

DIEHARD

GAMESTATION

NEXT GENERATION VIDEO GAME MAGAZINE

VOLUME 1 • ISSUE 1

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**FIRST SEGA CD
REVIEWS!**

**WONDERDOG AND
THUNDERSTORM FX**

**SNK'S 102
MEGA SHOCK!**

**ART OF FIGHTING
PREVIEW**

PREVIEWS

**FIRST PICS ... SEGA'S
REVENGE OF SHINOBI 2,
NINJA GAIDEN IV, AND
BATMAN RETURNS!**

**40 PAGES OF
REVIEWS!**

**THE NEW SEGA, SNES AND
TURBO GAMES**

**YUZO KOSHIRO
SPEAKS OUT!**

EXCLUSIVE INTERVIEW





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Bonk's Adventure



Bonk's Revenge



Y's I and Y's II

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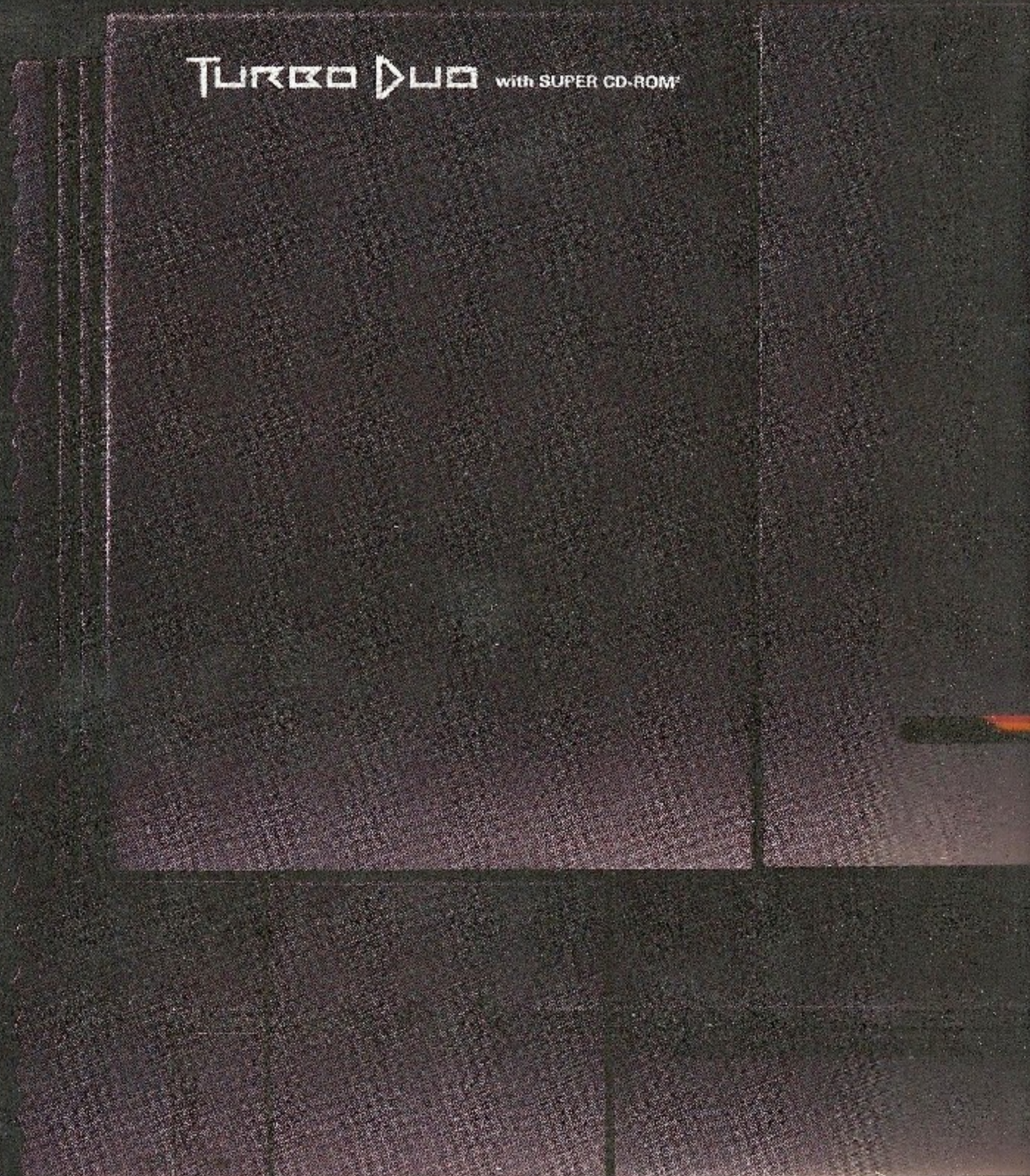
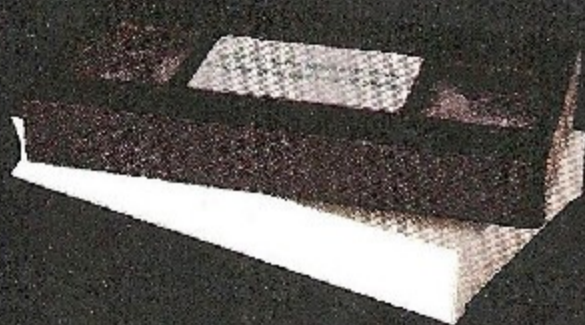
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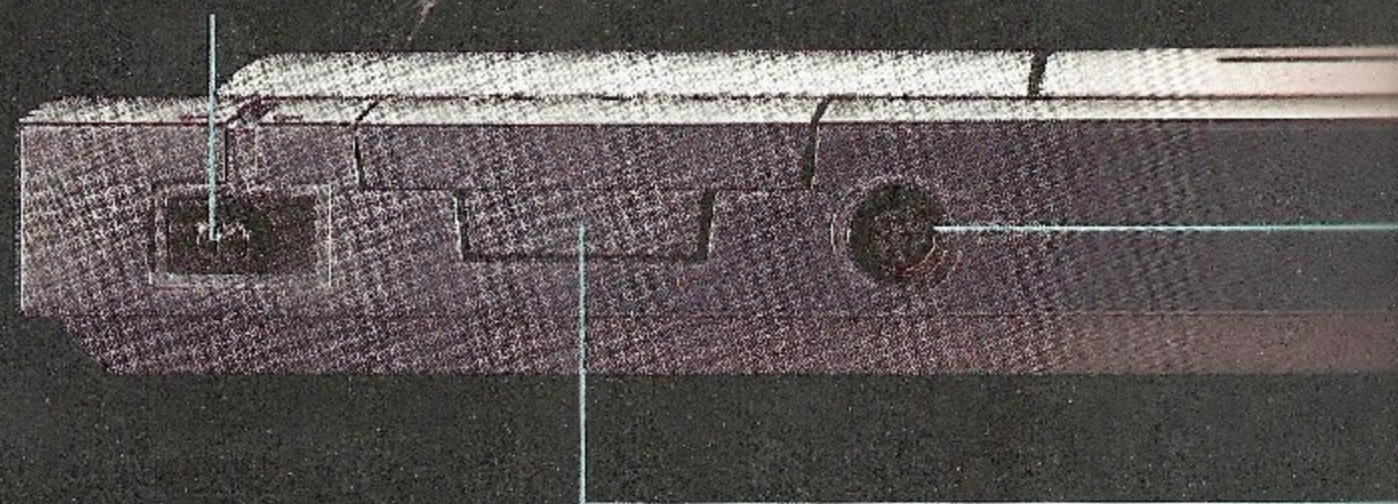
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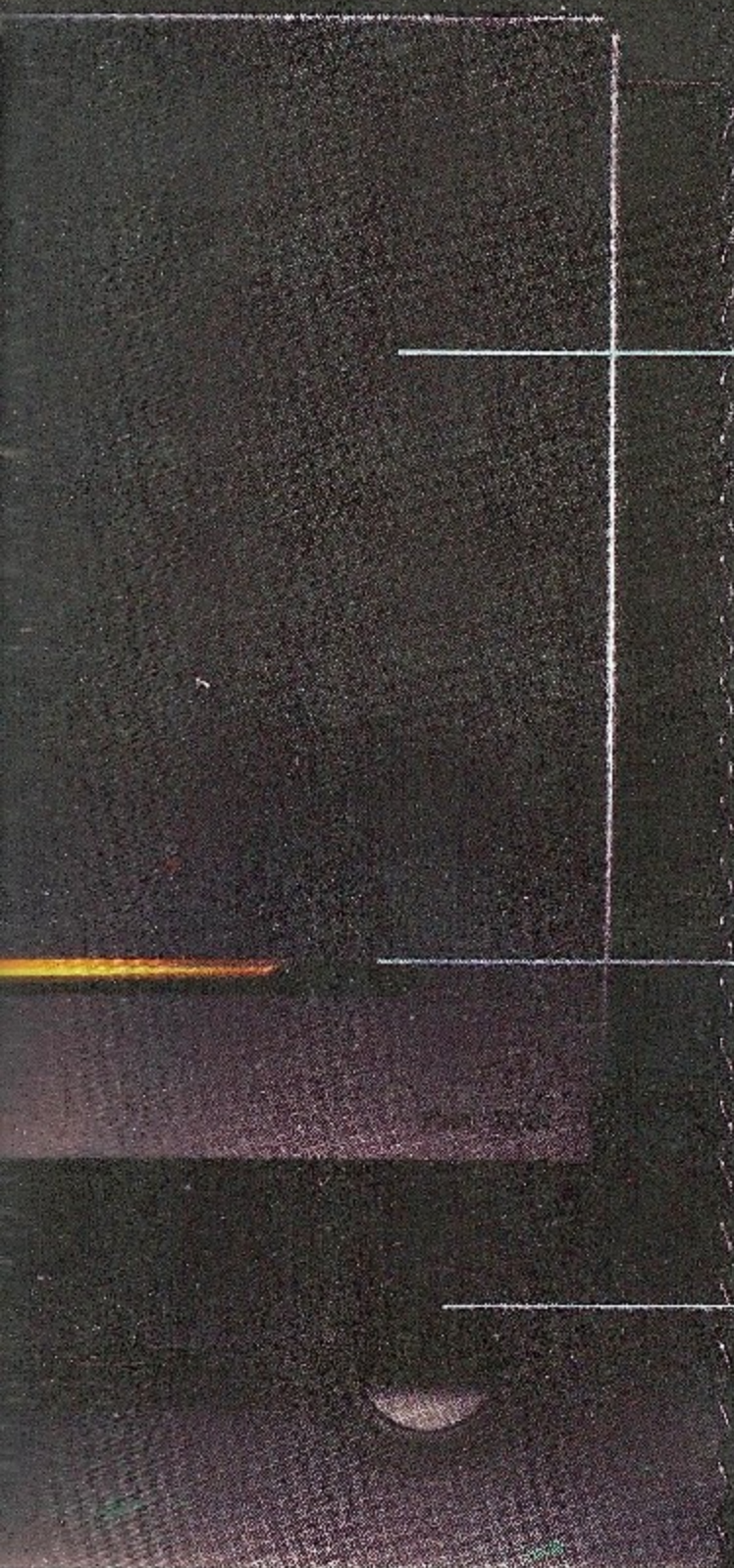


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The new Turbo Duo is definitely no toy. It's the most sophisticated multi-media video entertainment system ever developed. It has more memory and faster loading times. So the graphics and sound are like nothing you've ever seen or heard before.

With the Turbo Duo, you can play all your TurboChip, CD and Super CD games. Hook it up to your stereo and listen to your favorite music CD's, or play the new CD+G's. Or hook it to your personal computer and use it as a CD-ROM drive (interface adapter available 1993).

What's even more cool than what the new Turbo Duo can do is what you get with it. Each system comes with two free CD's loaded with awesome games. You get Gate of Thunder, Y's I & II, Bonk's Adventure and Bonk's Revenge. Plus, a great TurboChip game.

To help you become a serious player, you also get the all new TurboForce magazine filled with the latest CD information, ratings and clues. And to help expand your library, you get ten \$5 coupons good towards any TurboChip, CD game or accessory you buy.



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All together, one look at the new Turbo Duo and you'll want to give your old system to your little sister.

RELEASES



Prince of Persia



Forgotten Worlds



Dragon Slayer



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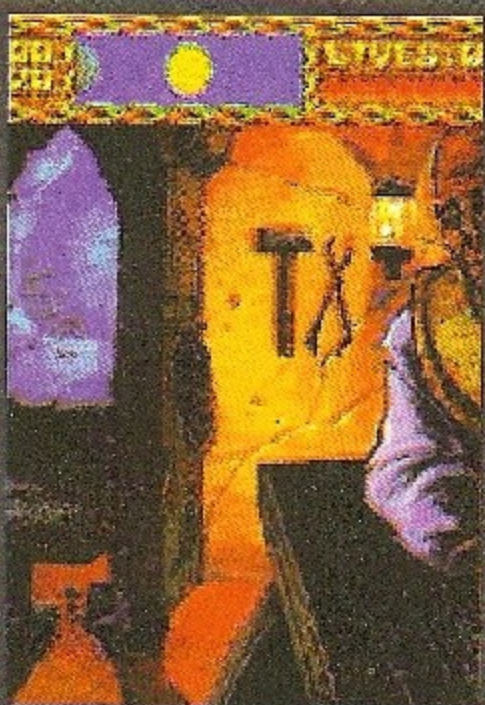
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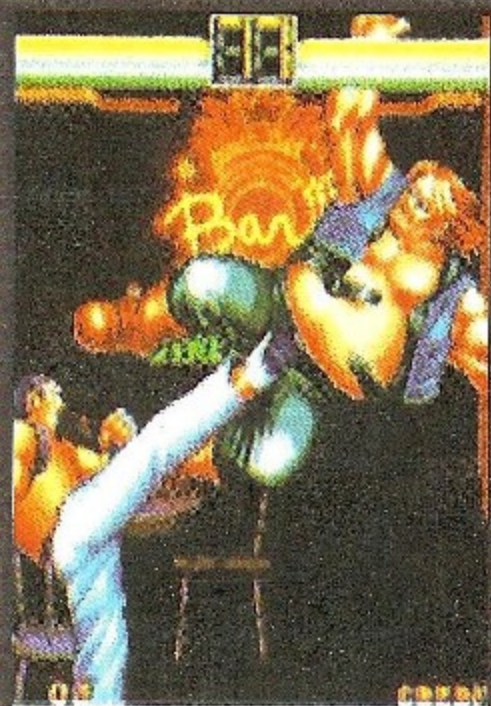
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THE

EDITORIAL ZONE



Welcome to the first issue of Game Fan Magazine Designed for the enthusiast gamer. You'll find a fresh new format that cuts right through the garb and goes to what we all want, good games, lots of graphics, and reliable information from the U.S. and abroad. Let me explain how things work around here. First of all you'll notice that we liked just about everything we covered. There are two reasons for this. #1: Each review page is done by a game player who prefers that type of game. To get a more objective view you can go to Viewpoint and see what Skid & Brody have to say. #2: If we do preview a game it's just to let you know it's coming and has potential. Any info we get about the game from the maker will be shown here, then hopefully we can review it just before (one to two months) it comes out so you can plan ahead knowing what's good. Also, each game is rated in comparison to others on that system. What we want to do is bring you all the quality that gaming has to offer while benefiting the gaming industry as well.

In the 2nd issue of Game Fan we will be adding our Most Wanted/Top Ten category. As a subscriber, by writing in with your current favorite and most wanted choices you will earn points. Once you reach a certain goal you will receive FREE game related merchandise according to your total. Not only does this get you free stuff, but it lets the makers know what you like and what you would like to see. You really can make a difference ... makes sense doesn't it? In closing I would like to say I hope you like what we've done in this issue. Our next issue will have more new categories and will, of course, be thicker as we add our advertisers and expanded coverage. Also, since we are a new magazine, we'll be going back to give you our opinions on some recent games that got unfair reviews elsewhere (somebody gave Alisia Dragoon a 4 and set me off). Feel free to write us with all your questions and opinions. This is your forum so feel free to use it. Remember, we're all gamers too ... we listen. See ya next month!

E. Storm



THE GAMEFAN REVIEW STAFF

<p>E. STORM SPECIALTY: ACTION PLATFORM AND RPG'S ALSO LIKES: SHOOTERS, IMPORT RPG'S AND LYNX GAMES. DISLIKES: SPORTS AND FIGHTING GAMES. FAVORITE SYSTEMS: GENESIS, SEGA-CD, AND LYNX.</p>	<p>MORREY SPECIALTY: ROLL PLAYING GAMES. ALSO LIKES: FIGHTING GAMES MORRY LIKES TO USE CODES, SO WATCH OUT. FAVORITE SYSTEM: TURBO CD</p>	<p>K. FAUSTO SPECIALTY: ACTION PLATFORM GAMES. ALSO LIKES: ROLL PLAYING GAMES. DISLIKES: SPORTS, SHOOTER AND DRIVING GAMES. FAVORITE SYSTEM: GENESIS</p>	<p>BIG J & TALKO SPECIALTY: SPORTS GAMES. ALSO LIKES: ACTION, DRIVING, AND LYNX GAMES. DISLIKES: SHOOTERS AND RPG'S. FAVORITE SYSTEM: SUPER NINTENDO</p>	<p>D HUNTER SPECIALTY: PUZZLE GAMES. ALSO LIKES: A LITTLE BIT OF EVERYTHING. DISLIKES: NONE FAVORITE SYSTEM: NEO GEO</p>	<p>BUD D. SPECIALTY: SIDE SCROLL ACTION GAMES. ALSO LIKES: DRIVING, SHOOTING, AND FIGHTING GAMES DISLIKES: SPORTS AND ROLL PLAYING GAMES. FAVORITE SYSTEM: SUPER NINTENDO</p>
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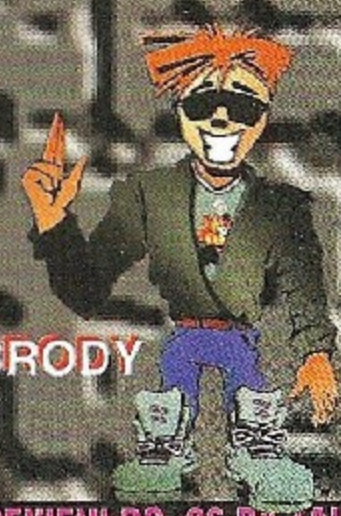
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VIEWPOINT



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GREENDOG SEGA ACTION AVAIL. NOW SEE REVIEW PG. 10 BY E. STORM



Greendog was fun enough to hold my interest all the way through. It has nice scrolling backgrounds and good diversity. There's just not enough here to make it a big game, but it's got enough good points to make it a worthy title.

Greendog could have been a really great side scrolling action game but falls short in the graphics and sound categories. A surfer as a lead character is a great idea, but I feel the end result is average at best.

SUPER HIGH IMPACT ARENA SPORTS AVAIL. NOW SEE REVIEW PG. 26 BY TALKO



I'm not big on sports games but I really liked High Impact. It's got easy controls, great voice, and no "ice skating" characters. This is as much an action game as it is a sports game. Those Iguanas really know what they're doing.

Taken straight from the coin op, this title has all the arcade action gamers need. Great digitized graphics and hilarious voice combined with good control make this game too good not to get.

GODS MINDSCAPE ACTION AVAIL. NOV. SEE REVIEW PG. 11 BY E. STORM



Gods combines a great challenge with excellent graphics and sound. Both the characters and the enemies animate smoothly and are highly detailed. Although Gods is a bit difficult, it is definitely worth the time to finish ... recommended!

Gods is a great translation from the PC original. Although some might find this game a little difficult, it's worth getting it wired just to check out the awesome bosses. Playability is just right and both the graphics and music are top notch. Definitely check it out.

BIO HAZARD BATTLE SEGA SHOOTER AVAIL. NOV. SEE REVIEW PG. 26 BY E. STORM



Another great Sega shooter. Okay, so you say you're tired of shooters. Take my word for it, Bio Hazard is worth checking out. I guarantee there's stuff here you've never seen before. Third generation all the way!

This is an amazing shooter like I've never seen before! Bio Hazard is a really unique game with incredible graphics and game play. Some of the enemies look like they're done in claymation. You can tell this is quality all the way. My only complaint is that it might be a little too difficult.

WONDERDOG JVC/CORE ACTION CD AVAIL. NOV. SEE REVIEW PG. 12 BY E. STORM



Core has done it again! Wonderdog has everything I look for in an action game: Great graphics and animation, scaling and rotation, great music, and most of all Wonderdog is a long game with just the right amount of difficulty ... bring on part 2!

Sega/Mega-CD owners will be in heaven when Wonderdog shows up! This game is a must have and a good reason to buy a CD ROM. It's got awesome music and graphics from beginning to end, and some really kooky characters. I was up all night! Homer will be proud.

PREDATOR 2 ARENA ACTION/STR. AVAIL. NOW SEE REVIEW PG. 27 BY E. STORM



P2 is put together well. Though not spectacular, it's fun to play and has some nice graphics (like the exploding hostages), but could've been a little bit longer. Not a blockbuster but a worthy addition to your collection.

Take Smash TV and give yourself the freedom to move around and you've got Predator 2. While not a bad game, I just found it to be a little too average from beginning to end. The best part was watching the hostages get toasted!

THUNDERSTORM FX RENO SHOOTER CD AVAIL. NOV. SEE REVIEW PG. 16 BY E. STORM



A must have for Sega-CD owners! Though it is the first in the LD to CD line-up, Thunderstorm loses little in the translation. It's like a roller coaster ride! I guarantee you'll play over and over again. Oh yea ... to get the surround sound, use headphones ... a BIG winner!

Being a serious fan of the coin-op, I wasn't sure Wolfteam could pull it off. I sure am glad I was wrong! This is a near perfect translation from the arcade. Big time sweaty palms on this one! Be sure not to miss it.

SPIDERMAN/X-MEN ACCLAIM ACTION AVAIL. OCT. SEE REVIEW PG. 28 BY BUD D.



I really like the way X-Men is layed out. The characters are small and well animated making the levels seem huge and cavernous, and the game play is right on. I also like controlling four different characters in one game. Another excellent SNES game with outstanding music.

X-Men is a totally awesome action game. This title has everything you could ask for: Great music, incredible playability, and the chance to play your favorite super heroes. Another great SNES game from Acclaim.

THUNDERFORCE IV TECNO SOFT SHOOTER AVAIL. NOW (JAPAN) SEE REVIEW PG. 18 BY E. STORM



The king of shooters for Sega! Thunderforce IV is incredible, loads of scrolls, four screens high, incredible music for a cartridge game. It's pure adrenaline! The only way to beat this is on CD, and guess what they're doing at Tecno Soft ...

This is the ultimate in shooters! I've never played a shooter on the Genesis that even comes close to this. You'll be amazed at everything, and the music kicks butt. Go see a doctor if you pass on this one.

BUSTER BROS. CAPCOM ACTION/STR. AVAIL. NOW SEE REVIEW PG. 29 BY G. MAC



How long can you run around popping bubbles, and how fun can that be? Even though the graphic are Capcom quality, I couldn't get into this one. But if this is your kind of game, I'm sure it's the best one. After all ... it is Capcom.

This game has been successfully ported straight from the arcade. Although I usually find that this type of game is not my style, I have to admit, it quickly becomes addicting. My only complaint is that it should have been two player. Come on Capcom, you can do it!

