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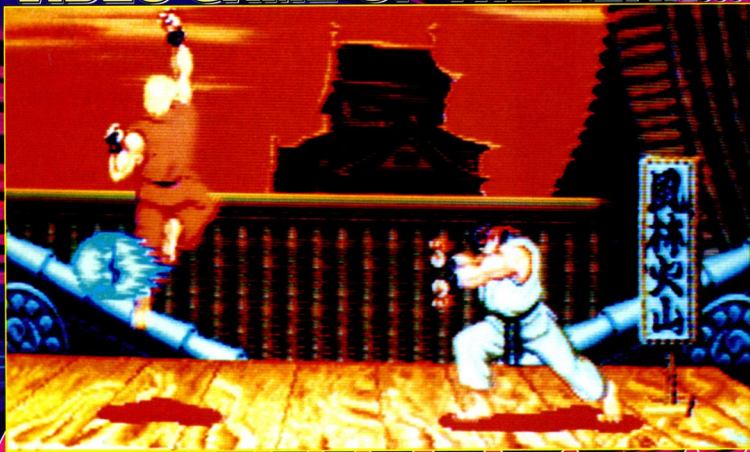
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**EGM REVIEWS
THE GAME SYSTEMS!
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THE WORST OF 1992!**

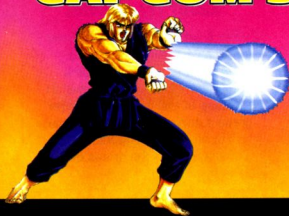
EGM'S BEST AND WORST OF 1992

VIDEO GAME OF THE YEAR...



CAPCOM'S

STREET FIGHTER II





BEST GAME OF THE YEAR (TURBOGRAFX 16)

Turbo Technology's AIR ZONK

It took a lot of guts for a company to take a proven success (Bonk) and deviate from that past hit, but Turbo Technologies did, and ended up with a new character that rivals the original in likability and popularity. Besides this, the game plays exceptionally well, has outstanding graphics and animations and cool music. Hopefully TTI will bring Zonk back for a sequel!



BEST GAME OF THE YEAR (PORTABLE GAME SYSTEMS)

Sega's SONIC THE HEDGEHOG 2

Sega comes through again with another new Sonic game that doesn't just modify the previous cart. Sonic now takes to the air in a hang glider, blasts through loops in a frenzy, and blows through the underground caverns in a rail cart! With 4 megabits of power, this super sequel has Sonic moving so fast that the screens fly by so fast that you almost get dizzy! It's an all new mega adventure that breathes new life in the Game Gear.



BEST RPG GAME OF THE YEAR (ALL SYSTEMS)

Working Design's COSMIC FANTASY 2

The CD generation is here and Cosmic Fantasy 2 for the new TurboDuo is a good example of what other companies will be doing next year. Featuring dozens of detailed cinematics, a realistic sounding voice, an original plot, a huge world to traverse and a quest that will challenge the best of the players, this CD literally blows away all of the other RPGs to date!



BEST SPORTS GAME OF THE YEAR (ALL SYSTEMS)

Electronic Arts' JOHN MADDEN '93

EA did it again! They took the best football game ever made and made it better! Madden '93 now features faster game play, smoother animations, updated player stats, a hurry-up, no huddle offense, a quarterback stop-the-clock feature, 8 new teams from the past, more digitized speech, a split-screen play calling screen and more! Suffice it to say EA knows sports and this version is the best football game ever made. Buy it!



BEST ACTION/ADVENTURE GAME OF THE YEAR (ALL SYSTEMS)

JVC/Lucasfilm's SUPER STAR WARS

Coming just short of winning the game of the year, SSW really demonstrates what a good game producer can do on the Super NES. With superb graphics, perfect game play and control, spectacular digitized sounds and a long but not overly difficult quest, SSW is one of the best cart games ever made.



MOST INNOVATIVE NEW GAME (ALL SYSTEMS)

Interplay's OUT OF THIS WORLD

Actually looking more like one long cinema, OOTW is an adventure game that goes beyond the typical blast and run softs. In this cart the player has to use his mind in addition to his game playing skills. The overall theme is still a quest, but the player is constantly being forced to make decisions. The right choice allows you proceed, while the wrong decision brings death! A refreshing change from the ordinary!



BEST GRAPHICS IN A VIDEO GAME (ALL GAME SYSTEMS)

SNK's VIEWPOINT

It's no big surprise that the Neo-Geo would win this award. Since their multi-meg games are just arcade boards in a huge cartridge case, the graphics that they produce are understandably top notch. Viewpoint is their best to date, and it features some of the most intense action ever seen on a TV. This game was so good that even Martin was impressed!



BEST MUSIC IN A VIDEO GAME (CART/CD GAME SYSTEMS)

SNK's/Turbo Technologies' VIEWPOINT/GATE OF THUNDER

When it comes to music, the basic concept that the more memory a game has the better the sound will be, holds true. The normal 8 meg carts fall short here and the mucho-meg Neo-Geo game - Viewpoint gets the nod for some of the coolest music ever to appear in a cart. In the CD arena, Turbo Tech's pack-in, Gate of Thunder, blows away anything ever done in a home video game. This disc has to be heard to be believed!



BEST VIDEO GAME SYSTEM (ALL GAME SYSTEMS)

Nintendo's SUPER NINTENDO

This was the hardest decision that the editors had to make. While the Genesis is a phenomenal system, this year had to go to the Super NES because of the huge amount of quality software that came out. The Genesis on the other hand, went for months without a major title hitting the stores. The lack of hardware or software scaling is now hurting the Genesis.



