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ELECTRONIC GAMING MONTHLY

NUMBER 19

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February, 1991



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ELECTRONIC GAMING MONTHLY

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February, 1991**

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THE SHAPE OF GAMES TO COME...

The title of this semi-annual self-appraisal of the state of the video game industry and what its future holds for game players everywhere is fairly self-explanatory, but may need a bit of clarification following last month's dim assessment of the direction we seem to be going.

While the theme of last month's editorial was one of caution, the one point that can never be denied is the relentless need for constant evolution to insure an ever-changing and ever-challenging product mix is available at both the software and hardware levels. True, this does make the job of the manufacturers that much harder (as well as that much riskier), but it doesn't mean that the quest for superior gaming is always in vain. On the contrary, there are some really wild products in development that should keep the blood of this industry pumping for some time to come!

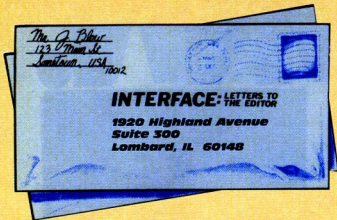
The most eagerly anticipated new product of 1991 will surely be the next of the 16-Bit super systems, the Nintendo SFX. With a tentative release date of September, the SFX will hit these shores with no less than two dozen solid game titles in tow, including hot arcade properties from leading third-party producers like Final Fight, Gadius 3, Ghouls and Ghosts 3 and R-Type 2. The packaging of the system is still a mystery (how does Nintendo get the system, power cords, hook-up cables and pack in game together for under 200 bucks when it costs that much for just the basic system and two controllers in Japan), but if Nintendo plays their cards right with a Super Mario 4 pack-in, we'll see million-plus sales by the end of next year.

The strength of hand-held systems will level off next year, with the GameBoy continually energized by strong software support that simply isn't much fun to play. Several titles will do well and the rest will sit on store shelves. Game Gear will make a slight impact, but the quality is a step backwards from what Sega fans are now becoming accustomed to on the Genesis. Lynx will enjoy more software that will show off the system, but price will still be an issue for widespread numbers, something that may or may not affect the Turbo Express "extended" console.

As far as games go, expect to see a whole lot of mediocre on the Nintendo, but keep your eyes peeled for the occasional super-hit that WILL appear from time to time. The Genesis will remain a powerhouse for some time, but more effort needs to be engineered into the games so that new types of play mechanics are introduced instead of the tried and true scrolling-shooters which will hit in a wave in '91. The Turbo will still enjoy the usual mix of good and bad in an effort to bring some hot stuff to the screen. It will appear in '91, but NEC has to continue to press third-party support from Japan, either under their own label or independents, to make the Turbo the super machine it can be.

The future of the video game industry is filled with bright lights, all we need to do is see through the fog of price discounts and poor quality games that surrounds them.

STEVE HARRIS
Editor



Alright, here's your chance to sound off! Send us your compliments, complaints, gripes and overall opinions! We love to get 'em! If the editor likes your letter enough he may even print it! Send all letters to: Interface:Letters to the Editor, Sendai Publications, 1920 Highland Avenue, Suite 300, Lombard, IL 60148.

GIGA DRIVE?...

I called Sega and asked them about the Giga Drive. They said there is no such thing. And they said that you made it up. And there is no 'System 32' "up and running". They also said that if you look real close at the picture in issue number 16 of the so called Giga Drive, you'd see that it is a drawing. So, I would like to know what you have to say about this?

Jimmy Burleson
Phil Campbell, AL

(ed. Well Jimmy, these are the kind of problems we run into when we either, know more than the company does, know more than the company wants us to know, or know more than the company wants you to know.

With regards to your questions the 'System 32', a code name for Sega's new 32 bit arcade machine, is indeed up and running. In Japan, that is. Last September, at JAMMA, the Japanese arcade show, one game - Rad Mobile



Sega's new 32 bit arcade machine - Rad Mobile!

was quite playable. The photo we ran in issue 16 was not an illustration. Rather it was an actual B and W photo of the motherboard of that System 32. And, as the Mega Drive/Genesis was born from their 16 bit arcade system, it is not difficult to

imagine a Giga Drive emerging from this new System 32. But it is probable that 1991 will be the year of the CD-ROM wars. That would make 1992 the earliest the next generation of Sega machines would appear. That is, unless NEC makes the 32 bit jump first!...)

32BIT NEC???

With Nintendo bringing out the Super Famicom; Sega the CD-

ROM and Giga Drive and Atari the baby Lynx and Panther, what is NEC doing? They say they're not bringing out the SuperGrafx, then what are they working on? You guys know everything months before the other mags do, so what's the scoop?

Jason Bailey
Houston, TX

Issue 16 was your best yet! Your Turbo coverage was better than anything I've ever seen. It does bring up a few new questions. Where is the Turbo Express? Is there anything new coming out for the Turbo? Like a 32 bit adapter? Or at least the SuperGrafx for the U.S.?

Carl Engstrom
Phoenix, AZ

Turbo rules! Nice Turbo coverage dudes! The info on the CD-ROM blew me away, I immediately went out and purchased one. I also bought Last Alert. The sound is spectacular! And with lots of new games coming out for CD I wonder why anybody would want a 32 bit system. This one does just fine! But, out of curiosity, what is NEC working on for the future?

Wilson Maville
Reno, NV

(ed. The Turbo Express came out around Thanksgiving, in very limited quantities, in only three areas - Los Angeles, Chicago and New York. And, as one would expect of any hot item, they all sold out in a matter of days! NEC states that more will be

coming in January with national distribution shortly thereafter.

As to new products, NEC of Japan has been unusually quiet the last few months. One item of interest that has just come out is a new 3 button controller! for the Japanese PC



The new 3 button - NEC Avenue Pad 3 for the PC Engine!

Engine! New software is being developed to utilize the extra button which will function in a similar manner as the C button on the Genesis control pad.

Other than that there aren't even any solid rumors of a 32 bit system to report on...at least for now. NEC does have the technology, they were heavy into computers, and it easily is within their capabilities to design a system around a 68000 series or a 80386 CPU. The PC Engine is over 3 years old and the SuperGrafx just isn't getting the software support to make it go so, I wouldn't doubt it if things would start to get moving in Japan later this summer.)

MORE TURBO REVIEWS!

I must hand it to you, each issue just keeps on getting better and better. I thought 16 was your best but that was only until I got 17! I have a Turbo and your coverage of Super Star Soldier was spectacular! But can you give us a hint as to what we'll see in the future?

Stan Englehardt
New York, NY

(ed. We'll do even better than that! It's CES time again and this time we are giving you a run-down on the NEC games before all of the other system reviews! Look inside for an exclusive 16 page view of the games that were in the NEC booth at CES. Also, as you noticed from our cover, Bonk is back!! NEC and Hudson have been nice enough to loan us an early EPROM of this sure-to-be hit and we're previewing it this month with a full length article coming in March!

WHERE IS FAMITSU?

In issue 16 you reported on the Japanese game magazine Famitsu. I would like to know if there is any way to get the magazine in Japanese or even translated to English?

David Cable
St. Augustine FL

I recently read your article on Famitsu magazine. This mag looks outrageous!! Over 200 pages...WOW! I have definitely got to get this mag. Is there any way I can order Famitsu or Bi-Weekly as you call it? I mean ANY WAY!! Like through you guys or straight from Japan or whatever? P.S. Don't worry, I'll always buy your mag too!

Pat Coyne
Los Angeles, CA

I am writing to find out more information about the Japanese magazine you wrote about in issue 16. This magazine seems to be just what I have been looking for but can't find. I like the idea of a bi-weekly magazine with 200 pages but here in the U.S. when there is a 200 page magazine all we get is 150 pages of worthless ads and 50 pages of text. You're giving us 50 pages of text in a 100 page mag. Have you thought of going bi-weekly? You could easily destroy the other mags!

Tony Majors
Winston-Salem, NC

(ed. This is just a few of the hundreds upon hundreds of letters we got in asking for more information about Japan's best biweekly magazine - Famitsu! With over 200 pages of great previews and reviews loaded with hundreds of screen shots of games that are months ahead of any U.S. release we can easily understand why so many readers are interested in this great magazine!)

Fortunately the magazine is relatively easy to find. We know of two highly reputable Japanese bookstores which carry Famitsu. The first is Kinokuniya Book Stores of America Co., Ltd. located at Japan Center Kinokuniya Building, 1581 Webster Street, San Francisco. CA

94115-9948. The second store is Asahiya Bookstores U.S.A. Inc. They are located at 2324 South Elmhurst Road, Mt. Prospect, IL 60056.

A few special notes: When you write to ask for a subscription (usually either 6 months or 1 year) remember to ask for the magazine Fami Com Tshushin. Delivery will normally be by UPS ground and the issue you get will be about 4 to 6 weeks old. Expect to pay about \$90 for 6 months or about \$175 for 24 issues (twice a year they go monthly). Hmm...a biweekly EGM? We'd have to change our name if we would do that. Actually we are considering doing something but it is just too early to talk about it yet.)



Two more issues of Japan's best biweekly game magazine!

MORE 8 MEG GAMES!