ALIEN 3 ARENA ACTION AVAIL. NOW SEE REVIEW PG. 20 BY E. STORM



Alien 3 is one of the best Genesis games I've ever played. Not only are the graphics excellent, but the music and sampled sounds are third generation all the way. I just wish they'd give you a little more time! Everything about Alien 3 is first class primo good stuff!

I haven't had this much fun being frustrated in a long time. This game requires good reflexes, a sharp memory, and a cast iron stomach, cause if you can't rescue the hostages in time, they get chunked! Definitely a great action game you'll go back to over and over.

PARODIUS KONAMI SHOOTER AVAIL. NOW JAPAN SEE REVIEW PG. 29 BY BUD D.



I'm sorry, I just don't like cute games. I know, I know, this is a great Konami shooter with great color and lots of bosses, but man is it cute ... I'll pass.

No need to apologize, even though you're wrong. This game's another masterpiece from Konami, they can't go wrong! While some might think this game is too cute, I loved it! A perfect shooter all the way!

GLOBAL GLADIATORS VIRGIN ACTION AVAIL. OCT. SEE PAGE 22 BY E. STORM



Way to go Virgin! Where have you guys been? With games like this, Sega could be #1! Global Gladiators is the best platform action game I've played since Sonic, with eye-popping graphics and some great music. 3rd generation all the way!

Score one for the Genesis! This game is a masterpiece and deserves a special spot in your Sega game library. Virgin takes a great idea and makes it happen. Don't miss it.

SUPER STAR WARS JVC ACTION AVAIL. DEC. SEE REVIEW PG. 30 BY E. STORM



Star Wars totally lived up to my high expectations. That SNES sound really comes through here! Star Wars is awesome all the way through. I put it in the top 10 SNES action-game category! Will the Empire Strike Back? ...

What a completely awesome game! JVC/Lucas Arts sure know how to program. This game lives up to its expectations all the way. Just wait till you see the incredible mode 7 scenes, they'll make you dizzy. And, you'll be blown away by the music. Super Star Wars is awesome.

MAGICAL TROLL SEGA of JAPAN ACTION AVAIL. NOW JAPAN SEE REVIEW PG. 24 BY E. STORM



A great off beat action game with all the colors and playability you could ever ask for. It might be hard to track one down, since it's still on the Top 5 in Japan, but it's worth the effort all the way.

This game may never appear in the U.S. and that's a shame. Anyone who likes Sonic/Mario type platform action games will love this game. It rates up there with the best of the big ones. Way cool characters and the biggest boss yet ... good stuff!

PRINCE OF PERSIA KONAMI ACTION AVAIL. OCT. SEE REVIEW PG. 32 BY BUD D.



All right! A unique game! Konami took a tired game and woke it up ... big time! Even if you've played it before, get this one. Prince of Persia mixes great animation with superb game play and incredible music. After playing this one, I hope they make a sequel.

Ok, Prince of Persia on the SNES, you might think "seen it, done it", NOT! This game is all new and unique! Even if you've played every version imaginable, you'll find this one the best so far. Incredible animation and a great sound track add to the enjoyment of this game. A must have!

HARLEY'S HUMONGOUS ADV. EA ACTION AVAIL. NOV. SEE REVIEW PG. 34 BY K. FAUSTO



Harley's is a fun game with great diversity, but what makes it really stand out are the claymation effects, especially on the Big Rat boss. Harley's is a good challenge and it's plenty long. More scrolls and backgrounds would put it in the '90's.

What a great idea for what would have been just another standard action game. I like the thought of being shrunken down and set free in a house gone wrong. This game could use a little more detail in the backgrounds, but makes up for it in the character detail. Check it out!

NEUTOPIA II HUDSON ACTION/RPG AVAIL. NOW SEE REVIEW PG. 43 BY K. FAUSTO



Following in the steps of part one, this 6 meg version of Neutopia has all the same ingredients, with better graphics, music, and a longer quest. If you liked part 1, you'll love part 2. I'd love to see a version on CD ... Neutopia 3?

I found Neutopia 2 to be a very addicting action/RPG. Even though graphically not up to par with the SNES or Genesis, this game is laid out extremely well. In fact I liked it so much I'm going to go out and get part 1 ... Well done!

PHALANX KEMCO SHOOTER AVAIL. OCT. SEE REVIEW PG. 35 BY E. STORM



At first glance, you may think this is your average shooter, but play a few levels and you'll think again. This game saves the best for last and gets progressively harder as you go along. Just wait till you see the last level! Phalanx is a winner.

Obviously many have judged this game without beating it. Remember the rotating tunnel in Castlevania? ... It's here! (at the end). Phalanx is a great shooter, probably too hard for most, but hey, there's always slow motion. Grab an Ascii Pad check out Phalanx!

DEAD MOON NATSUME SHOOTER AVAIL. OCT. SEE REVIEW PG. 43 BY BUD D.



Way to go Natsume! This is what Turbo games should look like, great scrolling backgrounds, a wide assortment of power-ups and great end bosses ... and the ship does a 360 ... I like it!

I'll say one thing. A year ago you would have never expected to see this many scrolls on a Turbo game. This is an above average shooter with some extra features such as multiple power-ups and the ability to turn around when your reach a boss. A good addition to the Turbo library.

KING OF THE MONSTERS TAKARA WRESTLING AVAIL. NOW JAPAN SEE REVIEW PG. 35 BY BUD D.



It's great that SNES owners can play Geo games and King of the Monsters plays okay on the SNES, but it's not the Neo-Geo. Maybe they should have called it King of the Monsters Jr.

Well, it's hard to rate this game fairly when it has to live up to its Neo-Geo counterpart, but on its own, KOM is a great attempt with almost all of the action intact. Its only downfalls are that it might be too short and does get a bit repetitive. A solid game at any rate.

GATE OF THUNDER TTI SHOOTER AVAIL. OCT. SEE REVIEW PG. 44 BY BUD D.



GOT opens with a great Super CD intro and turns into a great Super CD shooter! The music is hard 'n gnarly and the game play is fast. I especially appreciate the sampled explosions instead of the usual 8-bit crackles. The only weak point is the lack of unique environments.

Now this is my kind of shooter! GOT has it all, packed on to one Super CD. Right from the start you can see the quality of this game. With a totally cool intro plus some truly great head-banging music. All the explosions are sampled and the action is intense.

SOUPER DOUBLE DRAGON TRADEWEST FIGHTING AVAIL. NOW SEE REVIEW PG. 36 BY E. STORM



If you like fighting games than this is your game! Double Dragon is definitely the best fighting game for the SNES. With more moves (lots more), great colors, and SNES sound, Double Dragon gets a major 16 bit facelift.

This is an incredible fighting game that lives up to Streets of Rage fame. The amount of details and moves in this game are seriously outstanding. Throw in a two player option plus 16 bit versions of Double dragon tunes and you've got an awesome game.

PRINCE OF PERSIA HUDSON ACTION AVAIL. OCT. SEE REVIEW PG. 44 BY BUD D.



I've played Prince of Persia on just about every system and this version comes in number 2 right behind the Super Famicom, thanks to the smooth animation and CD sound. But honestly, I think it's time somebody did a sequel.

Yet another version, this time on Super CD. While not a bad game at all, I was expecting a little more, especially in the sound category. Good animation and challenge make it above average and a nice action title for the Turbo Duo CD ROM.

OUT OF THIS WORLD INTERPLAY ACTION AVAIL NOV. SEE REVIEW PG. 37 BY BIG J



Another unique new game comes to the SNES translated perfectly from the PC. OOTW is the thinking man's action game. With smooth polygons and mesmerizing music OOTW is sure to be a classic.

This game takes a new and unique concept and makes it work! Play an interactive movie where you're in control. OOTW packs some awesome polygon animation plus an incredible soundtrack. Like the title says...

ATOMIC ROBO KID UPL SHOOTER AVAIL. NOW JAPAN SEE REVIEW PG. 45 BY E. STORM



UPL did Atomic Robo Kid complete justice on the PC Engine. Robo Kid has great playability and graphics along with some of the best color ever on a PC Engine game. My all time favorite PC shooter!

This little known classic arcade title has gone over really well on the PC Engine and is a favorite among the staff at GameFan. A great shooter with a really cool character. Robo Kid has enough appeal to make it stand out from the rest.

SOUL BLAZER ENIX ACTION/RPG AVAIL. OCT. SEE REVIEW PG. 37 BY MORREY



Take the music and graphic excellence of Actraiser and throw it into an action/RPG and you've got magic. Soul Blazer is a must, whether you're into RPG's or not... Rivaling even the mighty Link. (isn't it time for Actraiser 2?)

Soul Blazer is another Enix masterpiece! This is a great way to follow Actraiser, with a near perfect action/RPG that you won't want to stop playing from start to finish. Even though I'm not into RPG's, this one held my interest. It has enough to offer for even the most hardcore action players.

NINJA GAIDEN HUDSON ACTION AVAIL. NOW JAPAN SEE REVIEW PG. 45 BY E. STORM



Ninja Gaiden comes to the PC! Same as the 8-bit but with more colors and detail. It feels and plays just like the old 8-bit NES version. Liked that one and I like this one even better... good stuff!

It's about time someone did an upgrade of this great NES title and Ninja Gaiden comes off well. There's loads of colors and detail plus all the intermissions. A must for all you ninja gamers!

LAST FIGHTER TWIN BANPRESTO FIGHTING AVAIL. NOW JAPAN SEE REVIEW PG. 38 BY E. STORM



Last Fighter Twin may not be for everyone but I've got a soft spot for Gundams. Last Fighter Twin is a unique fighting game with the addition of the Gundams and their magical powers. The backgrounds in this game are excellent as are the graphics and playability ... I like it!

Anyone who's familiar with the Gundam characters will be stoked when they get their hands on Last Fighter Twin. Take control of cool little robots and kick some serious metal in this two player Final Fight-style game. Banpresto has a great game and should consider a U.S. release.

NEW ADVENTURE ISLAND HUDSON ACTION AVAIL. NOW SEE REVIEW PG. 46 BY G. MAC



Adventure Island is a well rounded action title. Though not graphically spectacular the playability is great and the game offers a worthy challenge. You'll soon find yourself playing over and over. The game play is very addicting. Adventure Island offers some good clean fun.

Adventure Island is your typical run & jump action type game. While I can't really bag on this title, I found it pretty much average all around. It's nice to see on the Turbo, but I'd like to see a little more originality ... so-so.

RANMA 1/2 NCS FIGHTING AVAIL. NOW JAPAN SEE REVIEW PG. 41 BY F. MASTER



Ranma 1/2 is a great fighting game in the SF2 tradition with great control and all the signature moves (and then some). But I said it once, and I'll say it again, I don't like cute games. In a fighting game I wanna hammer some goon, not twirl my ribbons.

This is as close as you can get to SF2 on the SNES/SFC. Ranma 1/2 has everything to offer to 1 on 1 fighting fans. There's ten characters to choose from, each with their own special moves, plus a special option that lets you play char. vs. char. Another great game from NCS.

BASEBALL STARS 2 SNK SPORTS AVAIL. NOW SEE REVIEW PG. 49 BY TALKO



Baseball Stars 2 is far and away the best sports game I have ever played. This is where the Neo-Geo Shines. This game absolutely leaps off the screen ... brilliant!

This game is pure baseball excellence. I can't find one thing wrong with it! The graphics are incredibly well detailed with humongous players and the game play is unparalleled. Baseball Stars 2 is a major improvement over the first. All in all ... the best!

SHAPESHIFTER TTI ACTION/ADV. AVAIL. OCT. SEE REVIEW PG. 42 BY E. STORM



Shapershifter is a respectable first action game for the Super CD. Although it's a good game, I know the system is capable of so much more, but hey, after such a long dry spell it's nice to see anything! Bring me more!

I'm one of those people that held on to my Turbo CD, and it's nice to see that it was worth it, not that Shapershifter is a great game, but it held my interest. I especially liked the scrolls and the diversity of characters. Now that I've dusted off my system, keep 'em coming!

WORLD HEROES ALPHA-DENSHI FIGHTING AVAIL. OCT. SEE REVIEW PG. 47 BY BUD D.



What I like about World Heroes is that it is NOT just another Street Fighter 2 clone. The moves and characters are all new and unique and I like the weapons and added Death Match. More awesome stuff for the Geo! ... Where's my RPG?!

Alpha's attempt at a 1 on 1 fighting game is a success! I found this game to have all the ingredients necessary to make a great fighting game, rivaled by Street Fighter 2 and surpassed only by Art of Fighting. A must-have for Geo owners.

AN INTERVIEW WITH YUZO KOSHIRO



Yuuzo Koshiro is the foremost game musician in Japan. Yuuzo is responsible for such master works as Y's I&II, Actraiser, Revenge of Shinobi and

Streets of Rage. Recently Yuuzo was in California working on the music for Batman Returns for Sega. After a quick phone call we grabbed our tape recorder and jetted over to meet Yuuzo at his hotel for a candid interview. Yuuzo Koshiro, to our surprise, is only 23 years old. He is energetic and personable. We found Yuuzo open and easy to talk to (with the aid of our ace international correspondent, Kei Kuboki). Here's what he had to say.

DHNN: When were you born?

YUZO: December 20, 1967, I am a Capricorn.

DHNN: What is your musical background?

YUZO: I started playing piano when I was 3 years old, I started playing the violin at 5, and began playing the cello in junior high. I've been composing music since the first grade, just basic stuff though. I didn't get involved in musical activities at school but I was playing keyboards in a band in junior high.

DHNN: What kind of music did you play?

YUZO: It was punk and heavy metal like the Sex Pistols (laughs).

DHNN: How did you get involved in game music?

YUZO: Just out of high school I was reading a computer magazine (Login), and I found an ad for a musician from the company Falcom. So I sent them a demo tape, and they immediately hired me. That's how it all started.

DHNN: So what was the first game you ever composed the music for?

YUZO: It was for personal computers, a game called Xanadu.

DHNN: Oh, yeah? Any other ones we don't know about?

YUZO: I also did the music for Y's I & II.

DHNN: No wonder the music was so incredible!

YUZO: Thank you.

DHNN: Besides Streets of Rage, Actraiser, and

Adventure Island what music have you done?

YUZO: I did Revenge of Shinobi on Mega Drive and also Sonic and Shinobi on Game Gear.

DHNN: Sonic 2 is coming out soon, are you doing the music for that as well?

YUZO: No, not for part 2.

DHNN: How about Land Stalker?

YUZO: No, but that game looks incredible.

DHNN: So what else have you done?

YUZO: That's about it for home systems.

DHNN: What steps do you take to make game music?

YUZO: First of all, when you're composing game music, you have to have the game on the screen. I usually get EPROMS or samples of the game so that I can experience the feelings of the game. Then my imagination goes to work. By moving the characters I determine what kind of beat is suitable.

DHNN: What kind of equipment do you use?

YUZO: I use a synthesizer, a drum machine and a sequencer. I compose the music and enter it into a normal computer. I then attach the computer to two sound boards and edit the music then play it through the computer and transfer it into the Mega Drive or Super Famicom.

DHNN: Okay, enough technical stuff, Yuuzo, what kind of games do you like?

YUZO: Street Fighter 2, definitely!

DHNN: What kind of music do you like to listen to?

YUZO: New Wave, Dance Music, Techno Pop, Classical, and Hard Rock.

DHNN: So you like just about everything?

YUZO: That's right!

DHNN: Is there any music that you like from the U.S.?

YUZO: Van Halen! I saw them live in Japan, and also Soul to Soul, those are my favorites.

DHNN: How do you get the Mega Drive to sound so much better than anyone else? Is there some special secret?

YUZO: It's my technique, but you have to have the feel for it too. I don't think other people are doing it the same way that I do. I try to get the best sound by hooking the system up to speakers so I can really hear the highs and lows.

DHNN: So what about the game music CD's?

YUZO: Those are directly from the game. The live

recordings are done by the Sonic Band.

DHNN: What do you feel is your best work so far?

YUZO: Hmmmm ... A couple of years back I did Sorcerian. I liked that a lot. I also liked Bare Knuckles and Actraiser.

DHNN: Do you mean the Sorcerian that came out for the Mega Drive and Super CD?

YUZO: No, I worked on the computer version, but I'm pretty sure the Super CD version has my music.

DHNN: Do you ever refuse to do music for a game?

YUZO: Yes, if it's a bad game I won't do it.

DHNN: What are you working on right now?

YUZO: Batman Returns for the Genesis and Sega-CD, Streets of Rage 2, and there's a Nintendo game I can't mention.

DHNN: Anything for Mega-CD?

YUZO: Yeah, there is one called Eye of the Beholder.

DHNN: How do you feel about CD? Will it allow you more creative freedom?

YUZO: CD will allow me more freedom to express myself.

DHNN: Any chance that your CD's will be released in the U.S.?

YUZO: I would love it, but there are no plans right now.

DHNN: Are you doing the music for Revenge of Shinobi 2 or Ninja Gaiden for the Mega Drive?

YUZO: I'm not sure yet. What made you think to interview me for your magazine?

DHNN: Since we're going to be the number one magazine, and this is issue number one we have to have the number one game musician. Don't you realize that you're very famous in the U.S.?

YUZO: Am I?

DHNN: Yes, a lot of our readers love your music.

YUZO: I'm really glad to hear that.

DHNN: Thank you very much for your time. We're looking forward to hearing more of your work in the future.

YUZO: Thank you.



Yuuzo signs a Bare Knuckles CD for the Big Cheese

HOCUS POCUS

Venture with thy controller in hand... To a Land where cheaters prosper

Streets of Rage (Genesis/ Mega Drive)

At the title screen, set the cursor on option. Press 'Start' on controller 1 while holding down buttons 'A', 'B', 'C', & 'R' on the second controller. This will give you a stage select and also allows you to set the number of lives in this game.

Magical Troll (Mega Drive)

Plug in two controllers and when the Sega logo appears, on the second controller press buttons 'A', 'B', 'C', 'C', 'B', and 'A'. Go to the options screen and you'll now have the ability to select any level you wish to play.

Macross (Turbo Grafx/ Pc Engine)

At the option screen, press in order 'I', 'Right', 'Left', 'II', 'Up', 'Down', 'II', 'I', 'II', 'I'. You can now choose from unlimited lives or invincibility.

Gate of Thunder (Turbo Grafx/ Pc Engine)

At the title screen, press 'Select' then 'I', 'II', 'II', 'I', 'Select', 'I', 'II', 'I', 'II', 'Select', 'Run'. This will give you a stage select.

Ranma 1/2 (Super Famicom/ Super Nintendo)

Set the cursor on .vs mode at the title screen. While holding 'L' & 'R' buttons, press 'Start'. This gives you a configuration mode which allows you to choose two extra characters not in the normal game plus you can play same character .vs character. Also by pressing the 'Select' button you can choose from the different backgrounds.

Prince of Persia (Super Famicom/ Super Nintendo)

Go to the password screen and type in 'SPECIAL', then choose 'OK'. You should hear a grunting sound. Start the game, then pause. At this point press 'B', 'Y', 'Up', 'Down', 'Left', 'Right', 'L', then 'R'. Un-pause the game then re-pause the game while holding 'Select'. This gives you a level select, sound test, and unlimited vials

Parodius (Super Famicom/ Super Nintendo)

At the player select screen, put the cursor on 'Big Viper' and hold 'Up', 'L', and 'X' simultaneously for 15 seconds. This gives you invincibility, stage select, and all your weapons.

Teenage Mutant Ninja Turtles 4 (Super Famicom/ Super Nintendo)

At the title screen press 'Up', 'Up', 'Down', 'Down', 'Left', 'Right', 'Left', 'Right', 'B', 'A'. Then go to the option screen you will be able to change number of lives to 10.

BY MORREY



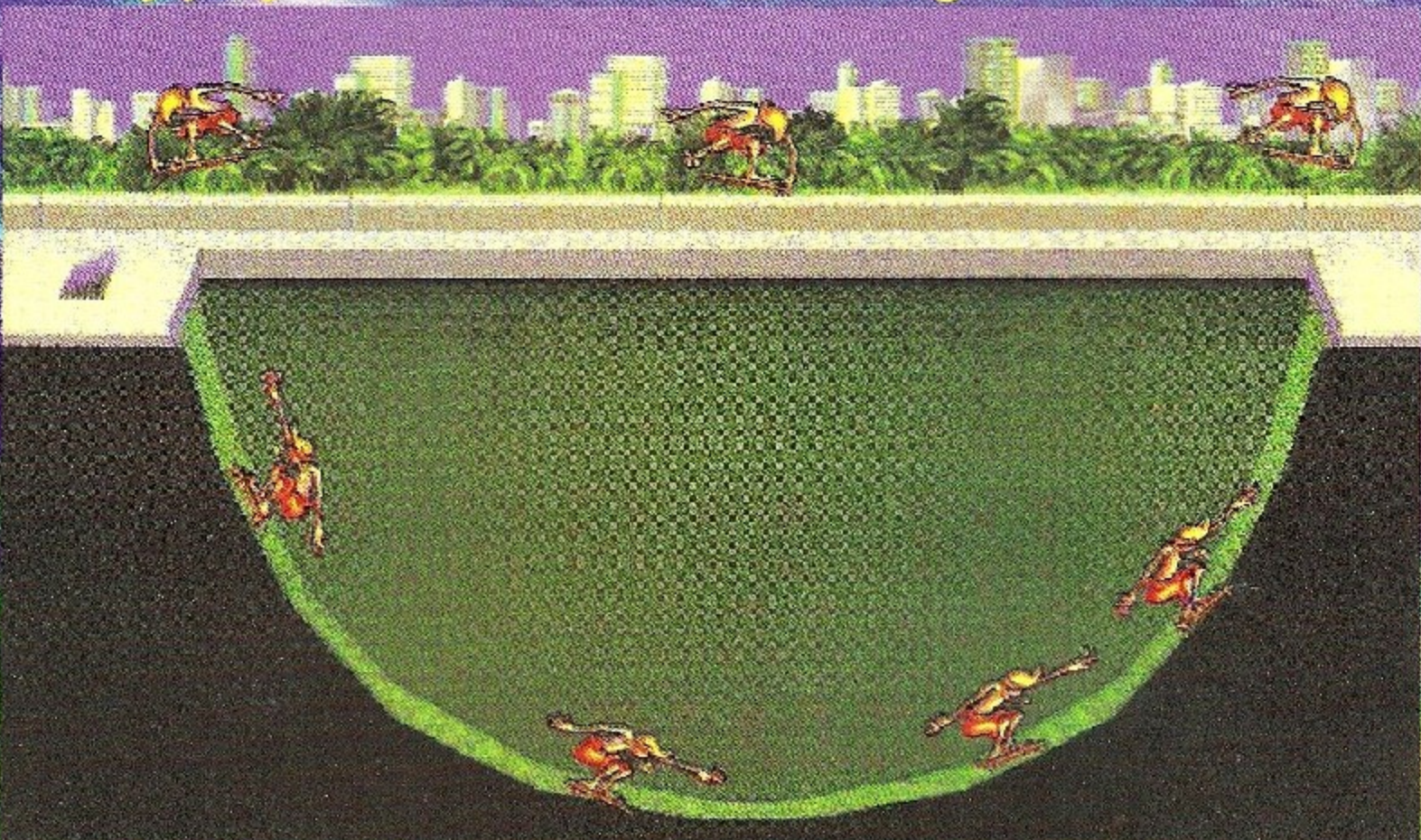
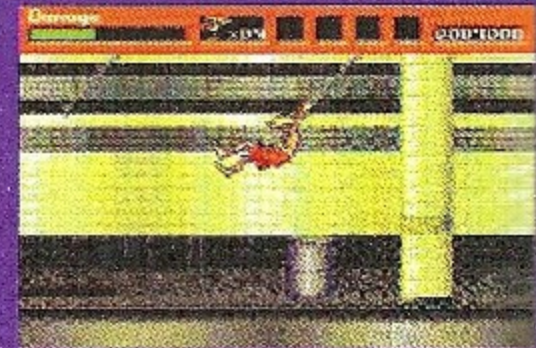
SEGA ACTION

As always, SEGA is Making a huge comeback at years end, only this time they've added their incredible CD ROM drive (due out this Nov.). Since most companies are developing on CD for the first time, the first wave of games (as awesome as they are) will only scratch the surface of what this new system is capable of, assuring users a bright future with their new SEGA CD's. Oh Ya! They've got the cartridges fully dialed in ... and Konami's coming!