BEST NEW PERIPHERAL (ALL GAME SYSTEMS)

Sega's SEGA CD

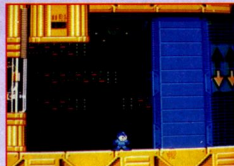
No comparison here. Sega has the system of the future in their Sega CD. With virtually no access time, dual super-fast processors working in parallel, full motion video capability, hardware scaling, rotation, zoom, and fading of sprites, the Sega CD/Genesis combo is the system to watch in 1993! Best of all, the system is real as you can go to the store and buy it NOW! No vaporware promises as the big N is starting to circulate.



BEST VIDEO GAME SEQUEL (ALL GAME SYSTEMS)

Nintendo's LEGEND OF ZELDA 3

Without a doubt, the most eagerly awaited sequel this year was Zelda 3. After numerous delays the game finally hit the stores this Spring and once players finally got the cart, nobody complained, as the game was that good! Unfortunately Nintendo spoiled everything by packing a walk-through with the game and players blew through the game in a matter of days!



MOST NUMBER OF SEQUELS (ALL GAME SYSTEMS)

Capcom's MEGA MAN 5

The ever-popular Mega Man is back for his fifth game. Perhaps this time he will really get rid of the evil Dr. Wily. Nah... He has to come back once more so that Capcom can do a Super Megaman 6 for the Super NES. That would be cool as perhaps then Capcom U.S.A. could run a contest like Capcom of Japan did this last summer. Our players would then have a chance to send in names for the next batch of super bad robots!



BEST VIDEO GAME ENDING (ALL SYSTEMS)

Capcom's STREET FIGHTER 2

With an ending for each of the characters plus additional special endings for the different difficulty levels plus even more extra special endings for the way you play level seven, Capcom's Street Fighter 2 wins this award. Now if they only would have saved the memory used for all these ending and put it into a CE boss option everybody would have been happy.



HOTTEST NEW CHARACTER IN A VIDEO GAME (ALL GAME SYSTEMS)

Sega's TAILS in SONIC THE HEDGEHOG 2

The masters at Sega have really come through with a winner in Sonic's sidekick - Miles Prower (say it real fast). Not only is he as cute as Sonic but he actually serves a major purpose in the game by allowing a second person to play simultaneously (in the split-screen mode) with the first player. Hopefully Sega will write Tails into their new Sega CD version.



HOTTEST VIDEO GAME BABE (ALL SYSTEMS)

Capcom's/Sega's STREET FIGHTER 2/STREETS OF RAGE 2

Our editors were evenly divided on this category. Half loved Chun Li (especially in red!) in SF 2 while the other half thought that Blaze was really exceptional in Sega's new Streets of Rage 2. Since it's a tie, why don't you write in to tell us which lady you think is the hottest video game babe! We'll announce the winner in a couple of months!



VIDEO GAME BABES TOO HOT FOR THE U.S. (ALL FOREIGN GAME SYSTEMS)

NEC Avenue's DRAGON KNIGHT 2

The Japanese players definitely have a different attitude as to what can and can't be shown in a video game. Female characters nude from the waist up aren't uncommon in Japanese games as this one (almost) shows. With screen graphics presently not very detailed, it's not a big deal, but what will happen when motion video comes to the CD games?



BEST LICENSE OF THE YEAR (ALL SYSTEMS)

Konami's/Sega's BATMAN RETURNS

The blockbuster movie this last summer - Batman Returns, wins this prize. Sega and Konami get special credit for putting their faith (and dollars) behind this flick. While Batman was practically guaranteed to turn a profit, the game companies could just as easily have been the poor souls that backed the not so spectacular Robo Cop 3!



BEST MOVIE TO GAME (ALL GAME SYSTEMS)

JVC/Lucasfilm's SUPER STAR WARS

Everybody has seen the Star Wars movies and now with the first picture translated to Nintendo's Super system, JVC/Lucasfilm has demonstrated that games can actually be created which will follow the movie in great detail. In this super soft the action sequences are spectacular as are the depiction of the characters and their animations. With games this good, how much better can the CD version get?

MOST LAWSUITS (ALL GAME COMPANIES)

Sega SEGA OF AMERICA

Last year it seemed that Nintendo was going out and suing everybody they could (and they did). This year, while Nintendo did get in the spotlight with the big suit they won (they finally won one!) against Atari, it was Sega's turn to go after some of the companies that were causing them problems. The one that got the most publicity was Sega vs. Accolade. Sega claimed that Accolade was violating their copyright by causing the Sega logo to appear when an unlicensed Accolade cart was played in the Genesis. Accolade claimed that they only reverse engineered the product according to already established procedures. While the suit is still in court, Accolade claimed the victory as the judge allowed them to continue making Genesis compatible carts.

DUMBEST LAWSUIT (ALL COMPANIES)

Sega SEGA OF AMERICA VS. JAN COYLE

Sega comes through again with another strange lawsuit which they never should have gotten into. Apparently a Mr. Jan Coyle has the patent for moving computer generated graphics on a TV screen. All of the major companies realized that Coyle's patent was sound and they settled out of court. Some genius at Sega had a brilliant idea that everybody else thought wrong and they then decided to take the case to court. Here comes the good part. Had they settled out of court, Sega would only have had to pay a measly 7 million dollars to get the rights from Mr. Coyle. But no, they went to court and lost (as all the other game companies expected). They ended up paying

43 million dollars. Nice move Sega. That's 36 million bucks you could have put into game development and if you did, all of us players would now be playing Sega games rather than Super Nintendo carts!