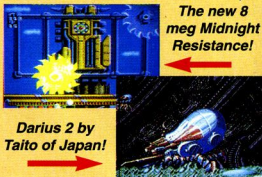
I just got the Japanese Strider and it was the most awesome game I've ever played! I have all the Genesis games ever made and nothing can even come close to the spectacular graphics and intense game play. When you rated it the 'Game of the Year' you were right on the mark! What I'm wondering about is this game so good because it is 8 meg? If so I would gladly pay another \$15 for more of this type! Will we see more 8 meg games or is this just an exception?

Steve Brachman
Redmond, WA

I must compliment you on your great coverage of Strider! I just got my mail order copy and it is unbelievable! If this is what we can expect from an 8 meg game then bring them on! Is the Mega Drive Darius 2 going to be 8 meg also?

James Taylor
North Bay, Ontario

(ed. We couldn't agree more about Strider but it didn't get that good just because it is 8 meg. Memory does play a very important part but how the memory is used and how the game plays are more important. One should not base their opinion of games based on memory alone. We will be seeing a lot more 8 meg games though. Included in this high memory category are Gaiars, Darius 2, Shining Darkness, Ambition of Caesar, Valis 3, Midnight Resistance and Advanced Invasion.)



SFX, TOO GOOD FOR TV??...

Congratulations for your coverage on the Super Famicom! I enjoyed it tremendously. I only hope you won't stop talking about it after your 3 part series is over. No other game seems to care about this great new system as they are ignoring it! I have a question about the specs of the system. My computer teacher told me that a TV screen was not able to handle a 512 x 448 resolution or 256 colors at the same time. He also told me that the TV screen was one of the worst screens you can have. Will we be forced to buy an expensive monitor to really enjoy the graphic capabilities of the Super Famicom?

Phil Kennington
Fallbrook, CA

(ed. Your teacher is correct. The TV is not the best way to play your games. There are actually 4 different types of monitors that can be used.

The first, and the most common, is the ordinary TV. It's good, but it's far from the best. What makes it only average is the tuner. Consider the tuner to be like the narrow part of a funnel. It can only be a certain width because it can't allow one TV channel to overlap with the next one.

When you play games on channel 3 or 4 only a certain amount of video data can come through the tuner. The term is 'bandwidth' and this converts to a maximum resolution of about 350 lines on the best of TV's. Since the Genesis and Turbo spec out under this amount everything looks good. Most TV's though, fall far short of this amount and with other problems like ghosts, the game image can, and often does, look blurred.

The next step up is a computer monitor or one of the new TV's which have 'A/V' or audio/video inputs. These monitors are essentially TV's without tuners and have a wider bandwidth and will give a cleaner, crisper, more detailed high resolution picture.

The third step up includes some of the most recent TV's with a special Super VHS or 'Y/C' input. The Super Famicom has an optional cable which will connect directly to these TV's.

At the top of the list is the computer monitor with an 'RGB' input. This special (and expensive) monitor splits the signal into the three colors - Red Green and Blue and can get you a resolution of up to 1000 lines! These are the monitors we use at EGM to critically evaluate the games we review. Special internal modifications to the game systems (except the Super Famicom) are required to be able to get at the RGB signals though.

The game companies know that the majority of players will be using normal TV's. While the potential is there to go to ultra-high resolution, companies will not issue a game which would only be in the hi-res mode as nobody would buy it. Rather, like the computer software manufacturers do now, the companies would build in an option screen where the user could select the game resolution mode to match his TV.)

NO SFX IN U.S?...

I have repeatedly called Nintendo asking about their new SFX and when it will come out. I've talked to 4 different counselors and they all say the same thing - there are no plans to bring out a Super Nintendo in the U.S.

They say that it is only meant for the Japanese market. What they say about your magazine is not fit to print but essentially they say you are making it up. Should I keep my money for a SFX or buy a new bike?

T. Jones
Chicago, IL

(ed. While we covered this item in the last issue of EGM we had to bring it back once more because the issue has gone beyond the rumor stage. Officials at Nintendo are starting to publically talk about a September 1991 shipping date. An article in a recent trade publication confirmed what we've been saying for over a year! September 1991!)

NEW KIDS ON NES?

In one of your past issues you mentioned that my favorite music group the New Kids on the Block might be coming to the Nintendo. Have you gotten any new information on this game?

Pamela Fureno
Dayton, OH



New Kids Nixed for NES!

(ed. Parker Brothers was working on a game featuring the New Kids but a spokesperson has notified us that they have had second thoughts on such a game and it is highly unlikely that it will ever come out. In its place Parker Brothers will bring out a NES version of their popular board game Monopoly.

NO MORE GAME RENTALS?..

I recently uncovered a news bit that has started to worry me. It is my understanding that Nintendo's efforts to ban Blockbuster Video from photocopying the NES instruction books has been successful, thus eliminating it's ability to rent NES carts. I was wondering if this also applies to just

Nintendo carts, not third party games. Also, will this apply to the Genesis or dread I say, the NEO-GEO. I beg all of you reading this to write to the proper reps. in the government to stop such nonsense in the future!

Adam Query
Mt. Airy, NC

(ed. You are right Adam, Nintendo did win the court case with Blockbuster. It is technically illegal to photocopy any copyrighted material. But, if you go into Blockbuster now you will see that you can still rent games. Why? Because only photocopying is illegal. All video rental stores have to do is print up their own instructions, or include the original book with the game, or don't include any instructions at all!

The big N is trying to prevent game rentals but fortunately they have lost on every attempt so far. They claim that rentals are cutting into their sales. And that is probably true. But, on the other hand, the great Nintendo seal of approval doesn't mean too much any more. There are a lot of marginal games in the stores and with prices approaching \$50 and stores starting 'no return' policies players are forced to rent a game to see if it is worth buying. The companies who make quality games won't suffer as the rental will only lead to a sale but those who produce less than satisfactory games will lose the sales.

On the side of the software companies, there still is a loss. Like in the video tape rental business the manufacturer only gets a one time sale (to the rental establishment) and doesn't benefit from the hundreds of rentals that game will bring in. It's a two edged sword and there isn't any easy solution.

As to the other game system companies, they aren't as vocal as Nintendo. They don't go out and sue everybody. Both Sega and NEC are evaluating the issue and SNK Home Entertainment Inc. wants rentals as does Tengen!

What do you think, are game rentals fair to both the companies and the players? Sent in your opinions and we'll print them in an upcoming issue of EGM.

TurboGrafx - NEC Last Alert

Type: Action Release: Jan.
Levels: 15 Difficulty: Avg.



NEC is continuing to bring out additional software to support its CD-ROM player. In this game an evil dictator has kidnapped some of our diplomats and are using them as human shields. A crack force of soldiers tried to infiltrate the enemy but were eliminated. You must do what they couldn't - get into their fortress and destroy their dictator. Features cinema-type intermissions and real voices.

Poor voice synchronization and a lazy english sound track take away some of the excitement of this overhead view combat adventure. Otherwise, Last Alert is a very good CD game with cool animation. Also, the movements and power-ups are interesting, but need some work.

The potential for CD technology scores another one with this good shooter. The cinemas are long and feature real voices. All NEC has to do is get actors with enthusiasm! The game plays decent, and with 15 levels there is more than enough length to the game!

After playing the P.C. Engine version I looked forward to a U.S. one to see the cinemas in English. Though the game remains intact, and it is very good, the actors in the cinemas sound like they're reading a script. Put some emotion into it NEC! Starts off slow, but is very intense later on.

Similar to other overhead view combat epics, but with CD music and voice. The voices are poorly edited causing a Milli Vanilli type lip-sync problem. The english voice track sounds strange. Commando moves are good and power-ups OK. But the animation saves the day!

TurboGrafx - NEC TV Sports Football

Type: Sport Release: Dec
Levels: NA Difficulty: Avg.



The smell of blood is in the air and gatoraid is on the sidelines. NEC has converted the popular computer football game for the Turbo and it's the clash of the titans! With a wide variety of offensive and defensive formations to choose from in your playbook, TV Sports Football offers lots of bash'em and crash'em fun especially when you connect the turbotap and fill it up with turbo pads. It is a 5 player game!

This football game doesn't have the depth of play as others do. It lacks control, graphics, and numerous play selections found in Madden Football. The game moves too slow to be exciting, and it doesn't have a gridiron feel. More could have been built in to make it interesting.

TV Sports Football has been built around a unique Turbo feature - 5 player simultaneous action! As such it's a lot of fun with everybody getting into the action. It falls short if you're alone, but think of it as a party football game and it deserves consideration.

Not even close to Madden. Although the graphics are good, the game plays extremely slow and never really gets intense. The main problem with it is that it plays like a computer game, as most translations do. The one thing it has that Madden doesn't, is a good halftime show.

After Madden, it's hard to get excited about any other football game. This effort demonstrates the problems of converting a computer game which was only mediocre at best. The playbook is too limited and your player control isn't as fast as it should be. Only average.

Genesis - Renovation Arrow Flash

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



Renovation is ready to launch you into a new side scrolling outer space adventure. Featuring hypnotizing swirling backgrounds and huge alien bosses, this shooter casts you as a lone fighter who must take on a whole fleet of aliens. Equipped in a space suit, which can change into a fighter ship with a new set of slice'em and dice'em weapons, you must get to the mother ship to prevent an all out invasion.

Not bad! Arrow Flash isn't as intense as Thunder Force 3, but the graphics and music are really good. The main problem with this game is that it is too easy; enemies do not fire often enough and the end bosses don't last very long. Fortunately, the game does pick up a little in later rounds.

