
the General,
but why?



If you find
the perpe-
trator, try
and convict
him at the
court.



If you win,
**Sherlock
Holmes** will
talk about
the solution
to the case.



After Holmes
finishes his
solution,
compare your
score to his.

FACT-FILE

Manufacturer: Capcom
 Machine: GameBoy
 Cartridge Size: 1 Meg
 Number of Levels: 9
 Theme: Action
 Difficulty: Average
 Number of Players: 1
 Available: May 1991

MEGA MAN IS BACK IN BLACK AND WHITE!

Everyone's favorite hero is back, and this time he's ready for action on the go. Mega Man is in for a whole new adventure although he's going to see some familiar faces. Dr. Wily has really flipped his lid this time as he went back to his two former fortresses destroyed by Mega Man and is determined to rebuild his original crew of pesky robots. Mega Man will find himself facing Cutman, Elecman, Iceman, and Fireman from his first adventure along with Heatman, Flashman, Quickman, and Bubbleman from his second adventure, Mega Deja Vu!

Mega Man contains great graphics and sound, as well as the outstanding game play that made the NES version a hit. The only thing that is missing from this cart is the color. This is destined to be one of the best GameBoy carts ever.



Like the NES version, a menu screen displays all of the weapons you have available. There's even a password so you can keep the weapons you've collected.



MEGA MAN

DR. WILY'S REVENGE



MEGA WEAPONS!!!



REGULAR SHOT

A rapid fire gun with unlimited firepower.



ICE BEAM

Freezes the enemy for a few seconds.



TIME STOPPER

Beat Flash Man and you can stop time.



CUTMAN SLADE

Razor-sharp flying blades from Cut Man.



FIRE SHOT

A very effective gun with spinning shields.



QUICK BOOMERANG

Equip Mega with fast firing boomerangs.



ELECBEAM

A high voltage 3-way electric beam



ATOMIC FIRE


Hold button for an increased atomic blast.



BUBBLE LEAD

An extremely slow but destructive ball.

POWER-UPS!



Large Energy Capsule




Small Energy Capsule



Large Power Pellet



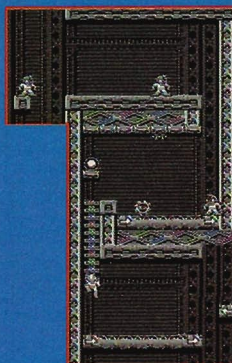
Small Power Pellet



1-UP

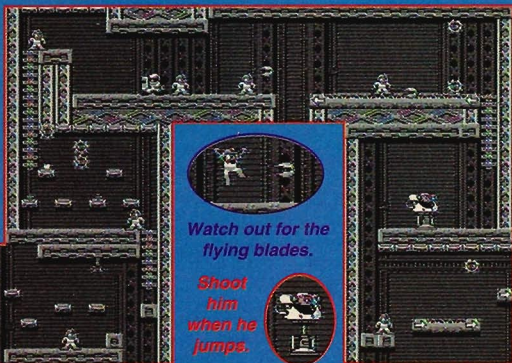


Come back for the 1-UP.



Time your jumps and blast 'em.

Shoot him when he fires at you.



Watch out for the flying blades.

Shoot him when he jumps.



Watch for the sawblade. It will fall as soon as you jump.



Stay in the middle and jump when it goes by, then go for it.



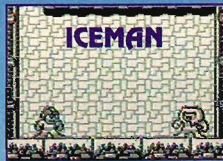
Shoot him first or he'll blast you off the platform.



Now face Cutman!! Designed to be a robotic lumberjack, he now uses his deadly blades to attack his foes. Rapidly fire at him when he lands.



Now that you're equipped with the Cutman Blade, go for an arctic adventure in the world of Iceman. In this world Mega Man will face slippery terrain and pits filled with deadly spikes. One bad jump and that's the end of Mega. Survive this frozen labyrinth and you'll be face to face with the uncool dude himself - Iceman.



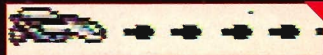
FACT-FILE

Manufacturer: Irem
Machine: GameBoy
Cartridge Size: 1 Meg
Number of Levels: 6
Theme: Shooter
Difficulty: Average
Number of Players: 1
Available: May 1991

DESTROY THE BYDO EMPIRE!!