BEST VIDEO GAME THAT NEVER CAME OUT IN THE U.S.

(ALL GAME COMPANIES)

Konami PARODIUS

Everybody is familiar with the spectacular line of Gradius shooters that Konami has on the market. What only a few players know about though, is the story on their other game which is a parody of this serious batch of carts. Originally brought out in Japan as an arcade game, it was later released for the Nintendo 8 Bit Famicom and downsized another time in order to fit in the portable black and white GameBoy. Just recently, Konami of Japan brought out an 8 megabit 16 Bit Super Famicom version, and we have to say that this cart sports some of the best graphics ever done by the company.

The game is called Parodius (to signify that it is a parody of their other games), and this soft contains tongue-in-cheek humor whereby the player must blow away such evil (?) monsters as parrots, clowns and big boss cats! While cute looking, the game is far from being easy. We have found that it is as challenging as the normal Gradius games and it easily deserves a place on the store shelves in the U.S.



BEST VIDEO GAME RUMOR (ALL GAME COMPANIES)

Capcom's STREET FIGHTER 2 FOR GENESIS AND TURBODUO CD, and ARCADE STREET FIGHTER 3

Mention Street Fighter 2 and you'll hear Sega and Turbo players talking about spectacular Champion Edition CD versions that are soon to be out for their systems. Spurned on by similar rumors being whispered by Sega officials, the line on the street is that at least a Sega CD version will be out 60 to 90 days after the Sega CD hits the store. Of course Capcom flatly denies any such rumor (they want to sell as many Super NES copies as possible), this story will only be finally resolved next Spring when and if the game actually does come out.

Talk to arcade players and the buzz word is Street Fighter 3. Everybody claims to have seen a version of the new game and even a few crafty arcade owners have labeled a bogus version of SF 2 CE as SF 3. Of course these games are nothing but CE games with rip-off accelerator main memory chips installed.

To make things worse, Capcom is now bringing out a set of their own accelerator chips and they are relabeling the CE games as "Turbo Street Fighter 2 Champion Edition". This new version of the CE by Capcom adds a few new moves (Chun Li can now throw fireballs!) and speeds up the game play. To date, there hasn't been a real SF3 game located anywhere.

EGM RATES THE SYSTEMS!!

NEC TURBOGRAFX 16



Will new licensees breathe new life into the TurboGrafx?

Once thought to be in serious danger of extinction, the Turbo may see new life with the advent of the new Turbo Duo. Although it has possibly the smallest list of games available, a surge of new games from TTI may serve to bolster the Turbo's existence.

SYSTEM SPECIFICATIONS...

Processor	6820 (8-Bit)	Colors Available	512	Sprite Size	16x16, 32x64
Processor Speed	7.16 MHz	Colors On-Screen	256	# Of Games	120 (\$20-\$70)
Resolution	400 x 270	Maximum Sprites	62	Price	\$69.99

SNK NEO GEO



The Neo Geo is essentially a arcade game machine.

Without a doubt, the most powerful home video gaming system ever made, but along with the system's power is an equally high price tag for system and softs. If you're willing to pay the price for triple-digit-megs, the Neo Geo may be a worthwhile investment.

SYSTEM SPECIFICATIONS...

Processor	68000	Colors Available	65,536	Sprite Size	Programmable
Processor Speed	14 MHz	Colors On-Screen	4,096	# Of Games	50 (\$150-\$250)
Resolution	320 x 224	Maximum Sprites	380	Price	\$649.99



A powerful handheld video gaming system with super scaling. The Lynx is the lowest priced color portable on the market. However, there is a small catalog of games.

ATARI LYNX

SYSTEM SPECIFICATIONS...

Processor	65C02	Colors Available	4,096	Sprite Size	Programmable
Processor Speed	4 MHz	Colors On-Screen	16	# Of Games	60 (\$25-\$40)
Resolution	160 x 102	Maximum Sprites	128	Price	\$99.99



With a Huge selection of games this black and white portable continues to hang in there. Yet, this inexpensive B&W might need an update to color.

NINTENDO GAMEBOY

SYSTEM SPECIFICATIONS...

Processor	6502 (8-Bit)	Colors Available	0	Sprite Size	8 x 8
Processor Speed	2.14 MHz	Colors On-Screen	14	# Of Games	150 (\$20-\$30)
Resolution	140 x 102	Maximum Sprites	8	Price	\$89.99



Sega's entry in the hand held market is a color machine with some decent games. The large screen is easy on the eyes. There is also an optional TV tuner.

SEGA GAME GEAR

SYSTEM SPECIFICATIONS...

Processor	Z-80 (8-Bit)	Colors Available	4,096	Sprite Size	8 x 8
Processor Speed	3.6 MHz	Colors On-Screen	32	# Of Games	60 (\$20-\$30)
Resolution	160 x 146	Maximum Sprites	64	Price	\$99.99



This unit boasts the sharpest color screen on the market. It also play the regular TurboGrafx cards. With the TV tuner you've one complete system.

NEC TURBO EXPRESS

SYSTEM SPECIFICATIONS...

Processor	6820 (8-Bit)	Colors Available	512	Sprite Size	16x16, 32x64
Processor Speed	7.16 MHz	Colors On-Screen	256	# Of Games	120 (\$20-\$70)
Resolution	400 x 270	Maximum Sprites	62	Price	\$199.99

EGM RATES THE SYSTEMS OF 1993!!!