Not a bad shooter, but not a spectacular one either. AF comes out a bit better than average with minuses for power-ups (not enough), but big pluses for backgrounds. The 'Jupiter' effect on one level is good and the wave level is hypnotizing. It should have been made harder!

A slightly above average shooter with a few new concepts. It's hard to compete with shooters like TF3 and M.U.S.H.A., but this one has enough to deserve mentioning. Power-ups are cool, but kind of bland. Most veteran gamers should be able to cruise right through this one.

Interesting transforming robot character shooting game! Cartoonish look but loaded with plenty of special weapons including the 'doomsday' arrowflash technique. Some of the background graphics are truly sensational and the music really hard rocks. A good shooter.

GAMING GOSSIP

Super Fami handheld being developed...NEO-GEO home units to be discontinued in Japan... Star Wars to come to NES...New Star Wars movies to start in '97...Natsume preparing U.S. SFX games...

...It's confirmed! Van Damme on Rick Dees late night talk show stated his "next" movie would have him playing twins. As one twin he must rescue his kidnapped girlfriend, and in the end he must fight himself as the other twin. Sound familiar? A Double Dragon movie sure sounds like a BIG box office to this movie mogul!... Speaking of fighting, looks like there's definitely going to be a 16 Bit war in 1991! With Genesis having whet our appetites for true 16 bit, Nintendo and Atari Corp. look primed to introduce their high performance machines by mid-year...Will NEC also have one to show? Considering Atari Corp's history of a lot of machine for the buck, the Panther is eagerly awaited here! How about a killer version of Rygar?

...Speaking of fighting - part three, Tengen has a Genesis version of "PIT FIGHTER ready to do battle directly with SFX's FINAL FIGHT from Capcom. Watch out! Capcom certainly can't miss lately! Next Disney soft for NES is TALESIN wit GameBoy MEGAMAN- DR. WILEY'S REVENGE. Can't wait...BONK 3 for 16 Bit NEC?...just kidding!... American Technos will have a sequel to their most recent smash hit coin-op video WWF SUPER STARS, called WWF WRESTLE FEST and it features something called the royal rumble?

Word from Sushi-X in the orient is that the consumer version of SNK's Neo-Geo is being discontinued! Most stores only carried one unit and one of each soft title anyway! Sales on these shores appear to be brisk! Don't worry though, 30 games are under development right now because the coin-op version is doing just fine. I can't wait to play BLUE'S JOURNEY. I hope it's not just another blue-movie like their Japanese version Mahjongg game! Strictly X-rated.

...All your favorite Star Wars movies are now coming to the big N! Seems that Lucasfilm Games has designed the game that Beam will develop, and then JVC will distribute, and Taxan will handle sales. Whew! The new trio of Star Wars movies will debut summer of '97, followed by episodes 2 and 3 in '98 and '99. I'm making the popcorn now...Will STAR WARS appear on the SFX?? It appears on the secret release page of up-coming Super Famicom games from our spy in Japan! Along with Capcom's AREA 88 (UN SQUADRON here) and DRAGONQUEST 5. Natsume intends to have a SFX soft for release here when it arrives, but they're not waiting for that to happen before bringing out some hot NES games. Their second title is a two player game called S.C.A.T. and the third one is another hot sci-fi action game from the team which brought you SHADOW OF THE NIINJA.

...Alien III, the next organic organism "bug hunt" movie in the series, should begin production by the time you read this. I certainly hope they finally venture to the home of alien this time, not back to LV 426, also known as Acheron. Biotech, also known as the corporation, wants this new weapon system at all cost! Sounds like opening Pandora's box! Guess who's coming to dinner? A whole space load of obnoxious marines. Bon Appetite! ...HAL Labs., in Japan recently released a new famicom space shooter called "S D F," which uses the new MMC5 chip! ...Cheese Burga' -Cheese Burga' -chips -chips! How to order a hamburger? Cheese Burga' -NO cheese!

...Tokyo informants, Terry Akki and Sam Mooryi, report that a rumor circulating around downtown Tokyo claiming that Nintendo intends to market a hand-held version of the Super Famicom!!! What's next, a back pack Neo Geo?...The big 'Q' says hello to Lex, Frenchie, and Pokey ...Lolo is back! Lolo 3 is soon to appear with a whole new assortment of mind provoking puzzles! ...GameBoy, looks like a good chance for expanding it's capabilities beyond just games! Look for a foreign language translator accessory to be introduced this year! ...Sorry Jennie, it's your loss! ...Rumor has it that the big 'N' will be having closed press conferences at the Winter CES in Las Vegas...SFX on the way? maybe...Super Mario World is HOT, I wonder if there's a SMB5 in the works?...Where are the Goombas?...Are they extinct or something?...The U.S Armed Forces are still in the Mid-East! How about sending everyone home and we settle this thing out on Nintendo, instead!!!

- QUARTERMANN

NEXT WAVE NEXT WAVE NEXT WAVE NEXT WAVE NEXT WAVE

**INDIANA JONES AND THE LAST CRUSADE;
NOBUNAGA'S AMBITION 2; ZOMBIE
NATION; LOLO 3; UFOURIA; SUPER SPY
HUNTER; STAR WARS; STORMLORD;
SWORD OF SODAN; SPIDERMAN/SONIC
THE HEDGEHOG/ABRAMS BATTLE
TANK/688 ATTACK SUB; AIR BUSTER;
POWERBALL; CYRAID; MEGAMAN; PAC
MAN; R-TYPE.**

MENU

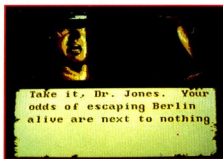
Nintendo
Sega
TurboGrafx
Genesis
GameBoy
Lynx
Arcade

NEW SOFT NEWS

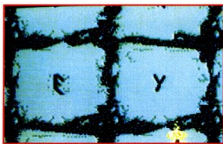
It's CES time again and for four brief days the game companies are letting us look at the product they will be bringing out later in 1991. Sega's new line up will include Fantasia, Sonic the Hedgehog, Spiderman, Battle Tank, 688 Attack Sub, Phantasy Star 3, Fatal Labyrinth and a few new surprises. NEC has Bonk coming back for a sequel, TV Sports Baseball and Basketball and lots of CD's.

INDIANA JONES AND THE LAST CRUSADE Taito/Nintendo

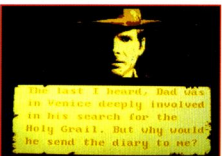
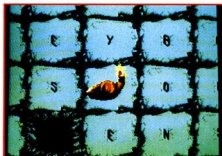
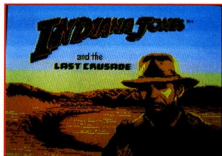
The third in the series of Indiana Jones movies is coming to the NES as Taito has created an adventure game featuring all of the characters from the movie. With lots of digitized photos and boxes of text, this soft captures all of the excitement of the movie including Indy's perilous walk over the lettered blocks. The Nazis are also after the Holy Grail and not only must you decipher the clues to keep you on the correct path, but you must stay one step ahead of the dreaded SS! Unlike many other quest games which are basically 'linear', that is, there is only one way to go to get to the end, Indy has numerous paths including 'wrong ways' which lead to dead ends and pitfalls! Coming in March!



The game contains numerous digitized photos from the movie, as well as the dialogue.



The game follows the movie! Which blocks should Indy step on so as not to fall through?



IF YOU'RE STILL PLAYING SEGA, NEC, OR NINTENDO YOU'RE NOTHING BUT A WEENIE!

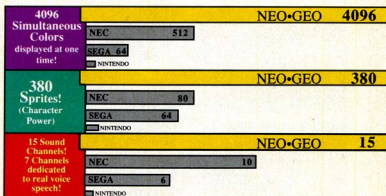


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Anyone else may be a weenie in disguise.

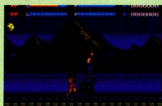
CIRCLE #114 ON
READER SERVICE CARD.

SHADOW BLASTERS

(Sage's Creation/Genesis)

Invincible Player - Two players must be playing the game for the trick to work. When one of the players runs out of energy, both players must push their Start buttons simultaneously. Push the Start button at least two or three times to see if it will work. If everything is done correctly, you will be invincible throughout the rest of the game. One bit of warning, do not collect any of the energy pills!

Vibol Kong
Richfield, MN



Perform the trick when
you run out of energy!



Do it correctly and
you will be invincible!

BIMINI RUN

(Nuvision/Genesis)

Level Select - There is a way to select the starting level in this new action game from Nuvision. Unfortunately, unlike all of our other tips where we spell out exactly how to do it, this time you're on your own. Well, not completely. We can say that you will have to hold down (one, some, or all) of the buttons and hold the control pad in one of the directions. But where? You'll have to pick the right screen!



Make sure you choose
the right screen.



All you have left to do
is find the right buttons.

VALIS 2

(NEC/TurboGrafx 16)

Select any Weapon - If you want to have any particular weapon all you have to do is: Press and Hold Button 2, then press Run during regular play to pause the game. Next press Select, 1, 2, 1, and Run. Now whenever you want, you can pause the game and select whatever item you want by pressing button 1 or whatever weapon with button 2.

Oscar Sauga
St. Catharins, Ont.



Select item with button 1,
and weapon with button 2.

OPERATION C

(Konami/GameBoy)

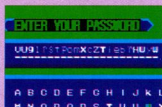
Stage Select and Sound Test - To select any stage in this excellent GameBoy game just press U, U, D, D, L, R, L, R, B, A, B, A, Start at the title screen. To listen to the sounds press U, D, L, R, A, B, Start.



