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THE FALSE
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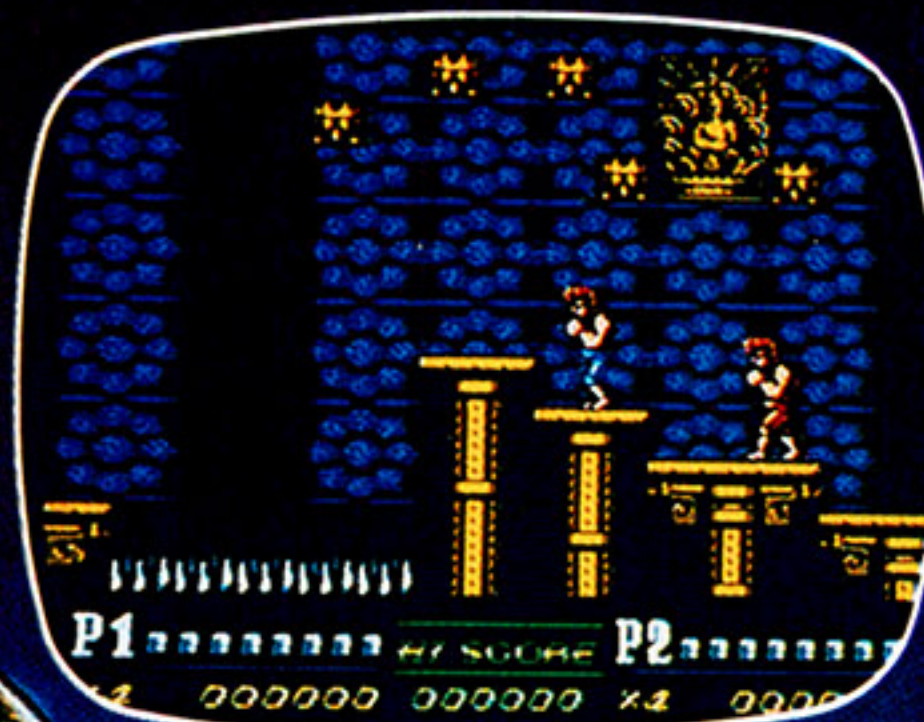
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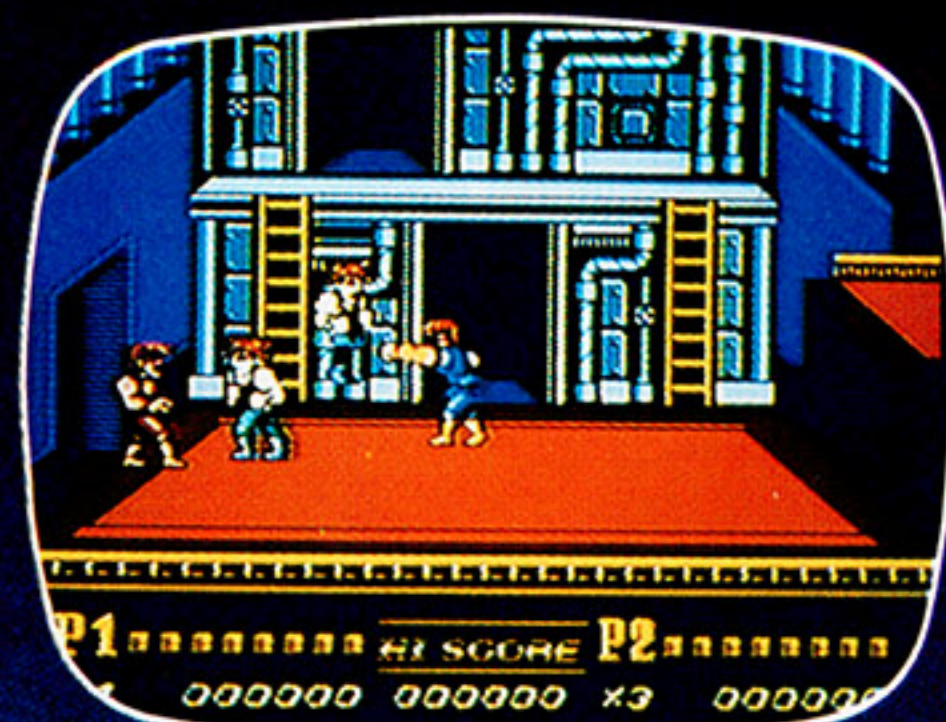
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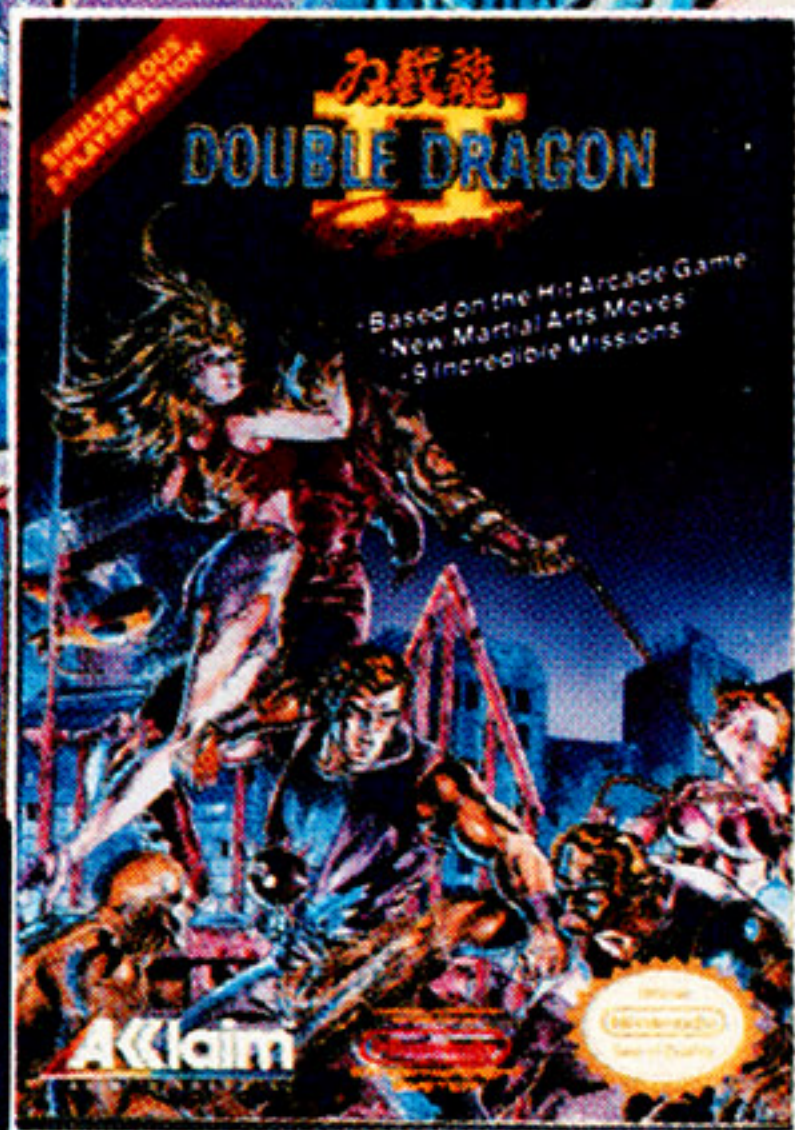


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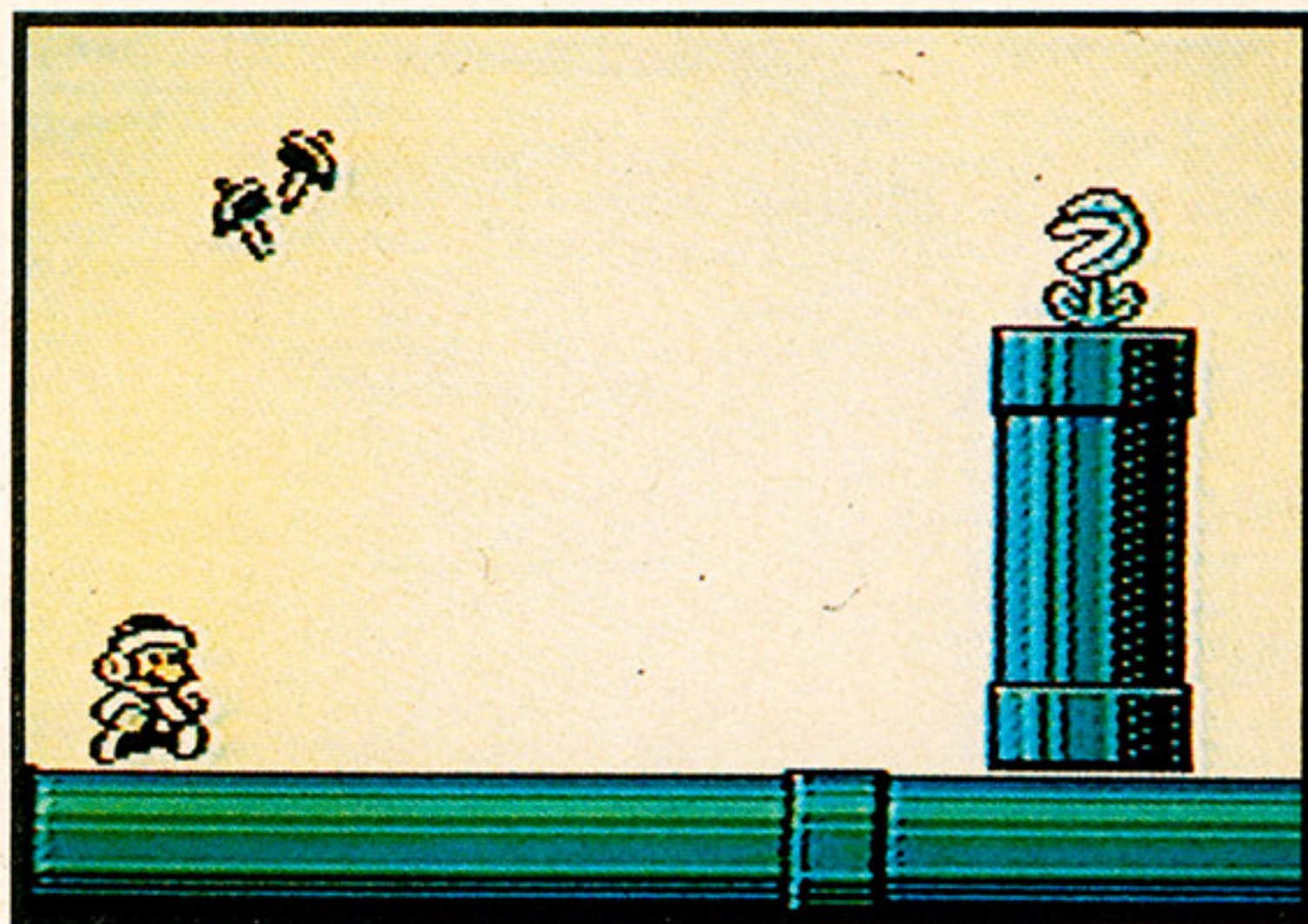


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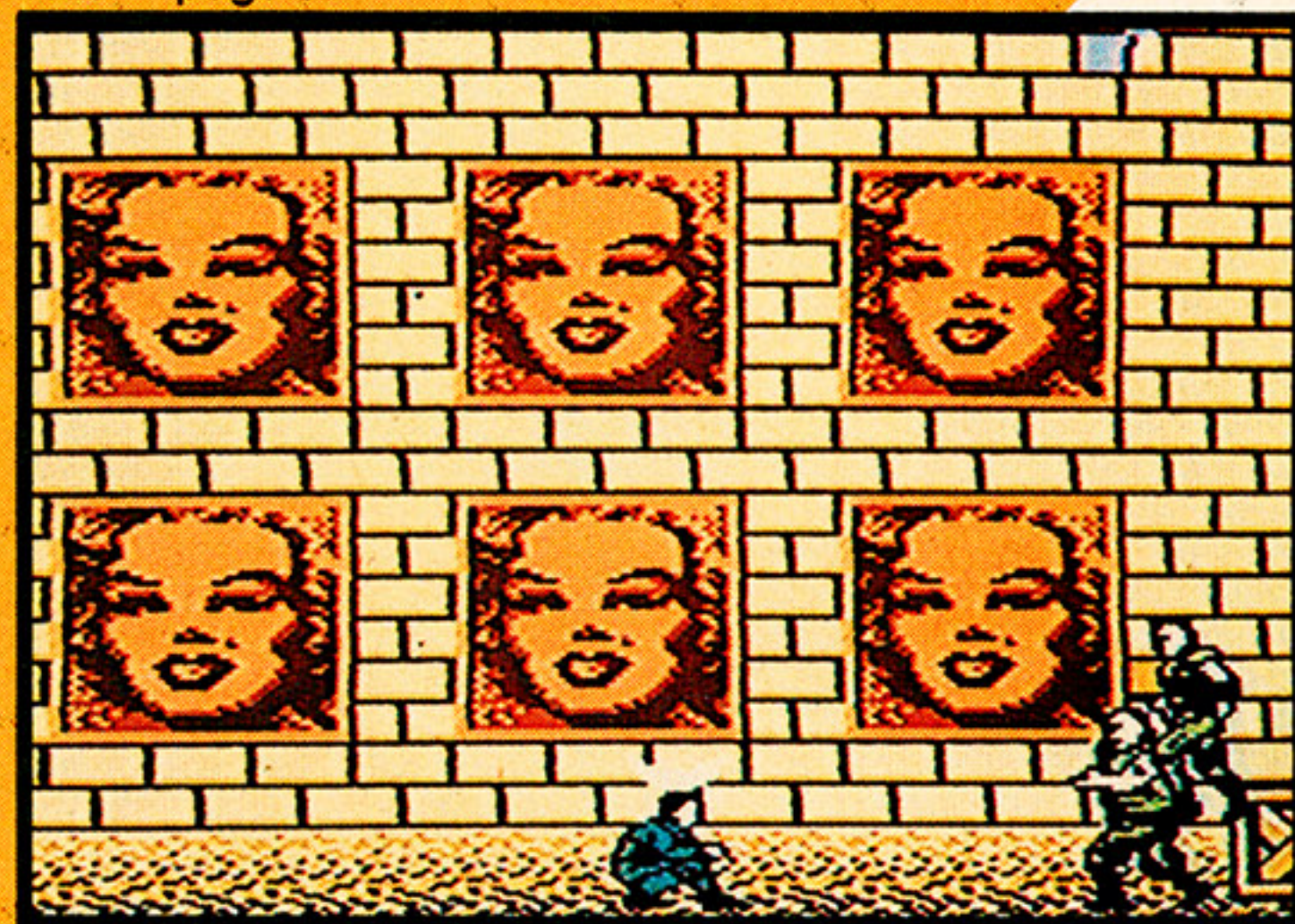
Super Mario Bros. 3 — page 62.



Cratermaze — page 82.



Ghostbusters — page 50.



Shinobi — page 84.

- 4 The Editor's View
- 8 The Tip Sheet
- 12 Player's World
- 22 Nintendo News
- 32 Game Boy Players
- 38 Arcade Action
- 42 PC Players
- 50 Sega Players
- 56 Amiga Players
- 58 Turbo Players
- 61 Atari Safari
- 62 Nintendo Game of the Month:
Super Mario Bros. 3
- 70 Sega Genesis Game of the Month:
Rambo III

76 Computer Game of the Month:
Ultima VI: The False Prophet

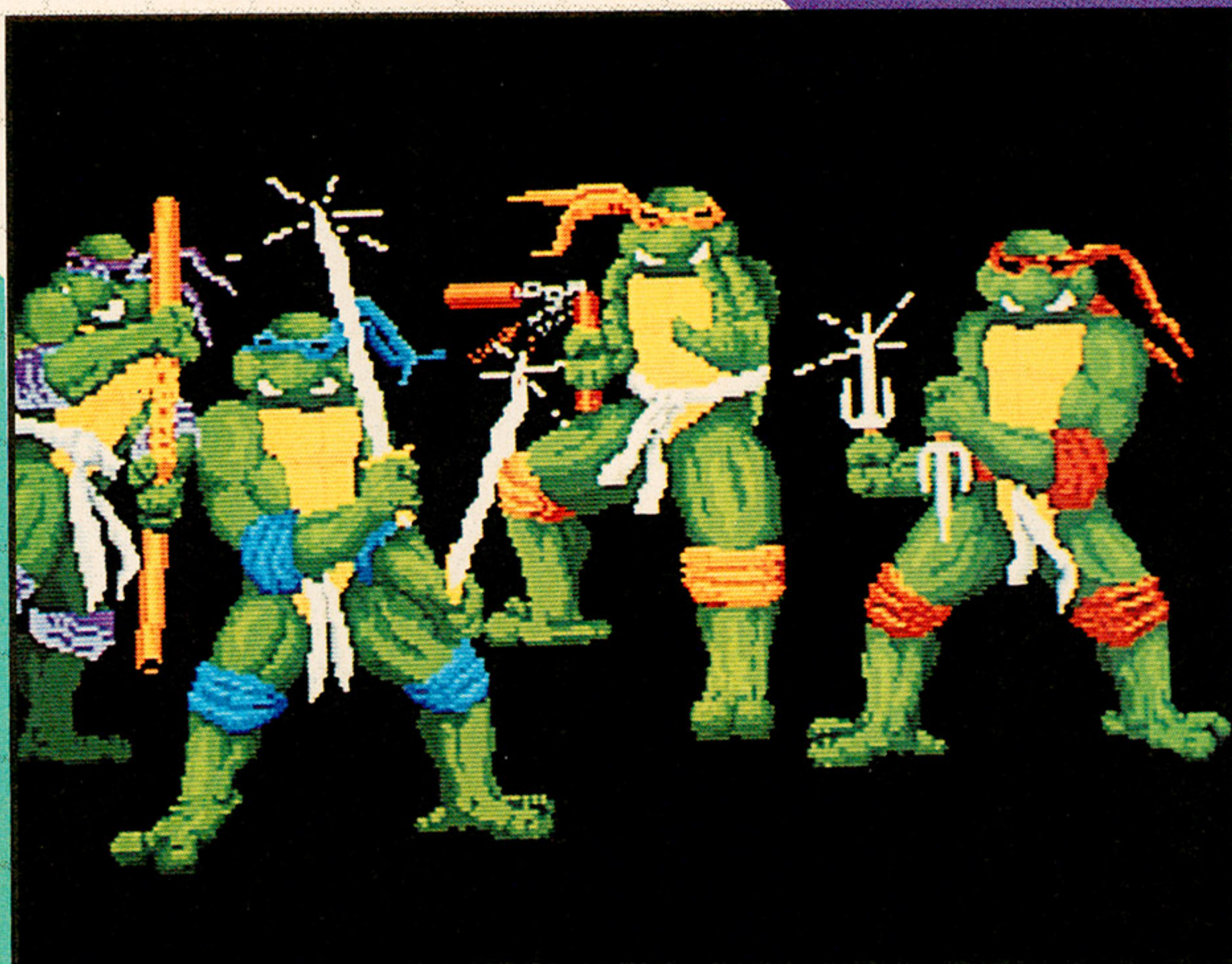
82-98 Game Reviews:

Cratermaze
Evert & Lendl Tennis
Shinobi
Snoopy

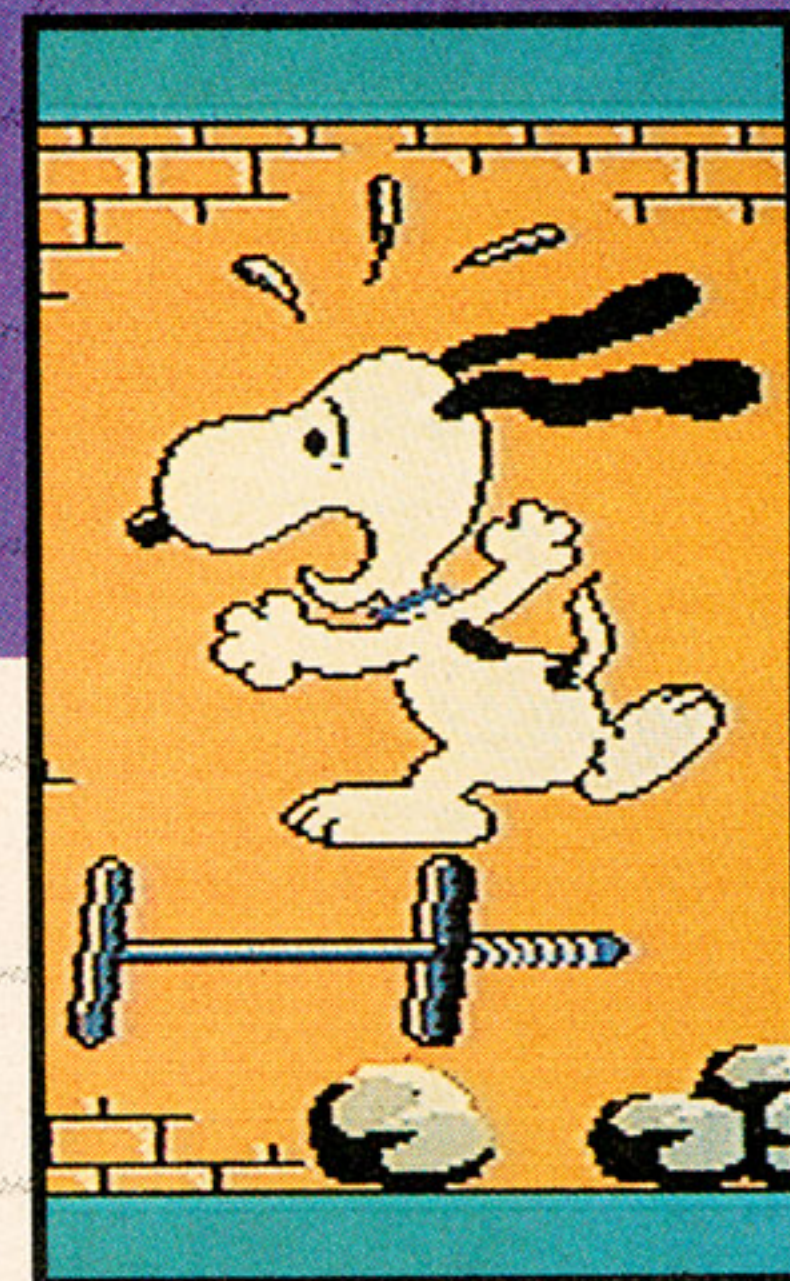
Kwirk: The Chilled Tomato
Remote Control
Knights of Legend
Blood Money

Code Name: Viper
Battles of Napoleon
River City Ransom

- 99** Game News & Previews
- 102** Guidepost: The Hot 100
- 108** Chartbusters



Teenage Mutant Ninja Turtles — page 56.



Snoopy — page 85.



Knights of Legend — page 88.



Blood Money — page 90.

The EDITORS VIEW

This issue spotlights two games destined to be among the hottest titles of 1990. For Nintendo, it's *Super Mario Bros. 3*. And for personal computers, it's *Ultima VI: The False Prophet*.

It would be hard to find two games any more different. One is a rollicking action game with cartoonlike graphics, while the other is a deep, brooding, role-playing epic that relies heavily on its involved storyline. Yet they have one thing in common: Somehow, they manage to keep getting better with each sequel.

Super Mario Bros. 3, of course, continues the long-running antics of Mario and Luigi, a pair of Italian janitors who gallantly rescue fair princesses from the clutches of nasty villains. The *Mario Bros.* series dates back to the early 1980s — even before Nintendo! — when Mario first appeared in an arcade game called *Donkey Kong*.

Ironically, a game as simple as *Donkey Kong* might not succeed today. As Mario, your task was to rescue a pretty maiden who had been kidnapped by a giant ape. To stop you, the ape kept rolling wooden barrels into your path. You could either leap the barrels or grab a hammer and smash them. Pipes, warp zones, power-ups, and many other features we take for granted in *Mario Bros.* games were unknown back then. But although the *Mario Bros.* games have grown much larger over the years, they haven't lost their original charm.

Ultima VI: The False Prophet is the latest installment in a long-running series, too. In fact, it can trace its ancestry back nearly as far as the personal computer industry itself.

The original *Ultima* made its quiet debut in the late 1970s on the Apple II. It was the brainchild of Richard

Garriott, a young man who had just finished high school. Garriott, known to *Ultima* fans as "Lord British," based the original *Ultima* on an even earlier game he had written on his school's minicomputer. Although primitive by today's standards, *Ultima* soon caught the imagination of the fledgling computer community.

All that was more than a decade ago, but Garriott remains the prime creative force behind the *Ultima* series today.

Elsewhere in this issue, you can read about a Nintendo game that enjoys even more popularity in Japan than *Super Mario Bros.* does in North America. Thousands of Japanese gamers recently waited in line all night long to buy the first copies of *Dragon Quest IV*, the newest installment in a series of Nintendo role-playing adventures. Interestingly, only the first game in this series has been released in the U.S., and the name was changed. Can you guess the American title? Turn to page 14 for the answer.

One event that probably *will* attract crowds in North America is the Nintendo World Championships. This massive competition is already underway, touring 30 cities in the U.S. and Canada. The final playoffs are scheduled for this fall in Orlando, Florida. Would you like to test your skills against the best gamers in your region? Or maybe just attend a competition to watch the action? See pages 12-13 for details.

While you're skimming through the magazine, don't miss these highlights: *Rambo III*, our second Sega Genesis Game of the Month (page 70)...*Military Madness*, possibly the best strategic war game ever released for a home videogame system (page 58)...*Gauntlet: The Third Encounter*, an extraordinary arcade conversion for the Atari Lynx (page 61)...and *Exterminator*, an arcade game that sets new standards for weirdness (page 38).

And when you're not busy playing games, drop us a note now and then to tell us what you want to see in *Game Player's*. We'd like to hear from you.

Tom R. Halfhill,
Editor-in-Chief

GP

Sid Meier's

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May 1990

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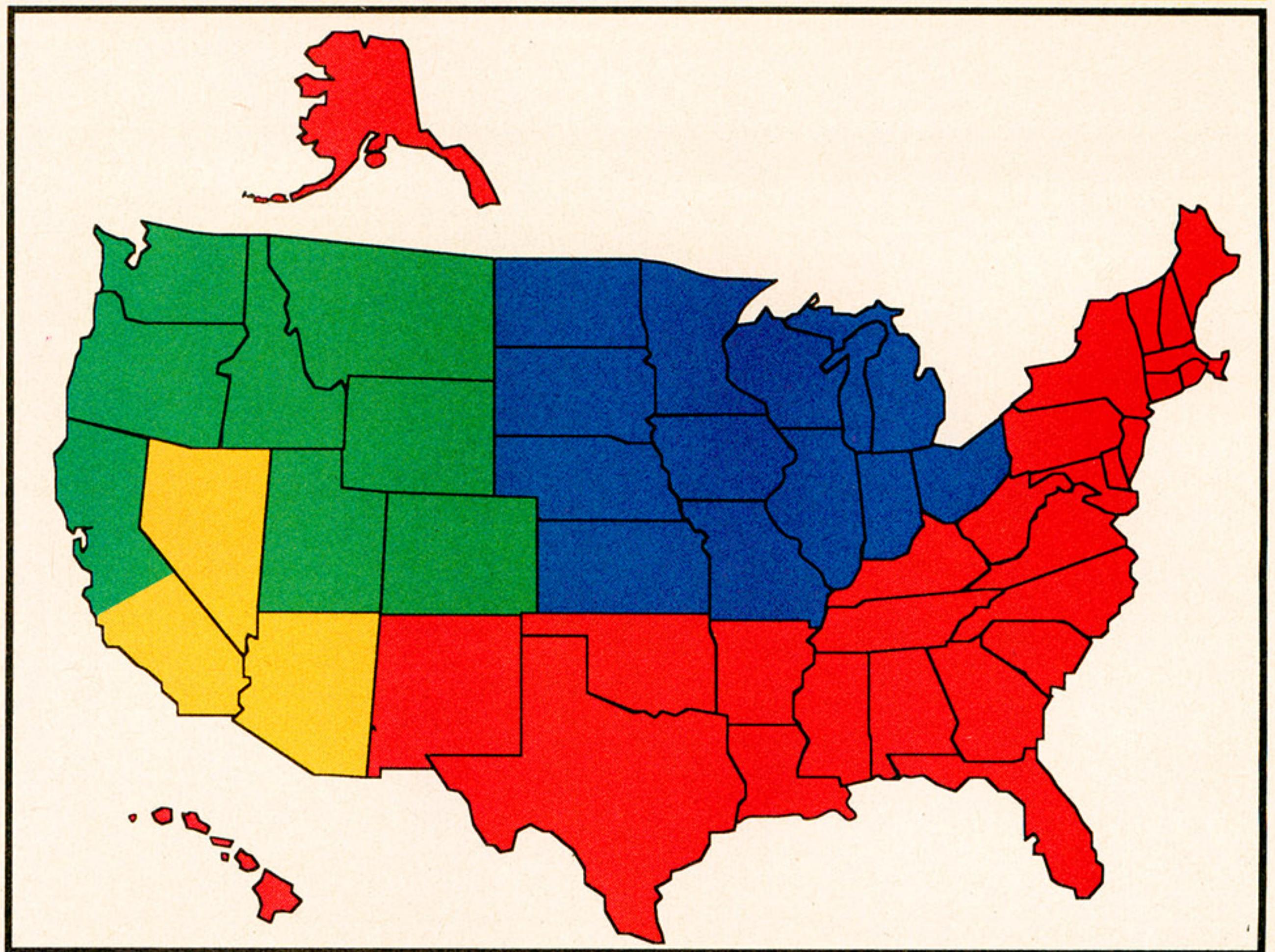
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Ninja Gaiden

I just bought *Ninja Gaiden* for Nintendo. I have one problem, though. How do you kill the last man on stage 6-4?

Ruben Reyes
Texas

Make sure you have the "jump and slash" technique — and plenty of it! Attack his head until it blows up. Then go after his heart.

Castlevania II: Simon's Quest

I recently purchased Nintendo's *Castlevania II: Simon's Quest* and I have four of Dracula's parts: the rib bone, heart, nail, and ring. The magical items I have are the flame whip, cross, red crystal, garlic, laurel, silk bag, holy water, and gold knife. I am in a place that looks like the outside of a mansion or maybe Dracula's castle. I have gone as far left, right, down, and up as possible. I can see something up over my head. Do I need to go up there or do I go somewhere else? All I want to know is how to get to the fifth mansion.

Joe McManus
Kentucky

After leaving Laruba Mansion, walk past Bodley to the next town. After exploring the village, walk through



Do you have any questions about your favorite video-games or computer games? Or do you have any hints and tips to share with your fellow game players? If so, write to The Tip Sheet, *Game Player's*, P.O. Box 29364, Greensboro, NC 27429. Due to the volume of mail we receive, we regret that we cannot reply individually by mail to game questions.

the Bordia Mountains and over North Bridge. Next, walk through Dora Woods, cross a small swamp, and go down the steps. The steps lead to the Town of the Other World. Go to Vrad Graveyard on the right before crossing the West Bridge. The bridge leads to your final confrontation — Dracula!

Ghouls 'n' Ghosts

Help! In *Ghouls 'n' Ghosts* for the Sega Genesis, how and where do I get the ultimate weapon needed to defeat Loki? I've read about six different strategy guides and they all say the same thing: Go to the

final round, pass the treasure chest before the two gatekeepers, beat them, beat the mini-minstrel winds, go back to the chest with magic armor, destroy the chest, and get the special weapon. I've done this and *it does not work!*

Pete Stedman
Michigan

At the end of Ghouls 'n' Ghosts you'll have to fight a giant bee. When you've beaten it, you go back to the first stage. Now go through the game again. But this time, open one of the treasure chests (any of them) while you're wearing the magical armor. You'll get the psycho ball — and that's the weapon to use against Loki.

King's Quest IV

I can't find the whale in *King's Quest IV* during the daytime. I've found him at night, but it doesn't do any good for me.

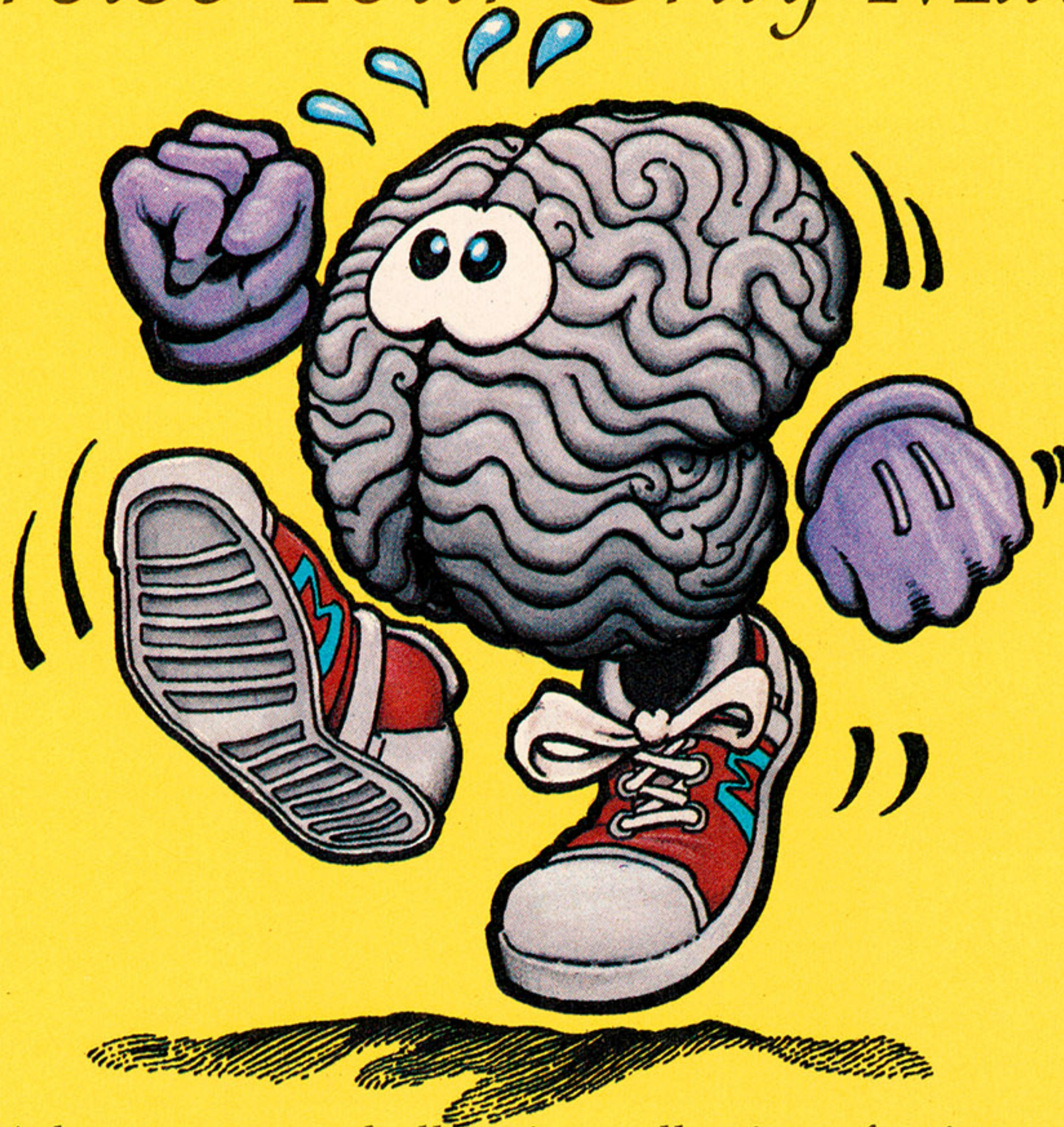
Pat Rucker
Kentucky

In King's Quest IV: The Perils of Rosella, could you please tell me which direction I should climb to get to the top of the whale's tongue after you get swallowed? I always fall off.

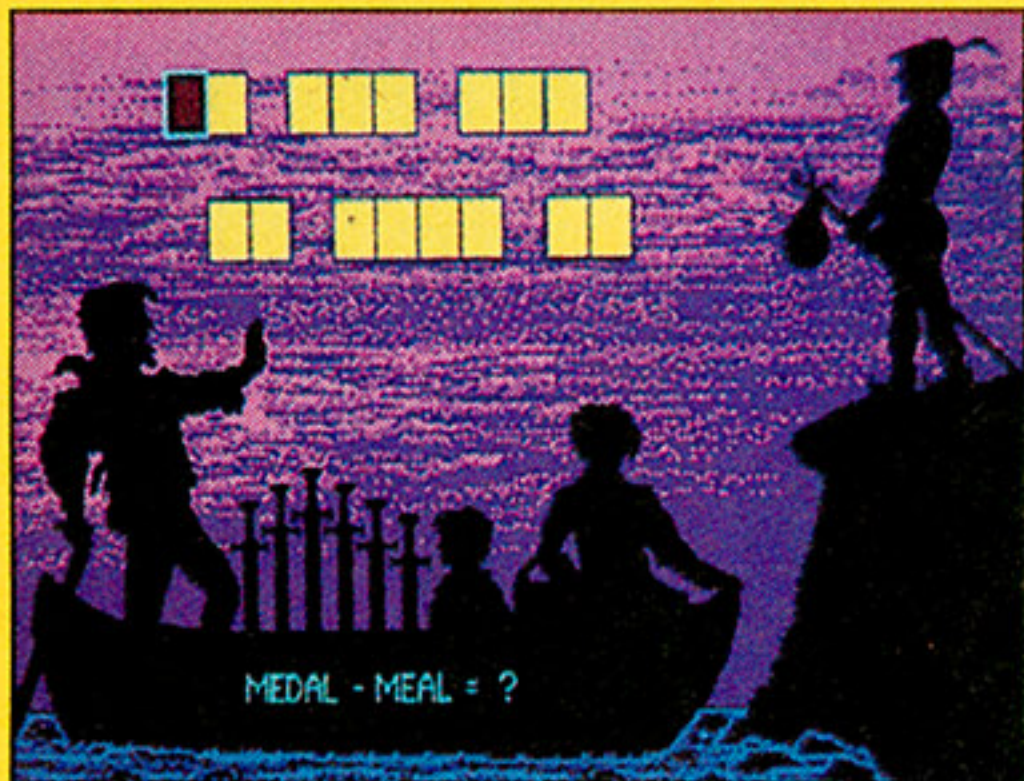
Shane Marcuson
North Dakota

Sometimes you can find the whale while you're swimming back from the palace. But if you don't see him during

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that swim, prowl around the mainland for a few minutes and then set out for the island again. You should see him directly to the north. Swim toward him and you're whale food!

To get out of the whale, first slow down the speed of the animation. Then — very carefully — go to the lower right corner of the whale's tongue and step diagonally to the left until you reach his tonsils. One tickle with your feather, and you're almost free.

Strider

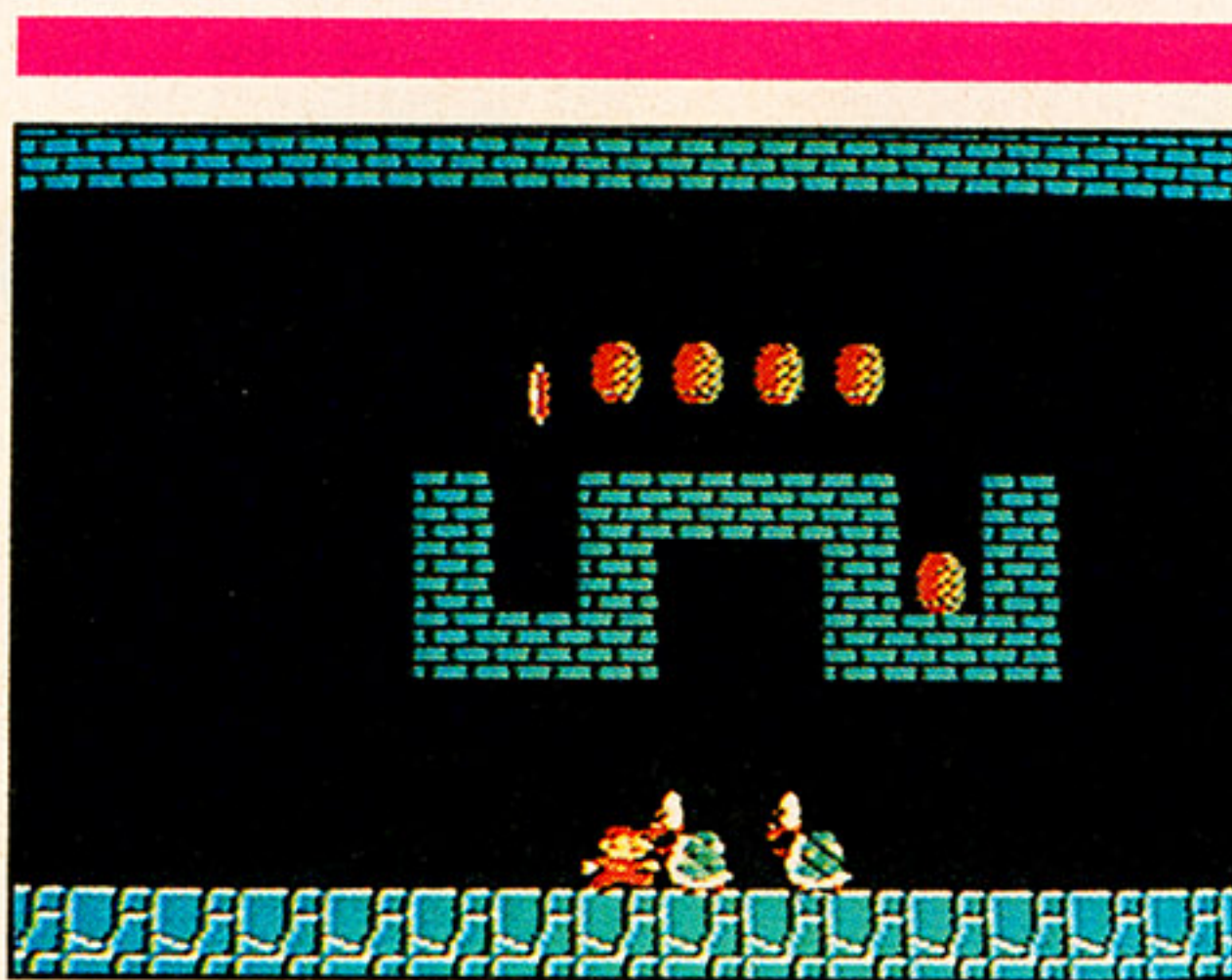
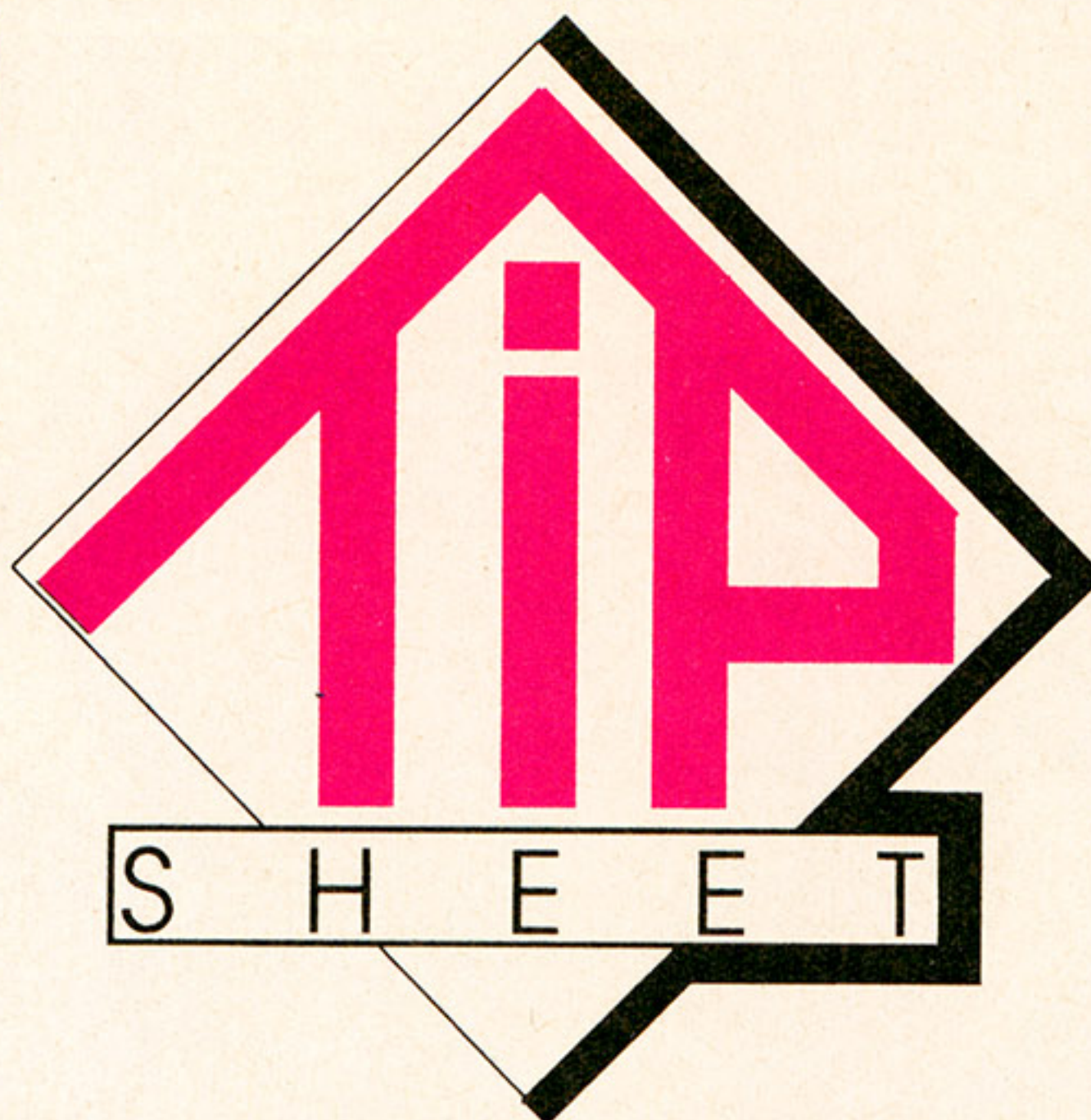
In the Nintendo game *Strider*, I found something that looks like a cipher. Is this something you need to defeat Matic? Every time I get near him, he knocks my weapon out of my hands.

Tom Gallagher
Illinois

The only special weapon you need to defeat Matic is your plasma arrows. Your problem is that you're getting too close to him while he's armed. Don't! Instead, use your plasma arrows to blast him. When the arrows knock the sword out of his hands, he backs up to retrieve it, giving you plenty of firing room. Once he's defeated, you have to kill only one final tree to win the game.

Super Mario Bros.

I have a hint for *Super Mario Bros.* on Nintendo. At the end of 1-2, you can get to a -1 level. All you



Super Mario Bros.: You can find a hidden level in world 1-2 if you know how.

do is break every brick except the one closest to the pipe. Squat and jump backwards into the brick. Mario should go right through the wall into the warp zone. Go into the first pipe on your left and you'll end up in -1.

Clay Weishaar
Alberta, Canada

Shinobi

I've had *Shinobi* for the Sega Master System for a few weeks now, and I've killed every leader except the last one. Do you have any hints on killing this leader?

Lester Naing
Massachusetts

To beat the last boss, kill the first one (there are four) by shooting him the exact moment he lands. That's the only time his shield goes down. Give the second boss low kicks and wait for him to come to you. On the third boss, start at the left and continue to move to the far right side, killing his shadows as soon as he makes them. For the final boss, stay to the left and let him run through you to the left side. Then turn around and trap him in the corner.

Double Dragon II: The Revenge

My friends and I have looked through every Nintendo magazine and still haven't found the seven men in *Double Dragon II* that are supposed to be there. Where are they and how do you get them?

Chris Cabrera
California

You're in luck! The answer to your question arrived in the mail the same day we received your letter. It's from Mike Cuttitta of Pennsylvania: "I found a way to get seven lives in *Double Dragon II* for the NES. Start up with a two-player game, game B. Use Billy to beat up Jimmy Lee. Each time Jimmy dies, his life will become yours!"

Thanks for the timely tip, Mike.

GP

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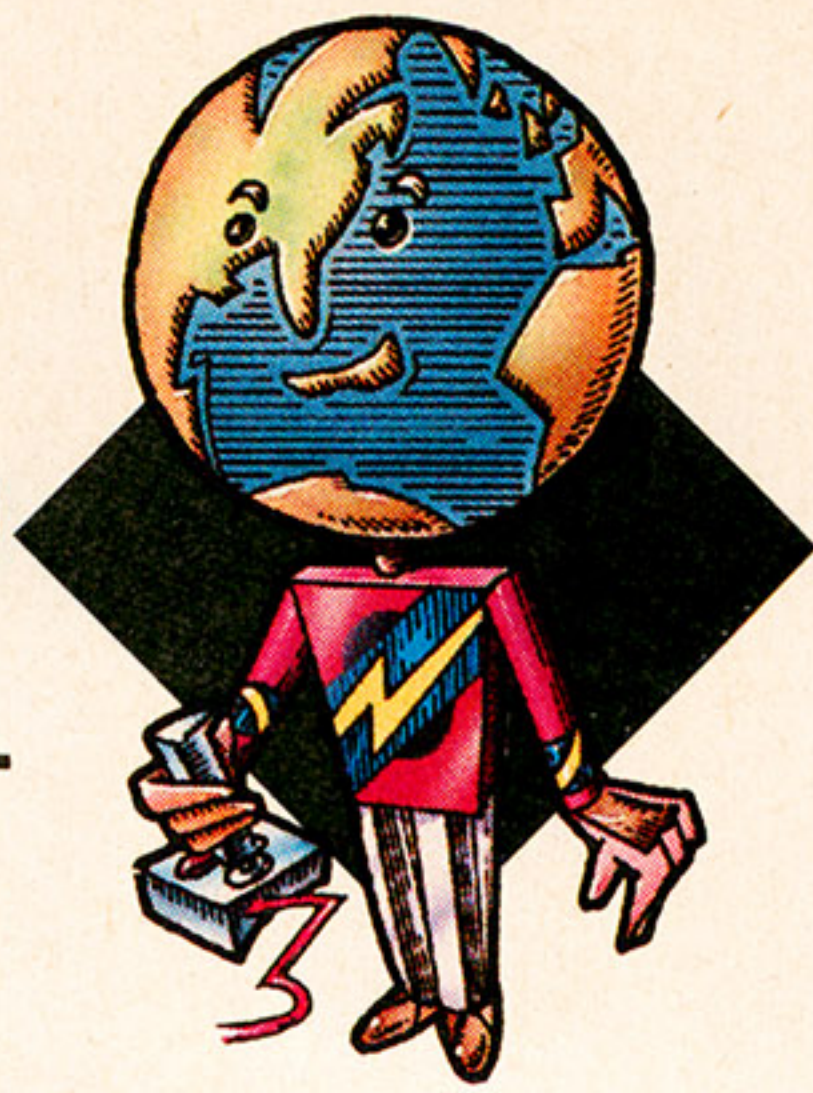
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NINTENDO WORLD CHAMPIONSHIPS!

Tom R. Halfhill

Have you ever bragged to friends that you're the best Nintendo player in town? When you saw the movie *The Wizard*, did you scoff at the final scene of the videogame contest and swear you could've done better yourself?

Well, now's your chance to prove it. Nintendo is sponsoring the first Nintendo World Championships to find out who's *really* the best. The contest got underway in March and is traveling to 30 cities

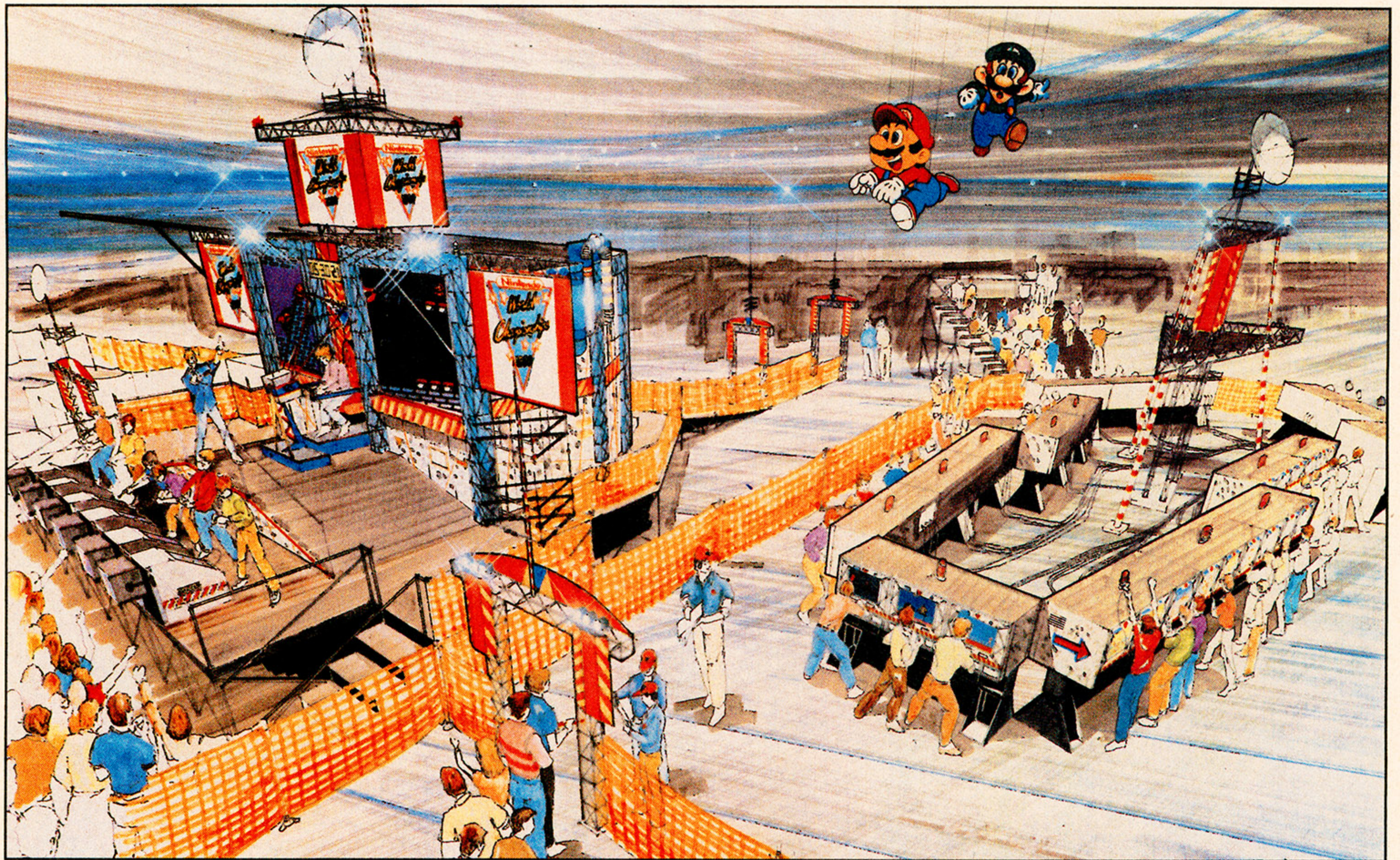
across the U.S. and Canada during the spring and summer. The final showdown will take place this fall in Orlando, Florida.

Thousands of hopeful Nintendo wizards are expected to enter the contest, and thousands more can buy tickets to watch them compete. The competition arena is dominated by two huge 6 x 8-foot rear-screen video projectors on which fans can view the action.

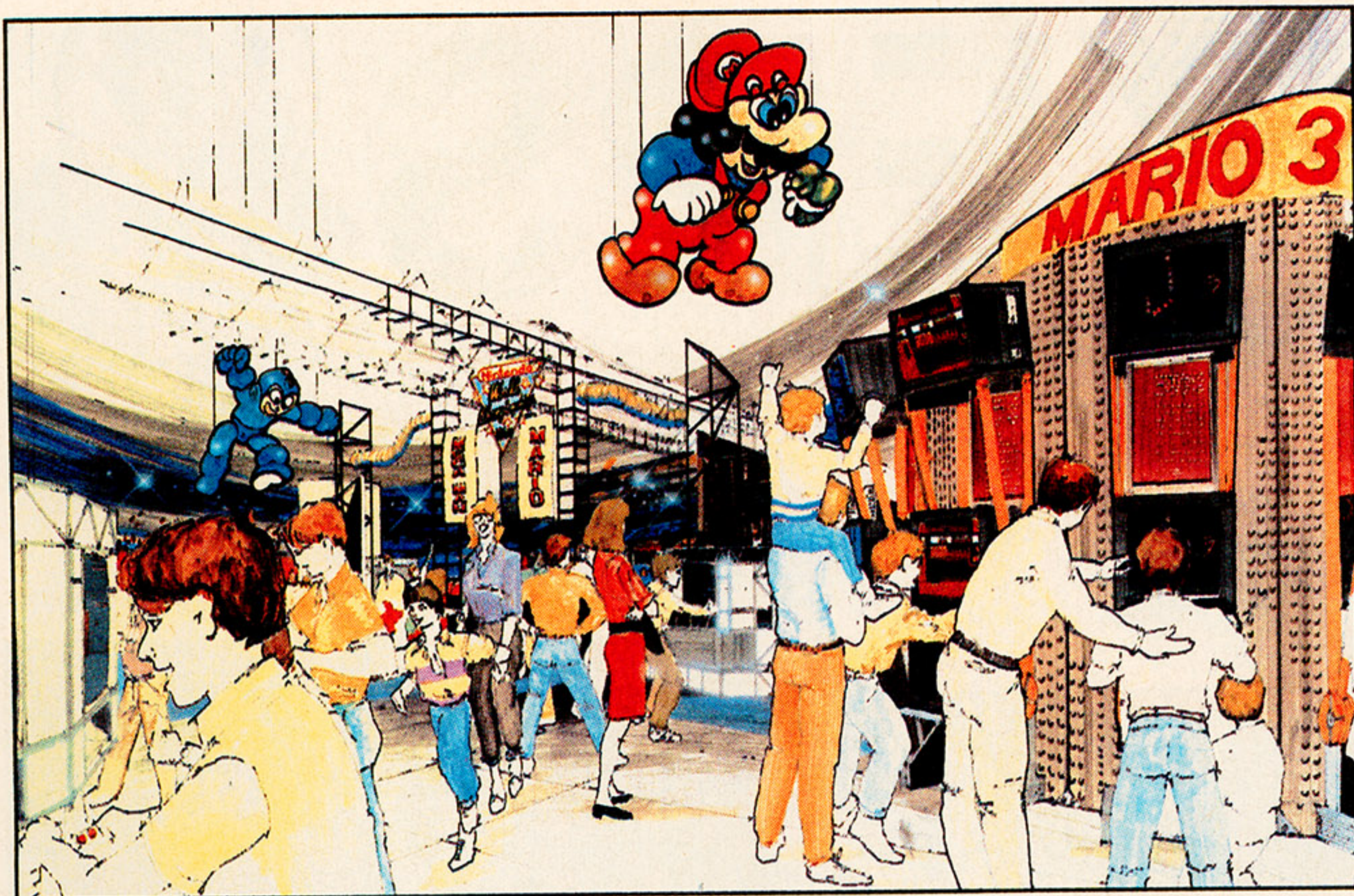
The competitions are broken

down into three age groups: pre-teen (age 11 and younger); teen (age 12 to 17); and adult (age 18 and older). Local winners in all three categories in each city will advance to the finals in Orlando.