NES



The video game workhorse is showing its age by not showing many new titles. The emphasis is on 46-Bit now and without a flow of hot carts to support it, you call it a day.

STEVE

The old 8-Bit has really died quickly. Everybody but the software giants have abandoned the NES for the Super NES and with the 16 bitter only \$20 more, who cares!

MARTIN

I really can't remember the last time I saw a decent title for this system. Oh well, there are plenty of older games to choose from! The old 8-bit doesn't give the bang for the buck!

SUSHI-X

About the best thing I can say about the NES is that it has a huge library of software for the money. 8-bit gaming just doesn't compare to rock-solid 16-bit power! R.I.P.

SUPER NES



The games are better and the machine has only scratched the surface. With a variety of upgrade chips on the way and the best titles, this is the system of the '90's.

The Super NES has really taken off in popularity. With lots of licensees making tons of quality software, coupled with a \$99 system price, it isn't hard to see why!

Definitely the hottest system around. Tons of great software from the big video game publishers like Konami and Capcom. Incredible sights and sounds with a touch of slowdown. CD in '94!!!

All hail the Super NES! It has emerged as THE 16-bit gaming leader now that it has overcome the plague of slow-down! That's not bad for two generations of games.

MASTER SYSTEM



Why are we even talking about this system? Sega isn't supporting it and neither should players. Sure, it isn't expensive, but it also doesn't play many good games.

R.I.P. Master System. With no licensees and no support from Sega, there is no way anybody would want to buy a system that has no future. Adios SMS.

This system is obviously being dumped by Sega. There hasn't been a new soft in ages. Old classics like Alex Kidd and Phantasy Star aren't enough to keep it alive.

Let's face it. The Master System doesn't have the huge library of games like the NES, and it never will. I'd rather have a Game Gear and a Master Gear converter.

GENESIS



The Genesis is still a strong machine, especially in the sports department. Nevertheless, the machine is reaching its full potential despite new carts from Konami.

This system maintains its strength because of Sonic and the sports games. The licensees haven't come through with lots of hot carts and this has hurt the system's popularity.

Still one of the best buys in video gaming. The games don't have the graphics or sound support of the SNES but still impress me. Sega ends up behind Nintendo once again.

With a surprising lack in powerful titles, the Genesis has fallen back a notch to #2 in my book. Sonic may revive it somewhat, but it's too little, too late. Wait 'til next year!

TURBOGRAFX-16



This system scores some points as a valid low-priced machine with new games around the corner and CD possibilities. If you're strapped for cash, this is the one!

The system continues to exist, but barely. The very newest batch of carts are OK but not great. With heavy emphasis being put on CDs, the base system is hurting.

Bad move TTI. The Turbo is a great card based system but the unavailability of the CD player expansion will hurt it badly. A good selection of games and low prices help.

TurboWho? With the passing of NEC in favor of TTI, I'll expect some great things in the future of the crippled TurboGrafx-16. Until then, the Turbo is on thin ice.

NEO GEO



The major superpower of game systems, the NEO-Geo is plagued with the same high priced soft that have always limited its market. It still has some of the hottest games.

While the games are quite good they are still very expensive. The newest fighting games are very good as is Viewpoint. Needs a larger variety of games though.

The most expensive of all systems. I don't mind the console, but the carts are still overpriced. Incredible games like Fatal Fury, and Viewpoint make Neo very tempting.

All year, I've been treated to high prices, boring endings, and (gasp!) tons of flicker and slow-down! What happened? Where is the supposed 24-bit power? It's a NO GO!

EGM RATES THE SYSTEMS OF 1993!!!

GAMEBOY



Limited? You bet. But the Game Boy can still play a good game. The resolution and overall presentation get mixed reviews, but when the game's good, the machine is a hit!

STEVE

ED

It is about time for a new portable system from Nintendo. While good for puzzle games and RPGs, once the action starts moving, the system starts to show its age.

MARTIN

I was surprised by the number of cool games this year. Bionic Commando, Mega Man 3, and many more were superb. The blurring still kills this underdog among portables.

SUSHI-X

Why is this system still on the market? It is completely defunct, with about 1 or 2 playable titles per year. A large library of games (which all blur) doesn't save this relic.

LYNX



Still a system that has plenty of power and no games that use it. The Lynx has made strides in the number of softs available, but the quality remains B+ at best. No standout hits.

The Lynx has been slowly gaining in popularity. Atari promised a lot of new games but they are very slow in getting to the store shelves. The system still has potential.

In a word: disappointed. The Lynx is a great system with a handful of above average carts. The majority of the games don't use the system's capabilities. Maybe next year.

The Lynx has a few more titles and a growing number of supporters. The software, with a little more tweaking, could skyrocket the Lynx past the Game Gear in the future!

GAME GEAR



If you really can't live without Sega 8-Bit games, then the GG is right up your alley. Personally, I'm not impressed with the system, although Sonic on the go is fun.

Sega has been slow to bring out new games but now with Sonic 2 and all the old SMS carts to choose from this seems to be the system to beat. The tuner is a plus.

Game Gear looks like it has a good future even though the hardware is not very impressive. Carts like Sonic 2 will keep it going. The SMS converter is also a plus.

Now that the Game Gear has some cool games and access to most of the Master System titles, the Game Gear has become the portable system of choice!

TURBO EXPRESS



A cool little unit that is strapped by the lack of good softs for the base unit. As a TV and big ticket machine, this system is a winner - the games, however, aren't up to snuff.

