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# ELECTRONIC GAMING MONTHLY



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June, 1993

Volume 6, Issue 6



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# ELECTRONIC GAMING MONTHLY THE BIGGEST AND BEST!!

## FACT-FILES

### SUPER NES TIMES

128

Luke Skywalker is back with the gang in Super Empire Strikes Back. On the fighting scene, Tuff E Nuff and Final Fight 2 will really make an impact, while Rock & Roll Racing will leave you in the dust! Plus check out all the super pages we have on great games like Arty Lightfoot, Total Carnage, F-1 Roc 2, Neugier: The Journey Home, BioMetal, Super 2020 Baseball, Kawasaki Challenge, Super Black Bass and Yoshi's Cookie.

### OUTPOST SEGA

148

Rocket Knight Adventures soars on your Genesis, along with the hot action game Warp Speed and the unique shooter MIG 29. For all you sports fans, take to the field in College Football and try to ace your opponent in Davis Cup World Tennis.

For the Sega CD, don't miss our spectacular spreads on such megahits as Terminator, and Batman Returns! Plus, the classic Final Fight, Robo Aleste, and Ninja Warriors.

### TEAM DUO

162

Put on your thinking cap for Sherlock Holmes 2 and muster all your strength for Exile: Wicked Phenomenon and Dungeon Master.

### NINTENDO FORCE

168

For a wide variety of challenges, check out Kirby's Adventure, Bases Loaded 4 or Super Turrican, all on your NES!

### CLUB GAMEBOY

174

Attention all Trekkies! Star Trek: The Next Generation is here for you on-the-go fans. Also, Raging Fighter explodes on the portable scene.

### SUPER GEAR

178

Mickey Mouse takes you on a trip through his 'Land of Illusion' while Wrestlemania's best duel it out in WWF's Steel Cage Challenge!



## NEO CD PUT ON HOLD...

I really love what you've done with your magazine! You've expanded your coverage of my favorite system, the Neo•Geo. April's Next Wave section had me riled up about all the great games to come. Although the system does have a high price tag, the games are the ultimate! In the New Soft News section of the April Issue, you talked about SNK developing a CD-ROM system! Joy! This is what I've been waiting to hear! With games costing around \$50.00, I can't wait! Give us more info on this killer CD-ROM. Goodbye Super NES and Sega CD.

Chris Matthews  
Baltimore, MD

(Ed. Actually, Chris, you should say goodbye to the Neo•Geo CD-ROM, at least for now. This concept system sounded great with its somewhat high price but an extremely low price for arcade-quality games. However, an SNK spokesperson in Japan stated, "To put it shortly, the conditions changed. Other manufacturers such as Nintendo and Panasonic are coming out with their own CD-ROM machines, so we decided we would like to see these units first. We are still continuing the development of our CD-ROM player so our postponement shouldn't be long.")

## SF2 FOR CD-ROM?

I remember reading an article in the April 1993 EGM Express that stated Fighting Street 2 would be released in a cartridge and CD combo. Since I don't own a CD player for my TurboGrafx-16, will I be able to just play the cartridge part of the game without any music or is there the possibility of an option to hear some kind of cartridge music? Since I can't afford to purchase the CD player, please tell me what the story is!

Brian Jensik  
Spokane, WA

(Ed. Well Brian, Check out our four-page blowout on the PC Engine SF2 starting on page 124.)

# EGM ENVELOPE ART!

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Note: Only 4 x 9 1/2" or smaller envelopes will be allowed! Put your name on the back of the envelope.



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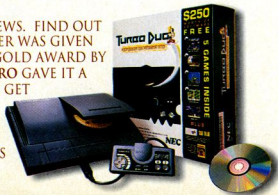


TALK  
ABOUT  
CRASHING  
SOMEONE'S

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READ THE REVIEWS. FIND OUT WHY LORDS OF THUNDER WAS GIVEN THE EDITORS' CHOICE GOLD AWARD BY EGM. AND WHY GAMEPRO GAVE IT A PERFECT RATING. THEN GET READY TO ROCK. BECAUSE THIS IS ONE PARTY YOU WON'T WANT TO MISS. AND IT'S ONLY ON THE DUO.

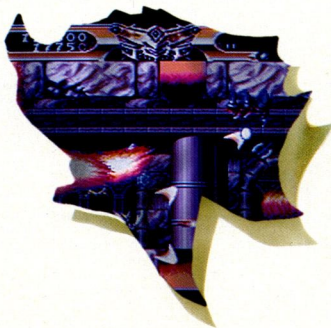


## WELCOM LA





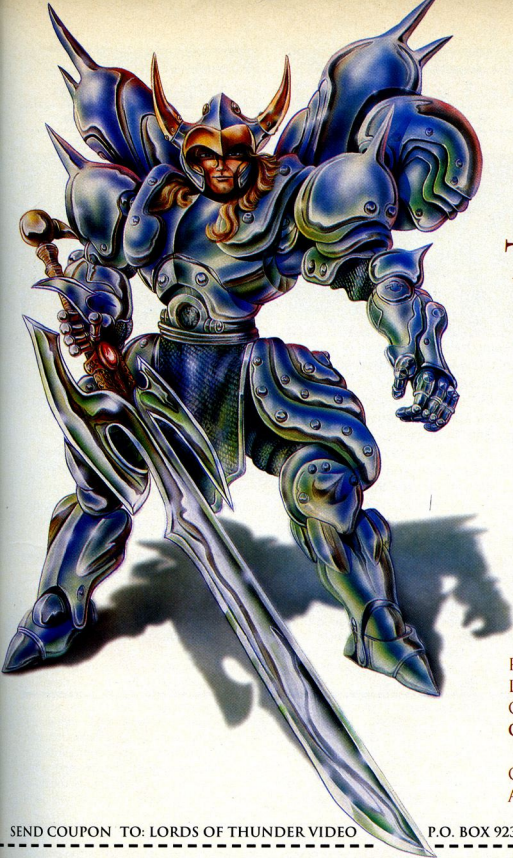
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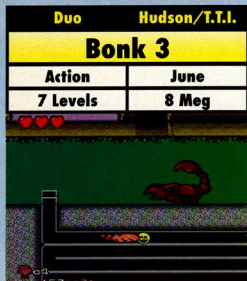


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Get a load of this Bonk! It's Bonk 3 from Hudson/T.T.I. on the Duo.

Bonk 3 is packed with adventure. There is a new two-player mode where you can be two Bonks, but the only problem is they share a life meter! Also, Bonk comes in three convenient sizes: Small Bonk, for those hard-to-reach spaces, Regular Bonk - nuf said, and Large Bonk, for a real big meanie. Watch out for lizard face, he's back, too!

T.T.I.'s main man continues to appear in some solid sequels that combine better-than-average side-scrolling action with good graphics and sound support. The latest installment is no exception, with Bonk thrust into another world filled with dangers and challenges around every corner. A great follow-up!

Bonk is a great character and this third episode really shines! Although it really offers nothing completely new, except for his extreme shape changes, the game is still fun to play! The two-player co-op mode is by far the best feature. That same kooky music and the cartoony backgrounds keep this game going!

Bonk 3 is a great sequel and there are many added touches that keep this game fun. The different power-ups and sizes of Bonk are a blast. The game has the same cartoony look and there are huge bosses as always. The addition of two-player simultaneous game play is yet another way this game gets better and better.

Two is definitely better than one in Bonk's latest head-pounding payoff! The shrinking and growing Bonk modes are purely novelties, a statement of "look what I can do," for the Duo. If you ignore that and play alone, you won't find too many new features to mess with. Bonk 3 MUST be played with a friend to really have fun.



Master this! Dungeon Master is on the Duo thanks to the marvelous people at T.T.I.

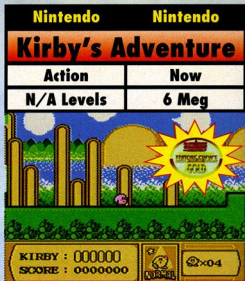
After missing the big Prove-your-a-man festival, Theron, feeling anything but manly, accepts a dangerous mission from the powerful wizard Greylord. He must recover seven ancient symbols of the brave. Encounter eerie monsters and dodge traps. Get set for some serious mind trips in the dungeon!

While the execution is a bit jerky, this game is a strong RPG that has aged, but remains worthwhile. Fighting through the enemies and getting around the obstacles and riddles that fill the mazes that comprise this game make DM one of the few RPGs that this boy will call "classic." The music is also outstanding!