Nintendo has developed a special triathlon videogame cartridge for the championships. It includes parts of three popular Nintendo games, but links them together into an "obstacle course" that's designed to challenge play-



The competition arena was designed by the same company that did the set for the opening ceremonies of the 1984 Olympics in Los Angeles. It features two 6 x 8-foot video screens on which fans can watch the games.



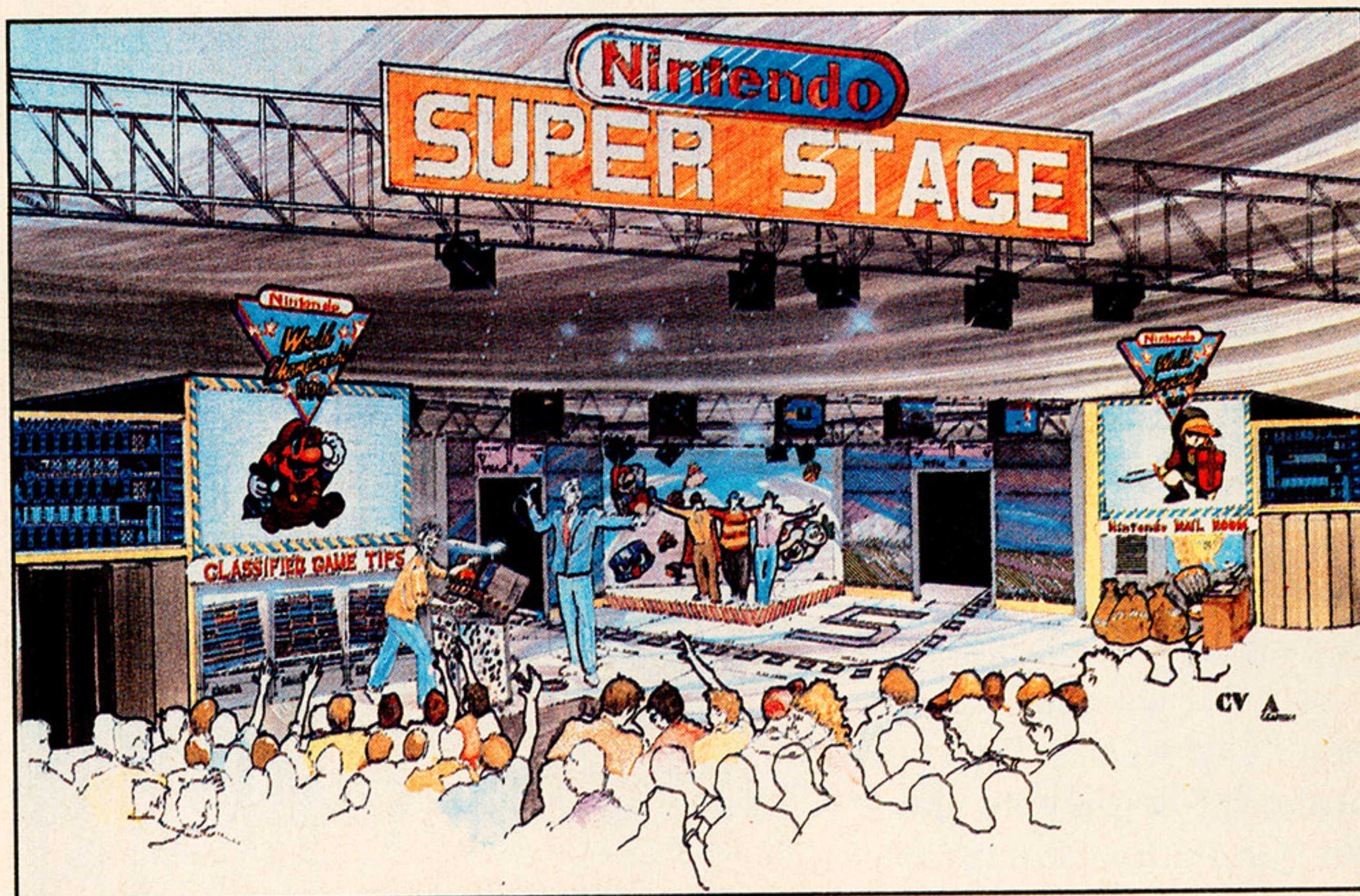
In the Power Walk area, visitors can play current and soon-to-be-released Nintendo games. More than 300 people can play at once.

ers of all skill levels.

The special cartridge contains segments of *Super Mario Bros.*, *Rad Racer*, and *Tetris*. Competitors have to collect at least 50 coins in *Super Mario Bros.* in order to advance to the second stage, which is *Rad Racer*. In that segment, players must complete a certain distance on the race course before moving to *Tetris*. Those who finish *Tetris* with the best total scores then advance to the finals.

Competitors aren't the only ones who get to have fun, though. In addition to watching the play-offs, game fans can visit the Power Walk and Super Stage Show areas of the event. The Power Walk consists of a dozen S-shaped pavilions in which current and future Nintendo games are available for play. More than 130 Nintendo systems are set up, plus 200 Game Boys. This is the first time the general public has been given a chance to play pre-release Nintendo games.

The Super Stage Show features previews of additional new games; a special Nintendo-oriented magic show starring rock musician Jarred Parker; and advice and demonstrations by Nintendo game counselors.



At the Super Stage, visitors can watch a magic show and meet Nintendo game counselors.

Altogether, the competition arena, the Power Walk pavilions, and the Super Stage are as large as three football fields. The entire arena is dismantled, transported, and reassembled within a few days as the event travels from city to city. The championships are coordinated by EMCI/Rockbill, a New York-based promotional company, and co-sponsored by such major corporations as Pepsi-Cola, Kraft, Lipton, Nabisco, and Reebok.

Here's a partial list of the remaining playoffs for the Nintendo World Championships. More cities and dates will be announced later.

Indianapolis, IN
April 12-15

Boston, MA
April 19-22

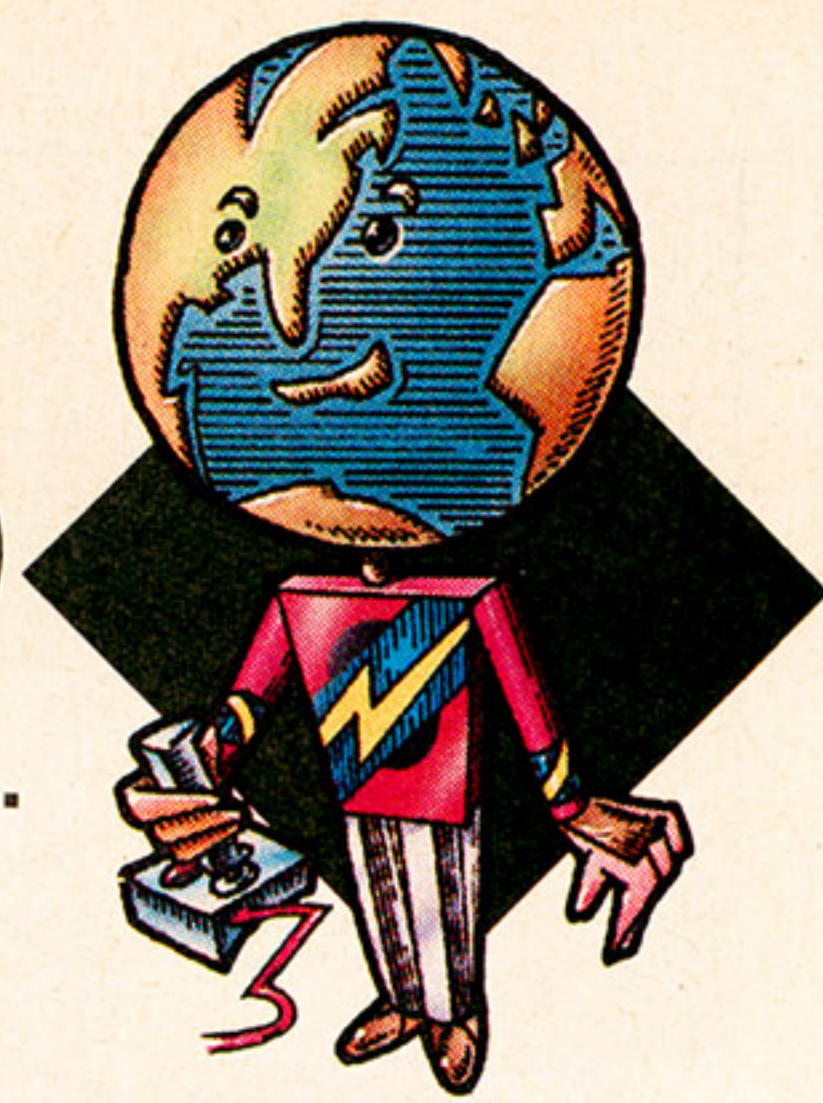
New York, NY
April 26-29

Hartford, CT
May 3-6

Chicago, IL
May 10-13

Tickets for general admission and competition are available through Ticketron or by calling 1-800-233-4050. The tickets cost \$9.50 for youngsters under 18 and \$12.50 for adults, and there's an additional \$3 fee for competitors. To get a three-minute recorded message with updated information on the contest, call 1-900-HOT-4-NWC. (Note: This call adds \$1.50 to your phone bill.)

PLAYERS



WORLD

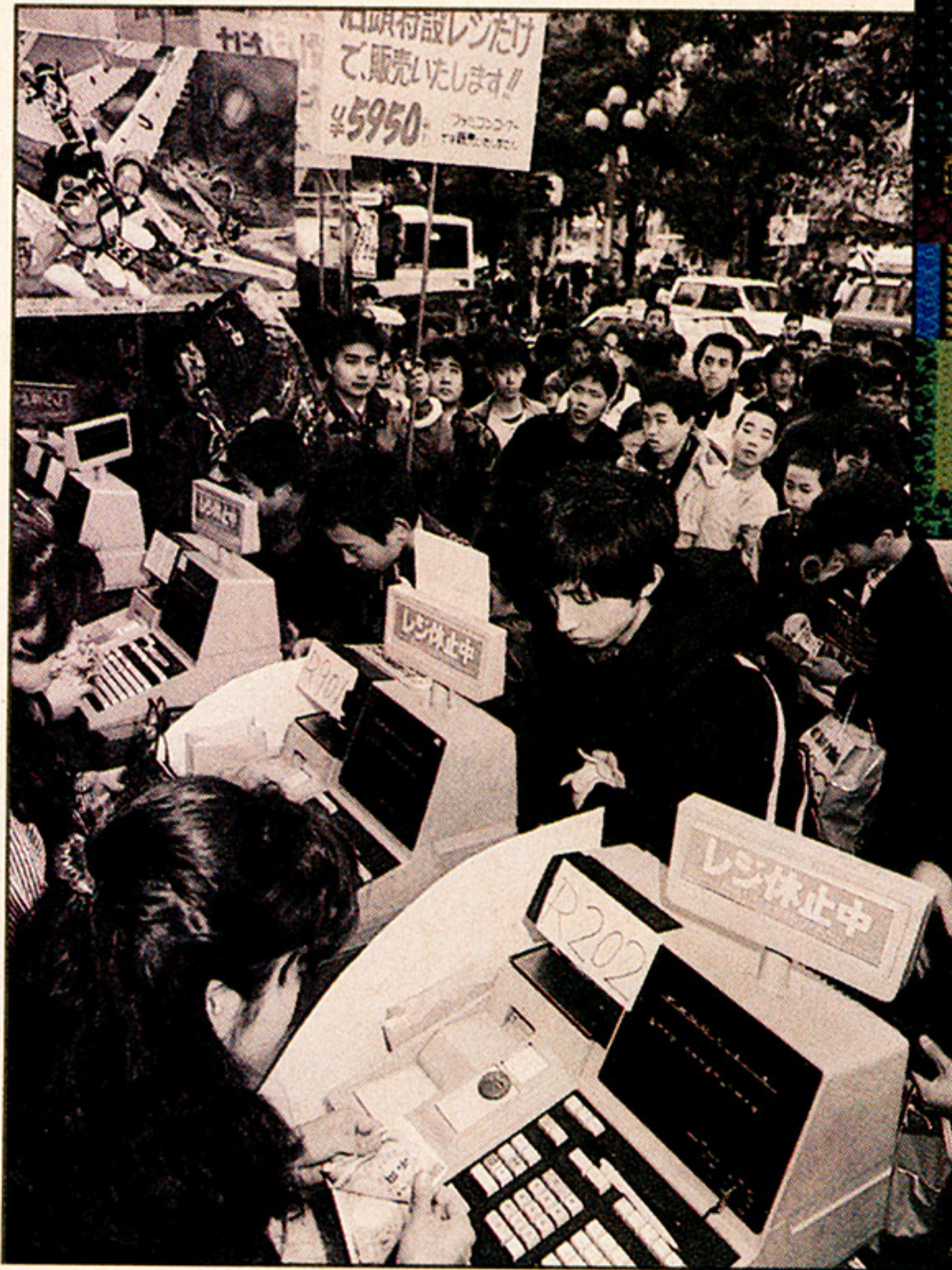
DRAGON QUEST IV FEVER SWEEPS JAPAN

Tom R. Halfhill

When the manager of a discount store in Tokyo opened up for business one recent morning, he saw an amazing sight: 10,000 youngsters were lined up outside waiting to get in. Most had been there all night long, huddling together on the street in cold, drizzly weather. Some had brought tents, sleeping bags, and blankets. When police told the younger ones to go home to their families, some of the kids replied that they'd send their fathers to take their places in line.

Similar scenes were repeated all over Japan. The reason? It was the first day that *Dragon Quest IV*, a new fantasy role-playing game for Nintendo, went on sale.

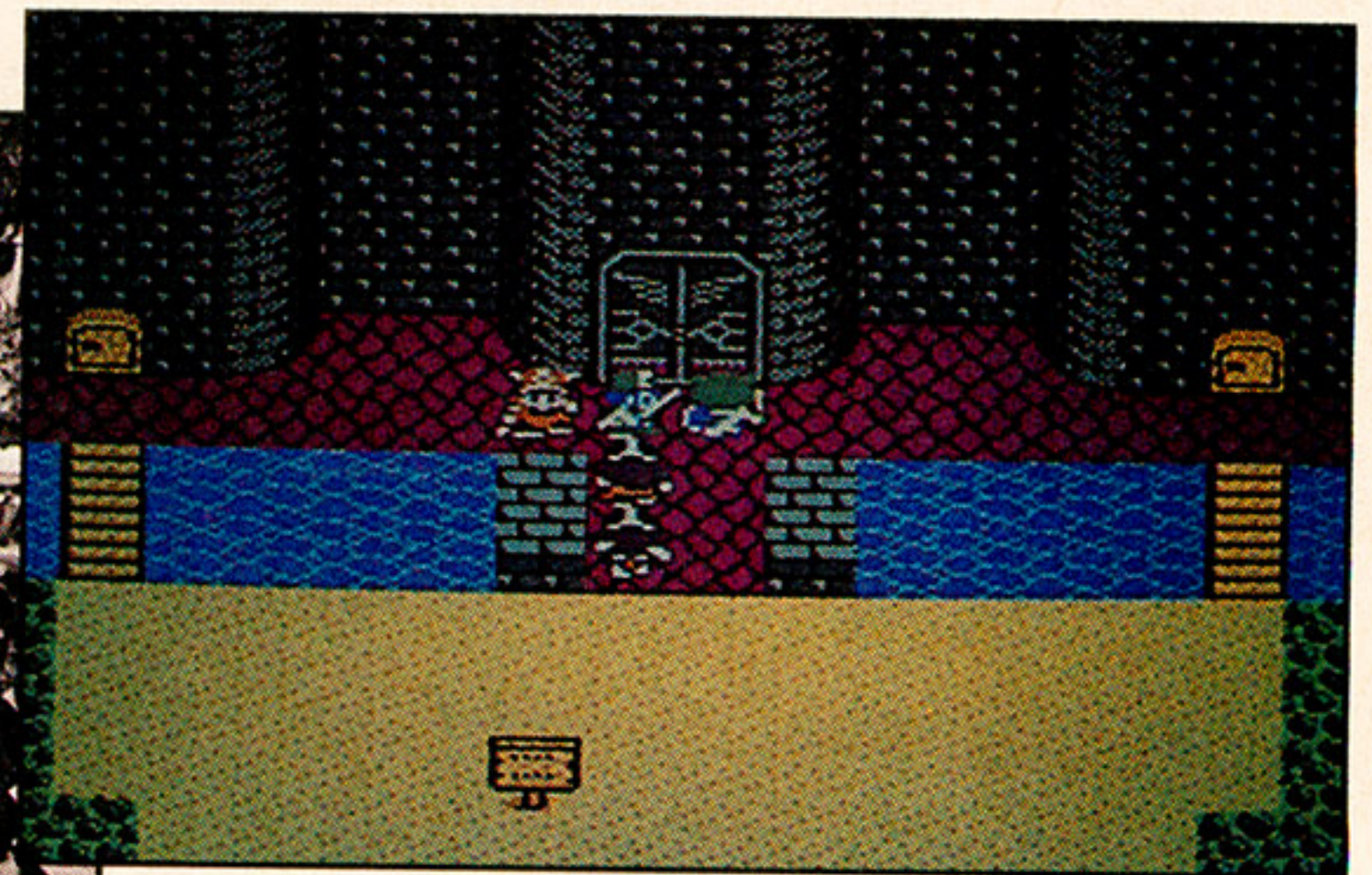
If you think the mania in America over *Super Mario Bros. 3* is phenomenal, it's nothing com-



In Tokyo and other Japanese cities, thousands of game players waited in lines all night to buy the first copies of *Dragon Quest IV*.

pared to the excitement generated in Japan by the *Dragon Quest* series. On the very first day that *Dragon Quest IV* hit the stores, Japanese gamers bought 1.3 million cartridges.

In fact, the game was in such demand that some youngsters had their newly purchased cartridges stolen from them before they even got home. In Daito, a city in western Japan, two fast-moving thieves on a bicycle snatched a *Dragon Quest IV* cartridge from 11-year-old Keiichi Sumida. In another city, 13-year-old Koji Sakamoto was

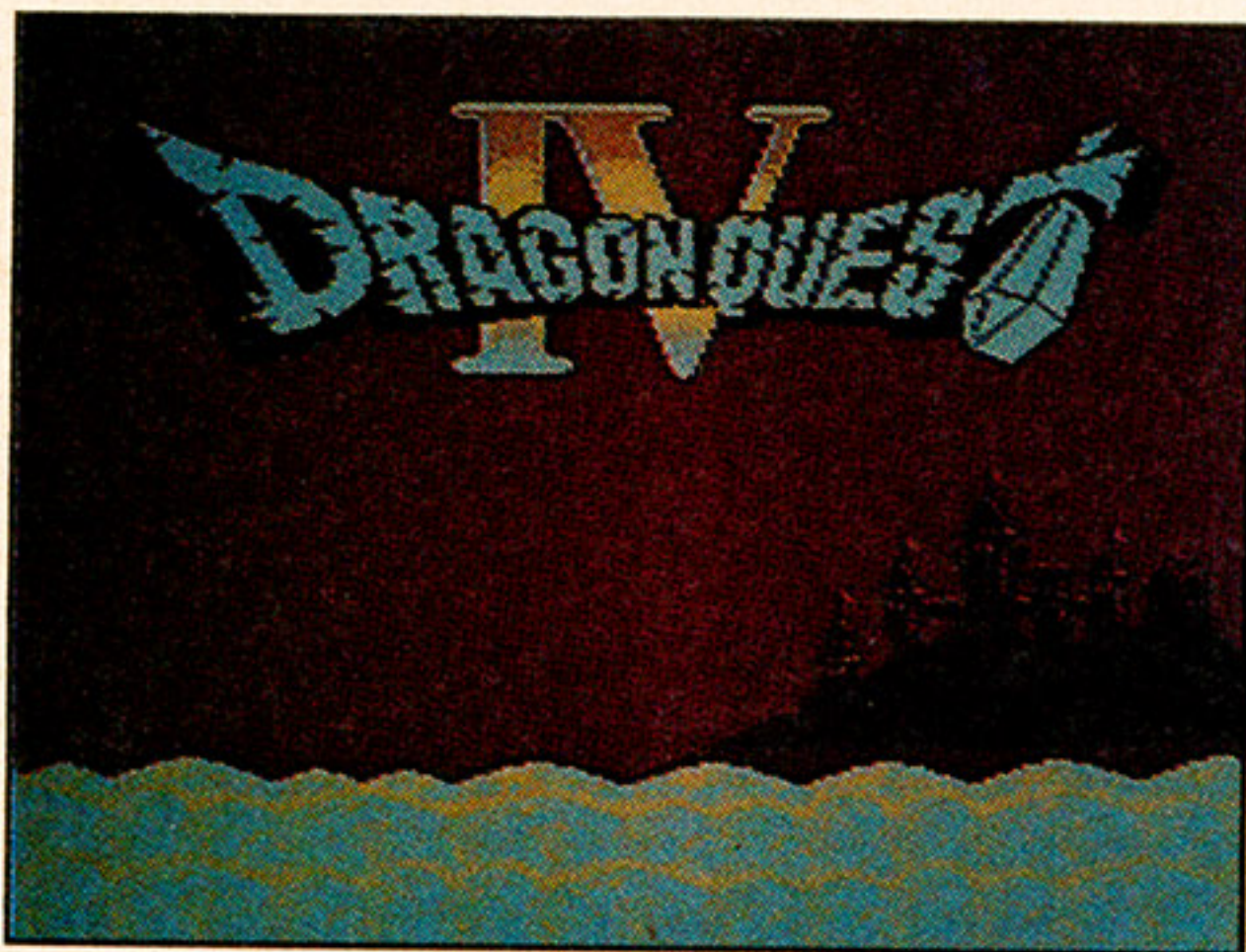


More than eight million copies of the *Dragon Quest* series have been sold in Japan since its debut in 1986.

walking down the street when two older boys bullied him into surrendering his copy of *Dragon Quest IV*. Police reported similar incidents elsewhere.

The *Dragon Quest* series has been growing more and more popular ever since the first game came out in 1986. In the past four years, Japanese game players have bought a total of 1.4 million copies of *Dragon Quest I*, 2.3 million copies of *Dragon Quest II*, and 3.4 million copies of *Dragon Quest III*.

Only the first game in the series has been released in the U.S. Because the title *Dragon Quest* was already trademarked for a board game, the U.S. version was renamed *Dragon Warrior* and released by Nintendo of America. (See review in *Game Player's*, Vol. 1, No. 6.) Later versions will be released in the U.S. by Enix, the company that creates and sells the games in Japan. *Dragon Warrior II* is expected in the U.S. later this year.

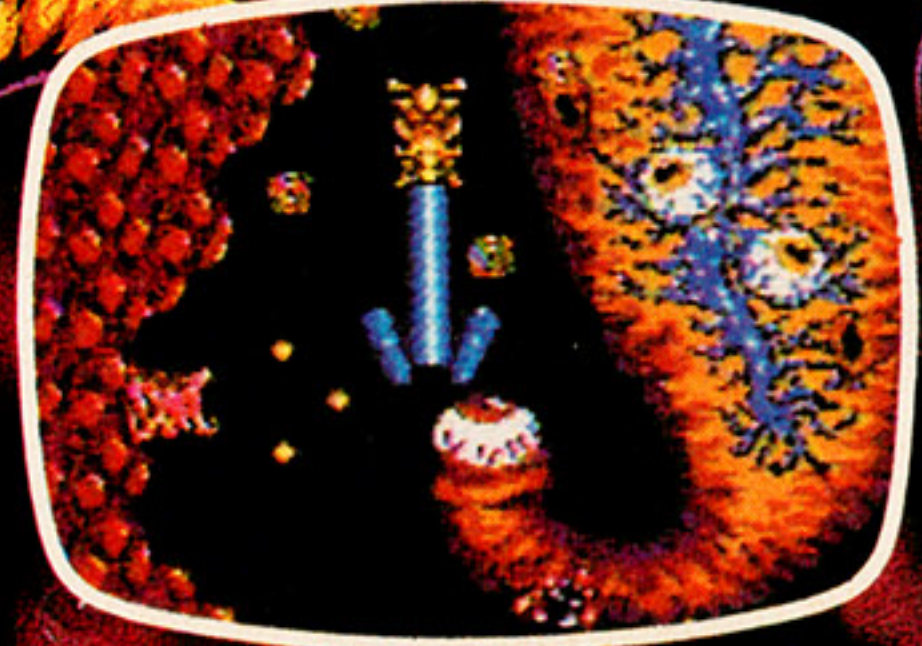


Dragon Quest IV sets new standards for fantasy role-playing games on Nintendo.

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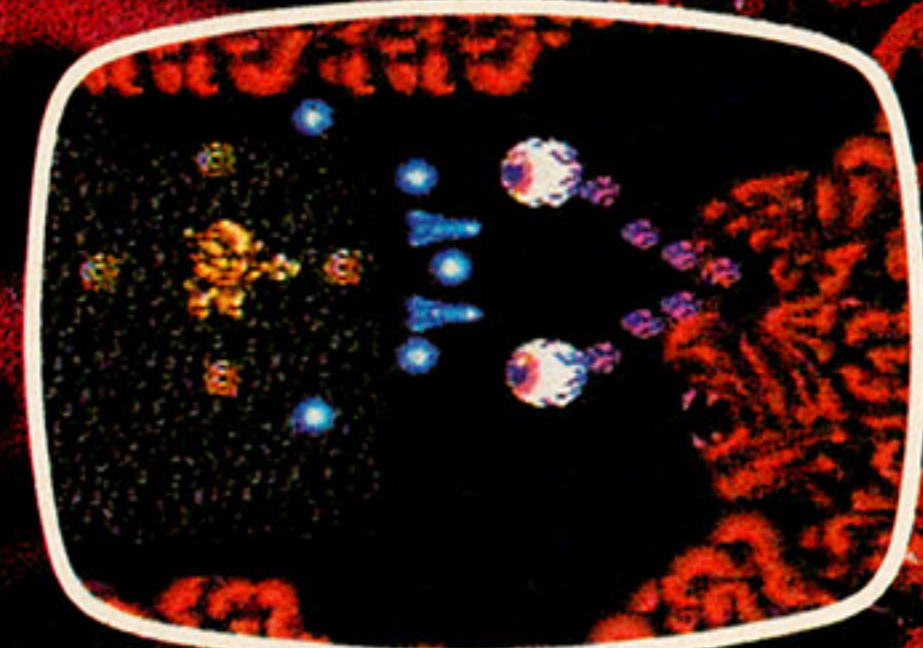
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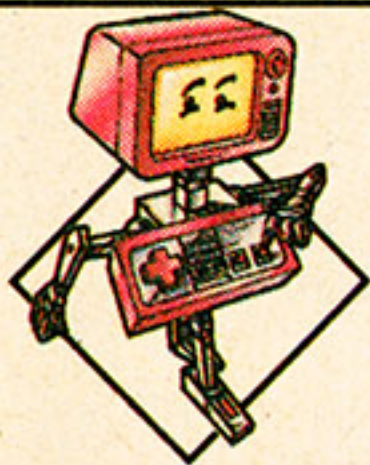
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SEGA GENESIS ALTERED BEAST

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In the days before Christmas, people hunting for Nintendo cartridges to stuff into the stockings of their loved ones mainly found empty racks. Every new game seemed to be in short supply.

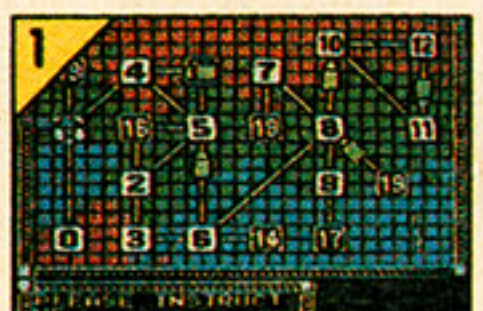
But since January there has been a consistent stream of new releases. Even *Super Mario Bros. 2* and *Double Dragon* are now avail-



NINTENDO NEWS

New Titles Perk Up Nintendo Library

Leslie Mizell



able. And it seems the new releases have more personality than games of the past — which all too often seemed interchangeable, like clones of each other. Certainly *Amagon*, *Bubble Bobble*, and *GoGo 13* are not imitations of games that have come before.

Bionic Commando
Neither is *Bionic Commando*, Capcom's new adventure. Okay, our hero is single-handedly battling hordes of heavily armed soldiers, trying to rescue Super Joe, and attempting to destroy the Imperial Army's arsenals at the same time. And yes, he's armed with a gun that gets more powerful throughout the game until it becomes a "hyper bazooka."
Still, the *Bionic Commando*

does not run, jump, and karate chop his way through enemy lines. Instead, he has a special grappling mechanism called a bionic arm. When he reaches a chasm, or when he needs to reach a high ledge, he just shoots a wire (remember Spiderman?) which is immediately anchored. Then he can either jump across the chasm or raise himself to the ledge.

The game begins on a map of 19 areas. The helicopter which drops the *Bionic Commando* can travel to any of the zones. Watch out for enemy trucks, however, because when you run into one, you automatically descend and battle the enemy. Areas 1 through 12 are each different, with dangerous missions to complete. Areas 13-19 are "neutral zones." They contain masses of enemies to defeat, but always in the same patterns. You'll pick up vital supplies in the neutral zones that you'll need to complete other areas. A flare gun in zone 13, for example, lights the tunnel in area 4 so you won't have to battle soldiers in the dark.

When you encounter the enemy, you descend into one of two locales—a beach or a desert. Here, you fight the enemy on a short,

1 Study the *Bionic Commando* map to decide when to descend and when to transfer.

2 In area 1, you should quickly get behind this soldier and shoot him before he shoots you.

3 This power beam is deadly, so hoist yourself up and shoot out the generator.

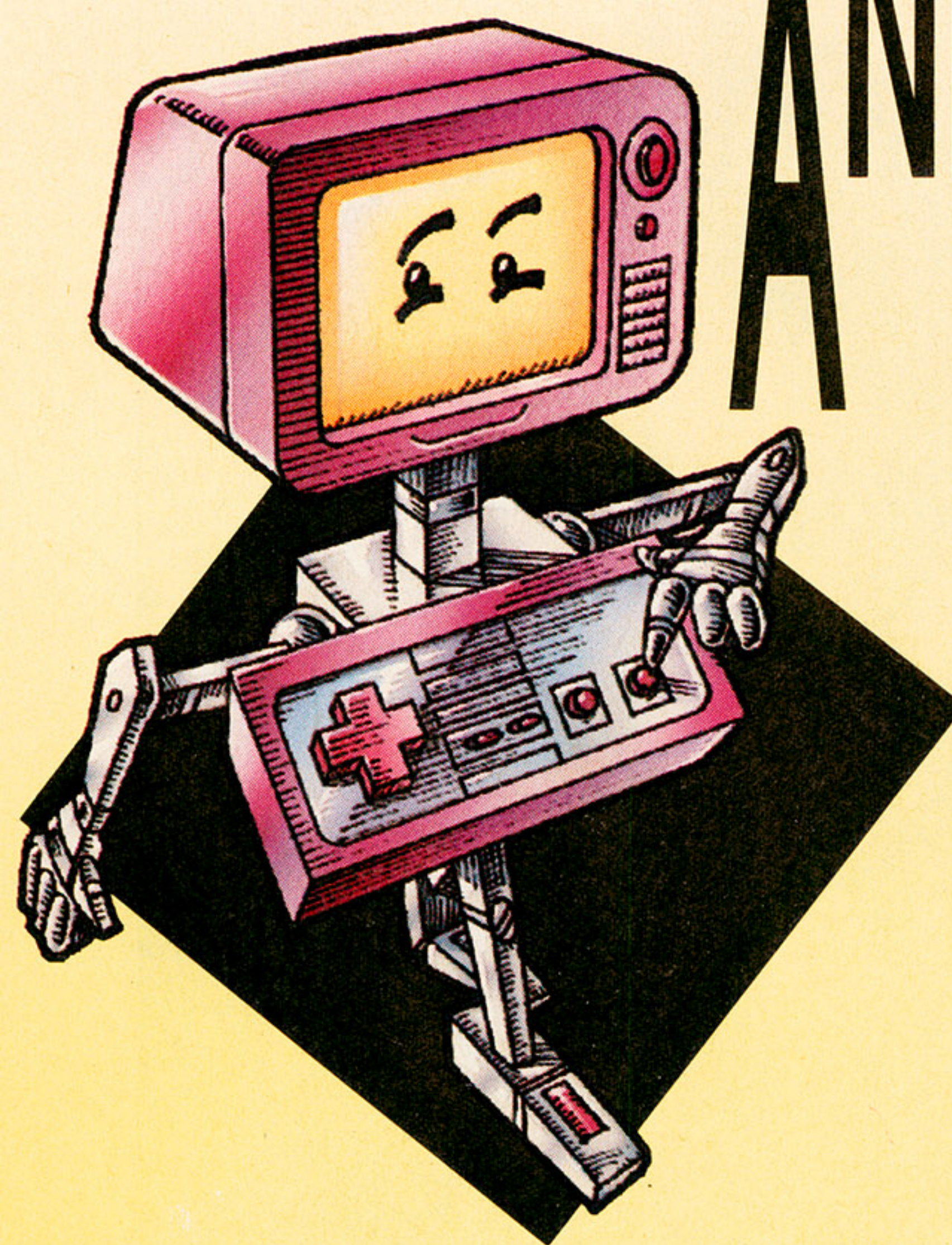
4 Fire directly into the core of the main system to destroy it, but watch for soldiers!

5 When you eliminate armored soldiers in the vertical scrolling scenes, you earn eagles worth extra fire-power.



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The holiday season is looming, and sure to be at the top of every traveling Nintendo player's wish list is the Game Boy portable game machine. Reviewers and gamers alike are responding enthusiastically to the hand-held system, praising the smoothness of its animation, the detail of its graphics, and the often startling quality of its stereo sound



NINTENDO NEWS

NEW TITLES FOR NES, GAME BOY

William R. Trotter

- 1 It should be a Game Boy holiday season, as plenty of hot new titles begin appearing in this format.
- 2 Double Dragon II has a two-player mode which enables you to team up with a friend.
- 3 Terrible punch lines and moldy old jokes are an integral part of *Who Framed Roger Rabbit?*
- 4 Benny the Cab drives just as wildly in the *Roger Rabbit* video-game as he did in the movie. He'll bump cars off the road if they get in his way.
- 5 You have to collect pieces of the Gag King's will in order to win *Roger Rabbit*. The first piece is found in Toontown.

playing field, but it does encompass the necessary areas quite comfortably. And the small game card somehow packs in every option and sophisticated feature found in the best full-sized Nintendo baseball simulations. In the single-player mode, it was almost too easy to beat the computer, but the two-player video link mode really shows off the game's full potential.

Slightly less impressive graphically, but still quite enjoyable, is *Alleyway*. This is yet another variation of the classic *Breakout* game that was popular in arcades about a decade ago. Once again, you break through various formations of blocks by swatting a bouncing ball with a horizontally moving paddle. However, *Alleyway* is more difficult to play than the original *Breakout*, largely because the bouncing ball is harder to see on the tiny LCD screen—especially

(especially when heard through the earphones).

And what makes a better stocking stuffer than any of the new Game Boy cards released by Nintendo? *Super MarioLand*—covered in our last issue—seems to push the hand-held format to its limits. But at least four of the other new titles also fit the Game Boy as comfortably as a favorite pair of sneakers.

Tennis, for example, works beautifully on the Game Boy, due in part to the scale and form of the real game. Our game testers found that by using various button-and-pad combinations, the animated players could do virtually anything a real tennis player does, from an artful lob to a blistering forehand smash. The animation

— especially the bouncing ball's shadow—is outstanding.

Almost as much fun is the Game Boy version of *Baseball*. The Game Boy's tiny LCD screen cannot, of course, display the entire

3

4

5

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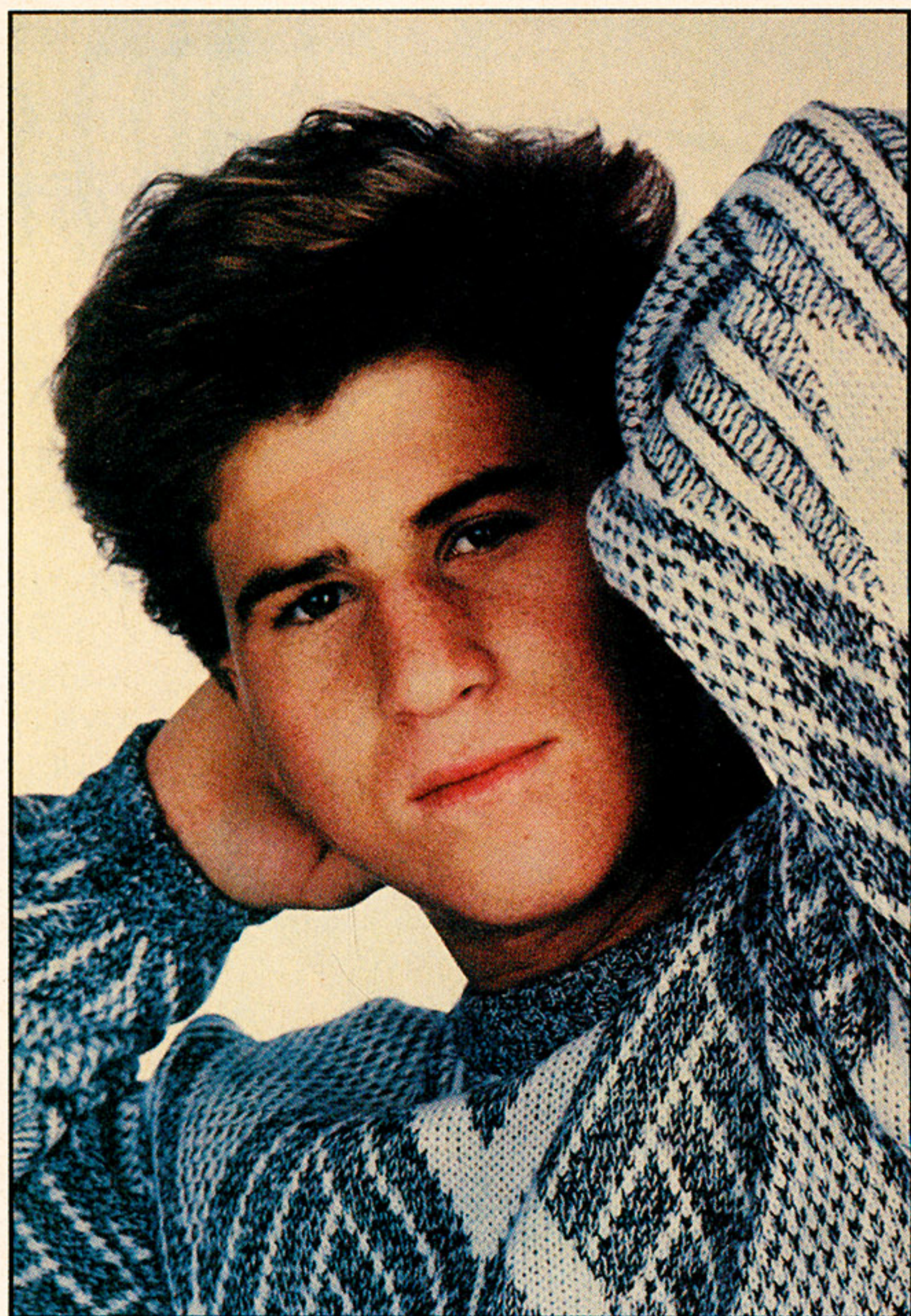
WORLD

FACE TO FACE ...WITH JASON HERVEY

Jason R. Rich



Jason says he manages to spend about five hours a week playing Nintendo, and his favorite game is *Contra*.



Jason Hervey, who plays the older brother Wayne in ABC-TV's *The Wonder Years*.

Eighteen-year-old Jason Hervey is known to most TV viewers as Wayne, the nasty older brother on ABC's *The Wonder Years*. But, in addition to starring in that hit series, Jason is now hosting and co-producing a one-hour syndicated weekly show called *Wide World of Kids*. Despite his busy schedule, he still manages to find at least five hours each week to play Nintendo.

"I've had my Nintendo system for just under a year and have collected about 20 game cartridges," said Jason. "My all-time favorite game is *Contra*. I usually play late at night, sometimes until 3 a.m. The games I really like have action and adventure. You know, the shoot-em-up *Rambo*-type games."

Jason even has some tips for other *Contra* fans: "Collect all of the different types of guns for different styles of shooting. This will improve your chances for survival

and let you obtain higher scores. I saw someone get to the end of *Contra*, and it was awesome!"

The most difficult Nintendo game he's played is *Star Soldier*. "I really need tips to do better. So far, I've only been able to get three men."

Jason says he's looking forward to trying Mattel's Power Glove as well as some of the new wireless controllers. "I can't wait to play *Mike Tyson's Punch-Out* with the Power Glove. Two other cartridges I want to get are *Back to the Future* and *Roger Rabbit*. It would also be great if they came up with a drag racing game. That would be so killer."

One reason why Jason is interested in *Back to the Future* is that he had a part in the movie on which the Nintendo game is based. He has also played roles in *Pee Wee's Big Adventure*, *Back to School*, and

Police Academy II.

Jason says his character in *The Wonder Years* is not really as nasty as he sometimes appears. "If you watch carefully, Wayne is obnoxious only in the presence of his friends. He's really like a typical older brother." In real life, says Jason, he gets along extremely well with Fred Savage, who plays his younger brother Kevin on the show.

"On my new show, *Wide World of Kids*, we travel around the world showing young people who excel in sports or other entertaining-type fields," said Jason. "In one episode, I jumped 8,000 feet off of a mountain in France, and interviewed a 12-year-old boy who climbed the tallest mountain in Europe. Each week the show offers something new and exciting."

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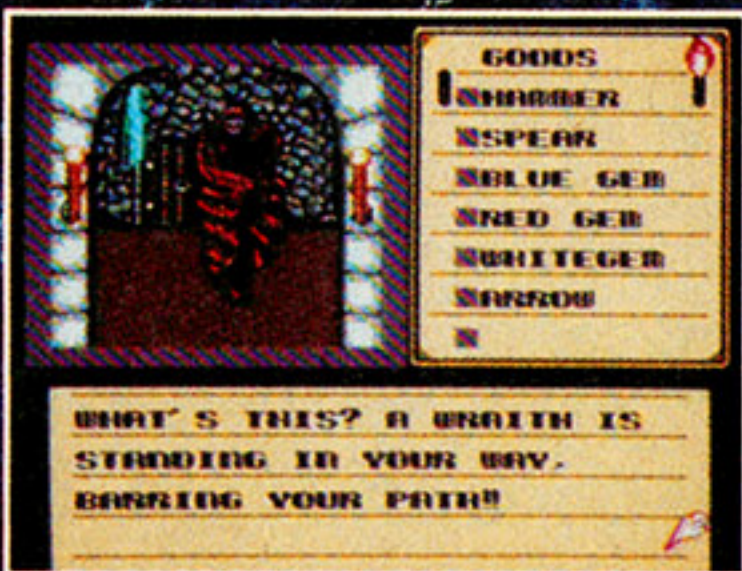
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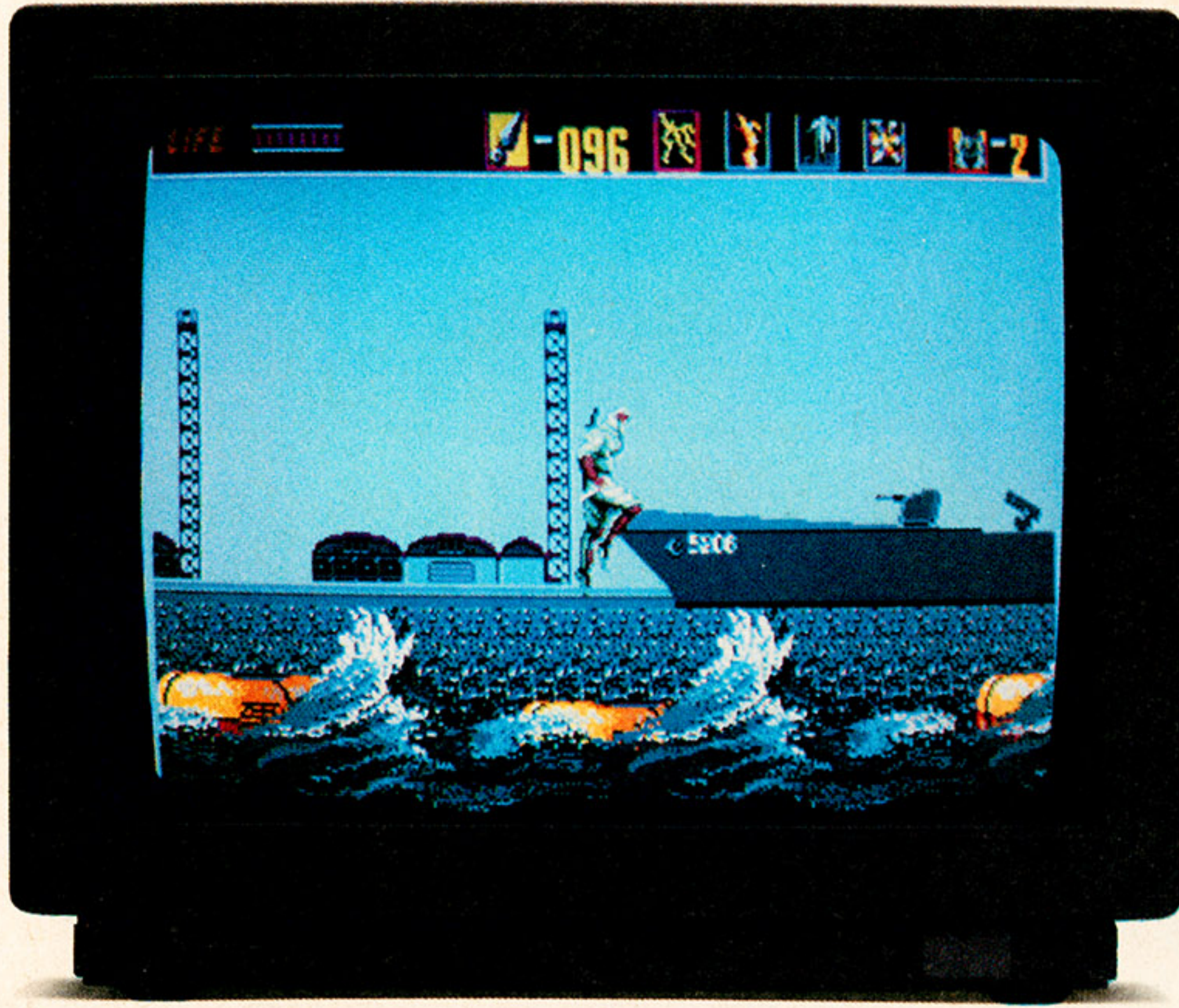
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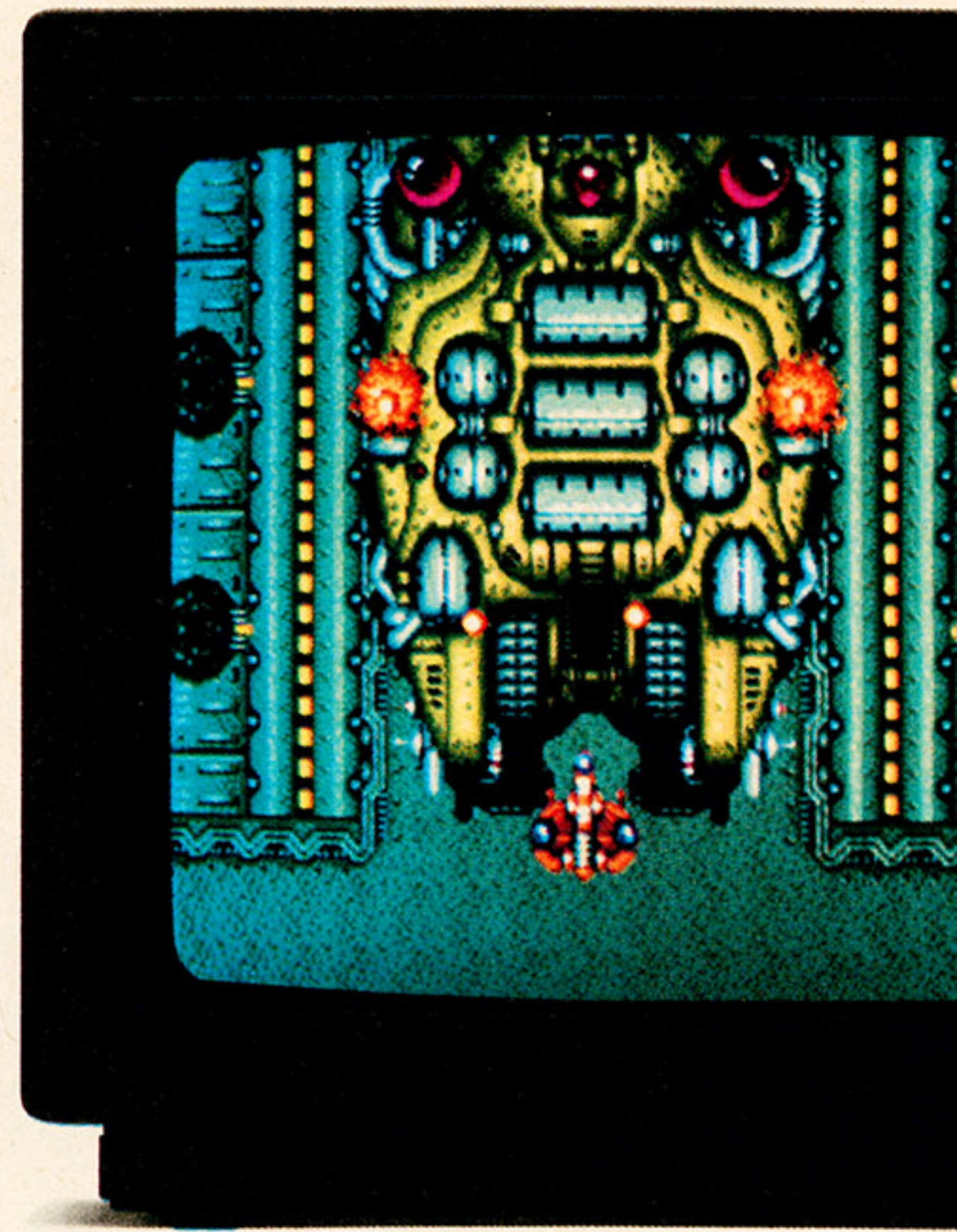
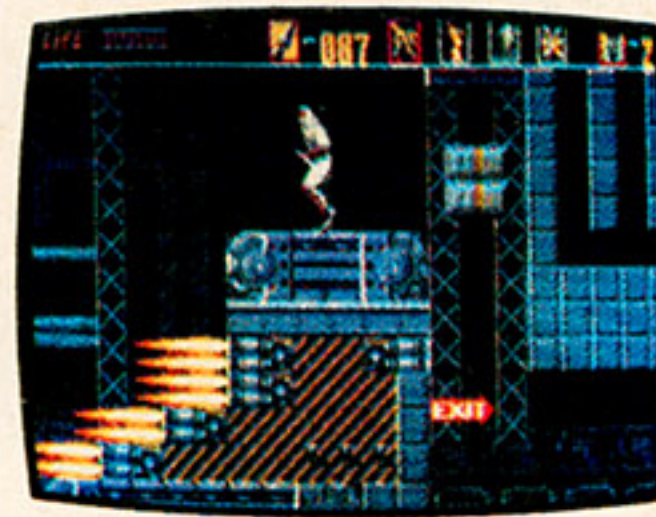
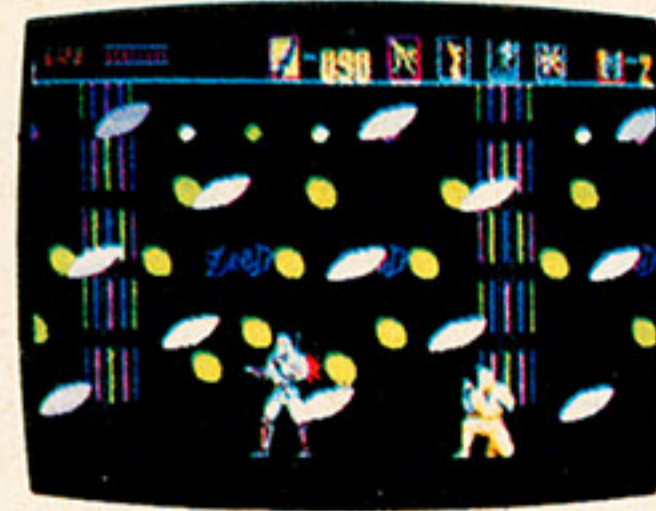
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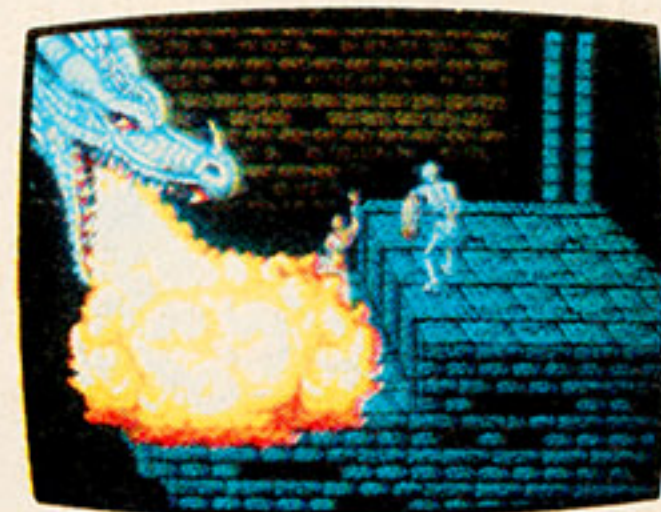
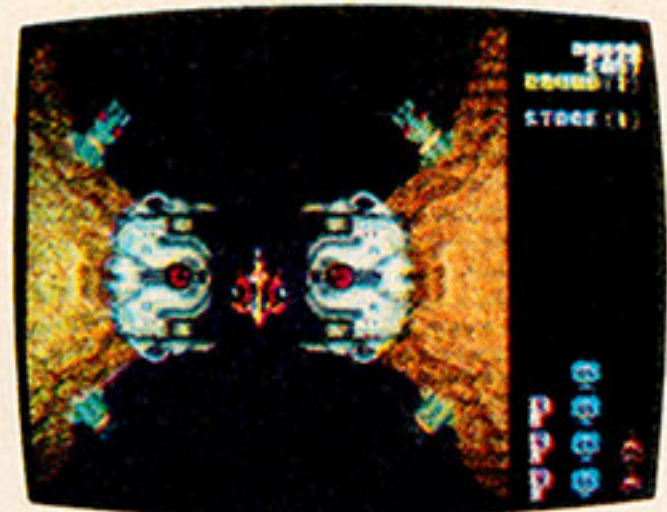
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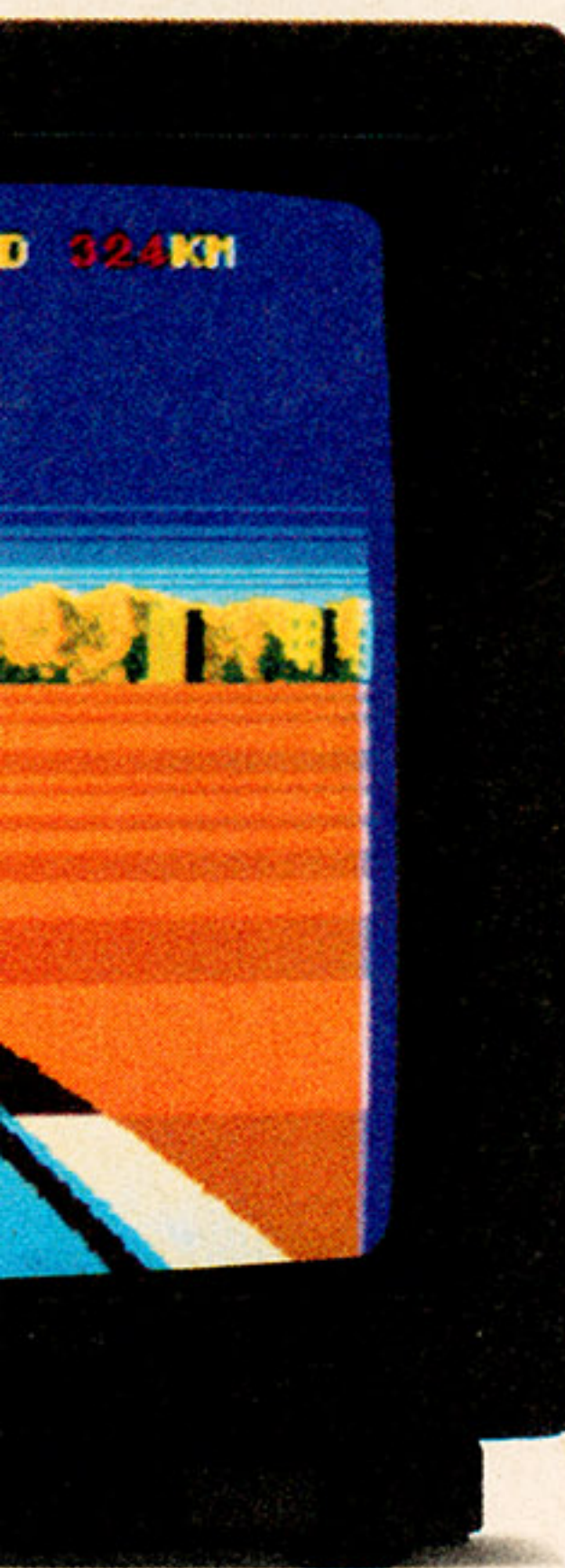
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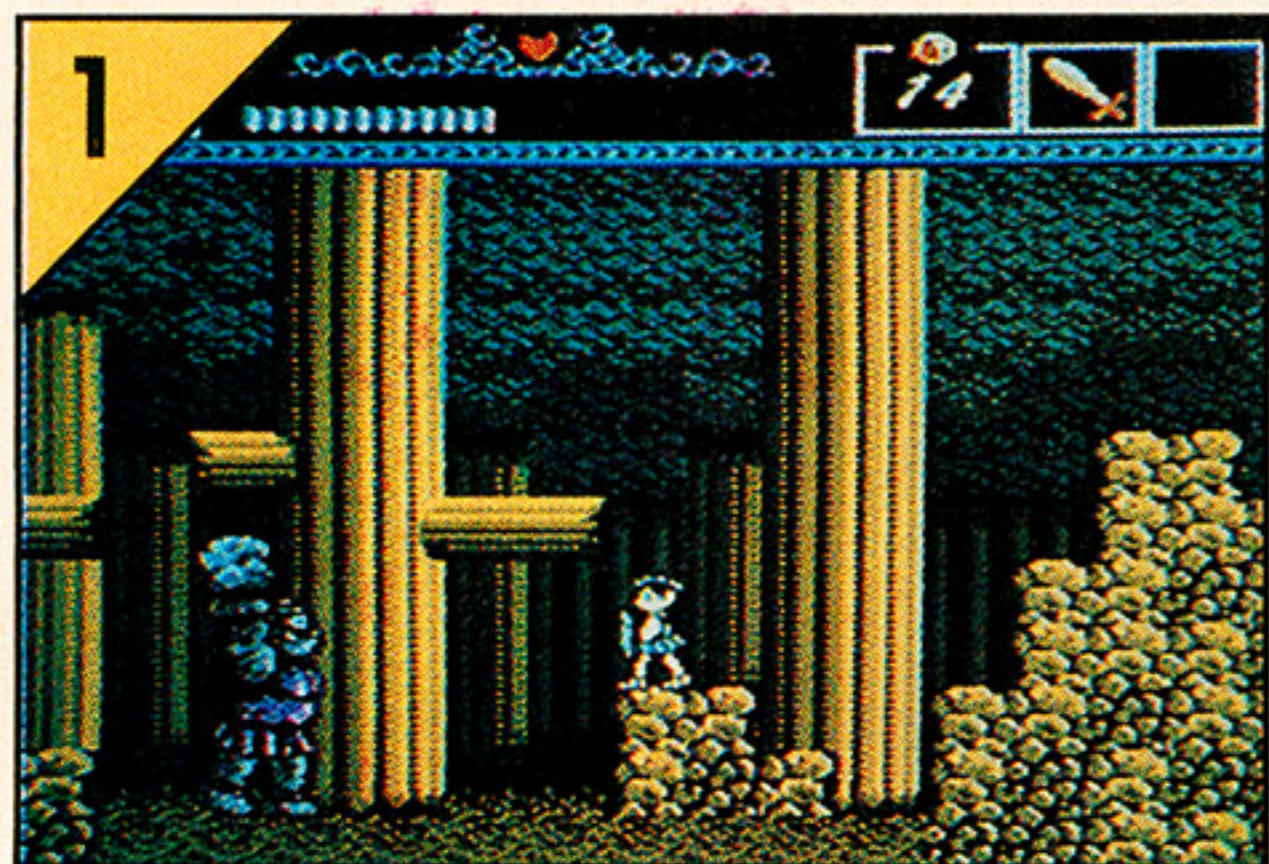


"The Iron Man" Braun or Mia "Rocket Girl" Ferraru as you race across the terrains of Africa, Asia, America and Europe.