They came from an unknown galaxy light years away, wrecking havoc and chaos from star system to star system. Possessing incredible firepower and an alien armada that can obliterate an entire star cluster, the Bydo Empire is an evil force of destruction to be reckoned with. Now they've entered the Milky Way and are knocking on Earth's front door. The Earth Defense League is nearly helpless against this brutal onslaught of intergalactic terror, but there is a ray of hope left. Their weapons team has developed the ultimate in offensive laser weaponry code named: R-TYPE. A special prototype spacecraft dubbed the R-9 will be equipped with this extraordinary weapons system and piloted into the heart of the Bydo Empire. You are the one who must save the universe from this dreaded threat in this incredible arcade blast'em up.

RAPID FIRE...



Or store up plasma energy to fire a huge blast!



ATTACH THE DROID TO THE R-9



FRONT

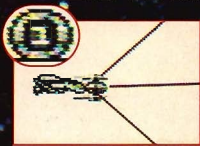


REAR

R-TYPE



EXPLOSIVE R-TYPE FIREPOWER!!



REFLECTIVE LASER



HEAT RING LASER



AIR TO SURFACE LASER



BIT UNITS

These are helpful shields. When used with the Heat Ring Laser the Bit fires at the enemy too!



SPEED UP



POW ARMOR

POWER UP YOUR DROID FOR INCREASED FIREPOWER!!



LEVEL 1



LEVEL 2



LEVEL 3

By far the most important weapon in the R-9's arsenal is the indestructible diamond-armored droid. It can be used as a shield or launched forward as an additional weapon!

Throughout each level are several power-ups. The first weapon icon you capture will always give you a droid. Each additional weapon afterwards will power up your ship's firepower as well as your droid's.

STAGE 1**BOSS 1**

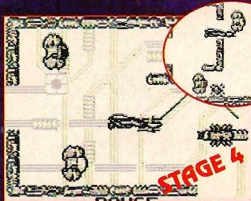
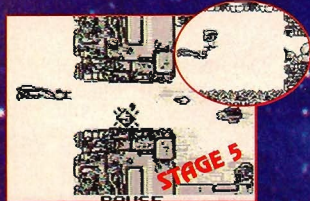
Your mission begins in the Bydo frontline base. Fly through the Circle of Death and face Krell, the first boss. Fire your droid into his stomach and blast away!

**STAGE 2**

Now you must invade the eerie Bydo caves. In here you'll be greeted by huge space crabs and other foes. Destroy Gomanda, who is guarded by the death snake.

**BOSS 2****STAGE 3**

In stage three, you only have one enemy to fight but this enemy is four screens long! Fly under and around, then destroy the piston.

**BOSS 3****STAGE 4****STAGE 5****STAGE 6**

FACT-FILE

Manufacturer: Konami
Machine: GameBoy
Cart Size: 1 Meg
Number of Levels: 5
Theme: Action
Difficulty: Average
Number of Players: 1
Available: January '91

THE BOYS ARE BACK IN TOWN...

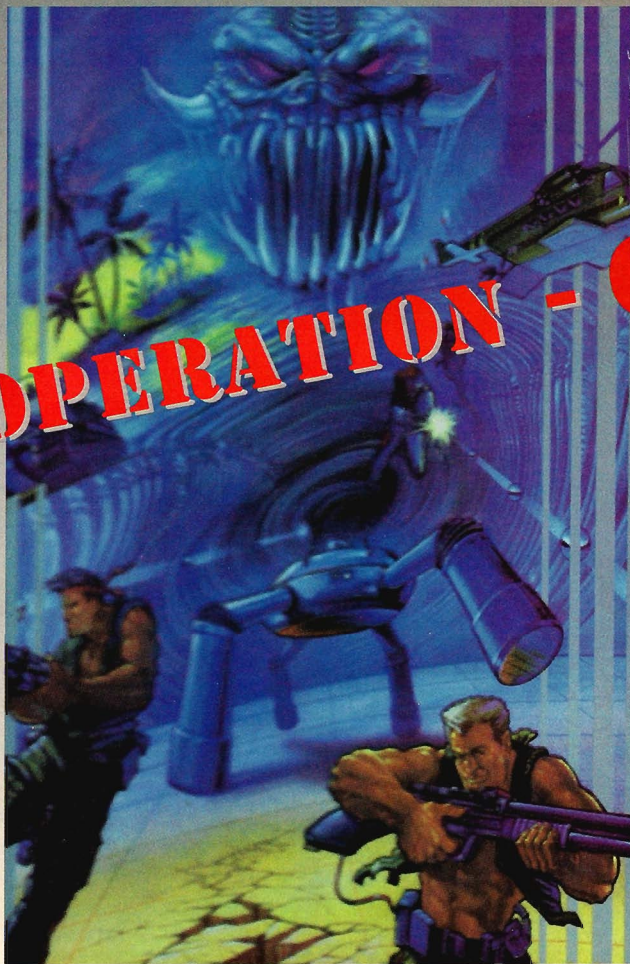
The original Contra set the standard for scrolling action shooters as we know them today. Konami built upon this intense pacing and crisp graphics style, bringing Super C to the forefront of the category on the NES.