Green Dog

SEGA
ACTION
8 MEG
AVAIL NOW

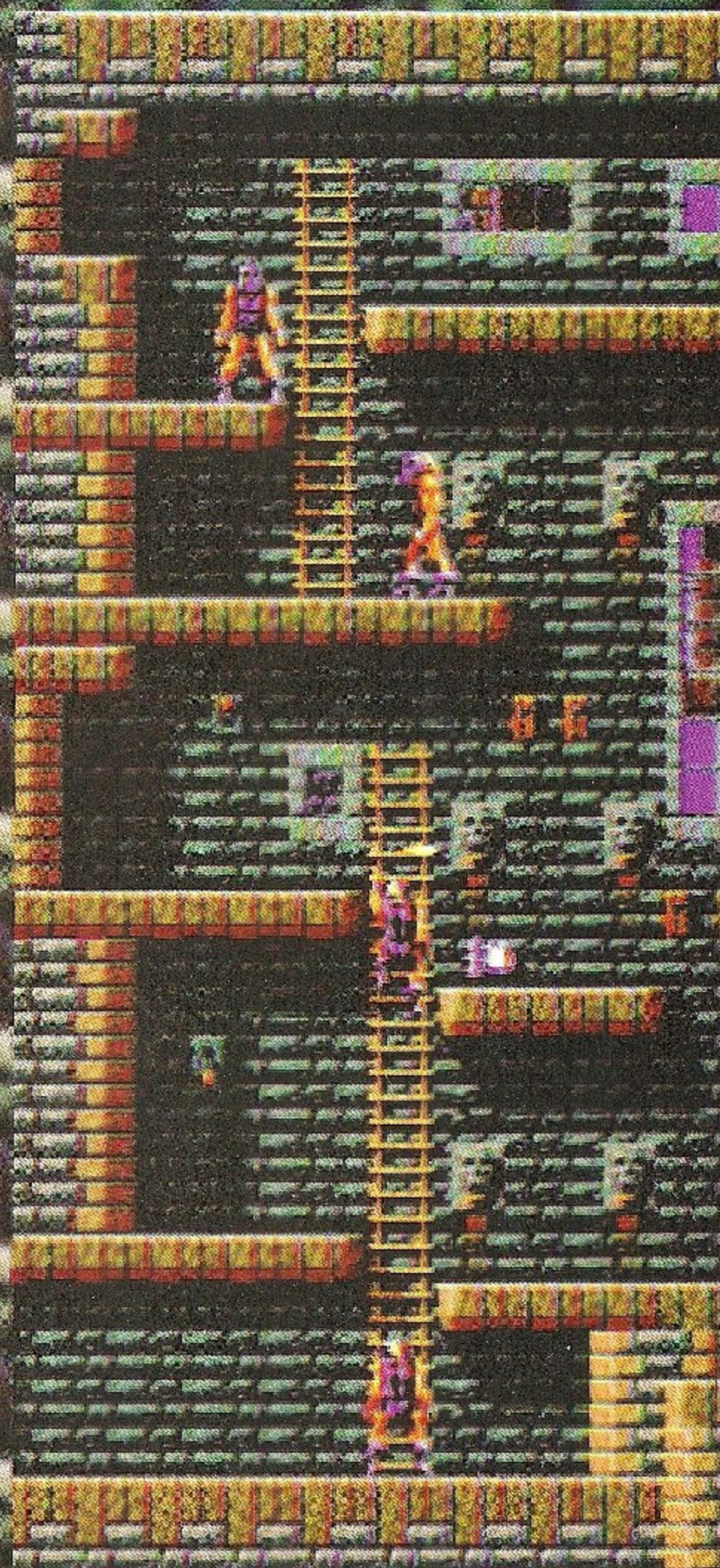
Don't even try to figure out what the name means (as we spotted no green dogs present). You play a rad surfer dude who's abilities are suddenly taken away when he bails head first and finds an ancient necklace buried in the sand. Now, (according to your girlfriend Bambi) you must piece together the sacred idol to regain your surf skills. Green Dog offers a mild but well rounded action romp, as you'll jump, fly, skate, or swim to achieve your goal. The graphics are excellent with loads of scrolls and the game is fun to play. Shortcomings are the lack of bosses and enemy characters (you mainly fight annoying little vermin). Strong points are the graphics, Jamaican tunes, and diversity of play mechanics (I especially enjoyed the skateboard sequences). Overall Green Dog is just a fun game, nothing ground breaking, but worth owning, as you will surely play over and over between big titles.



GODS

MINDSCAPE
ACTION
8 MEG
AVAIL. OCT./NOV.

The second you turn on your Genesis, you'll know you've got a winner with GODS, as the graphic presentation and the music are top notch. But don't expect to fly through this one, oh no! Each level is detailed and complicated, with only one route to escape. You'll encounter hordes of cool mutated beasts and flying freaks as you jump, climb, shoot, and throw switches while looking for the exit. Along the way you'll find keys, storage pots, and formulas (and maybe even a warp or two) to help you along. What I like most about GODS is the challenge. Even the best gamers will find it hard but not impossible, and the game is fun enough and graphically good enough to keep on playing. Another strong point are the bosses. I don't want to give it away, but take my word, they're pretty fierce! So if you own a Genesis... (you do don't you?) seek out and purchase GODS... Then call in sick!



WONDER DOG



JVC/CORE
ACTION
SEGA CD
AVAIL. NOV.



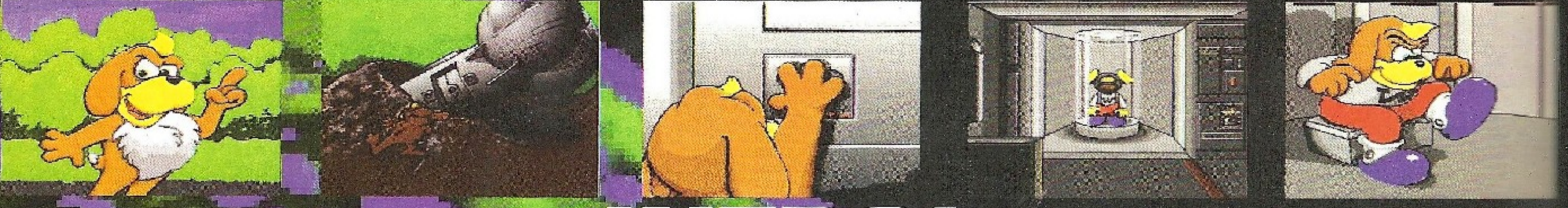
CHECK



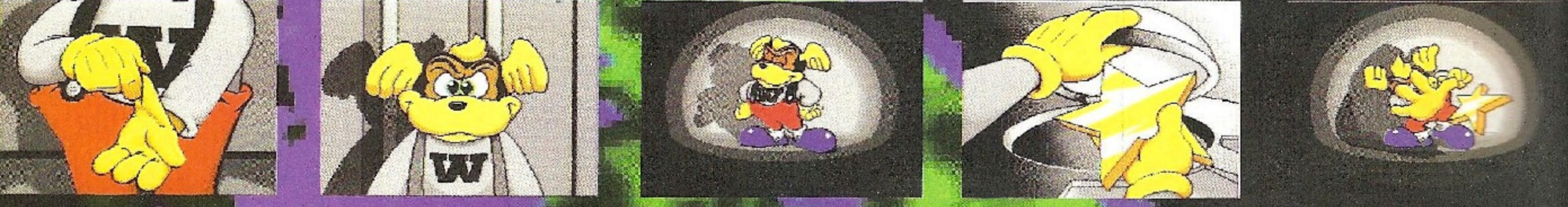
OUT THIS



AWESOME



INTRO!





SUNNY HOP MEADOW



HOLD DOWN AND PRESS "B" ... YOU'RE DRILLING



GRAB A TORNADO AND YOU'RE INVINCIBLE



BONUS ROUND!



AVOID THE BOUNCING HEAD (NICE ROTATION)



UNDERGROUND



YOU FOUND ...



YOUR WAY ...



IN ...



NOW FIGHT YOUR WAY OUT!



DOGSVILLE



DON'T GET TOO CLOSE!



DRILLIN'

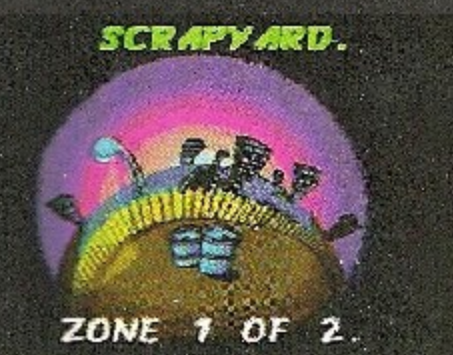


RUN!



WATCH OUT FOR THOSE SMOKE RINGS

One of the first big bright spots in the '92 SEGA CD lineup is Wonderdog. Before I go in-depth let me just tell you, if this is what CD has in store for action game fans ... I'm an owner! Incredible opening animation, incredible music, loads of colors on screen, tons of long levels, great huge non-flickering, no slowdown bosses, more scrolls than you can count, and most of all ... FUN!. During my four days of playing Wonder dog (it's long!) I was a happy guy. I awoke each morning with my password in hand and leaped out of bed without hitting the snooze button once!



SCRAPYARD



FIND THE INVISIBLE PLATFORMS ...



IT'S BUDDAH TIME!



IF YOU CAN FIND IT ...



GO FOR THE 1-UP



LOONY MOON



ZONE 1 OF 3.



NICE SCALING!

WHAT'S THAT?!? 13

When the first level opens and you see those graphics, the first thing you'll want to do is take off running, flying and shooting ... but hold on! Take your time. Number one, DON'T shoot the rabbits (it really pisses them off!). Don't hurt them and they won't hurt you. If you shoot em' they'll freak and jump at you erratically, so just leave them alone and move on. Your best bet is to walk slowly through the first half of the level and eliminate the moles, big dogs and ducks, then you're free to run jump fly and explore. The trees are loaded with bonus-

es and invisible platforms leading to bonus rounds (so look and fly everywhere!). There's a happy face in each level. Once you touch it Wonderdog assumes the Buddha position and magically fills in the invisible platforms leading to higher places and more goodies (yum!). If you're really thorough you'll find the special bonus and warp to the big top (complete with circus tunes), where you must ring all the bells in the allotted time for a 1-up!. There's also a special underground stage (I wonder where it is?). The

middle boss of level one is the scarecrow, he'll take off his head and bounce it at you (it rotates beautifully!). Dodge the head while powering up and flinging your stars (he's pretty easy). The end boss is two floating rats. Without bringing number two onto the screen bank your star off the ground and pop as many balloons on number one as you can (once they're both on-screen things get hectic). Pop all the balloons and you're on your way to level two ...



PLANET FOGGIA



THIS GUY'S EASY ...



JUST JUMP THE SMOKE, LAND AND SHOOT FAST



BANK YOUR STAR WHEN HE MOVES THE STONES



THIS BAG OF POLLUTION HAS AN EASY PATTERN



BUT WATCH OUT WHEN HE EXPLODES



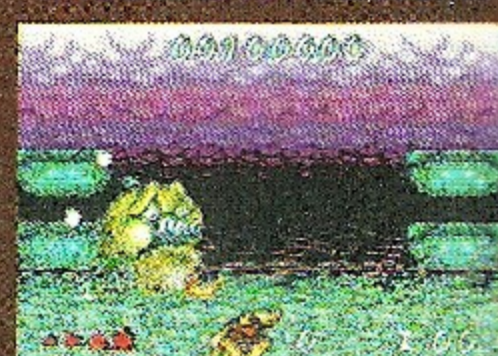
JUMP THE SMOKE ...



THEN STAND HERE AND PLUG AWAY



IT TAKES PRECISE JUMPING ...



OOPS!



PLANET WEIRD



IF YOU CAN FIND THIS PLATFORM ...



YOU'LL END UP HERE. THERE'S A 1-UP ON THE RIGHT



WHAT'S THAT?



TAKE A RIDE!



PLANET KNINOS



CRASH & BURN!



DON'T GET BOMBED!

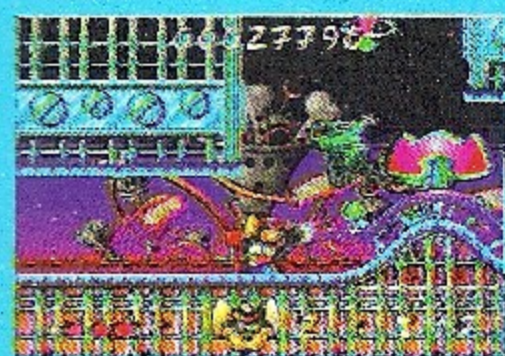


ANOTHER 1-UP!



IT'S THE SARGE!
TAKE HIM OUT!

Dogsville is possibly the best level of a game I have ever seen. First of all the music here is ultra-cool, and scrolls, you want scrolls? There must be ten in the street alone. And if you really look closely a little guy will stick his head out the window to check you out! This is good stuff! There's a cool sequence you can try here ... Grab the tornado at mid-level, spin right up two inclines, then jump left, and you'll hit an invisible platform. Jump left again at the second bone, and there's a group of bones and a happy face. With the happy face filled in, complete the level. Now you can take the high road or the low road. The first boss in Dogsville is a crazy maid, the second is a fat slob with killer smoke rings. Both are fairly easy to defeat but they're so cool to look at, you'll want to drag it out! From here you'll venture onto The Scrapyard, with its old sofas motorcycle rats and broken glass, Loony moon with scaling UFO's, space freaks and smelly cheese, Planet Weird with flying slugs, ghosts, and freaky faces, Foggia, with all kinds of fog spewing creatures, and Planet Kninos with military dogs and hidden secrets, and then of course, your final destination. All the levels in Wonderdog are new and different, each with their own special qualities and play mechanics, all set to some of the coolest music I've ever heard! As far as setting up your controller goes, try this. If you play with your thumb, use A for run, B to jump, and C to shoot. You should have the run and jump buttons side by side, since jumping is so much a part of Wonderdog. On tricky bosses you might want to use a three finger control to run, shoot, and jump simultaneously. This takes some practice but it works great on the ballon rats and the big maid. So there you have it! SEGA CD rom is really what they say! Wonderdog proves that. It just takes time for programmers to learn the development system, and the guys at Core obviously have! Lets hope we see more companies follow with more great action games like Wonderdog while we wait for part two! Thanks for reading...



SEE YA!



YOU FOUND IT!



STAND HERE



AND THESE GUYS
ARE EASY!



TANK!



ROAST THIS GUY ...



AND HE'S ...



OUTTA ...



THERE!



DON'T LET THIS HAPPEN
TO YOU!



TAKE

CONTROL

5

THUNDERSTORM

RENOVATION
STG
SEGA CD
AVAIL. NOV.



GET READY



FOR THE RIDE...



OF YOUR LIFE...



IN THUNDERSTORM



NEW YORK...



CLEAN OUT THE STREETS



YOU'RE IN THE CANYONS NOW



FIRE!



THESE GUYS COME IN FAST



WATCH OUT...



FOR THE SUB...



THAT WAS CLOSE!

What can CD do that cartridge can't?... ThunderStorm. Wolfteam can now take any laser disk game and bring it home via the SEGA CD, and they're doing just that! ThunderStorm is the first in their LD lineup. ThunderStorm begins with an awesome full-motion intro, as the pilots ready themselves for attack. From there you're dropped into New York for your first mission "OK captain,

let's knock em' out in New York," you hear from your head set as you approach the statue of liberty, and your first target. During the game the sergeant will instruct you when to turn and of various targets sporadically throughout each mission. Other than that it's lock on and shoot before

they shoot you!, all at a break-neck roller coaster ride pace that puts you in the action! If you really want realism, Wolfteam built in a special surround sound feature. When you use headphones, you'll hear aircraft from all sides as if they were swirling around your head! It's truly AWESOME! As the game progresses it gets harder and harder as your enemies become faster and more cunning, you've got

052300

100000

OF THUNDER STORM

5



YOU'RE TOAST!



WATCH THE PLANES!



TAKE OUT THOSE TANKS!



STAY ALERT!



TAKE 'EM OUT!



BOOM!



THERE'S BOGEYS ALL OVER ME!



USE THE MISSILES



DON'T LET HIM LOCK ON!



ALL CLEAR



INCOMING!



UH OH!



YOU JUST GAVE THIS GUY A MAJOR HEADACHE!



CRASH AND BURN!

to lock on and shoot fast or they'll roast you in an instant, which brings up a full motion video of you're hell as it careens into the side of a building or canyon. ThunderStorm manages to keep you busy shooting, steering, and thinking throughout the entire game, all in real-time full motion. You get up to five lives

and three continues on normal mode, and you'll need them all to complete your mission (The difficulty is set just right). There are a total of ten missions, all unique with their own special strategies and

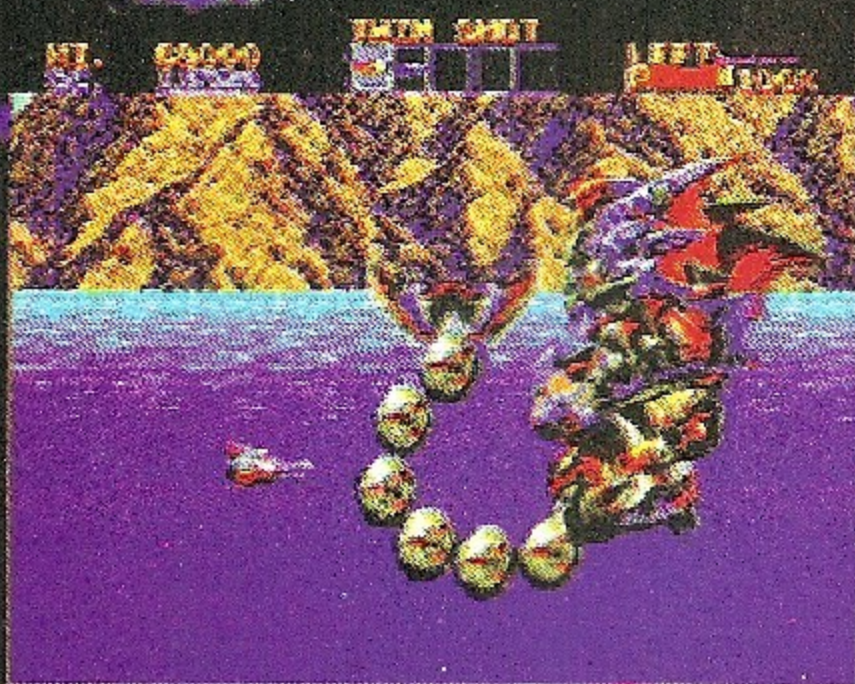
layouts. One key to success is a turbo controller. With turbo your guns won't heat up and you can shoot constantly, otherwise (while your guns are cooling down) your a sitting duck. ThunderStorm is a gas... it's a totally unique experience in gaming! Another great game in Sega's '92 CD line-up. Way to go Wolfteam!!

052300

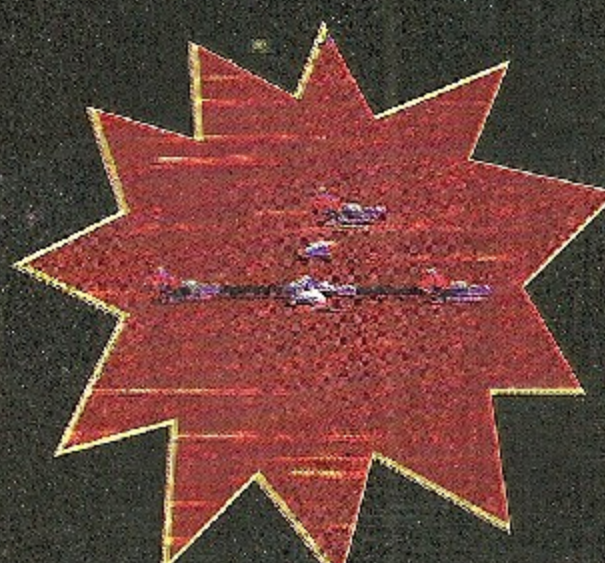
100000

THUNDER FORCE

TECHNO SOFT
SHOOTER
8 MEG
AVAILABLE IN JAPAN



I've got one thing to say about ThunderForce IV... buy it! From the intro to the ending, it's pure magic. The music is hard driving Heavy Metal to smooth techno tunes. The graphics are phenomenal for a cartridge. With loads of scrolls and colors. Some of the levels are four screens high, allowing the player movement like never before! ThunderForce IV is intense all the way through! It makes TF III look eight bit, and TF V is coming... on CD! Can you imagine? I could go on and on, but then we couldn't run as many screen shots, so I'm done. ThunderForce IV, just get it

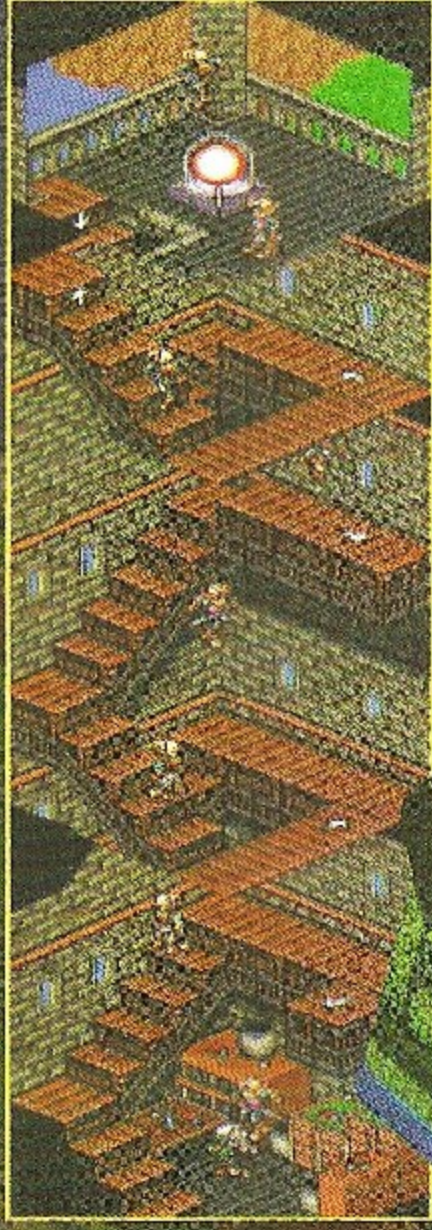


SEGA CD MAX
ACTION/RPG
15 MEG
PAL JP (JAPAN)

LAND STALKER

Three hundred years ago, King Knowl had it all. Known by all for his riches and power, he had built several castles throughout the land to hold these treasures. But his power did not last long. Three leaders stood against him and a war broke out. The rebellion chased him into his last castle where his people, his powerful magician, his treasures, and the King mysteriously vanished. Over the last three hundred years many have tried to unravel the mystery ... none have succeeded. It has become the tabu of all treasure hunters ... until now.