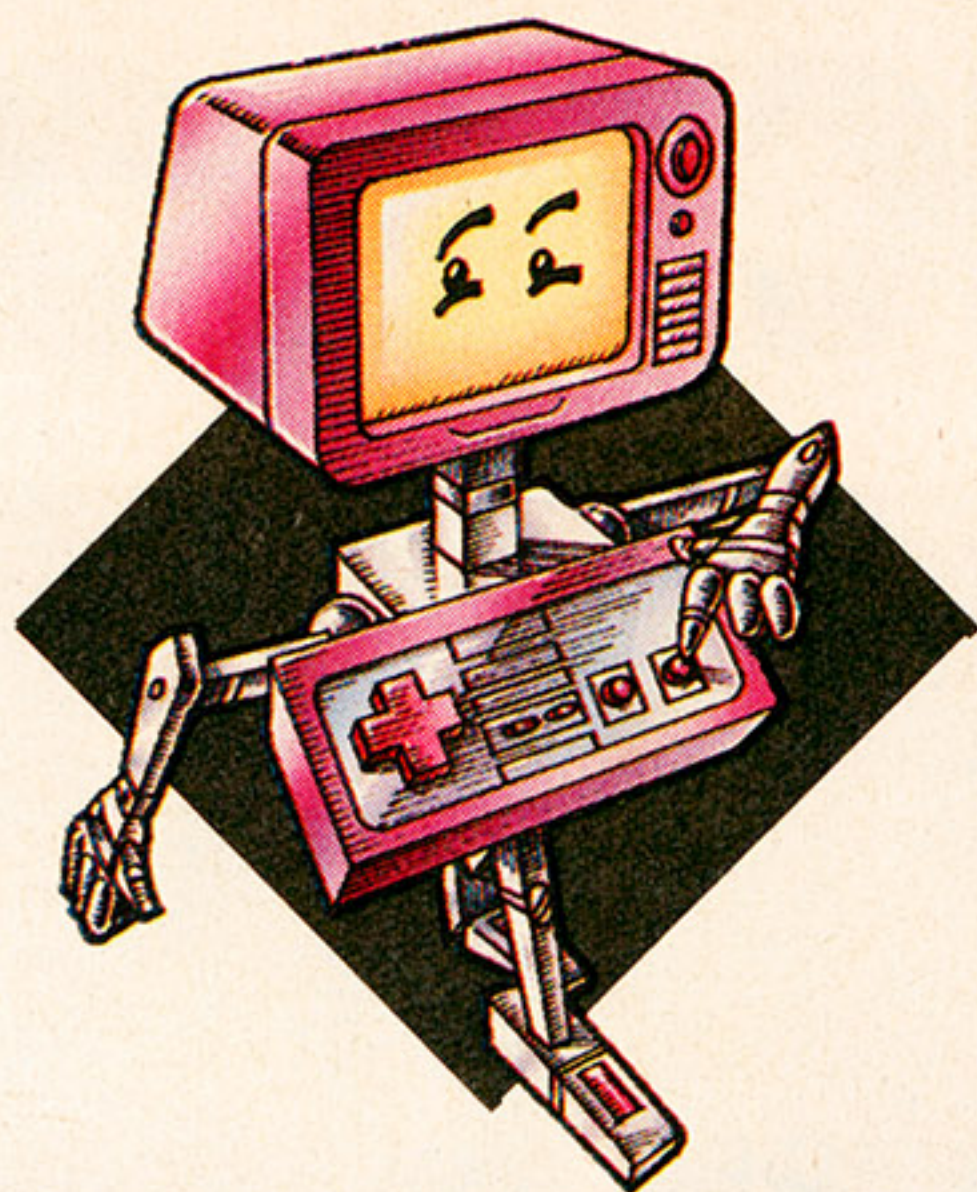
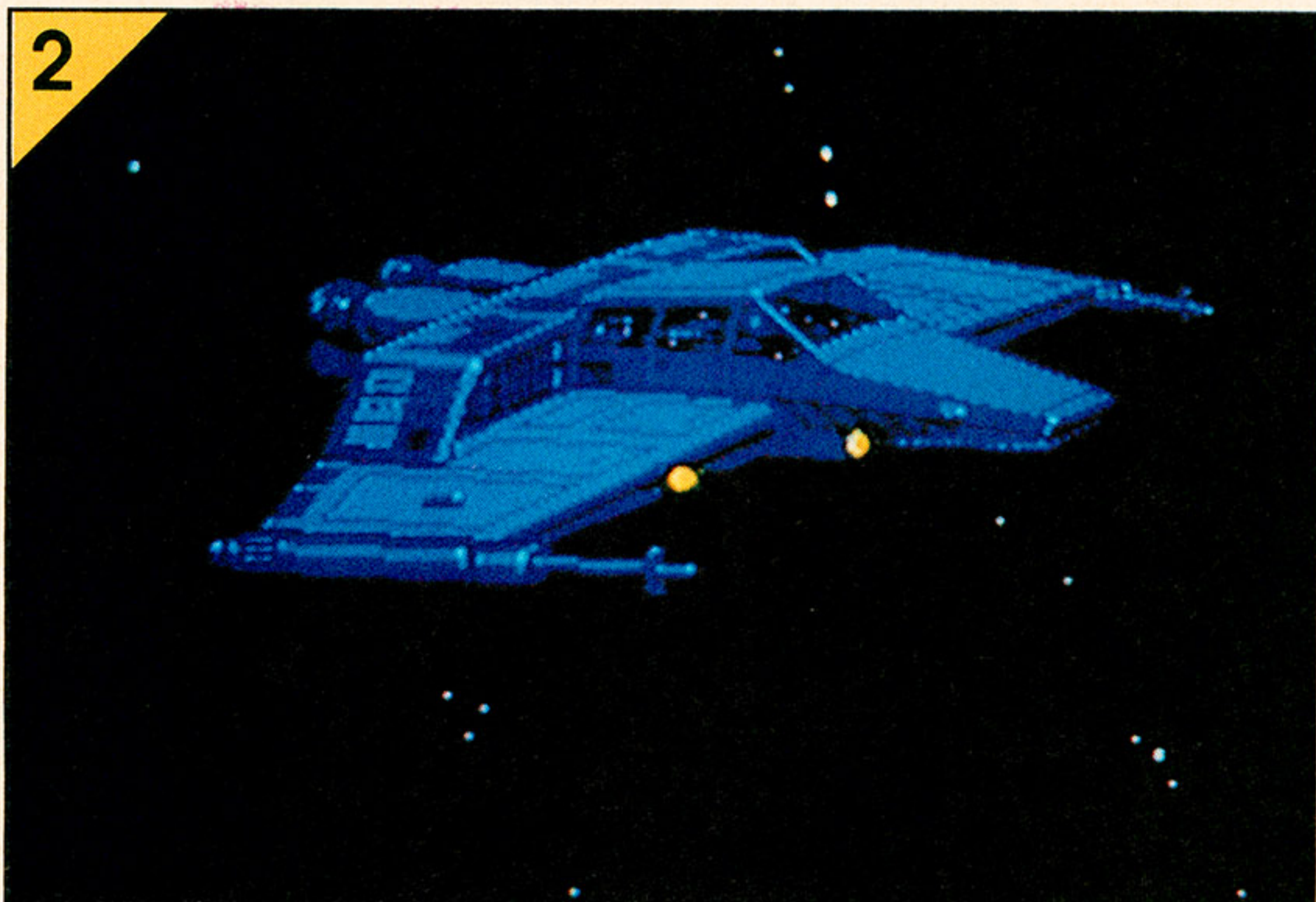


We Bring The Arcade Experience Home.

Tons of new titles are coming out for Nintendo. Many of them were mentioned in our March issue coverage of the Winter Consumer Electronics Show, and since then we've had a chance to take a closer look. No matter what your preference — martial arts, strategy, or good old-fashioned shoot-em-ups — you're sure to find something to like in this latest batch of Nintendo games.



From Broderbund comes an action-adventure, *The Battle for Olympus*. You play Orpheus, a young man whose true love, the fair Helene, has been killed by the bite of a poisonous serpent. Aphrodite, the goddess of love, hears of Orpheus's grief and tells him of a way to recover his love. Full of characters and settings from the classic myths of Western civilization, *The Battle for Olympus* brings ancient Greece to life. You must battle such infamous monsters as the Cyclops, the Minotaur,



NINTENDO NEWS

Bring On The Games

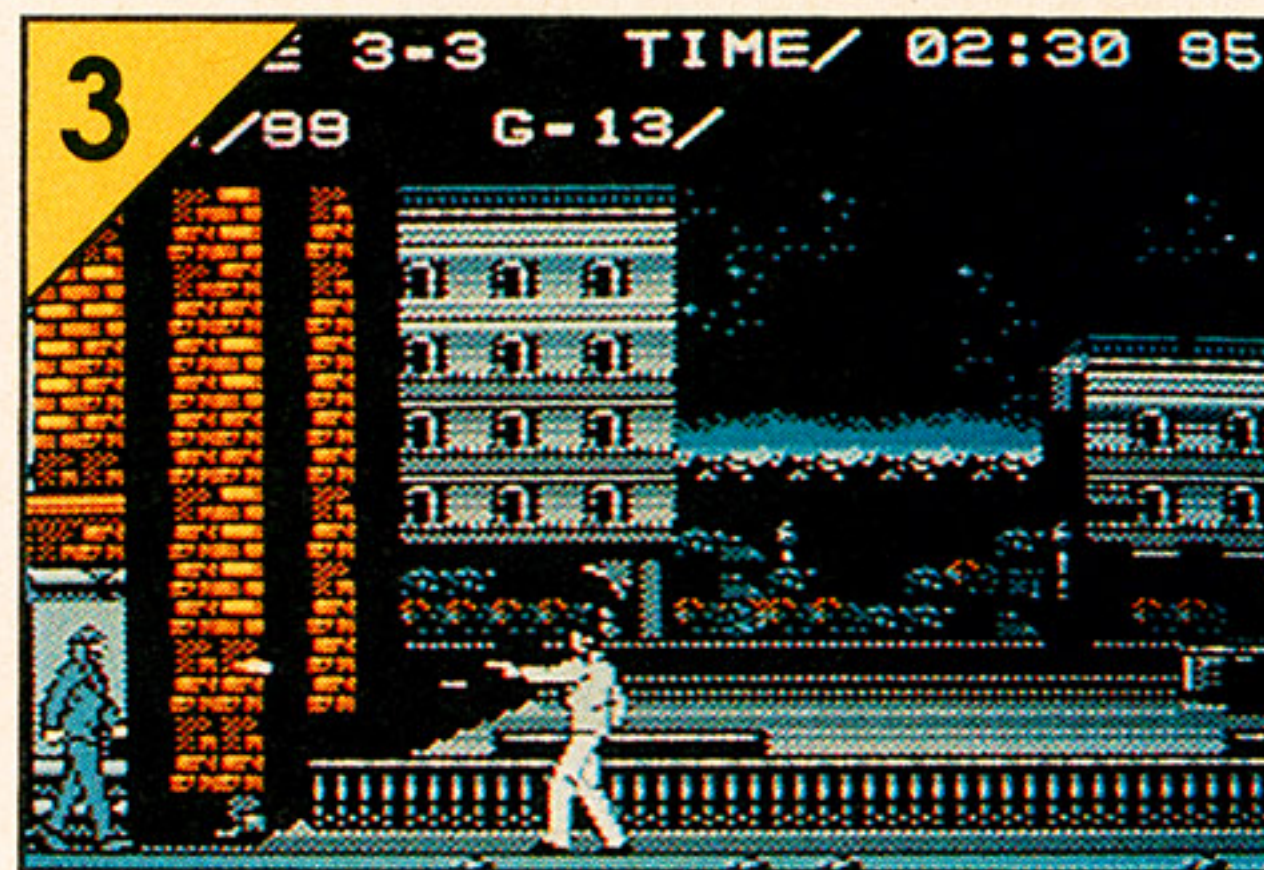
Matthew A. Firme

and a centaur.

In Acclaim's *Destination EarthStar*, you'll leap thousands of years into the future. You are a member of a small band of Earthlings who live light-years from home. Your people live with the Kojans, an extraterrestrial race who brought your ancestors — along with many

wild and domestic animals — to their planet many eons ago to serve as slaves. Over time, though, the Kojans have done away with slavery, and your people are now seen as equals under Kojan law.

Free at last, the Earthlings long to see Earth again. But it has been so long since they left that they can't be sure what kind of world remains. So they choose you to journey back alone, through eight star systems and countless bands of dangerous space terrorists. *Destination EarthStar* is in many ways a space-flight simulation. You can zip in and out of hyperspace, check your position on the star system grid map, and slow down to sub-light speeds for a deep-space dogfight.



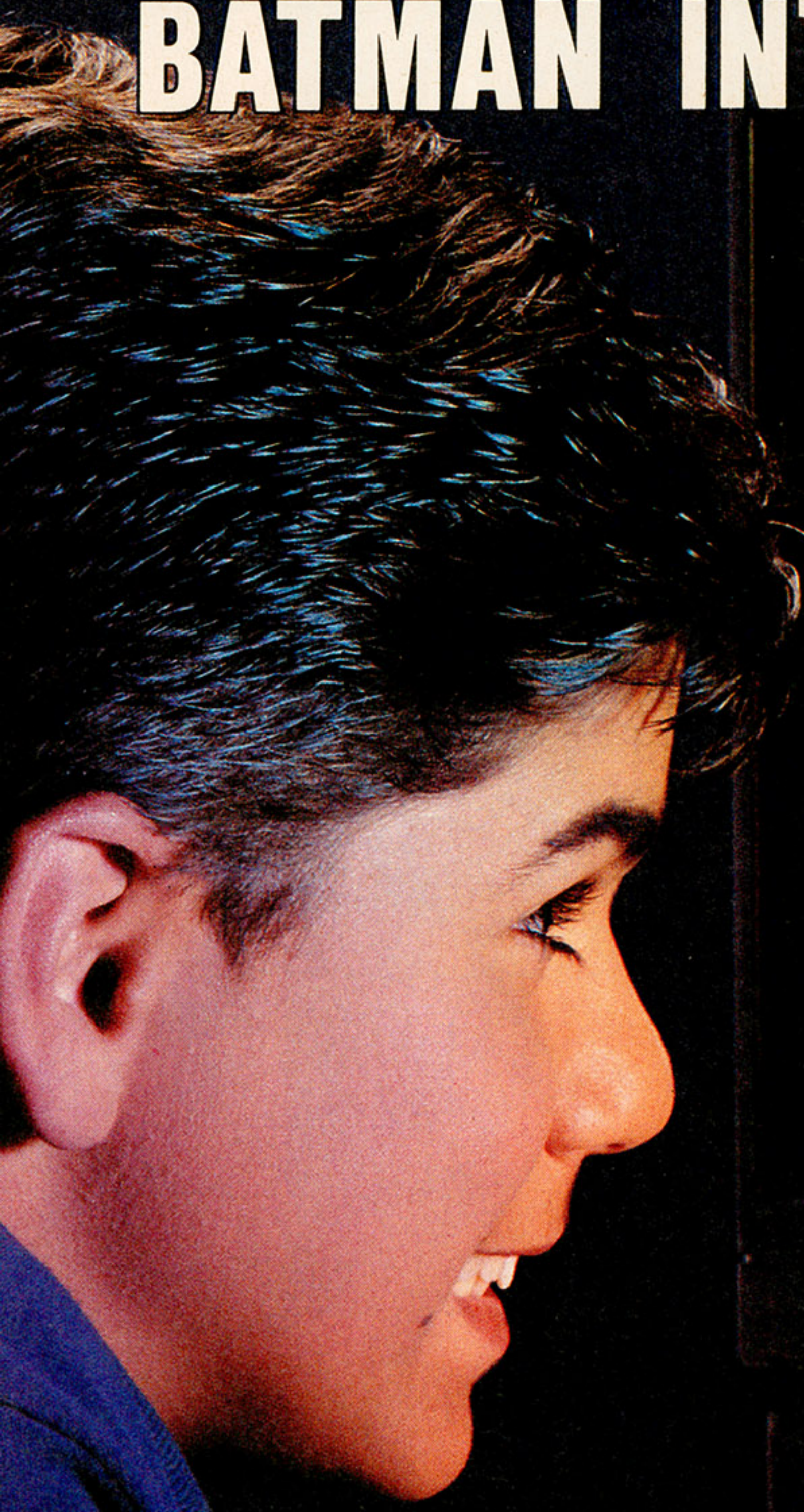
Speaking of star wars, in *The Mafat Conspiracy* it seems that there's a bit of trouble with America's Strategic Defense Initiative (SDI), the orbiting satellite defense system. America's recently launched SK2, an experimental SDI satellite, mysteriously fell from orbit and apparently crashed somewhere in the Alps. But a few days later, threatening letters were

1 Like Odysseus himself, you'll face the dreaded Cyclops in Broderbund's *The Battle of Olympus*.

2 You'll have to learn how to pilot this spacecraft if you hope to see Earth again. *Destination EarthStar* will test your navigational skills as well as your aim.

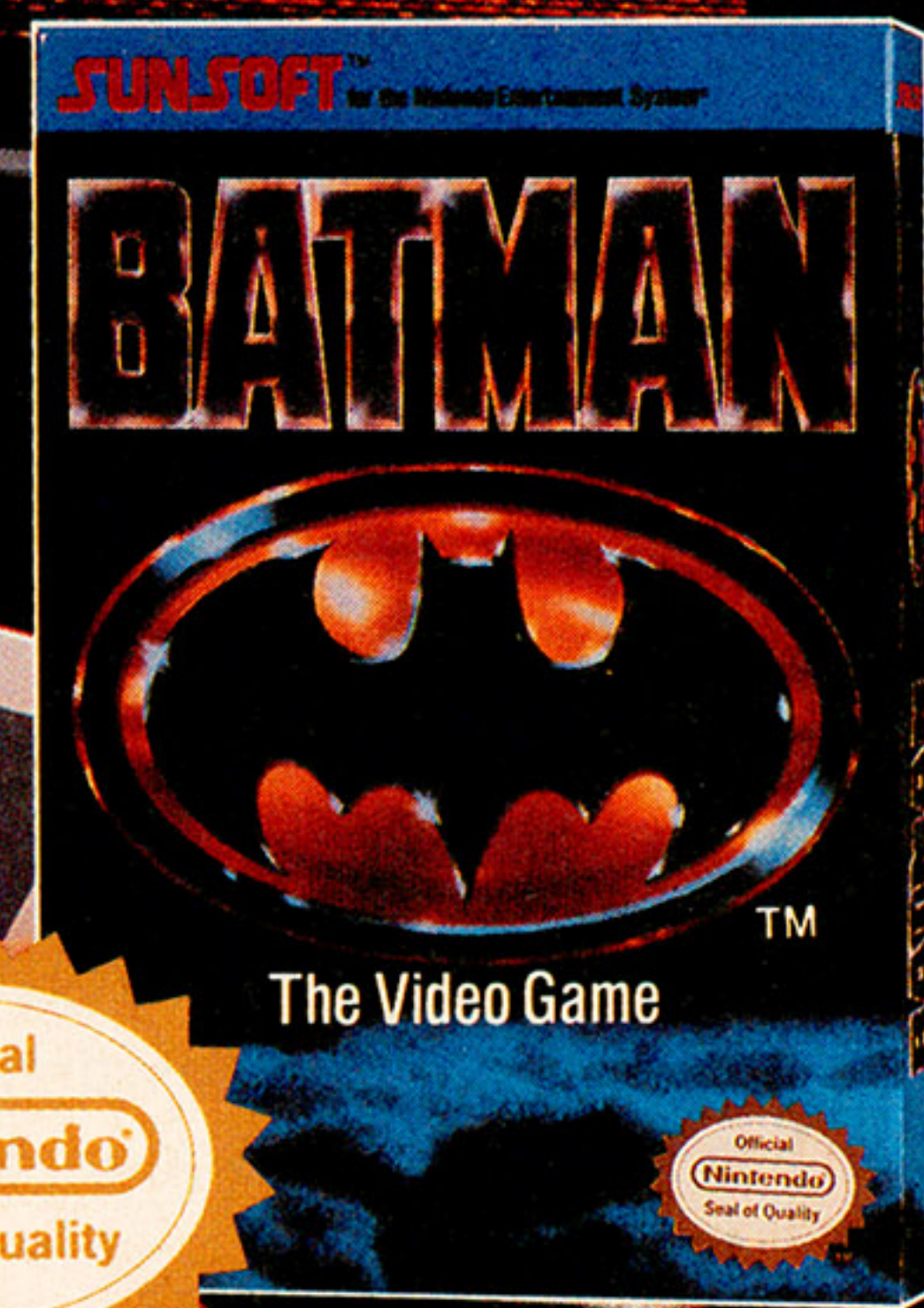
3 With his usual accuracy, Golgo 13 dispatches an enemy in *The Mafat Conspiracy*.

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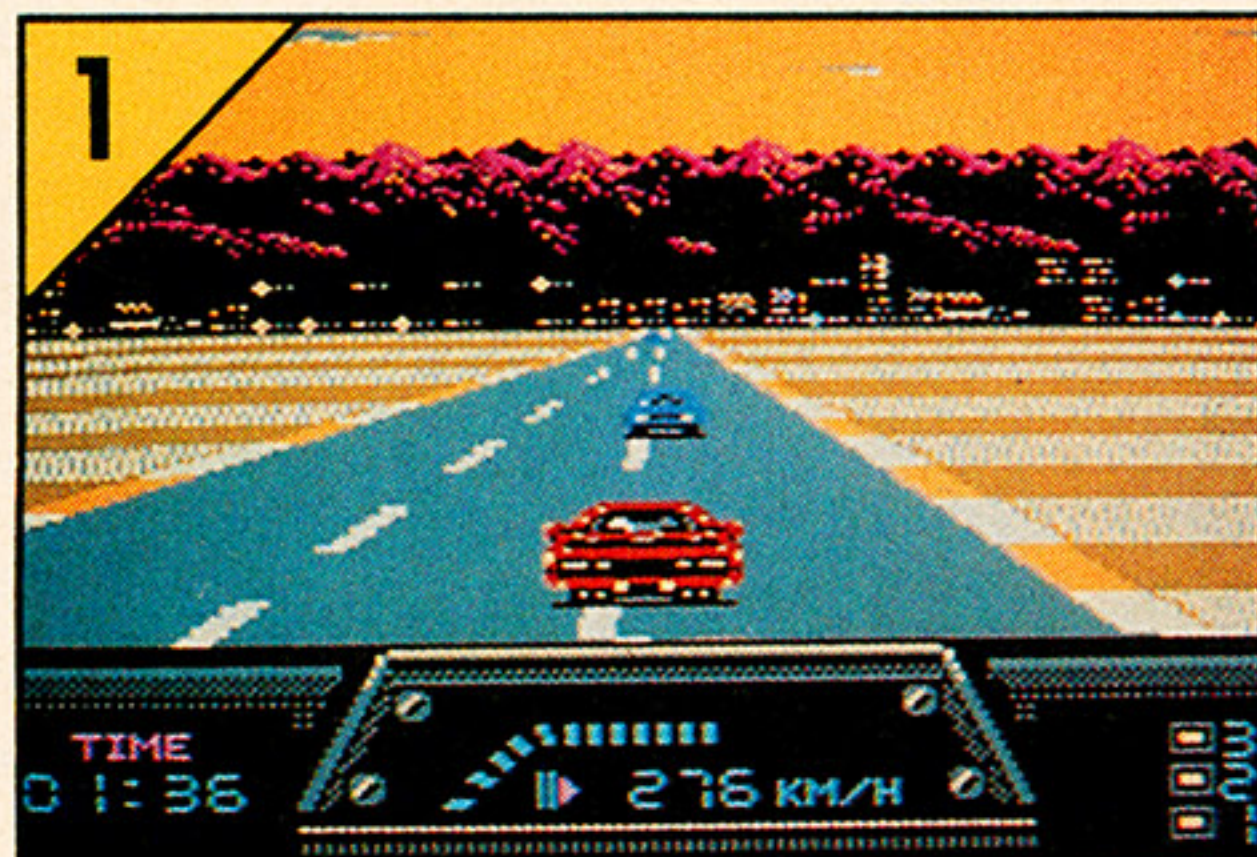
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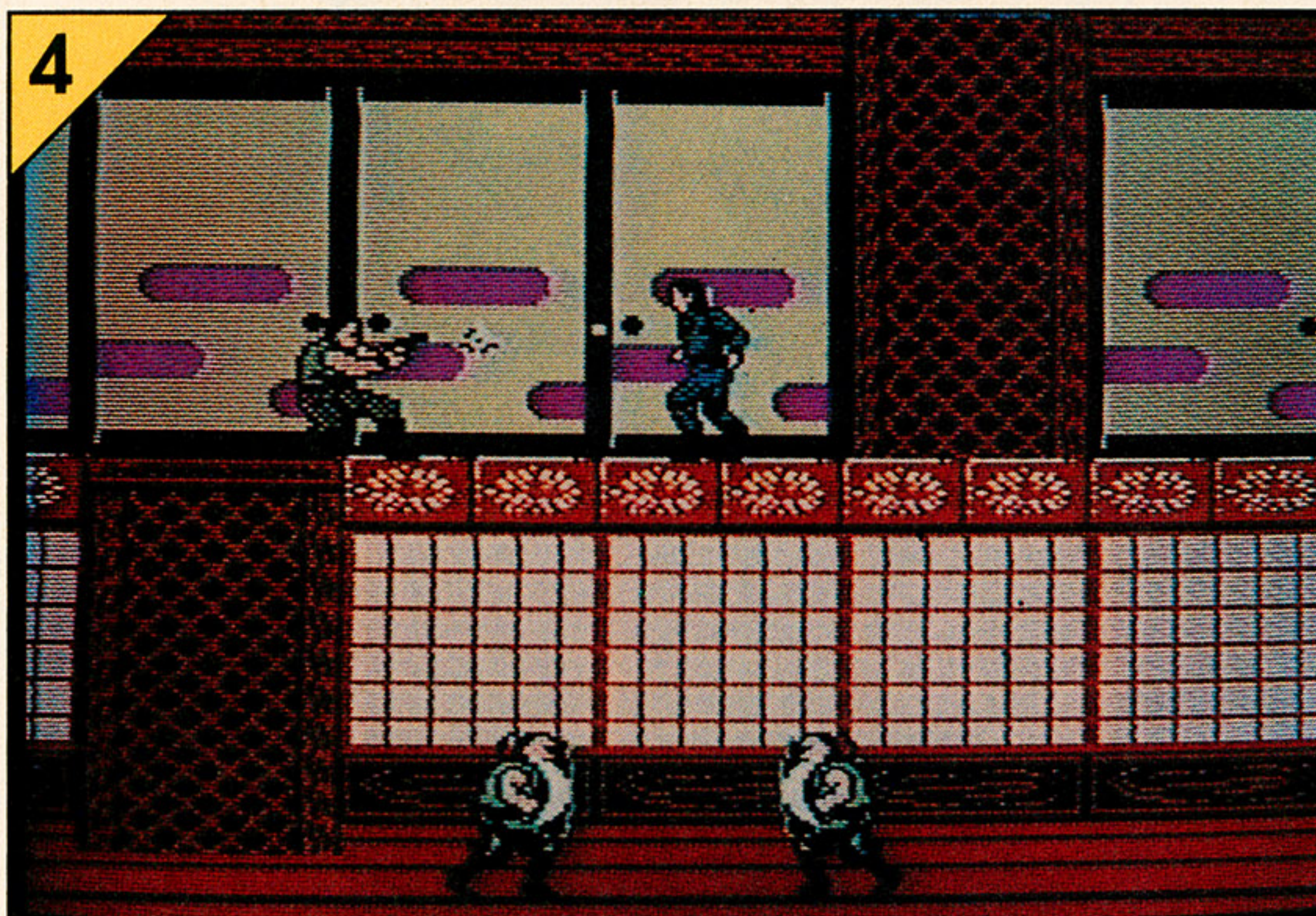
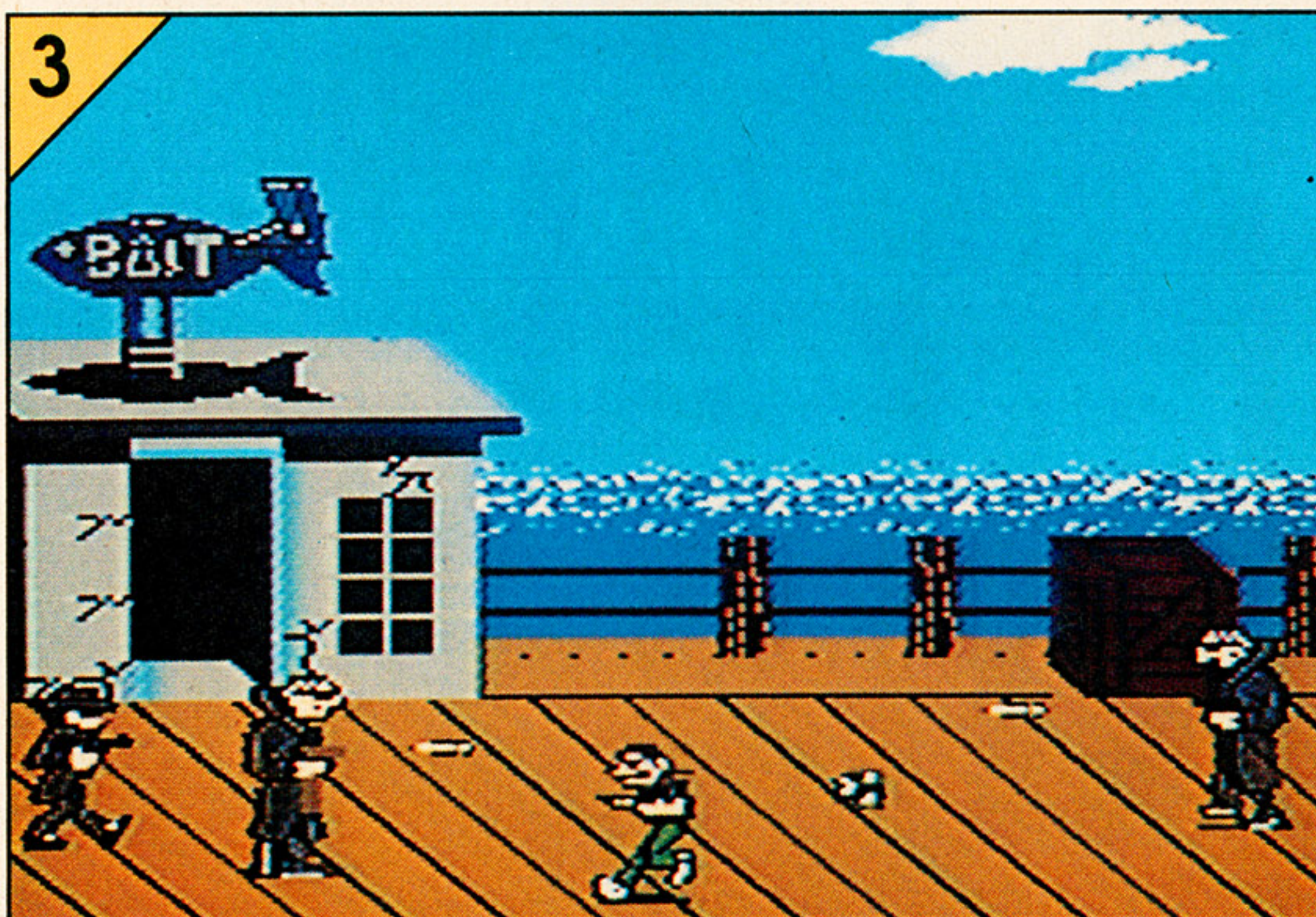
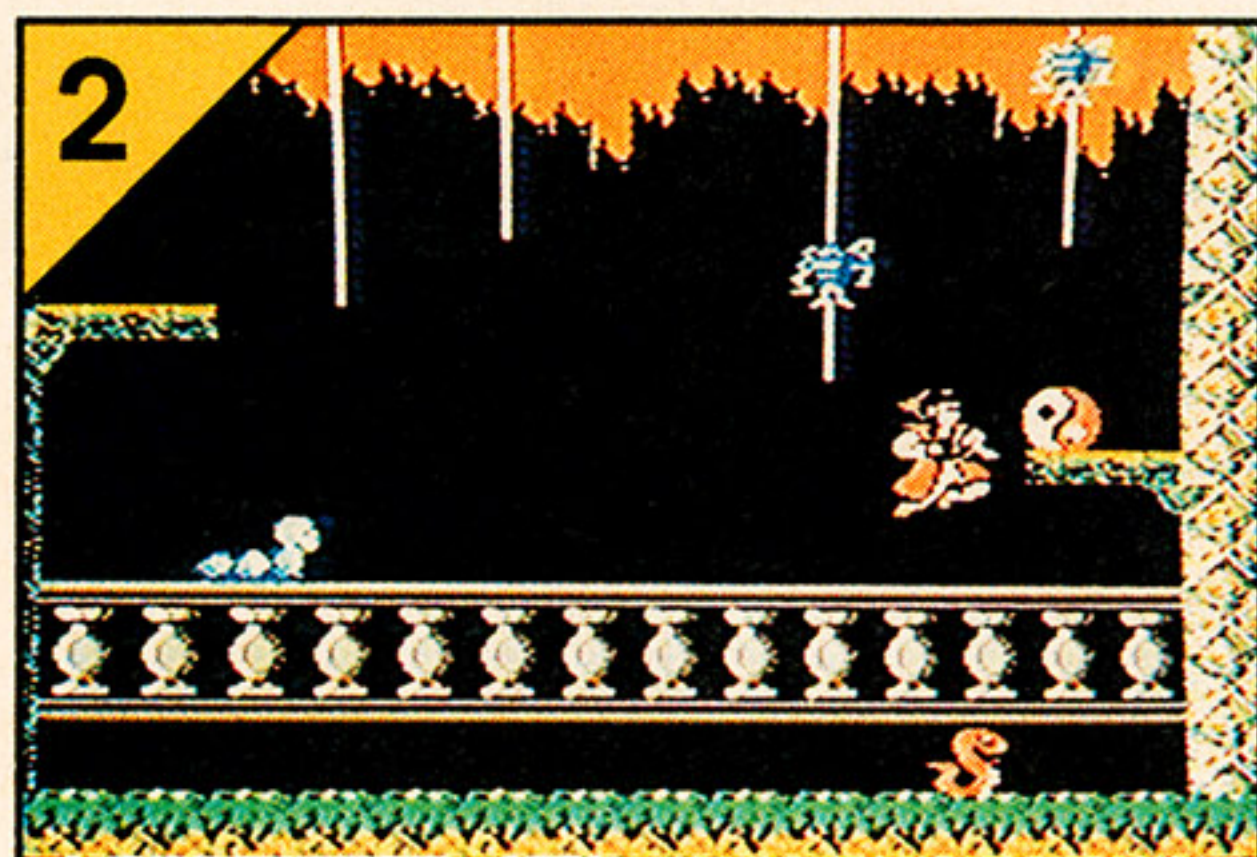
NINTENDO NEWS



sent to both the Pentagon and the Kremlin from an unknown terrorist organization called the Mafat Revolutionary Group.

The terrorists are demanding that the U.S. surrender a nuclear submarine, the USS *Los Angeles*, which is armed with nuclear warheads. They also want the Soviets to turn over the results of their research regarding the military use of electromagnetic energy. If their demands are not met, the terrorists threaten to destroy all of the satellites of both nations.

Sounds like a job for Golgo 13, the super-spy who first appeared in Vic Tokai's *Golgo 13* last year. Now he's back in *The Mafat Conspiracy*, accepting an urgent request from the Central Intelligence Agency for help in thwarting the terrorist plot. The action is non-stop and varies from side-scroll-



ing shoot-outs and 3-D driving to maze chases and sniper attacks.

Tipsy Ninjas?

If we had a *Game Player's Awards* category for the oddest game title of the year, it might go to the latest entry from Color Dreams — *Master Chu and the Drunkard Hu*. Actually this game is a traditional story of good versus evil. It seems that the destructive god Shiva has



1 *The Mafat Conspiracy* offers the hard-driving excitement of a racing game as Golgo pursues the conspirators.

2 Master Chu seeks the balance of yin and yang in *Master Chu and the Drunkard Hu*.

3 Undercover agent Shadow takes the war on drugs seriously, battling pushers on the docks in *Raid 2020*.

4 The arcade favorite *Shinobi* is now available for Nintendo from Tengen. As always, the shuriken will be flying.

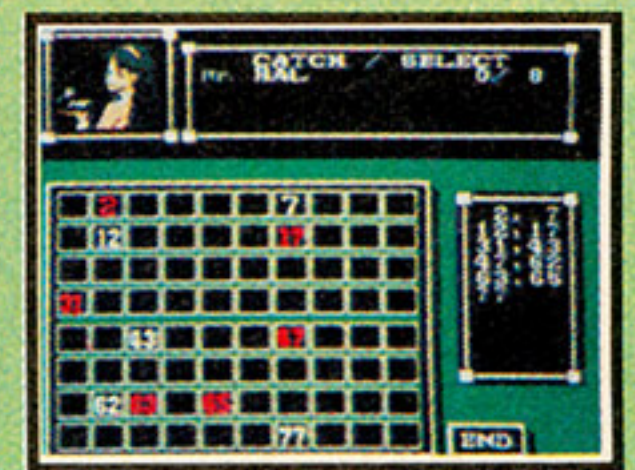
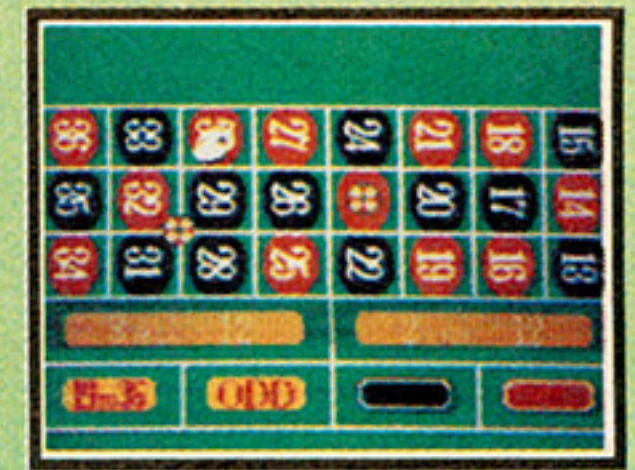
5 Armed with 20 mm cannons and heat-seeking missiles, you face some fast and heavy aerial combat in *After Burner*.

VEGAS DREAM

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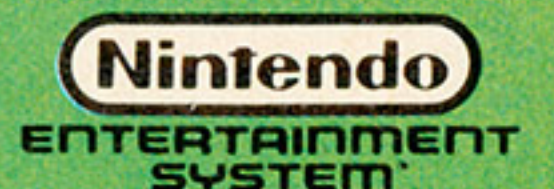
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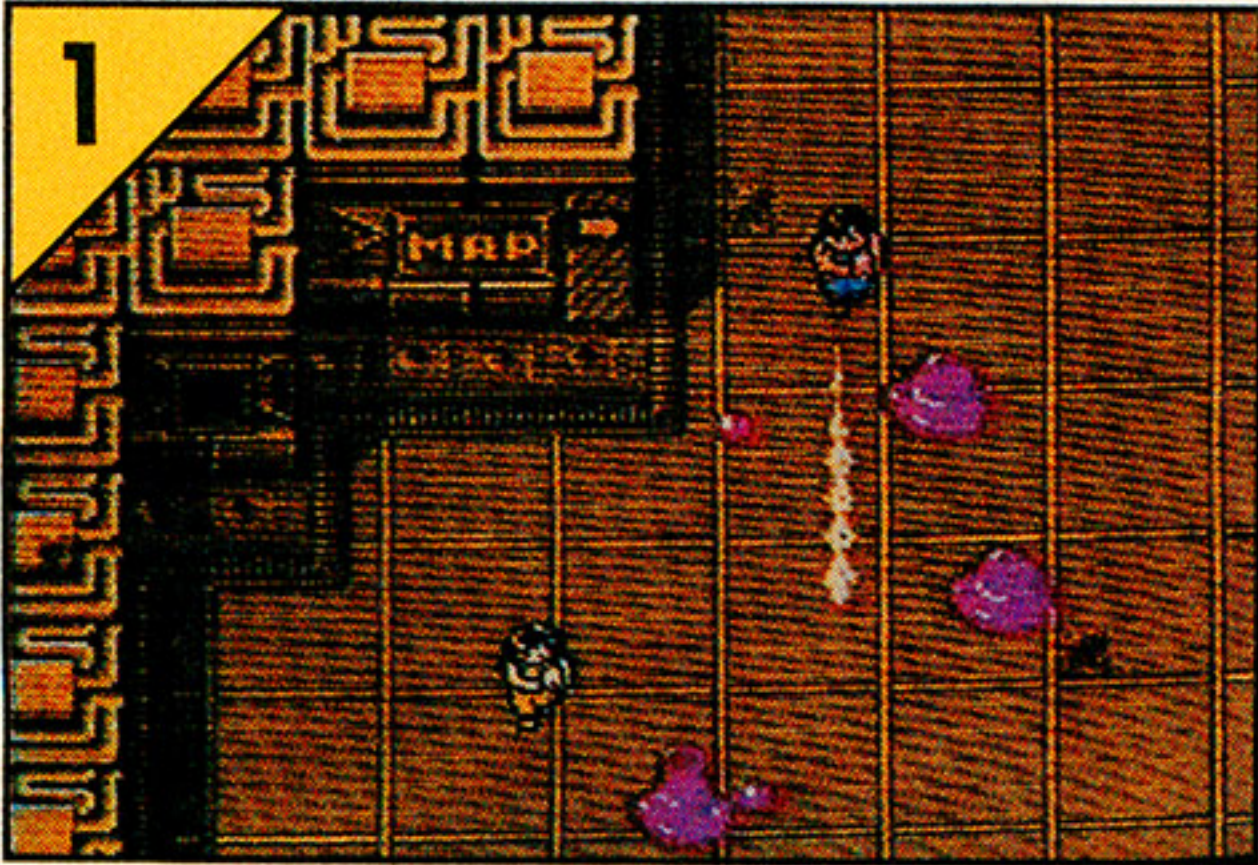
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NINTENDO NEWS

wrecked the village of Master Chu and has turned Chu's friend Hu into a drunkard. Chu sets out in search of the destroyer, collecting hidden power icons along the way. The game features a two-player mode, allowing Hu to join Chu on his journey.

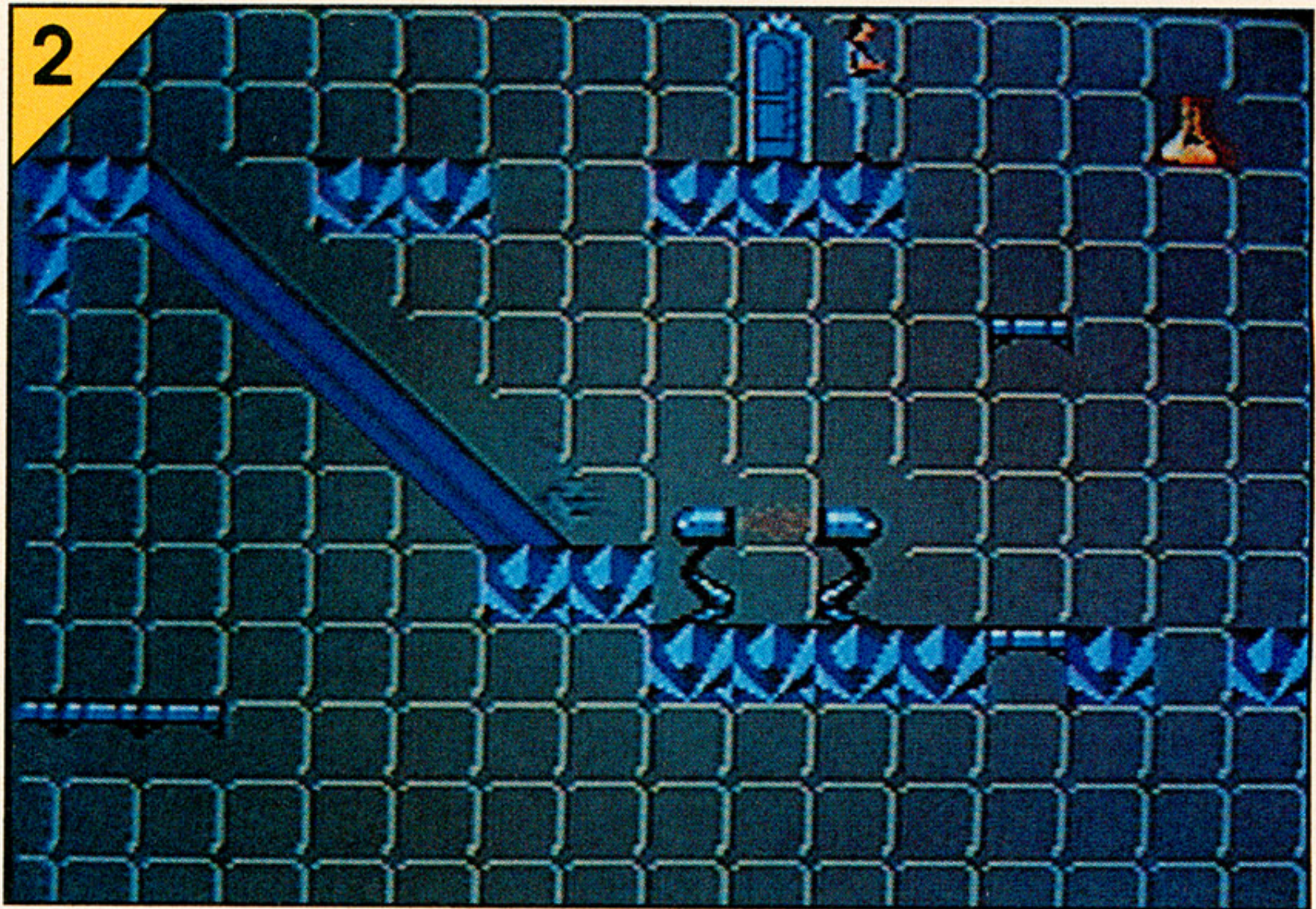
Another new title from Color Dreams is *Raid 2020*, a drug-war game. The hero of *Raid 2020* is Shadow, an elite undercover narcotics agent who's fighting to save the nation from moral disaster.



Tengen, the makers of *Rolling Thunder* and *Vindicators*, recently released four new Nintendo-compatible versions of popular arcade games. The first — originally an arcade game from Tengen's parent company, Atari Games — is that radical, wet, and wild river race, *Toobin'*. You'll have a "toobular" time as you raft down dozens of river courses on your inner tube, steering through obstacle courses, picking up treasures, and looking for soda cans to hurl at enemies.

The other three Tengen games are all based on Sega arcade hits. *Shinobi*, a martial arts action game featuring the Master Ninja, has been available for quite awhile on

the Sega Master System. (A sequel, *Revenge of Shinobi*, is available on the Sega Genesis.) Tengen's Nintendo version has five stages, each with a bonus round, plenty of ninja magic, and lots of shuriken-throwing action.



Tengen's *After Burner* puts you into the cockpit of an F-14 Tomcat jet fighter. You soar through enemy-infested skies, relying on your flying and combat skills to survive tough air attacks. Your weapons include the rapid-fire Vulcan 20mm cannon and a limited supply of air-to-air guided missiles. When the enemy's missiles are coming a little too close to home, you can roll out and kick in the afterburner for an extra burst of speed that may save your tail.

In Tengen's *Alien Syndrome*, the fate of an entire Earth colony is in the hands of a pair of heroic fighters, Ricky and Mary. A pesky alien race has taken over a five-ship fleet of Earth colonists. Ricky and Mary escape capture, then set out to free

- 1 Blasting alien blobs is easy with this fabulous new flamethrower. In Tengen's *Alien Syndrome*, you'll face five shiploads of these monsters.
- 2 Although he's seen action all over the known universe, odds are that Dash has never experienced anything quite like *Dash Galaxy in the Alien Asylum*.
- 3 *Heavy Barrel* involves a simple task: Prevent the terrorists from detonating a captured missile.

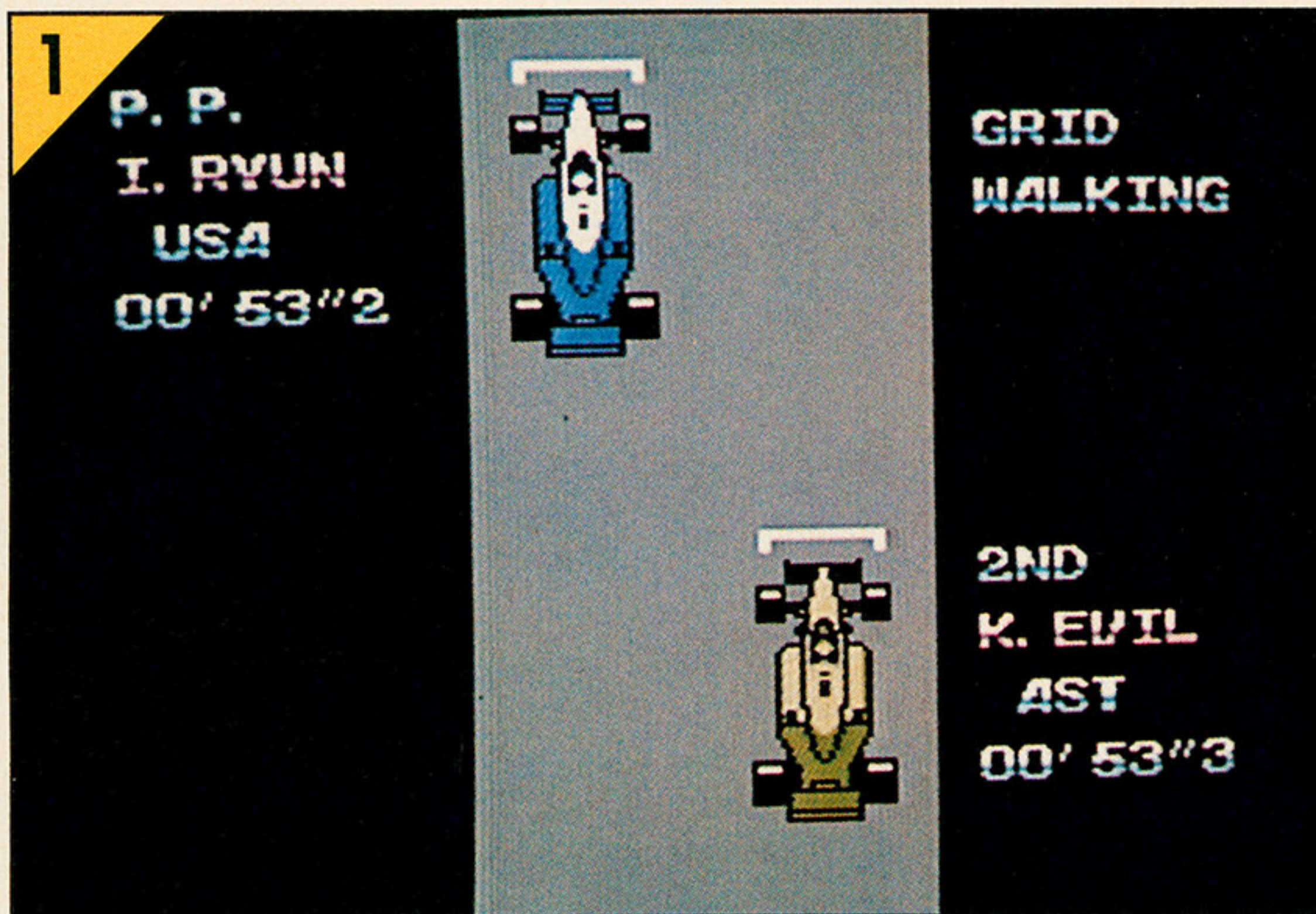
NINTENDO NEWS

lum casts you in the lead role of Dash Galaxy, an intergalactic hero. You've fought in solar systems all over the universe, but this time you're in a situation that could present some real trouble. Somehow you've been locked up in the universe's only insane asylum, and it's full of nuts who don't want you to leave.

Heavy Barrel is an arcade-ac-

to life with animated characters that play out your every move.

Al Unser Jr. Turbo Racing lets you experience the thrills of competing against the world's best



their comrades. If you liked the arcade game, you won't be disappointed with this version.

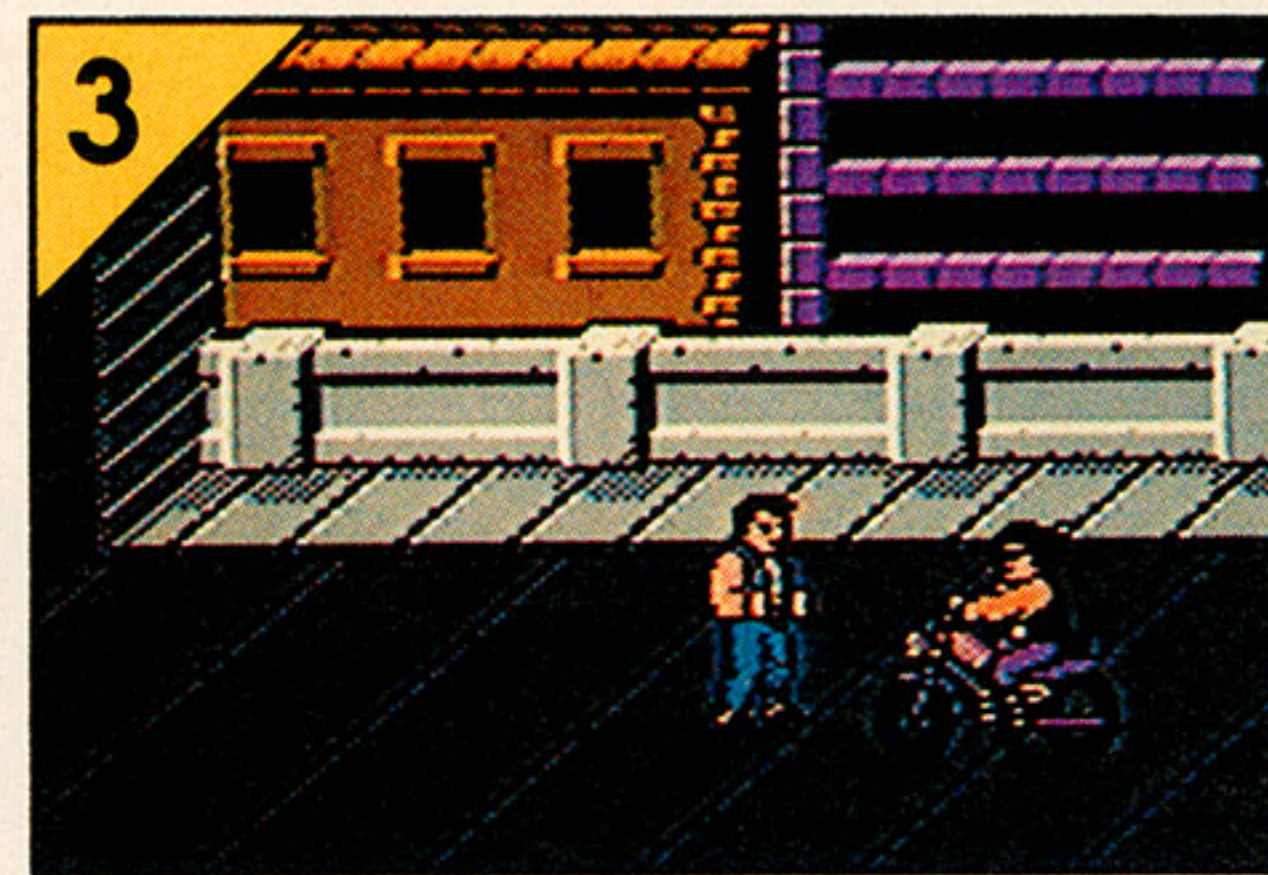
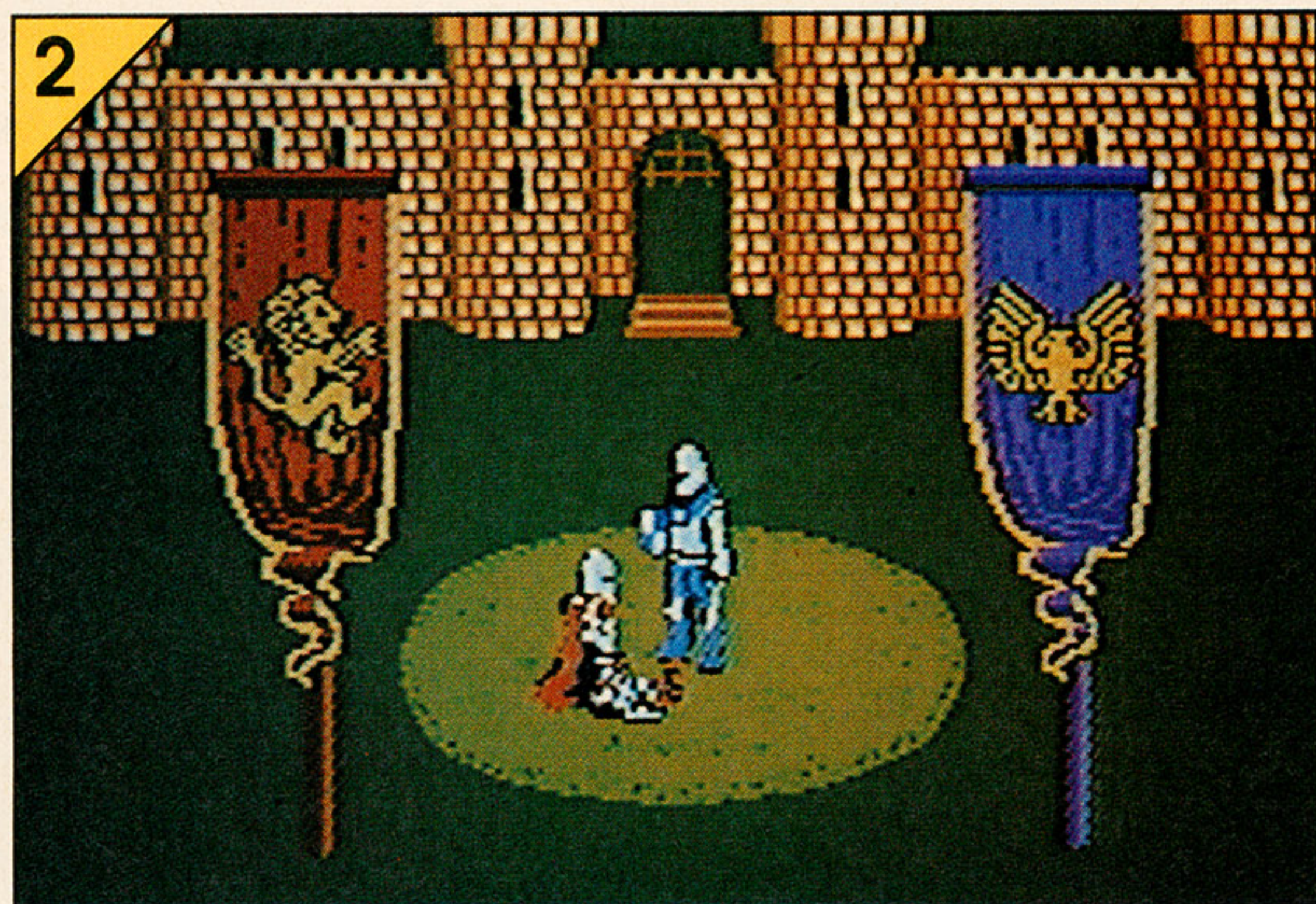
A Mad Dash

Data East has four new titles: *Dash Galaxy in the Alien Asylum*, *Heavy Barrel*, *Battle Chess*, and *Al Unser Jr. Turbo Racing*.