Although this game is extremely old, it's still a solid RPG. The control is average and the music is very good. The enemies are kind of goofy looking and the scrolling is unique. It's tough to compete with other RPGs on the Duo, but Dungeon Master still gets a strong nod. If you're into this type of game, don't miss out on it!

I guess this just isn't my type of game. The addition of CD-quality music really doesn't keep this game from being boring to me. The graphics are OK, and there are lots of options and details to keeping your party alive and fighting. There are very few challenges and I found wandering through a dungeon very dull.

Hey, what do you want, a medal? Dungeon Master is a very cool RPG with good music (on CD, it had better be awesome). Even though the soundtrack isn't exactly fitting for the situations, it rocks on throughout the game. The quest is not difficult, but the journey is long enough to keep you adventure fanatics happy.



Eat your way to the next phase of the "Kirby" saga by Nintendo for the everlasting NES.

This time Kirby is linking up with former foe King Dedede. The two are on a mission to save the Dream Spring. The Star Rod, a tool the spring derives its energy from, has broken into pieces. Kirby and the King must put the Rod back together to keep the Spring. Can you join the duo to save their dreams?

I absolutely drill on the technique found in Kirby! The combination of strategies needed while using the abilities of your enemies puts a new spin on the play. The action is top-notch from start to finish and the characters and game play are all cut from Nintendo's strongest molds. A great 8-Bit title that shouldn't be missed.

Can Nintendo pick winners or what? Kirby's Adventure is an absolute blast to play! Kirby's ability to acquire techniques from eaten enemies is fantastic! Perfect play control and many levels are the icing on the cake. The colors, though very pastel, seem a little drab, but don't let that turn you away from a really fun game.

Wow! What a surprise! This is one of the best games I have played in a long time, regardless of what system it's on. The graphics are cute and the animations are funny. Incredible game play with tons of power-ups keeps you glued to the screen. A vast improvement over the GameBoy version, I can't wait for the Super NES!

Did anyone call Weight Watchers? Kirby just keeps eating his way to the spotlight each time! Here, Kirby's techniques and power-ups are just what I ordered on the menu of fun. Each area is limited in size, but you must use your noggin as well as your dextrous digits to win! Excellent game play really rounds this title out.



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

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

## GENESIS

### Toys

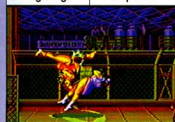
Action Absolute

Sorcerer's Kingdom

RPG American Sammy

Street Fighter 2 CE

Fighting Capcom



Best of the Best: Championship Karate

Fighting Electrobrain

### B.O.B.

Action Electronic Arts

Jungle Strike

Action Electronic Arts

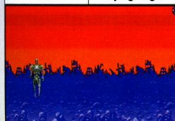


Mutant League Football

Sports Electronic Arts

TZ: Judgment Day

Action Flying Edge



## F-15

Action Microprose

Pirates Gold

Action Microprose

Speedway Pro Challenge

Action Renovation

Mad Dog McCree-CD

Action Amer. Laser Games



Thunderhawk-CD

Action JVC

Spider-Man vs. Kingpin-CD

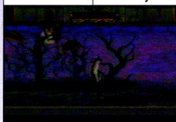
Action Action

Young Indiana Jones-CD

Action Sega

Dracula-CD

Action Sony



Robo Aleste-CD

Action Tengen



Terminator-CD

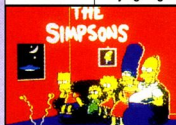
Action Virgin



## GAME GEAR

Simpsons: Bart vs. The World

Action Flying Edge



TZ: Judgment Day

Action Flying Edge

WWF Steel Cage Challenge

Action Flying Edge



Vampire: Master of Darkness

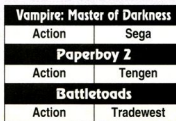
Action Sega

Paperboy 2

Action Tengen

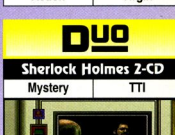
Battletoads

Action Tradewest



Double Dragon

Action Virgin



## DUO

Sherlock Holmes 2-CD

Mystery

TTI



Exile: Wicked Phenomenon

Action

Working Designs



## NEOGEO

3 Count Bout

Action

SNK



## LYNX

Battle Wheels

Action

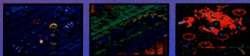
Beyond Games





# TOP TEN BADDEST SCI-FI SHOOTERS

Those of you who haven't played Viewpoint for the Neo-Geo are really missing an awful lot. Once you play it, you won't have any doubt that this is the rockiest, jamminest, baddest shooter ever. The awesome graphics will blow you away with its smooth animation. Totally kickin', man!



## VIEWPOINT

The coolest polygon shooter rocks with intense game play.

## STARFOX

Super FX technology blasts this cart as a heavy favorite.

## AXELAY

An excellent side-scrolling and vertical shooter. Heavy mode 7.

## GATE OF THUNDER

All the Duo's shooter's just don't compare to their top gunner!

## SPACE MEGAFORCE

Great use of Mode 7 make this a classic that won't be forgotten!



## THUNDERFORCE 3

The wildest, most excellent, shooter from the 3rd in its series.

## PARODIUS

The Japan-only cart has tons of cute characters and cool music.

## MUSHA

Great jams, awesome graphics, & game play, a classic!

## GAIJARS

Great graphics and sound. Has some of the coolest weapons!

## BLAZING LAZERS

An oldie but a goodie shooter for the Turbograh-16.

# READER'S TOP TENS

Street Fighter 2 is still the undisputed king of one-on-one fighting games and will stay the best until a better game knocks it off the top spot. But new contenders Mortal Kombat and StarFox could give SF2 a good run. We'll just have to wait and see who sits on top next month!



## STREET FIGHTER 2 / SNES

Awesome graphics and a killer soundtrack! Simply the best!

## MORTAL KOMBAT / SNES

The next best head-to-head game coming soon to your Super NES!

## SONIC 2 / GENESIS

The coolest Sonic game thus far. The 2 player option is a big plus!

## MORTAL KOMBAT / GENESIS

Look out SF2, Mortal Kombat will give you a good challenge!

## AXELAY / SNES.

The pseudo 3-D planet-skimming scenes will blow you away!



## CONTRA 3 / SNES

An intense combat shooter loaded with heavy mode 7 effects.

## FLASHBACK / GENESIS

The fluid animation and involving plot make this game fantastic.

## STARFOX / SNES

Super FX technology brings this game in to a whole new realm!

## TMT 4 / SNES

These radical reptiles kick some major shell in this adventure!

## STREETS OF RAGE 2 / GENESIS

Axel and Blaze are joined by some new friends in this brawl-o-rama!

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

## EDITORS'

EGM's Favorite Games!



### Nintendo's StarFox

#1 2 MONTHS



A game as good as StarFox is sure to remain at the top once again. The competition is getting very fierce though. New entries like Street Fighter Champion Edition for Duo and Genesis are taking top spots right away. Look out for Final Fight 2 this cart is extremely HOT! Hype on the street for Silpheed is also rising.

NAME OF GAME / SYSTEM	RANK	MONTHS	+/-
STREET FIGHTER 2 C.E. / DUO	2	1	■
FINAL FIGHT 2 / SUPER NES	3	2	△
FLASHBACK / GENESIS	4	5	▽
STREET FIGHTER 2 C.E. / GENESIS	5	1	■
SILPHEED / SEGA CD	6	3	△
COOL SPOT / GENESIS	7	4	▽
BUBSY / SUPER NES	8	6	▽
TUFF E NUFF / SUPER NES	9	1	■
ROCK 'N ROLL RACING / SUPER NES	10	1	■

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

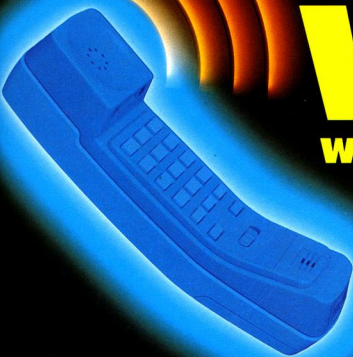
# EGM'S TOP TENS

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

1. SNES / CONTRA 3
2. SNES / AXELAY
3. SNES / TMNT 4
4. SNES / STREET FIGHTER 2
5. SNES / SUPER STAR WARS
6. SNES / SPACE MEGAFORCE
7. SNES / OUT OF THIS WORLD
8. SNES / BATMAN RETURNS
9. SNES / ZELDA 3
10. SNES / FINAL FIGHT 2
11. SNES / MORTAL KOMBAT
12. SNES / STARFOX
13. SNES / SUPER TECMO NBA B-BALL
14. SNES / TINY TOONS ADVENTURES
15. SNES / BUBSY
16. SNES / CYBERNATOR

