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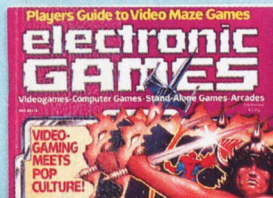
Electronic gaming is high-tech entertainment. **ELECTRONIC GAMES** was the first magazine to cover the field... and it's the one magazine you need to get into the action, keep ahead of the game, and win when you play.

Each month, **ELECTRONIC GAMES** previews and reviews the newest games for your system — their graphics, their skill levels, their excitement quotient, how they play and how to play them — so you know which games are good, better and best for the money.

Each month, **ELECTRONIC GAMES** evaluates the newest equipment — from systems to controllers to accessories — and reports to you on their performance, their quality, and how much (or how little) they increase your enjoyment.

Each month, **ELECTRONIC GAMES** brings you specific playing tips and proven strategy of world-class champions and masters that can improve your skills, fine-tune your game, triple your thrills, turn you into a winner.


Each month, **ELECTRONIC GAMES** covers the whole wide world of electronic gaming — video-games, computer games, stand-alone games,





arcades—in fascinating features and entertaining columns written and edited by the field's foremost authorities. Informative in all ways, but always lively reading, **ELECTRONIC GAMES** brings your hobby to life.

So if you're serious about having fun, take advantage of this special get-acquainted offer of a full year of **ELECTRONIC GAMES** delivered to your home at a 44% savings on the newsstand price. There's never been a better time to get into the game!

ELECTRONIC GAMES' regular features cover the subjects you want to know about. For example:

 **Electronic Games Hotline** Late-breaking news and information from every corner of the electronic gaming world.


 **Q & A** Your questions answered by the gamer's best friend, EG's own Game Doctor.


 **Players Guide/Special Section** A magazine-within-a-magazine devoted to a single major game type — including such favorites as electronic adventures, maze games, war games, science fiction and fantasies.

 **Arcade America** Guided tours, in words and photos, of the country's most exciting commercial arcades.

 **Computer Gaming** Focusing on those challenging super-games for microcomputer systems.

 **Stand-Alone Scene** Full coverage of the very latest in hand-helds and tabletops, including programmable mini-arcades, tabletop versions of coin-op blockbusters, and specialty sports and board games.

 **Insert Coin Here** An insider's look at the most popular arcade games — and how to beat them.

 Plus **EG's Picked Hits** (your votes add up to the most popular games), **The National Vanity Board** (showcase for the top arcade scores and scorers), **Passport to Adventure** (the thrill-filled world of role-playing games), **Joystick Jury** (your opinions printed on a topic of importance to gamers), and **much, much more!**

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