This is easily the best handheld system on the market. Also with a \$199 price point it is a best buy for this kind of quality. Don't forget to get the tuner as it makes a great TV!

The new price makes this high tech system the most desirable portable out there. Great resolution and access to the best Turbo has to offer. The TV tuner is a blast.

The TurboExpress is the result of excellent hardware coupled with mediocre software. With added support of TTI, it may emerge as the victor of the portable wars in 1993!

SEGA CD



As a CD-ROM player, the Sega machine is top-notch. The games that it plays, however, become a bigger problem. While a few blew me away, the rest are pretty tame for the \$.

Easily the best system on the market. With dual 16 Bit processors this unit just cruises through the full motion video scenes in the new games. No access time - cool!

At first, this system didn't seem that great. A few of the newer softs are starting to show potential. By next year the system should be rockin with all kinds of rad softs.

Awesome! The Sega CD really packs a powerful punch! Not only does it upgrade the Genesis capabilities it starts off (again) with no 16-bit contender to battle.

TURBO DUO



Not a bad stab at an all-in-one machine. The cartridge/CD hybrid suffers from the same problems as the Turbo, but it's a sleek unit with Super CD hope for the future.

TTI has put together a great CD/cart combo system. With plenty of good Japanese CDs to choose from the Duo should do quite well. The lack of U.S. licenses will hurt it though.

The Duo is a great way to get the complete Turbo experience in one package. 4 of the hottest pack-in games around also make this a hard system to pass up.

The CD wars are about to begin, and the first battle was initiated by the TurboDuo. Still, it's nothing more than a TurboGrafx with its outdated CD attachment. Hooray!

CDs - The Future of Video Gaming

Little Silver Discs

In the video game wars, game memory has always been a weapon the companies could arm and use against each other. Sega, the first to make an issue of it, created their one, two, and four mega games for the old Master System. When games turned 16-Bit, it was difficult to produce a game with advanced graphics and sound with less than four-megabit of memory. It wasn't long before eight-megabit was the standard and some larger carts started popping up. Street Fighter II and it's 16-meg of memory shows where companies have been heading, with no end in sight.

On the other side of the system wars, when the TurboGrafx-16 was released almost three years ago, a new idea in video games accompanied it. The new idea was the TurboGrafx CD, and though a little ahead of its time, it showed where the future of games lay.

The idea of putting games on CD is attractive to developers for several



reasons. First, the memory available on a single CD equals approximately 2000 average cartridges, and secondly, the CDs themselves are much faster and cheaper to produce than chip-based games.

The advantages are self-evident, but now the problem turns to one of consumer acceptance.

NEC was unable to gain the confidence of consumers when the Turbo CD was first released. The earliest games were mediocre and new titles were few and



far between. To top it off, the price of the CD attachment was hefty at \$399.95 with no game included. At the time it looked like the CD idea was a bust; an expensive toy for a few hardcore game fans.



Welcome, class of '93!

Now, in the fall of 1992, CD gaming is getting a second chance. NEC no longer controls the TurboGrafx. That task falls to Turbo Technologies, the company brought on board to bring Turbo back to life. This company quickly announced that CD was the direction for games in the future. In a display of confidence, they have decided to introduce a new machine to play these discs on. The machine is the Turbo Duo, offering some new capabilities not available on the old TurboGrafx CD. The Duo plays a new series of games dubbed "Super CD," utilizing a new operating system. The system includes more memory to cut down on the annoying access time of the old CD. The Duo also offers the chance to play all regular CD and TurboChip games on one

compact system. The sleek black machine comes packed with an attractive selection of software. Two CDs are included, one featuring the popular Ys books I and II.



The second disc contains Bonk's Adventure, Bonk's Revenge, and Gate of Thunder. In addition, the TurboChip of Ninja Spirit is packed with the Turbo Duo. That makes for a total of six games and the upgraded TurboGrafx with CD for only \$299.99.

Now, to make things a little more interesting, starting this November they won't be the only kids on the block with a CD player. Sega is bringing out their much awaited Sega CD, and it looks like a hot one.

The Sega CD actually incorpo-



rates a second processor to work in parallel with the processor in the Genesis, producing some awesome special effects. The new processor also speeds things up a little, as it clocks in at over 12Mhz, making it the fastest game system on the street. Sega also wants to lure people in with an attractive software



package. The various discs inside will include Sherlock Holmes, a game originally released for the Turbo CD; Sol Feace, a fast paced shooter; a classics disc with Streets of Rage, Golden Axe, Columns, and Revenge of Shinobi; a rock 'n roll sampler; and a rock 'n roll CD & G sampler. It is also priced at \$299.99. That doesn't include the necessary Genesis console.

TurboCharged Games

The major problem any new system has is not the quality of the new hardware, but rather the software



available for it. The Turbo CD has suffered from a software drought from day one, and the Japanese version of the Sega CD has suffered from the same lack of support. Not only is it necessary to come up with some quality games, it is important that those games be significantly better than they would have been on cartridge. Fortunately, both TTI and Sega are taking software development seriously for the new generation of machines.

Super CD is the name of the game TTI is playing, and there is a full line of Super CD titles slated for release over the next year.

RPGs are becoming very popular and the Turbo CD is offering enough role-playing to satisfy even the pickiest backyard barbarians. Cosmic Fantasy II from Working Designs was just released, featuring a long and complicated quest, along with a better sense of humor than the entire fall TV line up. Also from

Working Designs is Exile, the uncensored version of the game released for Genesis on cartridge format.

