# FACT-FILES

## SUPER NES TIMES

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

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 mega-hits as Terminator, and Batman Returns! Plus, the classic Final Fight, Robo Aleste, and Ninja Warriors.

## TEAM DUO

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

## NINTENDO FORCE

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

## CLUB GAMEBOY

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

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!

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

FIRST PRIZE!

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

Curtis C. James
Rialto, CA

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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Saddha Kittikul, Las Vegas, NV

Michael Perry, Fremont, CA

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Wayman Cheung, Rosemead, CA

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EVIL DANGER

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Talk about crashing someone's party. You've just come home to find that seven of the most ruthless, graphically intense CD bosses have made themselves at home in your homeland. Kicking them out of your country means conquering seven levels of knock down, drag out destruction. All to the killer sounds of a 19 track, hard rock CD soundtrack.

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Salvation for those who praise the Lord.

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Limited time offer while supplies last. Please allow approximately 2-3 weeks for delivery.

Lords of Thunder is a trademark of ©1993 Hudson Soft. & ©1993 Red. Offer available in the U.S. only.
Bonk 3

- **Action**: Duo, Hudson/T.T.I.
- **Levels**: 7
- **Size**: 8 Meg

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 gameplay is yet another way this game gets better and better.

Two is definitely better than one in Bonk's latest head-pounding pay-off! 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.

Dungeon Master

- **RPG**: Duo, T.T.I.
- **Format**: CD-ROM
- **Levels**: N/A
- **Size**: 8 Meg

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 makes 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. I add 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.

Kirby's Adventure

- **Action**: Duo, Nintendo
- **Format**: N/A
- **Levels**: 6 Meg

Kirby's Adventure is a CD-ROM game from Nintendo for the Duo and the power-ups on the NES. The action is top-notch from start to finish and the characters and gameplay are all cut from Nintendo's strongest molds. A great 8-Bit title that shouldn't be missed.

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 gameplay 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.
TWO POWERFUL BROTHERS, TWO DEADLY ARMIES, ONE SURVIVOR.

VASTEEEL

1 OR 2 PLAYERS! ARCADE ACTION! INTENSE STRATEGY!

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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**

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**GAME GEAR**

- Simpsons: Bart vs. The World: Action, Flying Edge
- Thunderhawk-CD: Action, JVC
- Spider-Man vs. Kingpin-CD: Action
- Young Indiana Jones-CD: Action, Sega
- Dracula-CD: Action, Sony
- T2: Judgment Day: Action, Flying Edge
- WWF Steel Cage Challenge: Action, Flying Edge

**NEOGEO**

- 3 Count Boat: Action, SNK

**LYNX**

- Battle Wheels: Action, Beyond Games
- Vampire: Master of Darkness: Action, Sega
- Paperboy 2: Action, Tengen
- Battletechs: Action, Tradewest

**Duo**

- Sherlock Holmes 2-CD: Mystery, TTI
TOP TEN BADDEST SCI-FI SHOOTERS

1. **VIEWPOINT**
The coolest polygon shooter rocks with intense game play.

2. **STARFOX**
Super FX technology blasts this cart as a heavy favorite.

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

4. **GATE OF THUNDER**
All the Duo's shooter's just don't compare to their top gunner!

5. **SPACE MEGAFORCE**
Great use of Mode 7 make this a classic that won't be forgotten!

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

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

8. **MUSHA**
Great jams, awesome graphics, & game play, a classic!

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

10. **BLAZING LAZERS**
An oldie but a goodie shooter for the Turbografx-16.

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READER'S TOP TEN S

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!

1. **STREET FIGHTER 2 SNES**
Awesome graphics and a killer soundtrack! Simply the best!

2. **MORTAL KOMBAT SNES**
The next best head-to-head game coming soon to your Super NES!

3. **SONIC 2 GENESIS**
The coolest Sonic game thus far. The 2 player option is a big plus!

4. **MORTAL KOMBAT GENESIS**
Look out SF2, Mortal Kombat will give you a good challenge!

5. **AXELAY SNES**
The pseudo 3-D planet-skimming scenes will blow you away!

6. **CONTRA 3 SNES**
An intense combat shooter loaded with heavy mode 7 effects.

7. **FLASHBACK GENESIS**
The fluid animation and involving plot make this game fantastic.

8. **STARFOX SNES**
Super FX technology brings this game in to a whole new realm!

9. **TMNT 4 SNES**
These radical reptiles kick some major shell in this adventure!

10. **STREET OF RAGE 2 GENESIS**
Axel and Blaze are joined by some new friends in this brawl-o-rama!

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**EDITORS' EGM's Favorite Games!**

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<td>1</td>
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<tr>
<td>ROCK 'N ROLL RACING SUPER NES</td>
<td>10</td>
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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.