Ryle will now begin his adventure to find the King's treasure. Get ready for a new experience in action RPG's. Through the magic of the DDS system, Land Stalker will give you realism and expression like you've never seen before. The characters are displayed three dimensionally and animate realistically. Experience fifteen levels of height. To move up, you may find yourself jumping out of a window and landing on another character who will then take you to a higher plane. Experience the forest of bewilderment, the most complex, beautiful 3D maze ever created. Look for a full review in next month's GameFan.



PREDATOR 2TH

ARENA
ACTION
8 MEG
AVAIL. NOW

It seems the Predator's in town and he's out for blood. You've been assigned to rescue his would-be victims before he tracks 'em down and chunks 'em with his shoulder cannon. All this action is set up in seven various locations from cities to slaughter houses, and finally the alien craft. The characters in Predator 2 (though small) are well detailed as are the backgrounds. The action is fast, non-stop shooting, as each area is littered with drug toting bad boys. Power-up weapons are everywhere, including the shotgun, assault rifle, spears, grenades, nets, and flying alien disks. The game play is similar to Smash TV, as you can lock Harrigan into place and move freely. The control is excellent and the music goes well with the game. Every so often the Predator himself will show up to let you know he's watching you, just waiting for you to make one mistake. If he locks on he'll blow you to bits. There's also a password screen after each level and some great digitized graphics. Overall Predator 2 is an excellent action/shooter worthy of a spot in your Genesis collection.



ALIEN³

ARENA
ACTION
8 MEG
AVAIL. SEPT.

The programmers at Probe via Arena breathe new life into Sega carts with Alien 3. Like most

movie adaptations the game loosely follows the story of the movie.

That's just hype, big movie, big

game but we're often disappointed when we get it home. This is not the case with Alien 3.

Ripley's managed to salvage some weapons from the E.E.V., along with a motion tracker. Your ammo is limited so use it sparingly, as are your tracker's batteries. Your mission is to save the prisoners and find the exit in the allotted amount of time.

The objective is simple, the game is not. One of the first things I



RIGHT FROM THE START YOUR CHANCES OF GETTING CHUNKED ARE GOOD



GOT 'EM!



THIS ALIEN BREAKS THROUGH THE DOOR SO USE THE LAUNCHER & TAKE 'EM BOTH OUT!



LURE THIS GUY IN THEN SHOOT HIM FROM THE LADDER



JUMP BEFORE YOU SLIDE AND SAVE RIPLEY FROM INJURY



THIS QUEEN'S A ROYAL PAIN, USE THE GRENADE LAUNCHER FOR QUICK CHUNKAGE



IF YOU MAKE IT THIS FAR, ALL I CAN SAY IS GOOD LUCK



IT'S YOU OR HIM



THIS GUY LOVES YOUR PRETTY FACE, SO WASTE 'EM!



TAKE YOUR TIME IN HERE



ALIENS IS FULL OF GREAT BACK-GROUNDS LIKE THIS ONE



USE THE LADDERS WISELY AND STAY ALERT



ALL THREE EXPLODE, SO STAY BACK

noticed about Alien 3 is the music and sampled sounds. Both are of the utmost highest quality, adding to some of the best graphics and control yet. The levels in Alien 3 are long and difficult. A good memory is required when it comes to locating the prisoners. If you leave even one prisoner we're talking chest rockets. It's goo galore.

Over all Alien 3 is a great game that I'm sure you'll play over and over until you beat it. If anyone prints a level select, be a man and look the other way. If you can beat this one, think of how easy the next one will be. Alien 3 is a winner! See for yourself September 9th.



MICK & MACK AS THE GLOBAL GLADIATORS

VIRGIN
ACTION
8 MEG
AVAIL. SEPT.



JEEZE, YOU'RE UGLY!



GOING UP!



SPLAT!



IN THIS LEVEL SEE IF YOU CAN TAKE THE INVISIBLE PLATFORMS TO THE T-UP



AAAAHHHH!



MICK & MACK ARE CONCERNED ABOUT THE ENVIRONMENT...ISN'T THAT SPECIAL



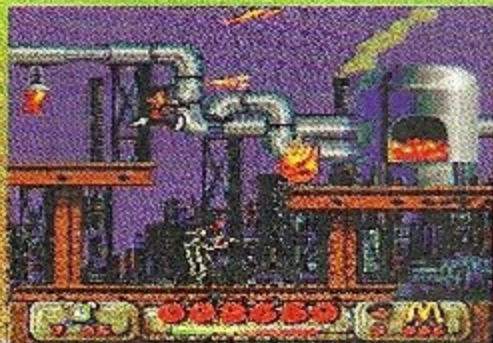
WHAT AM I DOING UP HERE?



JUMP ON THE M's YOU MAY FIND SOMETHING!



WHAT A KICK!



THIS PLACE IS A MESS



IF YOU TAKE THE LOW ROAD GET READY FOR A LOT OF JUMPS



THERE'S NO TIME FOR A PICNIC IN THIS FOREST

The masters at Virgin have really done it this time! Going where no programmers have gone before, mixing spectacular graphics and animation, great music and voice, and superb playability all into one fast and fun 8 meg cart.

Global Gladiators is definitely a next generation game, if you don't have a Genesis here's another reason to go get one, it's that good! You'll explore four areas with three sections each harder than the last. The first level is a total slime fest. There's all kinds of slimy spewing beasts in your way (wait till you hear 'em). Invisible platforms are everywhere, it's major fun. When your character stands still on an invisible platform (or anywhere for that matter) it's way-cool animation time. Level two (the forest) is a masterpiece in it's own right, with trees four screens high, running waterfalls, cool walking fish, and farting skunks. It's easier to take the tress, but the ground is the manly way. Level three (Toxifown) is another great level complete with trash cans that heave bottles, dancing fireballs, and killer pollution clouds all set on girders and conveyor belts set in a gloomy factory backdrop. Get ready to jump ... a lot. The first thing you'll notice about level four is the music (how did they do that?), but listen too long because there's some fierce polar bears that want you for lunch! This is another gorgeous level, thing is, you ain't got time to look! The action here is fast and non stop!

It takes a true gamer to beat this one, but it's well worth it. I guarantee you'll play Global Gladiators over and over, and that's what it's all about, right?



YEAH RIGHT, AND FISH CAN WALK

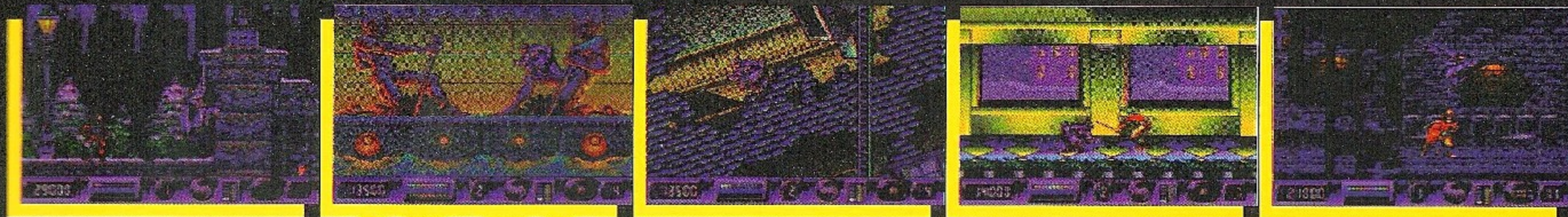


SHOULDN'T HAVE GUT SWIMMING LESSONS



BATMAN RETURNS

SEGA
ACTION
8 MEG
AVAIL. OCT.



Set in the dark depths of Gotham city, Batman Returns on the Sega Genesis and the Sega-CD. Cool new options are the grappling hook (similar to that of Bionic Commando fame) and an on-screen utility belt to choose your weapons. The CD version has scaling driving scenes that you will not believe with speed and detail that rivals such master works as Monaco GP in the arcade. The side scroll action is done incredibly well reminiscent of Strider. Whether cart or CD this one's a guaranteed winner. Has anyone see my cat?



Ninja Gaiden IV

SEGA OF JAPAN
ACTION
8 MEG
AVAIL. 4th QTR.

Sega has an all new 8 meg Ninja Gaiden on the way! Not a copy of the old 8-bit, not an arcade re-hash, this is an all new version which gives you the best from both. The character animation is awesome and the music is top notch. Look for this one (in Japan) this October and hopefully a U.S. version will pop up on Sega of America's schedule soon. In the meantime, check out these early screens.



MAGICAL TROLL

SEGA of JAPAN

ACTION

4 MEG

AVAIL NOW



Seems evil has taken over the local school, and Magical Taluto (a junior magician) is ready to find out how and by who. This is just one story in the long standing cartoon trilogy which has become so popular in Japan. In this unique action platform game, you'll run, jump, fly, and wave your magic wand through fifteen (5 x 3) beautiful sections of game play as you battle strange creatures and try to find your missing friends. Although this is a four meg game, you would never know by playing it (remember Sonic?) as there are tons of colors on screen and lots of special sound and graphic effects usually found only on higher meg carts. But the best thing about Magical Troll is the game play. All the bosses are totally unique, and one especially will blow you away! There is also a lot of jumping and flying which is done just right as you can re-adjust you





character in mid-flight. Another challenge is trying to find all nine of your hidden friends, you don't have to but if you do they all appear at the end of the game! And still two more features are the magic wand and the flight. Whenever you touch an item with your wand it comes alive (complete with blinking eyes and mouth) and becomes throwable. To fly jump with 'C' then press and hold 'C', Taluto can only fly a little since he's just a junior magician but it real-



ly helps in the game. You also earn three types of magic throughout the adventure which I'll let you see for yourself. It's all here! What puzzles me is how a great game like this can slip past un-noticed while we're sitting through those first quarter dry spells. Overall Magical Troll is excellent in every way and I highly recommend it. It's just a great game. Thanks for reading!



KING TIGER III



HEDGEHOG



GODIZILLI



GAILULU



MITOKATA



TALUTO



SHIELDER

ACCLAIM'S SUPER HIGH IMPACT



**ARENA
SPORTS
8 MEG
AVAIL NOW**



**You Mama's Boy!
Yer Toast! That's**

**what you'll hear when you fire up
Acclaim's Super High Impact
Football for your Sega Genesis.**

**Get ready for war! Super
High Impact moves at an incredi-
ble pace stopping only to fight,
tell you "You Blew It", or take a
whack at the Hit-O-Meter (after a
major sack). Other than that
it's all action. The detail and
animation on the players
are excellent, especially
when they grab an ail-
ing limb (Oh My
Kneel!).**

**High Impact is a
must for sports fans
but will also appeal to
the action game fan
due to it's excellent
ease of play and fast
action. S.H.I. scores a
big T.D.!!!!**



PICK YOUR PLAY



AWW YOU BLEW IT!



TO THE VICTOR GO THE SPOILS



OUTRAGOUS HIT O METER



CHECK YOUR STATS

BIO-HAZARD Battle

It seems like every time you think they've reached the peak of the Genesis' capabilities, someone finds more. This is definitely the case with Bio-Hazard Battle. As you fly through this mesmerizing genetic wasteland you'll see colors, animations, and claymation effect that will leave you bug-eyed. Some of the bosses look like they could jump out of the TV and chomp you. Another interesting feature are the actual crafts themselves, looking like early life forms with animated wings, tails, and R-Type style power pods. Want more good news? It's two player simultaneous and it's not a walk-through. Each level is special and different, from vertical drops to jungles, caverns, wasted cities, etc... forcing the player to change his strategy throughout. Bio-Hazard proves that there are still fresh new ideas for shooter fans and that 16-bit is alive and well with lots to look forward to. Grab a controller and see for yourself.

**SEGA
SHOOTER
8 MEG
AVAIL NOV.**



**AWESOME
ANIMATION!**

**GROUND
BREAKING
GRAPHICS!**

SEGA

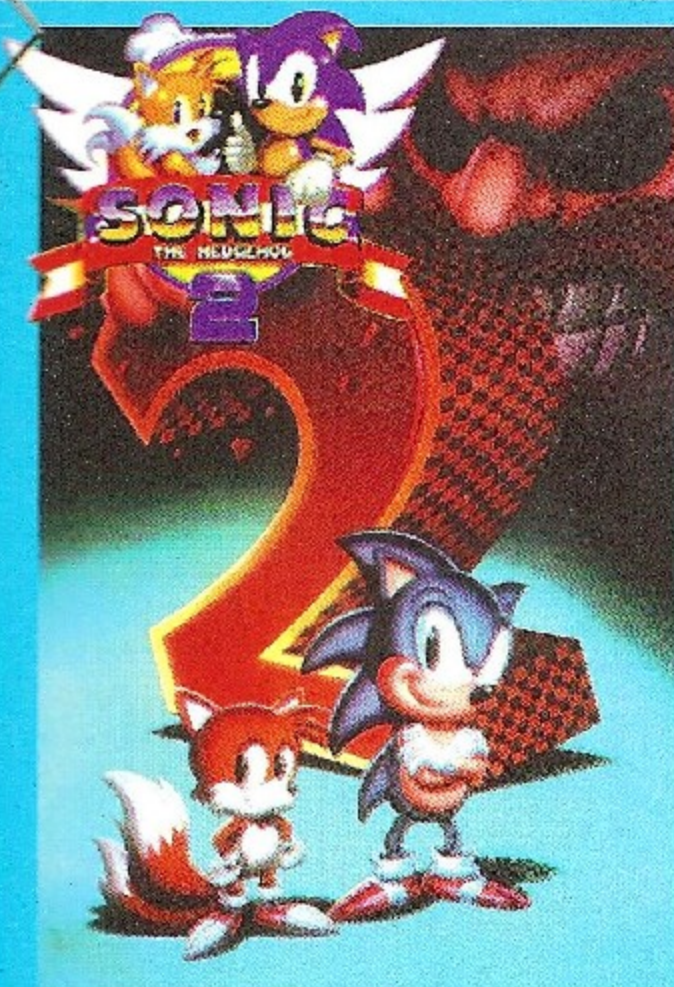
PREVIEWS

Time Gal, the next in Wolfteam's laserdisk to Mega-CD line-up should be awesome. It's non-stop action all the way ... in-depth next issue.



THE SUPER SHINOBI 2

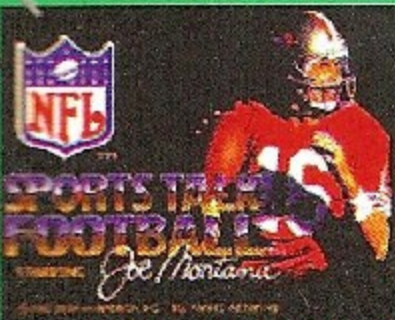
Sega has an all new version of Shinobi 2 on the way, brought to you by the same programmers who brought you the original. This sequel looks like a big winner. Our hero can now grapple, backflip, and run. The backgrounds and bosses look incredible. Look for more on this great new cart in our next issue.



I've got one thing to say about Sonic 2. You're not gonna believe it. We're talking major speed. Sonic and Tails fly on to screens everywhere this November. Get ready for Sonic 2'sday!



Compile (known for their incredible shooters) is almost finished with their first Mega-CD title, Nobunaga & His Ninja Force. Look for a full review next month.



WHEN'S THIS GUY GONNA RETIRE?!



HORIZONTAL VIEW

Sportstalk Football's back starring Joe Montana on a 16 meg cart and CD version. New features include digitized characters, three viewpoints that you select, great scaling in the CD version, and the best voice yet.



VERTICAL VIEW



NEW DIGITIZED SCREENS

From Core, the makers of Wonderdog, comes their next Mega-CD game Wolfchild, and it looks incredible. If Wonderdog is any indication of what these guys can do, look for this game to be another ten. Both an import and American version will be ready by this Christmas ... more next issue.

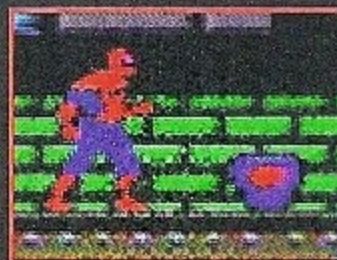


PLANET SNES

The 1st generation of SNES games have dazzled us with new quality in graphics and amazing sound. The 2nd generation games are coming and the future looks bright on planet SNES.



Spiderman, along with the mutant powers of the X-Men, must defeat the deadly Arcade and his mind-altering scheme of mayhem in Acclaim's awesome new SNES action game.



STAGE 1



ACCLAIM
ACTION
8 MEG
AVAIL OCT

<p>SPIDER-MAN REAL NAME - PETER PARKER OCCUPATION - KILLARLI PHOTOGRAPHER GROUP AFFILIATION - X-MEN SUPERHERO ABILITIES - SPIDER SENSE, WALL CRAWLING, SUPER STRENGTH, WEAPON MIMICRY, WEAPON ATTACHMENT, WEAPON DETECTION, WEAPON REPAIR, WEAPON ENHANCEMENT, WEAPON REPLENISHMENT PROGRESS - [] SELECT - CHOOSE - START - PLAY</p>				
<p>GAMBIT REAL NAME - RICHIE BLOOMBERG OCCUPATION - GUNSMITH GROUP AFFILIATION - X-MEN SUPERHERO ABILITIES - MAGIC, MAGIC BARRIERS, MAGIC SHIELD, MAGIC WEAPONRY, MAGIC WEAPONRY, MAGIC WEAPONRY, MAGIC WEAPONRY, MAGIC WEAPONRY, MAGIC WEAPONRY PROGRESS - [] SELECT - CHOOSE - START - PLAY</p>				
<p>CYCLOPS REAL NAME - SCOTT SUMMERS OCCUPATION - ADVENTURER GROUP AFFILIATION - X-MEN SUPERHERO ABILITIES - OPTIC BLAST, OPTIC BLAST, OPTIC BLAST, OPTIC BLAST, OPTIC BLAST, OPTIC BLAST, OPTIC BLAST, OPTIC BLAST PROGRESS - [] SELECT - CHOOSE - START - PLAY</p>				
<p>WOLVERINE REAL NAME - ERIC S. BLOOMBERG OCCUPATION - GUNSMITH GROUP AFFILIATION - X-MEN SUPERHERO ABILITIES - SELF-HEALING, SELF-HEALING, SELF-HEALING, SELF-HEALING, SELF-HEALING, SELF-HEALING, SELF-HEALING, SELF-HEALING PROGRESS - [] SELECT - CHOOSE - START - PLAY</p>				
<p>STORM REAL NAME - MAGNETO OCCUPATION - PHOTOGRAPHER GROUP AFFILIATION - X-MEN SUPERHERO ABILITIES - ELECTRICITY, ELECTRICITY, ELECTRICITY, ELECTRICITY, ELECTRICITY, ELECTRICITY, ELECTRICITY, ELECTRICITY PROGRESS - [] SELECT - CHOOSE - START - PLAY</p>				

The name of the game here is smooth character animation, great backgrounds, perfect control and awesome music. Each of our super heroes has his own levels, Spiderman climbing and swinging, Wolverine clawing and punching, Storm swimming and creating whirlwinds, Cyclops jumping and blasting, and Gambit running and super-charging objects. The characters in X-Men are small and after playing it I wouldn't want it any other way, as this makes room for huge levels with lots of action and detailed graphics. Everything here is just right! Spiderman and the X-Men rounds out to be a great overall action package, definitely recommended.

The X-Men are back!

CAPCOM
ACTION/STRATEGY
4 MEG
AVAIL SEPT

SUPER BUBBLE

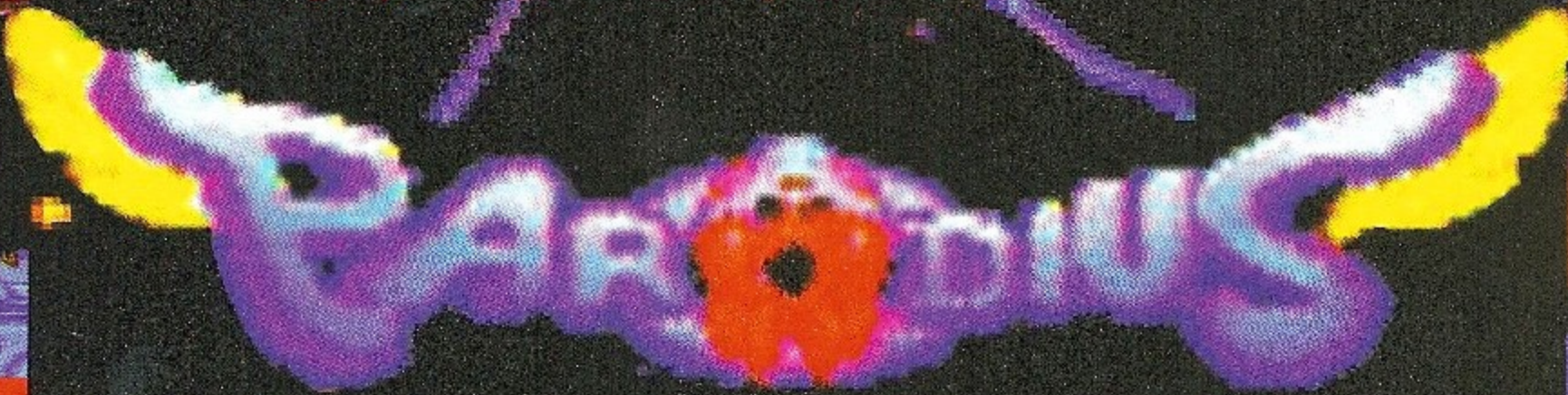
Well, Capcom has done it again! The SNES version of this arcade hit is one of those games that I will play for a long time to come. Popping bubbles and avoiding goofy dragons and fireballs is not easy but great power-ups and ingenuity will help you get through even the stickiest of situations. The most obvious difference between the Coin-op and the

SNES is the lack of 2 player simultaneous play, however this version has got enough extras to make up for it. The sound (I think) is better than the Coin-op, and the gameplay is identical, with no slow down at all. For those of you not yet familiar with Buster Brothers the object is simple, pop all of the bubbles without getting hit and collect as many special items as you can along the way. Sound's simple enough eh? Well... the more you play it, the more you want to, I could go on and on but I think I'd rather let you try it and see for yourself. Have fun!