17. GENESIS / SONIC THE HEDGEHOG 2
18. GENESIS / X-MEN
19. GENESIS / STREET FIGHTER 2 CE
20. GENESIS / TAZMANIA
21. GENESIS / MORTAL KOMBAT
22. GENESIS / ALIEN 3
23. GENESIS / FLASHBACK
24. GENESIS / BULLS VS. BLAZERS
25. GENESIS / ROAD RASH 2
26. GENESIS / TERMINATOR
27. GENESIS / STREETS OF RAGE 2
28. SEGA CD / CD SONIC
29. SEGA CD / NIGHT TRAP
30. SEGA CD / SEWER SHARK
31. SEGA CD / WONDER DOG
32. SEGA CD / MONTANA FOOTBALL CD

33. TURBODUO / GATE OF THUNDER
34. TURBODUO / STREET FIGHTER 2 CE
35. TURBODUO / LORDS OF THUNDER
36. NEO GEO / WORLD HEROES
37. NEO GEO / VIEWPOINT
38. NES / SUPER TECMO BOWL
39. NES / TURTLES 3
40. NES / SUPER MARIO 3
41. NES / YOSHI
42. NES / MEGA MAN 5
43. GAMEBOY / SUPER MARIO LAND 2
44. GAMEBOY / METROID 2
45. GAMEBOY / MEGA MAN 2
46. GAMEBOY / DR. MARIO
47. LYNX / NFL FOOTBALL
48. LYNX / SHADOW OF THE BEAST

Top Ten nominations change each month with all-new favorites! **New entries in red.** These nominations are good through June 30, 1993.



# EGM EXPRESS

## TURBO SF2 CE COMING TO NINTENDO

With the ink hardly dry on the press releases announcing SF2 CE for the Genesis and Duo, Capcom has just confirmed the rumors that they will bring out a version of their newest arcade hit - Turbo SF2 CE, for the Japanese Super Famicom later this year!

Sources in Japan close to Capcom have informed EGM that this version of the game will be either 20 or 24 Megabit, and that it will be out in Japan by September. With such a high meg count, it is estimated that the list price could be as high as 12000¥ (\$100).

When questioned, officials at Capcom USA would only say that "... its parent company Capcom Co. Ltd., will release SF2 Turbo for the Super Famicom in Japan later this year. The release of a Super Nintendo version in North America is under consideration, but not yet planned."

Sources indicate that the quality and presentation are expanded to accommodate changes in last year's hit!



Besides adding more background detail and animation, Turbo SF2 CE for the 16-Bit Nintendo will also have all of the new character moves from the coin-op hit built in!



Like the Champion Edition versions for the Genesis and Duo, the 16-Bit Nintendo Turbo version will allow the game player to play as each of the bosses!

## PLAY NES GAMES ON YOUR SUPER NES!



Play all of your old NES games on your Super NES with the Superdeck!

While in England attending the ECTS, our ace correspondent caught a glimpse of the top secret new Super NES peripheral being made by Hornby of England. This revolutionary device, called the Superdeck, lets you play all of your older 8-Bit NES games on your 16-Bit Super Nintendo!

While not too descriptive as to how it works, Hornby representatives stated that the SD does not violate any of Nintendo's NES patents as the games are played through software emulation and "hardware trickery." Yeah, right!

The good news is, it works! Hornby expects to have the Superdeck in the stores this fall at a list price of about £40 (\$60).

For the U.S. EGM has learned that both Camerica and Innovation are interested in bringing this device to the States. Considering that new NES' go for about \$70 sources say that Hornby will have to reduce the production costs so that the SD will sell for no more than \$49 here.

Nintendo, when contacted, would not comment on the Superdeck.



IF YOU  
THINK IT  
LOOKS

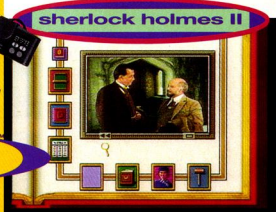


THIS GOOD  
STANDING  
STILL,  
IMAGINE  
WHAT IT  
LOOKS LIKE  
AT 300  
R.P.M.

The average CD spins at a speed of 300 rotations per minute. Then again, DUO systems and CD games are anything but average. DUO can display 512 simultaneous colors. (That's hundreds more than the other guys.) Each and every DUO system comes with Gate of Thunder, Bonk's Adventures, Bonk's Revenge, Y's I and Y's II. A whopping \$249 value for free. Gratis. Not a penny. Also available are Lords of Thunder, Bomberman '93 and all the games shown on the left. Coming soon is John Madden's - CD Football, only available on DUO. Hook DUO up to your stereo and play CD's. Or hook DUO up to a PC and use it as an external CD-Rom drive. All this and more, for around \$299. 300 R.P.M. 299 bucks. A gazillion advantages. All at one number. Simply call (310)337-6916 for more details.



**DUO**





# THE GAME DOCTOR

## Q & A Time

Welcome back, y'all, to another gab session with the Silicon Sawbones. We've got a Game Doc Prize Packet winning question to lead us off this month (and by the way, folks, we're a little behind in getting those packets out, so please be patient.) If, however, more than a month has passed since the issue with your winning letters appeared, give us a shout and we'll take care of it immediately, okay?

**Q:** I was recently flying cross-country and was asked by a stewardess to actually turn off my GameBoy—she said it was interfering with the plane's operation. Is this possible, Doc?

**Leon Castlebury**  
Reno, NV

**A:** Believe it or not, Leon, it may be true. According to a feature syndicated by the AP, some 40 pilots have complained to the FAA about onboard electronic gadgets—from laptop computers to

CD players and even humble GameBoys—fouling up their equipment. At the moment, the FAA prohibits only cellular phones and radio devices, but it is studying the possibility of extending that ban to include even such seemingly harmless devices as calculators! It seems pilots have recorded instrument readings that were wildly inaccurate and attributed the phenomena to electronic devices. We'll be following this subject in the future, but for now you can probably keep playing!



Is your GameBoy causing interference with airline flights?!

## LETTER • OF • THE • MONTH

We just heard the results of this year's Hill Invitational Video Game Tournament. So let's have the host, Mr. Jayson Hill take it away and provide the results: "Almost all the inquiries I got (as a result of the Tournament being mentioned in this column)

were from classic game collectors whom I now correspond with. We had a fair turnout, 23 people, but great participation in the **Space Invaders Tournament**. No prior champ was able to make it this year, so we have a new champion, Brent Hubbell!"

**Q:** One of the many reasons I love the Game Doctor [editorial blush. GD] is that you can answer any video game question honestly and accurately. The question I have concerns the Duo. I own a TurboGrafx-16 with the old CD player, and I know I can play the Super CD games on it with the system card 3.0. The question I have is: will I be able to use the computer hook-up with the older CD-ROM for the Duo? I hope I can, because I would really hate to have to sell the old CD-ROM so that I can have one on my computer.

Besides, what is the technical difference anyway?

**David Pavlina**  
Westchester, CA

**A:** Good news, David! According to TTI you can, in fact, use your older model CD-ROM drive with your computer. As for the differences between the two systems, the primary advantage of the new CD-ROM drive is its enhanced access speed. I believe there is also more buffer space in the new version. Buffer space is important since in most CD-based video games, the program is not running directly off the CD—instead, the game, or sections of it, as in multi-level contests, are loaded into a buffer area, from which they can be accessed with the speed of a ROM cartridge.

Feeling better? Good, that's what we're here for...

And that about wraps us up for this issue. Remember to send those questions, comments and corrections to: The Game Doctor (EGM), 330 S Decatur, Ste. 152, Las Vegas, NV 89107. Aloha!

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HUDSON SOFT



The latest multi-player game from TTI. Also known as Game of the month for April by EGM.

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



Play solo against the machine. Or play against one to four players. If you even have that many. There's also a level game to test your patience.

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



The logo for DUO, featuring the word "DUO" in a bold, stylized font. The "D" and "O" are large and white, while the "U" is smaller and blue. The letters are set against a dark blue background.