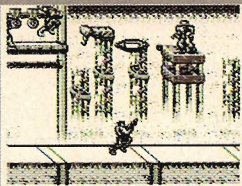
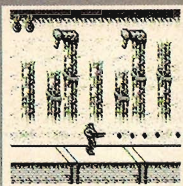
Now Konami has hit gold once again with their machine-gun toting mavericks in the latest Contra conflict for GameBoy in Operation C.

Operation C uses the same scrolling playfields and multiple weapon power-ups found in the first two adventures, while adding a selection of enemy characters that, in many ways, represent an even more challenging opposition than in either of the previous games.

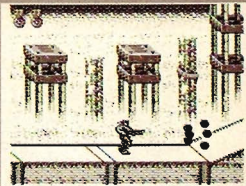
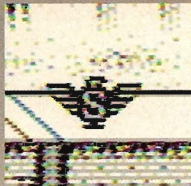
In terms of quality, Operation C reaches new highs for GameBoy graphics and sound. While the action moves along at a brisk pace, the game subsequently suffers from some blurring, but aside from this minor detraction, Operation C stands as the first well executed GameBoy land battle to yet appear!

OPERATION - C

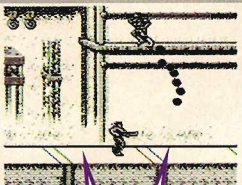
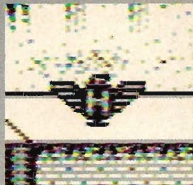




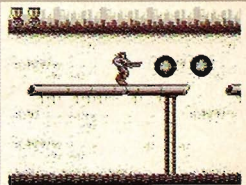
The Power Capsule increases the effectiveness of your regular machine gun shot!



When the Spread Icon is collected, your soldier becomes armed with multi-directional firepower!



The Hunter weapon shoots a burst of firepower which locks on and pursues hostile enemy positions!



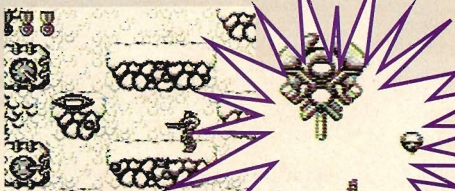
The Fireball power-up equips your character with a powerful and large burst of explosive energy!



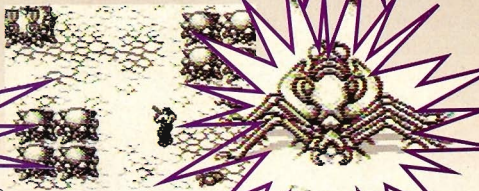
Level One



Level Two



Level Three



Level Four



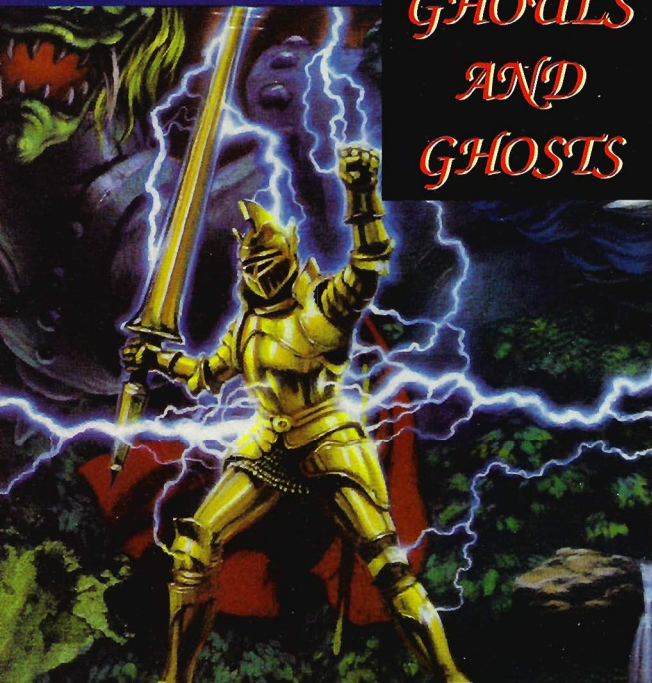
FACT-FILE

Manufacturer: Sega
Machine: Master System
Cart Size: 2 Meg
Number of Levels: 5
Theme: Action
Difficulty: Average
Number of Players: 1
Available: February '91

LOKI GOES 8 BIT!!