Dash Galaxy in the Alien Asy-

lum thriller adapted from a popular computer game. Your mission is to infiltrate an underground missile complex seized by terrorists. You have to fight hard and move fast, or millions of innocent people could lose their lives.

Battle Chess is another computer game translation. It brings the traditional board game of chess



drivers, racing bumper-to-bumper through 16 courses in 16 different countries.

From Taito comes *Target: Renegade*, the sequel to last year's *Renegade*. Mr. Big is back in town, and he still remembers the beating he took the last time he tried to tackle the Renegade. But this time he's going to see to it that the fight goes his way. He's even kidnapped our hero's brother to use as bait. This time, Mr. Big is determined to win.

To find your brother and defeat Mr. Big, you have to fight your way through seven levels, each with four scenes. You know Mr. Big is holed up at his hideout, the Pig Pen, but getting there isn't easy. You have to cross through the territory of just about every gang in town, and most of the gangs hate you as much as Mr. Big does. Using the baseball bats, fire extinguishers, and garbage cans you find along the way, you must do battle with one bad guy after another.

- 1 You'll move through qualifying heats and hopefully to a checkered flag in *Al Unser Jr. Turbo Racing*.
- 2 Blue knight takes red knight as the chessboard comes to life in Data East's *Battle Chess*.
- 3 Those motorcycle-riding hooligans are back for another crack at the Renegade in *Target: Renegade*.



EVERYTHING ELSE

The Power Glove. You plug it in like any joystick. But the similarity stops there. Because now you don't just guide the action. You're in the action.

As soon as you put on the Power Glove, its 3-D sensors track the position of your hand in space. You enter the program code. Calibrate the glove. Center it. And feel the mechanical moves of a joystick give way to free-flowing, instant response.

You actually knock out Mike

Tyson. Grab the steering wheel of Rad Racer.[®] All simply by moving your hand.

The Power Glove also gives you moves you've never had before—and never will have with a joystick. Twist your wrist for an immediate head butt in Double Dragon. Bend a finger for "Thrash Mode"—your character turns and shoots in all possible directions.

Bend another for "One-Shot Turnaround": you automatically change direction and fire faster than





IS CHILD'S PLAY.

you ever could with a joystick. With new moves at your disposal, the Power Glove makes your joystick games, especially vertical scroll games, new. Different. More exciting.

And that's only the beginning. Because with games specifically designed for the Power Glove, you'll be blown into another dimension: the third dimension.

In the '80's, all video game play occurred

in two dimensions: up, down; left, right. Starting in the summer of 1990, software designed for the Power Glove adds the third dimension—depth—so that you're playing in a "virtual reality." It's the future of video games. Years ahead of schedule.

So put on the Power Glove and put on the power of the future.

And feel everything else become child's play.



POWER GLOVE™

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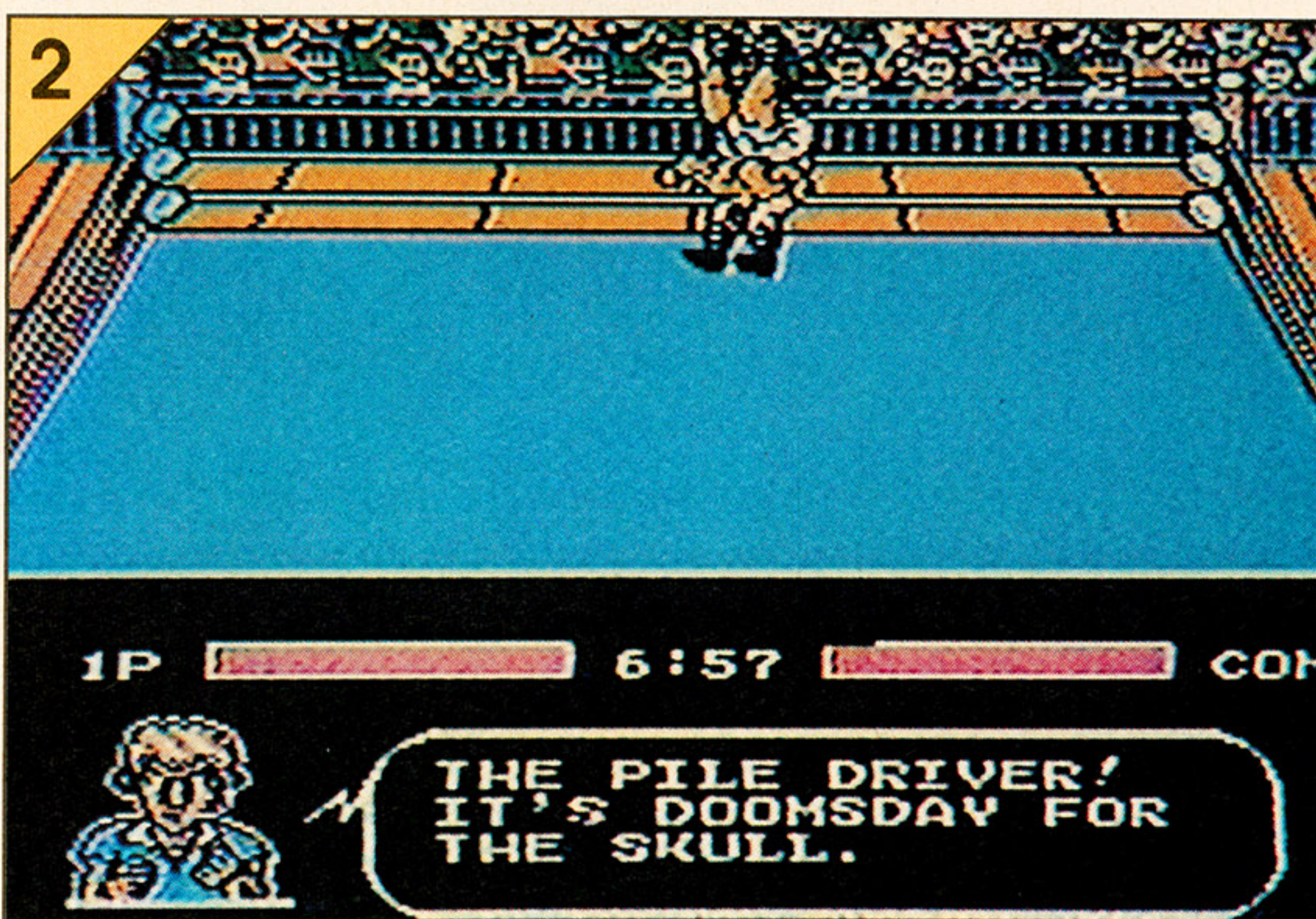
Another new Taito game is *Wrath of the Black Manta*, a martial arts brawler in which the Black Manta — an extraordinary ninja crime fighter — must solve a wave of kidnappings in New York City. As the mystery unravels, the Black Manta learns that the missing children are being held beneath the city in a labyrinth of tunnels. But discovering *why* they've been kidnapped, and exactly *where* they're being held, requires both detective work and fisticuffs.

The Black Manta's quest also takes him to Rio de Janeiro (where you explore a voodoo temple and a luxurious yacht) and Tokyo.

The Scorpion Deathlock

If you long to toss behemoths around like pillows, check out *Tecmo World Wrestling*. This latest entry in a growing lineup of Nintendo wrestling games features a ten-man league of pro grapplers. You can play as any of the ten men, pounding your way through the rankings in hopes of meeting the champion, Blue King.

Tecmo World Wrestling features big, detailed characters and some terrific special moves, such as the Scorpion Deathlock, the Brain Buster, and the ever-popular Metal Post Slam. An announcer gives blow-by-blow reports of each match, and a strength-conditioning screen lets you build your



muscles with a workout in the gym.

In Hudson Soft's *Xexyz*, it's the year 2777. After centuries of war and environmental destruction, only five islands remain on an otherwise water-covered planet. The islands are united as the nation of Xexyz, inhabited by the humans, fairies, and spirits that survive.

One day, peaceful Xexyz was attacked by Goruza, a mechanical fortress from outer space. Only one man dares to challenge Goruza — the warrior-prince Apollo, who is determined to overthrow Goruza's tyranny. As Apollo, you must defeat the dangerous creatures guarding five castles and release the captive damsels inside.

GP



- 1 This bad guy is about to taste the *Wrath of the Black Manta*, the latest ninja-warrior hero.
- 2 In *Tecmo World Wrestling*, the sportscaster keeps you up to date on even the most obvious details.
- 3 *Xexyz* is an action-quest game reminiscent of *Zelda II*. Here, a friend offers to sell you a mighty weapon, the 45B ball.

NEW FROM SETA™

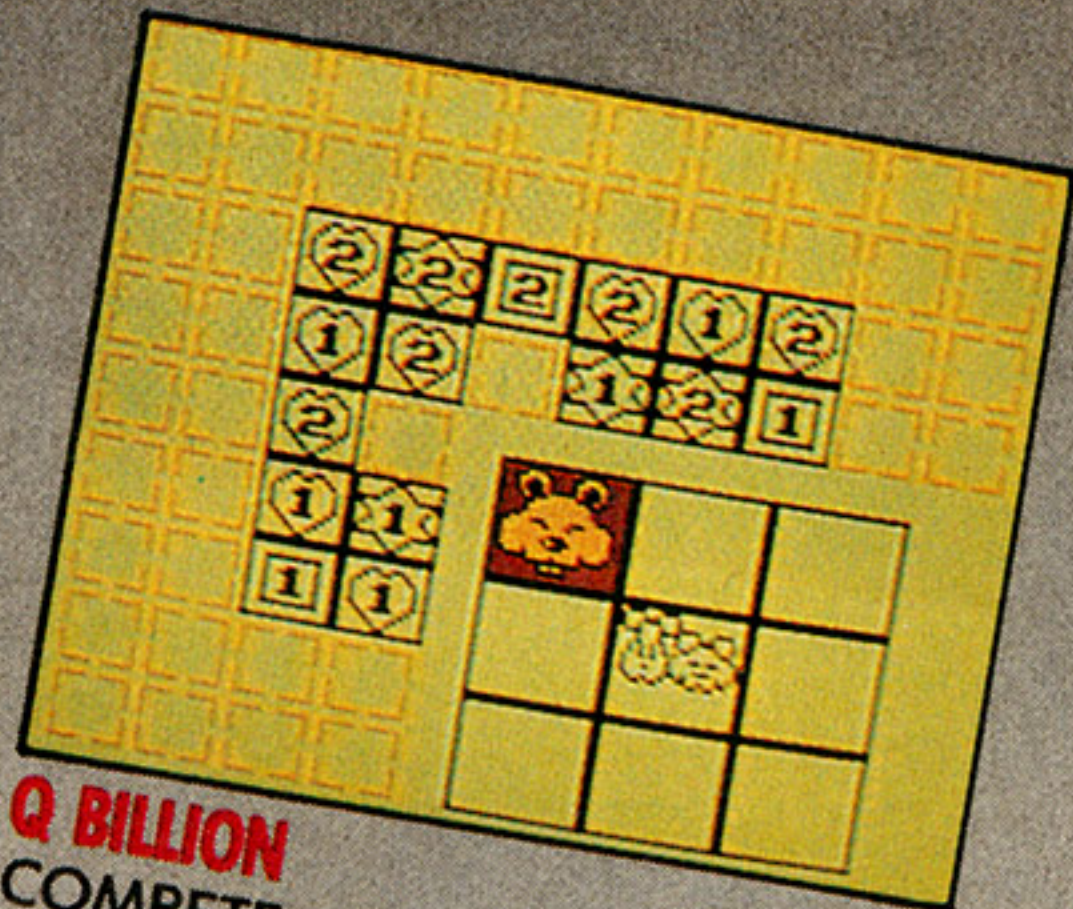
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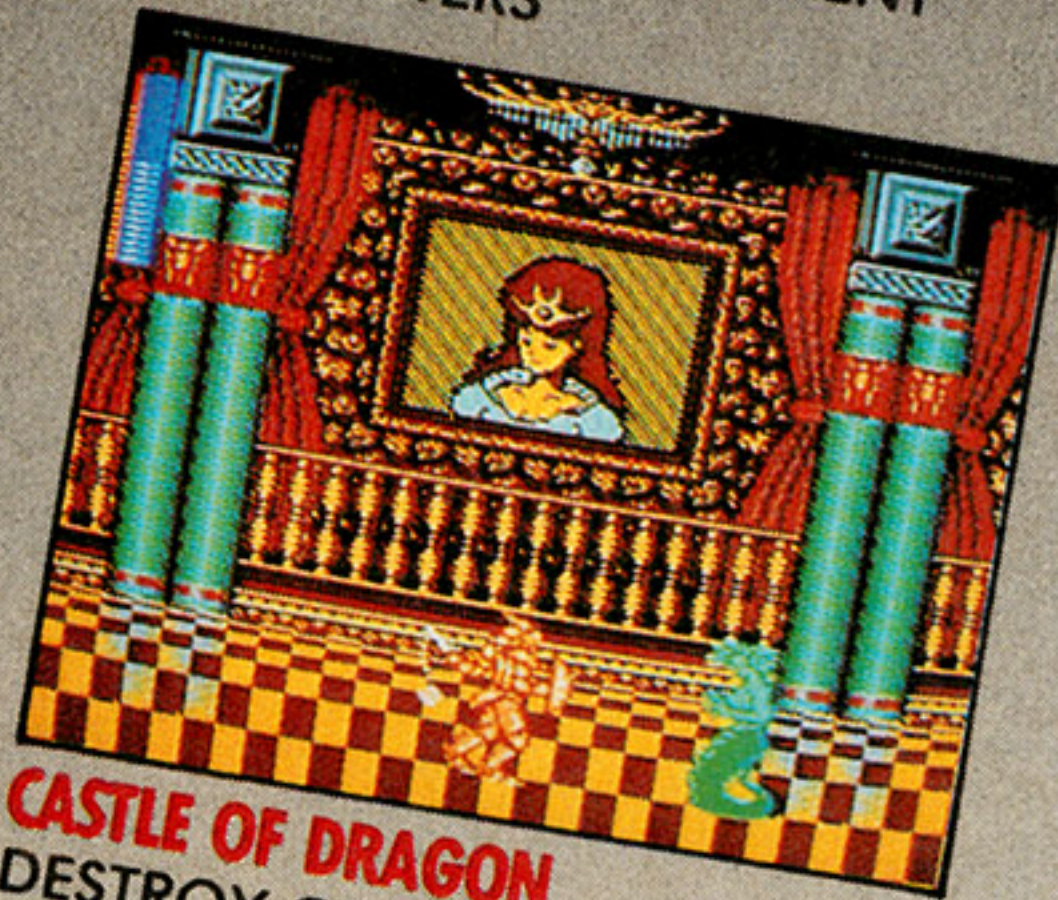
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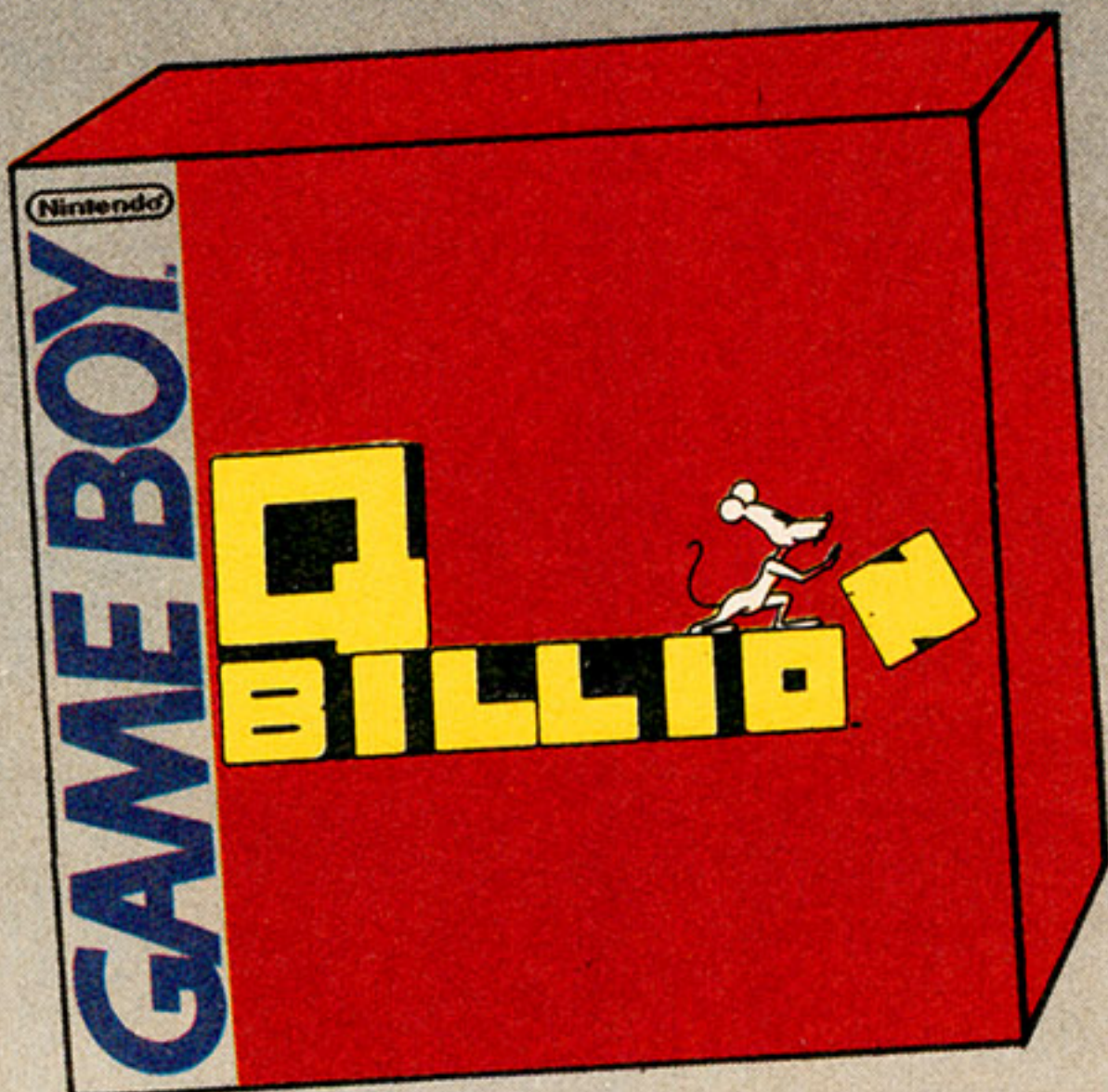
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ON 6 LEVELS



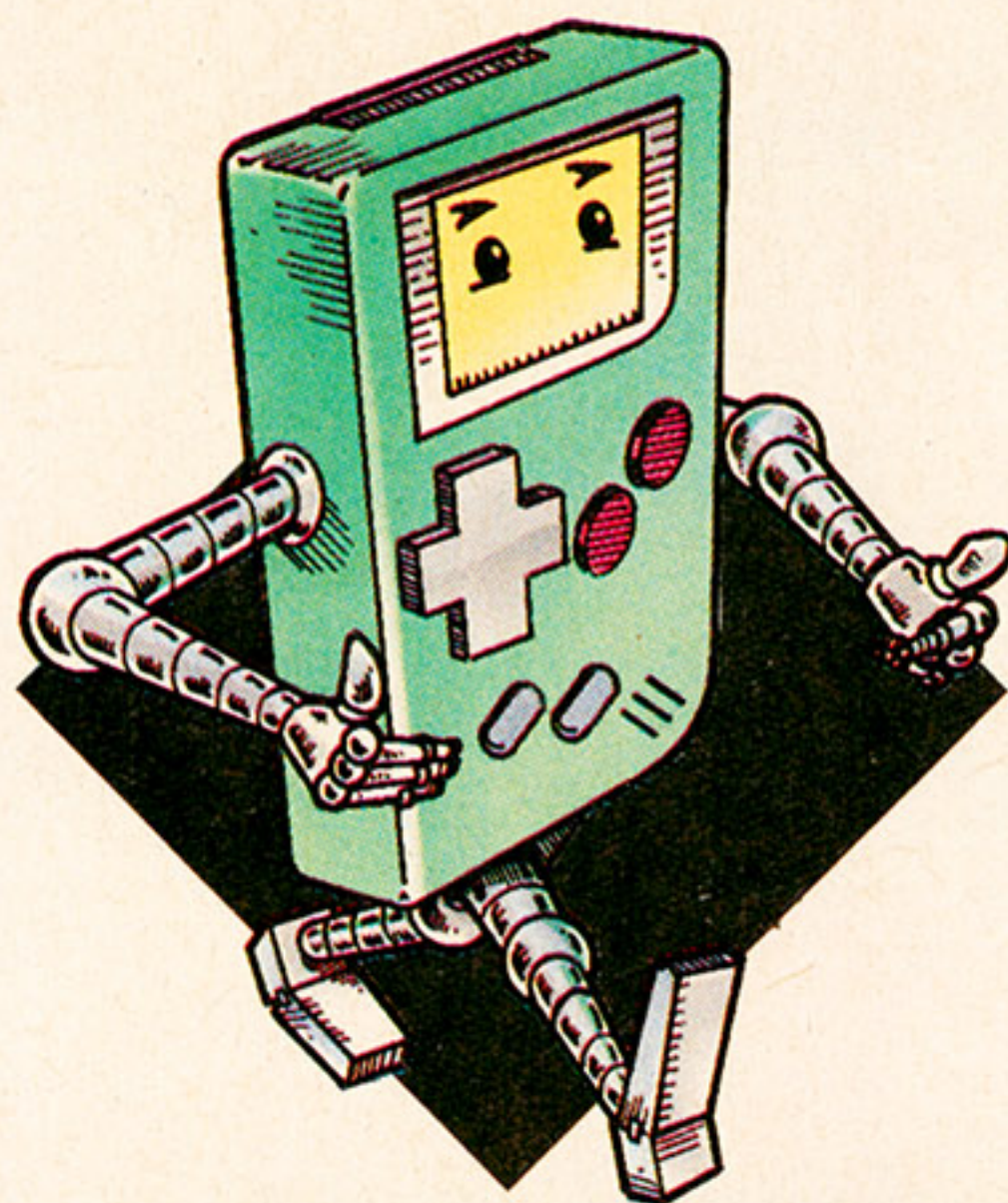
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Is there life after *Tetris*?

You bet. Sure, *Tetris* is a great game that works surprisingly well on the Game Boy. But it's not the whole world anymore. The avalanche of new titles we've been talking about for the last couple of months is finally starting to shake loose. By the time you get this issue, you should be able to find a dozen or more new games in town.



GAMEBOY PLAYERS

Games Galore!

Tom R. Halfhill



1

The Amazing Spider-man is a new action-adventure game based on Marvel Comics' famous superhero.

2

Spider-man: There's Spidey in typical form, swinging like Tarzan above the streets of the city.

3

Spider-man: Weaving webs isn't Spidey's only trick. He can jump pretty well, too.

4

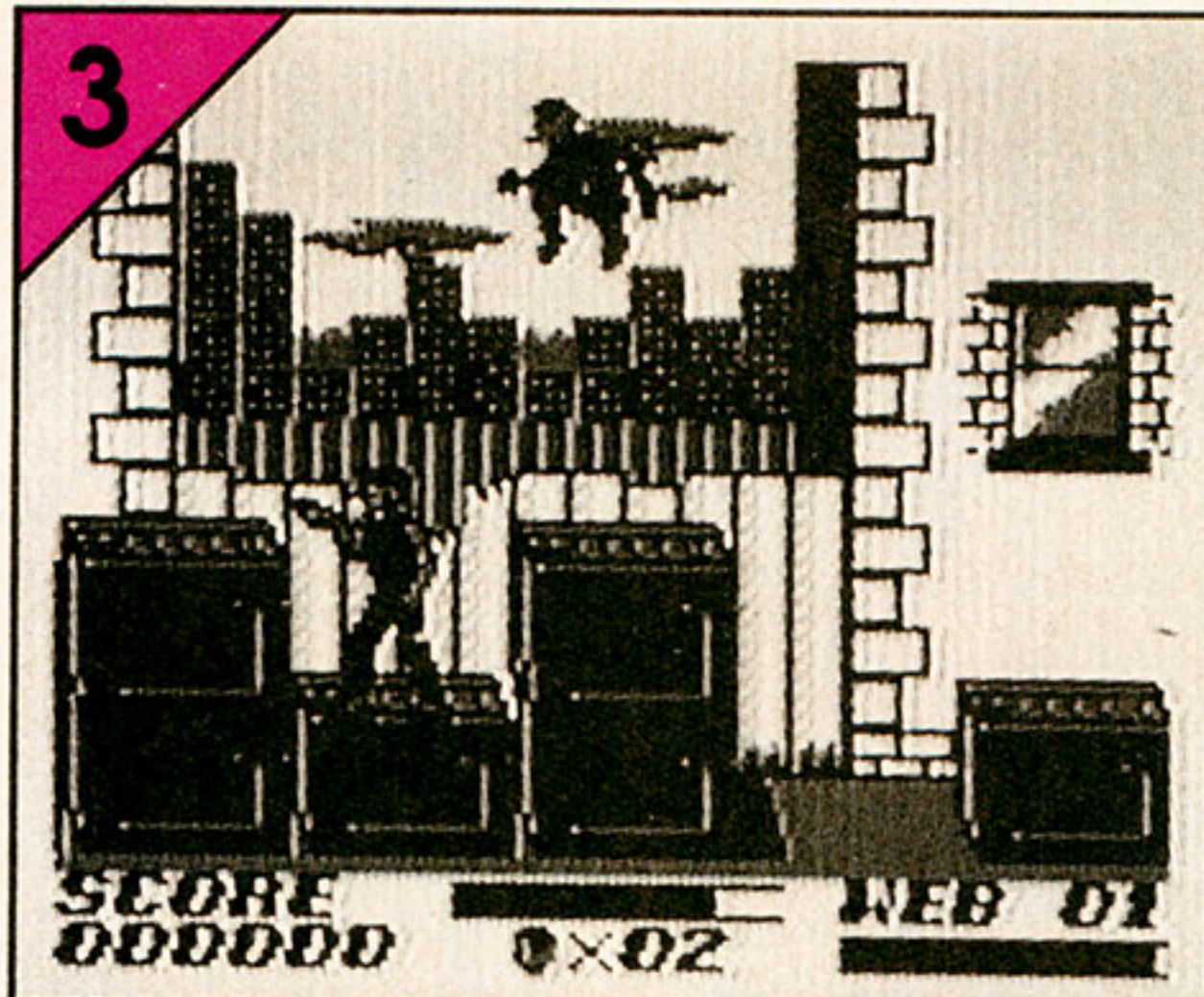
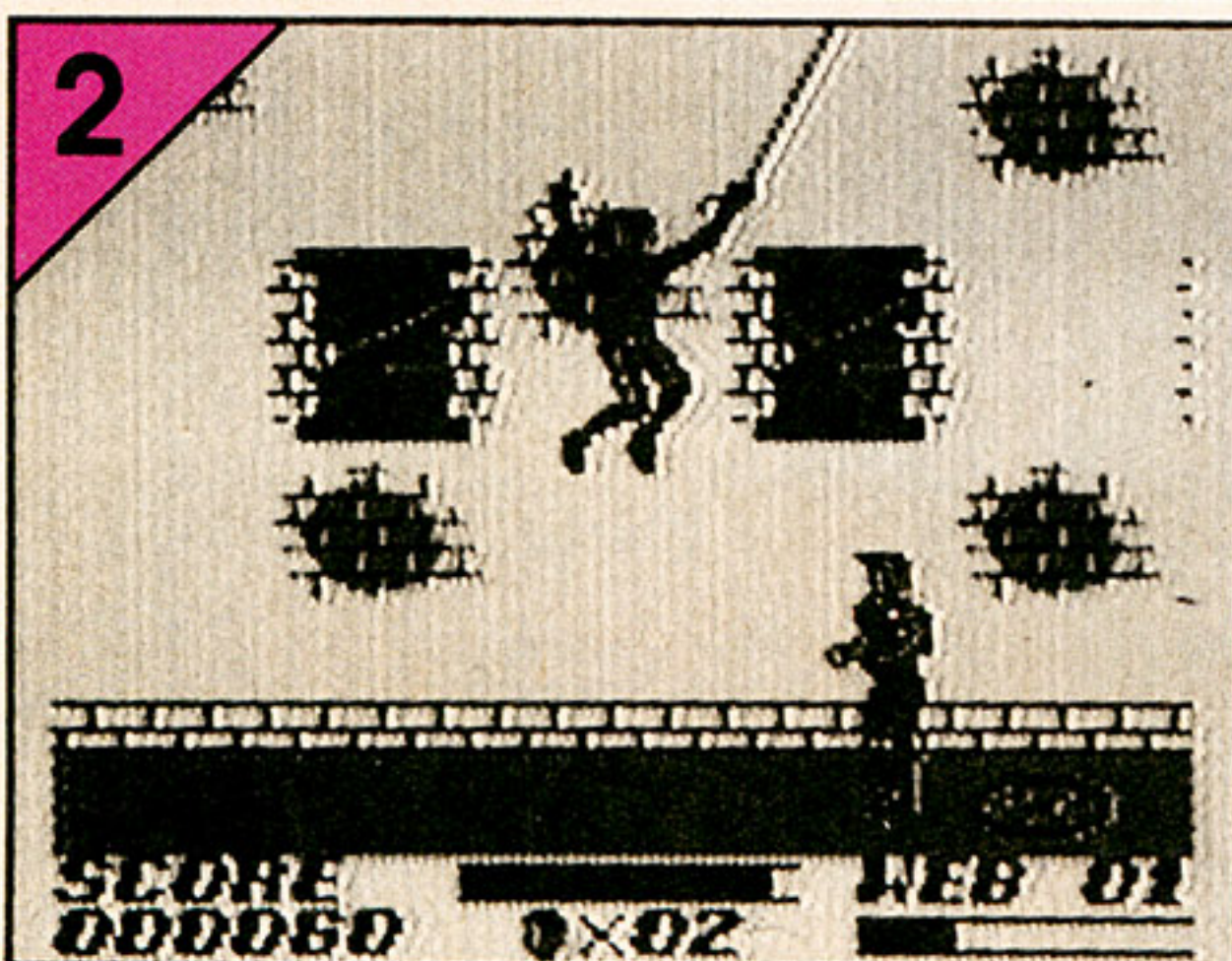
Spider-man: Spidey gets ready to dispatch a couple of young toughs. Could it be that Billy and Jimmy Lee got lost on their way to *Double Dragon III*?

5

Spider-man: Scorpion is the boss of level 3. Whatever you do, stay away from his tail!

6

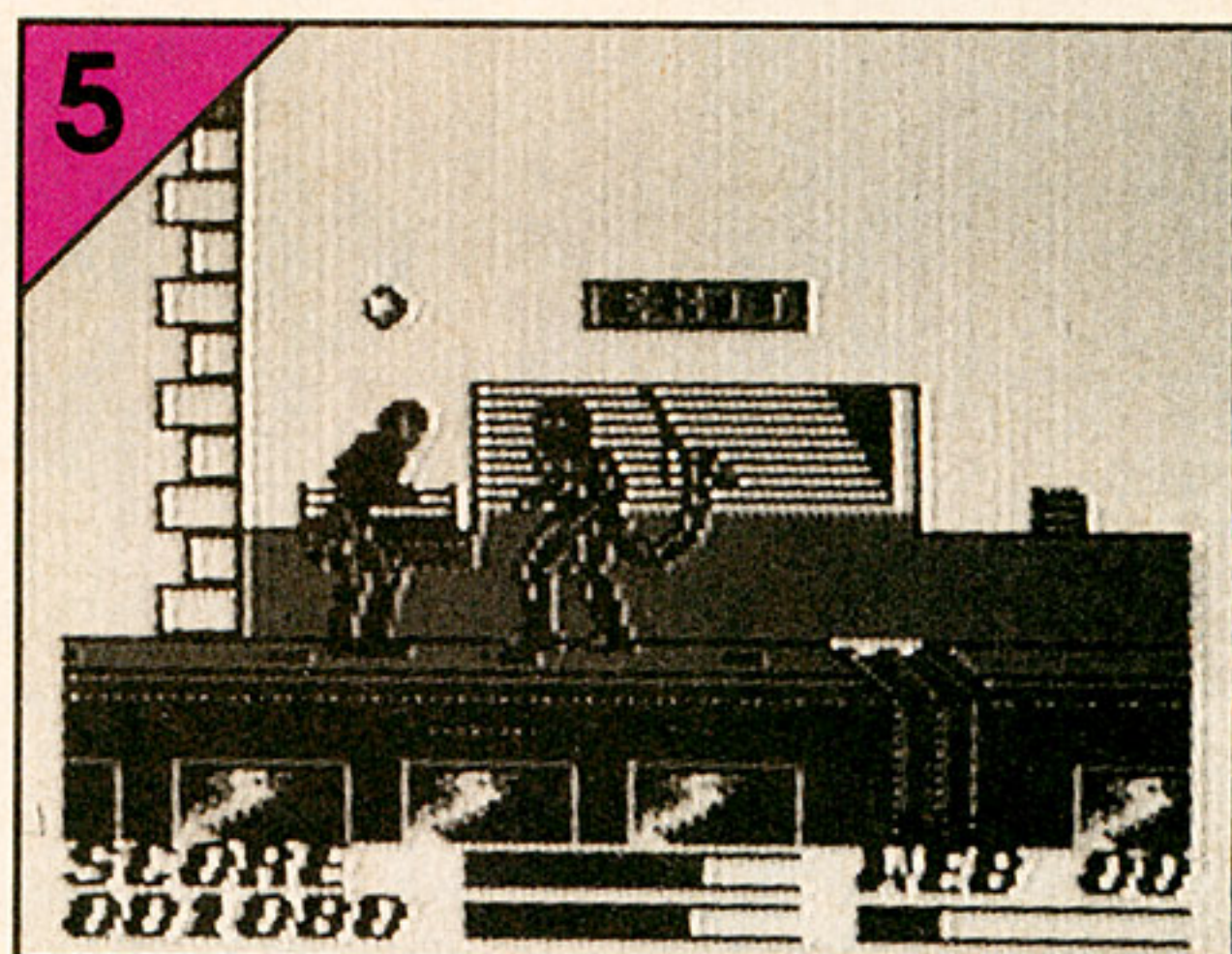
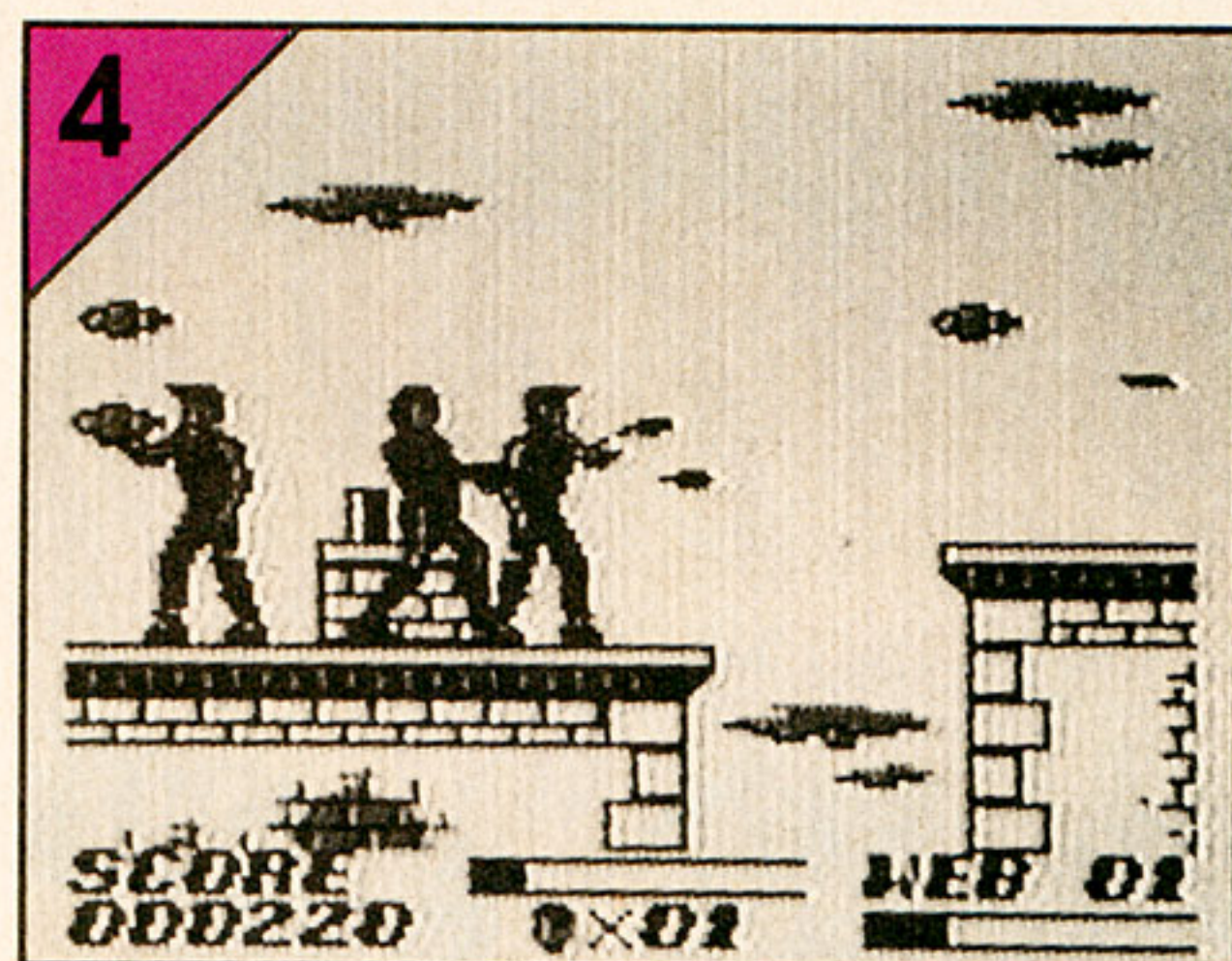
Spider-man: Climbing up walls isn't so hard, but watch out for that guy in the window.



We'll be reviewing many of these games in depth in upcoming issues. For now, let's take a quick look at each one so you'll know what to expect.

Web Wars

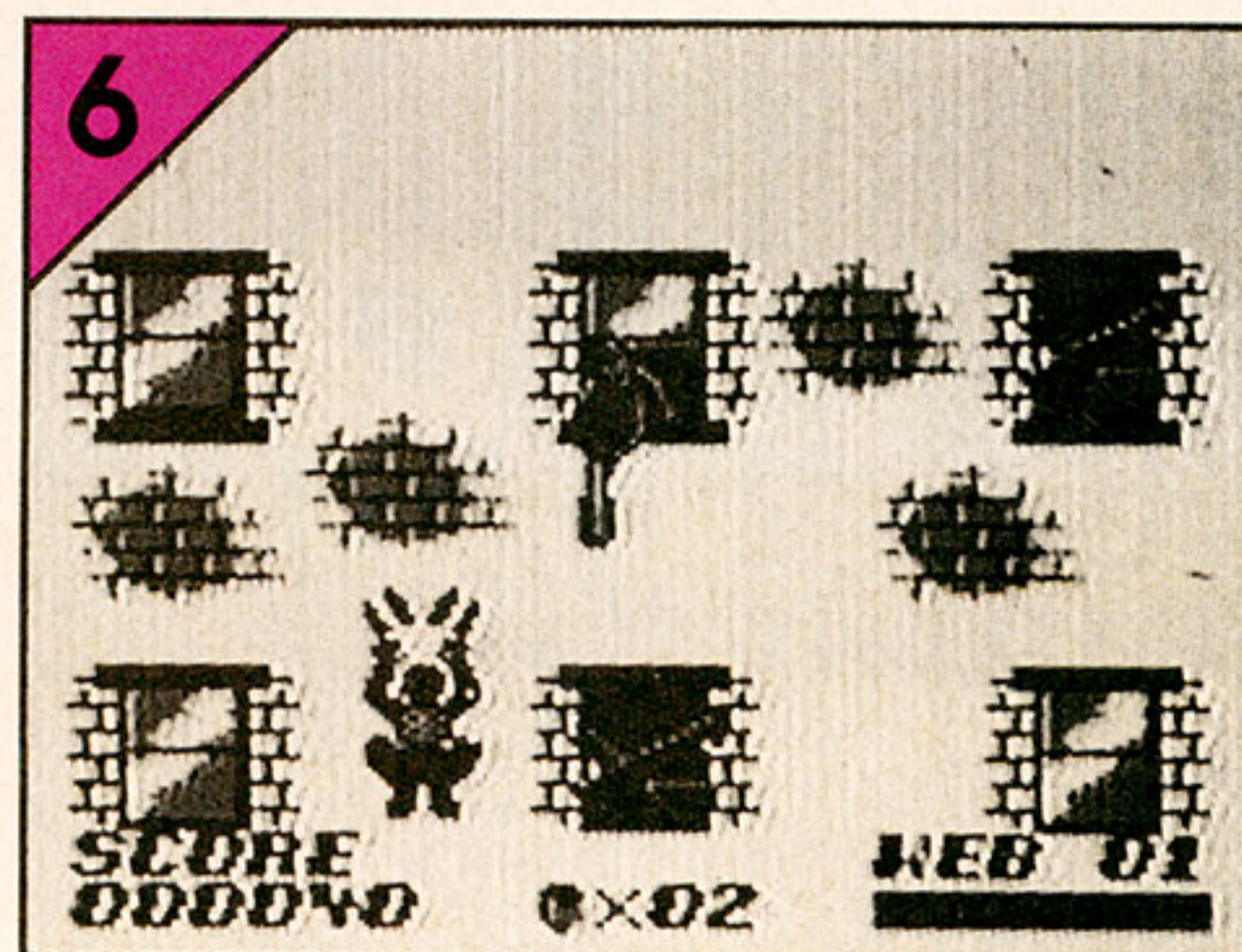
Who needs that gloomy Bat-brain when you can have Spidey? That's right, *The Amazing Spider-man* is coming to Game Boy, and his enemies aren't joking around. This



game has the potential to become one of the hottest action-adventures released for the Game Boy this year.

As Spider-man, a superhero with spiderlike powers, you're on a mission of vengeance and justice against a series of oddball arch-enemies. Some of the level bosses you'll face are Mysterio, Hobgoblin, Scorpion, Rhino, Doc Octopus, and Venom.

Most of the action takes place on horizontally scrolling screens with desolate urban backgrounds. But on level 2 (Hobgoblin) and level 5 (Doc Oc), the screens scroll both horizontally *and* vertically as you scale walls and climb buildings to grapple with your foes. *The Amazing Spider-man*, from Enteractive (a division of LTN), is scheduled for release by June.





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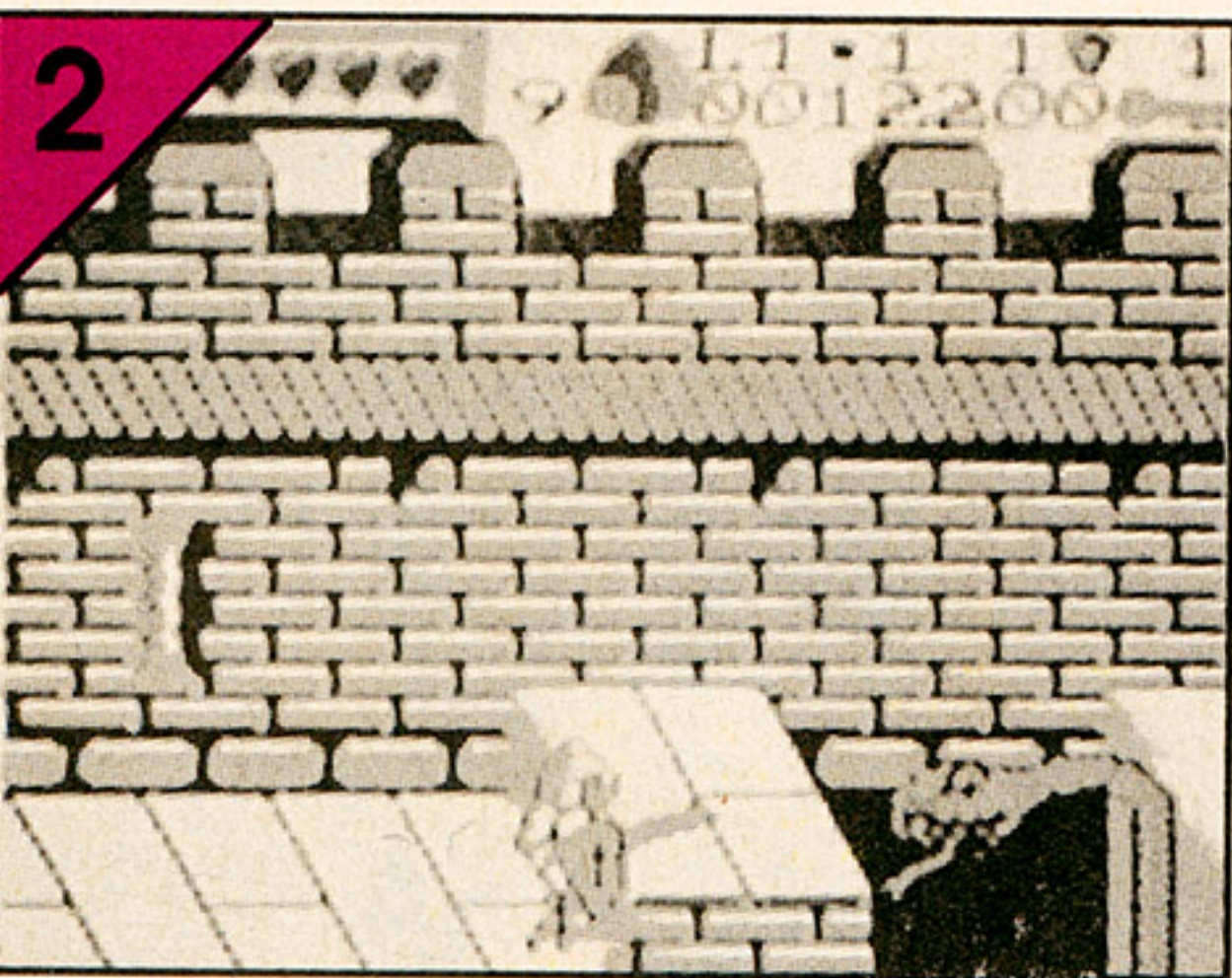
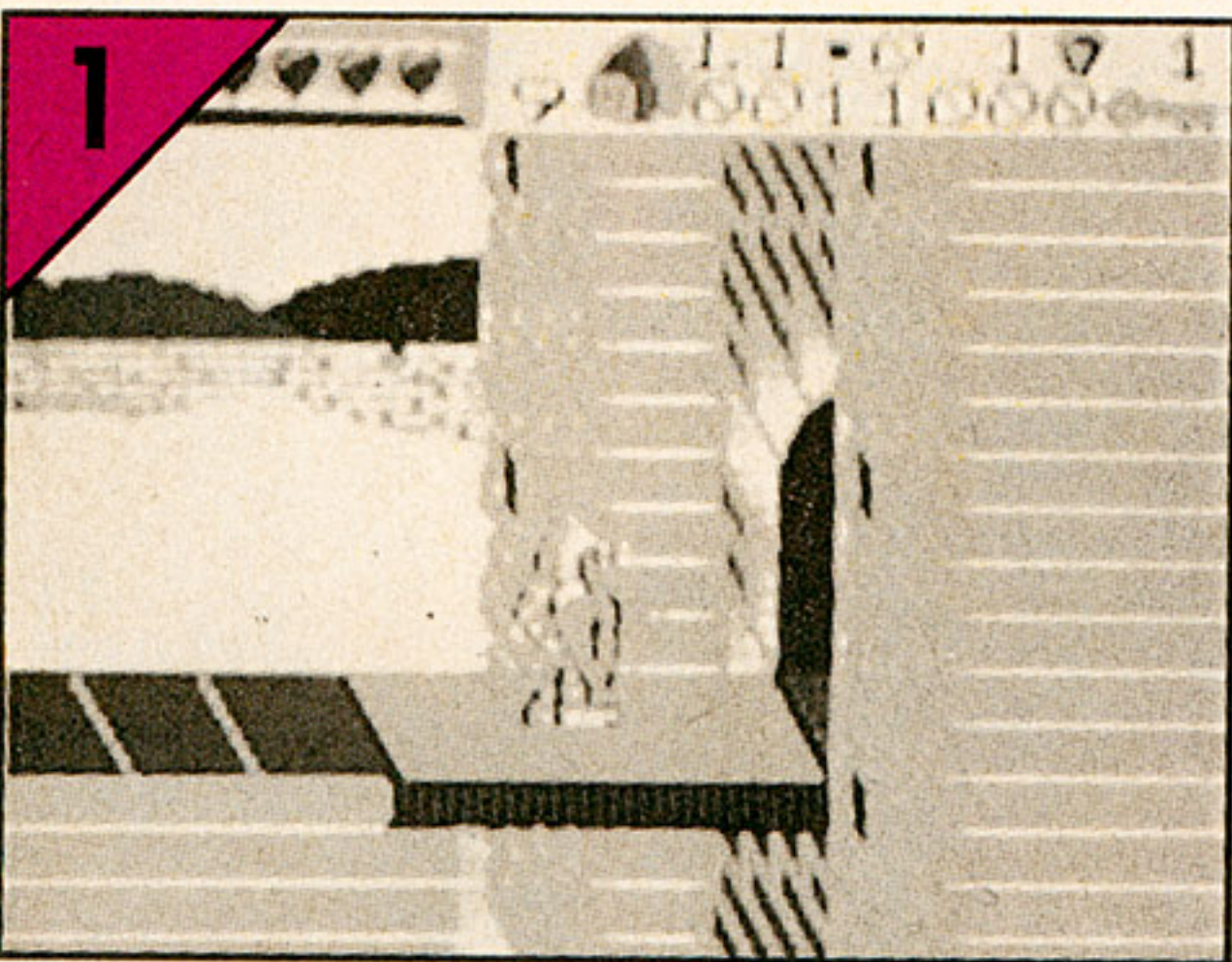
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The *Game Player's* Pro-Tip Hotline costs \$1.25 for the first game, and just 75 cents for each additional game. Don't forget to ask your parents' permission before making your calls.