TOMMY LASORDA BASEBALL

(Sega/Genesis)

Special Color Distortion - To mess up the color palette and play in a very weird environment all you have to do is enter the password: VU91rstpomXcZTiebrHWyW.



SHOOT 'EM OR SCOOT 'EM!

TURBOGRAFX¹⁶

SHOOTER

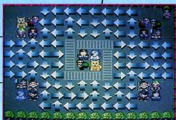


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TURBOGRAFX¹⁶

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CIRCLE #127 ON READER SERVICE CARD

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TURBO CHAMP



THE ULTIMATE ALL-TURBOGRAFX™16 MAGAZINE

**EXCLUSIVE PREVIEW!
FIRST LOOK AT
BONK'S SECOND
ADVENTURE!!**

BEST GAMES OF 1990!

**FIND OUT IF YOUR FAVORITES MATCH
OURS IN THIS YEAR-END WRAP-UP!!**

SUPER PREVIEWS!

**CHECK OUT HOT HITS LIKE
TAILSPIN, CAMP CALIFORNIA,
BOMBER MAN, TV SPORTS BASEBALL,
TV SPORTS BASKETBALL AND MORE!!**

CD-ROM MAGIC!

**AWESOME COVERAGE OF VALIS 2,
WANDERERS OF Y'S, FINAL ZONE 2.
IT CAME FROM THE DESERT,
MAGICAL DINOSAUR TOUR!!**

**A TURBO
EXPLOSION!**

**GET YOUR HANDS ON
INCREDIBLE MULTI-
PLAYER GAMES,
ACCESSORIES AND
THIRD-PARTY SOFTS!!**

1990 WAS THE BEST YEAR YET FOR THE TURBOGRAFX-16, WITH DOZENS OF GREAT GAMES POWERING THE NEC SUPER SYSTEM FURTHER THAN EVER BEFORE! BETWEEN THE INCREDIBLE CD-ROM TITLES, SPORTS SIMULATIONS AND ARCADE FAVORITES, THE TURBOGRAFX-16 HAS COME FAR IN A SHORT TIME! HERE ARE OUR FAVORITES FOR THE YEAR...SEE HOW THEY STACK UP TO YOURS!



Y'S BOOKS ONE & TWO

While there were all types of adventure, quest and role-playing games introduced in 1990 for all the major systems, none of them came close to NEC's monumental CD-ROM entry, Y's Books One and Two, in terms of graphics, sound, challenge or magnitude. This game not only received the Electronic Gaming Monthly magazine award for "Best RPG of 1990", it has also been rated the "Best TurboGrafx-16 Game of 1990" by the editors of Turbo Champ!

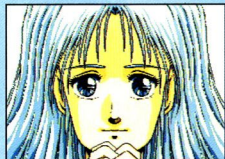
From the involving storyline to the intense pace of action, Y's scores big in all departments with the perfect blend of mystery and adventure. All of this is packaged into a CD-ROM disc that enables the Turbo to boost the appeal of the game even more with vivid intermissions, voices and what has to be the most incredible musical score ever in a video game (another honor the disc knabbed from Electronic Gaming Monthly was

"Best Audio In a Game For 1990").

From the opening sequence to the final ending, Y's is a tour-de-force not only in role-playing, but for video games as a whole!



The quest in Y's is broken up into two different games!



The intermissions in Y's are some of the best ever seen!

2

BONK'S ADVENTURE



Sporting one of the most unusual play techniques in a video game, Bonk became an instant hit (no pun intended), giving NEC the identity they needed to become a force in video gaming. With multiple attack options, great scrolling graphics and a personality that has transformed him into a star, Bonk was a favorite of everyone!

NINJA SPIRIT

Packing some of the most intense action you can find, including full-screen Bosses and special power-up options, Ninja Spirit delivered in a big way in 1990. NEC, wisely snapping up the rights to this arcade cult classic, found a winner with all-out martial arts mayhem that is unequalled for play value! Thumbs up!



3



4

MILITARY MADNESS



Although it was one of the earlier releases in the year, Military Madness still manages to bring out the General in all of us! Commanding forces on the surface of the moon, Military Madness lets you call the shots in a futuristic war where strategy is the determining factor between victory and defeat! A superb alternative to action games and space shoot-outs!

SPLATTERHOUSE

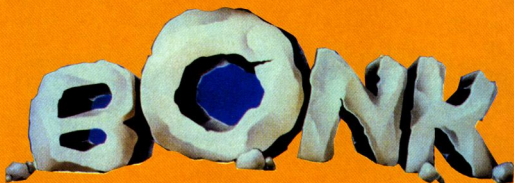
Despite its gory premise, Splatterhouse stood out as one of the most original and most addictive action-adventure titles of the year. Controlling the muscle-bound hero and the various knives and clubs he wields is the easy part. Taking on the seven levels of oozing monsters, ghouls and creatures is another matter entirely!



5

FACT-FILE

Manufacturer: NEC
Machine: TurboGrafx-16
Cart Size: 4 Meg
Number of Levels: 9
Theme: Action
Difficulty: Average
Number of Players: 1
Available: June '91



BONK IS BACK!!

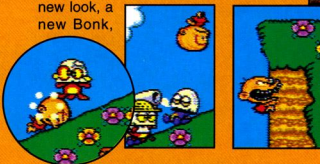
Without a doubt one of the most interesting new games to appear on the TurboGrafx-16 during the course of 1990 was the adventure title led by his prehistoric badness, Bonk the Caveman! NEC scored a direct hit by taking the concept of a scrolling action game and doing what few other developers have been able to do by packing the soft full of new play techniques. Instead of a super cool cave dude who simply ran and jumped through his adversaries, brains behind Bonk came up with a variety of new and exciting ways to attack, added to the jumping maneuvers by giving quick-fingered gamers the ability to keep our hero airborne and through this wonder-being into a fantasy world of pastel colors, huge Bosses and more than enough danger.

The success of Bonk as both a genuinely fun game and recognizable character was one of the primary forces that drew more and more attention to the TurboGrafx, and for good reason.



Hop aboard the Time Train to pass on to the next round!

Inspired by the overwhelming praise for their 16-Bit Super Hero, NEC has constructed an all-new Adventure for Bonk that is guaranteed to not only delight fans of the original game, but also create a following for itself, with a new look, a new Bonk,



and a whole new slew of bad guys from a dozen new worlds!

While Bonk's Second Adventure has yet to be officially titled, the folks from NEC have given Electronic Gaming Monthly and Turbo Champ an exclusive preview copy of the game for this special preview! While some portions of the game play may be altered before the soft reaches the market in the middle of the year, the basic look and feel of the game's colorful adventure, as well as the high-speed action, are sure to be retained as pure Bonk at his very best!



Going Up! Hitch a ride on an elevator to escape!



Bonk must face all-new enemies like this dino-riding flame thrower!



BONK'S NEW SECRET WEAPONS!!

EXCLUSIVE
PREVIEW!!



Eat the Meat!



Fire-Breathing Bonk!



Bonk's Second Adventure is filled with colorful backgrounds and lots of nasty enemies!



BONK THE BOSS!



This sequel features a new and improved Bonk character with more than a few special tricks up his sleeve! In addition to devouring his meat snacks for total or partial invincibility, Bonk can now acquire new power-ups that allow him to breathe fire on opponents and freeze the bad guys! Besides sporting some new forms of attack, Bonk also changes his appearance when enhancements are acquired.

While the most common foe of Bonk's Second Adventure are the egg-headed dinosaurs that roam about, there are also a number of other weird creatures that will try to put a stop to Bonk's exploits! Toss in the obligatory Bosses and tricky landscapes filled with dangerous falls and the end result is a new Bonk Adventure that not only matches the appeal of its predecessor, but offers up more than enough new variety to be a mega-hit in its own right!



1991 TURBOGRAFX-16

1990 has been a great year for the TurboGrafx-16 as well as Turbo fans everywhere! NEC has made an impressive display with a combination of quality product and slick advertising that has allowed the Turbo to become a more powerful force in gaming and attract a much larger following!

Although the Turbo helped bring new play techniques and never-before-imagined levels of interaction to the gaming scene with bright new entries like Bonk's Adventure and Y's on CD, NEC is promising games that only get better in the year to come!

Across these pages you'll get an advance peek at some of the goodies the folks at NEC have in store for the Turbo. Whether your gaming favorites are sports simulations like TV Sports Baseball and Champions Forever Boxing, or shooters such as Super Star Soldier and Aero Blaster that are so hot they'll cause a meltdown, the TurboGrafx-16 is promising to have plenty of thrills in store for you! With an up and coming selection of softs that will power you up in ways that have never been seen before, the Turbo is shaping into one mean machine with the firepower you need, no matter what type of game you're looking for.

In addition to these new game cards, NEC is also working on a variety of other titles that will take advantage of the unit's abilities and CD-ROM technology. For the Turbo to ultimately succeed, however, NEC will have to deliver a steady stream of such softs and maintain a performance level that takes every element of gaming into consideration, from game play to graphics to challenge. With this line-up, it looks like NEC has finally gotten this recipe for success mastered!