For information on where to buy Bomberman '93™ call 310-337-6916. Bomberman '93 is a trademark of Hudson Soft.

[illegible]

# INTERNATIONAL OUTLOOK

## INTERNATIONAL NEWS

By Terry Aki

Hold onto your hats, because I just got the latest info on some of the latest and greatest games to hit the Land of the Rising Sun. With anticipation, I was able to get into the CSG (Consumer Soft Group) show in Japan, where a lot of new carts were being shown for the first time.

Easily the best of the show was *Street Fighter 2: Champion Edition* for the P.C. Engine. This 20-Meg cart was the talk of the show. In fact it had its own room, where players clustered around the booths trying to catch a glimpse of their favorite warriors. Silpheed was at the show, and was closer to completion, and the same for *R-Type III*. Say goodbye to slowdown!

Other spectacular sights to see included the unbelievably fast *Time Dominator*, and the intense motorcycle action of *GP-1*. These games should come to the States pretty soon. This show was the best one yet, and though my feet are sore, it was well worth seeing. I can hardly wait to see what's next!



**WORLD NET**  
INTERNATIONAL GAMING INFORMATION NETWORK

IREM OF JAPAN

### R-TYPE III

SUPER FAMICOM

UKN. MEG

CARTRIDGE

The vile Bydo empire has returned to finish the planet Earth and her colonies once and for all. With their extensive armada they have swarmed the galaxy, slaughtering many hapless humans, leaving pain and suffering in their wake. Only one ship in the Earth's forces can possibly hope to save the human race from extinction; the R9. Equipped with a specialized Droid unit, the ship is able to annihilate large numbers of aliens. Will it survive? That is up to you.

*R-Type III* features a ton of levels, each varying from the vacuum of space to an alien nesting ground. All the levels will prove tough to crack.

*R-Type III* is the latest in this popular line of shooters. Like the previous versions, this one features hot graphics, non-stop action and awesome power-ups. The one problem that plagued the earlier games has been almost eliminated: slowdown. With the slowdown taken care of, this cart proves to be one of the better shooter attempts in the market.



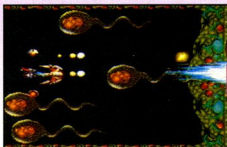
Use your special bombs to utterly smash the bad guys.



Mini-bosses are a real pain if you are not powered-up.



If you hold down the fire button, you can release for a big shot!







# Demonic powers. Medieval torture chambers. Black magic. Where do I sign up?

## Dungeon Master - Theron's Quest™ The Saga Continues.

DUNGEON MASTER™ THE ONLY FIRST PERSON POINT-OF-VIEW ROLE PLAYING GAME AVAILABLE ON CD THAT LETS YOU EXPERIENCE FIRST HAND WHAT IT WAS LIKE TO BE A MEDIEVAL DUNGEON MASTER, WITHOUT HAVING TO WEAR TIGHTS AND A BOWL HAIRCUT.

AND AFTER YOU'VE HAD YOUR SHARE OF TWISTED DEAD-ENDS AND CHAOS, THERE'S EVEN A HELP-LINE FOR THE INEXPERIENCED.



SO SEE YOUR NEAREST DUO DEALER AND ASK FOR

DUNGEON MASTER™ THE ONLY CD GAME FOR THOSE OF YOU WHO ARE PART WIZARD. AND PART MASOCHIST.



FOR INFORMATION ON WHERE TO BUY DUNGEON MASTER-TERON'S QUEST™, CALL 310-337-6916.

# INTERNATIONAL NEWS

## WHAT'S IT MEAN?

Surprisingly, not many people know the meaning behind the name Nintendo, or the other companies much less. (Not even our Ed knew!) Nintendo comes from an old Japanese saying that loosely translates to "Do the best of your abilities and let the heavens determine the outcome." (Sorry it loses a lot in the translation.) However, the three Kanji symbol characters composing Nintendo can also be directly translated as "The house-where-you-leave-it-up-to-the-heavens."- in other words, a casino. In that sense, it's a name perfectly suited to a company that was and still is the top manufacturer of traditional and western style playing cards in Japan. (That's why most people over 40 in Japan tend to think of Nintendo as a playing cards brand, not that they're wrong.)

Out of interest, for those of you wondering where Sega gets its name, we've got the answer. Sega takes its name reflecting its arcade roots: SEvice and GAMES, using the first two letters of those two words. Once you know, it seems kind of simple now, doesn't it? TTI's mother ship NEC stands for Nippon Electric Company. So there you have it, the mysteries of the Orient are revealed. Just a little trivia to throw to your friends!



Nintendo takes its name from its old playing card roots.

## SEGA OF JAPAN

### AFTER ARMAGEDDON

MEGA CD

CD

CD-ROM

A terrifying quest is erupting onto the Mega CD. This dark journey is set after an apocalypse, where the majority of life on Earth has been enslaved by hideous creatures. You are a 15-year-old slave who has found a mystical book that lets monsters join your side. The only way to power them up is to have them eat people! Journey down the dark side with After Armageddon. It's a load of thrills!



In this magical room, something truly magnificent will happen to you.

The man-eating monsters make the deadliest enemies in After Armageddon.



## INTEC OF JAPAN

### GALAXY GAYVAN

SUPER CD-ROM

CD

CD-ROM

A brand new two-player simultaneous action game is about to come out for Super CD-ROM players. Entitled Galaxy Gayvan, this fast-paced game features the adventures of two warriors: Gayvan and Mittchi, as they fight the forces of evil spreading throughout the galaxy.

Galaxy Gayvan is a visual feast. Its backgrounds and animation are lively. Owners of a Super CD-ROM should see it!



Armored battle-suits help protect you from enemy attacks.

The underground caverns hold a great deal of trouble for Gayvan!



## SEGA OF JAPAN

### BARE KNUCKLE 2

GAME GEAR

UKN. MEG

CARTRIDGE

Join the brave quartet of fighters as they attempt to rescue their friend Axel from the confines of the sinister Mr. X! Tape your feet to the music of Yuzo Koshiro. This sequel is sized down only a little bit from its 16-Bit brother, but loses almost nothing. For the roughest fighting cart seen on the Game Gear, try this one! Watch for this to come to the U.S. as Streets of Rage 2 later this year.



Bare Knuckle 2: coming soon to a Game Gear near you!



HUDSON SOFT

# SUPER BOMBERMAN

**SUPER NES ACTION CARTRIDGE**

Bomberman has just been ported over to the Super NES, and it now uses the multi-player adapter so that up to five people can combat one another. The plot of Super Bomberman is deviously simple. Run around a maze of blocks while setting bombs and blowing up friends and foes. A full complement of power-ups allow for diversity of play.

Like the previous versions on the NES and Duo, this cart is loaded with technique. The graphics however, have been enhanced using the many colors available to the Super NES. Most players should like Super Bomberman. Each game is different, and with the option of having friends join, it's irresistible.



Set off a chain reaction of bombs to catch unaware enemies.



Always make sure you have a lot of space to maneuver in.



If possible, try to pick up power-ups to make your job easier.

T.H.Q.

# REN & STIMPY

**SUPER NES ACTION CARTRIDGE**

That wacky duo from Nickelodeon, Ren and Stimpy are here! Thanks to the folks at T.H.Q., the hit cartoon series is being brought alive on the Super NES. Sporting graphics from the show, this cartridge mimics every detail of the main characters almost perfectly.

Ren has to find his cat buddy Stimpy, who has suddenly disappeared. Will that wacky pair reunite once again?



You'll meet strange fellows around the enchanted forest. Stay on guard!

Robin Hoek must fend off creepy critters with his bow. Is this funny or what?



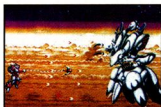
RENOVATION

# DEVASTATOR

**SEGA CD ACTION CD-ROM**

On the horizon, an intense action game tentatively called Devastator is coming to the Sega CD. It features level after level of intense side-scrolling action.

You control a gigantic power suit against the forces of evil, who also have robotic weaponry. The going will get tough, but your mech can destroy almost anything!



This mech boss has a lot of firepower, but it also has a weak spot.. Try its head!

Your biological enemies are nothing to sneeze at! Death comes quickly!



T.T.I.

# BATTLE LODERUNNER

**DUO ACTION CHIP**

Lode Runner has delighted players for years. Many versions have come out, all based on the adventures of a man who is trying to collect treasures. In the Lode Runner games, it was always just one player avoiding robots and digging pits. Now you can hook up with up to four of your friends for an exciting adventure. If you like this sort of game, Battle Lode Runner can be a real blast!