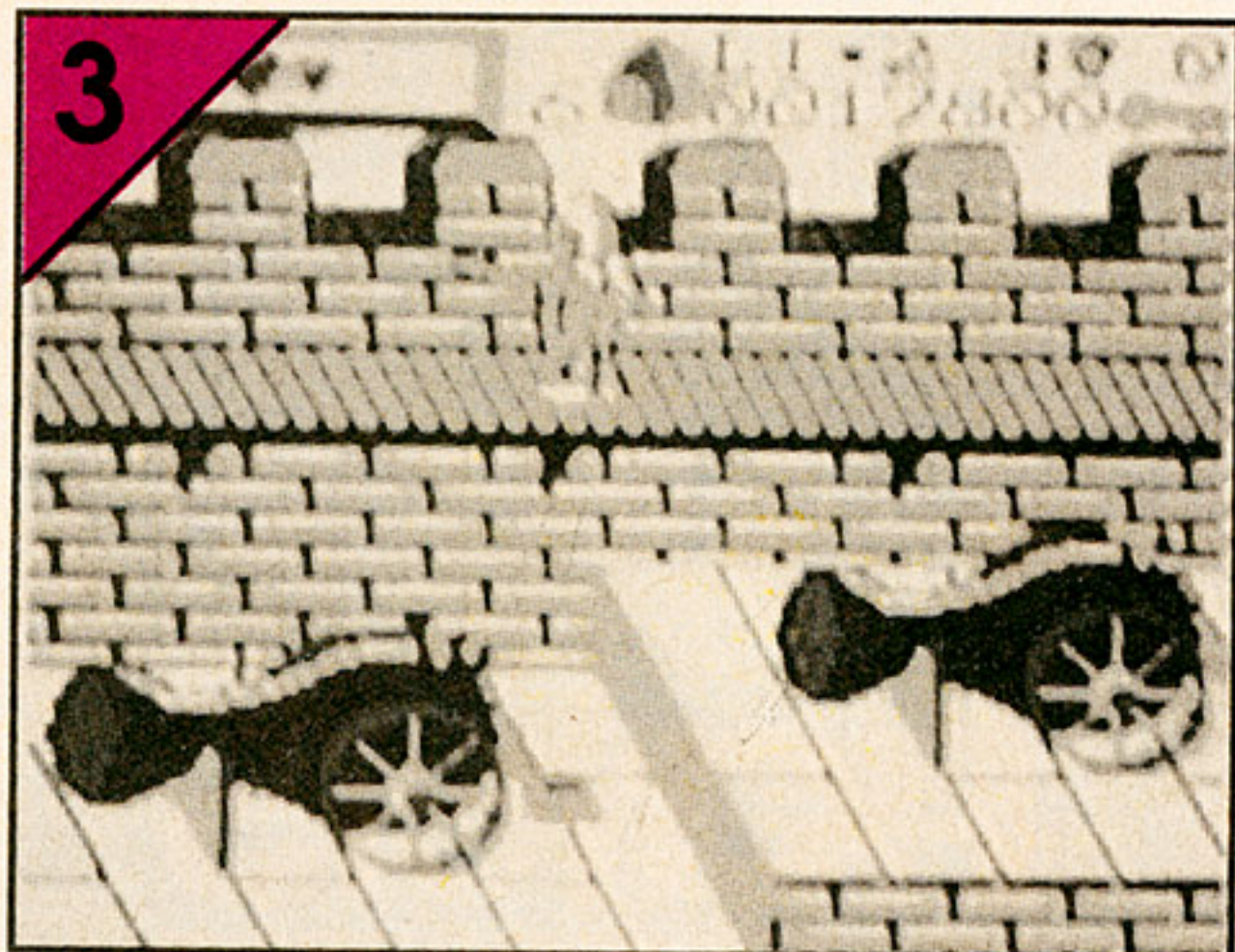
GAME
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GAMEBOY PLAYERS

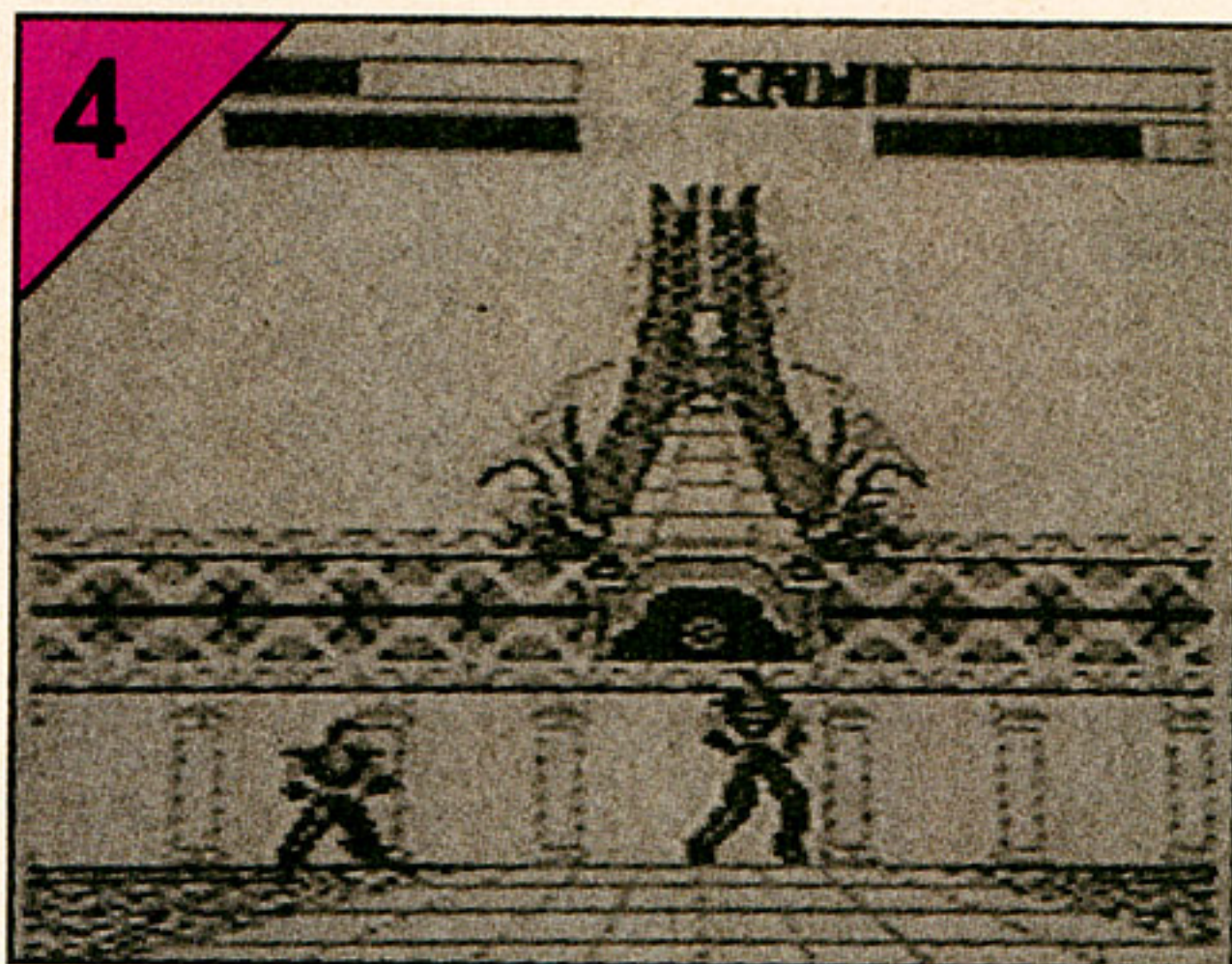


Another exciting action-adventure is *Wizards & Warriors Chapter X: The Fortress of Fear* from Acclaim Entertainment, the same company that makes *Wizards & Warriors* and *IronSword: Wizards & Warriors II* for the full-size Nintendo Entertainment System. Are you wondering what happened to *Wizards & Warriors III* through *IX*? So are we. Acclaim seems to have skipped seven sequels when it assigned a



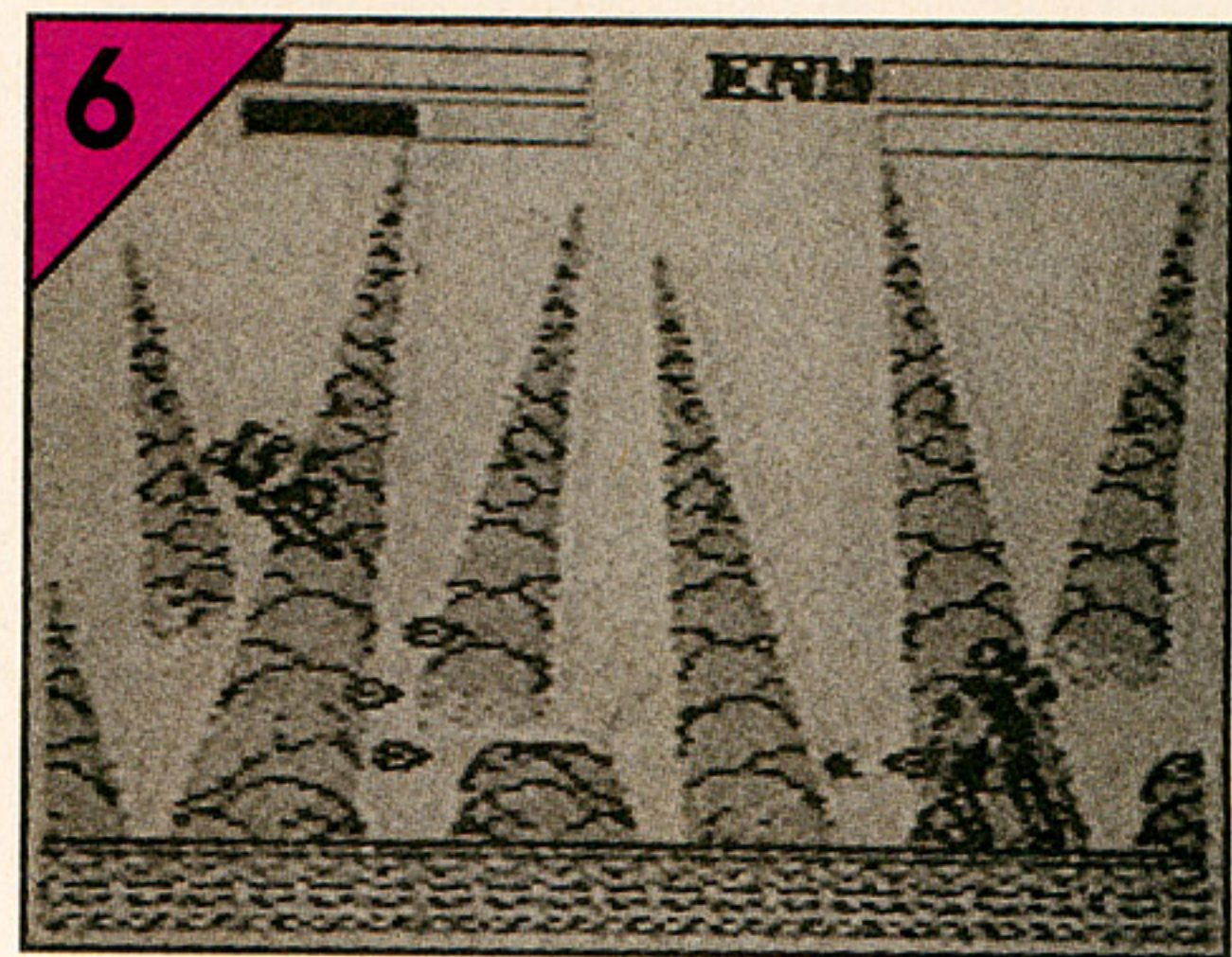
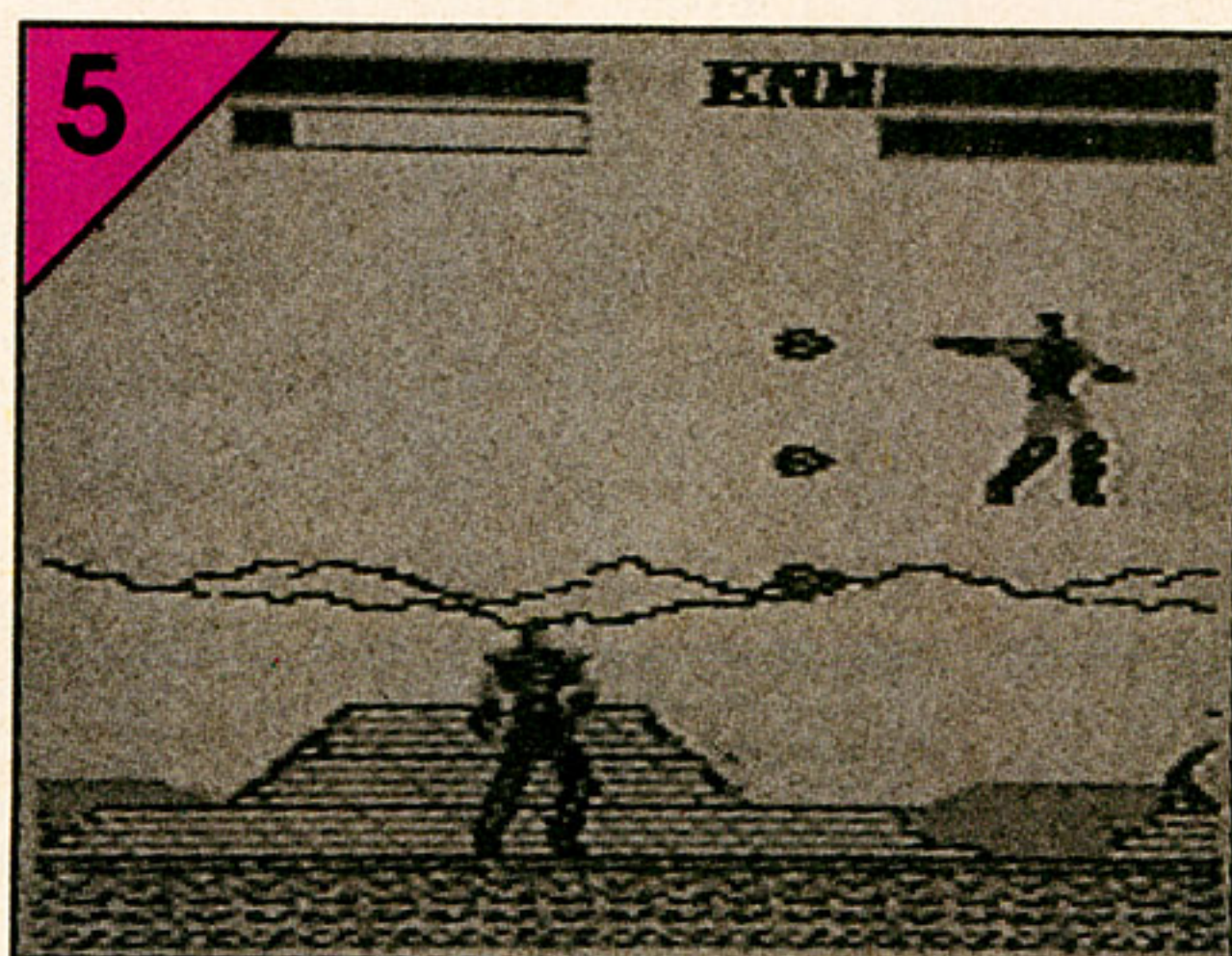
number to the Game Boy version. (Maybe, like the NFL with its Super Bowl, Acclaim just wants to see how well we know our Roman numerals.)

At any rate, *Wizards & Warriors X* looks like a great game. In fact, it's remarkably similar to the NES version. Our hero, the brave knight Kuros, has survived the transition to the small screen tolerably well. The only tricky part is the jumping (and there's a lot of jumping, as *Wizards & Warriors* veterans know). When leaping from platform to platform, you've got to watch the small screen very closely to keep from losing your footing.



Another Acclaim title for the Game Boy is *WWF Superstars*, a body-slamming wrestling game. And on page 86, we have a full review of Acclaim's third Game Boy title, *Kwirk: The Chilled Tomato*, a change-of-pace puzzle game.

The Game Boy seems to be attracting several brain teasers, in fact. Vic Tokai's new *Daedalian Opus* is as puzzling to play as it is to pronounce. In the ancient land of Daedalus, you must journey down a path barricaded by numerous blocks and other items.



Only by rearranging the obstacles can you complete your journey.

Another puzzle game is Taito's *Flipull*. Your goal here is to knock out a pile of assorted cubes before time runs out. With 50 increasingly difficult levels, plus a combination of action and strategy, *Flipull* could be the next *Tetris*.

Brawl Games

Who are Wiggle, Jaggi, Hyo, Falco, and Shin? No, they're not the Japanese Marx brothers. They're your opponents in Electro Brain's new *Fist of the North Star*. This martial arts punch-em-out lets you play alone against the computer, team up with a second player, or challenge a friend to a showdown. (The last two modes require two car-

1 *Wizards & Warriors Chapter X: The Fortress of Fear* is the first version of the popular *Wizards & Warriors* series for the Game Boy.

2 *Wizards & Warriors*: The fearless knight Kuros fights his way through the Fortress of Fear toward a final showdown with the evil wizard Malkil.

3 *Wizards & Warriors*: Hazards aplenty await Kuros in Malkil's mighty castle.

4 *Fist of the North Star* is a martial arts punch-em-out that pits you against gangs of bizarre foes.

5 *Fist of the North Star*: The power bars at the top of the screen show whether the player or the enemy is winning a fight.

6 *Fist of the North Star*: Exotic scenery fills the backgrounds of many stages.

From Out of
the Darkness Shall
Arise
a Challenge
to Your Wisdom.

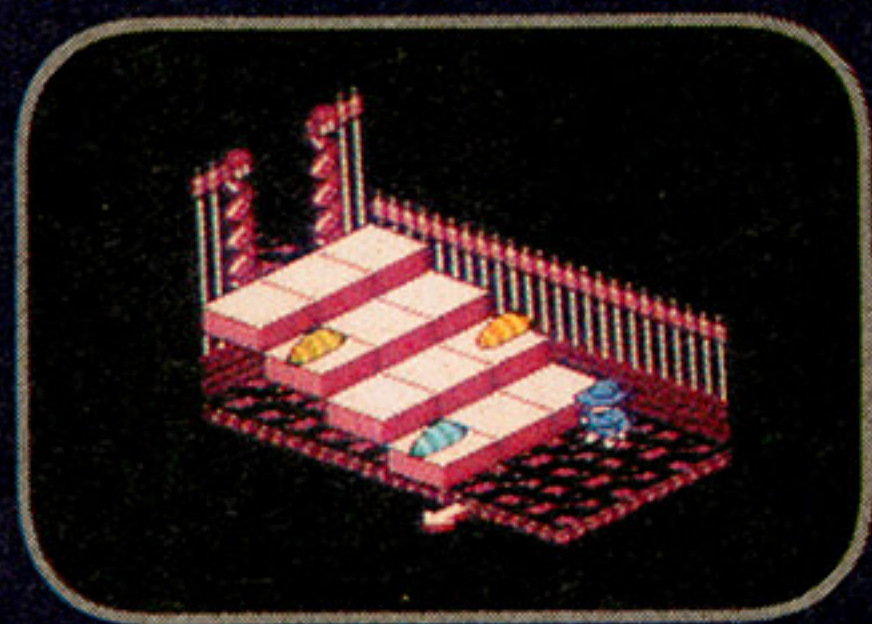


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tridges and Game Boys connected with a video link cable.)

For those who prefer their mayhem officially sanctioned and refereed, Konami is releasing *NFL Football*. You can coach any of the 28 NFL teams and choose from a wide variety of offensive plays and defensive formations. Although the game keeps track of statistics and offers chalkboard diagrams of

1

NFL Football: Chalkboard diagrams help you choose offensive plays, such as this slot-T run.

2

Nemesis is a space shoot-em-up with fast action and highly detailed graphics.

3

The Bugs Bunny Crazy Castle sends our favorite rabbit on a rescue mission through a maze of rooms and doorways.

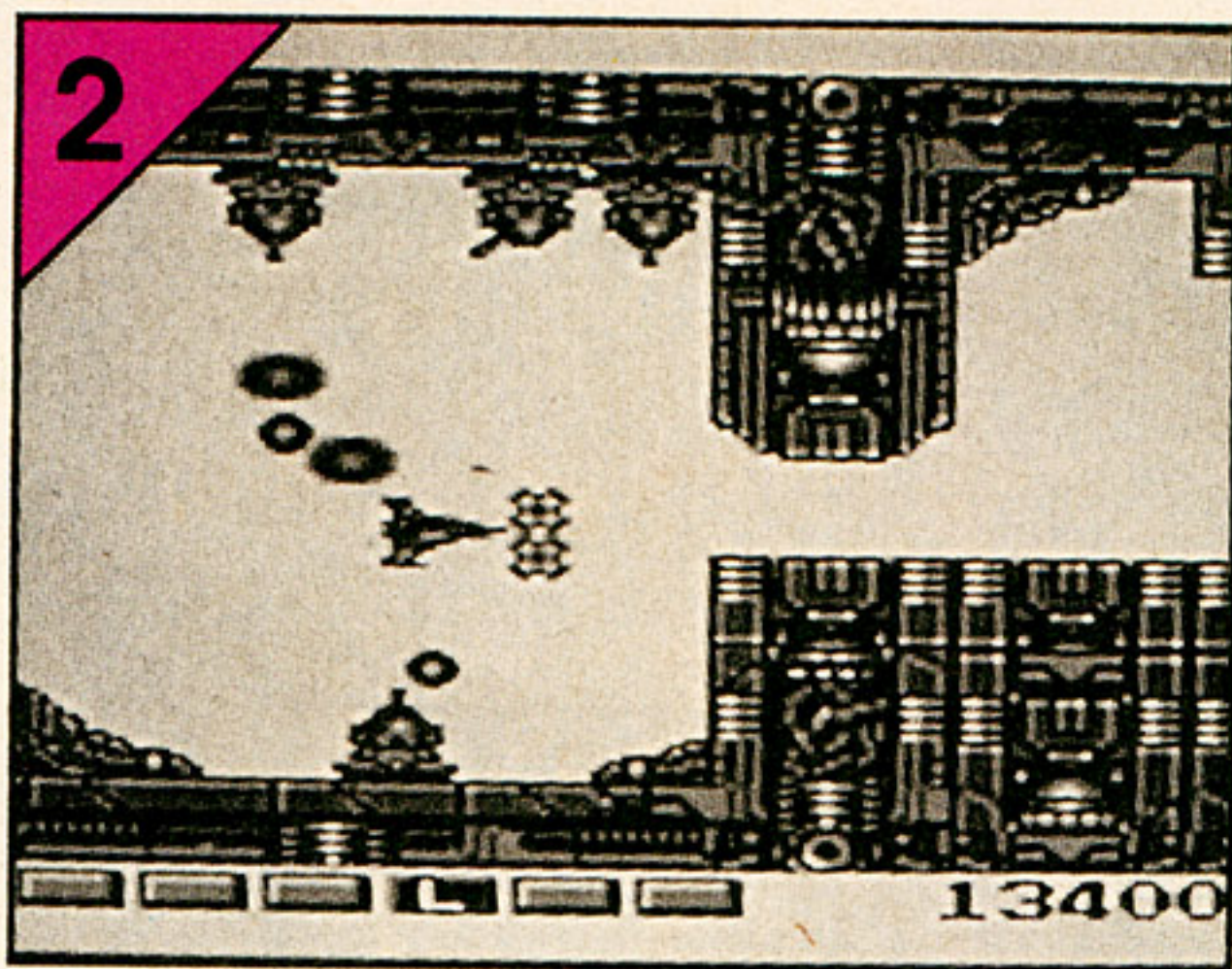
4

Bugs Bunny: Sylvester the cat is among the fellow cartoon characters who co-star with Bugs.

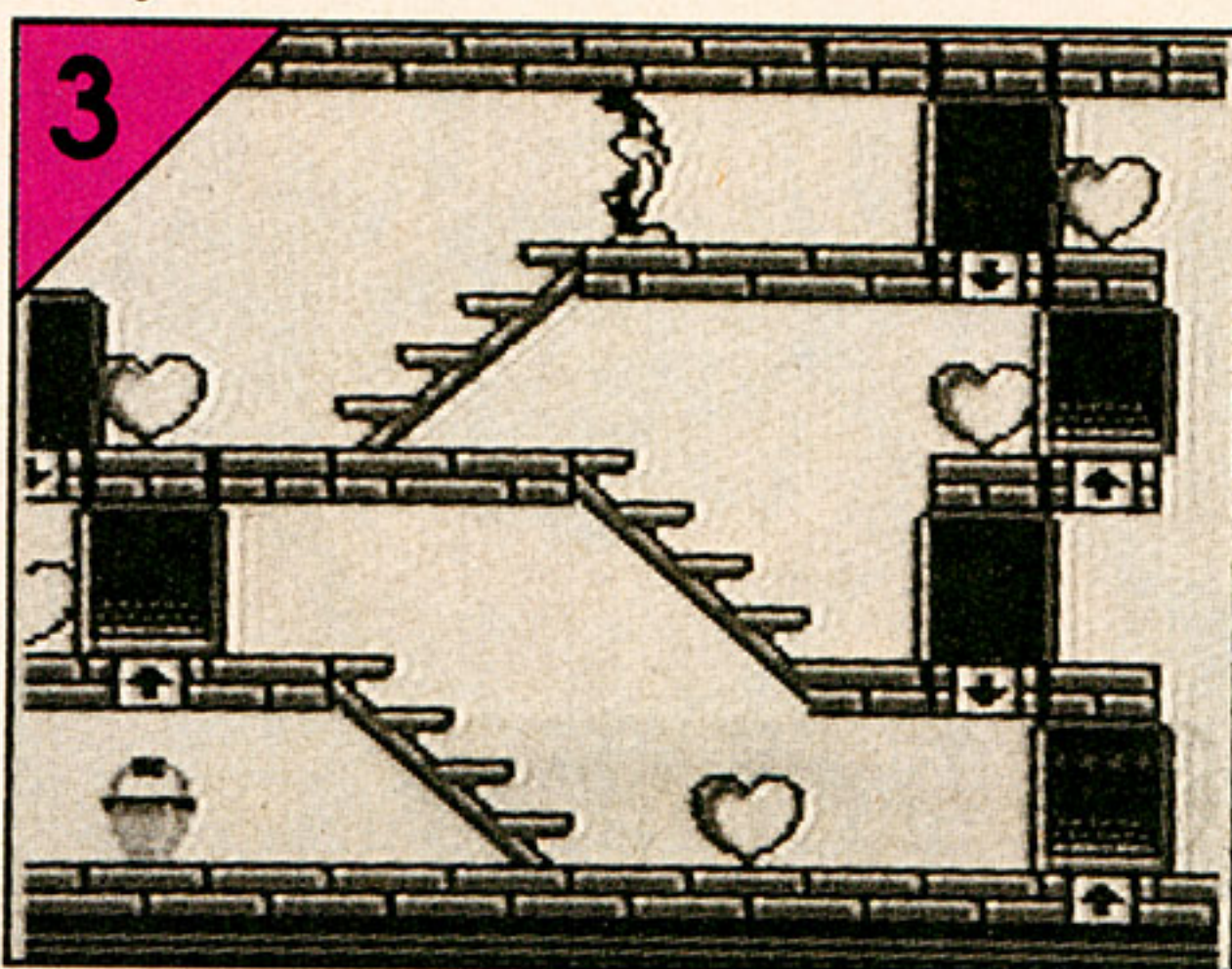
plays, the emphasis is on the action — when the ball is snapped, you take control of the individual ball carrier or tackler. You can either play against the computer or (with a video link cable) challenge a friend who also has a Game Boy and *NFL Football*.

1

SAN FRAN		BUFFAL	
0 PTS		0 PT	
TIME			
14:10			
BALL ON		DOWN	
1P	33 YDS	1	
YDS TO GO		QTR	
10 YDS		1	



Konami's subsidiary, Ultra, is bringing out *Nemesis*, an outer space shoot-em-up with highly detailed graphics. As chief of the Interplanetary Police, you've got to collar King Nemesis, who was just released from the Solar Slammer on a technicality. As you pursue Nemesis across the galaxy in your Proteus 911, swarms of his henchmen try to cash in the million-dollar contract he's put out on your life.

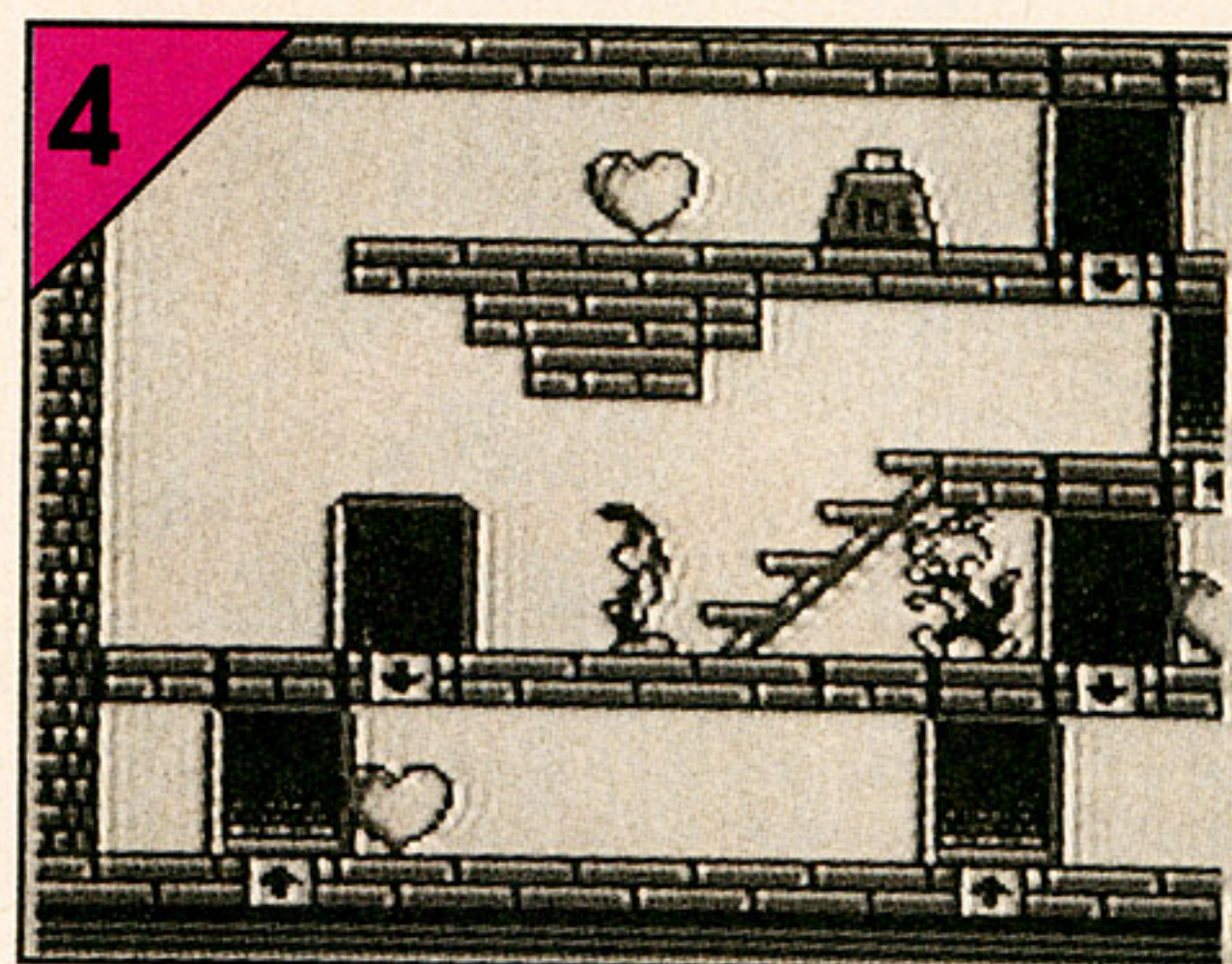


And speaking of shoot-em-ups, the all-time classic alien-zapper will soon make its debut for the Game Boy: *Space Invaders*. This is the game that made videogames famous when it first appeared in pinball arcades in the late 1970s. Taito says its Game Boy version will be a faithful translation of the original, with the same cast of buglike aliens who relentlessly descend from the top of the screen as you try to blast them with your laser.

On the lighter side, check out Kemco-Seika's *The Bugs Bunny Crazy Castle*, a Game Boy version of the NES game. Bugs Bunny's girlfriend has been kidnapped, and you've got to guide Bugs through 54 levels of a mazelike castle to

find her. Bugs' enemies include such fellow cartoon characters as Sylvester the cat, Wile E. Coyote, Daffy Duck, and Yosemite Sam.

If baseball is your game, you now have an alternative to Nintendo's own *Baseball* for the Game Boy — Jaleco's *Bases Loaded GB*. Adapted from the popular *Bases Loaded* and *Bases Loaded II: Second Season* games for NES, *Bases Loaded GB* lets you assemble your own lineup from a selection of players with individual strengths and weaknesses. You can either play the computer, or hook up a video link cable to another Game Boy and play a friend.

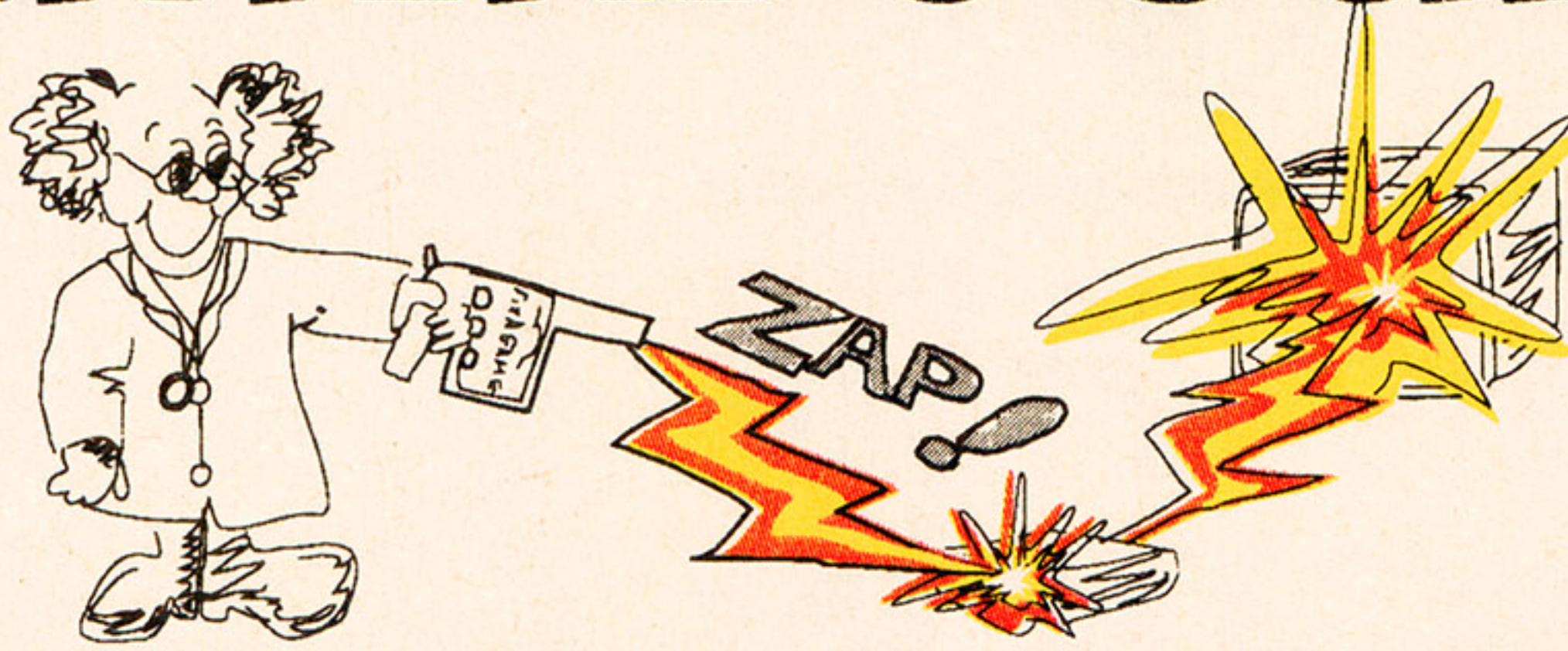
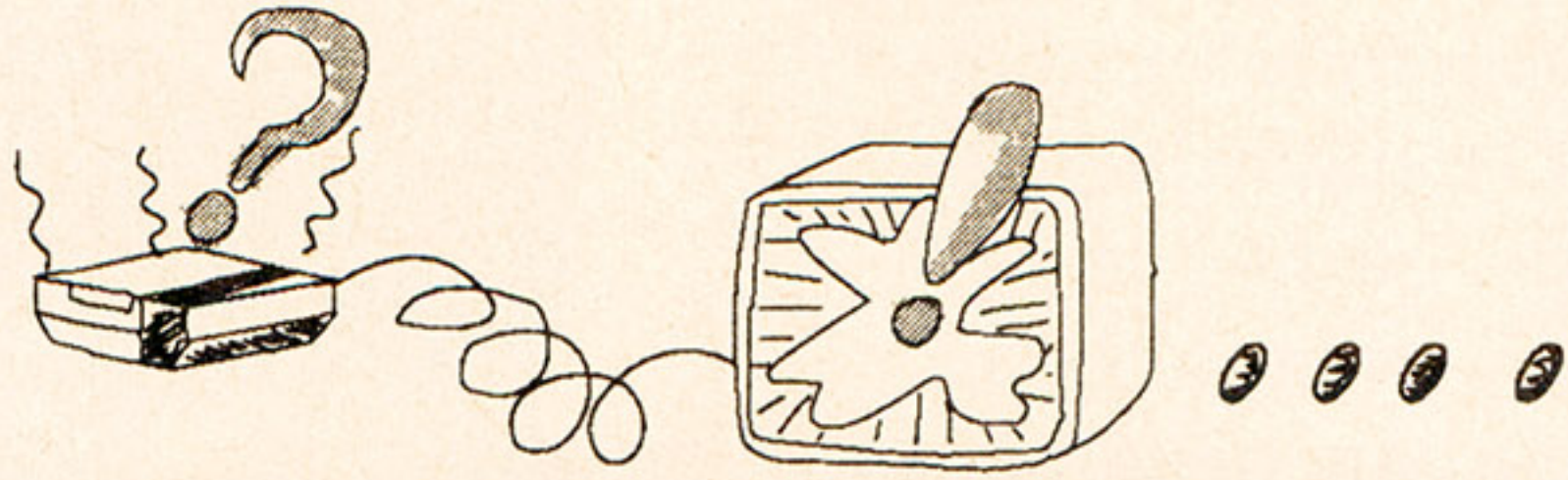


Most of the games we've mentioned should be available by mid-summer, but even more are coming later. Additional titles to look for include Ultra's *Skate or Die* and *Teenage Mutant Ninja Turtles: Fall of the Foot Clan*; Activision's *Malibu Beach Volleyball*; Bandai's *Hyper Lode Runner*; CSG's *Soccer Mania*; FCI's *Boxxle*; Gametek's *Wheel of Fortune*; Meldac's *Heiankyo Alien*; Romstar's *World Bowling*; Seta's *QBillion*; Sofel's *Wall Street Kid* and *Monster Master*; Square Soft's *The Great Warrior SAGA*; and Sunsoft's *Navy Blue*.

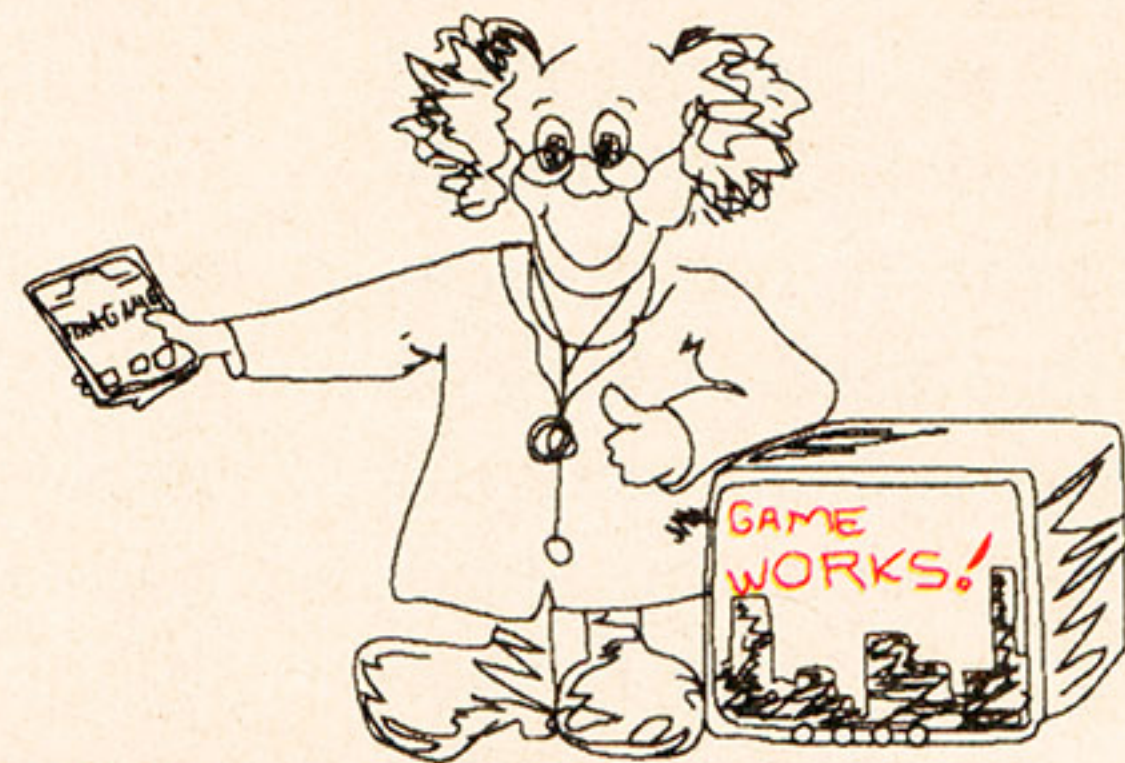
GP

DOES YOUR SYSTEM HAVE A

CASE OF NINTENDO SCRAMBLES?



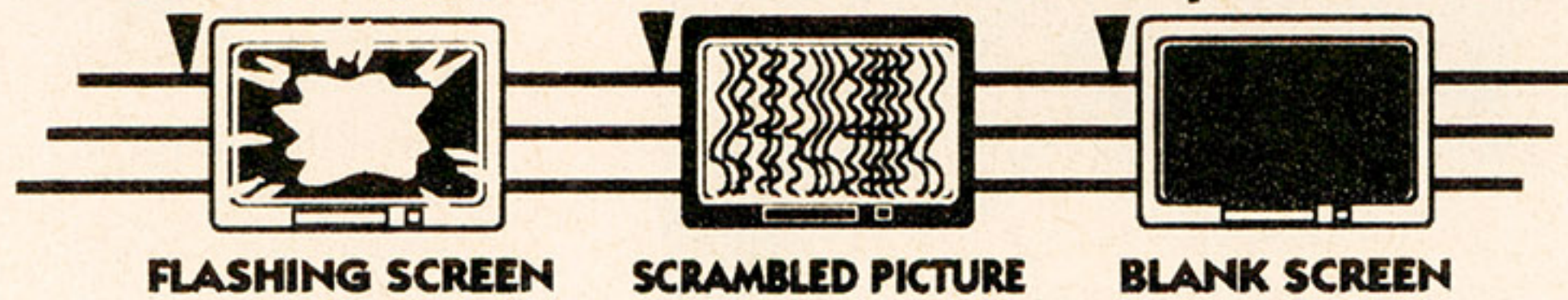
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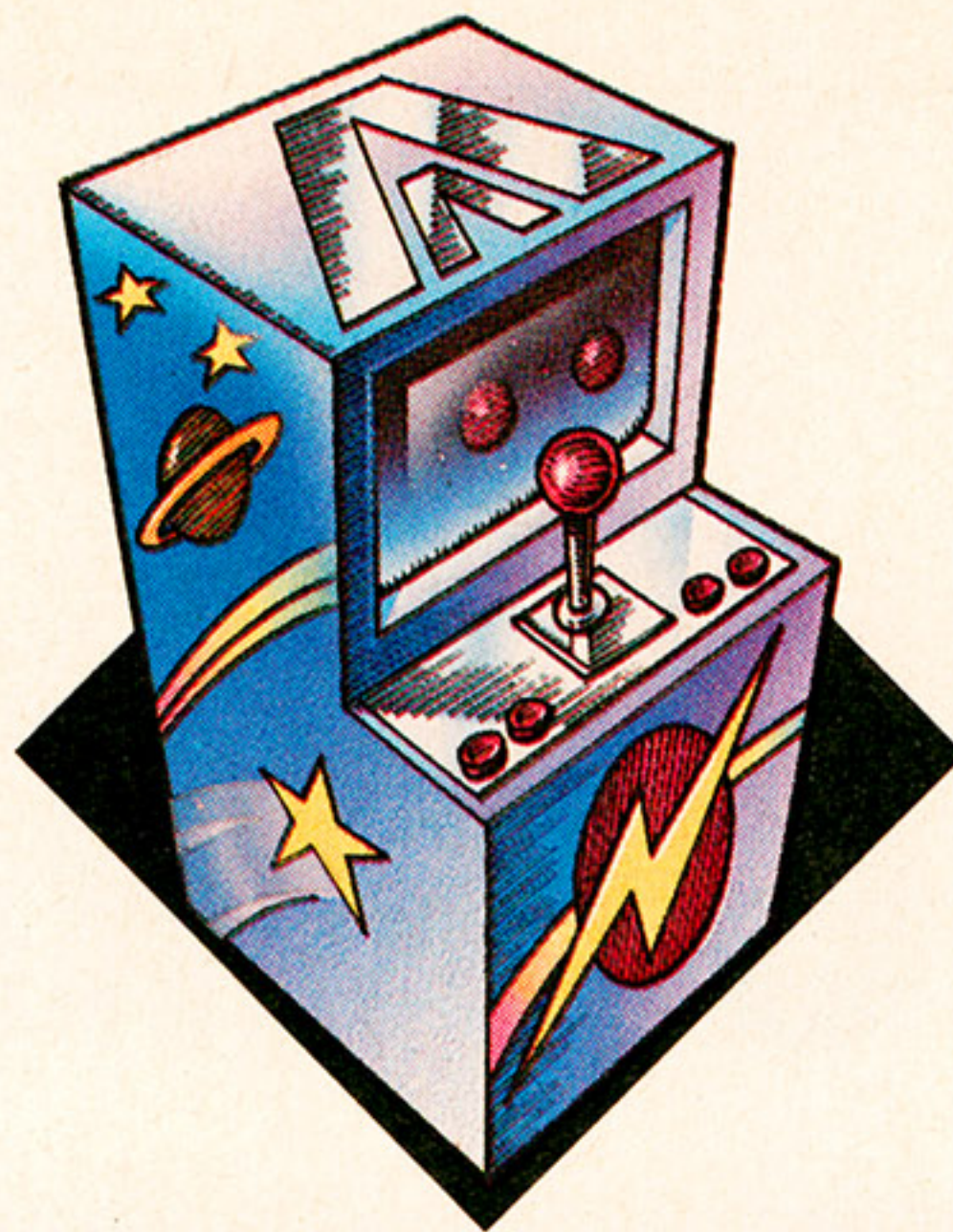


Ready for another bug hunt, folks? I hope so, because Premier Technology has a delightfully demented game that's straight from the Twilight Zone.

A quiet suburban neighborhood has been infested with all sorts of creepy crawlers, and the helpless residents don't want just *any* pest-control man...they want the *Exterminator*!

It's your job to clean out seven houses on a seemingly peaceful cul-de-sac. Each house has five rooms. You look into each room from eye level, as if you were standing in the doorway. Your targets come toward you from the back of the room. Sounds pretty straightforward, right? Don't bet on it.

To begin with, *Exterminator's* controls are very unusual. You control a floating, disembodied hand that can shoot lightning from its fingertips, grab flying objects, pound things that are crawling on the floor, and shake off stinging insects. However, you can shoot only when the hand is at the extreme edge of the screen — and then only from the side corresponding to the orientation of the hand. In other words, the left hand can shoot only from the left side of the screen, and the right hand can



ARCADE ACTION

Exterminator

Scott Wolf

shoot only from the right. To aim your shots, you *twist* the joystick left or right while pushing it up or down. Fire by pressing the button atop the stick.

When your hand is *not* at the edge of the screen, pushing the fire button allows you to grab whatever's near your palm. Another

button lets you make a fist and pound anything on the floor in the foreground, but not if your hand is too close to the floor.

One of the tricks to *Exterminator* is learning when to shoot, grab, pound, or shake, depending on how a particular pest is attacking you. For instance, you can grab the annoying wasps, but if they sting you, your hand swells up and throbs. To get rid of the wasps, you must shake them away by thrashing the joystick.

Each pest you eliminate falls to the floor and changes a tile to your color. To clear a room, you must change all the tiles in one lane to your color. The game ends when you run out of "juice." You can get more juice by grabbing the glowing dodecahedrons, the firefly bombs, or the floating squirt bottles.

The controls in *Exterminator* are so unusual that designer Warren Davis (who also did *Q*bert*) was experimenting with alternatives



right up to the moment the game was released. It's possible that the *Exterminator* machine at your local arcade will be slightly different. For example, one option being explored was the ability to shoot from *anywhere* on the screen, not

1 When you enter the kitchen, you'll be greeted by hostile houseflies, nefarious fruits, and numerous other nasties.

2 In the bedroom, the tiny tanks that emerge from beneath the bed are just toys. But their ammunition is real.

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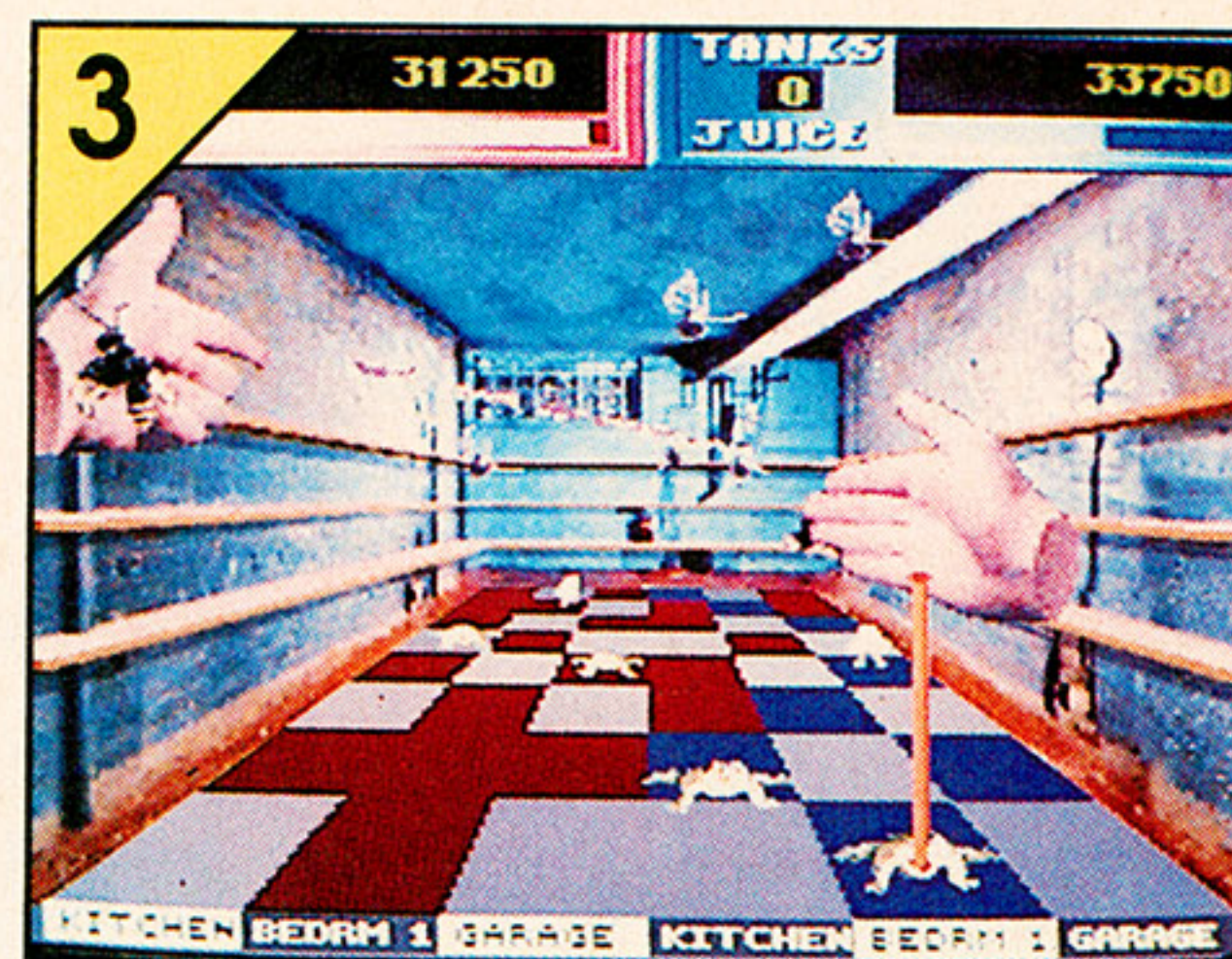
ARCADE ACTION

- 1 The attic is haunted by spiders and other creepy crawlers.
- 2 Be careful in the garage — it's infested with angry mosquitoes and wrathful rats.
- 3 You've really got your hands full in the basement. While a stinging wasp attacks on the left, a loathsome toad lashes out on the right with his sticky tongue.
- 4 The bonus rounds are like shooting galleries. Try to bag as many rats as you can.

just from the edge. In that case, you'd probably press the Start button instead of the joystick button to grab with the hand.

Don't get the impression, though, that *Exterminator* is too difficult to get into. You'll soon master the quirky controls. The two-player mode is best — each player controls a separate hand. For some real fun, drop two tokens into the machine, select a two-player game, and then control *both* hands yourself.

Each game begins with a brief opening scene in which your exterminator van pulls up and your hand rushes into the first house. In house 1, the first room to be cleared



is the kitchen. You'll be welcomed by flies and spiders emerging from the cabinets, drawers, and fridge, all headed for you-know-who. (Hint: In houses 1 and 3, shoot into the freezer when it opens. You'll warp to the next house.)

Next comes the bedroom, where toy tanks spewing live ammunition come at you from under the bed. Other rooms include the basement, which is swarming with rats; the attic, where the squirt bottle appears; a cheerful nursery crawling with toads; a mosquito-infested garage; and a lovely bathroom in which various vermin emerge from the toilet. There are also bonus rounds in which you try to shoot as many rats or pound as many critters as possible.

One of the highlights of *Exterminator* is its superb assortment of digitized sounds. Wasps and mosquitoes emit buzzy little death

shrieks; the scurrying mice squeak pitifully; rolling beer cans get crumpled with a metallic crunch; and the attacking killer tomatoes are squashed with a squishy splat. Your hand yelps when it's injured, and it sounds like the bonus-round rats are squealing "That's not funny!" as they bite the dust.

Once you've cleared all the houses, your hand jumps back into the exterminator van and zooms off to face the final challenge. This takes place in a grassy meadow just outside the housing development. (Hint: The key to surviving the two massive attack waves is to eliminate the frogs and dragonflies first.) If you run out of juice, you'll have to go back to the last house and clear it again before you can return to the challenge.

Exterminator is a funny kind of a duck — but I like it.

GP



DO NOT ATTEMPT YOUR MISSION UNTIL THE CHOPPERS ARE OVERHEAD, SNIPERS ARE IN POSITION, AND YOUR HOMEWORK'S DONE.

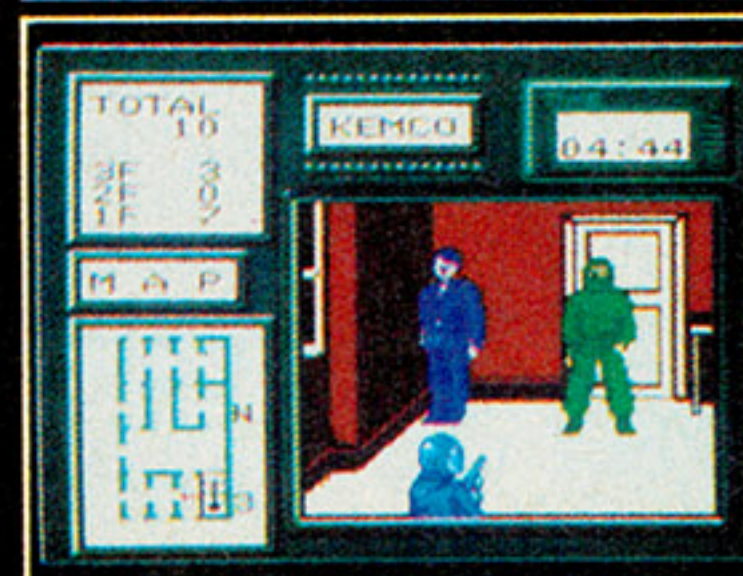
Not doing your homework could be a mistake. Every move you make could jeopardize your fellow rescuers, and those held captive.

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With *RESCUE: The Embassy Mission*, brainpower is as important as firepower.

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RESCUE
THE EMBASSY MISSION



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Neither of these games is new.

Oh, sure, they're new in the sense that they've just been released. But both of them rely on older games with proven track records — and those track records serve both games very well.

Deja Vu II, subtitled *Lost in Las Vegas*, is a sequel to the original *Deja Vu* from ICOM Simulations. This time around you're still in the shoes of former boxer Ace Harding, but your task is different. You've just been cleared of the murder of Chicago gangster Joey Siegel, but you have to come up with \$112,000 to pay off mobster Tony Malone. Although you don't actually owe him this money, Malone isn't very good at listening to reason. Basically, it's a matter of "do it or else."



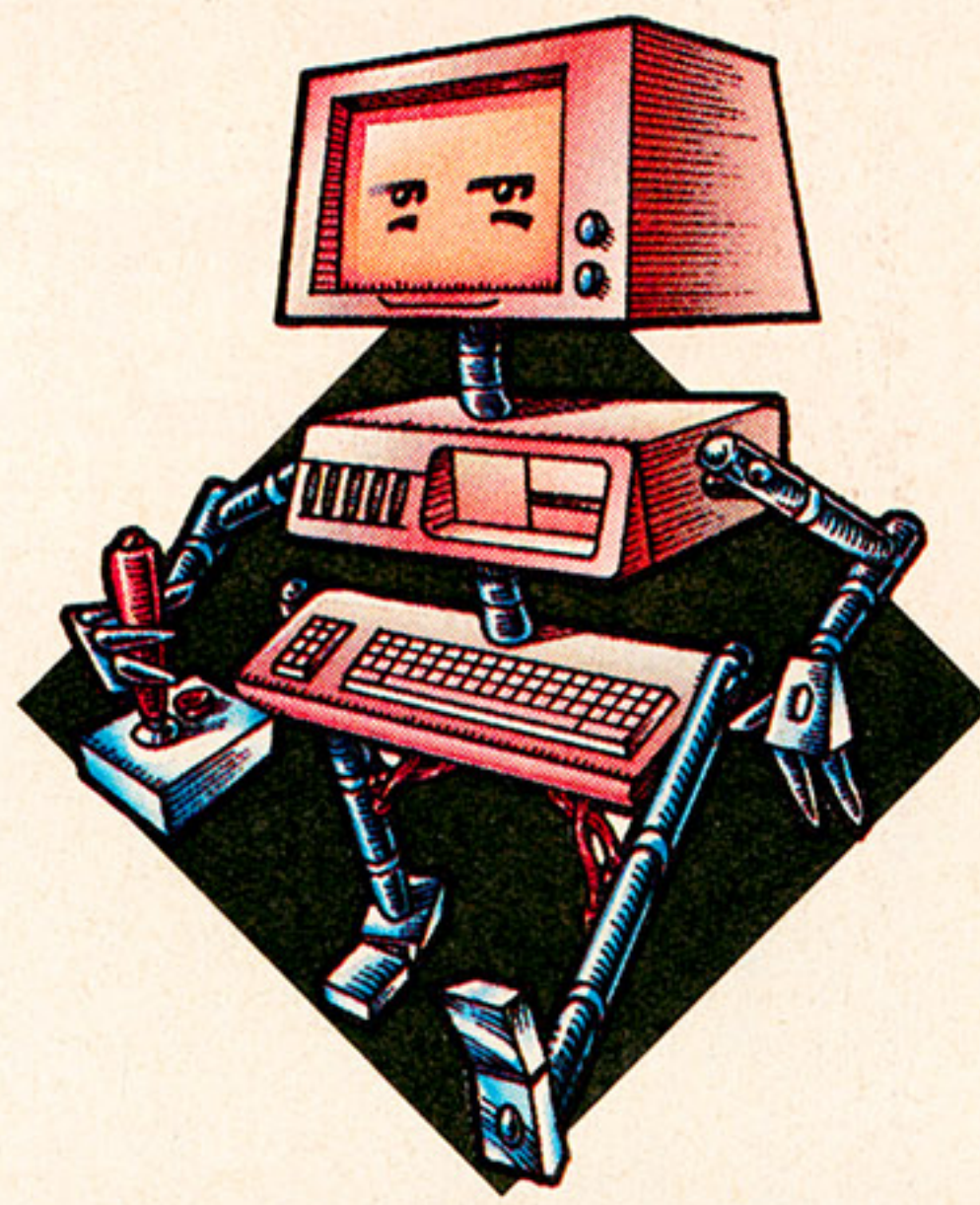
1 *Deja Vu II*: As the game begins, you recall the incidents that put you in this terrible mess.

2 Using the mouse or keyboard, you can pick up items and put them in your inventory, your pockets, or various other locations.

3 By opening the pair of pants, you can see what's inside. Next, open the wallet, and another window appears. Be sure to read the clipping — you'll need the address.

4 This is Las Vegas, so why not hit a casino? Before cashing in your chips, though, how about taking a look at the painting on the wall?

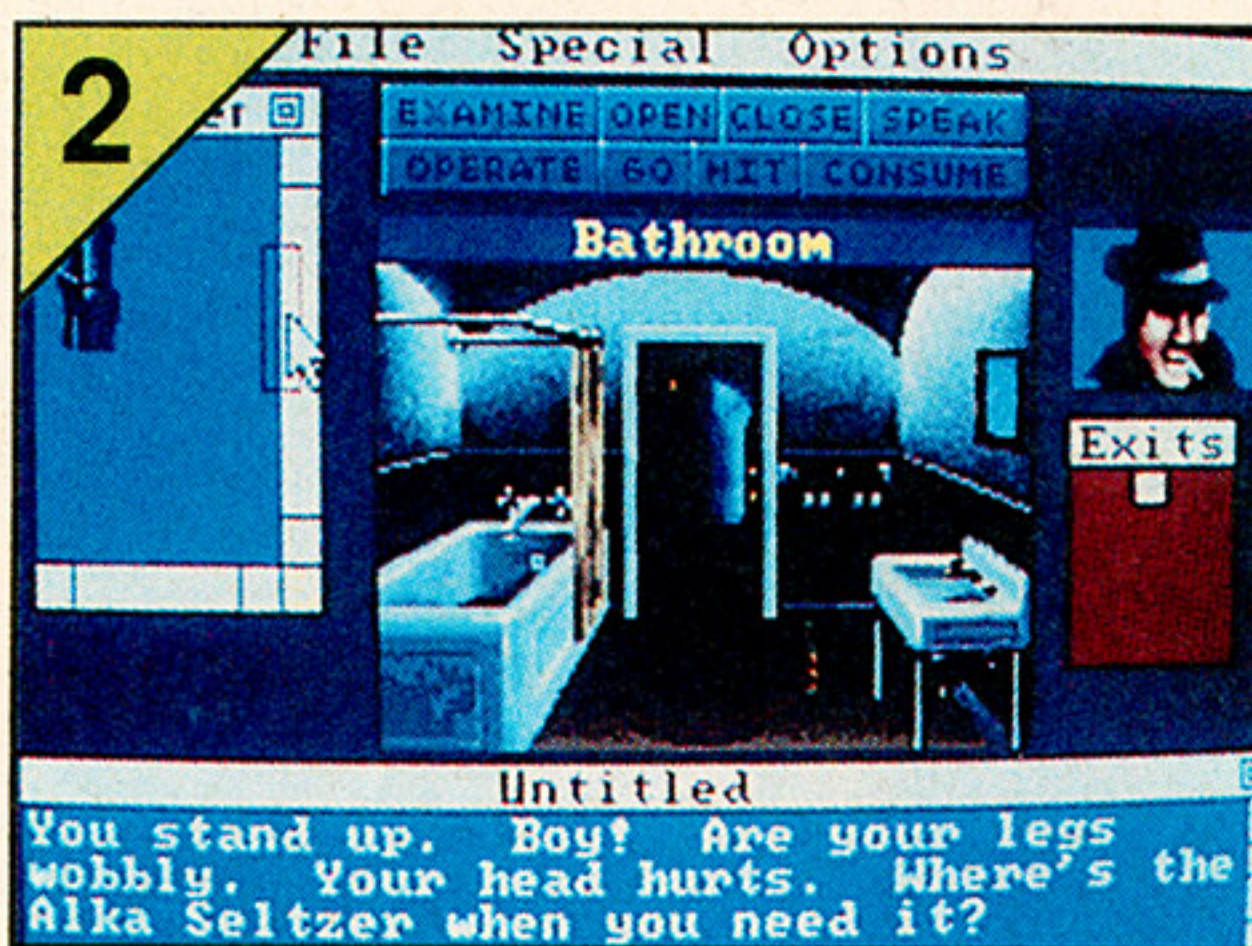
5 Inside your apartment, which remains an unsightly mess, be sure to check out the overcoat.