TV SPORTS BASKETBALL

Cinemaware has once again adapted one of their famous TV Sports lineup of games for the Turbo! Using the same style of play that highlights game play and graphics presentation, TV Sports Basketball brings all the action of full-court basketball to life. Complete with full teams of players in both practice and league settings, TV Sports Basketball features slam-dunks, three point shots and plenty of fast breaking basketball thrills for up to five players!

With graphic intermissions and animations that really bring the game to life, TV Sports Basketball stands out as one of the most eagerly anticipated sports titles to yet appear on the Turbo!



SUPER STAR SOLDIER

Exploding from the stars comes this intense shooter sequel that shares a bit more in common with Blazing Lazers than its namesake.

Super Star Soldier pits you against an armada of attacking alien vessels in a multi-mission blast-a-thon! During your mission you can acquire several different types of weaponry upgrades which themselves can be enhanced to create more powerful attacks. You'll need every bit of this firepower as you take on dozens of invading opponents as well as the enormous Boss creations that are behind the attack. All the booming and blasting a joystick jockey needs in life!

6 PREVIEW GUIDE...



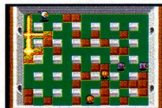
BATTLE ROYALE

Video wrestling has never been like this! In Battle Royale you command a wrestling superstar who's up against the biggest and baddest opponents of the "sport"! Manage a winner against the computer or hook up for a five-player brawl against your friends. Any way you look at it, it's a Battle Royale!



AERO BLASTER

Turbo shooters just got hotter! Aero Blaster, adapted from the coin-op Air Buster, ushers you through a fantasy world filled with high-tech alien hardware! One or two players can participate at the same time, with explosive results guaranteed!



BOMBER MAN

Part puzzle, part strategy and part action, Bomber Man takes a conventional theme that was first attempted on the NES and super-charges it on the Turbo! Add five-player combo play and you things get even more hectic with you and your friends fighting to get the goods against each other!



TAILSPIN

NEC has captured the license to the popular Disney animated creations featured in this new game. Lead the heroes of the show on a mission to take out the bad guys and put an end to their dastardly deeds. Super graphics boost the appeal of this action title even higher!



LORDS OF THE RISING SUN

Another hot Cinemaware product is coming this spring. It's the constant battle between the Samurais and the lords in this Shogun-like saga. Featuring high resolution digitized graphics, high fidelity sound and real voices in this new CD.



CAMP CALIFORNIA

Camp California is the setting for this animated adventure starring the Beach Boys mascot! Both the card and CD versions feature rippin' music from beginning to end, and enough action to challenge ever the most proficient pros! A great place to visit!



IT CAME FROM THE DESERT



Line-up the sights as you stare down giant ants that are on the attack in Cinemaware's new CD-ROM extravaganza!

Currently being developed by Cinemaware, one of the leading producers of softs for the computer field, is their translation of the classic keyboard action/adventure, *It Came From the Desert*. Combining one of the most ambitious incorporations of live-action digitized graphics with conventional game mechanics, *It Came From the Desert* represents one of the first Turbo CD-ROM titles to be prepared and programmed in the U.S. Although the game is still several months away, the early looks that we have had all indicate that this is a very special project, with legions of mutated, giant ants serving as the target in both the overhead and first-person encounters. A movie-come-to-life for your Turbo CD-ROM!



WANDERS OF Y'S

Following hot on the heels of the critical success of *Y's* Books One and Two, NEC is currently working on an even hotter sequel, tentatively titled *Wanders of Y's*. Using many of the same play mechanics that made the original *Y's* one of the first CD-ROM megahits, garnering it Electronic Gaming Monthly's "Best RPG of 1990" award, NEC appears to have once again delivered! *Wanders of Y's* is a quest unlike any other, and while the Turbo version is still a few months away, it is shaping up to be one of the most remarkable quest games ever made. With tons of intermissions, music and voice, the second journey to *Y's* looks even better!



The lands of Y's are in trouble once again!

FINAL ZONE II

Another overhead shooting contest that pits your hero against a seemingly unstoppable foe, *Final Zone II* juices up the standard video game shoot-out with all the incredible sights and sounds that only the Turbo CD-ROM can deliver.

Using the CD's outstanding ability to paint storylines across the screen with unmatched graphics and sound, you're thrust into the middle of an intergalactic conflict when the enemy engages during a surprise attack. Separated, you must locate your fallen comrades and join together for an organized assault against the alien opponents.

Although *Final Zone II* isn't the first game to use the overhead perspective for combat, it is the only one with the power of CD-ROM to give it a more lively, colorful and realistic plot. The Turbo CD-ROM enables *Final Zone II* to explode on the screen!



The fate of the universe is in the hands of a small band of survivors armed with armored suits and a variety of high-tech weapons!

- Turbo Champ

SHERLOCK



That sleuth Baker makes appear on the

game screen in this incredible a mysterious murder case, Watson, at your side. Collect video game "actors" has left abilities to put the finger on Holmes is just the type of ROM is suited for, featuring music and voices! This one disc!

CD-ROM!!



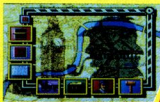
TURBO CD-ROM SUPER

As you may know by now, this mega-machine on the play advanced games the graphics and sound value, Turbo CD game can hold a regular game cards!

What you may not know assembled a whole new assortment blow you away! From fast-action *Final Zone II*, to enhanced adventure *Came From the Desert* and *Valis* shines through with this new library. Plus the TurboGrafx-16 CD-ROM but the new CD+G music and graphics is much more than just a great game!

K HOLMES

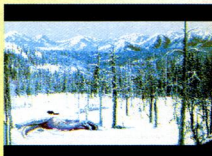
super
from
Street
his first
-ance
video
CD adventure! Take control of
with your trusty apprentice,
at the clues that each of the
while using your deductive
the real culprit! Sherlock
quest game that the CD-
ring digitized graphics,
the com-plete games on



MAGICAL DINOSAUR TOUR

The first video game that truly educates while it entertains, the Magical Dinosaur Tour showcases the Turbo CD-ROM's fantastic power! Using a menu of different options, you can learn about the history of the dinosaurs, their habits and possible reasons for their extinction. Each of these "plays" is done with high-resolution graphics and the superb audio quality that the CD affords.

While there is no real game to be found in the Magical Dinosaur Tour, the disc does mark the introduction of the Turbo as the first real game system that can be used for learning - in a very interaction way. So sit back and watch as the Turbo creates a world of dinosaurs just for you!



Learn about the history of the dinosaurs and possible theories on their extinction in The Magical Dinosaur Tour!

VALIS II

Valis II is an action/adventure title that uses the abilities of the CD-ROM interface to expand the scope of the game play and utilize voice and picture graphics for intermissions that are unlike anything you've ever seen before!

The game play in Valis II introduces you to multiple worlds of action and adventure through a variety of scrolling scenes. Conventional round definition is employed that places the heroine of the story against some of the biggest and baddest Bosses you'll face! In between the fighting, however, the game unfolds in a whole new direction by presenting a series of animated story frames that are coupled with real voices.

For a solid CD-ROM contest with plenty of thrill and lots of flair, Valis II should accommodate almost any player, from the beginner to laser-firing veteran.



One of the many intermissions that are featured in Valis 2!

LAST ALERT

Like Final Zone II, Last Alert uses a combination of animated intermissions and top-perspective game play to create a super-Commando style of action. As the only mercenary who can stop a world-wide terrorist conglomerate from taking over the world, you must fight your way through more than a dozen different rounds of intense battlefield warfare.

While the odds may appear impossible, you're not alone in your quest. Throughout each of the challenging missions, you have a specific goal to reach or task to overcome. Located in these war zones are more powerful weaponry that can spell the difference between life and death behind enemy lines.

The CD-ROM unit on the TurboGrafx-16 once again provides a heightened level of realism and interactivity that can't be found anywhere else. Full-screen animations, realistic sound effects and real voices are used throughout to bring the game to life!



The battlefield action takes you around the globe in an effort to stop the advances of a brutal terrorist army!

GRAFX-16 ER POWER!!

the TurboGrafx-16 is the market with the power to boast not only superior but challenge as well. One much information as 4,000

however, is that NEC has lent of CD-ROM titles that will blast-em-ups like Last Alert and res such as Sherlock Holmes. It the power of the TurboGrafx-16 discs for the CD-ROM player. can play not only your audio CDs, discs as well! The Turbo CD-ROM stem!

TURBOGRAFX-16 MULTI-PLAYER GAMES!

Turbo-Tap Action For Up To Five-Player Interaction!!

TV SPORTS FOOTBALL

TV Sports Football, like the rest of the TurboGrafx-16 sports series, takes full advantage of the Turbo-Tap accessory to expand the scope of this gridiron fight and get up to five people in on the action!

Whether you're aligned against human opponents or the computer, the extra realism afforded by the unique Turbo Tap peripheral is especially noticeable in this detailed and interactive rendition of America's favorite Sunday afternoon athletic event. While the game is a standout sports entry for the Turbo in its solo mode, featuring all of the lively intermissions and superbly drawn settings that made the TV Sports line-up of games a winner on home computers, the options for team play add so much more to the strategic and overall content of the game.

TV Sports Football reproduces all of the familiar elements of the real game faithfully. From the opening that introducing the teams to the statistical wrap-ups, to the slick appearance of the game, TV Sports Football delivers touchdown action from the opening kickoff to the final seconds of the game!



SUPER VOLLEYBALL

The Turbo-Tap is used for direct head-to-head competition in this simulation of championship volleyball! Select tournament settings and go for the world title against increasingly aggressive com-

puter opponents, or open up the challenge by serving against a friend head-on!