Challenge your friends in an all-out Lode Runner contest! Who will win?

The later levels are riddled with traps. It takes fast reflexes to survive!



Japanese game name. The U.S. version will have a different name.

# NEXT WAVE

## DIRECTORY

### NINTENDO

Magic Candle World Amer. Sammy  
 Trolls in Candy Land Amer. Soft.  
 Mighty Final Fight Capcom  
 Dragon Warrior 4 Enix  
 Mickey's Safari Hi-Tech Exp.  
 Pro Sport Hockey Jaleco  
 Young Indy Jaleco  
 Konami Grand Prix Konami  
 F117A Stealth Fighter MicroProse  
 Addams Family Animation Ocean  
 Jurassic Park Ocean  
 Wizard of Oz Seta  
 Happily Ever After Softel  
 Dracula Sony Imagesoft  
 Where's Waldo 2 THQ  
 Brainses Titus  
 Indiana Jones: Last Crusade UBI  
 Prince of Persia Virgin

Dragon Warrior 5 Enix  
 Seventh Saga Enix  
 Ultima 6 FCI  
 Ultima 7 FCI  
 Worlds of Ultima Hudson  
 Beauty and the Beast Hudson  
 Dig & Spike Volleyball Hudson  
 Fievel Goes West Hudson  
 Inspector Gadget Hudson  
 Super Bomberman '93 Hudson  
 Super 3-D Football Hudson  
 Claymates Interplay  
 Lord of the Rings Interplay  
 Rock & Roll Racing Interplay  
 Rocky Rodent Irem  
 Super Bowlers Jaleco  
 Super Bases Loaded 2 Jaleco  
 Super Empire JVC  
 Chester Cheeta 2 Kaneko  
 Fido Dido Kaneko  
 Socks the Cat Kaneko  
 G 2 Kemco  
 Top Gear 2 Kemco  
 Ghengis Kahn Koel  
 Romance of the 3 Kingdoms:3 Koel  
 NFL Football Konami  
 Zombies Ate My Neighbors Konami  
 Incredible Crash Dummies LJN  
 Terminator 2 LJN  
 Noah's Ark 2 Matchbox  
 F-1 Grand Prix 2 Mc'O River  
 Super Volleyball Mc'O River  
 Super Scrabble Milton Bradley  
 Mario is Missing Soft. Tool Works  
 Championship Wrestling Natsume  
 Special Tee Shot Nintendo  
 Dennis the Menace Ocean  
 Clue Parker Brothers  
 'Annet Again Renovation  
 Arx Odyssey Renovation  
 'Devastation Renovation  
 Dream Probe Renovation  
 The Journey Home: TQFT Renovation  
 F-1 Roc 2 Seta  
 Kendo Rage Seta  
 Wizard of Oz Seta  
 Equinox Sony Imagesoft  
 Aero the Acrobot Sunsoft  
 Duck Dodgers Sunsoft  
 Superman Sunsoft  
 World Heroes Sunsoft  
 Teen Super Bowl Tecmo  
 Ren and Stimpy THQ  
 Robosaurus THQ  
 Total Carnage THQ  
 Blues Brothers Titus  
 SPO Quarterback Tradewest  
 Time Slip Vic Tokai  
 Robocop vs. Terminator Virgin  
 Young Merlin Virgin

### ENIX

Enix

FCI

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### GENESIS

Goofy Absolute  
 Brett Hull Hockey Accolade  
 Pele Soccer Accolade  
 Speed Racer Accolade  
 Mad Dog McCreedy 2 (CD) Am. Laser  
 Space Pirates (CD) Am. Laser  
 Who Shot Johnny Rock? Am. Laser  
 Sorcerer's Kingdom American Sammy  
 Alien (CD) Arena  
 Mortal Kombat (CD) Arena  
 Mortal Kombat Arena  
 WWF Wrestlemania (CD) Arena  
 High Seas Havoc Data East  
 James Bond 007 Domark  
 Mig-29 Domark  
 Star Williams Grand Prix Domark  
 Stellar Seven (CD) Dynamix  
 B.O.B. EA  
 Haunting EA  
 James Pond 3 EA  
 Might & Magic 3 EA  
 World Champ. Wrestling FCI  
 Acclaim's World Cup Soccer Flying Edge  
 NFL Quarterback Club Flying Edge  
 Simpsons: Bart's Nightmare Flying Edge  
 T2: Judgement Day Flying Edge  
 Brutal (CD) Game Tek  
 Family Feud Game Tek  
 Harlem Globetrotters Game Tek  
 Humans 2 Game Tek  
 Jeopardy 2 Game Tek  
 Kawasaki Game Tek  
 King's Table Game Tek  
 Wheel of Fortune 2 Game Tek  
 Metal Gang JVC  
 Dungeon Master (CD) JVC  
 Metal Gang JVC  
 Thunderhawk (CD) JVC  
 Chester Cheeta 2 Kaneko  
 Fido Dido Kaneko  
 Socks the Cat Kaneko  
 P.T.O. Koel  
 Castlemania: Bloodlines Konami  
 Rockal Knight Adventures Konami  
 F15 Strike Eagle 2 MicroProse  
 Pirated! Gold MicroProse  
 Chessmaster 2100 Mindscape  
 Rolling Thunder 3 Namco  
 Splatterhouse 3 Namco  
 Keeper of the Gates Razorsoft  
 Power Modeler: European Racers Revell Mono.  
 Power Modeler: High Tech Aircraft Revell Mono.  
 Power Modeler: Muscle Cars Revell Mono.  
 Vampire Killer Sega  
 B-Bomb Sega  
 Citizen-X (CD) Sega  
 Dinosaurs for Hire Sega  
 Ecco (CD) Sega  
 Joe Montana 3 (CD) Sega  
 Land Stalker Sega  
 Sonic the Hedgehog (CD) Sega  
 Spindamon (CD) Sega  
 Toe Jam & Earl 2 Sega

Wing Commander (CD) Sega  
 Young Indiana Jones (CD) Sega  
 ESPN Baseball Sony Imagesoft  
 ESPN Football Spectrum  
 Star Trek TNG Sunsoft  
 Aero the Acrobot Takara  
 Fatal Fury Takara  
 King of the Monsters Tecmo  
 Super Tecmo Bowl Tecmo  
 Pit Fighter 2 Tengen  
 RB 5 Tek Magik  
 Sylvester & Tweety THQ  
 Thomas the Tank Engine THQ  
 Time Trax Tradewest  
 Danny Sullivan's Indy Heat U.S. Gold  
 Strider 2 Virgin  
 Chi Chi's Pro Challenge Golf Virgin  
 Chuck Rock 2 Virgin  
 Cool Spot Virgin  
 Dune 2 Virgin  
 Dune 2 Virgin  
 Robocop vs. Terminator Virgin  
 Terminator (CD) Virgin

NFL Quarterback Club Acclaim  
 Star Hawk Acclaim  
 Trailblazers Activision  
 Battle Ping Pong American Sammy  
 Trolls American Softworks  
 The Little Mermaid Capcom  
 TaleSpin Capcom  
 Tumble Pop Data East  
 Panel Action Bingo FCI  
 Runes of Virtue 2 FCI  
 Mickey's Safari Hi Tech Expressions  
 Lure Fishing Hot-B  
 Rampart Jaleco  
 Sword of Hope 2 Kemco  
 Batman (anima.) Konami  
 Tiny Toon Adventures 2 Konami  
 T2: Coi-Op LJN  
 Great Greed Namco  
 Link's Awakening Nintendo  
 Top Rank Tennis Nintendo  
 Darkman Ocean  
 Dennis the Menace Ocean  
 Dracula Sony Imagesoft  
 Hit the Ice Taito  
 The Flintstones Taito  
 Home Alone 2 THQ  
 Swamp Thing THQ  
 Titus the Fox Titus  
 Indiana Jones: ATLC UBI  
 Legend of Zed Vic Tokai

### DUO

Battle Lode Runner Turbo Tech.  
 Beyond Shadowgate Turbo Tech.  
 Bomberman '93 Turbo Tech.  
 Bonk 3 Turbo Tech.  
 CD Zank Turbo Tech.  
 Dangerous Journey Turbo Tech.  
 Dungeon Slayer 2 Turbo Tech.  
 Dungeon Explorer 2 Turbo Tech.  
 Exile (CD) Turbo Tech.  
 Forgotten Worlds (CD) Turbo Tech.  
 Gun Ground 6 Turbo Tech.  
 Macross 2036 Turbo Tech.  
 Macross Simulation Palsoft/Turbo Tech.  
 Overhauled Man 3 (CD) Work. Designs  
 Ranna 1/2 Turbo Tech.  
 Spriggan (CD) Altus/Turbo Tech.  
 Sherlock Holmes 2 Work. Designs  
 Shookman Turbo Tech.  
 Samurai Ghost Turbo Tech.  
 Time Cruise Fave/Turbo Tech.