KONAMI
SHOOTER
8 MEG
AVAIL NOW (JAPAN)

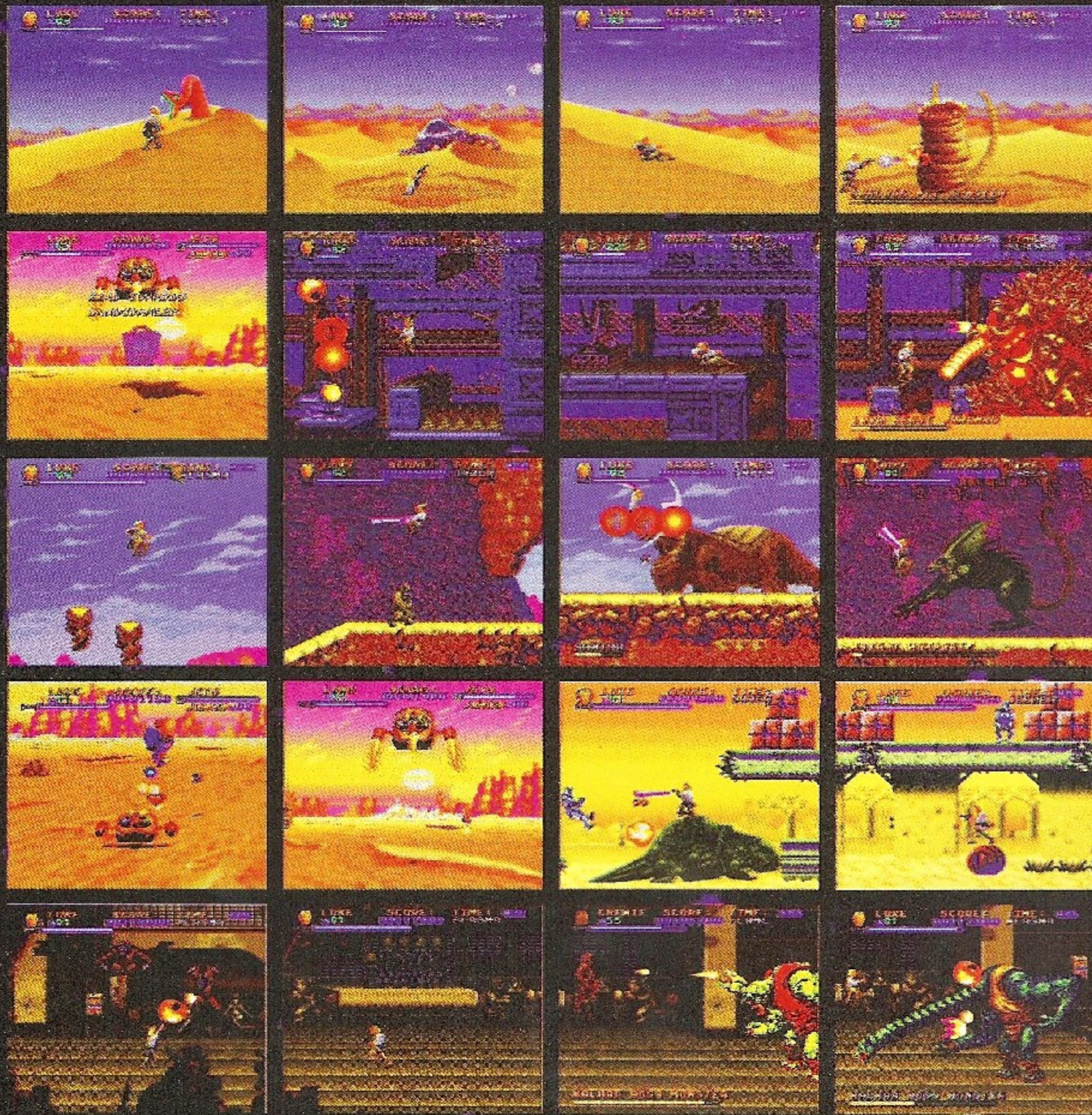
Take off in this cartoony whacked out version of the popular shooter Gradius. This is a direct arcade translation straight from Japan and nothing has been lost in the transition. There are ten levels of intense action with some of the funniest bosses ever seen! Besides great game play and clever power ups, this game has a complete musical sound track taken straight from the Nutcracker Suite. Konami always comes through with the best games for any system and this one is no exception. If you're a Konami shooter fan, you already know the type of quality game Konami brings us, so check this import out now as it probably won't be showing up in the U.S. any time soon.



Super STAR WARS



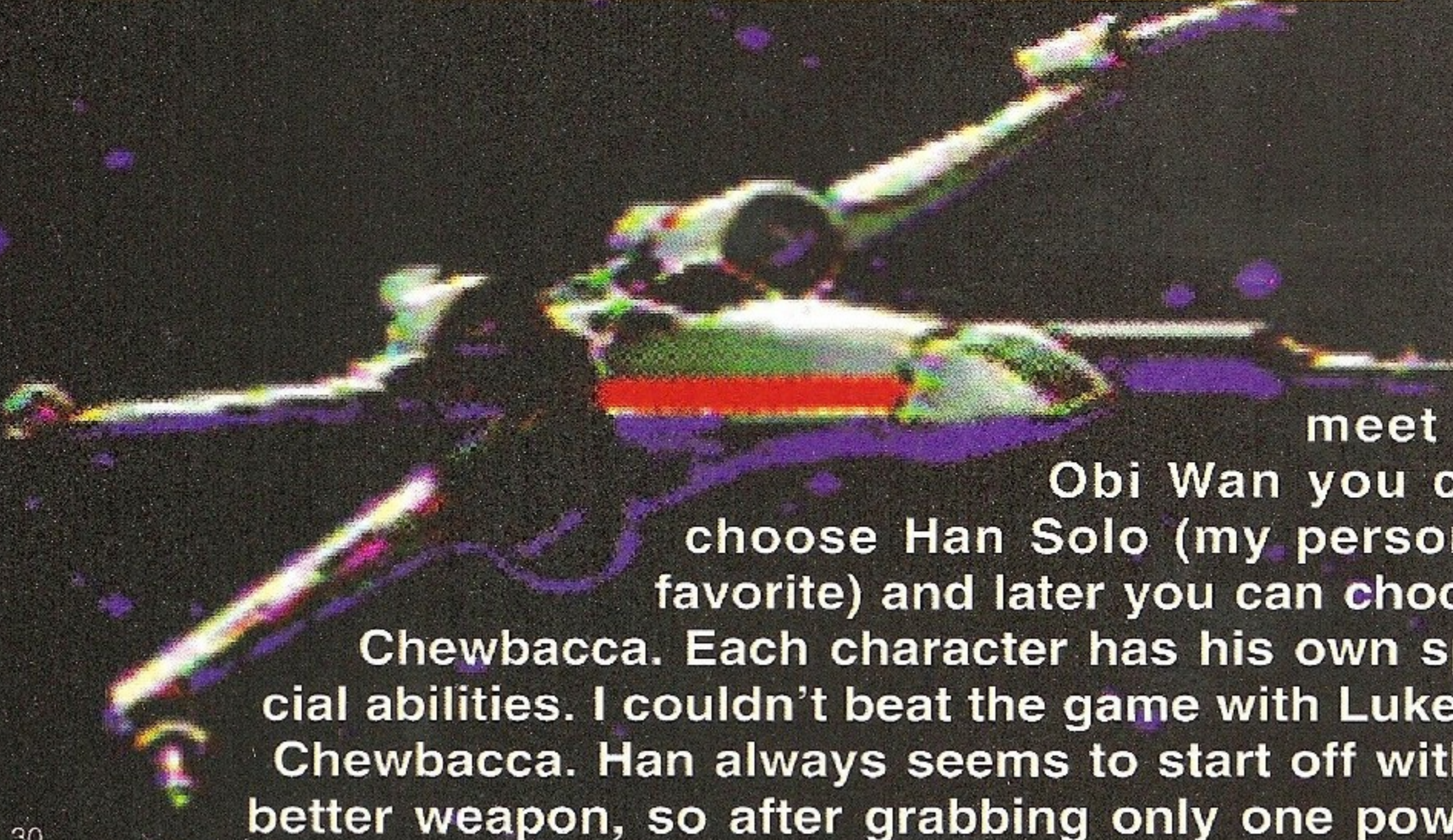
JVC
ACTION
8 MEG
AVAIL. 4th QTR '92



It's the game from the movie ... Star Wars, you know the story, so how is the game? Does it do the blockbuster movie justice? Well, as your reviewer I'm pleased to tell you, yes it does ... Big Time!

From the moment you turn on your system you know this game is something special. As the trademark Star Wars story scales onto the screen, the music is awesome, it's all there!

After a great intro you're ready for the game. The graphics are bright and detailed, the characters animate perfectly, and the music is top notch. In the beginning you can only play Luke. After you



meet
Obi Wan you can choose Han Solo (my personal favorite) and later you can choose Chewbacca. Each character has his own special abilities. I couldn't beat the game with Luke or Chewbacca. Han always seems to start off with a better weapon, so after grabbing only one power-





up he'd be set with homers' for the tough Tie fighters towards the end of the game. The side scroll portions of Star Wars are laid out well with a steady onslaught of enemies, obstacles and a lot of jumping (Precision Jumping). The ability to move the screen up and down make jumping to lower levels a bit easier, but some of the jumps are still pretty gnarly. Star Wars is not a game to rush through, if you take your time you'll live a lot longer.

Enough about the side scrolls, the real fun comes when you pilot the Land Speeder or the X-Wing fighter. In the Land Speeder you pick off Jawas (they scream and fly up into the air) while



FIRE!

collecting jet fuel and avoiding obstacles on your way to your destination. If you pull back and gas it you can fly and spin. It's a great effect. Finally, at the end of your long journey, you get to pilot the X-Wing. I don't want to give it away, but it's ultra fun.

Over all Star Wars is an excellent game in every category totally living up to my expectations. I highly recommend it.

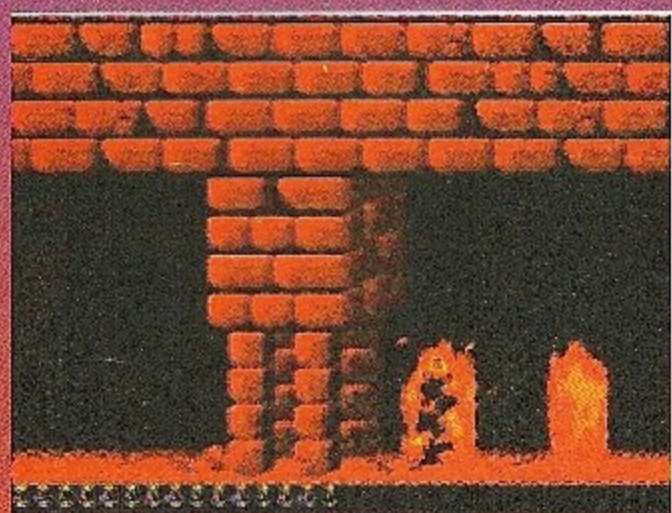


PRINCE OF PERSIA™

KONAMI U.S.A.
ACTION/ADV.
8 MEG
AVAIL. OCT.



Masterful Swordplay



Toasted!



Dual to the Death

In Prince of Persia you assume the role of a young prince who has fallen in love with a beautiful princess. Just when you think you're about to live happily ever after, you are attacked and dragged off to the dungeons. It seems that the evil wizard, Jaffar, also has eyes for the princess and has given her an hour and twenty minutes to live (unless she marries him.) It's your job to escape and make your way from the caverns & catacombs of the dungeons to the halls of the palace, where ultimately you'll fight against Jaffar himself for the life of the one you love. This is a game that's been done on all systems from personal computers to portable handhelds, and even the Mega CD! Being a big fan of this game, I've played them all. I have to say this is definitely the best version yet!



Fatboy's Going Down



Split Personalities



Bones Don't Die



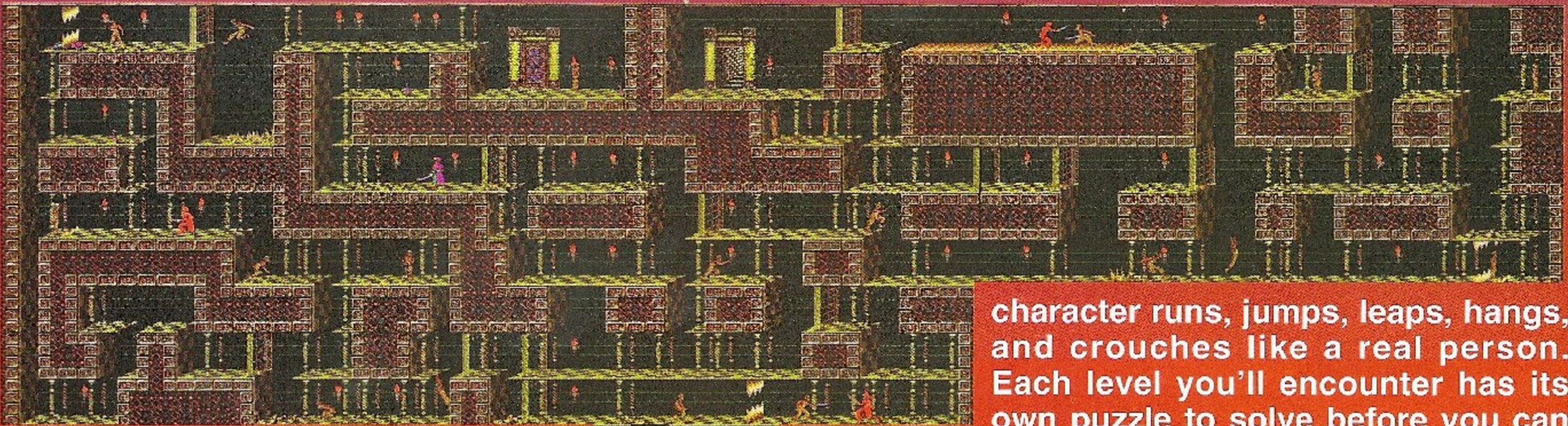
As if this guy wasn't hard enough...
You have to avoid the falling skulls



Find your way through this
maze of warps



Level 17 - Allah be with you



version yet! Konami/NCS took an incredible game and made it better. While having some similarities between the other versions, the SNES version has an additional eight levels with all new traps, enemies, and pitfalls. The attention to detail is stunning. If you've never seen Prince of Persia before, you'll be amazed at the quality of animation. The



character runs, jumps, leaps, hangs, and crouches like a real person. Each level you'll encounter has its own puzzle to solve before you can move on, and you BETTER be practiced in the art of sword fighting if you plan to rescue your love. I can't say enough about this game, it unfolds like a story complete with cinema intermissions and an incredible ending. This one will keep you up all night, and once it's been beaten you'll find yourself going back through to beat your time. Prince of Persia is the ultimate action/adventure game and hopefully we'll see more games like this in the future.



Fire!



Before your quest begins,
search out the sword.

HARLEY'S ADVENTURES

Electronic Arts
ACTION
8 MEG
AVAIL 4th Qtr



DING! HALFWAY POINT



RUN FAST OR GET CANNED



FIRE CONSTANTLY IN ALL DIRECTIONS



THAT'S MORE LIKE IT



BUZZZZZ



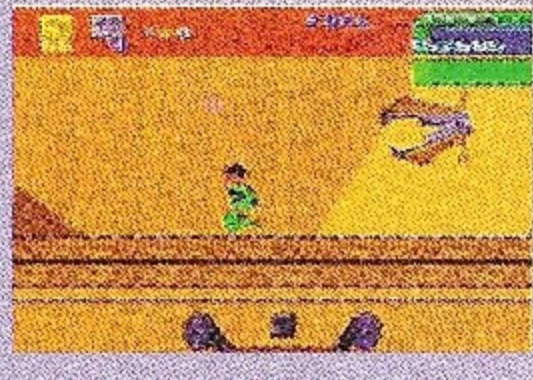
TAKE A RIDE ON IRISH SPRING



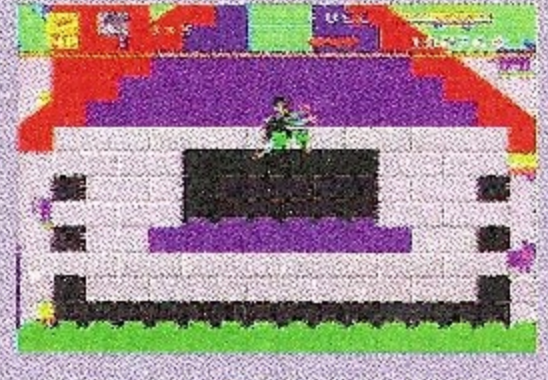
THERE'S SOME COOL STUFF DOWN HERE BUT DON'T RUN OUT OF AIR



USE THE STAPLER TO LOFT YOURSELF



HEY I'M NOT A STAPLE!



IT'S A LEGO HOUSE!



TAKE THIS SECRET PASSAGWAY FOR A COOL BONUS



RUN YOU'RE INVINCIBLE

Electronic Arts' first attempt at something other than a sports title on the Super NES is a success!! In this action game you play Harley, a cool but wacky scientist who's into mutating small animals as a leisurely past time. Harley gets a bit over zealous and mistakenly shrinks himself. Worse yet



he blows up his shrinking machine in the process and the pieces are now strewn about his abode. Strap on your Jet Pack and arm yourself with whatever comes handy, including marbles, nails, rubber bands, and thumb tacks because Harley's in for the ride of his life!!

This is a game that has to be played to realize it's full potential. Each enemy character, from bug-eyed beasts to huge rats

and diving killer flies, looks like it's been done in clay mation. Jamming through the kitchen, library, bathroom, playroom, etc... as an insect sized mad scientist makes for a fun game. Drive toy tanks, bounce on staplers, spin on soap and float in bubbles. You'll do all kinds of crazy stuff to gather your parts so you can regain full size.

Even though some of the backgrounds bored me a bit, I had a lot of fun playing Harley's. It's not too cute and it's not run-of-the-mill by any means. The first time I got to the huge wart-nosed boss rat I had to pause the game just to check him out... I was way dazzled by the claymation effect. Harley's is definitely a cool game well worth owning. It may make you think about bugs in a whole different way.



USE THE 'X' BUTTON FOR SUCTION CLIMBING



YOU'VE GOT 90 SECONDS... BETTER MOVE!



HERE'S YOU'RE GOAL!



SOME RUNGS AREN'T AS STABLE AS OTHERS



DON'T JUMP ON THE LIVE WIRE!



THESE GUYS BREAK UP WHEN YOU SHOOT 'EM. IT'S A REAL PAIN

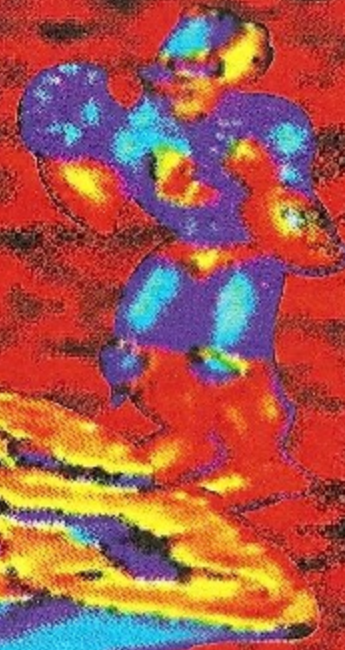


Rat Attack!





KING OF THE MONSTERS



TAKARA
FIGHTING
8 MEG
AVAIL. NOW (JAPAN)



TAKE IT OUTSIDE BOYS



THIS COULD LEAD TO A MAJOR HEADACHE



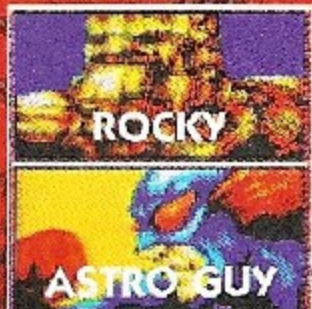
YOU'LL FIGHT IN THE STREETS...



AND IN THE WATER.



HEAD ON COLLISION!



ROCKY

ASTRO GUY

At long last... SNES owners get to play a NEO-GEO game on their system! King of the Monsters is back and little has been lost in this eight meg version of it's fifty five meg counterpart.

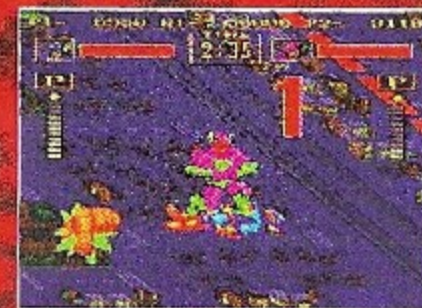
Jump into battle as one of four mutated monsters wrestling it out over helpless cities. Do head slams, body throws, and back breakers, all the moves are there! Play against a friend or battle it out against the computer, only one can survive and become the King of the Monsters...



THE RACE IS ON



IT'S UP...IT'S GOOD!



HE'S DOWN FOR THE COUNT



DID YOU FEEL SOMETHING HONEY?



P1

GEON

BEETLE MANIA



TIME OUT!



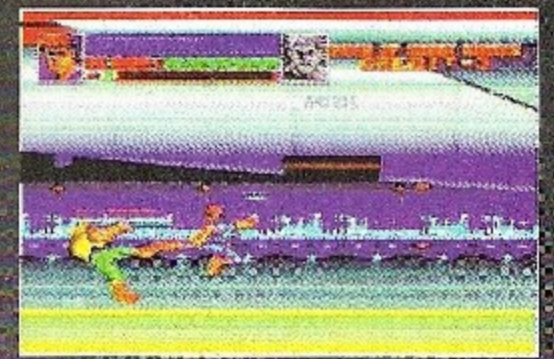
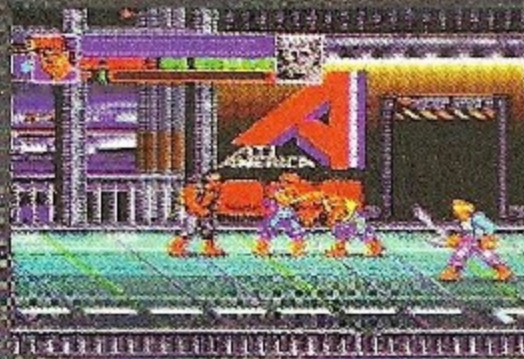
KEMCO
SHOOTER
8 MEG
AVAIL. 4th QTR.

KEMCO's new shooter Phalanx is here, but is it just another shooter?, no way. The diversity of levels, number of scrolls, graphics, color, and music are all done incredibly well. And there are some really cool play aspects. In one level you actually control the speed of your mission as you dip in and out of a huge spaceship five screens long and three screens high! Another high point is the advertising level... if you can get there! Phalanx isn't easy, even on easy, but it's definitely worth the ride (all the way through.) If i had to think of one drawback it would be a little teeny slow-down, but to be honest with you, with that much on screen i welcome a little SD. So if you're looking for an intense shooter, you can't go wrong with Phalanx.



Super Double Dragon

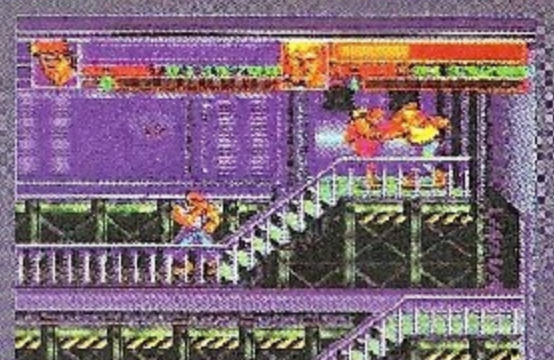
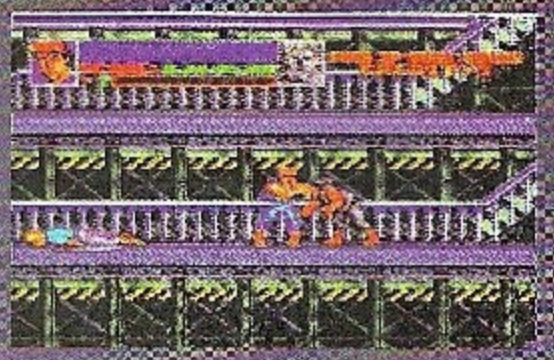
DOUBLE DRAGON



Finally! an SNES action fighting game that has it all. Two players simultaneous, tons of awesome moves, incredible animation, lots of color, long levels, and no slow down! Someone finally figured it out... Use smaller characters and free up some of that old memory for play-ability and moves... and backgrounds! Some of your moves include roundhouses, spinning kicks, uppercuts, knee slams, throws, rapid punches, behind-the-back kicks (while holding another goon at bay), and my personal favorite... you block



and grab an enemies arm then kick him in the face back and forth... FAST. Once you get the control, this game's a crackup (it's really fun.) In addition to your moves you can pick up the nun chucks or staff and knock a knot on a goons head, all to great double Dragon tunes, done justice by the SNES sound chip. Fighting games don't get much better, so if you're into fighting games and your tired of the old kick and punch (I know I am) Double Dragon is a must-have this October... See-Ya!