The fantastic Ghouls'N Ghosts which we all have grown to love on the Genesis has now been translated for the Master System! And it is a very fine one at that! All the levels are there as are the demons of the dead. The weapons are expanded though, requiring you to journey into secret doors which appear from within certain treasure chests. Once inside you can power-up one of three features: better armor, boots or a new weapon. Other times Arthur will enter a different shop that allows you to replenish your health or magic! Loki is back in this version and, similar to its 16-Bit brother, you must play through the game twice to reach his lair! It's a cartridge that Master System players have wanted for, and with all the new features and surprisingly good graphics for an 8-Bit engine, Ghouls and Ghosts is winner from beginning to end.

GHOULS AND GHOSTS



SAME LEVELS AS GENESIS!





BOSS DEMONS!



MAGIC POWERS



Shield



Double



Fire



Thunder



Bombs



Life

ARMOR STATUS



Silver



Red



Green



Gold

GREAT EFFECTS!



Double Demons!



Play Again!



LOKI!!!

TREASURE CHESTS..

The treasure chests are treated differently in the 8 bit version. Open it and either go to...



AFTER PLAYING THROUGH THE GAME, REPEAT IT ONCE MORE TO GET TO LOKI!

FACT-FILE

Manufacturer: Atari
Machine: Lynx
Cart Size: 1 Meg
Number of Levels: 50
Theme: Drive/Shoot
Difficulty: Average
Number of Players: 1
Available: November '90

It's an impossible mission but you must get across the country to deliver an urgent message to the president. All forms of communication have broken down as the enemy has invaded, and taken over most of the cities of the nation. The roads are the only mode of transportation left and even they are constantly being patrolled by the invaders. Some stretches of highways have been boobytrapped with mines, while others have metal detecting laser cannons ready to destroy anything trying to get by.

A special car has been created just for this mission and it has been equipped with the best protective zirconium armor and fitted with the most powerful weapons known to civilization. The front mounted 50mm cannons will destroy nearly anything in their path and our special forces, in special spy aircraft, have promised to drop even more powerful, but untested, weapons to you as you speed across the country. Fuel is the major problem though, as your car gets very thirsty at high speeds, but our intelligence sources have found spare fuel cells on many roads and inside some of the enemy patrol cars.

The probability of success is low, but with your talents and superior firepower you have a chance! Not only must you get past hundreds of enemy vehicles spread out through 50 torturous sections of roadway, but you must also contend not only with the diabolical terrorist, but civilian cars as well.

RoadB

BECOME THE ULTIMA



At the beginning of the game, and at certain intervals during play, you will enter the level select screen. Here you are granted the ability to warp ahead to higher levels, with the benefit of bonus points, by selecting the number indicated. This makes it easier to progress in the game!



Destroying certain enemy cars will release red fuel cells which increase your reserves!



Green fuel canisters, which appear at specific points on the track, replenish your primary tank!



Road Blasters

THE ROAD WARRIOR!!

After completing each round, you receive bonus points and additional fuel reserves for the next battle! The amount of energy you have for subsequent missions depends on your success at capturing fuel cells, destroying enemy vehicles and depleting your reserves.



By skillfully shooting enemy autos without missing, you will increase the power multiplier!



Grab power-up weapons as they drop from the friendly aircraft that flies above!



The game play is surprisingly close to the coin-op masterpiece, incorporating all of the popular features found in the quarter-muncher. You must maintain control of your attack vehicle while going up against the enemy and attempting to reclaim new power cells. Each course has its own set of challenges designed to make it difficult just to stay on the track, including twisting hairpin curves, minefields, cannons and more!

At the beginning of play, and at several pivotal points in the game, you are given the option to select a higher level of play for bonus points. This feature enables novice gamers to work their way up through the levels, while the pros can skip the boring round and dive head-first into greater challenges.

The whole game is based around the fuel gauge, with enemy hits and wipeouts deducting the precious energy from your primary tanks or reserve tanks. The primary tank is replenished whenever a particular race is completed or when a green fuel cell is captured and the reserve tank is increased by finishing the race with too much energy in the primary tank as well as whenever a red energy capsule is retrieved.