Don't plan on a picnic when you pick up Super Volleyball. The casual pace of real volleyball has been replaced by intense action featuring play techniques and maneuvers that bring together a tremendous amount of strategy and timing! A highly involving entry that requires some patience, but delivers a nice payoff!



The advantages of the TurboGrafx-16 Super System don't stop with the machine's advanced hardware design and challenging games! The Turbo is the only system on the market capable of accommodating up to five players simultaneously! With the Turbo Tap peripheral and great games like TV Sports Football, Battle Royale, Final Lap Twin and every sports game in the Turbo library, this great feature becomes much more than hype, opening new doors of adventure and providing exciting backdrops for all-new levels of head-to-head challenge!

Supplementing the TurboGrafx selection of action-adventure titles comes this virtual carbon copy of the arcade quarter-sucker of the same name.

Unlike most other side-scrolling character contests, however, Tiger Road uses the power of NEC's Turbo Tap to enable multiple-player interaction within the game's mixture

TIGER ROAD

of running, jumping and attacking. Throw in a few good warps and other bonus rooms and you've got the makings of a solid adventure game.

While the Turbo Tap doesn't change the content of play as dramatically in other games, the options is a welcome addition to this coin-op conversion.



TURBOGRAFX-16 THIRD-PARTY GAMES!

The Best Turbo Games From the Hottest Game Companies!!



Get set for the intergalactic shoot-out of your life! Sinistron will take you to the limits of total destruction with fantastic graphics and a special play mechanic that enables you to supercharge your space fighter and take out the invading hordes of alien enemies with extending bay doors at the front, shield blasts, wave weapons, missiles and more!

its of total destruction with fantastic graphics and a special play mechanic that enables you to supercharge your space fighter and take out the invading hordes of alien enemies with extending bay doors at the front, shield blasts, wave weapons, missiles and more!

SINISTRON

Sinistron is filled with seven levels of combat action drawn against some very colorful and highly detailed backgrounds. As you progress further into the game, you must advance against alien positions deep within the core of the planet. It is here that you'll face the ultimate alien evil and be tested by one of the few shoot-em-up conflicts with flair!



Sinistron from IGS is the latest intergalactic shoot-out to join the Turbo ranks, complete with a wide selection of power-ups and incredible Bosses!

KLAX



The coin-op reflex-puzzle game blows away all other home versions on the Turbo!

Klax is one of the rare games that falls into the enviable category of easy to learn, difficult to master and totally addictive! Klax, based on Atari Games' ar-cade answer to Tetris and similar puzzle games that require fast thinking and quick hands, is based around a very simple premise. As tiles of various colors descend down a grid five squares in width, you must manipulate a special box that can capture the tiles and de-posit them into any one of 25 positions within the game area below the grid.



Collecting the tiles is only part of the challenge in Klax, however. Once the tiles are on the platform, you must then align the tiles, by jettisoning them off of your square, into different patterns such as vertical and horizontal rows as well as more complex arrangements such as diagonals, crosses and more.

The addictive nature of Klax is enhanced even more with the Turbo's great graphics. A true classic!

SIDE ARMS

firepower, Side Arms still retains a valued crown as one of the best Turbo shooters yet introduced.

Side Arms combines straightforward blast-away exchanges between our robotic hero and a variety of alien agents, with simply magnificent scrolling graphics and action.



Side Arms remains a classic Turbo shooter!



Radiance was the first licensee to embrace the TurboGrafx-16 with the release of a great arcade conversion, the shooter Side Arms.

Despite the loss of a two-player function, Side Arms still succeeds at retaining the visual and interactive appeal of its coin-op counterpart. With tons of enemy targets and plenty of

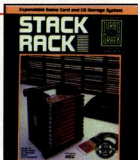
Although it's one of the first Turbo entries, Side Arms has yet to show any real signs of age. Explosive confrontations with Bosses and incredible weaponry combine to make Side Arms a steady winner!

OFFICIAL TURBO GEAR

1-800-368-8726



The Stack Rack organizer from Safe Care Products provides an easy way to store your TurboGrafx-16 cards in a manner that lets you choose your game at a glance! Whether they're displayed horizontally or vertically, the interlocking Stack Racks are sure to keep your games safe and always easy to find!



From Safe Care Products, Inc.



The Official TurboGrafx-16 Game Encyclopedia includes complete descriptions and lots of winning strategies for nearly every game on the market and previews of upcoming titles!

From Bantam

TURBO ACCESSORIES

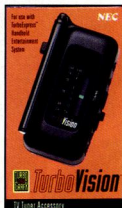
For the ultimate in game control comes the Ultimate Super Stick! This sturdy joystick sports a wide base and includes options such as selectable auto-fire dials and a life-saving slow motion feature.

From Beeshu, Inc.



The Game Card Soft Pak is the accessory you need to take your Turbo cards on the go! Durable, padded case holds 12 games and cases!

From Nuby Manufacturing, Inc.



TURBO EXPRESS

NEC has done their homework! While other game companies are touting portable machines that come in with specs that are inferior to their consoles and don't share the same softs, the brains behind the Turbo have cloned the machine and put it into a package that anyone can carry, the new Turbo Express hand-held!



Blast your way through mazes laying bombs in the first head-to-head game on the Express!

**NEC'S TURBO EXPRESS -
THE PORTABLE COLOR
SUPER-POWER!**

With screen resolution and clarity that are unmatched by any rival portable system (which may explain why the unit recently won Electronic Gaming Monthly's coveted "Best New System of the

Year" award), the Turbo Express delivers video game thrills! And what's more, the Turbo Express doesn't require the purchase of different softs! Any Turbo game in your library will instantly work on

the Express! Now you can Bonk your way to Grandmother's house and blow bad guys away on the bus!

While the big bang that the Express delivers does come at a higher price, the interchangeable softs, as well as additional functions such as the Turbo Vision TV tuner and special head-to-head games for action between two Turbos, the appeal of NEC's latest hardware is tough to match!

HAND-HELD GAME SYSTEM SPECS!

	NEC	GAMEBOY	LYNX	GAME GEAR
Dimensions	4.3 x 7.3 x 1.8	3.5 x 5.8 x 1.3	4.5 x 10.25 x 1.25	4.05 x 8.27 x 1.5
Weight	15.7 Oz.	8.4 Oz.	16 Oz.	20 Oz.
Batteries	6 AA	4 AA	6 AA	6 AAA
Play Time	3-5 Hours	15 Hours	4-6 Hours	3 Hours
Screen Size	2.6 Inches	2.5 Inches	3.5 Inches	3.2 Inches
Resolution	238 x 312	144 x 160	160 x 102	160 x 142
Colors	512	B&W	4096	4096
Colors Displayed	512	4 Shades	16	32
Backlight	Yes	No	Yes	Yes
Sound Channels	6		4	3 PSG, 1 Noise
Processor	HuC6280	Custom 6502	65C02	Z-80A
Speed	7.16 MHz	1.8 MHz	3.58 MHz	3.58 MHz
System Ram	8K	16K	64K	8K
Video Ram	64K			16K
TV Tuner	Yes	No	No	Yes

IT'S EASY TO BEAT THE COMPETITION

ARCADE



AEROBLASTER

2



BLOODY WOLF

3



DRAGON SPIRIT

4



FINAL LAP TWIN

9



SPACE HARRIER

10



SPLATTERHOUSE

11



VIGILANTE

12

SPORTS

16



SUPER VOLLEYBALL

17



TAKIN' IT TO THE HOOP

18



TV SPORTS FOOTBALL

19



POWERGOLF

24



BRAVOMAN

25



CHINA WARRIOR

26



CRATERMAZE

27

31



NINJA SPIRIT

32



PAC-LAND

33



TIGER ROAD

34



BLAZING LASERS

39



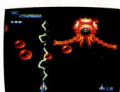
PSYCHOSIS

40



SINISTRON

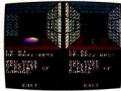
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SUPER STAR SOLDIER*

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DOUBLE DUNGEONS

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DUNGEON EXPLORER

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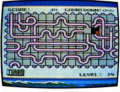
NEUTOPIA

49



TRICKY KICK

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TIMEBALL

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FIGHTING STREET-CD

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FINAL ZONE II-CD

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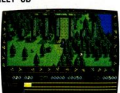
MONSTER LAIR-CD

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VALIS II-CD

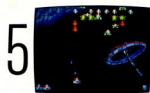
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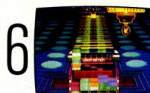
Y'S BOOK I & II-CD

ROLEPLAY

WHEN YOU'VE GOT THEM OUTNUMBERED.



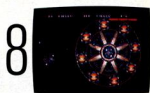
GALAGA '90



KLAX



R-TYPE



SIDEARMS



BATTLE ROYALE



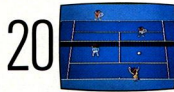
JACK NICKLAUS TURBO GOLF



WORLD CLASS BASEBALL



SONIC SPIKE



WORLD COURT TENNIS



MOTO RACER



VICTORY RUN



ALIEN CRUSH



DEVIL'S CRUSH



DRAGON'S CURSE



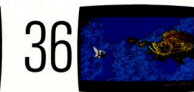
DROP OFF



J.J. AND JEFF



CYBERCORE



DEEP BLUE



FANTASY ZONE



ORDYNE



VEIGUES



BONK'S ADVENTURE



LEGENDARY AXE



LEGENDARY AXE II



BOXYBOY



CHEW MAN FU



KING OF CASINO



MILITARY MADNESS



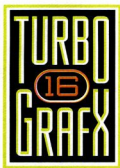
JACK NICKLAUS TURBO GOLF-CD



LAST ALERT-CD



MAGICAL DINOSAUR TOUR-CD



NEC

The TurboGrafx-16™ system has more amazing 16-bit video games to choose from than anyone else. You can count on it.