TRADEWEST
FIGHTING
8 MEG
AVAIL OCT





RUN FAST OR ELSE.

GOOD THINKING

JUMP FOR YOUR LIFE!

UH.. OH!

IF YOU WANT TO KEEP LIVING, JUMP AND GRAB THIS VINE

**INTERPLAY
ADVENTURE
8 MEG
AVAIL. 4th QTR.**



BLURP BLURP BLURP

OUT OF THIS WORLD™

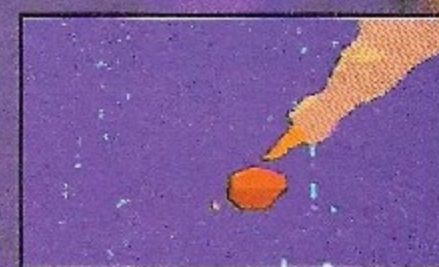


GOING HOME?



THERE YOU ARE!

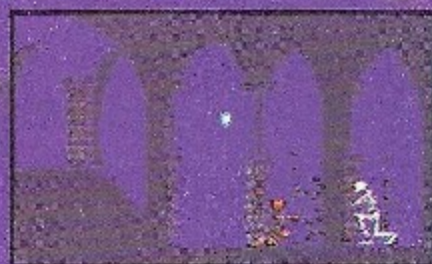
Since I'm limited on space (at least till next issue) I'll make a long story short. Lester is working late one night when something goes wrong. You suddenly find yourself in a strange new world. As Lester Knight you must find your way back to mother Earth (with a little help). What I like about Out of This World is it's not your every day action game. Dazzling polygon graphics and a mesmerizing soundtrack keep all of your senses captivated through the entire game. Complete with cinematic displays, mind bending levels, this cart has it all. Unique game play is what makes this cart a keeper. Not only does it give your thumbs a work-out, but you mind as well. You must figure out what steps are necessary to get through each section, sometimes obvious, sometimes obscure. If part two on Mega-CD is half as good, sign me up. From start to finish, this game's a winner.



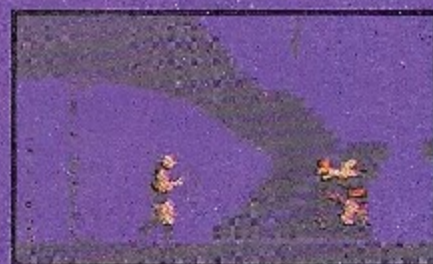
A HELPING HAND?



FULLY CHARGED!



ROASTED EM!



LOW BLOW!



HEY THERE BUDDY



THINK FAST!



I COULD HANG HERE FOR A WHILE!



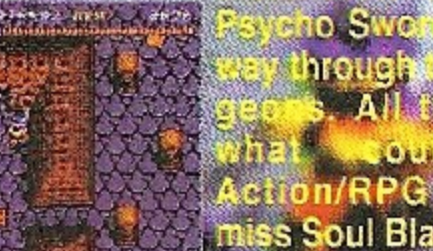
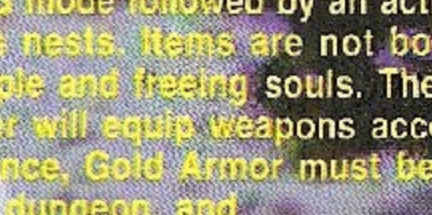
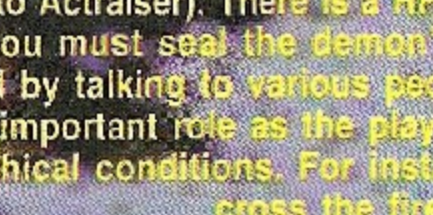
Soul Blazer



**ENIX
ACT/RPG
8 MEG
AVAIL. OCT**



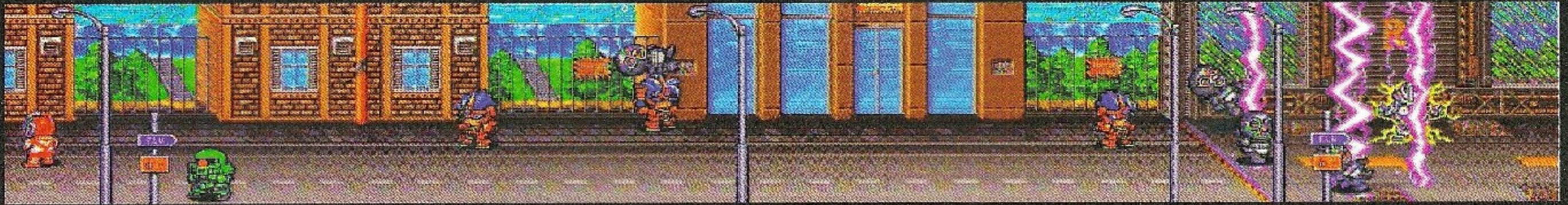
To go in-depth on Soul Blazer would take pages and pages (which we will do later), so for now I'll cover the story and overall view of Enix's latest master work. The ruling king has forced the brilliant inventor Leo to build a machine that creates demons. The king then made a deal with these demons to reward them with gold for every soul they can manage to capture. The demons ravaged the earth until it was entirely barren of life. God's all seeing eye witnesses the entire ordeal from above, prompting him to send Soul Blazer down to save the nations. Soul Blazer must now fight to free the captured souls. Soul Blazer consists of 7 complex levels. All are of the utmost quality in every way and each with a new objective (similar to Actraiser). There is a RPG mode followed by an action mode where you must seal the demon's nests. Items are not bought but acquired by talking to various people and freeing souls. These items play an important role as the player will equip weapons according to geographical conditions. For instance, Gold Armor must be worn to cross the fire dungeon, and Psycho Sword will light your way through the darkest dungeons. All this makes for what could be the Action/RPG of '92! Don't miss Soul Blazer.



LAST FIGHTER TWIN

LAST FIGHTER TWIN

BANPRESTO
ACTION/FIGHTING
8 MEG
AVAIL NOW JAPAN

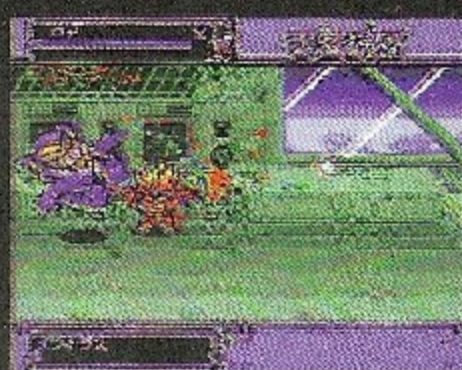


Here's one that hasn't made it over here yet for some reason. So, if you're in the middle of a dry spell, you might want to check it out. As part two in the SD series unfolds there is a malfunction in the environmental control system causing the special powers of the SD nation to vanish, thus opening the door for rebel nations to take over. The SD's

only hope is to find four Gachapon Capsules which are spread throughout the galaxy. These capsules store the energy needed to restore order to the SD colony. Four courageous fighters stand up for the mission, Ultraman, Gundam F-91, Rider Rx, and Fire Roa, but they don't know about the other side. Far from Earth, Dark Brain Master of Demons, has

also been searching for the capsules. Last Fighter Twin play similar to your Final Fight style action games, only much better. You can change to any of the four characters at any time, each with their own special technique and more. Each fighter can run, jump, punch, kick, throw, pick up, and slide. In addition, you have a magic bar at the top of the

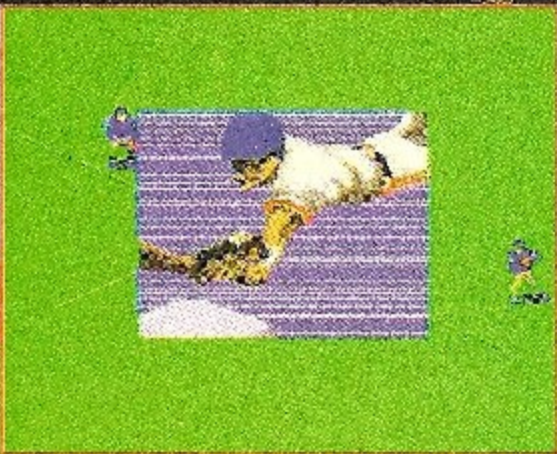




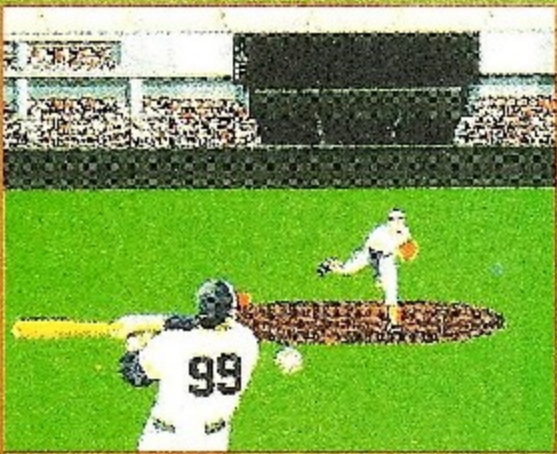
screen that (depending how full it is) will release each player's special magic, some of which are totally spectacular. The graphics, both in the characters and the backgrounds, are of the highest quality for the SF. The game itself is challenging and fun to play. When you're fighting on decks in deep space they begin to break behind you, forcing you to fight your best, throwing enemies into space before the floor goes out from under you. Other levels have multiple paths, sand traps, caverns, and thunder storms waiting for you, all with great music and intermissions. Another strong point are the enemies, which are always new and different in each level, separating Last Fighter Twin from your standard punch-a-thon. Since I have the entire collection of SD models and am a fan of the movie series, you may think I'm a little biased, but honestly, Last Fighter Twin holds its own in the fighting game genre. If you get the chance, pick one up and see for yourself. (If you like it there's also SD the Great Battle part 1)

Super Professional BASEBALL II

**JALECO
SPORTS**
8 MEG +BB
AVAIL. 1st QTR. '93



A CLOSE PLAY AT THE BAG HE'S OUT!



100 MPH FAST BALL GOES DOWNTOWN

Jaleco's Super Professional Baseball 2 is about to debut within the friendly confines of your Super NES. This game is a major upgrade of the original, with fluid animation, much better color usage and game play that employs realistic physics in the movement of the ball and players. This 8 Meg game has a battery back-up for storing your season in progress and keeping track of all statistics through the dog days of summer as you make that final run toward the pennant. This is the game of choice for all S-NES and baseball fans.



IT'S WAY BACK...WAY BACK...OOPS! LOOKS LIKE IT'S THE FARMS



A LINE SHOT TO FIRST!

F-1 GRAND PRIX

VIDEO SYSTEMS, INC.
DRIVING
8 MEG +BB
AVAIL. NOW JAPAN



GAS IT, YOUR 3 MINUTES BEHIND



CHECK THE AIR AND TIRES, MISTER

The checkered flag is raised and you're off, floor through the straights and you may have a chance to take pole position. It's racing at it's best on your Super NES. It's F-1 Grand Prix from Video Systems, Inc. In this simulation, you race through all sixteen grand prix courses on your way to a championship season. The game features full-screen mode 7 rotation during the races and aerial fly-by's previewing each course. Your fastest times are recorded for posterity as well as your progress through the season. This game is one of the more difficult racers available for the system and is a true challenge to all DIE HARD racers.



I SHOULD'VE GONE LEFT AT ALBUQUERKE

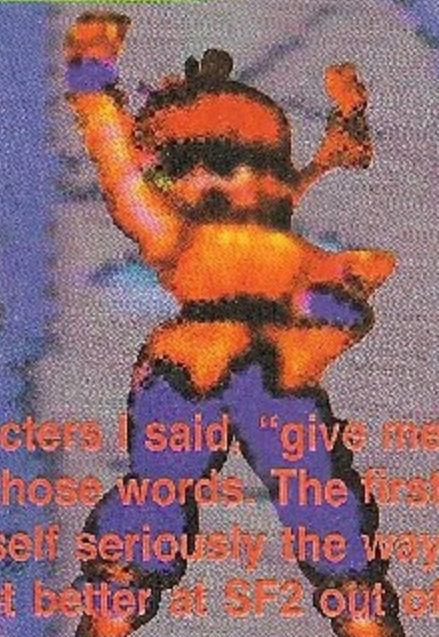


SPEEDING THROUGH CANADA, EH?

ES

RANMA 1/2

NCS
FIGHTING
8 MEG
AVAIL NOW (JAPAN)



When I first popped in the cartridge and saw the cartoony characters I said, "give me a break! Bring on a real fighting game!" I would soon be eating those words. The first thing that you'll notice about this game is that it doesn't take itself seriously the way Street Fighter 2 does. Sometimes you'll get better at SF2 out of anger, but in Ranma 1/2, you get better out of fun. The graphics are colorful and the sound effects are good. All the music tracks have a kind of oriental theme, but they sound great, and most importantly aren't annoying. One of the best parts of this game is the playability. The control over your character is excellent and you will be doing combos in no time. There are ten different characters and everybody has at least one special move. All the moves are easy to control, making Ranma my second favorite fighting game.



PREVIEWS

Here's just some of the incredible new games you can expect to see this year on your Super NES. With games like this, I'll probably never leave my house again, except to go out and get them. We'll be covering more on these great games next issue.



F1 Roc hasn't shown up here yet and part two is already scheduled for a Nov. release in Japan ... What gives?



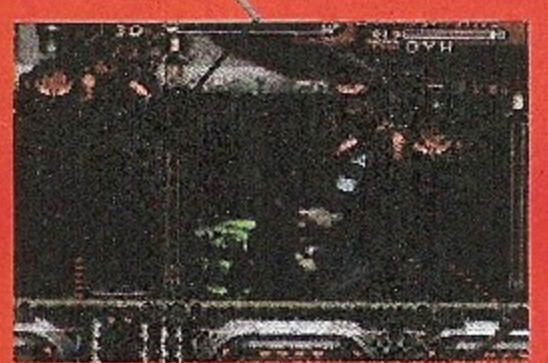
Fatal Fury comes to your Super NES this fall! With all the splendor of the Neo Geo Version this 12 meg version loses little in the translation.



The new Super Battletoads looks like a contender for game of the year. We'll keep you posted. On this great new game.



Fist of the North Star finally gets a fighting version in part 6! Look for an import release this November.



Due out this November, Cybernator looks like it will be another Konami masterpiece. Arcade quality all the way!



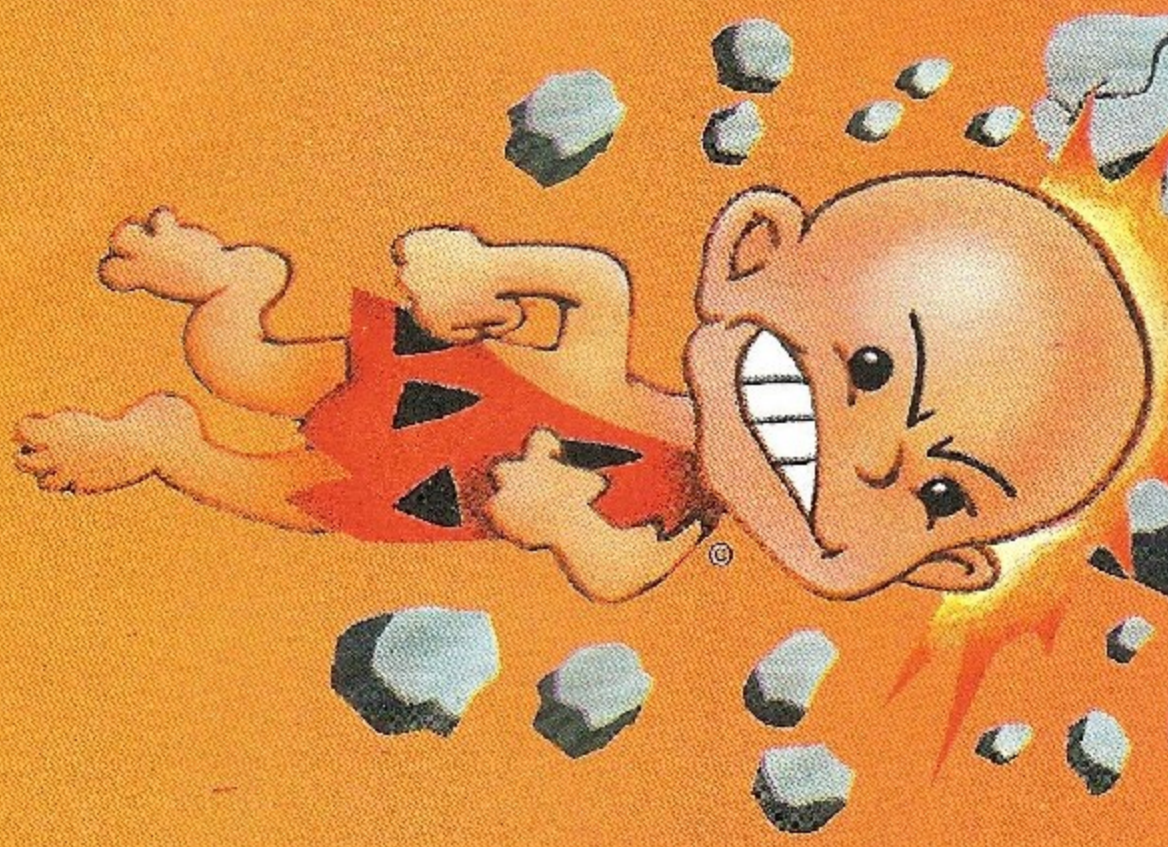
Sure to be the best Batman yet, Konami's Batman Returns looks fantastic. More Konami quality due out this fall.



Ranma 1/2 pt. 2 is on the way in Japan, complete with bigger characters, more scrolls and all new moves.



Look for a full review of Roger Clemens Baseball in our next issue by Talko.



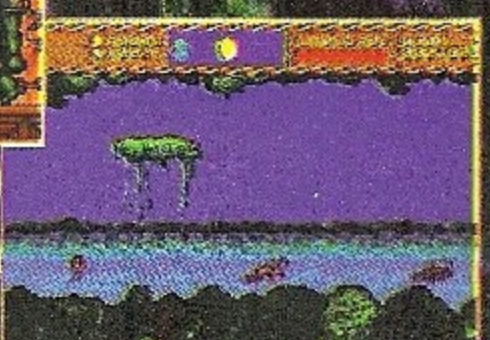
TURBO TOONS

Look for this section to get thicker and thicker, and better and better as TTI breathes new life into the Turbo Grafx with some great cards imported from Japan, some great new original efforts and the new CD ROM upgrade. Here's just the beginning of what could turn out to be a great future for Turbo players everywhere. If you see any imports in this section that you'd like to see here in the U.S., be sure to let us know, and we'll get the message to TTI. These guys are ready to go with the new Turbo Duo!

SHAPE SHIFTER

TTI
ACTION/ADV.
SCD
AVAIL. OCT.

As the Shape Shifter you must defend Kreillon from evil devastation, of course no mere mortal would stand a chance, but as the Shape Shifter you can change your form. You'll go from an axe warrior to a black panther and even a shark as you battle level after level, pausing only to upgrade your weapons, talk to elders and sorcerers, and to heal your wounds in town. The shops and various rooms in Shape Shifter all use real voice to greet you and help you (or maybe not) with your purchase or decision. This is done very well on the Duo with it's new upgrade. You no longer sit through long access times waiting to hear the voices. The music in Shape Shifter is also excellent. As far as the game goes, you've basically got your standard side scroll action (similar to Legendary Axe) with some Shadow of the Beast scrolls put in for effect. Where things kind of fall apart for me is in the control, especially the panther. When jumping platforms that only he can make, he would suddenly jump backwards and off the screen. Another of the annoying 'features' are the flies in the cave. It's a nice level with multiple floating platforms and good enemies until these annoying (and hard to hit) little bugs start diving into your head. You can destroy their hives but then more just seem to appear from nowhere. These plague you throughout the level thus killing the fun in that level. It's not that Shape Shifter is a bad game, it's got a lot of good points and it's an original idea. It's just not up to the Legendary Axe/Bonk quality that I would expect from a Super CD game. It does, however, give Duo owners the hope that games of that quality can (and most likely will) come out with added length, music, and special effects. In the meantime, Shape Shifter is a worthy adventure that's worth a look.

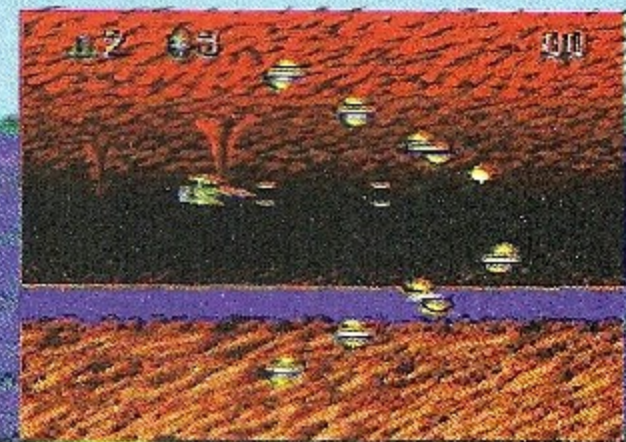


DEAD MOON

TTI
SHOOTER
AVAIL OCT.

Turbo Grafx owners are in for a big surprise with Dead Moon, the new (for us anyway) shooter from Natsume. After diverting a comet from certain collision with Earth, probes are sent out to survey the damage. When they arrive there is no trace of the comet. Instead they find a strange alien military presence ... this is the setting for Dead Moon. The first thing you notice when you begin play are the numerous scrolls once thought impossible on the

TG-16. The use of color and music is also excellent. Another great feature is when you're fighting a boss and he goes left, your ship (by moving right) will rotate to shoot in his direction, a welcome addition to shooter control. All the levels in Dead Moon are impressive with lots of diversity, various upgradeable power-up, great colors, new enemies, and various scrolling backgrounds making Dead Moon one of the Turbo's all time best shooters!