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

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

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

| 1. SNES / CONTRA 3   | 17. GENESIS / SONIC THE HEDGEHOG 2   | 22. GENESIS / ALIEN 3         | 27. GENESIS / STREET OF RAGE 2 |
| 2. SNES / AXELAY    | 18. GENESIS / X-MEN                  | 22. GENESIS / MORTAL KOMBAT   | 28. SEGA CD / CD SONIC          |
| 3. SNES / TMNT 4     | 19. GENESIS / STREET FIGHTER 2 CE    | 23. GENESIS / FLASHBACK       | 29. SEGA CD / NIGHT TRAP        |
| 4. SNES / STREET FIGHTER 2 | 20. GENESIS / TAZMANIA             | 24. GENESIS / BULLS VS. BLAZERS | 30. SEGA CD / SEWER SHARK      |
| 5. SNES / SUPER STAR WARS | 21. GENESIS / END OF THIS WORLD    | 25. GENESIS / ROAD RASH 2     | 31. SEGA CD / WONDER DOG        |
| 6. SNES / SPACE MEGAFORCE | 26. GENESIS / TERMINATOR           | 26. GENESIS / MORTAL KOMBAT   | 32. SEGA CD / MONTANA FOOTBALL CD |
| 7. SNES / OUT OF THIS WORLD | 27. GENESIS / STREET OF RAGE 2   | 28. GENESIS / MORTAL KOMBAT   | 33. TURBODUO / GATE OF THUNDER |
| 8. SNES / BATMAN RETURNS | 29. GENESIS / STREET FIGHTER 2 CE | 34. TURBODUO / STREET FIGHTER 2 CE | 35. TURBODUO / LORDS OF THUNDER |
| 9. SNES / ZELDA 3    | 30. GENESIS / MORTAL KOMBAT        | 36. TURBODUO / LORDS OF THUNDER | 37. TURBODUO / VIEWPOINT       |
| 10. SNES / FINAL FIGHT 2 | 31. TURBODUO / STREET FIGHTER 2 CE | 38. TURBODUO / HARD HANGAR 2   | 39. TURBODUO / MEGA MAN 5      |
| 11. SNES / MORTAL KOMBAT | 32. TURBODUO / STREET FIGHTER 2 CE | 40. TURBODUO / MEGA MAN 5      | 41. TURBODUO / YOSHI            |
| 12. SNES / STARFOX   | 33. TURBODUO / STREET FIGHTER 2 CE | 42. TURBODUO / MEGA MAN 5      | 43. TURBODUO / MEGA MAN 2      |
| 13. SNES / SUPER TECMO NBA B-BALL | 34. TURBODUO / STREET FIGHTER 2 CE | 44. TURBODUO / METROID 2       | 45. TURBODUO / MEGA MAN 2      |
| 14. SNES / TINY TOONS ADVENTURES | 35. TURBODUO / STREET FIGHTER 2 CE | 46. TURBODUO / DR. MARIO       | 47. TURBODUO / NFL FOOTBALL    |
| 15. SNES / BUBSY     | 36. TURBODUO / STREET FIGHTER 2 CE | 48. TURBODUO / SHADOW OF THE BEAST |
| 16. SNES / CYBERNATOR | 37. TURBODUO / STREET FIGHTER 2 CE |                                      |                                  |

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

Callers must be 18 or older. Callers must use a touch tone phone. A service of Sendai Publishing Group, Inc. 1920 Highland Avenue, Suite 222, Lombard, IL 60148
With the ink hardly dry on the press releases announcing SF2 CE for the Genesis and Duo, Capcom of Japan 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!

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.

(CONTINUED ON PAGE 58)
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.
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—fooling 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?!

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 (EPM), 330 S Decatur, Ste. 152, Las Vegas, NV 89107. Aloha!
I never thought maiming four of my friends could be so much fun.

**BOMBERMAN '93™**
The latest multiplayer game from TTI. Also known as Game of the Month for April by EGM. Plays on both Duo and Turbo Grafx systems.

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

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

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

**DUO**

For information on where to buy Bomberman '93™ call 310-337-6910. Bomberman '93 is a trademark of Hudson Soft.
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!

IREM OF JAPAN

R-TYPE III

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<th>UKN. MEG</th>
<th>CARTRIDGE</th>
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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-Theron'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: SERvice 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!

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 Mitchi, 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!

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. XI. 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.

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?

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!

T.T.I.

Battle Lode Runner

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

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 version 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 N64 JULY 1993
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

Retsu
Retsu is a skilled warrior but his lack of speed and special techniques make him an easy foe to defeat.

Geki
Geki is a powerful ninja with the ability to turn invisible for sneak attacks. He also throws fast ninja stars.

USA

Joe
Joe is a quick fighter who specializes in back kicks. Just keep kicking him to come out on top.

Mike
Mike is an ex-boxer who packs plenty of powerful punches. Even though he has no kicks, don't count him out.

ENGLAND

Birdie
Birdie is an oversized thug with a devastating attack using his head. Watch for his two-fisted attack.

Using two iron rods as his primary weapon, Eagle has incredible strength with a powerful spin attack.