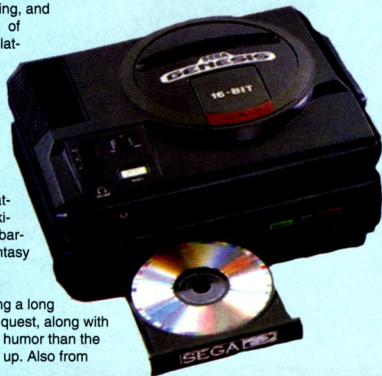
In November, TTI brings forth Dragon Slayer, an epic RPG from the designers of the Ys series of games. Dragon Slayer offers an intriguing story and a few revolutionary additions to the interface such as auto battle and auto heal. Future RPGs include Dungeon Explorer II, the sequel to the TG-16 Chip game, and Dangerous Journeys, an original offering.

For those seeking a little lighter adventure, Shadow of the Beast may just be the ticket. Adapted from the computer version, this Shadow offers smooth graphics and wonderful sound. The intermission scenes make the game flow and help balance out the package. Also expected soon is Loom from TTI and LucasArts Entertainment. This popular

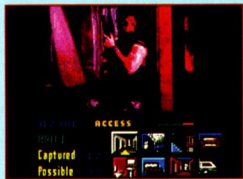


game also comes from the world of computers, and has gained quite a following. Loom is an adventure centered around music and magic. The capabilities of the CD to pro-

duce high quality sound makes this game a natural for the format.



Action fans needn't worry either. TTI has plenty in store for the fast-fingered crowd out there. Forgotten Worlds is an adaptation of Capcom's arcade classic, seen previously on the Genesis. The graphics and sound quality in this version is much improved over the previous effort, and there is less slowdown and flicker than in the Genesis version.



Buster Brothers is another Capcom arcade translation featuring cute graphics and game play. For pure shooting satisfaction, Working Designs is in the process of licensing the Japanese shooter, Spriggen, and TTI is already at work finishing the sequel to their Duo pack in Gate of Thunder. Lords of Thunder should be available during the first quarter of next year.

In this corner...Genesis!

Sega is making some big promises. The list of games coming from Sega and several of their third party developers is suggesting that the Sega CD may be the hot item next year. Sega is balancing their schedule with original games, classic Genesis games re-released for CD, and quite a few computer conversions.

Sega is intent on making sure that there is no shortage of good games for their new machine. The line up Sega of America is launching reflects this attitude. The classic arcade game, Cobra Command will be one of the lead-off titles for the system. This game features digitized graphics and full motion video for game play. Final Fight is another arcade classic coming soon. All of the arcade levels and all three characters will be included in this version.

Showing their commitment to full motion video and digitized graphics, Sega is also presenting Night Trap. Over 100 minutes of video made this game so big that it requires two CDs. The story involves fighting your



way through a house and rescuing the "scantily-clad" occupants from the alien invasion.

Sega is keeping quiet concerning the story behind Dolphin (a new quest-adventure) but promises it will be revolutionary and set new standards for this type of game.

All new versions of Batman Returns, Sonic the Hedgehog, and Joe Montana's NFL Football are in development for CD. Each will include different levels, better graphics, and more intense sound than



any of the cartridge versions. Sega promises games with notable improvement.

Sega has also obtained the rights to some of Origin's hit computer games. Both Ultima Underground and Wing Commander are scheduled to be released this Winter.

Other companies are coming forth with original games in addition to computer conversions.

Sierra is preparing a full complement of their best computer titles. Willie Beamish, Kings Quest V, Stellar 7, and Mixed-Up Mother Goose will be the first titles released. Future conversions include Space Quest IV, Leisure Suit Larry in the Land of the Lounge Lizards, and Police Quest 3.

JVC has Wonder Dog and Wolf Child ready to dazzle, and is translating the popular Monkey Island games over from the land of PCs. There is also a CD version of the SNES game Super Star Wars in development.

Other companies like Tengen, Bignet, Sony Imagesoft, Electronic Arts, and Virgin Games have signed on to create for the Sega CD, giving it a high level of development support.

Into the future....

As long as support for these machines continues, they will slowly but surely take over the industry. Nintendo has already announced that their CD peripheral will also be a 32-Bit upgrade for the SNES. The CD offers programmers and game designers much more freedom than cartridges, and it is this kind of freedom that will keep games fresh and interesting. Just like the CD's reflection, the future is bright.

TURBO DUO VS SEGA CD

Turbo Duo

Processor:	HU-6280
Memory RAM:	2 Megabit
Sound:	8 Channel Stereo
Clock Speed:	7.16 Mhz
Colors, Palette,	
Sprites:	Same as TG-16

Sega CD

Processor:	MC 6800
Memory RAM:	6 Megabit
Sound:	8 Channel Stereo
Clock Speed:	12.5 Mhz
Color, Palette,	
Sprites:	Same as Genesis

NEC TURBOGRAFX 16

GAME	RATING			
Aeroblasters	7	9	9	9
Battle Royale	4	7	5	7
Balistics	4	4	5	6
Battle Royal	4	7	5	7
Blazing Lazers	7	6	9	9
Bloody Wolf	7	7	8	8
Bonk's Adventure	7	8	7	8
Bonk's Revenge	7	8	7	8
Bravoman	7	5	4	5
China Warrior	4	4	5	5
Crater Maze	4	4	5	3
Cybercore	7	8	7	6
DarkWing Duck	3	4	3	3
Deep Blue	4	4	4	3
Devil's Crush	5	7	7	8
Double Dungeons	4	6	6	5