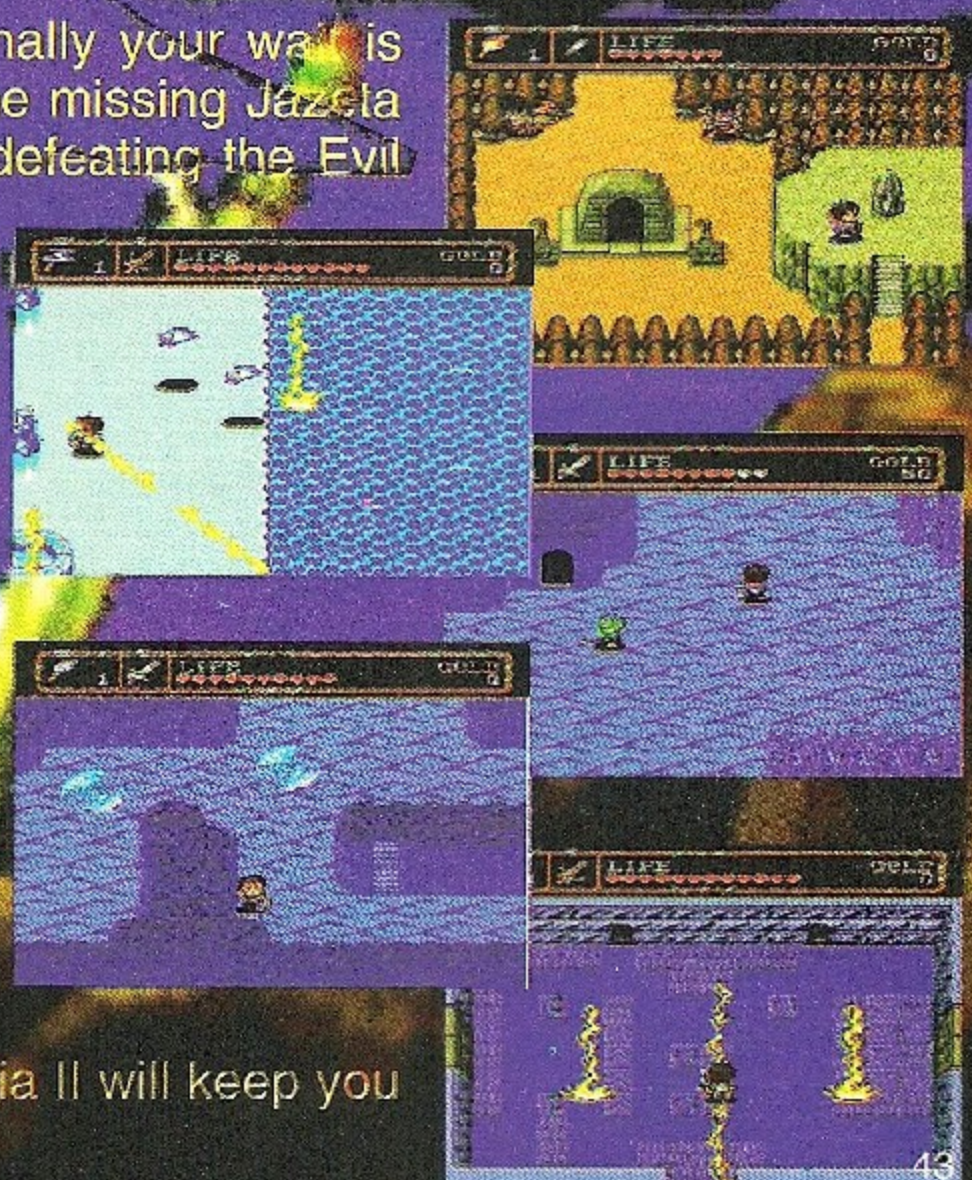


NEUTOPIA II

HUDSON
RPG
6 MEG
AVAIL NOW

You loved Neutopia and you're craving more. Finally your wait is over. The sequel has arrived. Your job is to find the missing Jazeta (your father) who mysteriously disappeared after defeating the Evil Demon Dirth in the previous Neutopia. Hordes of evil monsters have invaded the land to make sure you don't succeed. and the Evil Demon Dirth has been reborn to help them. Your quest takes you through a vast field and into an underground dungeon. Neutopia II is a classic Action/RPG that keeps with the tried and true Zelda type game play. The quest was long and held my interest all the way through and the music is some of the best I've heard on the Turbo.

So, if you've got a little time on your hands, Neutopia II will keep you busy until the next hot Turbo title.



PRINCE of PERSIA

TTI
ACTION
SCD
AVAIL OCT.

Seems to me that programmers won't rest easy until we've got Prince of Persia on every possible format known to man. If you've never played Prince of Persia it's a great game, and this is a respectable version with basically the same levels as all the other Prince of Persia's (and some great music) with exception to the Super Famicom version. Due to the lack of action titles on Super CD, this is a welcome addition. Although, I would rather see some cool action platform games. So rescue the princess and let's get on with it!



SHE'S WAITING



THE EVIL JAFFAR



Drink the potion to restore health



I've been looking for this everywhere



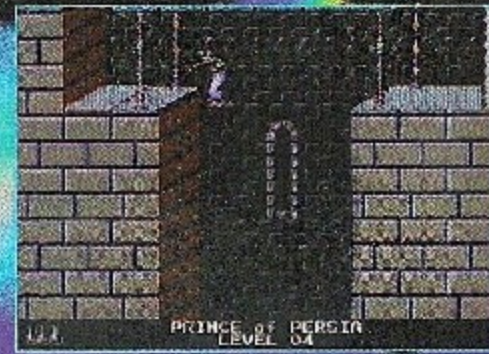
HANG HERE & THE DOOR MAGICALLY OPENS



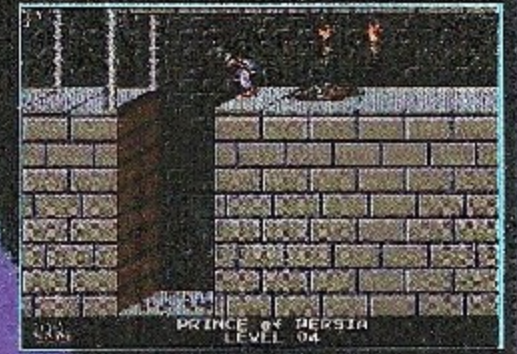
WHY I OUGHTTA...



OOPS...



GRAB THE LEDGE!



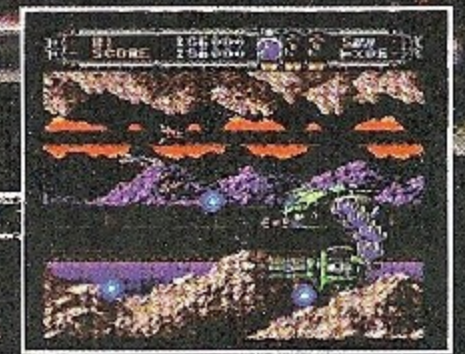
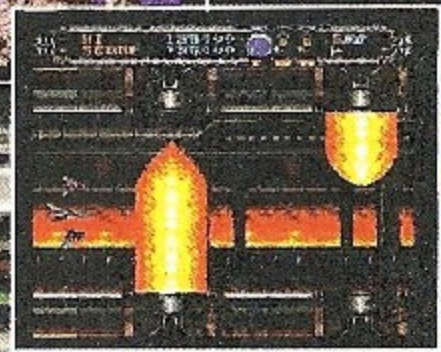
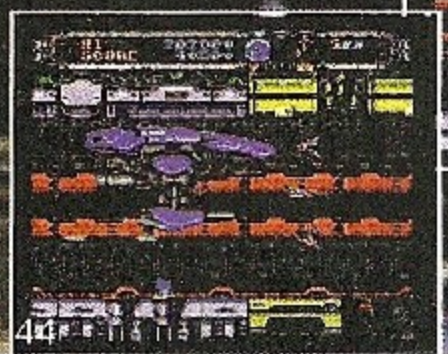
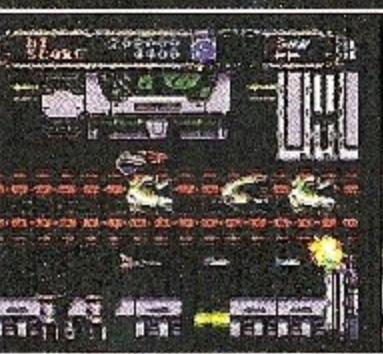
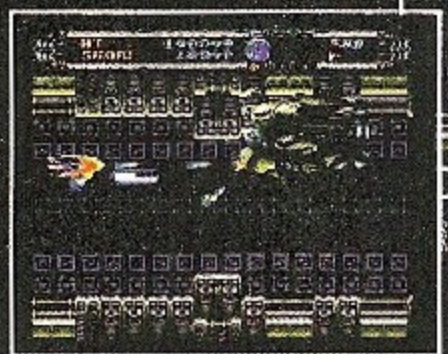
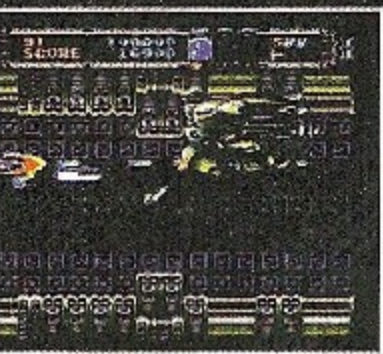
YOU ALL RIGHT?

Gate of Thunder

HUDSON
SHOOTER
SCD
AVAIL OCT.

Talk about an awesome shooter, Gate of Thunder has it all! For starters the music explodes with some truly top notch rockin' tunes. And, because of the increased capabilities of the Turbo Duo, you now get the luxury of sampled sound effects instead of the usual dinky 8-bit explosions you are used to hearing. This game doesn't stop here either, Gate of Thunder definitely has some of the best graphics seen yet on the CD rom. Each level is filled with loads of parallax scrolling and dozens of attacking enemies who look like they're straight out of the Thunderforce series.

With seven levels of intense shooting action this game is definitely worth the price, especially since it's included with the Turbo Duo system. For those of you who already own a Turbo CD, Gate of Thunder can be purchased separately, and as a bonus, includes the new Super System Card

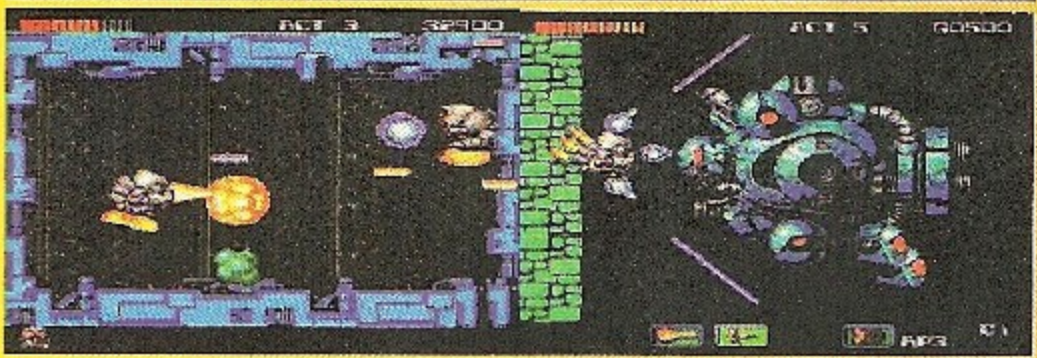




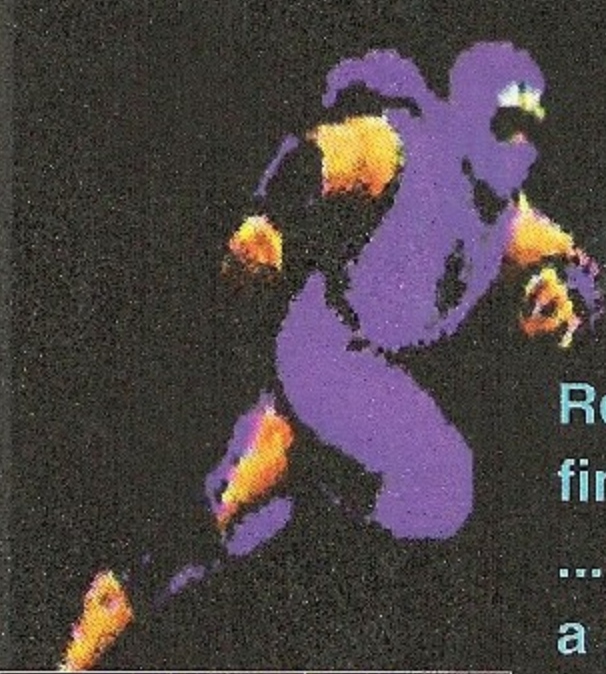
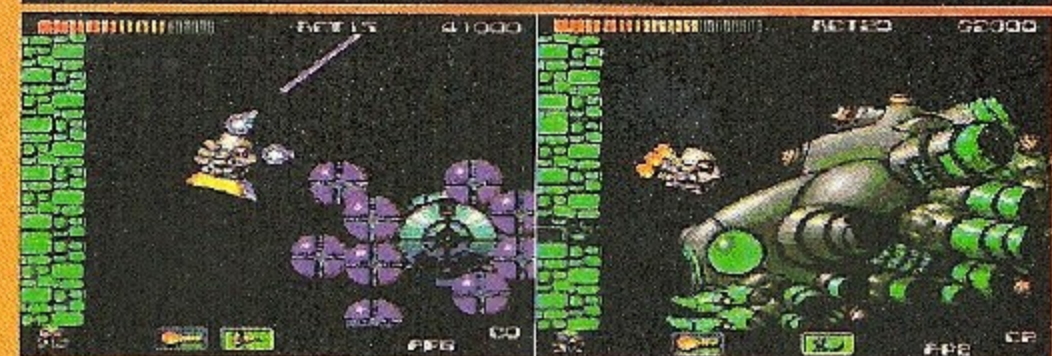
ATOMIC ROBO-KID



UPL
SHOOTER
4 MEG
AVAIL NOW (JAPAN)



Since I got into gaming, Atomic Robo Kid has been one of my favorite characters, probably because I played the PC Engine version first. Unlike the arcade or Genesis version, this one's got all the levels and a power gauge that were not present on the other formats. Add to that great color and the best graphics I've ever seen on PC Engine (what happened?) and you've got a great action/shooter. So track down a copy of Atomic Robo Kid. (U.S. release?)



忍術龍剣伝

NINJA GAIDEN

HUDSONSOFT
ACTION
4 MEG
AVAIL NOW (JAPAN)

Recently in Japan, Hudson did something surprising, they finally released a well known action title on the PC Engine ... Alright! On a system that's riddled with shooters, this is a welcome change. Ninja Gaiden on PC Engine is a carbon copy of the original 8-bit masterpiece from the NES, but with better detail, more colors, scrolling backgrounds, and better music. So if you're an old Ninja Gaiden fan, you'll love this one. All the challenge and fun is there making this a must for U.S. release.

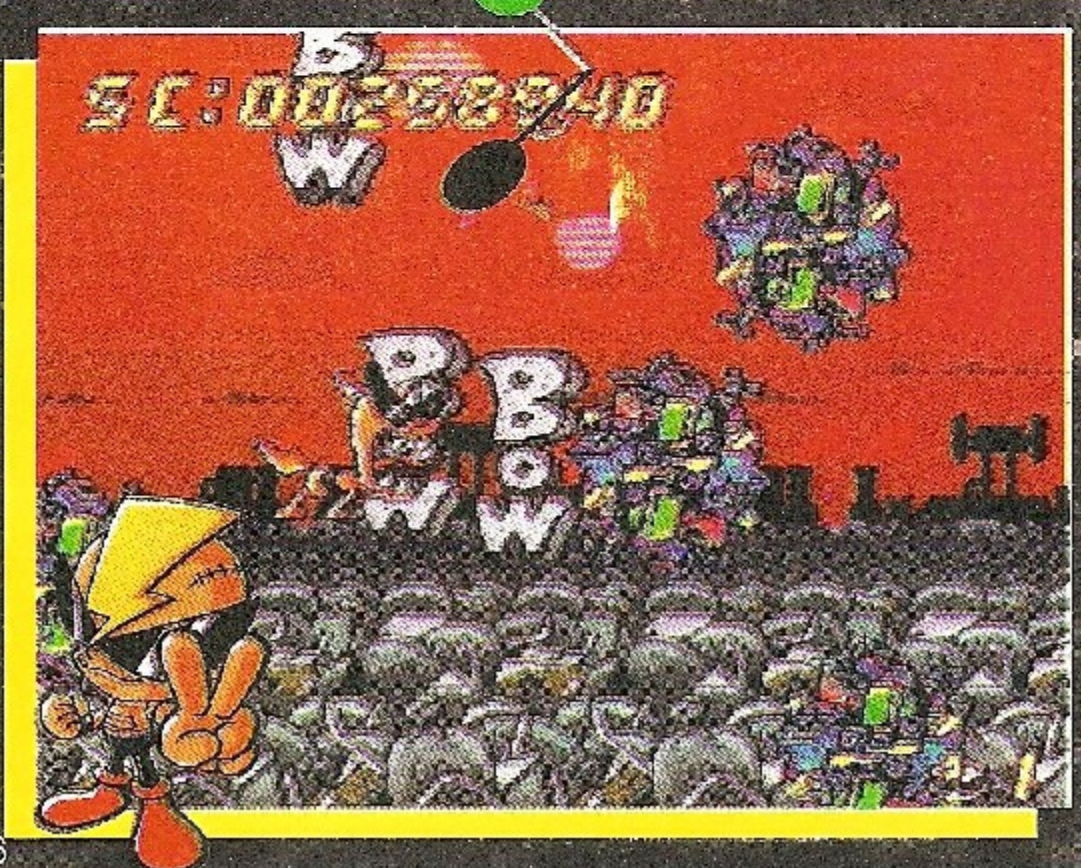


NEW

ADVENTURE ISLAND

HUDSON
ADVENTURE
4 MEG
AVAIL NOW

Just as his marriage commences, Master Higgins once again falls victim, as his new bride is swept away by evil doers. Does this guy have bad luck or what? New Adventure Island by Hudson employs all the fun and addictiveness of its counterparts. The control and playability are done well. And, for a four meg game, it's plenty long, making it a worthwhile journey for Adventure Island fans. Get ready for a lot of jumping as you'll cross countless levels of treacherous terrain to rescue your babe. Along the way, you're sure to run into some big nasties. So, don't forget to bring your axes and boomerangs ... can you do it?

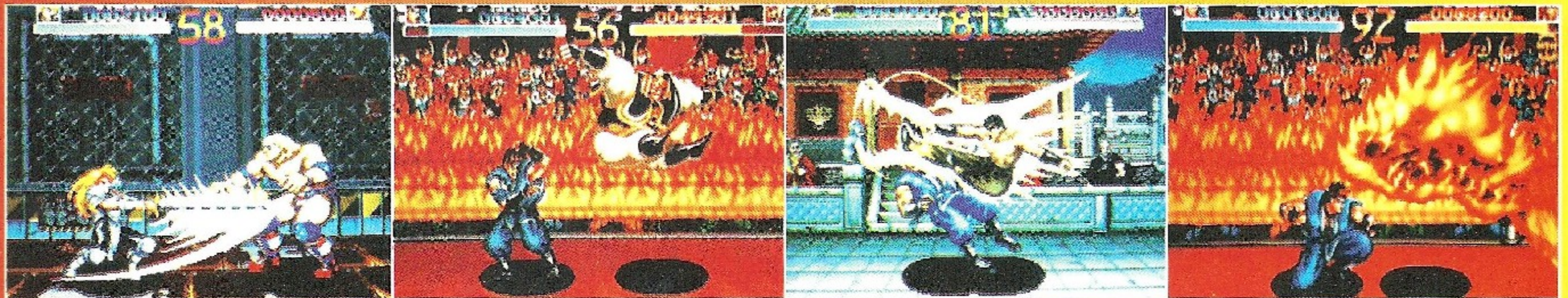


PREVIEWERS

TTL has a lot in store for both their existing Turbo Grafx customers and future Turbo Duo owners. Here are just some of the few great games to look forward to. The long awaited Cyber Bonk flies into your Turbo Grafx in October. This colorful Bonk shooter is sure to be a big hit. Also for cartridge, Order of the Griffin looks like another great TG-16 RPG and it's available now. In Ghost Manor you'll adventure through a ghoulish labyrinth (available October) and coming early '93, get ready for two sure fire Turbo Duo winners, Riot City and the long awaited sequel ... Dungeon Explorer 2. Look for expanded coverage on all the hot new Turbo games in our next issue.



The Neo Geo is enjoying a great year. Games like Fatal Fury and Baseball Stars 2 have got Geo players thirsting for more. With a roll-playing, driving, and strong action platform format, the Geo could vault even further in the vast home entertainment market. Let's hope SNK hears our plea!



Street Fighter fans rejoice! World Heroes, the new 8 meg one-on-one fighting game is smashing its way to your Neo-Geo system this fall. It looks like SNK is determined to release a better fighting game and they've come awfully close. This game is definitely worth the heavy price tag as you will play over and over again trying to pummel your friends into the ground! The control is great with tons of special moves for each of the eight characters. And with two modes of combat (normal and death match) I doubt this game will gather much dust. World Heroes is a welcome addition to the Neo-Geo line up and should keep most fighting fanatics busy until Art of Fighting shows up.



100
THE 100MEGA SHOCK!
ART of FIGHTING



ART of FIGHTING
Get ready for the one game that may surpass the mighty Street Fighter II. This game is guaranteed to absolutely blow you away! Everything here is huge! Get ready for the first 100+ fighting game.

NINJA COMMANDO

ALPHA DENSHI
ACTION
54 MEG
AVAIL. NOW



I've been waiting a long time for a NEO-GEO action game that uses this viewpoint. Although I would prefer it to be a long, high meg Zelda style action/RPG, this is OK for now. At least it's not another standard kick & punch. However, being that the characters are pretty small, I feel that the game could have and should have been about twice as long. Especially since what is here is so AWESOME.

The animation and scaling of each character is incredible as are their magic abilities. The landscape is detailed and colorful, and as usual, the control and sound are perfect. But hey, it's 50 Meg so I expect all of that. Ninja Commandos is just another in the long line of quality arcade carts from SNK. It's after all an arcade game, graphically and musically brilliant ... but just too short.



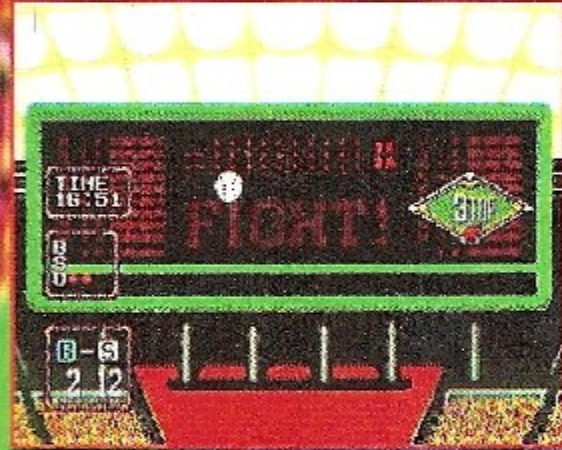
BASEBALL STARS



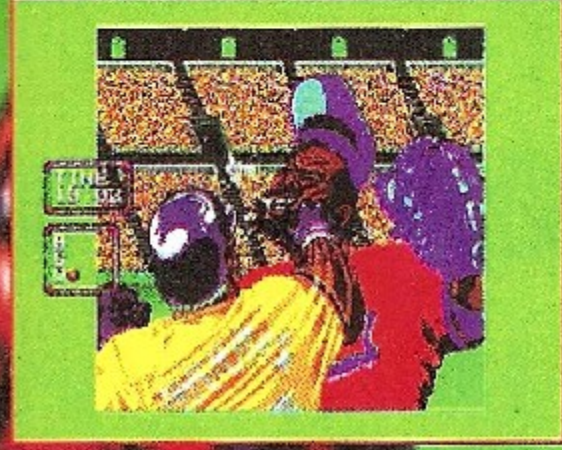
JUST UNDER THE TAG



MOVE BABY, MOVE!