### SUPER NES

Mortal Kombat Acclaim  
 NFL Quarterback Club Acclaim  
 Acclaim's World Cup Soccer Acclaim  
 Speed Racer Accolade  
 Bio-Metal Activision  
 Kaboom Activision  
 Pitfall Activision  
 River Raid Activision  
 Super Power Punch Amer. Soft.  
 Football Fury Amer. Sammy  
 Might & Magic 2 Amer. Sammy  
 Diamond Chart Amer. Technos  
 Super Dodgeball Amer. Technos  
 Ardy Lightfoot Asci  
 Dominus Asci  
 GP 1 Altus  
 Kitaro's Adventures Bandai  
 SD Great Battle Bandai  
 Toxic Crusaders Bandai  
 Riddick Bowe Boxing Bignet  
 Aladdin Capcom  
 Capcom's NFL Football Capcom  
 Goo Troop Capcom  
 Dashing Desperados Data East  
 Monday Night Football Data East  
 Cl. Games 2 DTMC  
 Fiat of the North Star ElectroBrain  
 Future Zone ElectroBrain  
 Legends of the Ring ElectroBrain  
 Bulls vs. Blazers 2 Electronic Arts  
 ActRaiser 2 Enix

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 ActRaiser 2 Enix

### GAME GEAR

Mortal Kombat Arena  
 T2: Arcade Game Arena  
 Desert Strike Domark  
 James Bond Domark  
 Mortal Kombat Domark  
 Bart vs. The World Flying Edge  
 T2: Judgement Day Flying Edge  
 NFL Quarterback Club Flying Edge  
 Humans GameTek  
 Jeopardy GameTek  
 Wheel of Fortune GameTek  
 Chase H.Q. Sega  
 David Robinson B-ball Sega  
 Home Alone Sega  
 TaleSpin Sega  
 Tazmania Sega  
 Vampire Sega  
 Click-Click Sony Imagesoft  
 Cliffhanger Sony Imagesoft  
 Dracula Sony Imagesoft  
 Hook Sony Imagesoft  
 Last Action Hero Sony Imagesoft  
 Strider 2 U.S. Gold  
 Global Gladiators Virgin  
 Robin Hood Virgin

### NEO GEO

Art of Fighting 2 SNK

### GAMEBOY

Cross Word Challenge Absolute  
 Star Trek: TNG Absolute

\* DENOTES WORKING TITLE

This listing of upcoming products is current as of April, 1993 and represents future releases announced as planned or under development.



# STREET FIGHTER 2... 1986 TO PRESENT

DATE:

AUG.  
1986



SF-ARCADE

SEPT.  
1987



FIGHTING STREET-TG16-CD

SEPT.  
1990



STREET FIGHTER 2010-NES

MAR.  
1991



SF2-ARCADE

APR.  
1992



SF2 CE-ARCADE

JULY  
1992



TURBO SF2 CE-ARCADE

JUNE  
1993



SF2 CE-GENESIS

SEPT.  
1993



SF2 CE-DOO



TURBO SF2 CE-SUPER FAMICOM

Has it really been seven years since we first started playing Street Fighter in the arcades? While not many of us were actually there in 1986 (the SF machine sales were actually quite poor), it was, nevertheless, the beginning of an era. The arcade version was simple compared to its sequel, but the TurboGrafx CD version - one of the first games ever released on CD - was more memorable. It wasn't a spectacular game (reviewers were saying the same things then as they are now about many CD games - "it's a cart game with CD music"), but it did introduce us to Ken and Ryu.

After a year or two Capcom decided to make another attempt at a street fighting game and early ads in the Japanese arcade trade journals called their new game Street Fighter '89. When the game came out, the name was changed to Final Fight and a new series of games was born.

After FF, Capcom took the Street Fighter name and tried to make a futuristic fighting game for the NES. About all that the game had in common with SF was the main character who was named Ken.



Street Fighter 2 broke out of the punch-and-kick mold to become the ultimate combat title!

Not having tremendous success with the SF game, Capcom went back to the drawing boards and came up with a heavily modified update and called it SF2. The rest is history!

The 1992 CE

update gave the player control of the bosses, and late that year, after seeing many of their CE arcade games being 'updated' with illegal accelerator chips, Capcom released a Turbo SF2 CE arcade game.

Most recently, the excitement has moved to the home scene with the release of a CE ver-

sion for the U.S. Genesis and the Japanese Duo. Just last month, the series was concluded with the introduction of the Turbo version in Japan. Can a U.S. release be far behind?

The big question now becomes: Where is SF3?

## THE HISTORY OF FINAL FIGHT



FF ARCADE  
JUNE 1989



FF SUPER NES  
NOVEMBER 1991



FF GUY (JAPAN)  
MARCH 1992



FF 2 SUPER NES  
JULY 1993



MIGHTY FF NES  
JULY 1993



# FIGHTING STREET

## The Legend Begins

This is the game that started the epic saga! Fighting Street was originally released in the arcades in 1987, but NEC bought the rights for the home version in 1989 and called it Fighting Street.

It features 10 enemy fighters to combat or play in a two-player mode against the formidable Ryu or Ken. This very first Turbo CD game is difficult to find, but if you do, you'll have a real collector's item!

JAPAN	
<b>Retsu</b> Retsu is a skilled warrior but his lack of speed and special techniques make him an easy foe to defeat.	<b>Geki</b> Geki is a powerful ninja with the ability to turn invisible for sneak attacks. He also throws fast ninja stars.

U.S.A.	
<b>Joe</b> Joe is a quick fighter who specializes in back kicks. Just keep kicking him to come out on top.	<b>Mike</b> Mike is an ex-boxer who packs plenty of powerful punches. Even though he has no kicks, don't count him out.

ENGLAND	
<b>Birdie</b> Birdie is an over-sized thug with a devastating attack using his head. Watch for his two-fisted attack.	<b>Eagle</b> Using two iron rods as his primary weapon, Eagle has incredible strength with a powerful spin attack.

CHINA	
<b>Lee</b> A known kung-fu expert, Lee has fast attacks with many flashy and deadly tricks up his sleeve.	<b>Gen</b> Gen is an old martial arts master with quick moves and an unusual style of boxing. Watch for his sweep.

RYU	
<b>JAPAN</b> Ryu is the calm and cool fighter who lives only for the fight. He has a wide range of attacks that includes the awesome Dragon Punch and the fearsome fireball attack.	



THAILAND	
<b>Final Battles!</b> <b>ADON</b> <b>SAGAT</b>	
Adon is a strong opponent who uses a variety of punch and kick attacks. Beware of his upside-down kick flip!  The final battle is with Sagat! His moves, like the Tiger Fireball and powerful kicks, are the most destructive!	

KEN	
<b>JAPAN</b> Since Ken and Ryu trained with the same master, they both know the same maneuvers. His berserker rage can really stun an opponent when he flips out.	





**New! For Duo / PC Engine!**

**20 MEG!**

# STREET FIGHTER II<sup>®</sup>

## CHAMPION EDITION

When word hit our office that a new version of Street Fighter II: Champion Edition would be shown in Japan, we quickly packed our bags and headed out to the CSG (Consumer Soft Group) Show in Tokyo.

And the rumors were correct! There it was, up and running, Street Fighter II: Champion Edition for the PC Engine! To everyone's surprise, NEC of Japan had been secretly negotiating with Capcom of Japan for this title in addition to Sega!

In this article, we'll focus mainly on the PC Engine version, but, in order to see how really good it is, look at how it stacks up against the arcade, Genesis, Super NES (original SF2) and the new Turbo SF2 CE version for the Super Famicom!