CHINA

Lee
A known kung-fu expert, Lee has fast attacks with many flashy and deadly tricks up his sleeve.

Gen is an old martial arts master with quick moves and an unusual style of boxing. Watch for his sweep.

RYU

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

Adon
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

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.
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

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

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 ¥3,980 (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
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.

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.

BOSSES!

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 finished) 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. Gameplay 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!
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?

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.

Find out about worshippers of the evil god Crully here.

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

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<td>CART SIZE</td>
<td>N/A</td>
<td>ACT/RPG</td>
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</table>
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 Greylord 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.
“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 Piffered 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!

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!

**Piffered Paintings:** Some famous paintings have been stolen, but there is no apparent motive!

**Murdered Munitions:** A murdered man is the subject here, but there is something more to the crime!
It’s kinda like being God, except the graphics are better.
EGM & T.T.I.

PROUDLY PRESENT
THE BOMBERMAN '93
CHAMPIONSHIPS

PREVIEW
HOT NEW GAMES
FOR T.T.I.'S
INCREDIBLE DUO
GAME SYSTEM!

PLAY!
SCORE!
WIN!

One of the Hottest
New Games Around!
Big Points in
the Contest!
Great Prizes For Your
Game Playing Skills!

YOUR CHANCE
TO WIN TONS
OF GREAT
STUFF FROM
EGM & T.T.I.

PART OF THE
EGM & HERO
SUPER TOUR
'93
**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!

**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 HIGHSCORES Effective April, 1993

Game of the Month High Scores!!
This Month's Game...
Death Valley Rally

1. DAVE MASON 9,997,910
2. Alexei Kulikov 9,983,730
3. Ryan Wickstrand 9,914,220
4. Jeff Arensmyer 2,220,560
5. Levi Younchuck 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 | Player
--- | --- | ---
Adams's Family | 1,034,200 | Stephen Kregman
Adventure Island 2 | 272,040 | Edoardo Charbonneau
Beetlejuice | 6,002,500 | Jeff Arensmyer
Battleships | 999,990 | Jason Kliger
Castlevania | 999,990 | Jeff Adkins
Double Dragon 2 | 5,999,990 | Edoardo Charbonneau
Dr. Mario | 1,026,600 | Richard Sauther
Godzilla | 11,111,310 | David Wright
Gorgon | 10,122,488 | Kelly McKenzie
Iron Sword | 1,314,164 | Jeff Adkins
Marble Madness | 147,110 | Tanya Turka
Rampage | 42,999,563 | Stephen Kregman
Reading Blasters | 999,990 | Ralph Barbagallo
Robotnic | 112,981 | Jason Turka
Scooby | 12,021,210 | Gien Stockwell
Super Mario Bros. 3 | 9,999,990 | Sergio Sugar
Tetris | 999,395 | Richard Sauther
T. M. N. T. 3 | 934,600 | Rick Lico
Wizards & Warriors III | 32,070 | Jeff Adkins

Game | Score | Player
--- | --- | ---
Act Raiser | 161,900 | J. B. Rippel
Contra III | 9,999,990 | David Wright
Final Fight | 2,712,343 | Mike Mullins
Pit Fighter | 1,777,510 | Carlton Barnes
Street Fighter 2 | 1,651,160 | Francis Barlow
Super Adventure Island | 250,000 | Jeff Adkins
Super R-Type | 9,999,990 | David Rumsey
Super Smash TV | 57,679,125 | Christopher Sims

Game | Score | Player
--- | --- | ---
1943 | 2,947,360 | Brian Chapel
After Burner | 69,580,000 | November Kelly
APB | 1,002,324 | Greg Gibson
Diner (P) | 89,220,000 | Steve Ryno
Double Dragon | 146,860 | Andy Baran
Hard Drivin' | 526,600 | Jerry Landers
Klax | 3,200,000 | Leong Su Chin
Out Run | 40,000,000 | Dan Lee
Street Fighter II | 560,000,000 | Stephen Kregman
Super Contra | 19,600,310 | Martin Alesil

Game | Score | Player
--- | --- | ---
Alien Crush | 999,999,990 | Barry Bowman
Bloody Wolf | 35,764,900 | Ricky Graham
Cyber Scooter | 539,470 | Josh Winter
Dragon Spirit | 9,500,880 | Randy Lewis
Fighting Streets | 1,590,600 | Dennis Crowley
Galaga X0 | 1,204,190 | Jeff Yonan
Klax | 3,466,759 | Jonathon Paleologos
Monster Lair | 31,095 | Paul Cinko
Ninja Spirit | 98,998,300 | Mike Curran
Paramount Stars | 83,062,560 | Justin Howarth
R-Type | 999,800 | Chris Nygaard
Splat Attack | 999,999,990 | Jeff Yonan
Super Star Soldier | 13,442,900 | Chris Nygaard

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. Scores will be treated as maximum scores. Decisions of the judges will be final.