PC PLAYERS

DEJA VU II AND CLUE

Neil Randall

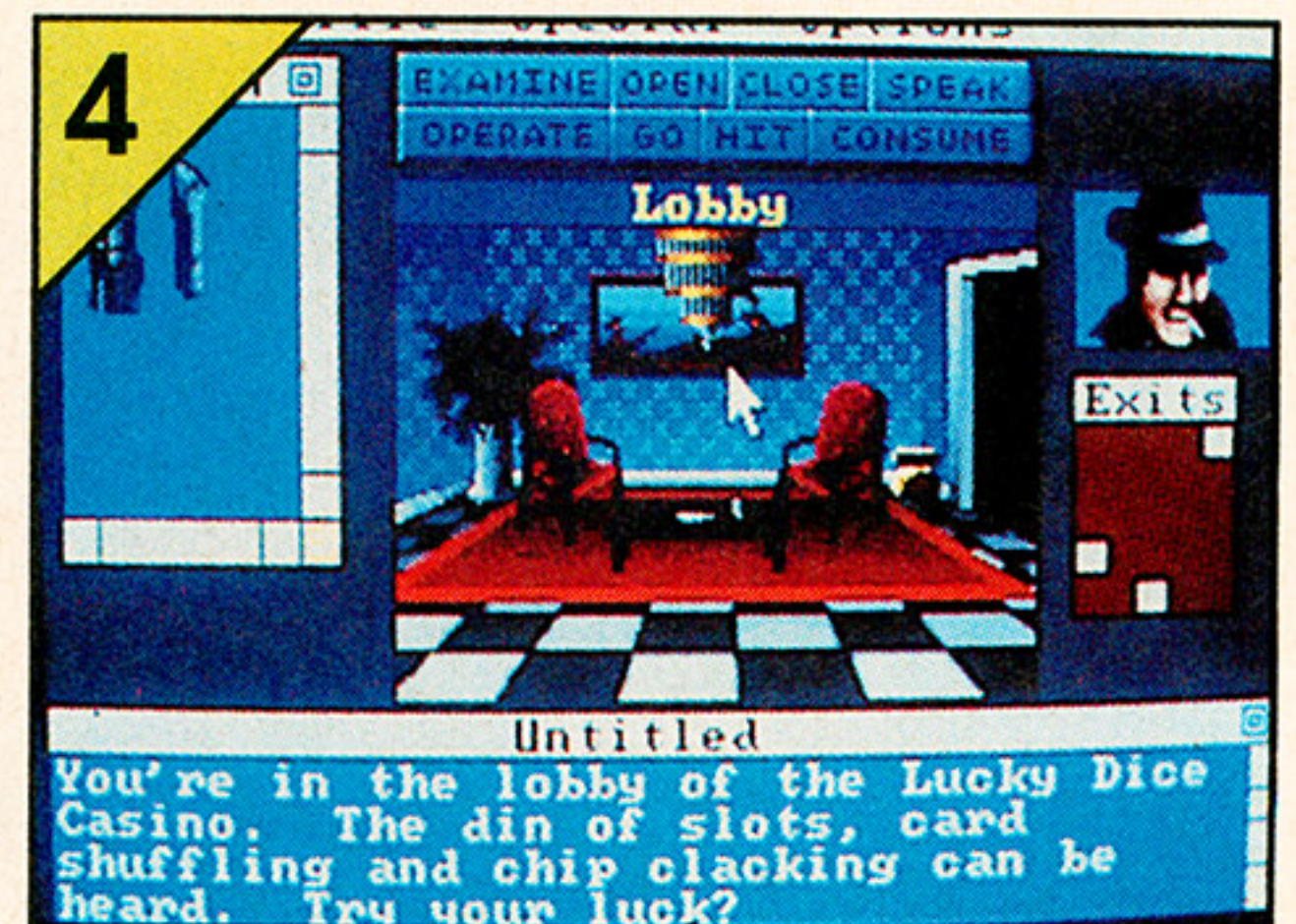


Nor do you have forever to do it. One of Malone's thugs, a cigar-chomper named Stogie, is monitoring your every move. He appears on the scene every so often to inform you how much time you have left, something you don't particularly want to know. With all you have to do, and all the thinking required for success, you need all the time you can get.

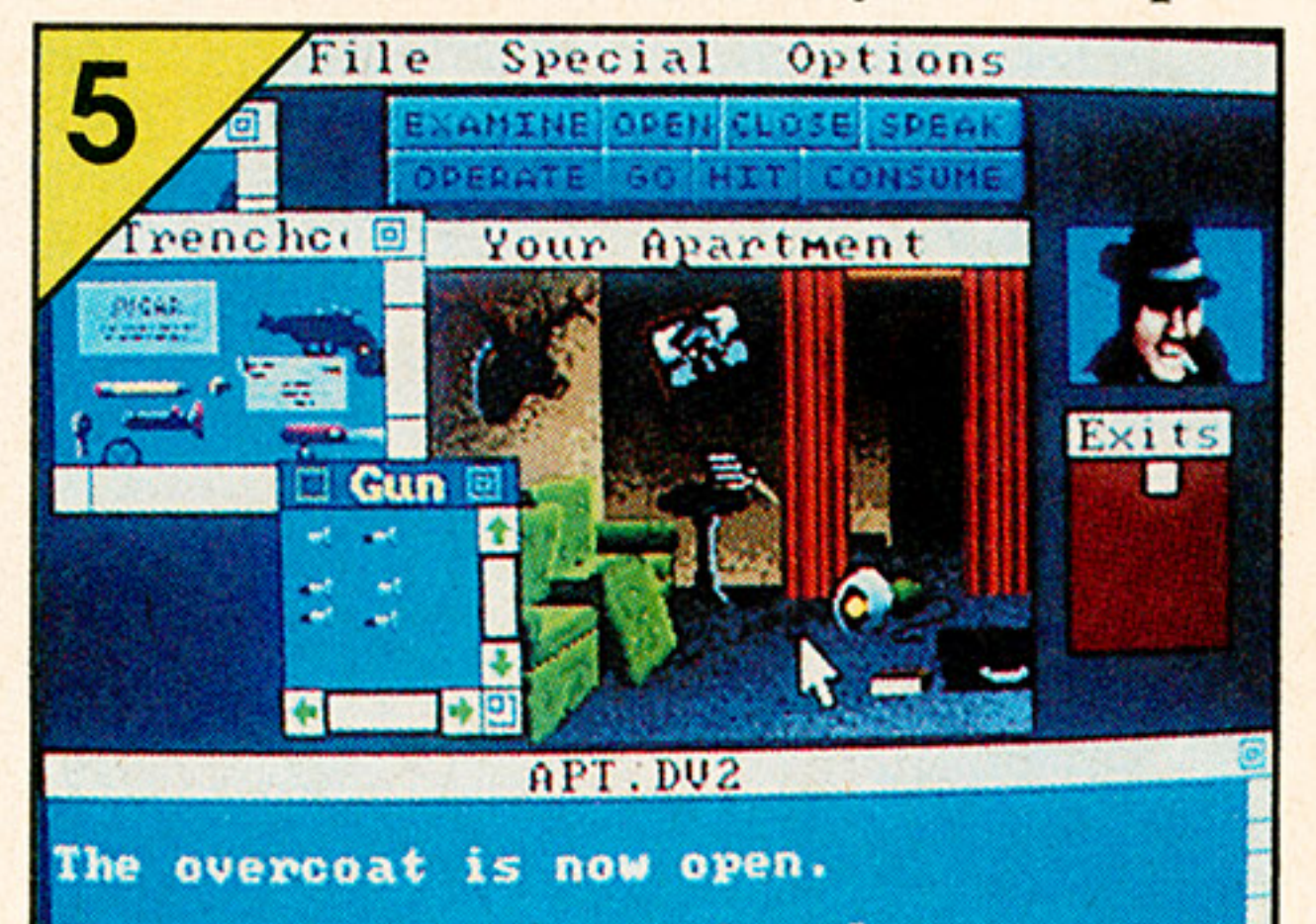
Deja Vu II uses the same player interface developed by ICOM Simulations for *Deja Vu*, *Shad-*



owgate, and *The Uninvited*. Designed originally for the Macintosh, the interface demonstrates that computer's dependence on icons, windows, and the mouse. Although you can play the PC version without a mouse, you probably won't want to. The interface is excellent — windows open and close quickly and effortlessly, commands are smooth (if not always obvious), and most of the puzzles make sense.



You begin *Deja Vu II* in the bathroom of your Las Vegas hotel room. As you awaken, you begin to remember the circumstances that brought you here. Quickly you discover that you're not wearing any clothes, but you see a pair of pants and your trench coat hanging on the back of the door. By clicking on the Operate command, then double-clicking on the picture of the trench coat, you can put



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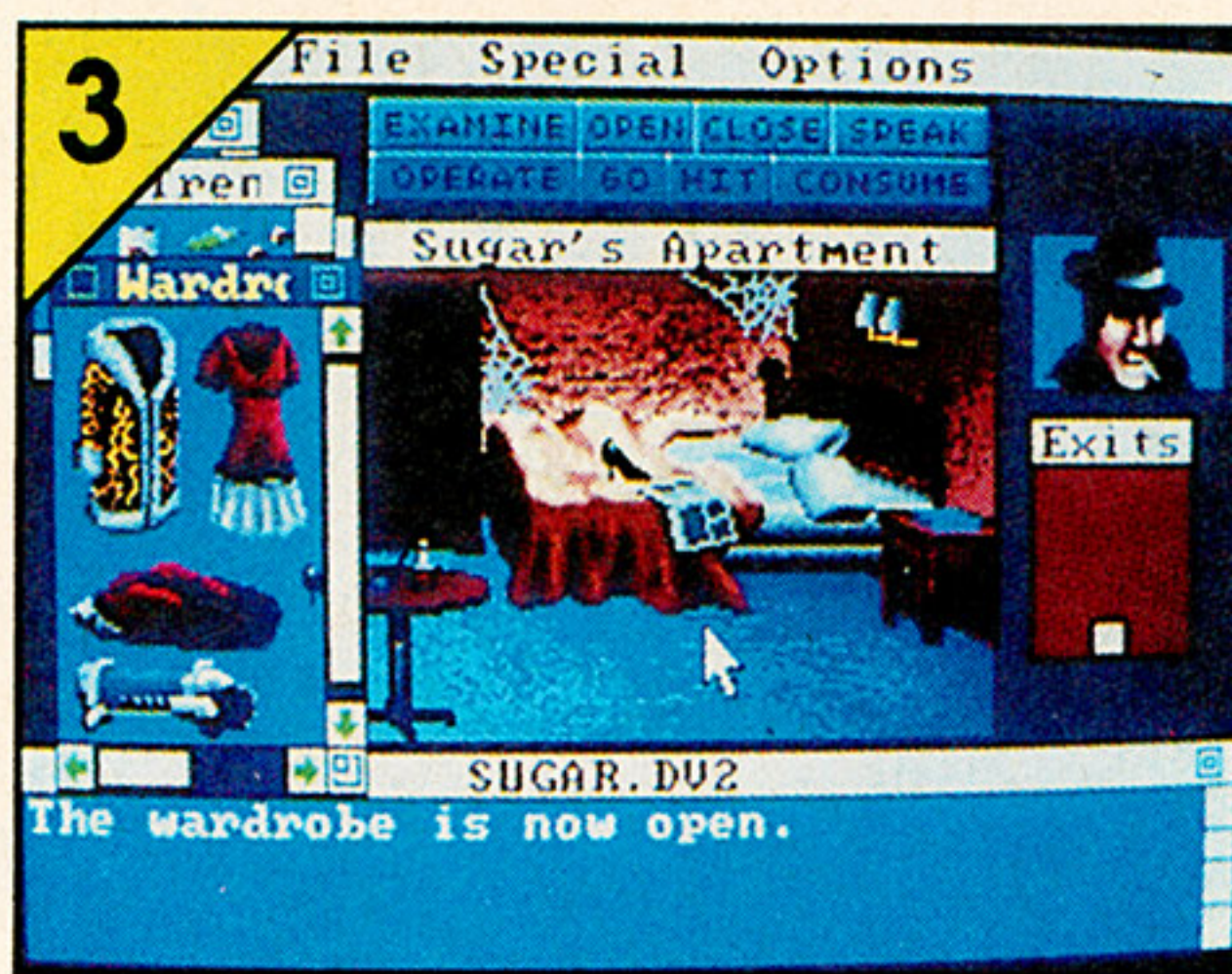
PC PLAYERS



the coat on. Do the same with the pair of pants, and suddenly you're decent.

This is a good time to save the game. To do so, click on the File menu at the top of the screen and select Save. You'll be prompted for a filename, then returned to the game. Now it's time to explore a bit, checking out the tub, sink, and anything else you can find in the hotel room. This is a good place to learn the details of the interface.

Be sure to use the Open command to search your trench coat, and then do the same with your pants. Inside the pants, for example, you'll find a wallet. When you open the wallet, another window appears, this time with new items. Click on each item or select Examine from the command bar.



You'll discover several interesting facts.

To open the door, either double-click on it or select Open and click once. In your bedroom, be sure to check the top of the dresser, and don't forget the wastebaskets. Then go into the hall and proceed straight ahead toward the casino.

Now the game gets more interesting. To pay for your train fare to Chicago, you need \$20. The only place you'll find the money is the casino. And the only way to get it is to win at the blackjack tables.

At this point in the game it's easy to get frustrated, so here's a hint. Playing blackjack is not difficult — all you need are some chips (available from the cashier) and some knowledge of the game. If your hand isn't close to 21, choose the Speak command and say "Hit

1 Joe's bar is where you want to go, but the front door is locked. To the right, though, the Exits box shows several possible locations.

2 There's not much to do in Siegel's office, but look very closely for something important. Hmm... it's not a pay phone, is it?

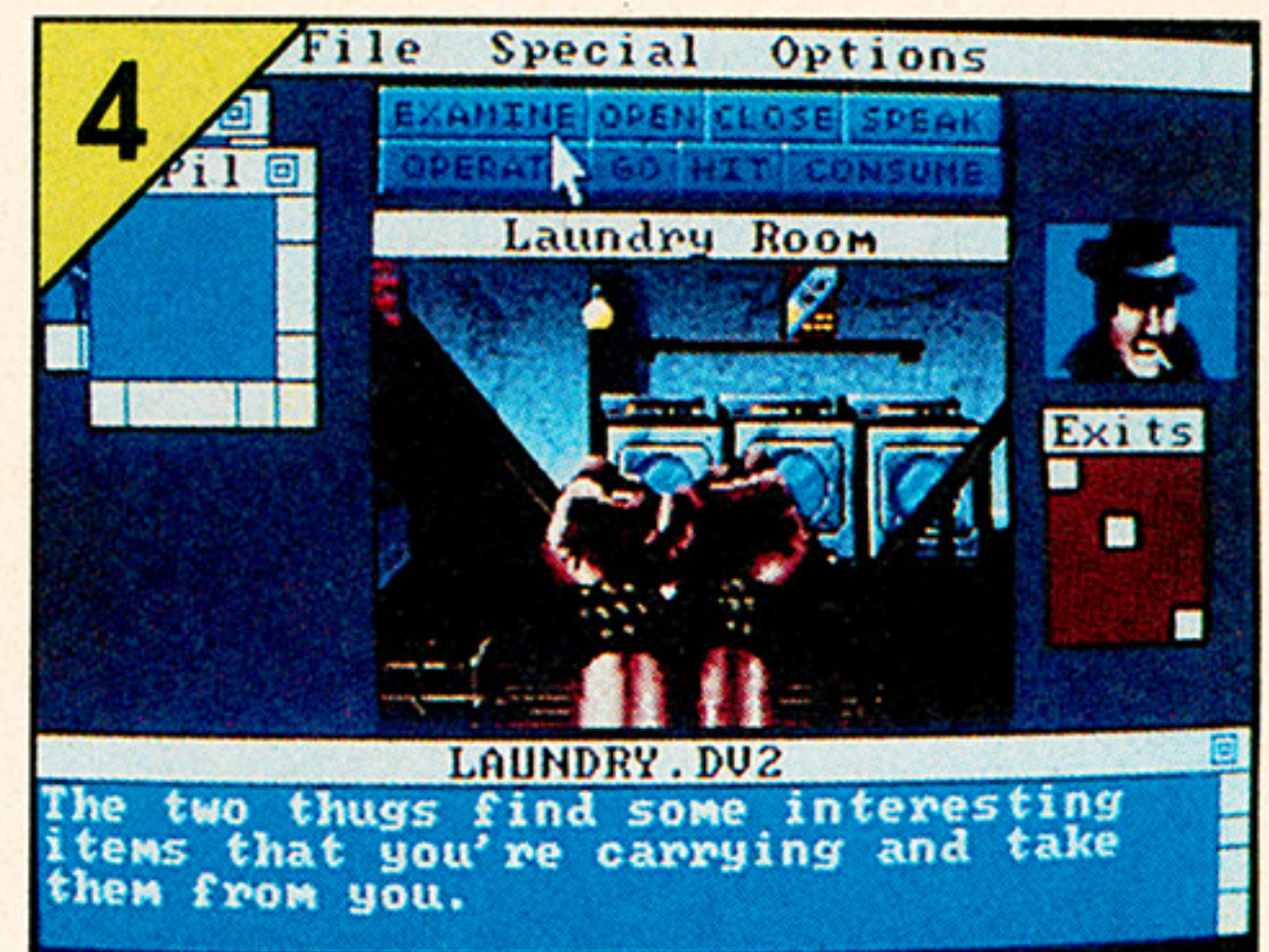
3 In Sugar Shack's apartment, look carefully for some very important information.

4 So here you are, tied up in the laundry room. There must be a way to escape, but how? Be sure to examine everything.

5 What's this dartboard doing here? Especially since there aren't any darts. Oh well, might as well check the desk.

me" (or click on Hit, then on your personal icon). When you're close enough to 21, say "Stick" or move the chips on top of your cards. The secret is to move from blackjack table to blackjack table and find out the dealers' names. Then check your inventory for something that matches, and use the Operate command to use that item on the appropriate dealer.

After you have the money, it's off to Chicago. Once there, you'll need addresses. Gabby the cabby is a great help, but he needs spe-



cific directions or he won't be much use. The trick, then, is to gather as many addresses as you can.

To avoid giving away too much about this intriguing game, the following clues don't tell you what to do...they give you an idea of what *not* to do.

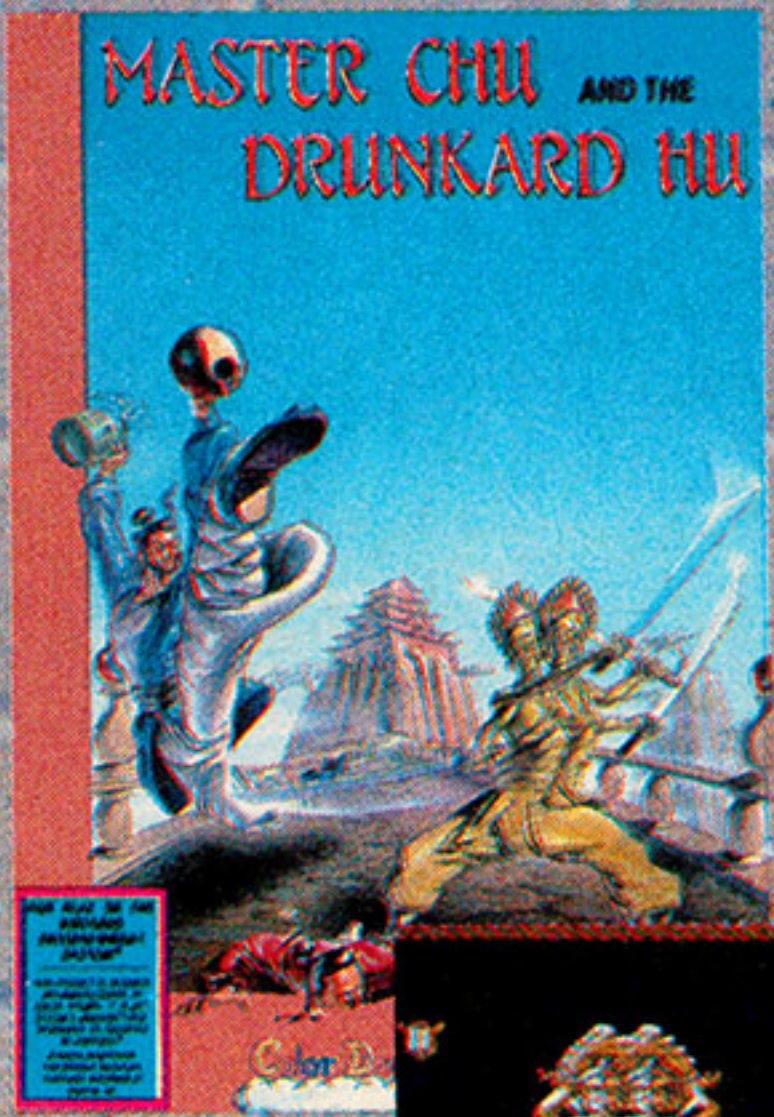
First, while you can certainly shoot people with your revolver, there's seldom any reason to do so. Second, you don't need to carry everything you find. Third, don't invite police arrests. Fourth, don't spend too much time trying to re-establish the patterns of the original *Deja Vu*. Fifth, don't forget to hide items before landing yourself in



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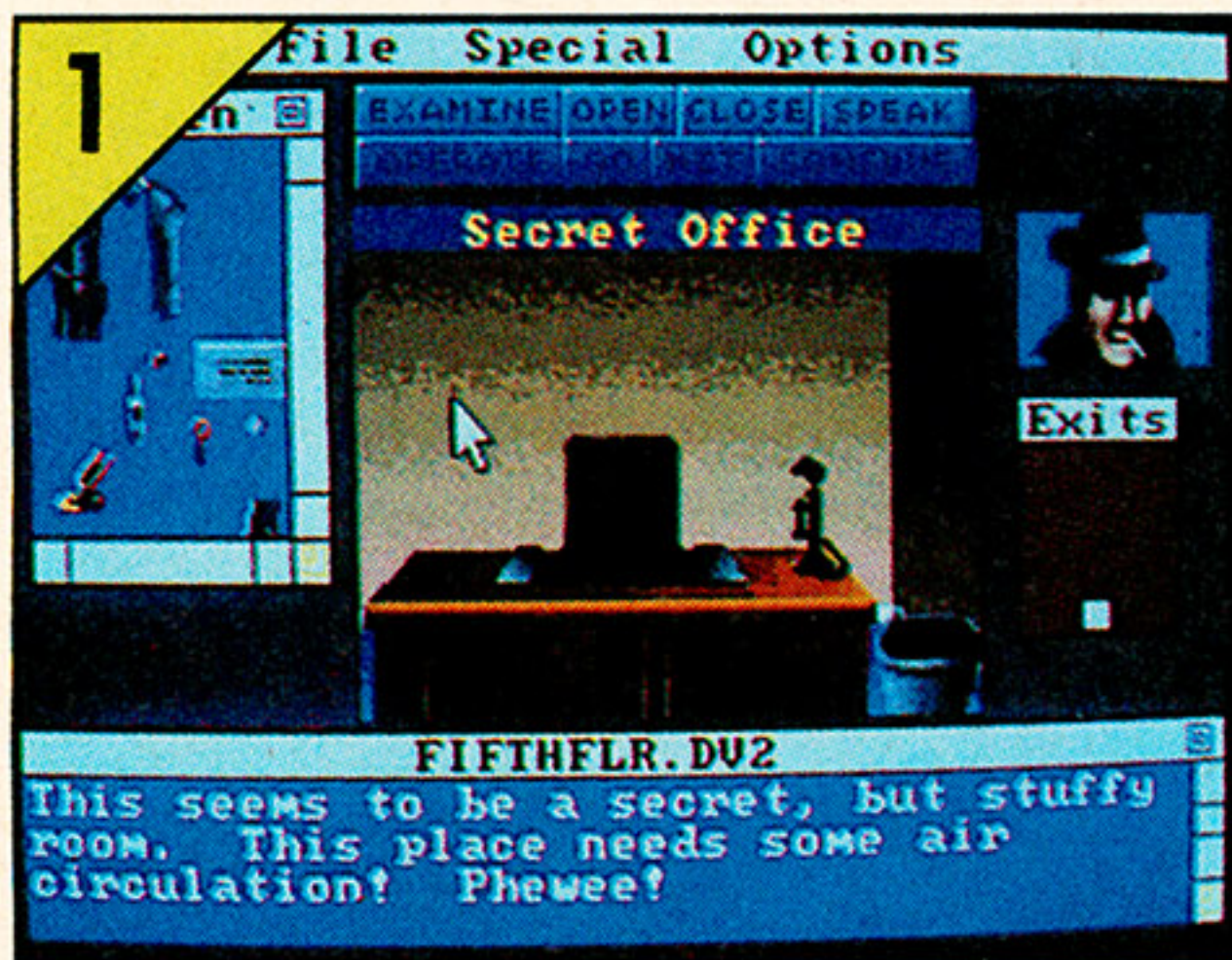
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PC PLAYERS

hot water. Finally, don't credit anyone you meet with an overabundance of intelligence.

Like its predecessor, *Deja Vu II* isn't perfect. The Operate command is somewhat clumsy to use, and you'll often find yourself clicking the wrong thing first and doing nothing. The windows make the game more playable, but tend to clutter the screen. One inconvenience for mouse users is the "Continue" notice, which appears when



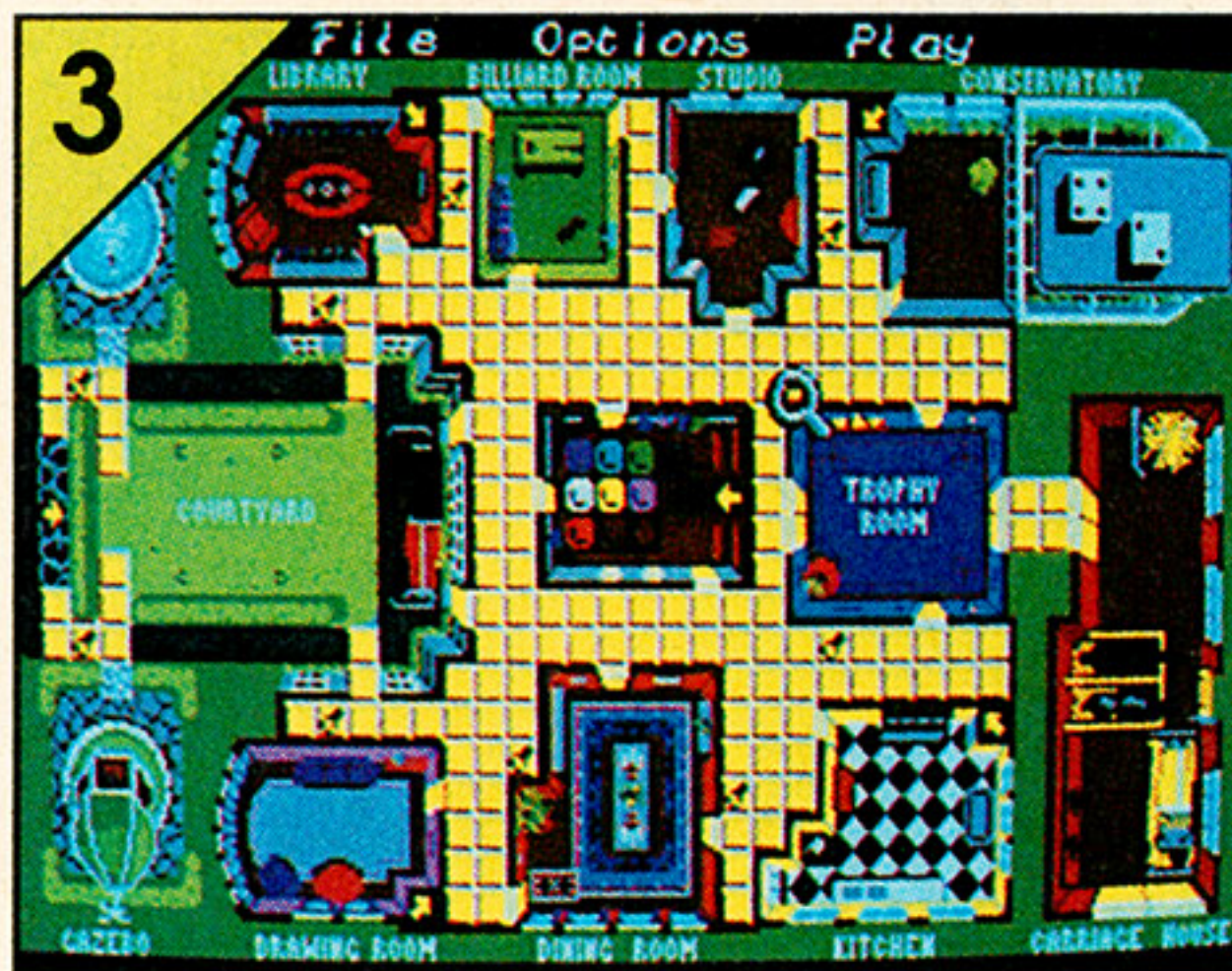
there's more text to read in the message window. Instead of just clicking the mouse button to scroll the window, you must first roll the pointer up to the top of the screen. Sometimes it's easier to forget the mouse and press Enter. Finally, while most of the puzzles are logical and interesting (particularly the climactic fight among the bad guys), some — like the elevator button and the clerk in the morgue — do not seem apparent, even in retrospect.

But *Deja Vu II* is a welcome game, and its interface is still very strong. If you haven't played a game of this type, *Deja Vu II* is a good place to start.

Clue

Leisure Genius, through Virgin Mastertronic, has released several computerized versions of classic board games. So far, we've seen *Monopoly*, *Scrabble*, and *Risk*. Now there's *Clue*, one of the most popular board games ever.

When adapting both *Risk* and *Clue*, Leisure Genius faced great challenges. Both are, by nature, multiplayer games, which means the computer versions must have computer-controlled players good



enough to at least give the impression of being real human opponents. In the case of *Risk*, clever diplomacy is the name of the game, and the computer version succeeds only partially in its attempt to model that feature. *Clue* presents a similar challenge. In the board version, players bluff, mislead, and make logical deductions, and computers are normally good only at the last of these (and even then with serious limitations). So the computer players need to be carefully developed and prevented from cheating.

More importantly, *Clue* has to be playable by one, two, or many human players. Furthermore, the computer version has to be differ-

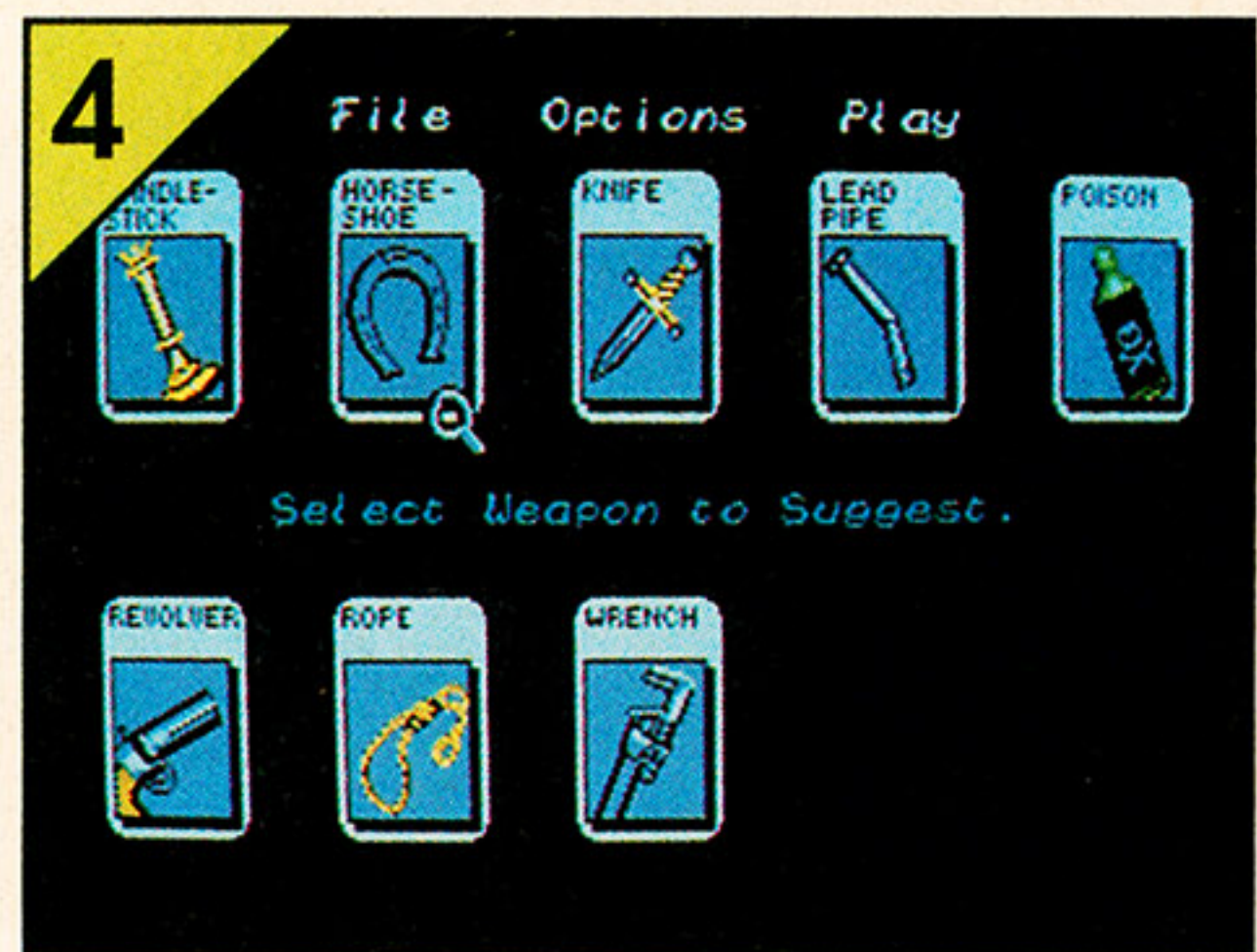
- 1 Well, well: a secret office. One quick search and you'll be ready to set these guys up. Of course, it'll still take some luck. Did you bring the button with you?
- 2 *Clue*: Fans of the board game will recognize the newcomers immediately: M. Brunette, Miss Peach, Sgt. Gray, and Miss Rose.
- 3 The Boddy mansion has changed from the board game. This one has a gazebo, a fountain, a trophy room, and a carriage house, as well as an extra secret entrance.
- 4 Is nothing sacred? This game even has new weapons!

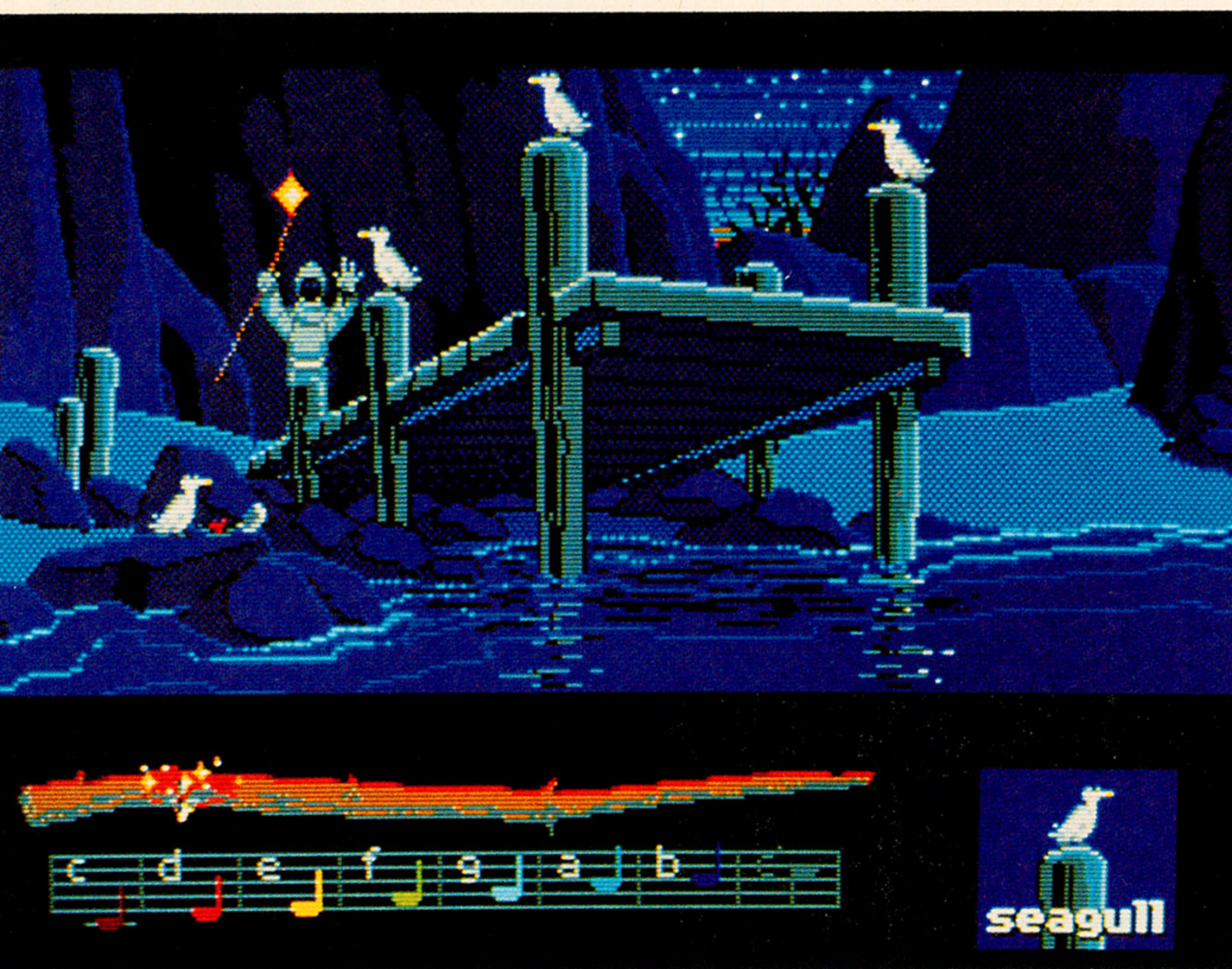
ent in some way from the original version, or there'd be no reason for a group of human players to play it rather than the board version.

The computer version of *Clue* meets all these requirements, and meets them quite well. That's no mean feat.

To make the game different, new suspects, weapons, and rooms have been added. We now have ten suspects to consider rather than the traditional six. (The new ones go by the names Gray, Peach, Rose, and Brunette.) Items like the horseshoe can be the murder weapon, and there's now a carriage house, a gazebo, and a fountain available as possible scenes of the crime. Playing this game, then, requires even ace *Clue* players to rethink their strategies, and logical connections are somewhat more complex than before.

You begin the game by choosing which suspect you'll represent and which your friends will play. Then you choose which suspects





The game is fantasy. The interface is magic.

Alone on a craggy hilltop, high above an island shrouded in perpetual mist, your quest begins. But tread gingerly, because while the world of *Loom*™ is breathtakingly beautiful, unspeakable danger awaits the unsuspecting.

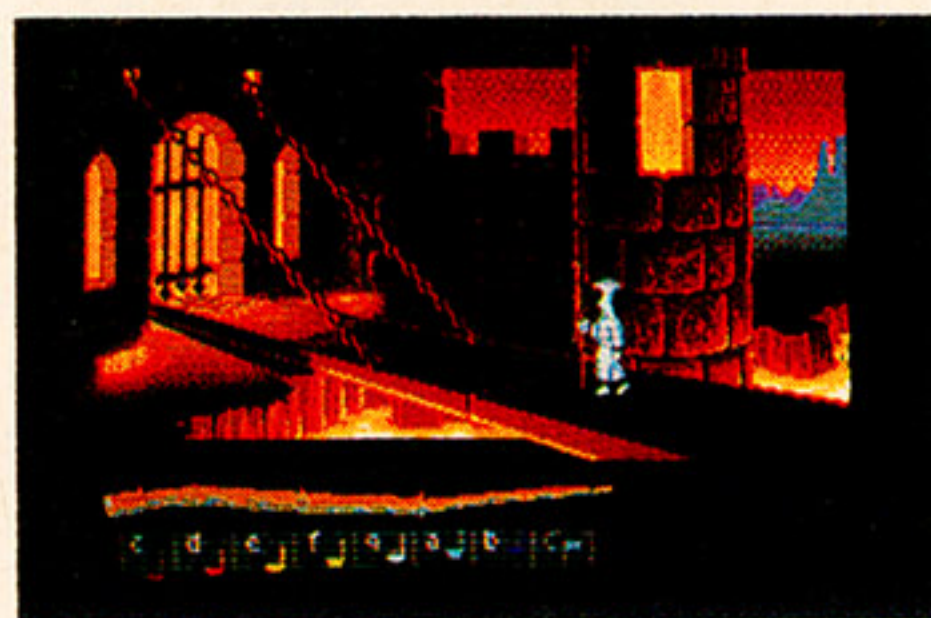
Trepidation soon gives way to bravado as you peek inside abandoned tents in the village. Stumbling over a discarded weaver's distaff, you watch in wonder as it gradually glows and resonates with a

sequence of musical notes. Tentatively at first, you point the staff and repeat the notes. After con-

siderable experimentation, you may discover the power to see in the dark. Or weave straw into gold. And eventually find the means to leave the island itself.

A fantastic odyssey ensues, as menacing water-spouts, merciless dragons and exotic cities draw you deeper and deeper into the fantasy. Armed with the distaff's magic power, you stride fearlessly across vast, cinematic landscapes. Seeking the arcane

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A spell weaver's power is not for the sheepish.

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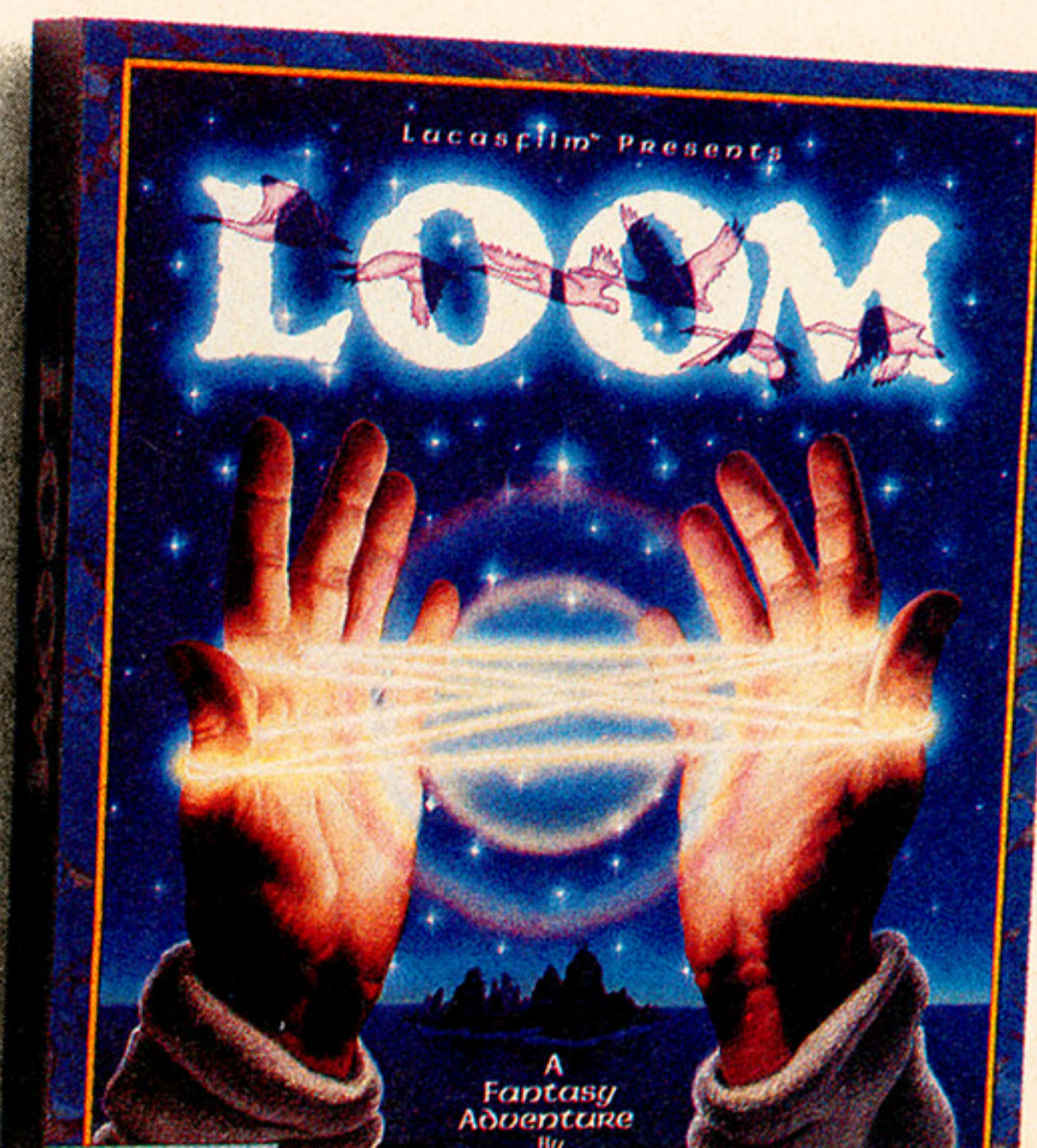
Loom is more than a masterpiece of fantasy storytelling. With *Loom*, Lucasfilm™ Games literally redefines the fantasy computer game experience. Simple point n' click actions move your character, select objects, and perform magic. No cumbersome keystrokes, text parsing, maze mapping, or inventory management intrude to break the spell.

We even transport you to the Age of the Great Guilds before you turn on the computer. With a lavishly produced, 30-minute drama on Dolby® Stereo audio cassette that's included with the game. Recorded by Lucasfilm's Academy Award-winning Sprocket Systems, it introduces the characters and sets the scene for the impending, epic struggle against imposing odds.

Then it's full immersion into *Loom*'s 3-Dimensional, scrolling panoramic landscape. Where detailed animation, high definition graphics, startling special effects and stirring musical score combine to create a total environment. Captivating you from the opening scene to the final climax.

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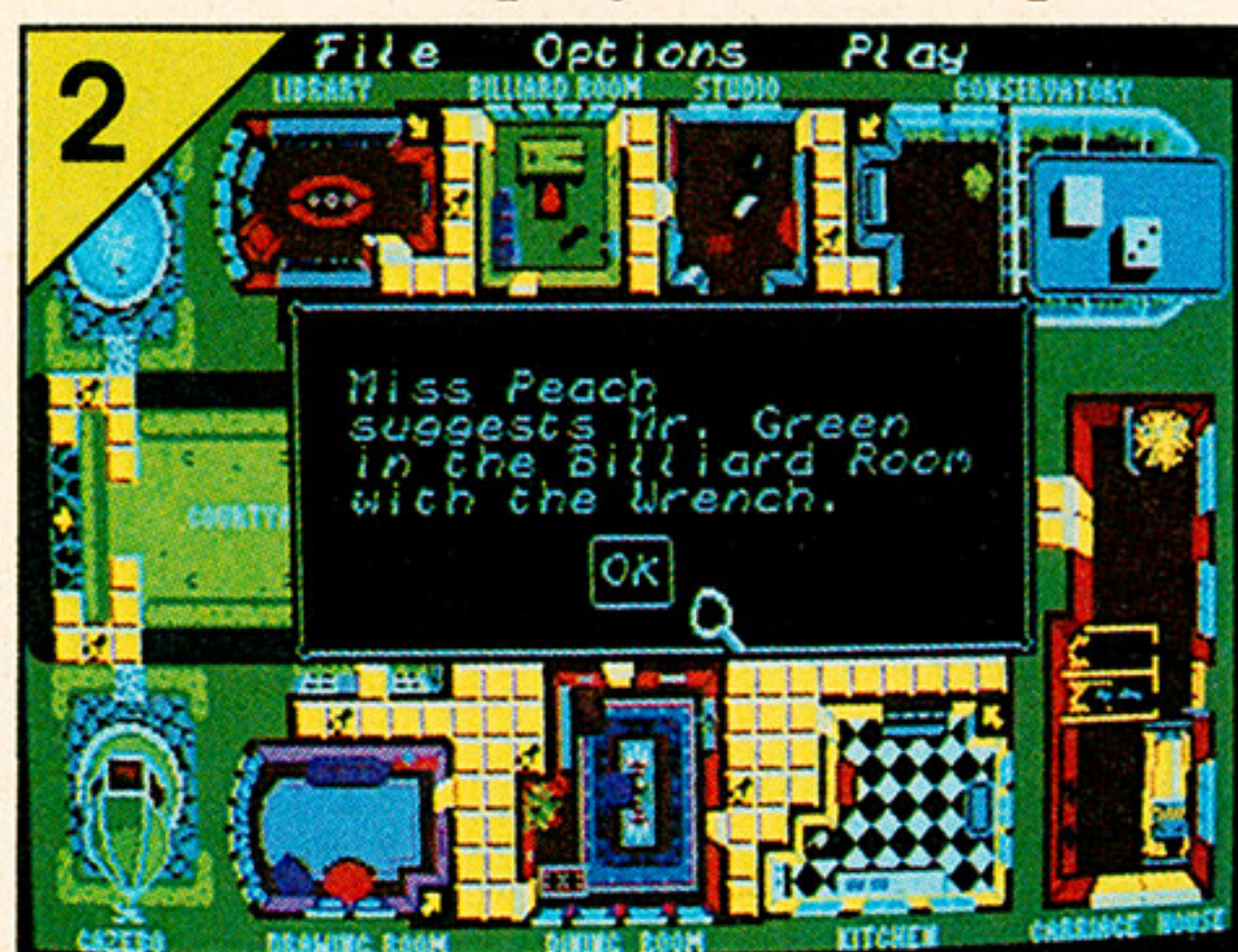
will be in the game playing against you and which will simply act as nonplaying suspects. Each computer player can be assigned a skill level ranging from one to three. After the computer deals the suspect, weapon, and room cards, the game begins.

When it's your turn, the computer rolls the dice. You can either suggest a murderer and a weapon in the location from which you start, or you can move to a new location and make the suggestion from there. Moving is a matter of clicking on a series of consecutive squares until you use up all the dots on the dice. When you enter a room, the screen animates the entry.



To make a suggestion, click on the Suggest box at the bottom right corner of the screen. The computer shows all the possible suspects, then all the possible weapons (the suggested room is the one you're in). You click on one of each, then see if any players give you any cards.

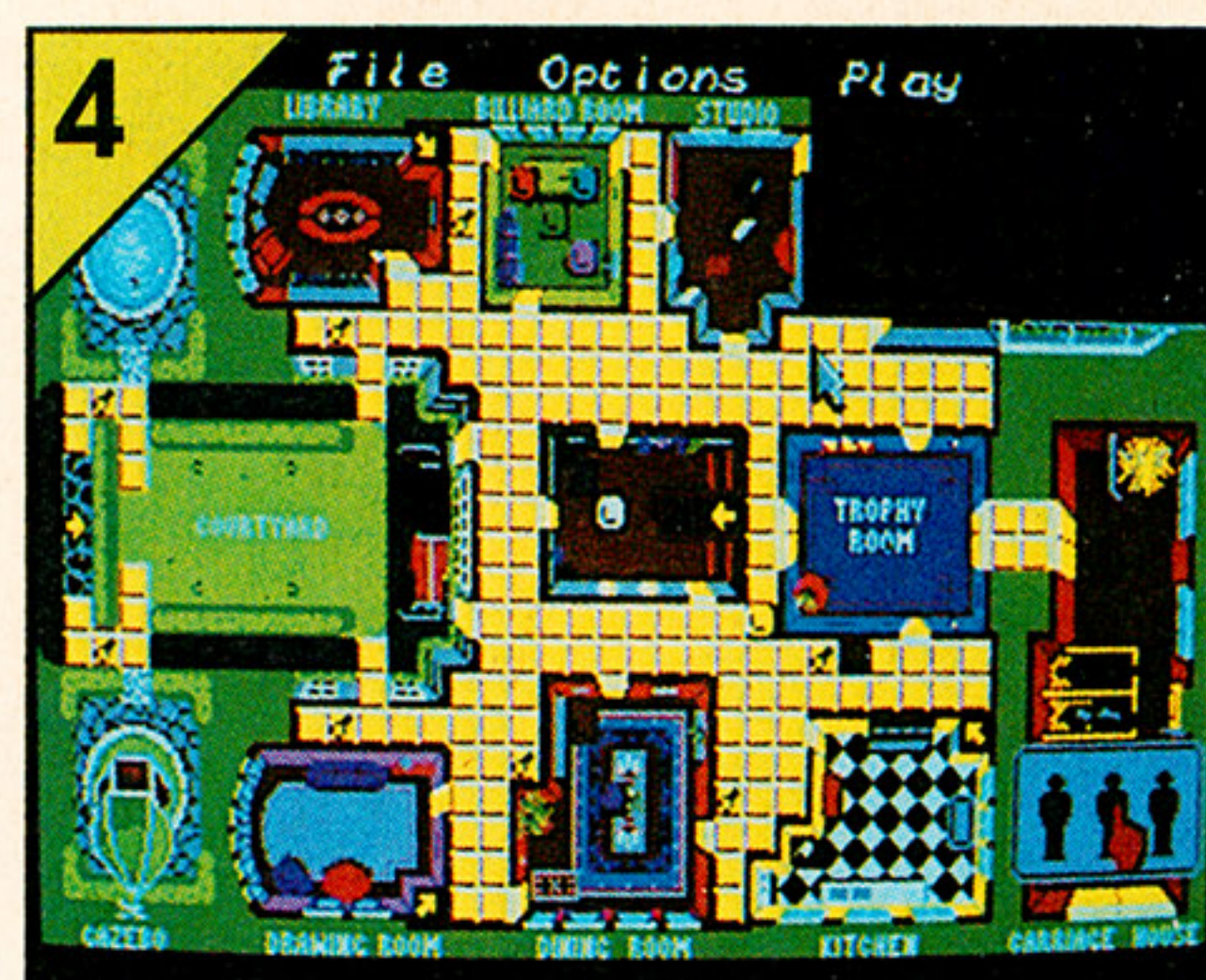
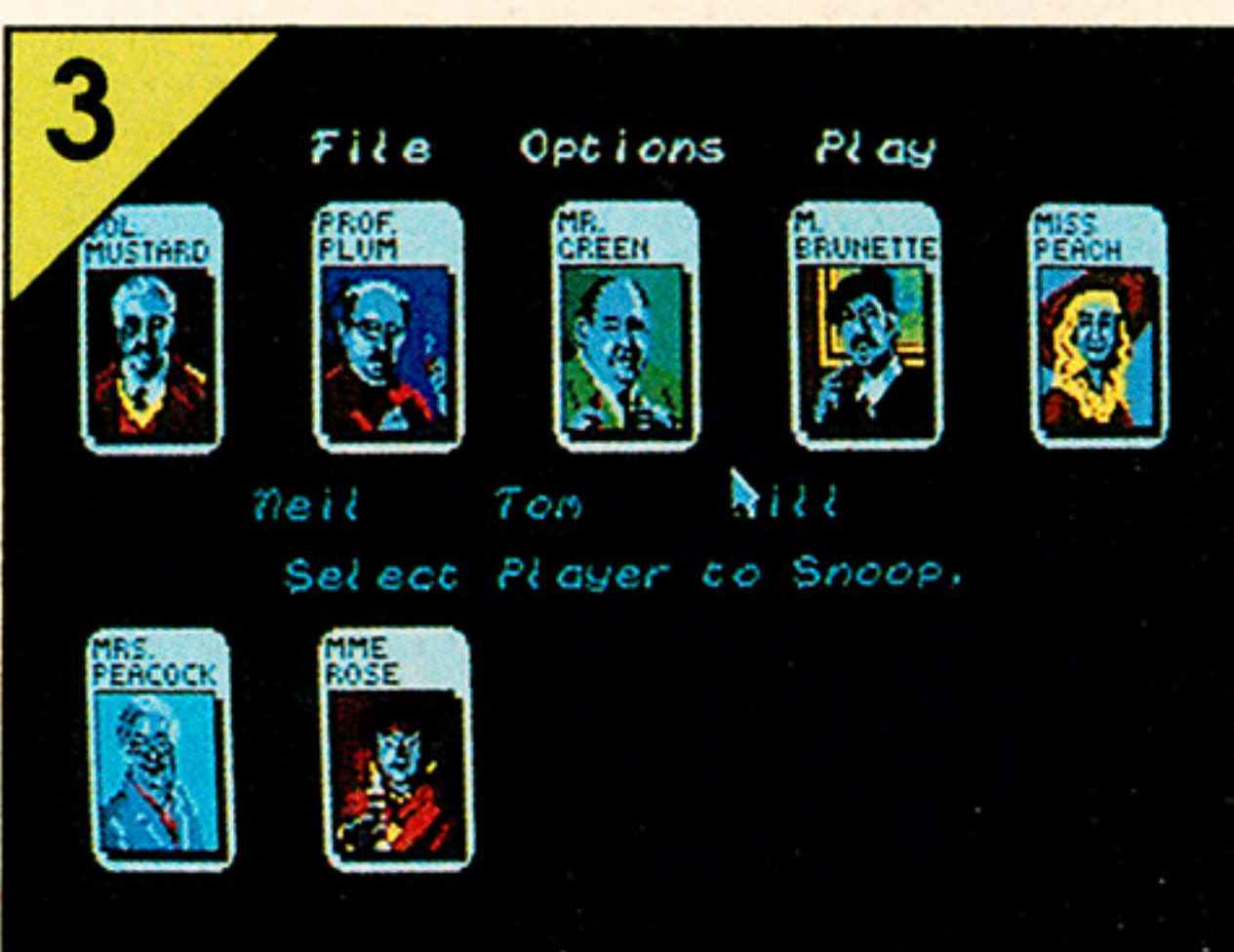
This is the only place the game somewhat falls apart. In the original *Clue*, your turn ends as soon as one player can disprove



PC PLAYERS

your suggestion — for example, when someone can show you a card picturing the suspect, the weapon, or the room. In the computer version, however, a suggestion can result in being shown three cards, which means you can disprove the entire suggestion at once.