NEC TURBOGRAFX 16

GAME	RATING			
Dragon Spirit	7	6	7	7
Dungeon Explorer	7	7	7	7
Falcon	4	5	4	5
Final Lap Twin	7	7	4	6
Final Zone 2	6	6	6	8
Galaga '90	8	5	7	7
Impossible	5	5	3	3
Jacky Chan Kung Fu	5	7	7	4
J.J. and Jeff	8	7	7	7
Last Alert CD	6	8	7	7
Legendary Axe	9	7	8	8
Military Madness	9	8	7	7
Neutopia	7	8	7	8
Neutopia 2	7	8	7	6
New Adv. Island	7	8	7	7
Ordyn	4	6	7	3

NEC TURBOGRAFX 16

GAME	RATING			
Parisol Stars	4	7	6	7
Psychosis	8	8	8	8
Raiden Trad	8	8	7	7
Solider Blade	7	7	7	6
Space Harrier	7	5	6	5
Splatterhouse	8	8	8	8
Super Star Solider	7	8	7	6
Takin' it to the Hoop	6	8	6	6
Tiger Road	7	4	7	4
TV Sports Basketball	4	6	5	5
TV Sports Football	4	6	4	5
Tiger Road	7	4	7	4
Valis 2	7	8	7	8
Veigues Tactical Gladiator	5	5	4	4
Victory Run	6	8	7	8
Vigilante	7	5	6	6

NINTENDO GAMEBOY

GAME	RATING			
Adventure Island	7	7	6	5
Adventures/Star Saver	5	6	6	5
Alleyway	6	3	6	5
Baseball	4	7	7	7
Batman	8	8	8	7
Batman/Return Joker	8	8	7	6
Battletoads	8	8	8	7
Boinic Commando	8	8	9	7
Blades of Steel	7	7	6	4
Boggle	3	5	5	3
Boxxle	7	7	6	5
Burai Fighter	8	6	5	8
Castlevania	8	8	8	7
Castlevania 2	8	8	8	8
Cenetpide	3	5	5	7
Cryaid	4	5	5	5
Crystal Minds 2	6	5	7	8
Double Dragon	7	7	7	7
Double Dribble 5 on 5	5	5	5	5
Dr. Mario	4	6	6	7
Dragon's Lair	5	5	3	4
F-1 Race	4	4	4	4
Football 2000	6	8	6	7

NINTENDO GAMEBOY

GAME	RATING			
Flippul	7	8	6	7
Fortified Zone	8	8	7	8
Godzilla	6	7	5	8
Gremlins 2	6	7	7	7
Gradius	7	8	8	5
Golf	7	8	7	8
Hole Alone	4	5	3	5
Hunt for Red Oct.	5	3	3	5
Hyper Lode Runner	3	5	4	3
Joe and Mac	8	8	7	6
Jordan vs Bird	5	5	4	4
Knight Quest	6	6	5	6
Kwirk	6	3	5	6
Lock N' Chase	6	7	7	8
Mega Man	8	9	9	8
Mega Man 2	8	8	8	8
Mickey's Dang. Chase	6	6	6	6
Missile Command	7	4	4	6
Motocross Maniacs	7	8	8	7
Mysterium	5	7	4	5
Nail 'N Scale	7	7	7	6
Navy Seals	4	5	3	3
NBA All-Star	6	6	5	5

NINTENDO GAMEBOY

GAME	RATING			
Operation C	9	9	9	9
Paperboy 2	6	6	5	6
Pipe Dream	5	7	6	7
Q-Bert	7	7	5	6
R-Type	8	8	8	7
Revenge of the Gator	6	6	7	6
Shanghai	6	3	6	5
Sneaky Snake	5	5	6	5
Space Invaders	5	2	3	4
Spiderman	8	7	7	7
Star Wars	8	7	6	6
Super Mario Land	8	8	7	8
Tecmo Bowl	8	8	6	4
Tetris	8	8	8	7
Tiny Toon Adventure	8	8	8	8
TMNT	7	8	8	9
TMNT 2	3	6	3	3
Top Gun-Guts & Glory	7	7	7	7
Tour de Slash	8	4	3	4
Wizards & Warriors 10	7	7	7	7
Yoshi	7	7	7	6
Zen-Int. Ninja	4	6	6	6

JAPANESE GAMES AND SYSTEMS

You've heard about all the great carts out in Japan but you are hesitant to buy anything because of compatibility between the U.S. and Japanese systems. Right? Even the system names are enough to send a player running for cover. Here's the story. In the U.S. we have the Genesis and the Sega CD. In Japan it is the Mega Drive and the Mega CD. The CDs are NOT playable on the other country's system. Many of the Mega Drive carts will work on the Genesis with an adapter board but this is not the rule. The Japanese Thunder Force 4 and Super Monaco GP 2 for example, will not work in the Genesis. Here the 16 Bit Nintendo is the Super NES. In Japan it is the Super Famicom. Almost all the Japanese carts will work in the U.S. Super NES with an adapter board. The older Nintendo is called the Famicom in Japan. An adapter board is needed to play the Japanese carts in our NES. The TurboGrafx is called the PC Engine in Japan. The Japanese games need an adapter board to work in the U.S. machine. All of the Japanese PC Engine CD's will work in the Turbo Duo.

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
TURBO TECHNOLOGIES	SUPER CD	MODERATE	JUNE
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
CD-ROM	6+	SHOOTER	100%

TURBO GETS A BLAST OF THUNDER!