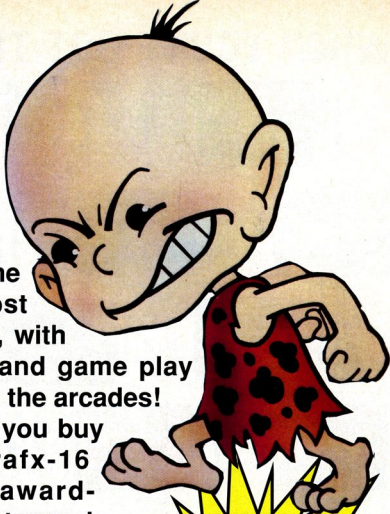
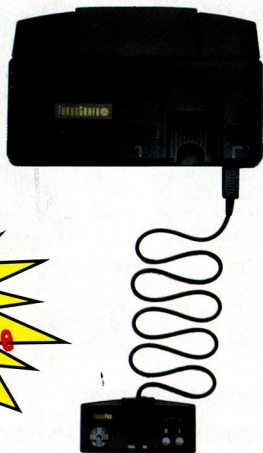
Last Alert and Vex II are trademarks of Sin Nihon Laser Soft & Telecom Japan Co., Ltd., Final Zone II is a trademark of Telecom Japan Co., Ltd., Super Volleyball is a trademark of Video System, Jack Nicklaus Turbo Golf and Jack Nicklaus Turbo Golf CD are trademarks of Golden Bear International, Klax is a trademark of Tengen, Sonic Spike, Sinistar, and Tricky Kick are trademarks of KGS, Sidearms is a trademark of Radience, Tiger Piled is a trademark of CAPCOM Co., Ltd., Boxyboy is a trademark of Yugen Koshie Thinking Rabbit Corp., *Available Feb., 1991.

CIRCLE #101 ON READER SERVICE CARD.

BRING BONK HOME **FREE!**

The TurboGrafx-16 Video Game System packs some of the most powerful gaming action around, with 16-bit graphics, stereo sound and game play good enough to be straight from the arcades!

Now, for a limited time, when you buy a specially marked TurboGrafx-16 System we'll give you the award-winning game, Bonk's Adventure absolutely FREE! Along with Keith Courage in Alpha Zones, you've got all the firepower you need to start your Turbo-filled adventures!



**\$50
VALUE!!
FREE!!**

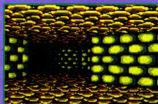
**TURBOGRAFX-16
PLUS
Keith Courage
PLUS
Bonk's Adventure
ONLY \$159.99**



Starting January 15th, 1991 at participating retailers. Offer good while supplies last.
Offer not available in Canada.

Climax/Mega Drive SHINING DARKNESS

From the developers who did Dragonquest 3 and 4 for Enix, comes a new super-RPG for the Mega Drive. Containing seemingly endless dungeons set in a first person perspective, this 8 meg wonder will be coming out in Japan in March. The above ground quest is equally as extensive, containing numerous cities and a world of immense proportions. The battle scenes are like Phantasy Star 2 and 3 with highly detailed graphics and spectacular character animation. Coming to the U.S. later in 1991.



Mazes which seem to go on forever without end!



Sega of Japan/Mega Drive '4 IN ONE CART'

It is rumored that Sega of Japan is planning to bring out a 'multi-game' cart. While no specific name has been decided on yet, the games will probably include Hang On, Shinobi, Zaxxon and a yet another great title.



The word is that Sega of Japan may try bringing out a cart with 4 games on it!



At least 3 of the games would be Sega classics: Shinobi, Hang On, and Zaxxon!

Telenet/PC Engine AVENGER

From the masters at Telenet of Japan comes a new shooter for the CD-ROM. Your futuristic car can turn into a helicopter to fly away from trouble. Lots of weapons and power-ups, all of which will be needed for the constant action. It's an overhead view with great cinema intermissions and dialogue.



Explosive battle scenes!



UN SQUADRON (AREA 88)

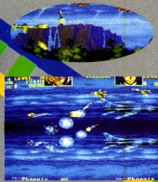
Capcom

4 megabit

First Half 1991

Super Famicom

Capcom is really jumping into the Super Famicom market head first with at least 4 great titles in the next 6 months. UN Squadron is the newest announcement and it will be Capcom's first shooter for the SF. Sporting elaborate, multi layered backgrounds, this side view shooter takes place over jungles, deserts, forests and up in the sky high above the clouds. With a wide variety of weapons like Phoenix heat seeking missiles, bombs and cannons UN Squadron ought to be an instant hit!



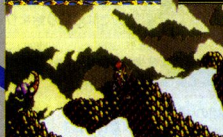
WANDERERS FROM Y'S

Tonkin House

8 megabit

First Half 1991

The third in the series of Y's quests will be coming out on both, CD for the PC Engine and cart for the SF. While the SF version will be a large cart in its own right, it just doesn't have the memory to have the rockin' tunes and great cinema intermissions that the gigabit CD can produce. On the other hand, the main quest will be there, and the game will be spruced up with new and enhanced graphics and game play that the SF can deliver.



GDLEEN

Seta

8 megabit

February 1991

Seta's first SF game is going to be a huge 8 megabit RPG. As the photos show, Gdleen is quite similar in layout to a Phantasy Star 2. That is, the quest is set in an overhead perspective with pull down windows. The battle scenes will zoom into a PS2 type head-on view with your options for battle shown below. With 8 meg though, the enemy are highly detailed and fully animated. The mazes are, again, like PS2 set in a 3/4 overhead view and consisting of screen after screen of intertwining corridors, all loaded with huge enemies.



BEHIND THE TAITO SCREENS

EGM VISITS - TAITO OF AMERICA

It is no mystery where the roots of the current video game craze were planted. The Nintendo Entertainment System, Sega Genesis and NEC TurboGrafx all started out as quite different machines in Japan, where the cosmetic differences in their name and shell are about the only thing that disguises them. When it gets right down to it, the vast majority of the games that the aforementioned systems play all got their start on the Japanese predecessors—the Nintendo Famicom, Sega Mega Drive and the NEC PC Engine.

Like these systems and the games they play, nearly all of the Nintendo third-party licensees and many of the sponsor companies for the Sega Genesis all have their origins back on the island of Japan.

The distance between the Japanese and the American subsidiaries is quite great and due to this fact, a lot of the heritage in many of these companies is lost to the game playing public on these shores.

There is one company, however, that has made a huge impact on the way we all play games, with a number of various companies that all share video games in common. With an empire that extends from game development to coin-op production to arcades to consumer products for nearly every system on the market, Taito has been a major force in shaping the trends of the past and delivering new types of sights and sounds on a continuous



Taito has just set up their new corporate headquarters in Wheeling Illinois.

basis. The humble beginnings of Taito can be traced back to 1953 when Mr. Michael Kogan established the Taito Trading Co. At that time he was manufacturing jukeboxes for the Japanese market. He later expanded into the pinball machine business and this evolved, through his research and development staff, to the arcade video games as we know now. In 1973, Taito estab-



The President of Taito of Japan - Keisuke "Kasey" Hasegawa

lished an office in the U.S.

The real impact that Taito was to make on video games was not made until 1979, when the first arcade mega-hit was born. The concept was simple enough, arrange six rows of aliens into formation. Give the player a horizontally mobile cannon that can fire one shot at a time to take out the invaders. To make things

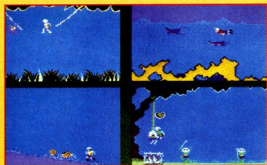
a bit more difficult, have the space creatures move side to side and descend whenever they reach the left or right boundaries of the screen.



Taito's newest version of their original Space Invaders theme x- Majestic Twelve!

Throw in a roaming UFO for bonus points and give the opponents missiles of their own to drop on the player and you get Space Invaders.

Much more than just Space Invaders, which was later sub-licensed to Bally/Midway for distribution in the U.S., was born when Taito introduced this game to an unsuspecting public. Space Invaders pointed the infant video game industry in the right direction by showing that imaginative ideas,



Jungle Hunt had the player swinging on vines.

with highly addictive play themes, could work on video screens and prove to be very profitable. After Space Invaders, we saw Galaxian, Galaga and countless other space shooters make a lasting impact in the arcades of America. Indeed, some could say, that when Space Invaders descended upon the world, so did the first video game revolution.

Taito didn't stop with Space Invaders either. After this monumental game, Taito offered up Space Invaders Deluxe as an enhanced version of the original title.

The company continued its string of coin-op hits by introducing games that relied on new and unusual play themes to grab attention and sustain player interest. Although many companies took the safe path and continued to imitate the pulse-pounding action of Space Invaders and its ilk ad nauseum, Taito always took risks needed to bring something original to the game players. Their attention to creativity and development continually paid off with the introduction of the first



Another new game concept was tried in the game Qix.

successful side scrolling action game, Jungle King (which was later renamed Jungle Hunt) and the first puzzle-action game, Qix.