After talking with the people at NEC we found out that the biggest problem surrounding the release of SF2 for the PC Engine was the controller. Since it only has, at most, three buttons, they decided to incorporate the same button system as found on the Super NES pad. While this new pad may not look

**• 6-BUTTON JOYSTICK •**



This may not be the most attractive joystick, but it sure does control well.

like much, it controls great and has a nice feel for those intense combo attacks. The 6-button pad will retail for ¥3980 (about \$35.00) and it will be out in June.

Now, on to the game. The original Street Fighter II arcade had some programming flaws like making Guile much too strong and some of the special attacks took some real work to get them out. But when Champion Edition hit the arcade floors, these and many other changes were included to make the game easier and more fun to play. To sum it all up, every change made to the arcade has been included in this version!

There's no skimping with this game, either! NEC went all-out and made it an incredible 20-Meg! As they explained, more on-screen colors means more memory needed to show the same data. That is why the Genesis

### COMPARE THE DIFFERENT VERSIONS!

Although Street Fighter II is currently in four formats, the biggest difference between these versions is in the background color and detail. Check it out!



The Super NES Guile stage has nice detail but only has a blue background.



The PC Engine background has a colorful gradient with lots of detail in the jet.



The Genesis version has a redder background and everything is smaller.



The colorful background on the arcade and PC Engine look similar, don't they?



Yes folks! This is an actual photo of the Super Famicom Turbo Street Fighter II!



Choose your favorite World Warrior from the large menu of twelve characters.



Ryu's searing fireball makes short work out of M. Bison.



Now, Honda can move around while doing the 100 Hand Slap.



Blanka's face bite really lets him get up close and personal!



Guile's thrusting knee attack has been left in this version.



Ken's furious rage lets him execute the eggbeater kick!



Chun Li can score multiple hits with her spinning kick!



Zangief's most powerful move is the spinning piledriver.



Dhalsim can turn up the heat with the scorching Yoga Fire.



**BOSSSES!**



Yes, even the bosses can be used as playing characters in SF2: CE!

version only required 16-Meg. In other words, this version plays, sounds, and looks just like the arcade. To top it off, it has a versus mode, two-player ability, and the addition of playing as the bosses! However, it will cost a steep ¥9800 (about \$90.00) when it first hits Japan in June, but that price will probably drop.

Of course, all the characters are there with their re-designed faces. Guile has a chiseled look to his face, Blanka looks even more like the beast he is, and Ryu looks older.



Naturally, you can choose to play as either the character's champion colors or the normal SF2 colors by just selecting the player and pressing a button.

The game plays exactly the same as the coin-op and the special techniques are executed just like before with all the joystick and button combos churning out some awesome attacks. The levels are beautifully detailed and there are animations occurring in the background.

The sound effects are also a real treat to hear because they sound as good, if not better, than the Super NES! This comes as quite a shock because the PC Engine wasn't known to have such great sound capability. The level tunes fall a bit short of the Super NES but aren't bad. The voices are also perfectly digitized and sound terrific, too!

Although we didn't get to see the bonus stages (not completely fin-

ished) we can assume that they will be faithful to the arcade.

Overall, as this game shows, the PC Engine still can hold its own when compared to what the Genesis can do. Hopefully T.T.I. will be able to bring this super cart to the U.S.!



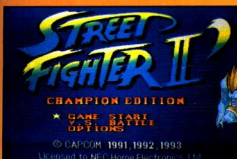
## HANDS-ON PC ENGINE REVIEW

**ED**

Having played both the Genesis and now the PC Engine versions, I can say that both are excellent games. Game play and sound quality are virtually identical, and the control is very precise. Executing the complex combos was very easy. Which one is better? I would have to say that the PC Engine version came out on top, not because of playability, but rather because it looks great. The extra colors on the screen really make a difference!

**DANYON**

I really didn't know what to expect from the PC Engine version, but I've gotta tell you that this game is incredible! Every aspect from the perfect game play, excellent voices, and colorful graphics make SF2 CE a winner! The only drawback would be the background music but it is the best music I've heard from a chip game. The added cost of the six-button controller seems negligible because the game is just so good. Seems the PC Engine is back from the dead!



The title screen shows off the three modes, including a versus mode.



The versus screen lets you choose each character's power level and the stage.



DUO

## NEBAD DESERT

### MISSION ONE



#### OVERHEAD SCENES / RPG

You must cross the dangerous Nebad desert to get to Baghdad.



#### SIDE-SCROLLING SCENES / ACTION

The serpentine boss of Baghdad will burrow out of the ground and strike you!

### THROUGH THE SANDS OF TIME...

Evil has once again struck the desolate land, holding the populace in a tight grip of fear. In response to this outbreak of terror, Sadler has unsheathed his sword, and is ready to free his people once again. With three brave friends: Rumi, Kindi and Fakhyl; Sadler's force is strong enough to destroy any evil force.

By using the CD's capabilities to their fullest, Exile: Wicked Phenomenon creates an epic journey that makes it one of the better Duo games. The quest is long and the bosses are difficult. The graphics and music are also top-notch. Can you rid the world of the evil curse before it's too late?



Find out about worshippers of the evil god Crully here.



The vile god of death: Crully. Use Kindi for he is very strong.

### GET TO KNOW YOUR FOUR WARRIORS!



#### SADLER

The sword-swinging hero of the quest. Average strength.



#### KINDI

The strongest of the characters, he's slow, but packs a wallop!



#### RUMI

A nimble female fighter; throws knives at great speeds, but is weak.



#### FAKHYLE

This wizard knows powerful spells, but it takes time to cast them.



### FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
WORKING DESIGNS	DUO	MODERATE	JUNE
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
SUPER CD	N/A	ACT/RPG	100%

**DUO**

## Battled!



Strategy is as important as surviving!  
Know your abilities and you will win!

## Utilize all your skills!



There are two views to the game, first of which is the movement screen (above) where all the action takes place. Second is the sub-menu where all your items and such are used.



## Watch for traps!



Be wary of trap doors in the floor.



Certain doors hide unlucky surprises!

## Ghoulish encounters!



## Characters Galore!

**Theron**

Well, we all should know who he is! The main hero!

**Tiran**

Has a flair that does devastating damage.

**Maira**

A sorceress with special powers and abilities.

**Pentai**

Trained with the use of suriken weapons!

## Enter the levels!



Here are the locations to the seven ancient symbols that you need!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	<b>T.T.I.</b>	<b>DUO</b>	<b>MODERATE</b>	<b>NOW</b>
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	<b>CD-ROM</b>	<b>N/A</b>	<b>RPG</b>	<b>100%</b>



## THERON IS IN FOR IT FOR SURE!

Now that it is spring in the village of Anaria, the harvest festival of the coming of age has begun, the festival where young boys of age become true men. However, Theron didn't make it to the festival, for he was a shepherd and had to rescue his sheep from falling into the swamp.

That night, the powerful wizard Greyford came to find a warrior to recover the seven ancient symbols of the brave. Theron quickly volunteered to prove that he was a true man.

Ported from the computer version, this one goes beyond it and gives you an identity role as well as a defined quest. Everything is seen in a first-person perspective and you must navigate the corridors of seven levels while dodging traps and fighting monsters.

# Theron's Quest



# SHERLOCK HOLMES

## Consulting Detective

### VOL. II

## "Watson, Get My Seven Per-Cent Solution..."

Help super snooper Sherlock Holmes solve three puzzling cases for the Duo: "The Case of the Two Lions," "The Case of the Murdered Munitions Magnate," and "The Case of the Pilfered Paintings." Using live-action video with excellent voice duplication, try and solve the mysteries with your faithful colleague Dr. Watson! If you get tired of a case you are working on, don't fret - there is a save-game option that will allow you to continue it later! Using a variety of items for collecting information, piece together your case one bit at a time, until you think you have enough evidence to take to a judge for a trial! This includes listening to all the rumors and other conversations people may be having!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	T.T.I.	DUO	MODERATE	JUNE
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	CD-ROM	3 CASES	STRATEGY	70%

## INVESTIGATION ICONS AND THEIR FUNCTIONS:

This is the master screen where you will decide which items to use in each of your mysteries!

Use the little magnifying glass to select which item to use. There is also a save-game function, allowing you to continue a game at a later time!



### 1. CASEBOOK:

Select the case you wish to solve.



### 2. NOTEBOOK:

Write down names and important observations.



### 3. DIRECTORY:

Addresses of all the people you know.



### 4. NEWSPAPER:

Important clues and current events.