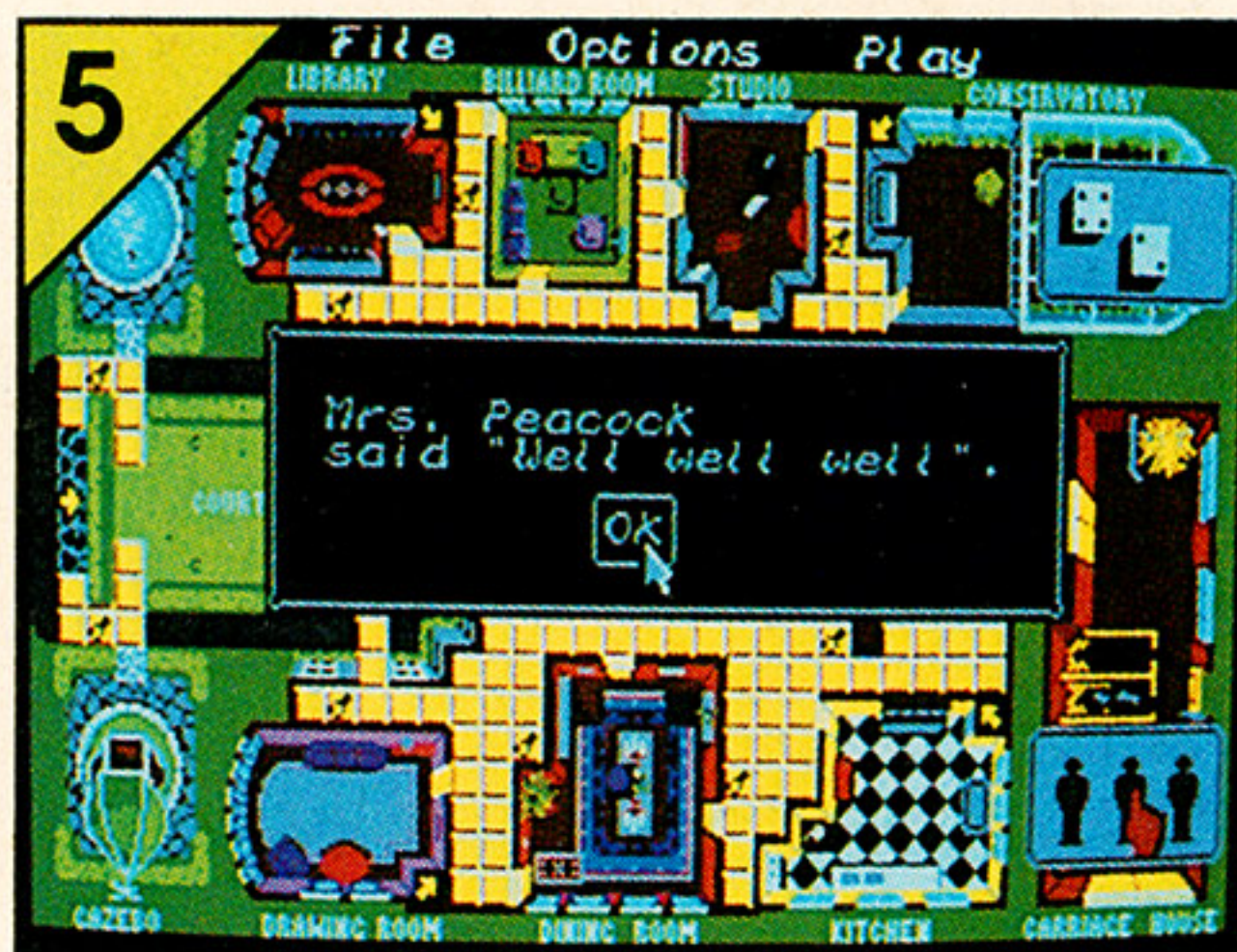
- 1** The computer helps you keep track of the playing cards you've been shown. Alternatively, you can label each one yourself.
- 2** As the other players make their suggestions, you see them on the screen. Keep your notepad ready as you watch who gives the player a card.
- 3** Snooping is a big part of this version. On the board (unlike the regular *Clue*) are several snoop squares. Enter them to get a look at another player's card.
- 4** When you think you know the suspect, weapon, and location, choose Accuse from the Play menu. But be sure you're right, or at least close, because if you miss you're out of the game.
- 5** *Clue's* computer players all have a bit of personality. Occasionally they'll offer comments like those you might hear while playing a game against human opponents.



Even with the increased number of possibilities, this alteration of the original game design seems strangely considered.

Otherwise, *Clue* is a very good game. It's not bad as a solo diversion, but its real strength lies in its multiplayer features. Even if you can gather only two or three players, you can still have a good game of *Clue*, something virtually impossible with the original board game. And with the program helping you keep track of cards you've been shown and which characters have shown which card, logical reasoning is solidly in your hands.

Conversions of board games to computer games have been hit-or-miss propositions. With *Clue*, Leisure Genius has scored a significant hit.

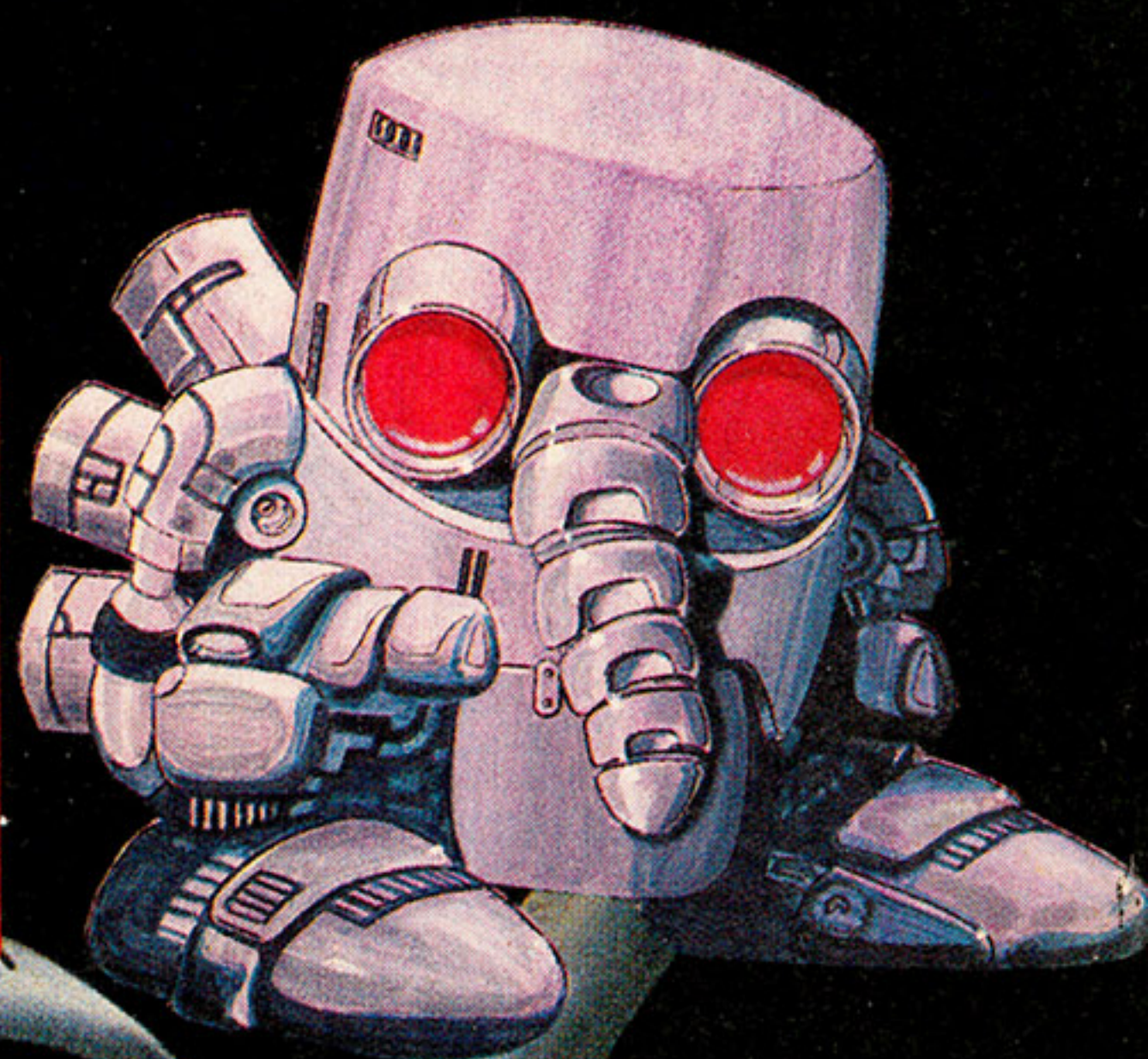


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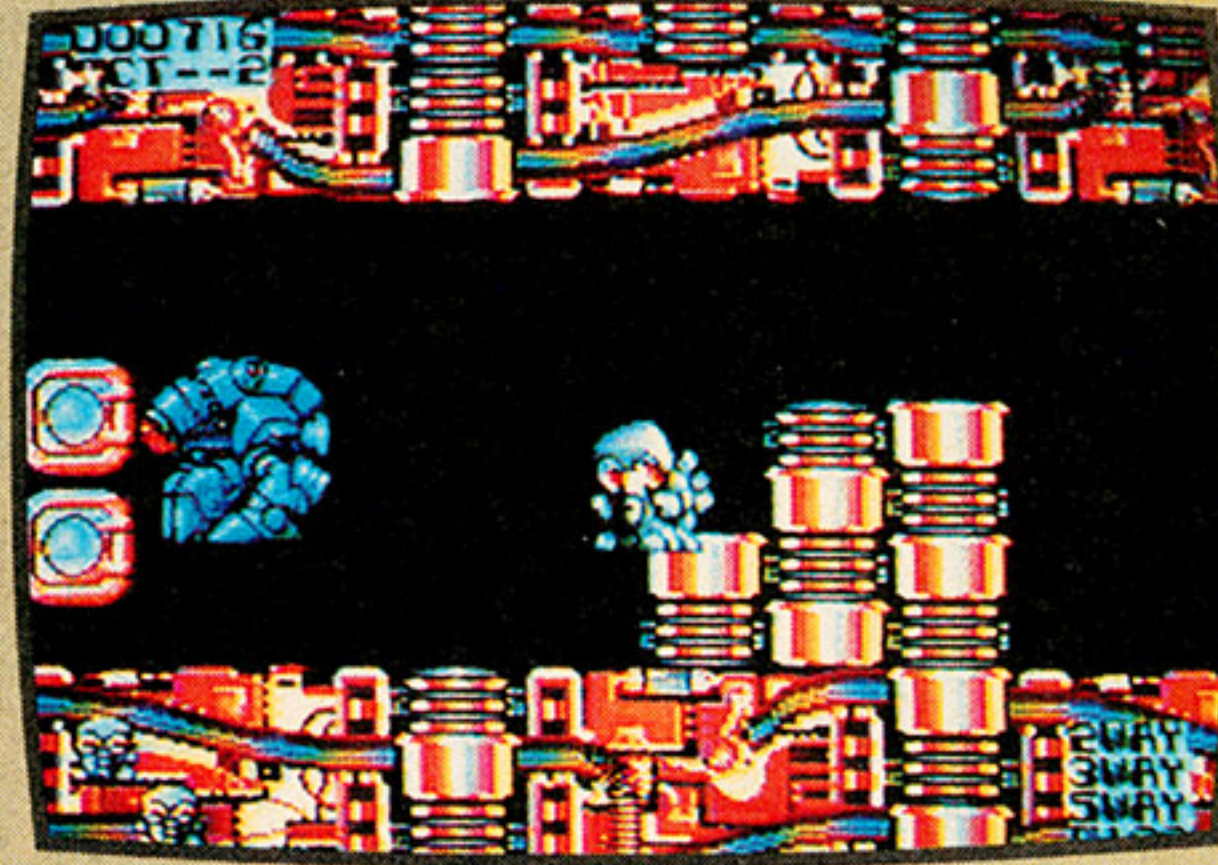
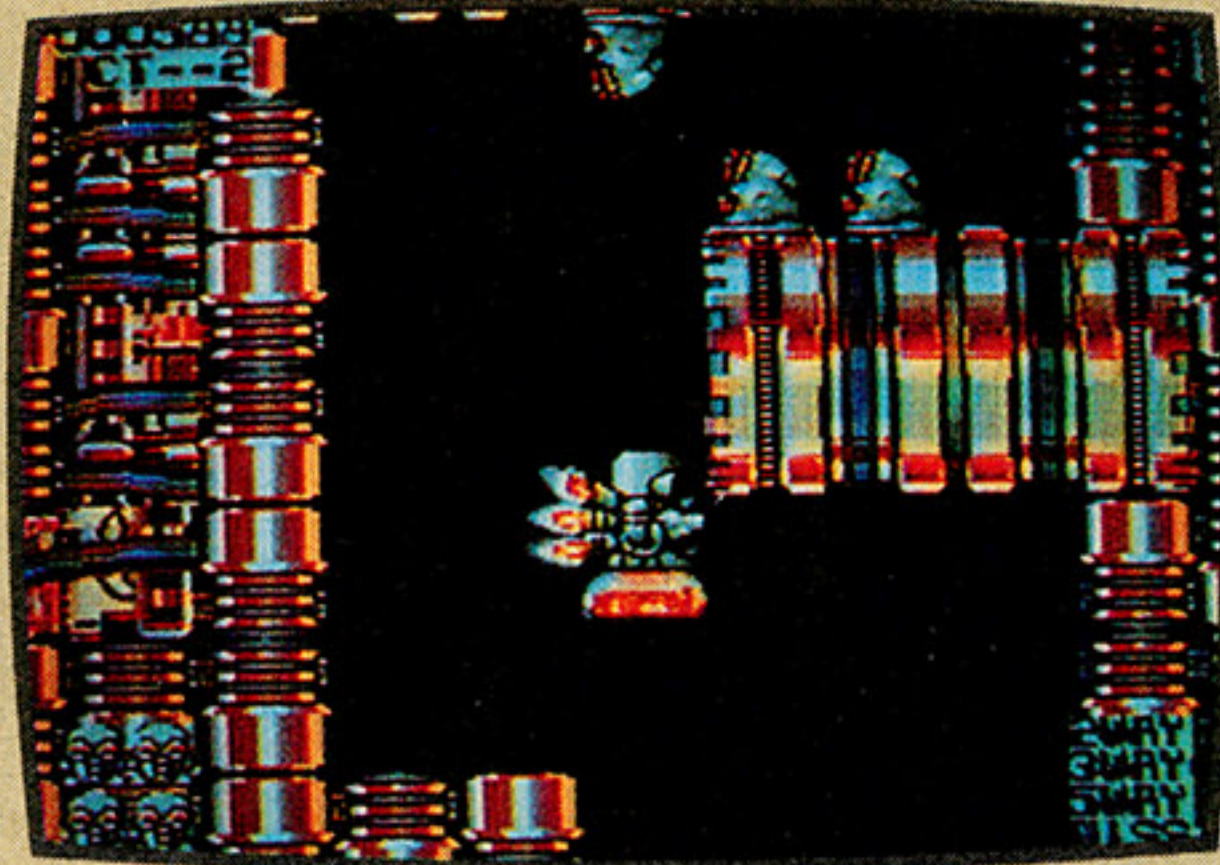
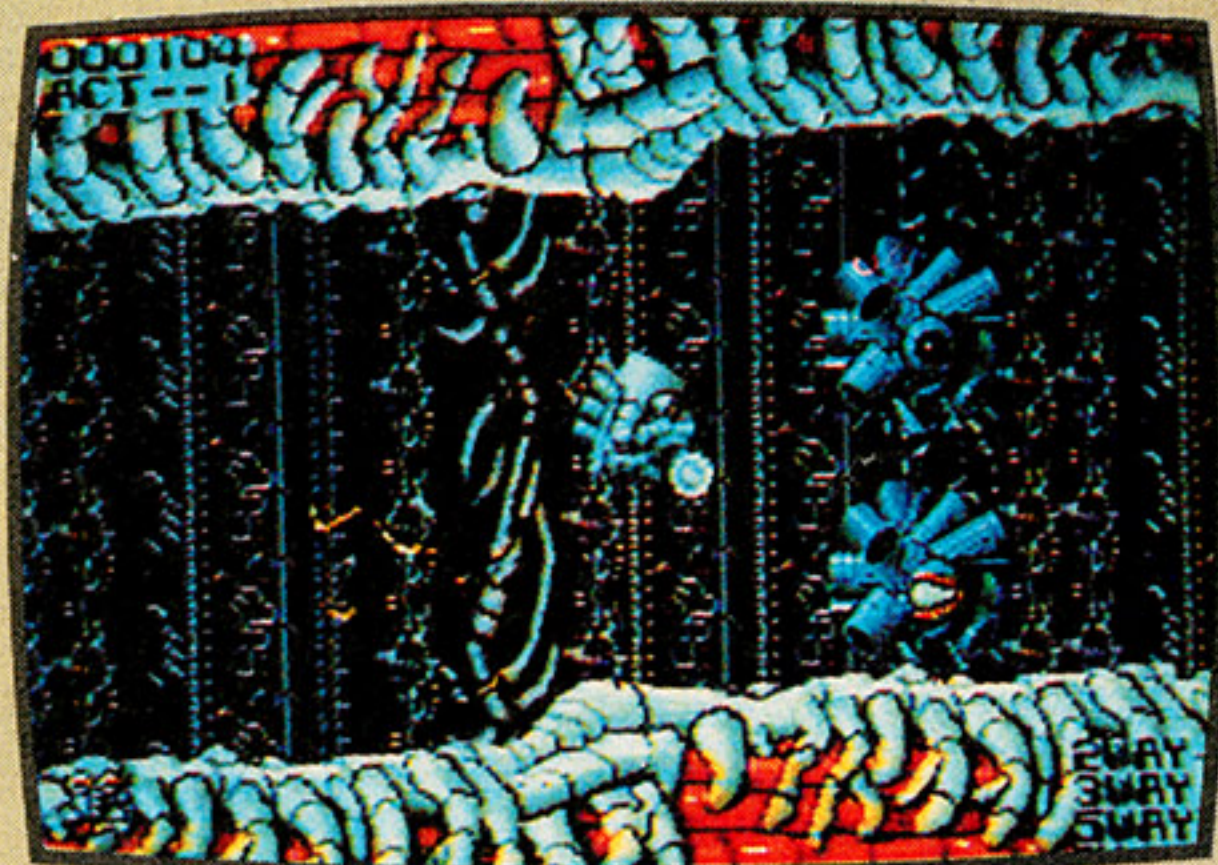
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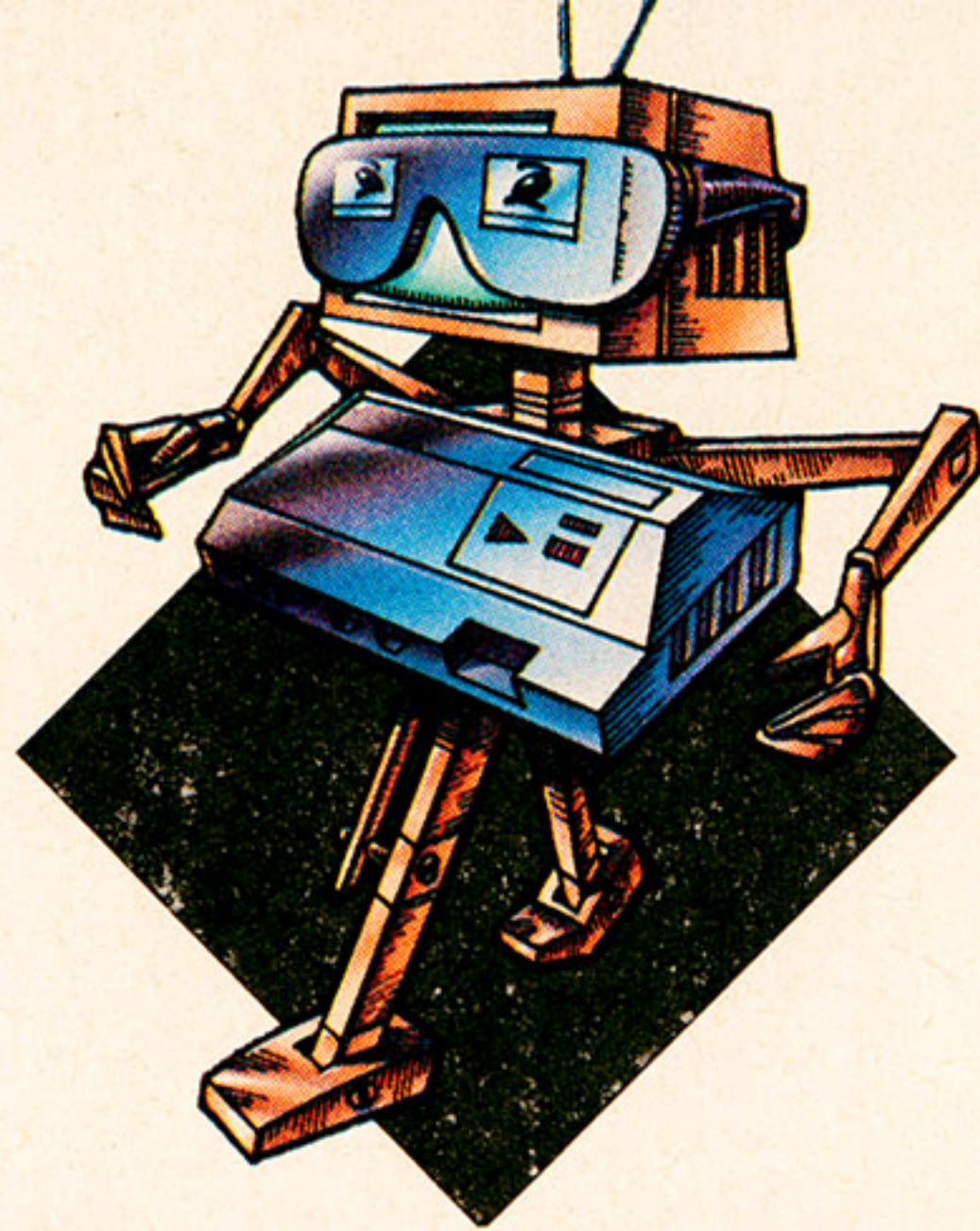
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It's been awhile since Sega Master System players have been able to look forward to any exciting new games. Sega is putting most of its energy into developing games for the Genesis, and as a result, Master System titles have been lagging.

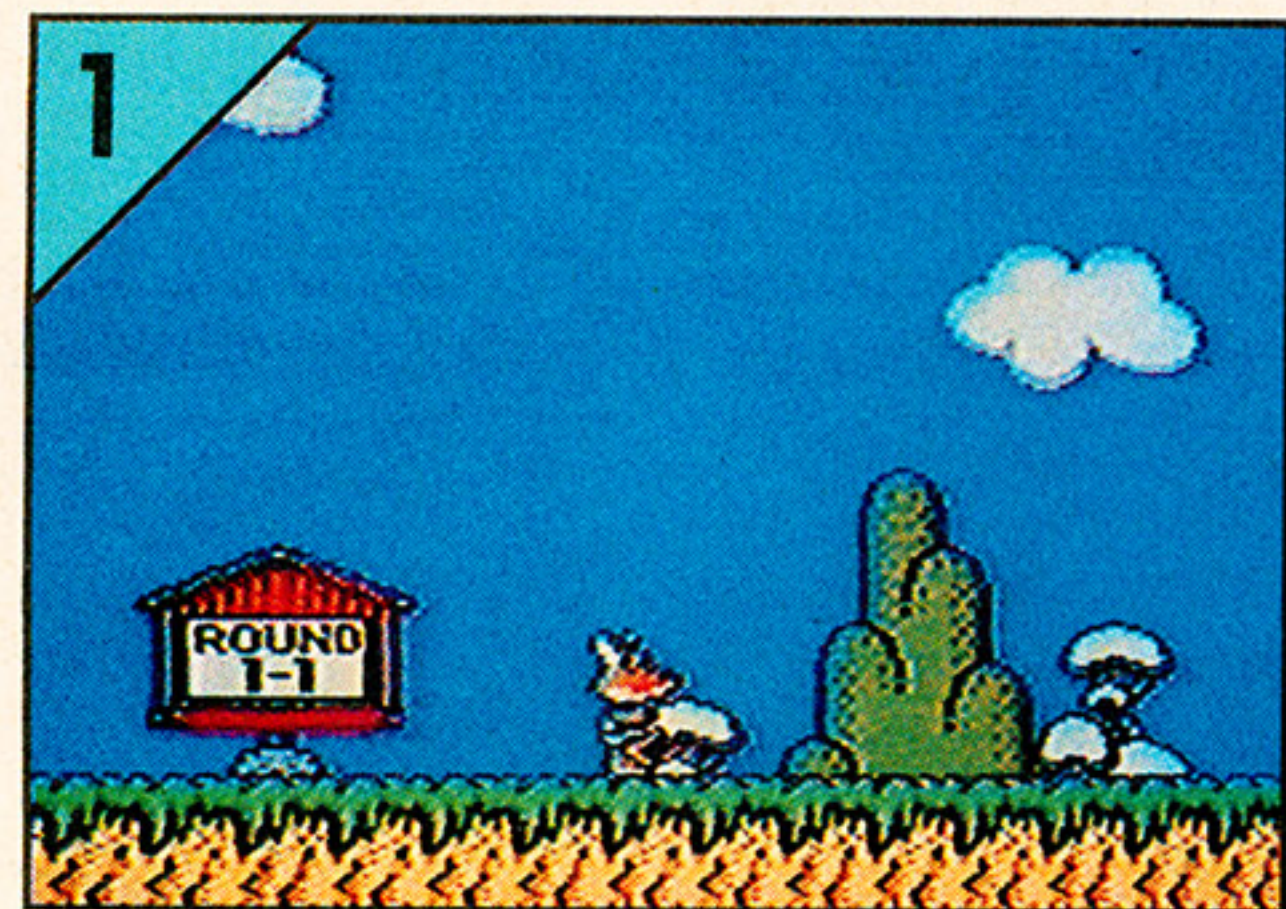


SEGA PLAYERS

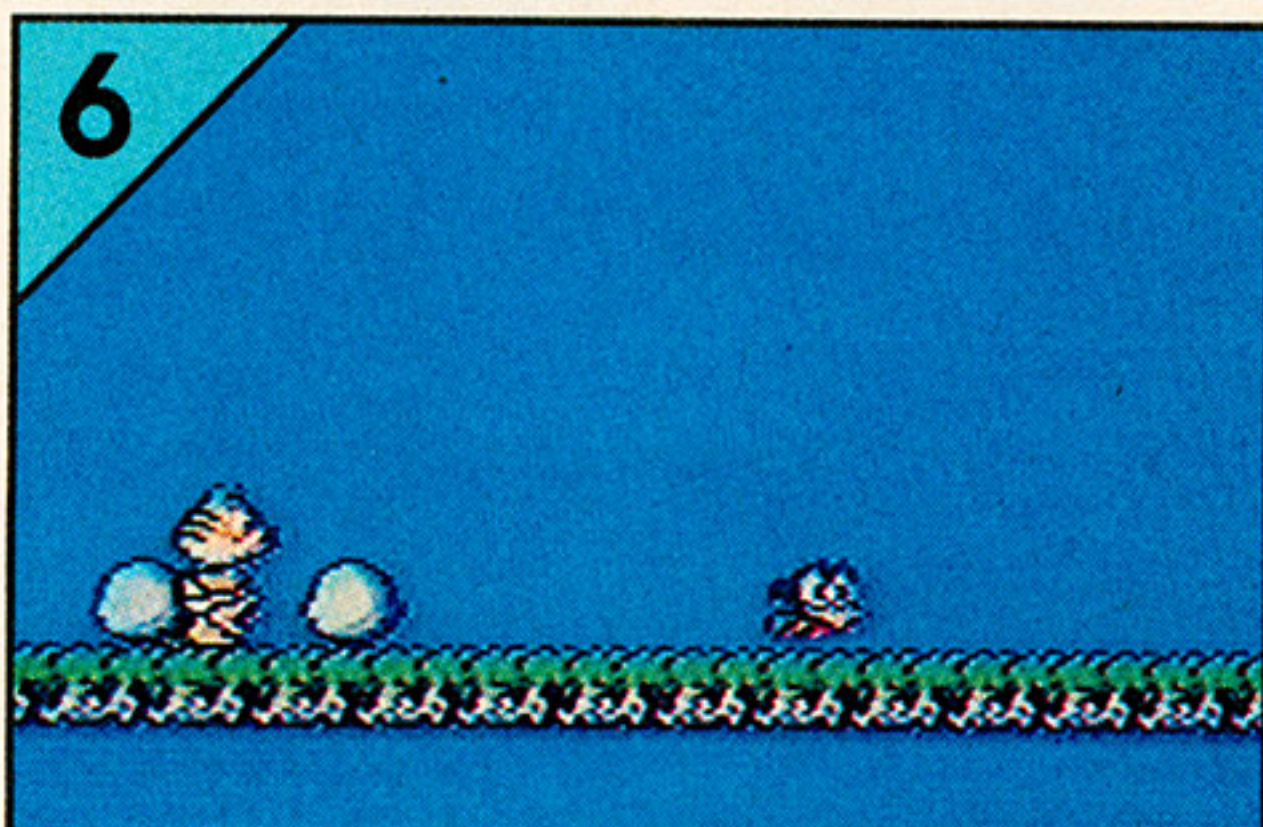
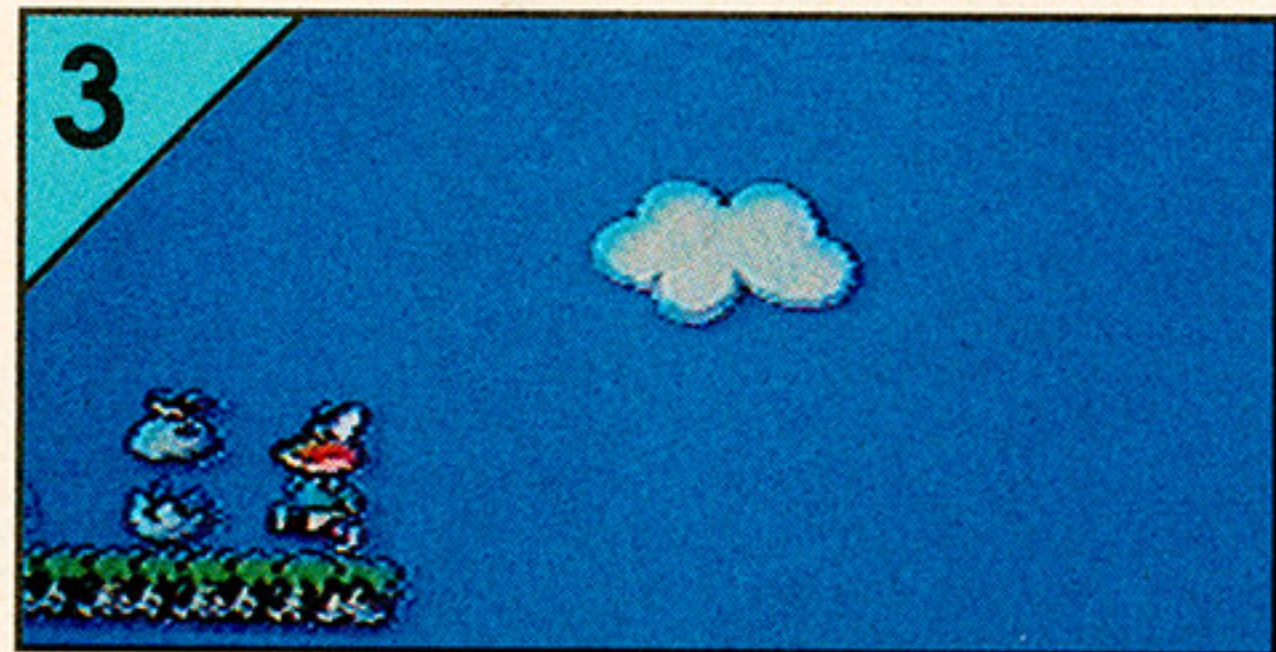
Previews Of Upcoming Games

Matthew A. Firme

We've also been previewing unfinished versions of two new games for the Genesis: *Ghostbusters* and *Herzog Zwei*. Both are in early stages of development.



Finally, though, there's good news for Master System players. We've been previewing an early version of *Psycho Fox*, an action game starring a fox who can turn himself into a tiger, a monkey, and even a hippopotamus. And what is Psycho Fox's main weapon? He hurls a bird at his enemies!



1 In *Psycho Fox* for the Master System, our hero begins each stage armed only with his two fists, his quickness, and his legendary wits.

2 You'll find this crazy crow hidden inside an egg. He'll ride along on your shoulder until you need him. Then just press a button to hurl the bird at your enemies!

3 Many surprises are hidden inside eggs. Psycho Fox has discovered a bag of money in this one. But sometimes the eggs contain enemies, so break every shell with care.

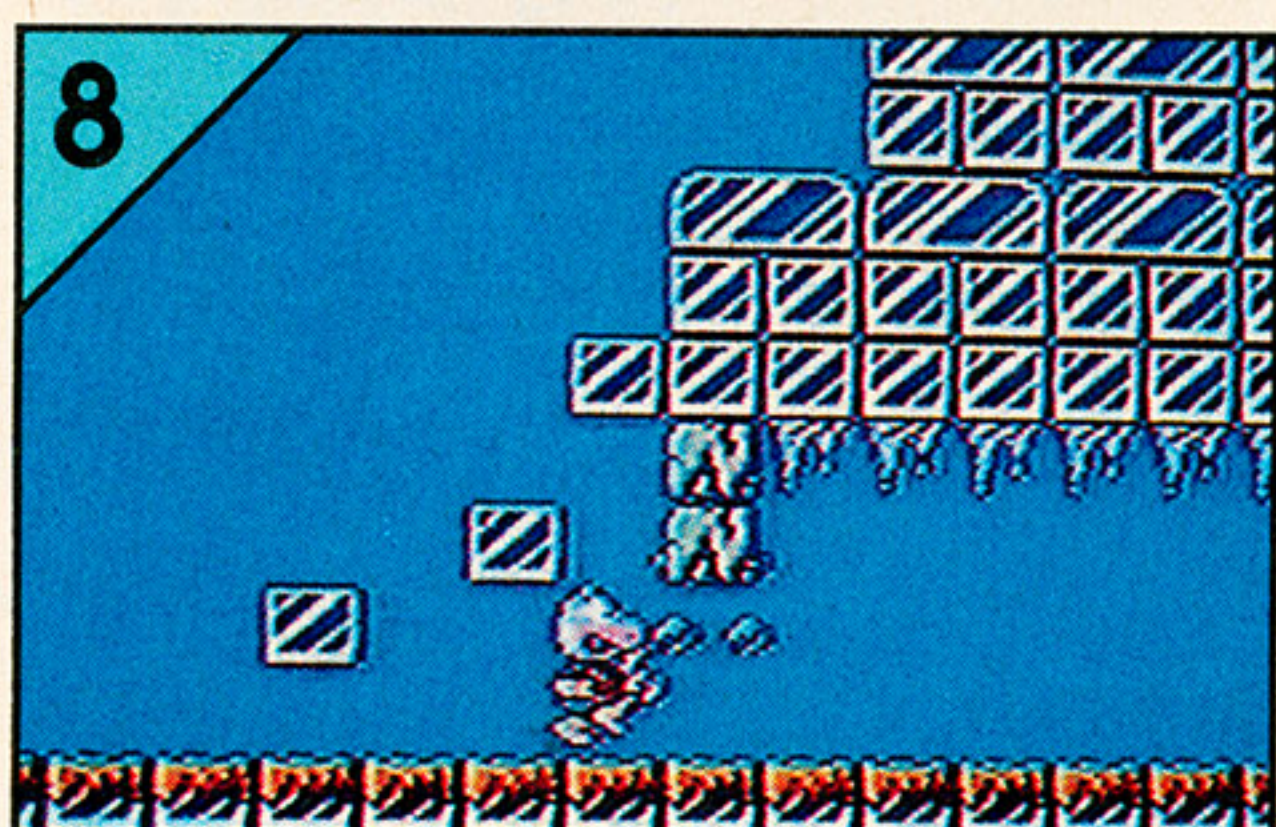
4 The bags of loot are used for wagering between rounds. The more bags you find, the more paths you can choose. At the end of some paths are extra lives, while at the end of others a deep hole awaits.

5 When Psycho Fox collects a Psycho Shell (indicated by the arrow), he can transform himself into any of three other animals, each with a particular talent.

6 As a tiger you're a very fast runner and the long-jump champ of the animal kingdom. You can even run across water.

7 As a monkey, your main talent is the high jump. You can reach ledges the other animals can't and jump easily over the heads of enemies.

8 As a hippopotamus you're slow and heavy, but you can smash through walls with your massive fists. To get through *Psycho Fox*, you'll have to use all the skills of your animal alter egos.



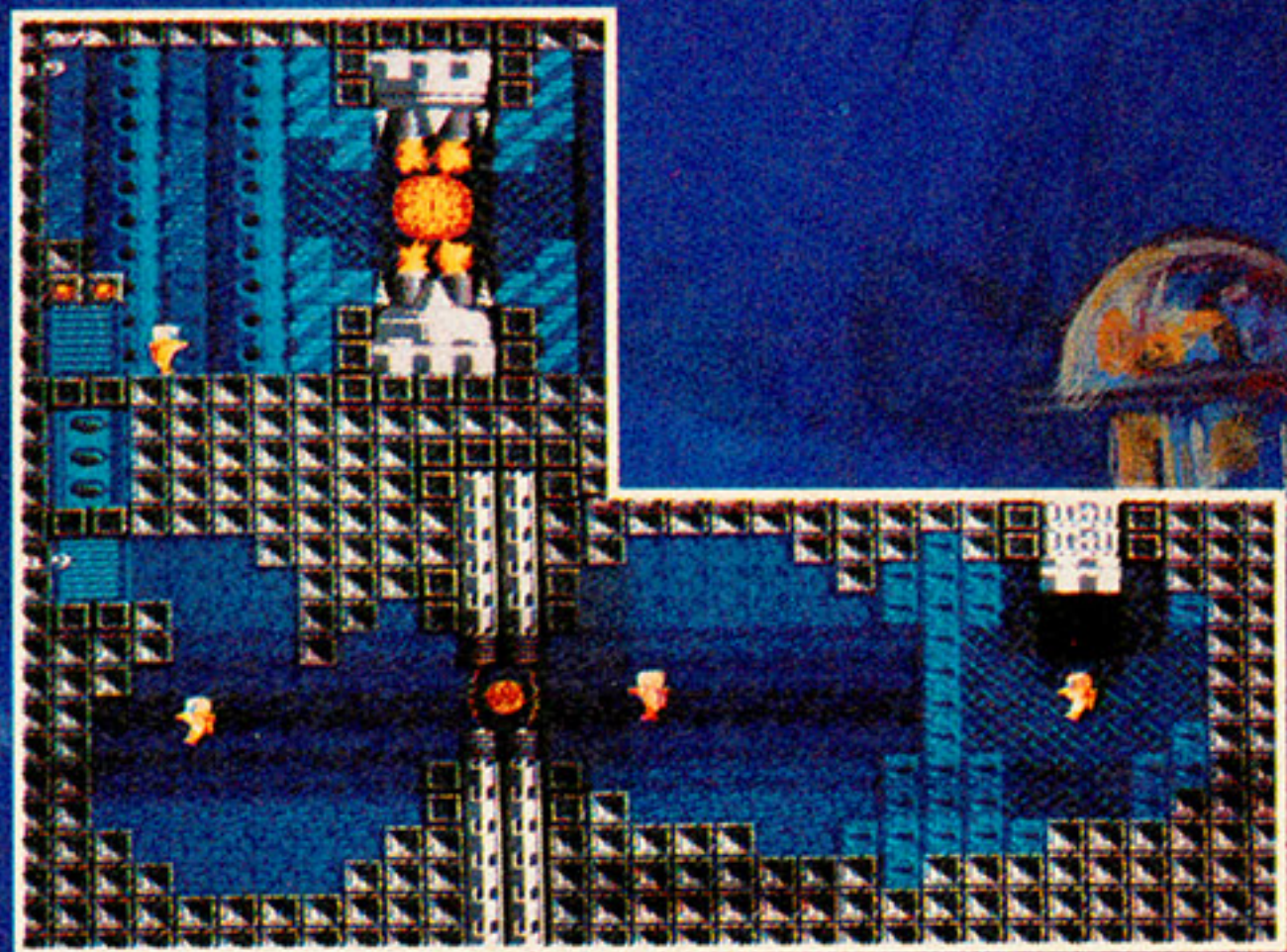
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SEGA PLAYERS

Ghostbusters is based on one of the biggest hit movies of the 1980s. The version we played was a very early demonstration copy and only the first scene was complete. But from what we saw, *Ghostbusters* should prove to be as popular as the movie that inspired it. It's scheduled for release in May.

Those of you who like strategy games won't want to miss *Herzog Zwei*. This new title combines clas-

sic military strategy with futuristic weaponry on alien worlds. It's quite a departure for the Genesis, which up to now has offered a strong line of sports games and arcade-style action games but little else. When *Herzog Zwei* is finished — and it's scheduled to be available by the time you read this issue — we think it could become one of the most challenging and enjoyable games yet for the Genesis.

1 *Ghostbusters* makes its Genesis debut. You can play any of these three famous characters.

2 The Ghostbusters are called to investigate some strange occurrences. The surge in ghost sightings seems to be connected with a recent earthquake.

3 In the first scene, a woman needs help with some pesky apparitions. They've been throwing tables, making noise, and juggling dishes. The poor woman is too scared to sleep at night.

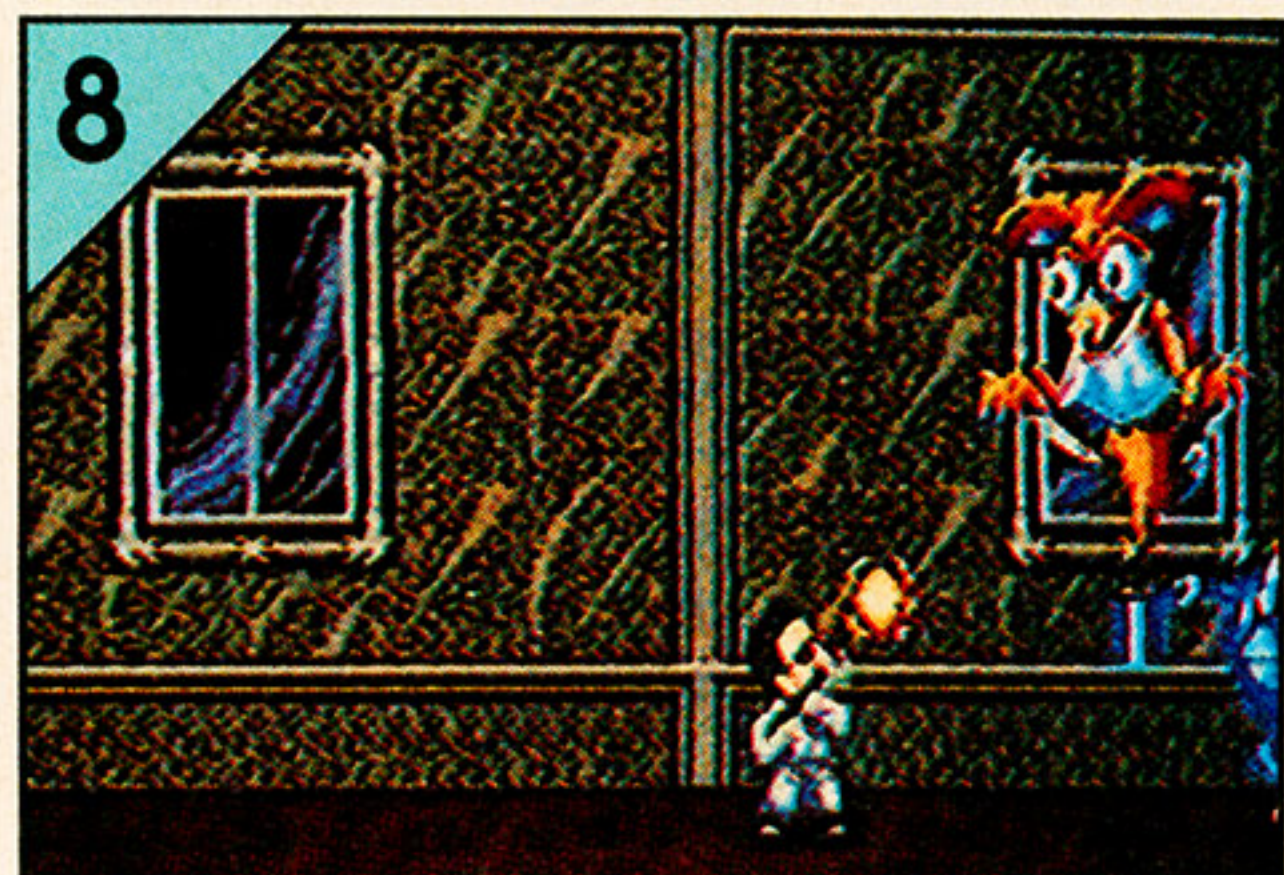
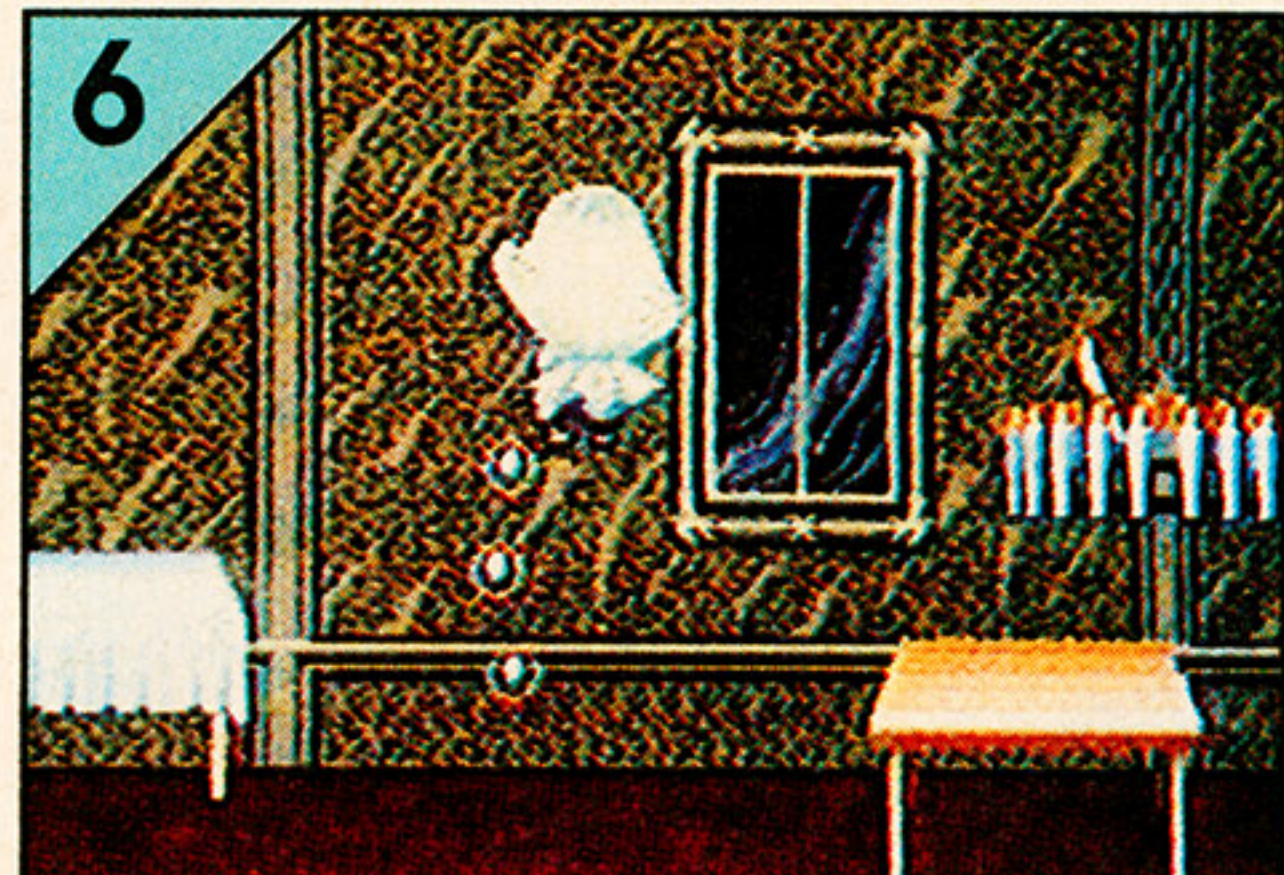
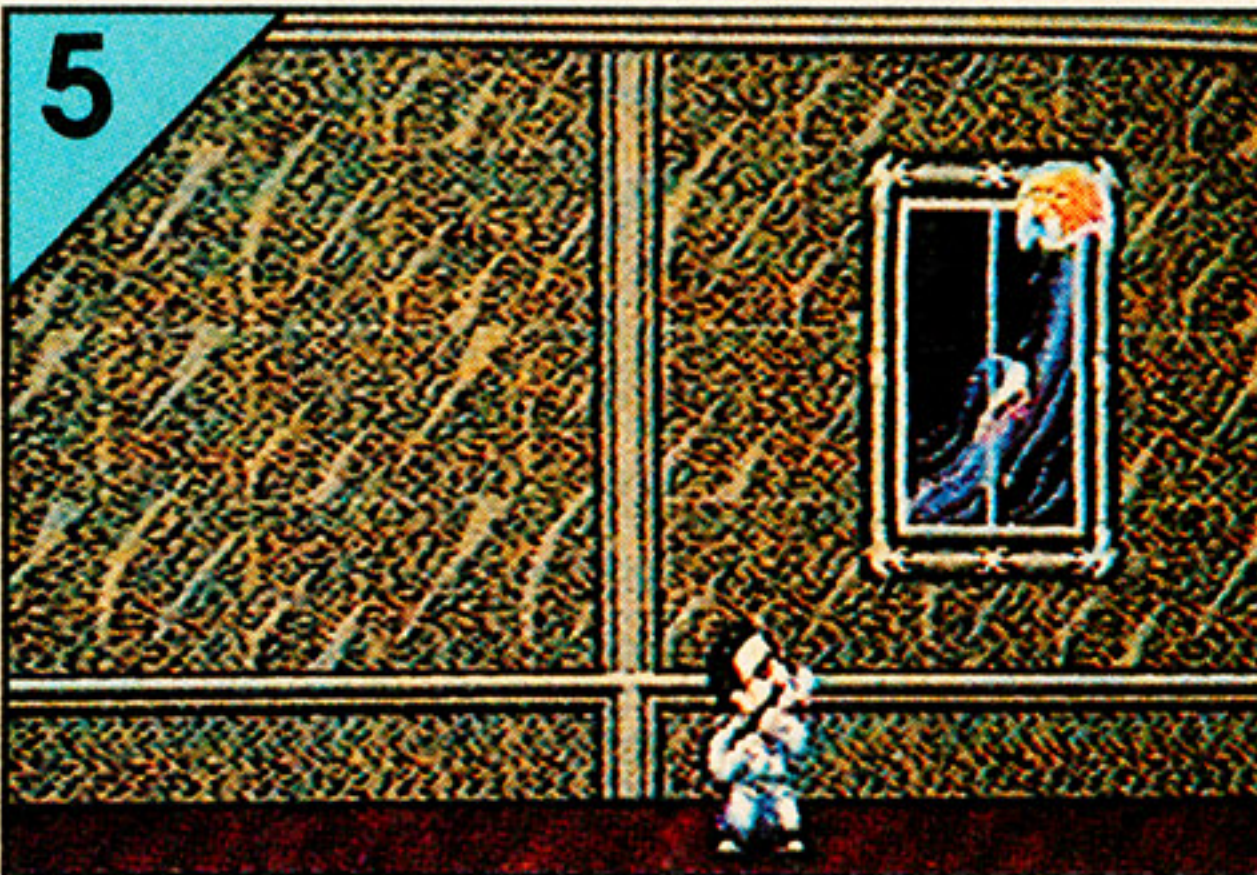
4 As you would expect of the world's foremost ghost exterminators, the boys carry a wide array of special weapons. You can buy extra weapons and other items with the money earned from each job.

5 Egon sets his sights on a swooping spook. If the spooks get too close, they'll slime you, sapping your energy.

6 Disguised as a tablecloth, this ghost ambushes Egon and wraps him up in linen. Invisible dangers are everywhere, hurling knives, spoons, and even candles.

7 As he works his way through the house, Egon is suddenly confronted by a powerful spirit.

8 When something like this headless magician appears, it's time to break out the phaser shell. What were you expecting to jump out of the hat, a rabbit?