While Taito's contributions to the development of so many gaming genres would continue throughout the eighties, the success of these games was not entirely a surprise to the company. Using its extensive network of arcades throughout Japan, where Taito owns and operates more than 100,000 coin-op games, Taito was afforded the luxury of developing more original titles and gauging within their own arcades whether or not a particular game would have the strength to



In Japan Taito has a large network of arcade s.

attract even larger followings. If they wanted to, Taito could even develop and manufacture games exclusively for the popular arcade chains. This combination of successful arcade hits and profitable development allowed Taito to seize an opportunity that no other companies have been able to enjoy, to fund groups of developers, both inside and outside of the company, knowing that even the less appealing games would still enjoy a profitable life within the Taito arcade chain.

The extra impact of this development power was felt immediately as even more Taito games began to score big with players. Some of them, like Twin Cobra, were licensed to other companies such as Romstar for distribution here in the United States. That didn't detract from the appeal of these games, it simply provided an even

wider marketing arm for the parent company. Not only was Twin Cobra able to revitalize the slide and shoot genre

(which began with Space Invaders), but they also introduced the first wrestling game, Mat Mania, through Chicago manufacturer Memetron.

In addition to actually giving many fledgling game companies the ability to compete with strong product, Taito was still further making an impact on the future of gaming by building up many of the leading developers from Japan. Toaplan, now a well known name in both arcade and consumer manufacturing, was a small but highly respected band of developers when Taito gave them the go-ahead to concentrate on many high profile projects. Toaplan's apparent skill at creating new twists on the conventional shootem-up themes enabled the company to not only prosper under Taito's guidance, but also bring to the gaming world all-time classics such as, you guessed it, Twin Cobra.

Taito was also way ahead of the competition when it came to the consumer market. While it was true that Taito had done a very good job of licensing specific titles such as Jungle Hunt out to other companies



Taito has always been known to be at the forefront of technology and willing to try new ideas, like this double monitor arcade game - Darius!

during the days of the 2600 and Intellivision, it wasn't until Mr. Kogan noticed that Nintendo was readying a new cartridge-based machine that Taito finally came into its own. Immediately signing on as one of the first six licensees gave Taito the valuable right to produce their own cartridges for the Nintendo Famicom in Japan, a right that no future developers or producers would ever

enjoy.

With the Nintendo system becoming a part of Japanese culture, Taito immediately converted over some of their best coin-op titles and worked at giving the new console a life of its own with original efforts. The combination proved successful as Taito had, due to the keen insight of its founder, conquered yet another frontier of electronic gaming.

The emphasis on consumer games blossomed even further



Insector-X is one of Taito's newest Famicom games.

when NEC introduced a new system known as the PC Engine. Boasting an even more impressive ability to splash color and graphics across the video game screens, the PC Engine allowed the Taito developers to finally bring the broader imagination that the company had always shown at the arcade level,

to the consumer market. Again proving to be a wise decision, the Taito involvement with PC Engine development was a contributing factor to the incredible strength the



Operation Wolf scored a hit as an arcade to PC Engine game.

machine had displayed in Japan. Releasing a constant stream of quality softs insured that the PC Engine would maintain the attention of the gamers, and their support has paid off. Now, with the introduction of the Mega Drive,



Darius 2 proves to be as spectacular on the Mega Drive as it was in the arcades!

Taito has stepped into a new category once again, using the enhanced abilities of the Sega 16 Bit to bring even more incredible games to the screen such as Heavy Unit, Twin Cobra, and The Ninja Warriors.

As Nintendo began to make inroads into the American game market, Taito followed. As one of the



Elevator Action and The Legend of Kage were two of Taito's first games for the NES.

first licensees for the system that had something to prove, Taito entered with four titles led by a nearly pixel-perfect rendition of the ballbashing Arkanoid, complete with special paddle controller. As part of Taito's commitment to the North American launch of Nintendo's 8-Bit, Taito established secondary marketing, development and sales offices in Vancouver, British

The Front Line of Taito of America!



The driving force behind Taito of America includes: Mr. Yoshiharu Suzuki, Executive Vice President; Mr. Tetsuzo (Ted) Kato, Executive Vice President - Consumer Division; Mr. James J. Miskell, General Manager; Mr. Larry Stalman, Marketing Coordinator; and Ms. Alison D. Quant, Market Research.

Colombia to remain close to Nintendo's headquarters and keep closer control over the shipping of new product. With several years of successful operation in both the

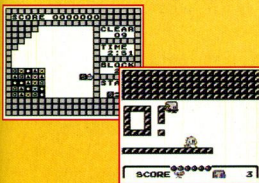
sade, Taito is once again making a major move to increase their control over the future of video games.

To facilitate this important step, Taito has brought the consumer division back into the corporate headquarters just outside of Chicago. Led with a new team headed up by coin-op veteran Lawrence Stalman, with continued consultation provided by the key executives of the Vancouver operation, Taito is determined to create a new awareness for the company label and make sure that game players know

this company enjoys and the recognition that players have with the Taito name, this should be no problem at all."

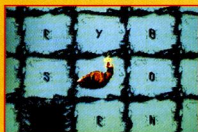
By bringing the consumer division into the existing structure of the company, the home gaming market will also benefit from the arcade arm of the company. With new titles like Space Gun and Space Invaders 4 completing the circle that was started over a decade ago with the first Taito super-hit, this type of input is sure to bring about only a positive influence on the games you see for the consoles.

Even though the market for Nintendo products is becoming brutally competitive, Taito's blueprint

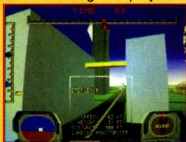


As the GameBoy became popular Taito was right there with Flipull. Soon to come is Bubble Bobble!

Nintendo and computer software fields, capped off by relationships with leading developers such as Natsume, and licenses such as Indiana Jones and the Last Cru-



Indiana Jones and the Last Crusade will soon be out for the NES.



Air Inferno offers the state of the art in filled polygon 3-D technology!

that the name Taito is synonymous with quality and fun. "It's important to us to get out the message that Taito will spare no expense to bring the same level of creative integrity to our consumer products," explained Marketing Director Lawrence Stalman, "as we have displayed in our arcade hits. With the history that



The ultimate simulation - The fully rotating D3-Bos!

for success calls for a method of development and marketing that follows the very tradition of what the company's all about...new ideas and a creative approach.

The Evolution of Games At Taito!

ARCADE --



THE PAST - JUNGLE HUNT.



THE PRESENT - MAJESTIC TWELVE

THE FUTURE - D3-BOS



THE PAST - RENEGADE

HOME --



THE PRESENT - PUZZNIC



THE FUTURE - SUPER DARIUS



CALL 1-708-916-3147 For Up-to-the-Minute High Score Rankings!!

Game	Score
After Burner	9,704,000
Altered Beast	234,400
Double Dragon	610,370
Missile Defense 3-D	659,000
Out Run	55,626,340
Rampage	795,460
Rastan	2,828,800
R-Type	1,128,500
Shinobi	1,165,750
Space Harrier	26,012,900
Thunder Blade	3,054,000
Time Soldiers	7,437,700

Player
Jeff Yonan
Alex Stamos
Brian Gaudreault
Joe Tadder
Dan Lee
Gerald Breheny
Brian GauDreault
Brian GauDreault
Todd Bustillo
Christopher Sims
Bob McGuire
Rob Siegmann

**Send Your
High Scores
to the Pros
at the U.S.
National
Video Game**

Game	Score
Alien Crush	999,999,900
Blazing Lasers	24,523,070
Bloody Wolf	2,348,300
Bonk's Adventure	849,080
Cyber Core	9,999,900
Dragon Spirit	639,670
Fantasy Zone	98,265,100
Fighting Street	547,600
J.J. & Jeff	10,175,650
Monster Lair	378,600
Side Arms	3,848,600
Victory Run	18 min. 44.16 sec.

Player
Barry Bowman
Jim Hakola
Ken Shulin
Jason Wallinske
Jim Hakola
Randy Lewis
Brandon Fish
Sergio Strugar
Chris Camera
Mark Discordia
Mark Discordia
Jerry Tischler

**Team and
Win Your Bid
At Video
Immortality!**

Game	Score
After Burner 2	23,550,010
Altered Beast	4,682,500
Air Diver	77,077,000
Curse	10,560,300
Forgotten Worlds	1,694,100
Ghouls and Ghosts	1,559,700
Ghostbusters	12,371,000
Revenge of Shinobi	6,029,800
Target Earth	79,172,540
Thunder Force 3	6,222,600
Truxton	3,331,050

Player
James Bryat
Lee Venteicher
Scott Wimpari
Jeff Yonan
Tony DeSilvy
Glenn Stockwell
Parrish Spinoso
Bradley Miksa
Randy Lewis
Jeff Yonan
Tony DeSilvy

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Game	Score
1943	2,947,360
After Burner	68,588,000
APB	1,002,324
Diner (PIN)	89,220,000
Double Dragon	130,900
Hard Drivin'	529,800
Klax	3,205,000
Out Run	49,050,270
Smash TV	12,624,000 (1 Play)
Super Contra	10,640,310

Player
Brian Chapel
November Kelly
Greg Gibson
Steve Ryno
Brian Chapel
Jerry Landers
Leong Su Chin
Dan Lee
Greg Gibson
Martin Alessi

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