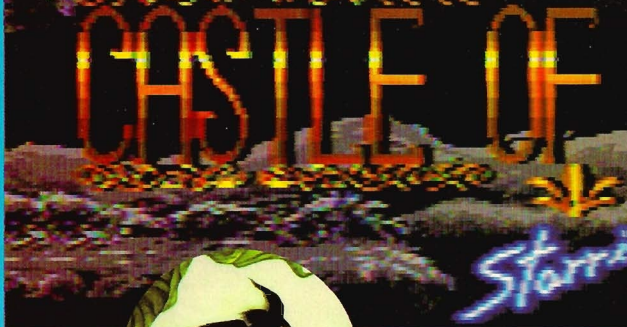
Additional power-up weapons can also be collected by skillfully grabbing the enhancements that are dropped from overhead. These weapons range from the Nitro Boost, which propels your attack car at incredible speeds in a short burst of acceleration, to the Uzi cannon which enables you to fire a steady stream of bullets at the enemy.

Road Blasters is filled with many other exciting techniques that include scoring incentives that enable you to increase the value of the enemy autos you strike down by not missing a shot! The graphics are well done, the scaling top notch and the sound effects and voice complimentary to the package. For anyone looking for a hand-held recreation of this exciting game, the Lynx may have what you're looking for!



FACT-FILE

Manufacturer: Sega
Machine: Genesis
Cart Size: 4 Meg
Number of Levels: 16
Theme: Action
Difficulty: Easy
Number of Players: 1
Available: November '90



WELCOME TO THE CASTLE OF ILLUSIONS...

Well Mickey, it used to be fun. Just you and Minnie living happily in cartoonland. But now all of that is over as the wicked witch Mizrabel has kidnapped poor Minnie and taken her to the dreaded and mysterious Castle of Illusion. You know that place, it's where all of the toys you played with in your past episodes live. They have come to life and now are out to get even with you! Somehow you must get the seven jewels of the rainbow. They will give you the power to defeat Mizrabel!

Your quest starts out in the black forest with bats and walking mushrooms. Then it's on to the spider webs and back to the dark and spooky forest. The second round is in toy world where wooden soldiers and jack-in-the-boxes come after you. Bounce across the jello and into the topsyturvy world where everything flips upside down. Grab the gem and move on to the jungle which is filled with waterfalls, rushing rivers of water and hungry fish. Next it's into the library where bookworms, dancing letters of the alphabet and falling books come after you. Go into candy world filled with ice cream, cookies and cakes, then back to the library where you swing on the pull chains of the lights, turning them on and off. The castle labyrinth follows and you must avoid suits of armor, a huge rolling ball and lots of bats as you cross the skull bridge. Swim through another labyrinth and Minnie is in sight, but first you have to defeat the evil Mizrabel herself!



LEVEL ONE - Begin in the forest...where can Minnie be?



LEVEL TWO - Now you're in Toyland, where up can be down!



**MICKEY
ATTACK**



ILLUSTRATION



BOSS ONE - A mad tree stump rolls at you and drops acorns!



BOSS TWO - Watch out for the springs on this curious Clown!



LEVEL THREE - Mickey can swim! Watch out for the fish!



LEVEL FOUR - Mickey sure looks small on this bookcase!



BOSS THREE - An idol appears throwing frogmen at Mickey

KEY'S CHECK!



ALL BUT ONE, THAT IS. ONE WHO IS JEALOUS OF MINNIE'S BEAUTY AND POPULARITY - THE WITCH MIZRAHEL!



BOSS FOUR - A dragon appears from the lake - hit its head!



**MOVE
ON
MICKEY!**

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for the Nintendo Entertainment System™

WHO'LL HAVE THE LAST LAUGH?

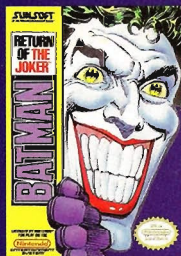


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Looks
As Hot
As
16-Bit!**

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New from Sunsoft®
BATMAN™
Return of **THE JOKER™**

**Can You Stop
THE JOKER this Time?**

TOTAL AIR

SUPERIORITY



The US Air Force won't have the F-22 until 1994, but the EA Air Force has it today! ☆ Take control of America's newest Air Superiority fighter in the first combat flight simulator for the Sega Genesis. ☆ Hit the

afterburners and roar into battle against multiple land, sea, and air targets in four areas of the world. ☆ Feel the G-forces pull at your body as you loop to close in on a MiG or turn to strafe a SCUD missile base. ☆ The F-22 has it all!



Evade anti-aircraft fire while dodging MiGs.



Choose internal or external views of your plane as you fly.



Sidewinders, Mavericks, TOW anti-tank missiles - the F-22 packs a lethal payload.



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