IT MAY NEVER COME DOWN



NO ONE SAYS ANYTHING ABOUT MY MOTHER!

In the short history of video games, baseball games have been for the most part, disappointing. Some looked good, some played well, and some offered simulations with meaningful statistics and the ability to play an entire season. But, no baseball video game to this point has put it all together to achieve the near perfect blend of playability, simulation, and graphic realism until now.

Baseball Stars 2, although lacking the ability to play an entire 162 game season while keeping track of statistics (a feature that we hope game companies will consider mandatory in the next wave of baseball games), is as close to experiencing real baseball as there has ever been away from the ballpark.

The graphics, as we have come to expect from SNK and the Neo-Geo, are fantastic. The hitters are about 3/4 of the size of the screen and the animation of the players in both the picture/batter view and the 3/4 view is very realistic. In addition, Baseball Stars 2 offers graphic excellence such as, full screen close-ups at every base, close-ups for diving and leaping catches, and

throws after the batter has been hit by a pitch, and my personal favorite, the "camera" following the action from a behind the batter viewpoint to scale toward the infielders instead of going straight to the 3/4 view. My only complaint is that it doesn't stay that way the entire time, scaling back and following the ball all the way to the bleachers. Oh well, Baseball Stars 3 maybe?

The game play in Baseball Stars 2 is also top-notch. Control over the player's movements is fluid and you do not have the problems that have plagued other baseball games like fielders running to the wrong bases or being positioned incorrectly in the outfield. The control response is crisp and immediate allowing you to have full control over jumping, diving, pick-offs, etc. In short, Neo-Geo owners can not do better than Baseball Stars 2. It simply has the best graphics, sound, and game play this side of ESPN.



I LIKE THIS GUY



IN YOUR FACE GAME PLAY



NICE SNAG



RUN IT OUT, RUN IT OUT!



A SCREAMER TO SECOND



OOPS

LAST RESORT

So, you think you've seen good shooters before? Well... Last Resort has got to be one of the best shooters I have ever seen. Packed with AWESOME graphics and sound, Last resort is

a masterpiece. Equipped with a very useful option and an arsenal of cool weapons, you must defeat a computer virus that has gone on a killing rampage. As the last of the armada you must force your way

through 5 (times 2) levels on a hopeless mission of destruction.

This game justifies the cost of the cart (the backgrounds are even animated!) and will have your fingers sore for weeks.

SNK
SHOOTER
45 MEG
AVAIL NOW



ROBO ARMY

SNK
ACTION
45 MEG
AVAIL NOW

If you like games with lots of metal and big characters then ROBO ARMY is the game to get. This 45 meg monster is packed with all the action you can stand (it even has a great storyline!). As usual, the controls are smooth and responsive, with combination moves and special weapons. Other features I found interesting were the addition of vertical levels and lots of scaling, setting this one apart from the typical side scrolling action game. My one complaint is that the game wasn't long enough (I'm still waiting for something as long as Magician Lord), but that's ok, I'll just try it without my memory card.



HANDS ON PORTABLES

BY Hands on Harry

...to one of those people who's always hung in there with my Lynx. What can I say... I love it. During the dry spells I just go back to my old favorites like Blue Lightning and Warbirds. However, after what I saw at the CES I don't

think we'll be waiting anymore! There were a lot of games ready, and they all looked great but ... the 4 meg Dracula and Dirty Larry looked phenomenal. So take it from me, you and your Lynx are going places! See ya' next month with lots more!



Whoa, mutant food monsters! Finally, another great Lynx game. Kung Food has big characters and controls great. Some of the characters are a crack up! The graphics are detailed and well shaded, and there's even a little scaling. A definite MUST-OLA for Lynx fans!



SCHEDULED FOR 92 RELEASE...

Elvira's Pinball Jam, Pit Fighter, Shadow of the Beast, Steel Talons, Rolling Thunder, World Class Soccer, Baseball Heroes, Battlezone 2000, Dirty Larry, Daemons Gate, Dracula the Undead, J Connor's Bad Boy Tennis, Malibu Beach Volleyball, NFL Football, Switchblade 2, Storm Over Doria, Super Off Road, Double Dragon, 720°, Cabal, Eye of the Beholder, Lemmings, Ninja Gaiden 3, Ninja Nerd, Raiden, Road Riot 4wd, Vindicators, Full Court Press, Heavyweight Contender, Power Factor, Space War, and Super Asteroids/Missile Command.

1. Kung Food 2. Shadow of the Beast 3. Dirty Larry 4. Pit Fighter 5. Dracula 6. Double Dragon 7. Baseball Heroes

COMING SOON



Outrun Europa scales incredibly smooth for a GG game. The action is fast paced and diverse, and the control is great! Hopefully the first in a long line of quality 2nd generation GG carts.

GAME GEAR



Ever since Shinobi and Sonic, I've been waiting for the magic to return to my GG. Although most of the games have been decent, nothing has been as good as those ... until now! No more master system means more R&D for my GG 4meg Sonic, Batman Returns, Double Dragon, and Terminator from the masters at Virgin, and much more (I'm limited on space, 1st issue ya' know) but I'm ready! Bring em' on... I'll be back next month with more news.

1. Outrun Europa 2&3. Streets of Rage 4. David Robinson's Supreme Court 5. Shinobi II 6. Taz 7. Double Dragon 8. Batman Returns 9. Terminator

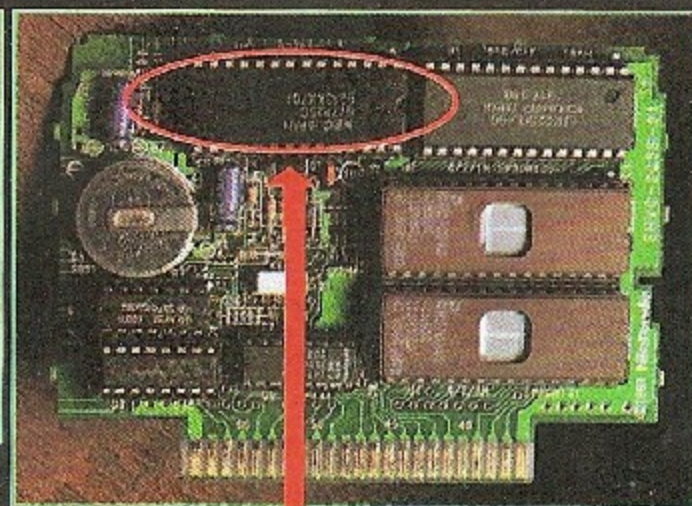
COMING SOON

OTHER STUFF

A lot of the good news from Japan these days seems to revolve around Sega, having enjoyed a major surge in the marketplace due to the success of Lunar (MCD) and Shining Force, and anticipation of Sonic 2, Thunderstorm FX, Nobunaga and His Ninja Force, Land Stalker, and 3x3 Eyes just to name a few. Some good news for us is that Konami is rumored to be working on a Mega Drive version of Aliens in addition to their American announcement of Turtles, The Hyperstone Heist, and Sunset Riders for the Genesis. CD games in the planning stages in Japan include Lunar 2 by Game Arts, Thunderforce V by Tecno Soft, El Viento 2, Devastator, Time Gal, and Star Blade by Wolfteam, Golden Axe 3 from Sega, and Shining Force 3 by Climax. Add this to an already strong line-up and you've got a major comeback. Meanwhile, here in the U.S., Sega of America is getting set for the release of the Sega-CD. Unlike the import release, SOA's got so heavy hitters right out of the gate like Batman Returns, in which the driving scenes scale smoothly with awesome speed and detail, and Yuzo Koshiro doing the music! And, Virgin is hard at work on the new Terminator CD which is not only longer, but uses filmed actors as the characters in a side scroll action format. Terminator also has 12 minutes of incredible full motion video, and the music will be right out of the movie! Look for Out of This World 1 & 2 (on one CD) from Virgin early next year as well! JVC is ready with three hot titles for the Sega-CD, Wonderdog, Wolfchild, and Dungeon Master Skull Keep. Sony is set to go with Sewer Shark, a futuristic, first person shooter that will knock your socks off. Get ready for some scaling! Renovation is bringing over Thunderstorm FX as Cobra Command, Bignet has got Black Hole Assault and Third World War, and Acclaim is rumored to have Mortal Combat, Spiderman, and Total Carnage in the works! Tengen, Sierra, and Spectrum Holobyte also have titles on the way. All this makes for a great debut of the Sega CD. While we're on the subject of CD's, unfortunately the much talked about Nintendo CD is rumored to have been put on hold until as late as early '94 (with cartridges looking as good as they do, we should be able to hold out for as long as it takes). My guess is Nintendo is working on something incredible for their CD debut. Good news for SNES owners is that the third party companies are starting to use the new DSP. This new chip makes true 3-D polygons easier to program and adds more depth and detail to the graphics. The new chip also speeds up the CPU considerably from 2.5 mhz to 7-10 mhz. Games using this new chip should show up soon, we'll keep you posted. In other Nintendo news, we recently attended the Nintendo show in Japan and got a peek at a nearly completed Battletoads, it looked incredible! Other new games at the show included Capcom's Breath of Fire, Konami's Batman Returns, and Taito's Sonic Blastman. Look for a full report on the show in our next issue. NEC Avenue has been working on their virtual reality sound system, which will premier on the all new Super Darius Super CD this December. This new system (similar to Wolfteam's Thunderstorm FX) allows the user total surround sound when wearing headphones, the effect is incredible. And, last but not least, Konami has completed its new Hyper Beam wireless controller for the Super Famicom. It debuts in Japan September 25th for about \$55.00 U.S. In other Sega news, there's a four player tap in the works for the Mega Drive version of Gauntlet. Could this mean four player Sega Games? Let's hope it shows up over here. And that's what's happening ... in other stuff!



Tengen is working on a four player tap for the Mega Drive



Nintendo's DSP upgrade

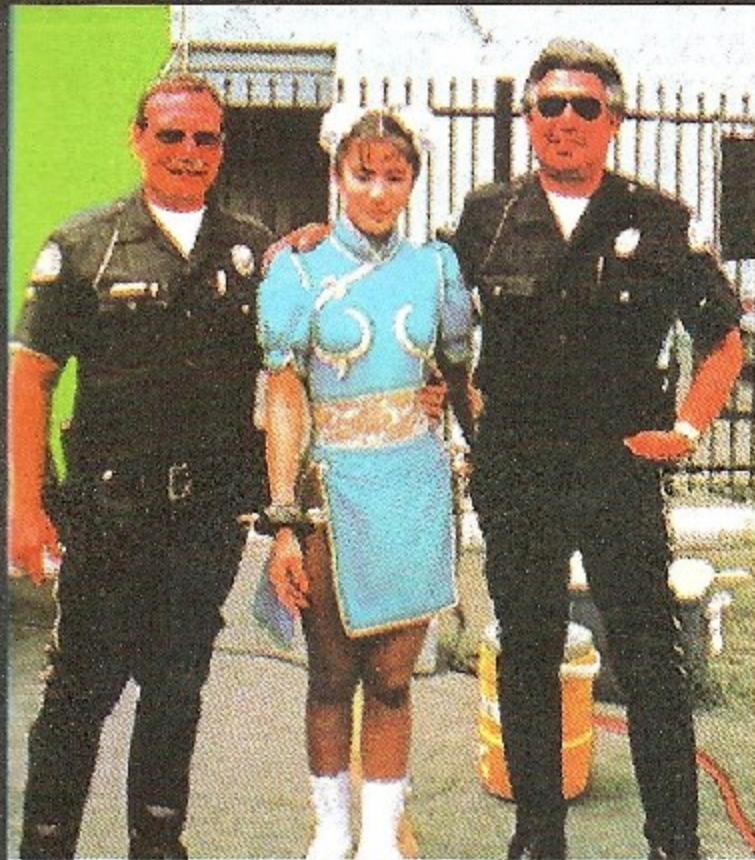


Konami's new Hyper Beam

INTERNATIONAL ARCADE STUFF



Yet another fighting game has hit the arcades in Japan, Brandia.



Here's the girl that got the part of Chun Li in Japan's SF2 commercial. What do you think?



In other SF2 news ... In Japan, they are currently working on a full length animated SF2 movie. Let's hope it comes out over here.



Also hot at Japanese arcades is Suzuka 8 Hours



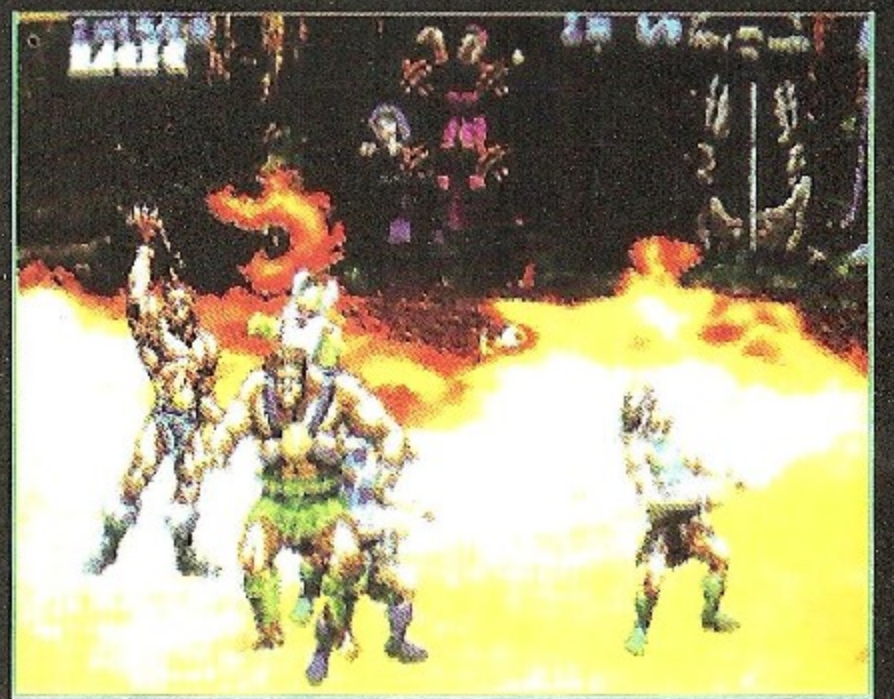
Even though these screens are very early, you can see that the Mega CD version of Final Fight will come very close to the arcade original. This two player version will be out around December in Japan.



Here's an early shot of Batman for the Sega CD



Golden Axe 3 has been announced for the Mega CD. For now, all we have are these great arcade screens. If the CD version even comes close, it should be awesome. 53



THE GRAVEYARD

THE GRAVEYARD IS WHERE WE EXHUME OLD GAMES, GAMES THAT KIND OF SLIPPED BY UN-NOTICED. MAYBE IT WAS RELEASED AT THE SAME TIME AS A MONSTER GAME HIT THE SHELVES, OR MAYBE YOU JUST BOUGHT YOUR SYSTEM AND IT'S NOT AROUND ANYMORE. EITHER WAY... SOONER OR LATER... YOU'LL SEE IT IN THE GRAVEYARD...



SUPER EDF

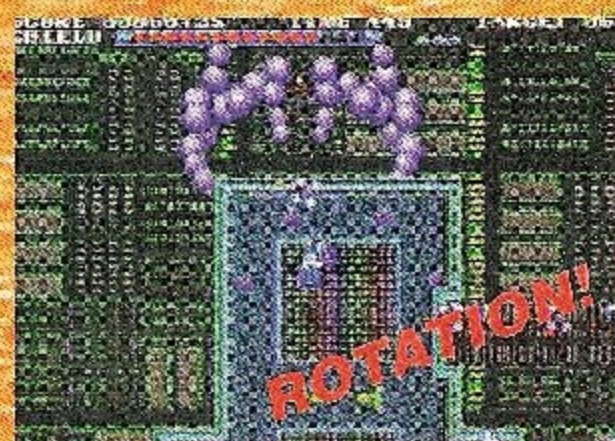
HERE'S A SHOOTER THAT GOT A BAD RAP BY JUST ABOUT EVERYONE WHO REVIEWED IT, BECAUSE OF A LITTLE SLOW DOWN (WHICH IS SPORADIC AND DOES NOT INTERFERE WITH THE QUALITY OF THE GAME). EDF COMBINES A UNIQUE BLEND OF MUSIC WITH SOME INCREDIBLE SHOOTING ACTION. AS YOU FLY THROUGH COLOR CHANGING SUNSETS, MULTIPLE SCALING BACKGROUNDS, AND FIERCE MECHANIZED BOSSES. ADD TO THAT ENDLESS LAYERS OF SCROLLS AND TONS OF WEAPON UP GRADES, AND YOU'VE GOT A GREAT SHOOTER!



GRANADA IS AN EARLY WOLFTeam GAME THAT SLIPPED BY FOR SOME REASON. IF YOU'RE INTO SHOOTERS AND YOU MISSED... GO FIND ONE! THIS WAS THE FIRST GAME THAT USED SCALING ON THE GENESIS (AND IT'S SMOOTH. SEE PHOTO BELOW). GRANADA

Granada

TAKES YOU ON AN ALL OUT GROUND ASSAULT. COMPLETE WITH MULTI SCROLLS, GREAT BOSSES AND EXPLOSIONS, AND GREAT WOLFTeam MUSIC... I HIGHLY RECOMMEND GRANADA.



THE SCHEDULE

GENESIS

SEPT.

J. Capriotti Tennis	Spt.	Remnovation
Side Pocket	Spt.	Date East
Lemmings	Pzl.	Sunsoft
Greendog	Act.	Sega
Alien 3	Act.	Arena
Super Hi Impact	Spt.	Arena
Predator 2	Act.	Arena
Spr. Smash TV	Act.	Flying Edge
Nolan Ryan BB	Spt.	Mentrix
Rmnc. 3 Kndms.	Stg.	Koei
Rampart	Stg.	Tengen
Sorcerer Kndm.	RPG	Treco
Tailspin	Act.	Sega
USA Basketball	Spt.	EA
Gods	Act.	Mindscape
Slime World	Act.	Remnovation
RBI 4	Spt.	Tengen

OCT./NOV.

Madden '93	Spt.	EA
NHLPA '93	Spt.	EA
Power Monger	Stg.	EA
Road Rash 2	Drv.	EA
Tony La Russa BB	Spt.	EA
JP 3 Splash Gordon	Act.	EA
Young Galahad	Adv.	EA
Twisted Flipper	Pzl.	EA
Chakan	Act.	Sega
Home Alone	Act.	Sega
Sonic 2	Act.	Sega
Young Indy Jones	Act.	Sega
Bio Hazard Battle	Sht.	Sega
B Bomb	Pzl.	Sega
NFL Sportstalk FB	Spt.	Sega
Sega CD ROM	SYS	Sega
Global Gladiators	Act.	Virgin
Muhammed Ali	Spt.	Virgin
World Trophy Soccer	Spt.	Virgin

Sega CD titles tentative for Nov. Release
Wonderdog, Cobra Command, Batman Returns,
Willy Beamish, and Black Hole Assault.

SUPER NES

SEPT.

Spr. Buster Bros.	Act./Pzl.	Capcom
Rampart	Stg.	Tengen
Bart's Nightmare	Act.	Acclaim
Spindizzy World	Pzl.	ASCII
Faceball 2000	Maze	Bullet Proof
Roger Clemens BB	Spt.	LJN
Strike Gunner	Sht.	NTVIC
James Bond Jr.	Act.	THQ
Dino City	Act.	IREM
NCAA BB	Spt.	Nintendo
F-1 Roc	Drv.	SETA
Kablooey	Pzl.	Kemco
Race Drivin	Drv.	THQ
Cal Ripkin BB	Spt.	Mindscape
G. Forman Boxing	Spt.	Acclaim
Rmnce 3 Kndms 2	Stg.	Koei
Wheel of Fortune	Pzl.	Gametek

OCT./NOV.

Prince of Persia	Act.	Konami
RoboCop 3	Act.	Ocean
Cool World	Act.	Ocean
NFL Football	Spt.	Konami
Axelay	Sht.	Konami
Radio Flyer	Str.	Ocean
Battle Blaze	Ftg.	AmSam
Blazeon	Sht.	Atlas
Spridey & X-men	Act.	Acclaim
Harley's Adv.	Act.	EA
Phalanx	Sht.	Kemco
Desert Strike	Sht.	EA
Out of this Word	Act.	Interplay
Warp Speed	Sht/	Ballistix
Hook	Act.	Sony

AS YOU KNOW, AMERICAN RELEASE DATES CHANGE FREQUENTLY. THIS IS THE LATEST SCHEDULE AVAILABLE DIRECT FROM THE COMPANIES REPRESENTED. WE WILL INFORM YOU OF ANY CHANGES.

TURBO GRAFX

SEPT.

New Adv. Island	Act.	Hudson
Order of the Griffin	RPG	TTI
Soldier Blade	Sht.	Hudson

OCT.

Dead Moon	Sht.	Natsume
Cyber Bonk	Sht.	Hudson
Ghost Manor	Adv.	TTI
Shapeshifter (CD)	Act./Adv.	TTI
Prince of Persia (CD)	Act.	Hudson

NOV.

Hit the Ice	Spt.	Taito
Chase H.Q.	Drv.	Taito
Shdw of the Bst (CD)	Act.	TTI
Dragon Slayer (CD)	RPG	Hudson
Loom (CD)	RPG	TTI
Forgotten Wrlds (CD)	Sht.	NEC Avenue

LYNX

SEPT./NOV.

Steel Talons	Sht.	Atari
Shdw of the Beast	Act.	Atari
Pinball Jam	Pnbl	Atari
Baseball Heroes	Spt.	Atari
Pit Fighter	Ftg.	Atari
Dirty Larry	Act.	Atari
Rolling Thunder	Act.	Atari
Dracula 4 Meg	RPG	Atari

GAME GEAR

SEPT./NOV.

Alien 3	Act.	Arena
Batman Returns	Act.	Sega
Chuck Rock	Act.	Virgin
Indy Jones Lst Cru	Act.	Sega
Prince of Persia	Act.	Domark
Humans	Adv.	Gametek
Taz Mania	Act.	Sega
Agassi Tennis	Spt.	Sega
Strider 2	Act.	U.S. Gold
Double Dragon	Act.	Virgin
Terminator	Act.	Virgin

WHAT'S NEXT:

Coming in the next issue of Game Fan:
T2, WWF WrestleMania, Joe Montana 3, LandStalker, Time Gal, Nobunaga and his Ninja force, Lunar, and Sonic 2 for the Genesis. Final Fantasy 4, Sonic Blast Man, Cybernator, NFL Football, Dragon Quest, Gunforce, Mickey's Magical Quest, and Road Runner for Nintendo. Cyber Bonk, Macross, Spriggan MK 2, Forgotten Worlds, Valis Fantasm Soldier, Shadow of the Beast, and Hit The Ice For the Turbo. And we'll take an in depth look at Art of Fighting and preview Viewpoint (and anything else we can get our hands on). Plus new Lynx and Game Gear titles, and a full report on the Nintendo show from Japan.

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