By far, this is one of the most impressive game that we have ever seen for the TurboGrafx CD. This disc will be one of the first pieces of software for the new Turbo Duo. It will also work with the older Turbo CD-ROM with the new 3.0 Super System Card. The game play is non-stop and the music quality is spectacular. The end bosses in this game are truly amazing. They fill the entire screen and attack in an extremely aggressive style. Plenty of firepower and reversible option techniques help make this is one game that shows the Turbo still has the potential to bring the arcade experience home!

GATE OF THUNDER



TREMENDOUS FIRE POWER AT YOUR DISPOSAL!



LASER CANNON



WAVE SURGE



EARTHQUAKE



SHIELD UNIT



CHASER MISSILE

BLOW THE ENEMY AWAY WITH YOUR OPTIONS!



FRONT WIDE



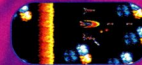
BACK WIDE



FRONT CLOSE



BACK CLOSE



SUPER BLAST



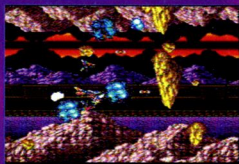
STAGE ONE

Here, you are introduced to the largest enemy ship ever seen on the Turbo! Yes it is even larger than the third level boss of R-type! Destroy as much of this battle cruiser as you can and go against the deadly end Boss that emerges.



STAGE TWO

Fly through the defense fortress blasting away missiles and laser cannons on the floors and ceilings. Watch out for the walls that will try to smash you from the background. The Boss fires a heat seeking laser as well as huge rings of plasma.



STAGE THREE

This level is filled with large rocks and other hazards. The mountains will close in and try to crush you. You will invade a mining structure where huge flares of lava will threaten your existence. Use Earthquake to get rid of this pesky end Boss.

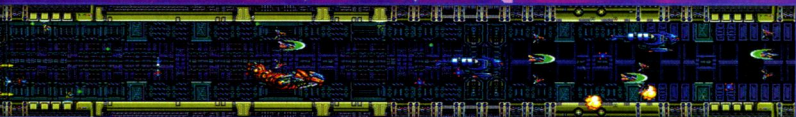
STAGE FOUR

This is the most heavily armored level yet! The best weapon is the full power wave. It will let you destroy an enemy on the top and bottom. The Boss is extremely tough. Destroy its head and he splits apart. Now, you have to blast two parts at once!



STAGE FIVE

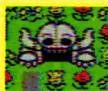
This is the most graphically intense level in the game. Giant sandworms attack from the ground while you are confronted by a large armada of enemy ships. Dive into an underground river and blow a hole through the hideous Boss.



TURBOGRAFX-16

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	TURBO TECHNOLOGIES	TURBOGRAFX	MODERATE	4TH QTR '92
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	6 MEG	N/A	RPG	20%

ENTER THE TOWNS TO POWER-UP!



BONKERIFIC!

Once again our Q-man's predictions have come true - Bonk the RPG is on its way to the U.S. shores! The relatives of King Drool are at it again! This time, you start out your quest with a little blue dino that needs the help of the legendary hero - Bonk! First, you will need to find him over the vast landscape. Some old enemies, like the shell-heads and Egghead Erol, will be in your way, though! Like most RPGs, you can enter villages for clues and find fun, secret places! Be prepared to head slam your enemies into the ground and defeat the King!

THE CREEPS ARE BACK!



PREHISTORIC ADVENTURE AT ITS BEST!



Enter a new land that is reminiscent of the first Bonk. The land is quite treacherous, so be careful of the various lurking enemies. Try to get to the villages, or the palaces, where you can get clues!

A lot of the original characters from the previous carts are here! You had better be prepared again!

NOTE: The name of the game is preliminary and subject to change

BONK IV THE ROLE-PLAYING GAME





A FLIGHT TO REMEMBER!

One of the most highly praised games that hit IBM computers, Falcon, is now about to appear on the TurboGrafx! Your job is to fly a

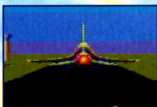
FALCON

series of missions that will test your every skill in aviation! Everything from MA1 guns to flares and Maverick missiles are at your disposal.

With these lethal weapons, you set out on your mission. What is even better is that you can link up two Turbo Expresses and play a head-to-head match! Wow!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	TURBO TECHNOLOGIES	TURBOGRAFX	HARD	JULY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	4 MEG	18	SIMULATION	80%

EXCELLENT BETWEEN ROUND DRAMATIZATIONS!



As you take off for each mission, you will see this!



Dying can definitely put a damper on your flying days!



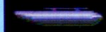
You can choose from many options such as doing practice runs or even go head-to-head, if there are two Turbo Expresses!

YOUR WEAPONRY!

AMRAAM



FUEL TANKS



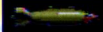
MAVERICK



SIDEWINDER



LDGP



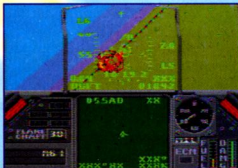
SHRIKE



KNOW YOUR PLANE!

1. DATA READOUT WINDOW
2. WARNING LIGHTS
3. SPEEDOMETER
4. RADAR SCREEN
5. FUEL GAUGE
6. PRESSURE GAUGE
7. AMMO TYPE & AMOUNT
8. DAMAGE READ-OUT

MAKE SURE THAT YOU CAN LOCK ON YOUR TARGET!



LAND SAFELY!



Practice your landing skills before you go into combat, bad landings are more fatal then the enemy!