### 5. CARRIAGE:

This will take you from place to place.



### 6. FILES:

Information on past cases are found here.



### 7. BAKER STREET:

Get the latest gossip and information here.



### 8. TRIAL:

Take your evidence to court when ready!

## THE THREE CASES TO BE SOLVED:

### The Two Lions:

Murdered circus animals and a mugged man are the premise for this mystery!

The Two Lions



### Pilfered Paintings:

Some famous paintings have been stolen, but there is no apparent motive!

The Pilfered Paintings



### Murdered Munitions:

A murdered man is the subject here, but there is something more to the crime!

The Murdered Munitions Magnate



It's kinda like

being God,

except the graphics

are better.



*SimEarth*<sup>®</sup>  
CD  
The Living Planet

OF ALL THE WILL-  
WRIGHT PLANET SIMU-  
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VERSION WHERE  
YOU'LL EVER HEAR  
GAA VOICING HIS  
OPINION.

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CREATING AND NURTURING  
NEW LIFE, OR ANNIHILATING  
EVERYTHING IN SIGHT WITH  
VOLCANOS, FLOODS AND  
METEORS, IT ALL SEEMS  
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MORE REAL.

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CD-ROM SYSTEM

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# EGM AND T.T.I.

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## **THE BOMBERMAN '93**

## **>>> CHAMPIONSHIPS <<<**

**PREVIEW**  
**HOT NEW GAMES**  
**FOR T.T.I.'S**  
**INCREDIBLE DUO**  
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**TO WIN TONS**  
**OF GREAT**  
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**HEMF4**



# NEXT WAVE

LAST MINUTE UPDATE

MC O' RIVER

## HYPER V-BALL

SUPER NES	SPORTS	CARTRIDGE
-----------	--------	-----------

Actually two games in one, Hyper V-Ball features some of the most interesting play options. Play as a man, woman, or robot in this well done game of volleyball. It has cool moves like the boomerang serve to make it even better.



HUDSON SOFT

## JOHN MADDEN FOOTBALL CD

DUO	SPORTS	CD
-----	--------	----

It seems that John Madden is making appearances on almost all the systems. His latest game is slated for the Duo, and on CD! This terrific game of football takes the playability and graphics that made the others so good and makes them even better.



NINTENDO

## SUPER MARIO COLLECTION

SUPER NES	ACTION	CARTRIDGE
-----------	--------	-----------

The Super Mario Collection takes all four of the 8-Bit versions of the Super Mario Brothers games (including the second Mario adventure that was never released in America) and enhances their graphics and sound. Best yet, it's all on one cartridge. Mario fans rejoice!



SMB1



SMB2 JAPAN

SMB2 USA

SMB3



PSYGNOSIS

## PUGGSY

SUPER NES	ACTION	CARTRIDGE
-----------	--------	-----------

Puggsy is an unusual adventure game that features a strange main character. The graphics use the full spectrum of the rainbow, and are very colorful. Puggsy contains a plenitude of tasks that will challenge your skills to the maximum.



JVC

## INDIANA JONES

SEGA CD	ADVENTURE	CD
---------	-----------	----

Indiana Jones and the Fate of Atlantis pits players against a harrowing quest to stop the Nazis! You have to fight the clock, as both you and the Germans search for a missing relic that can allow the Nazis to win World War II. Worthy of the Indiana Jones name.



# U.S. NATIONAL VIDEO GAME TEAM'S INTERNATIONAL SCOREBOARD

**VIDEO GAME HIGH SCORES Effective April, 1993**

## Game of the Month High Scores!!

**This Month's Game...**

### Death Valley Rally

- 1. DAVE MASON** 9,997,910
- Alexe Kulikov 9,983,730
- Ryan Wickstrand 9,914,220
- Jeff Arensmeyer 2,220,560
- Levi Yourchuck 2,005,500



**Send Scores For...**

## Space Megaforce

**All entries by July, 15.**

**WIN BIG WITH EGM!!**

Now, you can show off your game playing skills with your very own U.S. National Video Game Team Jackets and T-Shirts. Each month, the top scorer on our Game of the Month will be awarded a Team Jacket and a cart of your choice. Four runners-up will receive official Team T-Shirts! Get your high scores in today!

Game	Score
Addam's Family	1,034,200
Adventure Island 2	272,040
Batman	6,802,500
Battletoads	999,999
Castlevania	999,999
Double Dragon 2	9,999,990
Dr. Mario	1,026,600
Godzilla	11,111,310
8 Eyes	10,172,458
Iron Sword	1,314,416
Marble Madness	147,110
Rampage	42,999,963
Road Blasters	999,999
Robocop	112,081
Sagon	12,012,210
Super Mario Bros. 3	9,999,990
Tetris	999,365
T.M.N.T. 3	934,600
Wizards&Warriors III	32,070

Game	Score
Act Raiser	161,900
Contra 3	9,999,999
Final Fight	2,712,343
Pit Fighter	1,777,510
Street Fighter 2	1,161,100
Super Adventure Island	650,000
Super R-Type	9,999,900
Super Smash T.V.	57,697,125

Game	Score
1943	2,947,360
After Burner	68,588,000
APB	1,002,324
Diner(PIN)	89,220,000
Double Dragon	146,860
Hard Drivin'	529,800
Klax	3,205,000
Out Run	49,050,270
Street Fighter II	Finished
Super Contra	10,640,310

Player
Stephen Krogman
Eduard Charbonneau
Jeff Arensmeyer
Jason Klingner
Jeff Adkins
Eduard Charbonneau
Richard Sauter
David Wright
Kelly McKenzie
Jeff Adkins
Jason Turka
Stephen Krogman
Ralph Barbaggio
Jason Turka
Glen Stockwell
Sergio Sluiter
Richard Sauter
Rick Lico
Jeff Adkins

Player
T.J. Rappel
David Wright
Mike Mullins
Carlton Barnes
Fancia Ibanez
Jeff Adkins
David Rumsey
Christopher Sims

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

SEGA  
GENESIS  
DUO

Game	Score
After Burner	13,572,900
Altered Beast	234,400
Black Belt	999,900
Double Dragon	627,600
Moonwalker	21,020
The Ninja	1,324,650
Pro Wrestling	996,400
Rampage	998,155
Rastan	31,139,300
R-Type	1,128,500
Shinobi	1,165,750
Space Harrier 3 - D	40,888,900

Game	Score
Batman	1,342,200
Buster Douglas	23,554,640
Castle of Illusion	29,218,800
Curse	10,560,300
Desert Strike	2,721,500
Ghouls & Ghosts	6,195,100
Galaxies	1,791,041
Musha	155,997,820
Rolling Thunder 2	2,682,810
Sonic the Hedgehog	9,999,990
Streets of Rage	999,990
Toe Jam & Earl	999

Game	Score
Allen Crush	999,999,900
Bloody Wolf	35,764,000
Cyber Core	9,999,900
Dragon Spirit	639,670
Fighting Streets	1,590,900
Galaga 90	1,504,140
Klax	3,460,750
Monster Lair	561,090
Ninja Spirit	999,990
Parasol Stars	83,062,560
R-Type	999,800
Spatterhouse	999,990
Super Star Soldier	13,442,900

Player
Christopher Sims
Alex Stamos
Rob Siegmann
Todd Feller
Vince Tennant
Vince Tennant
Vince Tennant
Christopher Sims
Christopher Sims
Brian Gaudreault
Todd Bustillo
David Flores

Player
Christopher Sims
Richard Sauter
John Stukey
Jeff Yonan
Tony Constantini
Richard Sauter
Jim Hakola
Teddy Meadows
Curtis Clare
Brian Herrmann
Jamison Scott
Richard Sauter

Player
Barry Bowman
Ricky Graham
John Winter
Randy Lewis
Dennis Crowley
Jeff Yonan
Jonathan Paleologos
Paul Clinker
Mike Curran
Justin Hawthorth
Chris Nygaard
Chris Nygaard
Jeff Yonan

Rules - All scores on Space Megaforce must be received by July 15, 1993. If maximum scores are reached, a drawing of all maximum scorers will be conducted to determine prize winners. All scores must be submitted on official Team entry forms accompanied by a legible photo. Void where prohibited. Send SASE to High Scores, 1920 Highland Ave., Suite 222, Lombard, IL 60148 for an official entry form. One winner per household per year. Score rollovers will be treated the same as maximum scores. Decisions of the judges will be final.