BLOOD

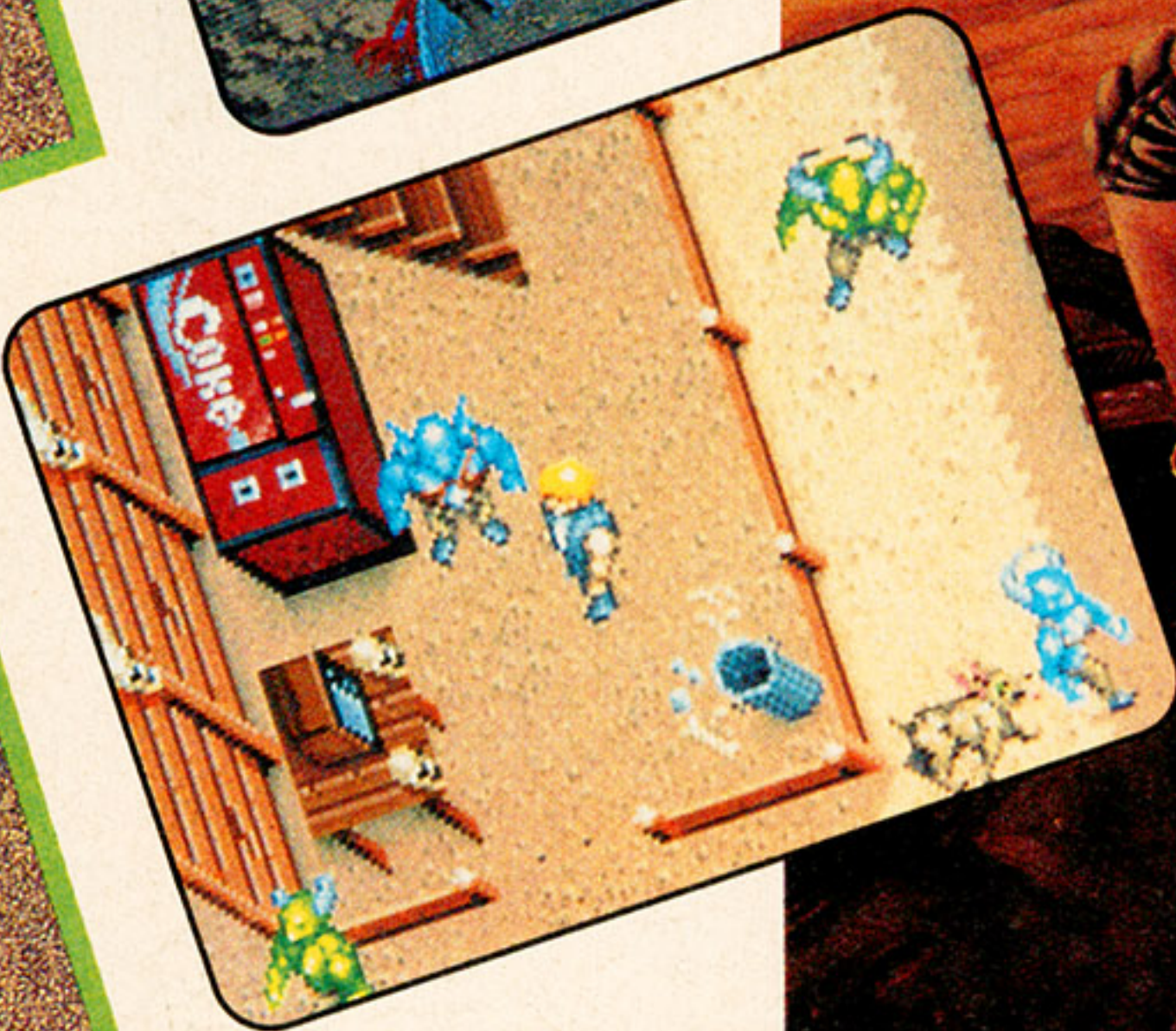
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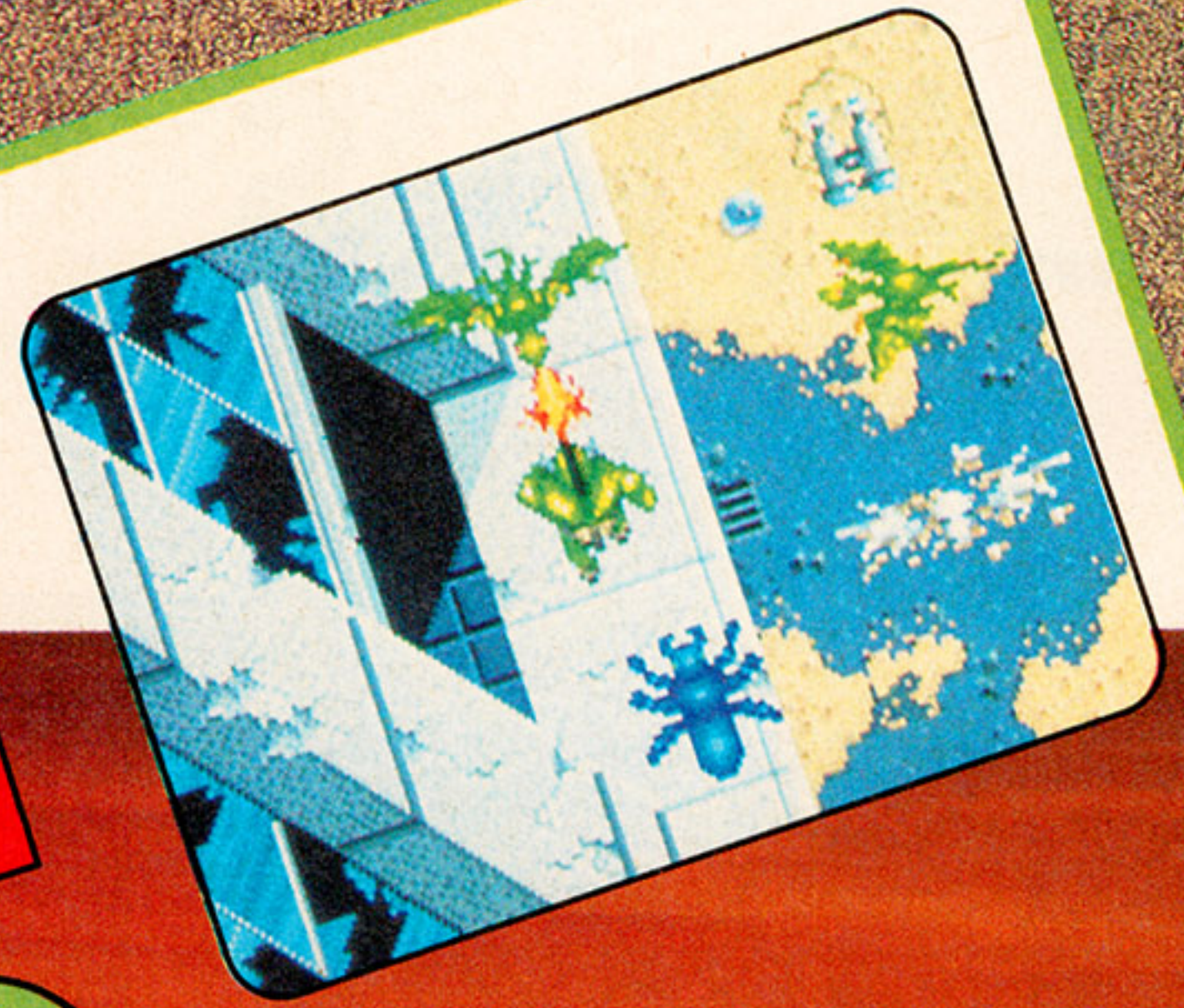
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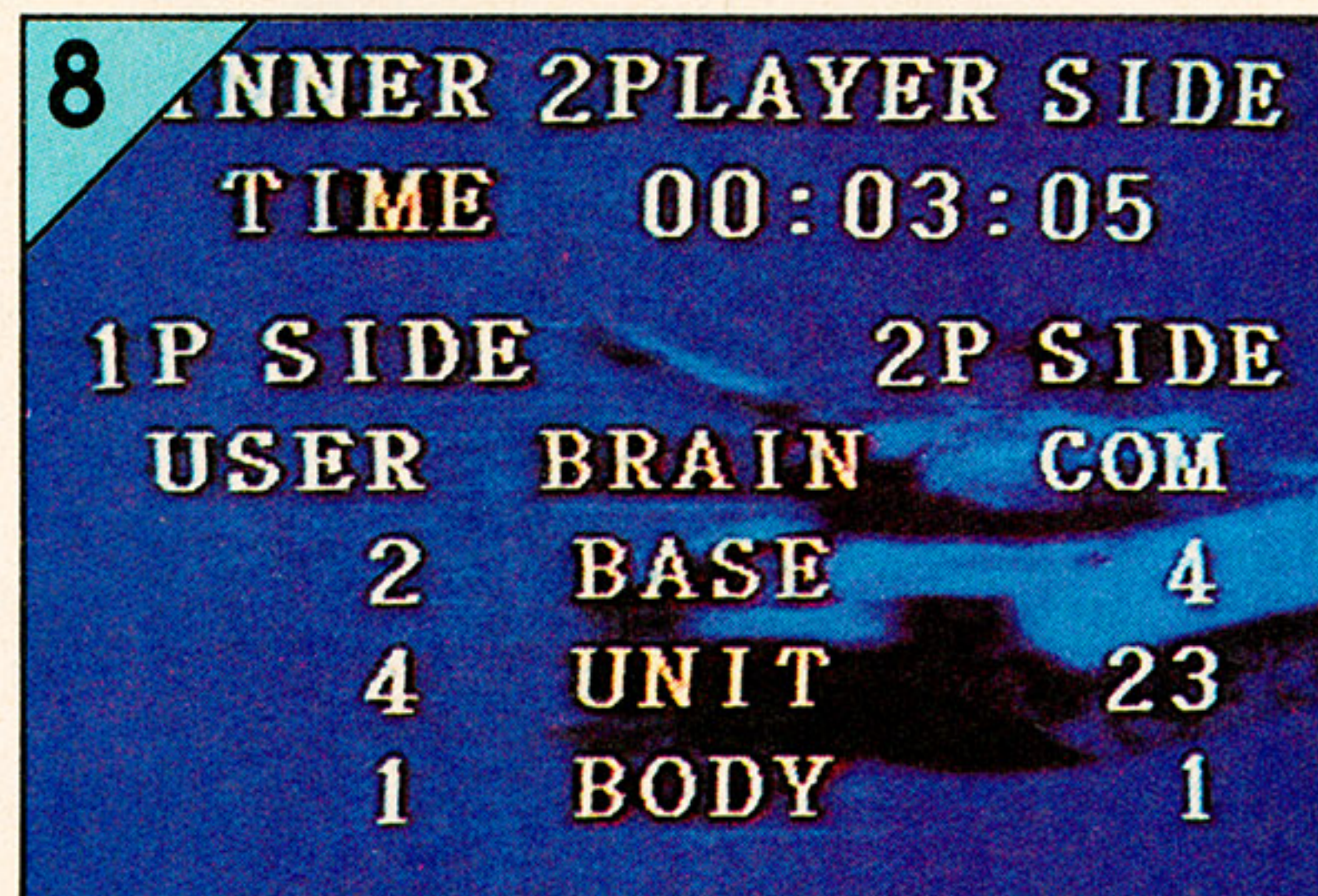
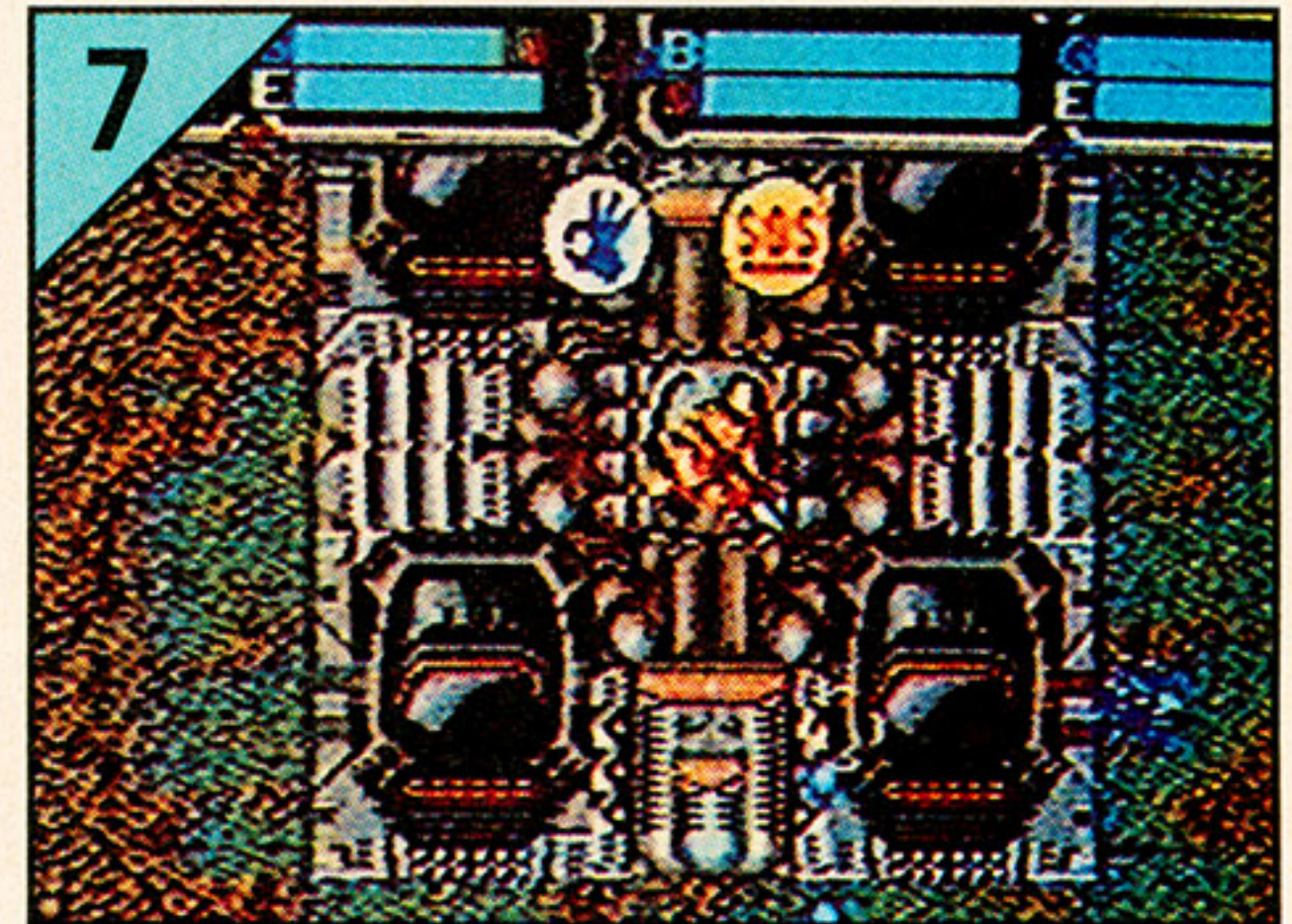
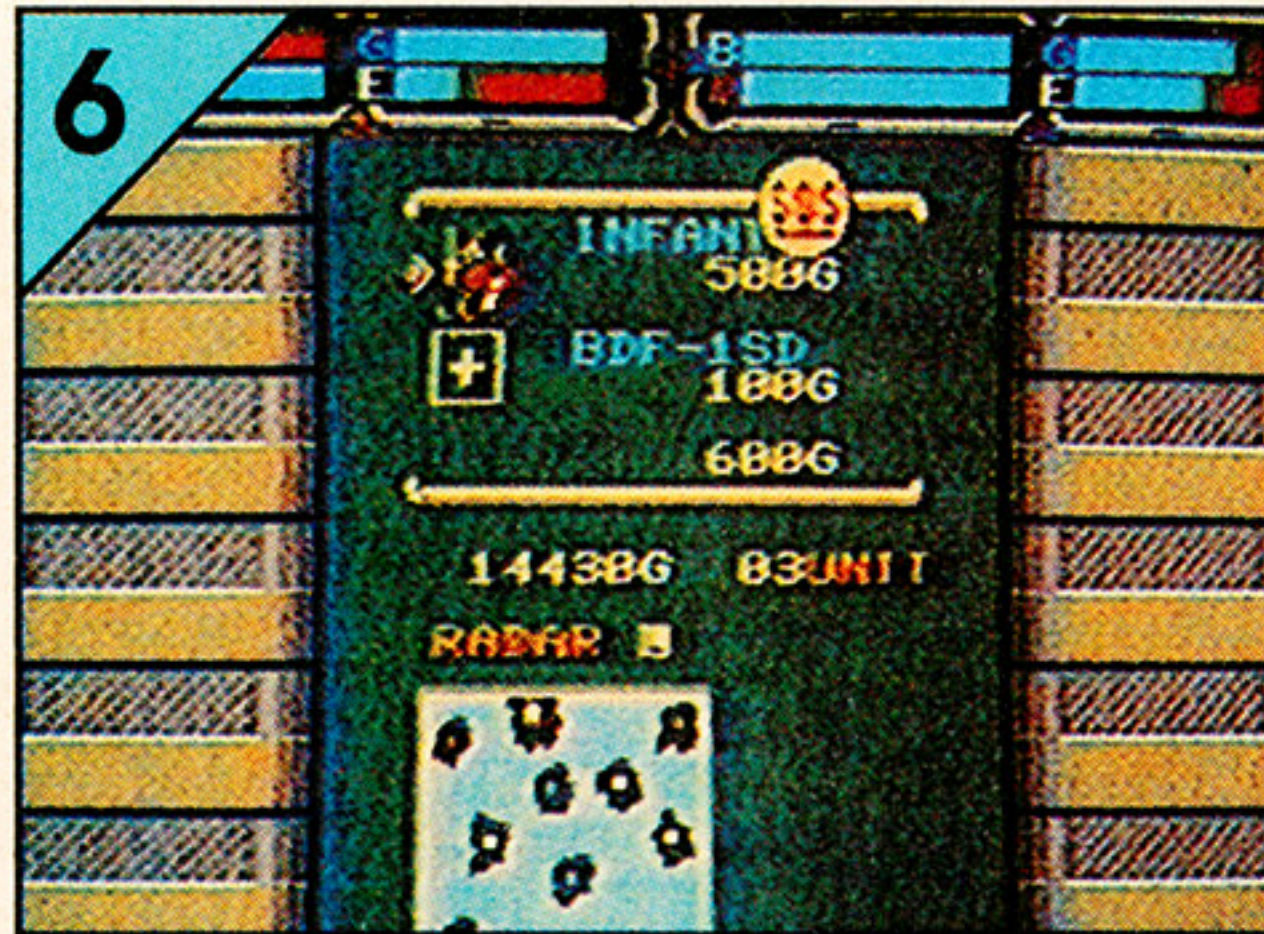
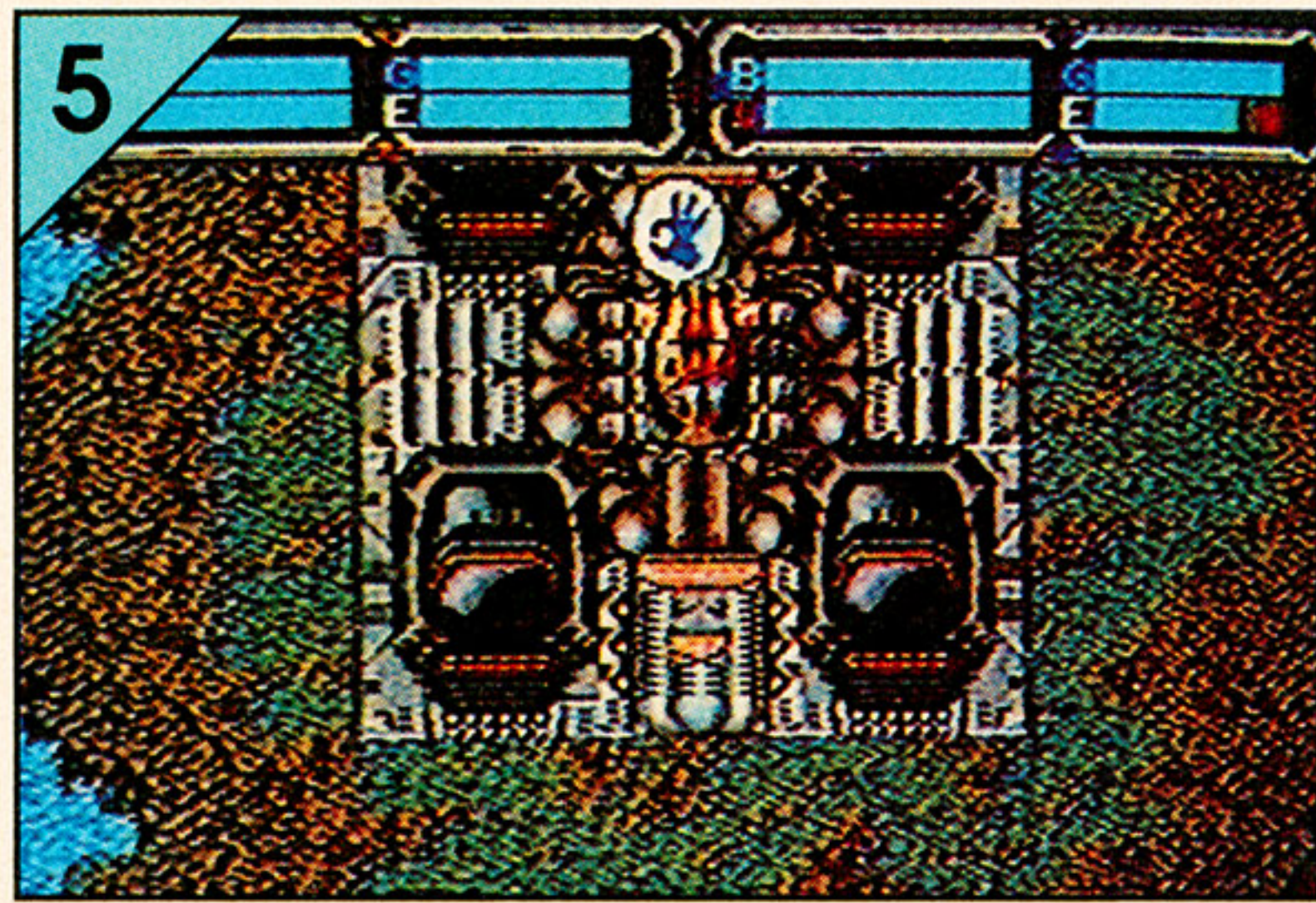
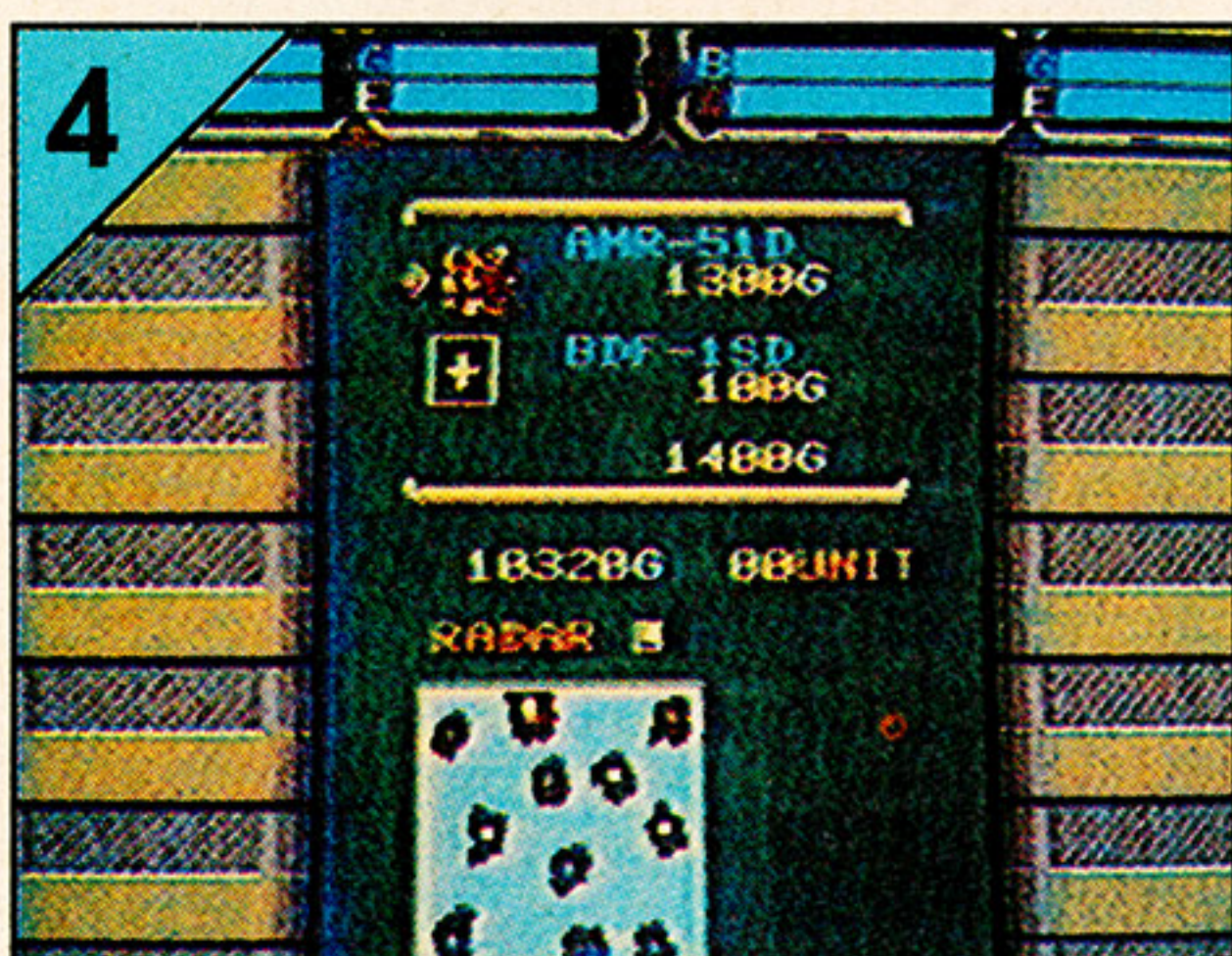
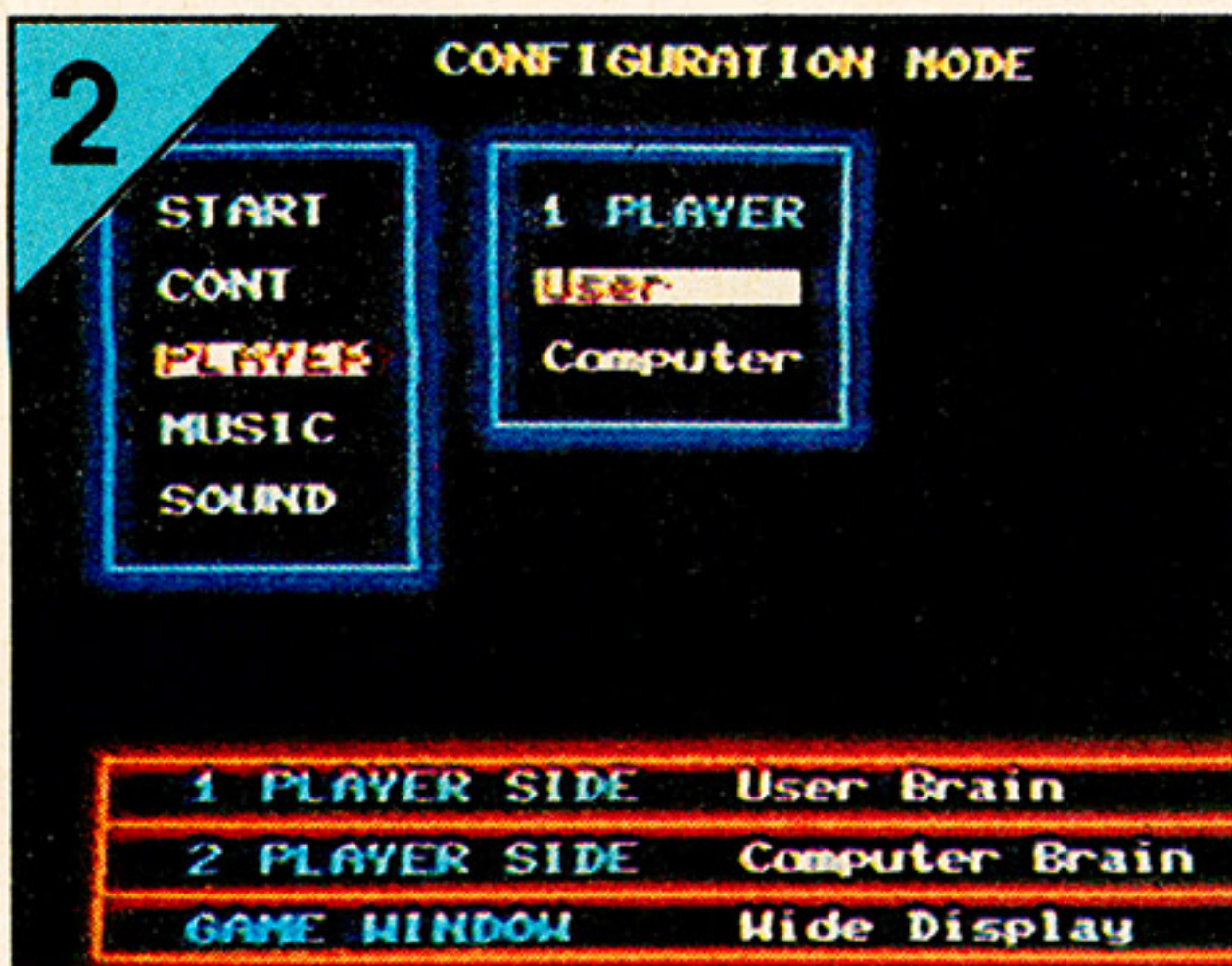


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ORIGIN
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SEGA PLAYERS



GP

1 Herzog Zwei is a futuristic military strategy game for the Genesis. You'll coordinate an army of tanks, infantrymen, gunboats, and armored cars, fighting against the computer or another player.

2 The configuration screen lets you choose your opponent and decide which side to play. There's also a password feature for extended confrontations.

3 You can battle on any of eight possible worlds, each with different terrain and requiring different tactics. Vulkan, shown here, is a world of scorching heat and flowing lava.

4 Each army has a main base and can take over other camps for a better strategic position. You select weapons and vehicles, then issue orders. The wrench shows a weapon in preparation.

5 Once your weapon is ready, the OK sign flashes. The plane above the base is your main weapon. You'll use it to attack, to ferry vehicles and supplies to new bases, and to scout enemy movements.

6 No matter where you are on the map or what you're doing, this SOS will flash if your main base is under attack. The top left bar graph shows damage to your headquarters.

7 You fly back to base, only to find that you're under attack by a small army. Defensive planning is vital. Here, the enemy was able to attack without challenge.

8 The results of each battle are tallied when one side or the other wins. Don't expect to beat the computer until you've learned plenty about the game.

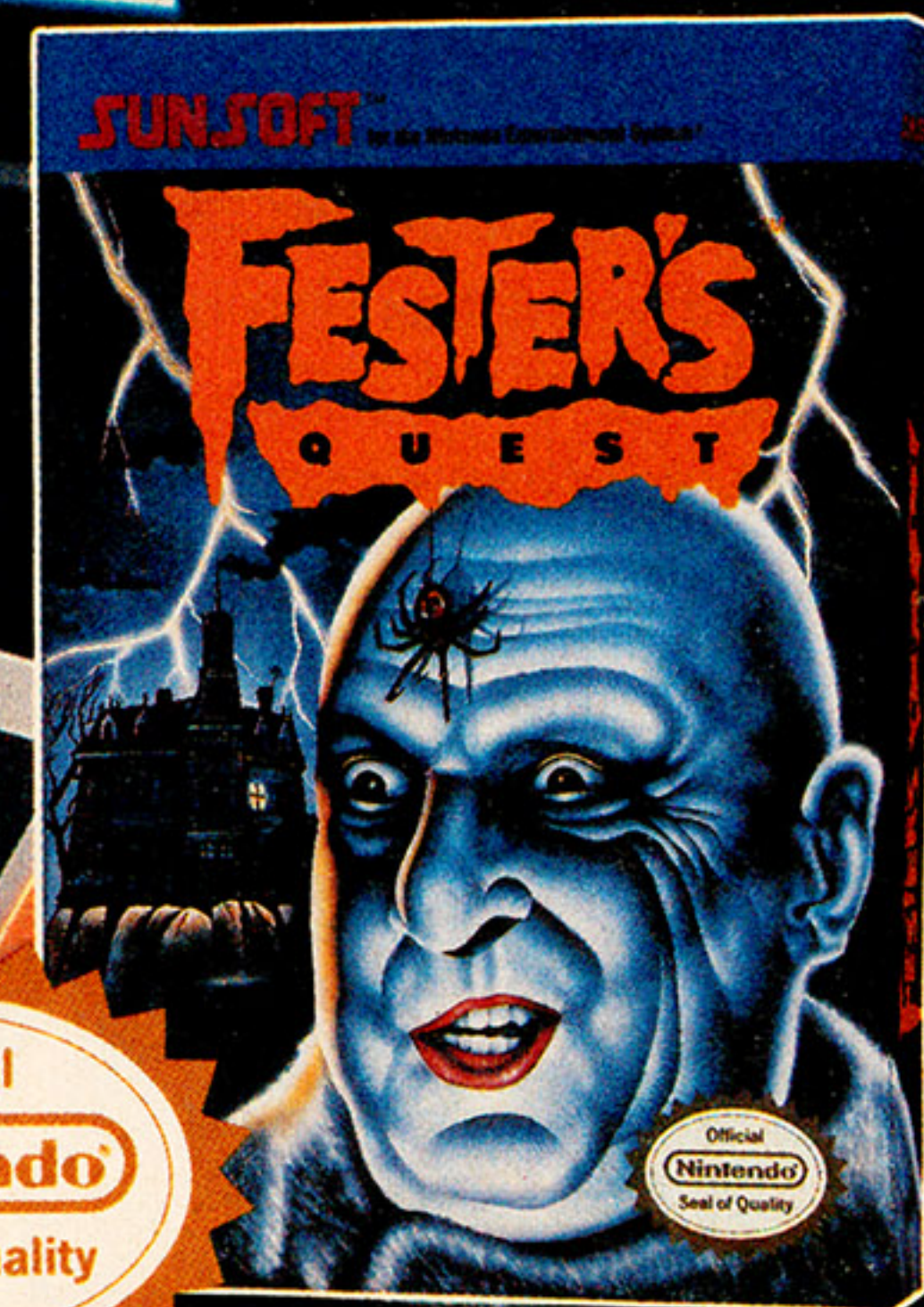
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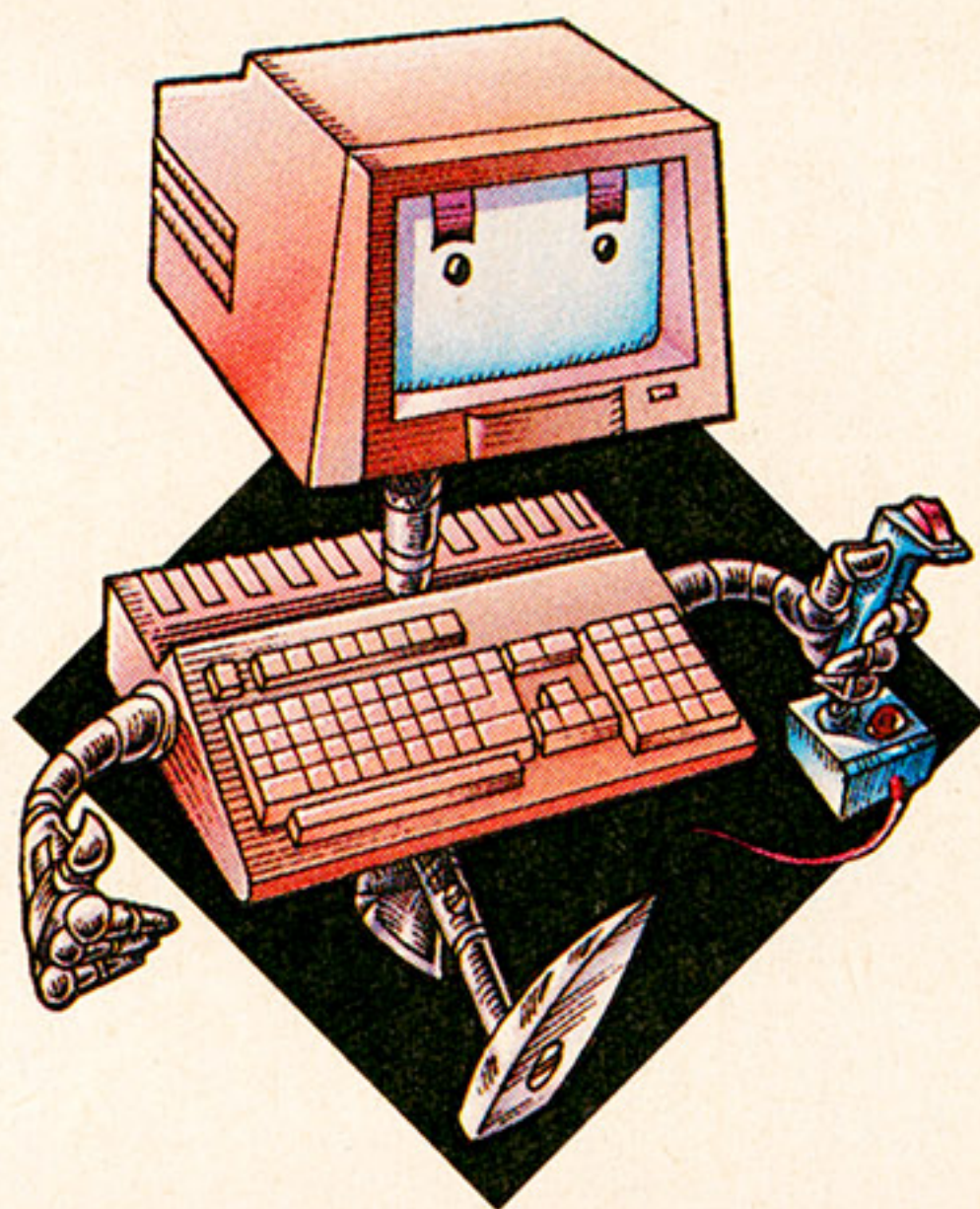
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Since the Amiga has much better graphics and sound than the Nintendo Entertainment System, not to mention a lot more memory and a disk drive, you'd think it would be a snap to translate the most popular Nintendo games for the Amiga. Until recently, however, the two systems each have had their own distinct kinds of games and styles of game play.

Nintendo fans tend to like the kind of action-adventure games that first became popular (albeit in much simpler form) on the Atari 2600 videogame system. The best-known examples of these types of games are the *Mario Bros.* series.

Amiga players, on the other hand, favor games that take advantage of the computer's unique graphics, sound, and memory capabilities. These include the movielike Cinemaware games; flight simulators; complex adventures with hundreds of levels; and arcade-style shoot-em-ups with lots of enemies on a large, scrolling terrain. Attempts to bring Nintendo-style games to the Amiga have been rare, and those that have been attempted (such as Capcom's excellent *Bionic Commando*) have been largely ignored by Amiga owners.

Lately, however, things have



AMIGA PLAYERS

Amiga Meets Nintendo

Sheldon Leemon

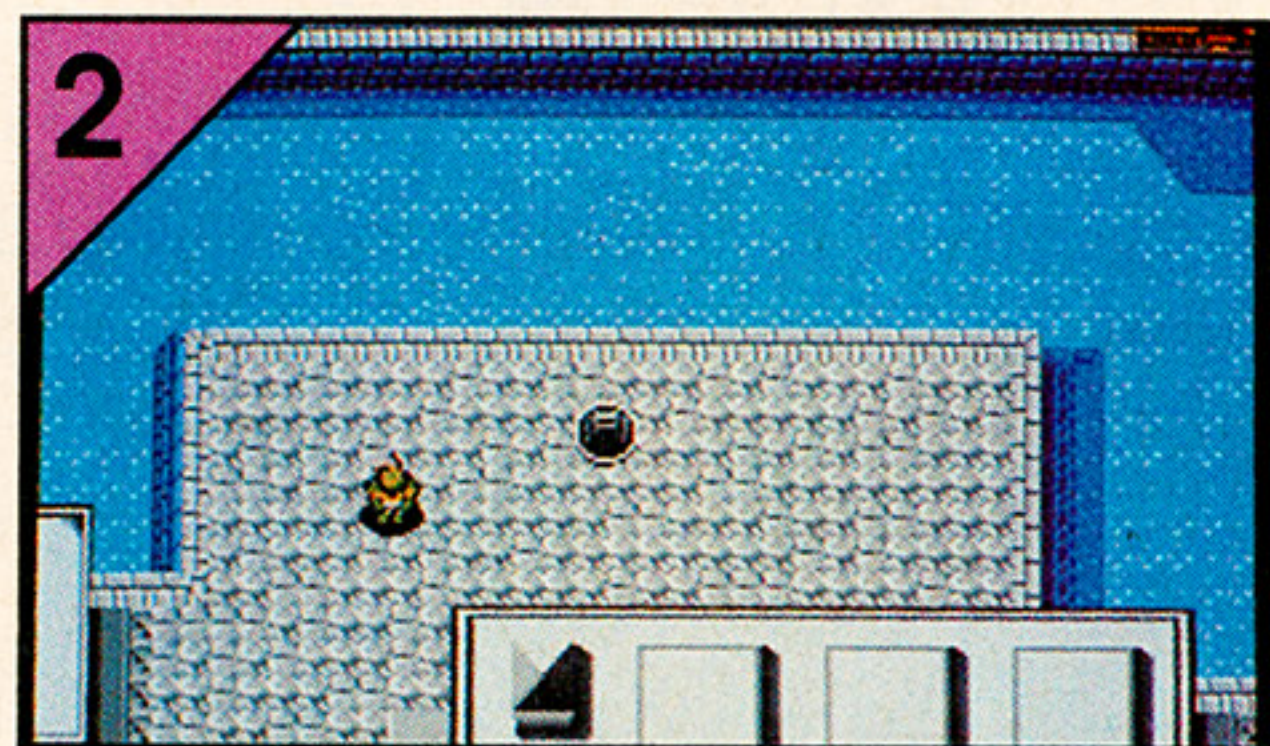
been changing. Complex Amiga games we thought we'd never see on videogame machines — such as *The Three Stooges*, *Chessmaster*, and *Rocket Ranger* — have survived the translation to Nintendo quite well. Meanwhile, some familiar

names from the videogame industry, such as Tengen, Taito, Konami, Data East, and Sega, are starting to capture the attention of Amiga gamers, too. One of the strongest indications that Amiga players are finally being won over to the Nintendo style of play is the warm reception that is greeting Ultra's *Teenage Mutant Ninja Turtles*.

TMNT is a classic Nintendo-style game. It focuses on jumping, climbing, avoiding traps, exploring rooms, finding weapons, and fighting a wide variety of foes endowed with varying strengths and weaknesses. As with the best of these games, *TMNT* creates an entire new world to explore — a world with its own landscape, inhabitants, and laws of nature.

If you're not familiar with the Teenage Mutant Ninja Turtles, you're probably over 30 and don't have any children. Born as comic-book characters, the Turtles quickly achieved fame by starring in their own cartoon show on TV. There are four Turtles, each named after a Renaissance painter: Michelangelo, Donatello, Raphael, and Leonardo. Fueled by pizza, they're frequently called upon to rescue friends from the clutches of various bad guys.

When the Amiga version starts,



1 All four Turtles — (from left) Donatello, Leonardo, Michelangelo, and Raphael — make their appearances in the Amiga version.

2 When the game starts, you find yourself aboveground in the city with a number of different manholes to explore.

AMIGA PLAYERS

1 After descending into a manhole, you enter an underground world of sewers, ledges, and ladders.

2 The first goal of your quest is to find your friend April, who was kidnapped by the archenemy Shredder. She's probably being held prisoner somewhere in these sewers.

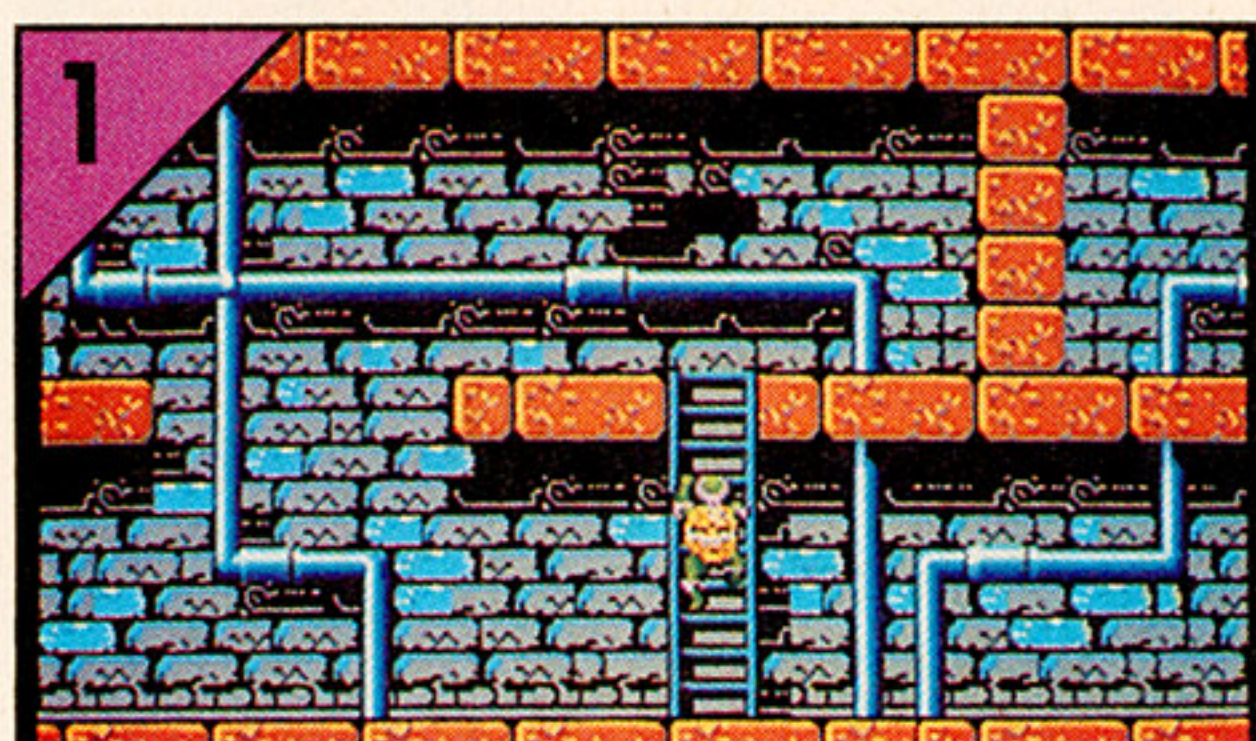
3 You'll soon discover that the sewers are alive with monsters — some crawling, some walking, and some flying.

4 You've found April! She's bound and gagged by that ugly purple thing up above. But before you can free her, you've got to punch it out with the boss down below.

5 When you lose a fight, you can switch to another Turtle and try again.

the Turtles' archenemy, Shredder, has captured their pals, April and Splinter. You rescue April on level 1, then spend the rest of the game on a quest to transform Splinter back into a human.

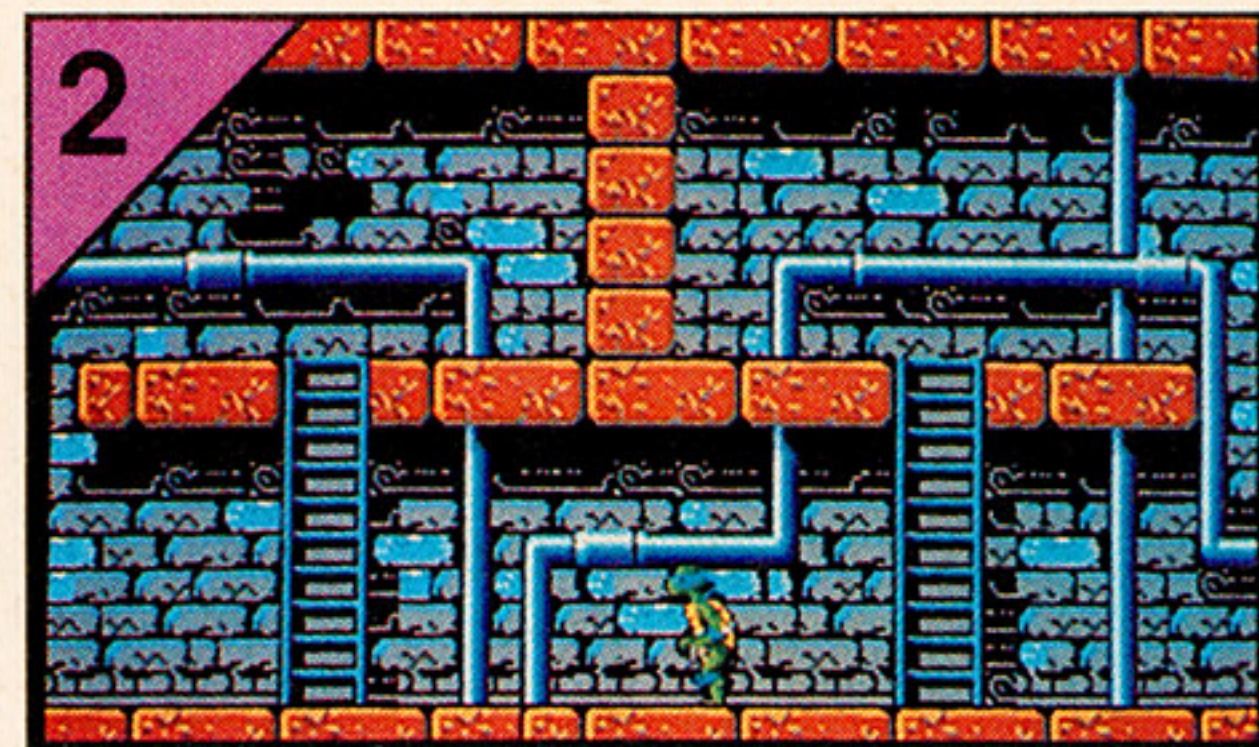
You get to play all four Turtles, but you control only one at a time. Whenever one Turtle's energy gets low, you can switch to another Turtle. This allows you to take advantage of the different strengths of each character. Don,



for example, is the strongest Turtle, and his weapon has the longest reach, but he's also the slowest of the four. Raphael is the quickest, but he carries only a short dagger that's best suited to attacking flying enemies.

Although *TMNT* basically consists of ducking into a series of rooms and sewers and then battling your way out, each level has its own twists. In level 2, for example, you climb out of the sewer and dive off the top of a dam, right into an underwater sequence. With numerous buildings and manholes to choose from, there are a large number of false trails to sort out, and many weapons and energy-boosting pizzas to find.

Surprisingly, there isn't that much difference between the



Amiga and Nintendo versions. The Amiga graphics and sound are a bit crisper, but otherwise the two games are almost identical. In fact, our random sample of nine-year-olds could hardly tell the difference, and some even thought the Nintendo version looked better.

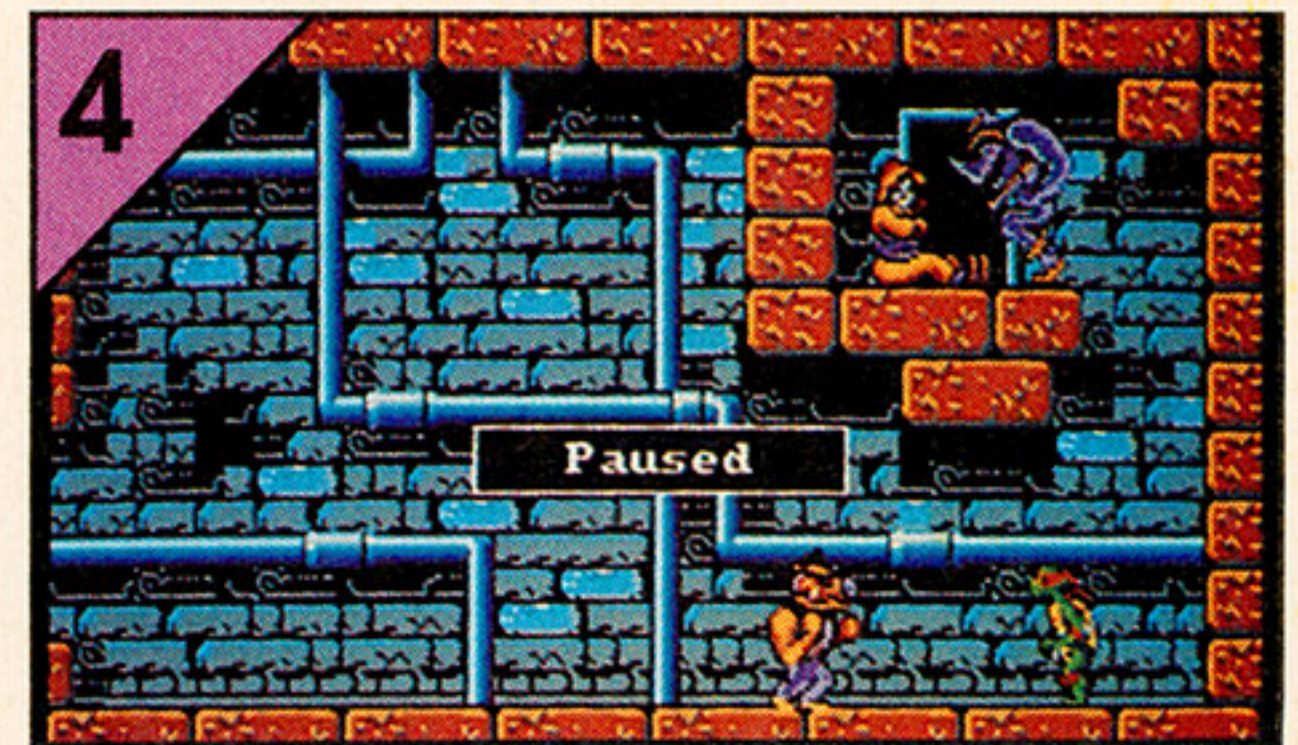
Still, the Amiga game has one big advantage over the cartridge-based Nintendo version. You can save your game on a disk anytime you're in a particularly good position, and start over later from that point. Nintendo players have to start from scratch each time, making the game much tougher to master.

Having *TMNT* on disk instead of a cartridge also has disadvantages, though. Each time your Turtle enters or leaves a room, the game pauses to access the disk



drive. As a result, it plays much more smoothly if you copy it onto a hard disk. Fortunately there's no disk-based copy protection, so hard disk installation is easy.

Unfortunately, the code sheet



from which you must enter a number at the beginning of the game is one of the worst I've ever seen. It's printed on dark red paper that's intended to make it photocopy-proof, and the numbers are almost impossible to see. I had to use a flashlight.

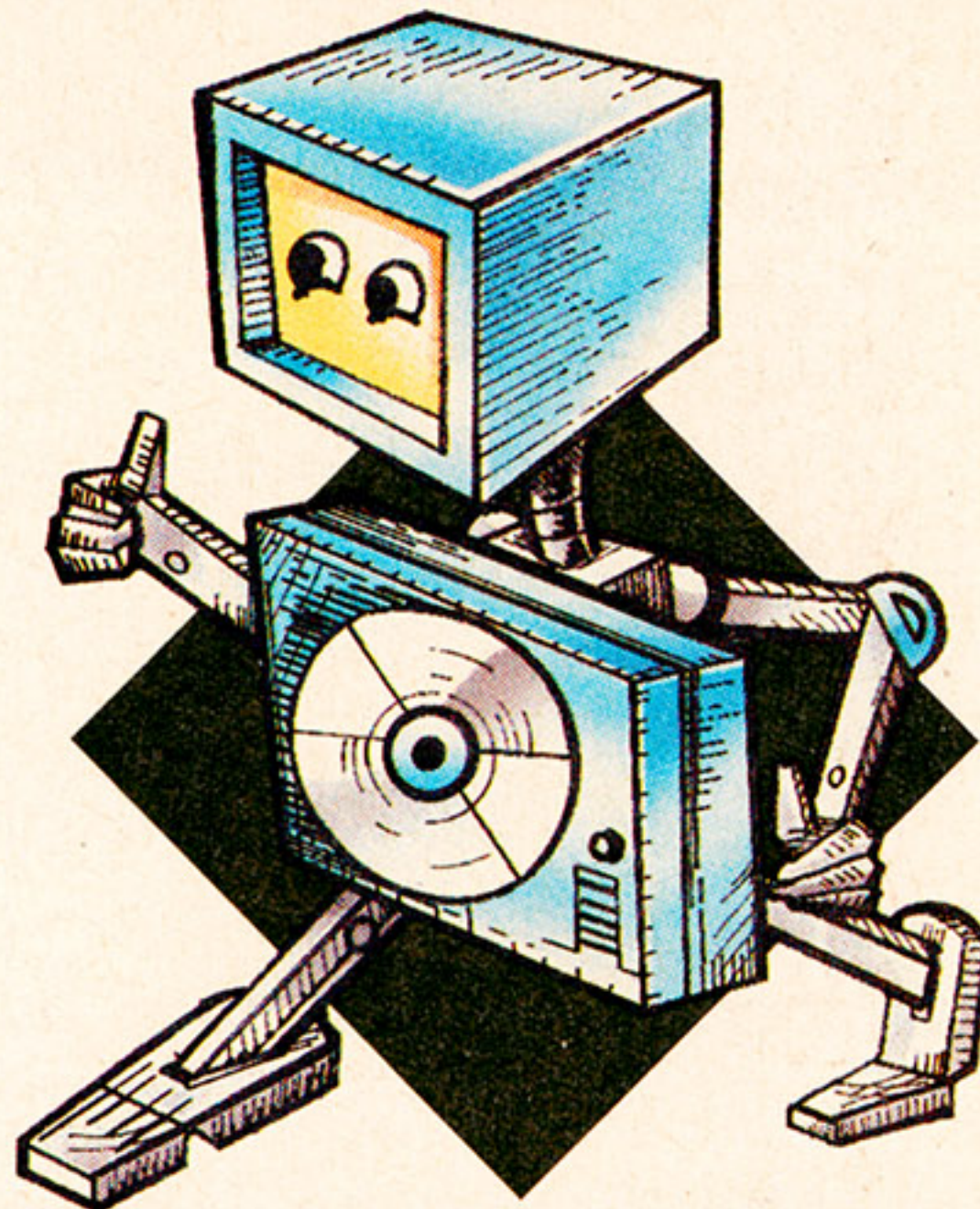


Still, Ultra deserves applause for its timely conversion of *TMNT*. Amiga owners can now hold their heads high when they get together with their Nintendo-playing friends. And pretty soon we'll also be able to discuss *Castlevania*, because Konami (Ultra's parent company) is working on that translation, too.

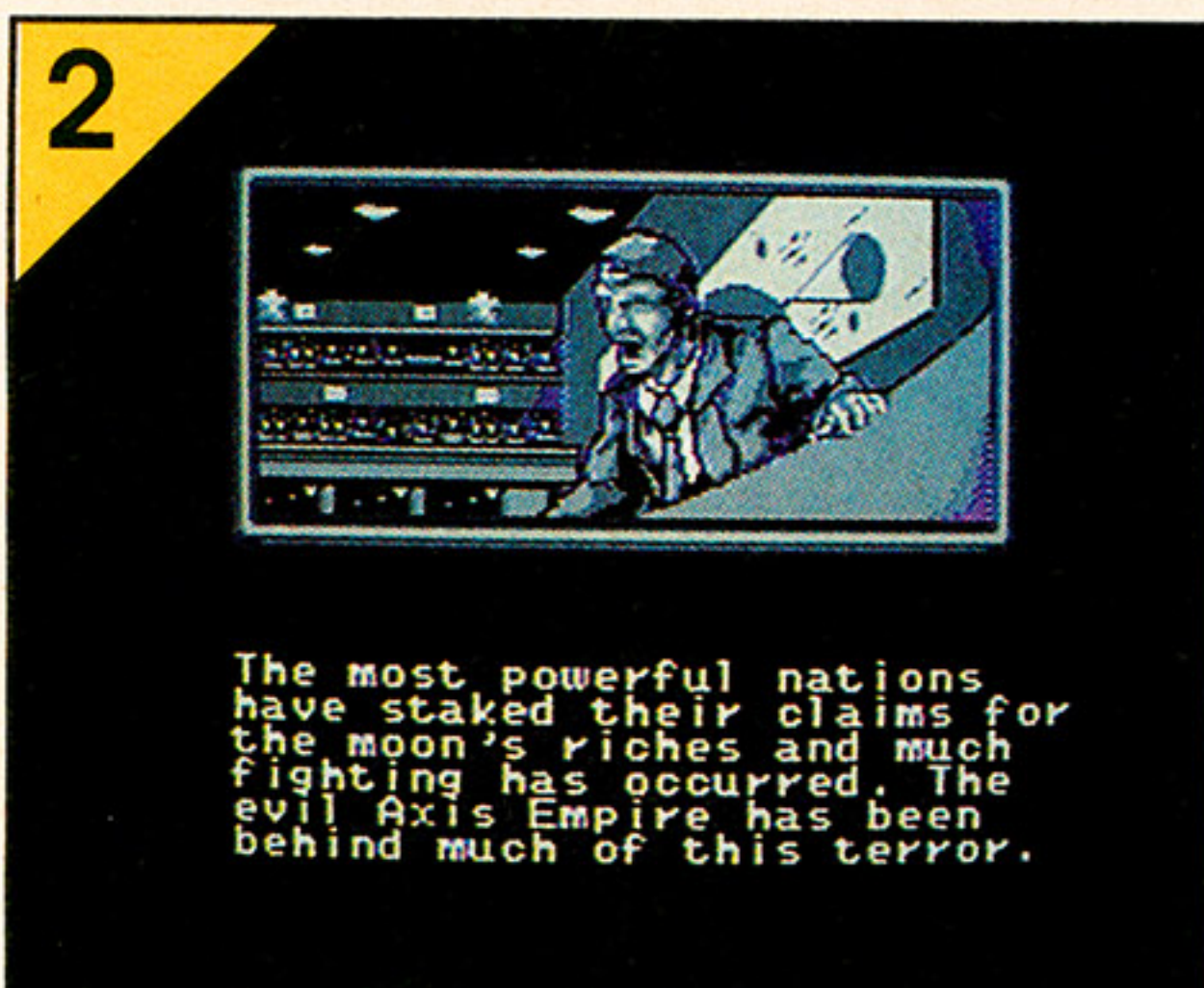
After that, who knows? Maybe Capcom will be inspired to bring over *DuckTales*.

GP

Games for home video-game systems are almost exclusively action-oriented. Some strategy games have appeared, such as *Nobunaga's Ambition* for Nintendo, but most titles — even role players like *The Legend of Zelda* and *Dungeon Explorer* — rely more heavily on reflexes than on thought. War games usually take the form of *Contra* or *Rambo*, in which you fight far more battles than you plan.



TURBO PLAYERS



Some people who play games on personal computers have been known to look down on video-game systems because of this emphasis on action over thought. Those who savor the wide variety of military strategy games available for computers have had even more reason to look askance at videogame machines.

Although you may find such attitudes snobbish, the fact remains that military strategy games haven't found a place on the NEC TurboGrafx-16 or any other video-game system. True, Nintendo players have Koei's excellent series of strategy games (*Nobunaga's Ambition*, *Genghis Khan*, and *Romance of the Three Kingdoms*), but

these are political rather than military encounters. Another Nintendo title, *Desert Commander* (reviewed in *Game Player's*, Vol. 1, No. 5), is a military game, but is fairly primitive by computer standards. The true strategic war games that have a solid (if small) following on computers simply haven't been available on video-game machines.

Military Madness changes all that. It's the first hexagon-based strategic war game available for the TurboGrafx, and the most sophisticated war game released for any videogame system.

What's a hexagon-based strategic war game? It's a war game played on a map that resembles a chessboard, except that the board is covered with hexagons instead of squares. The pieces represent

MILITARY MADNESS

Neil Randall

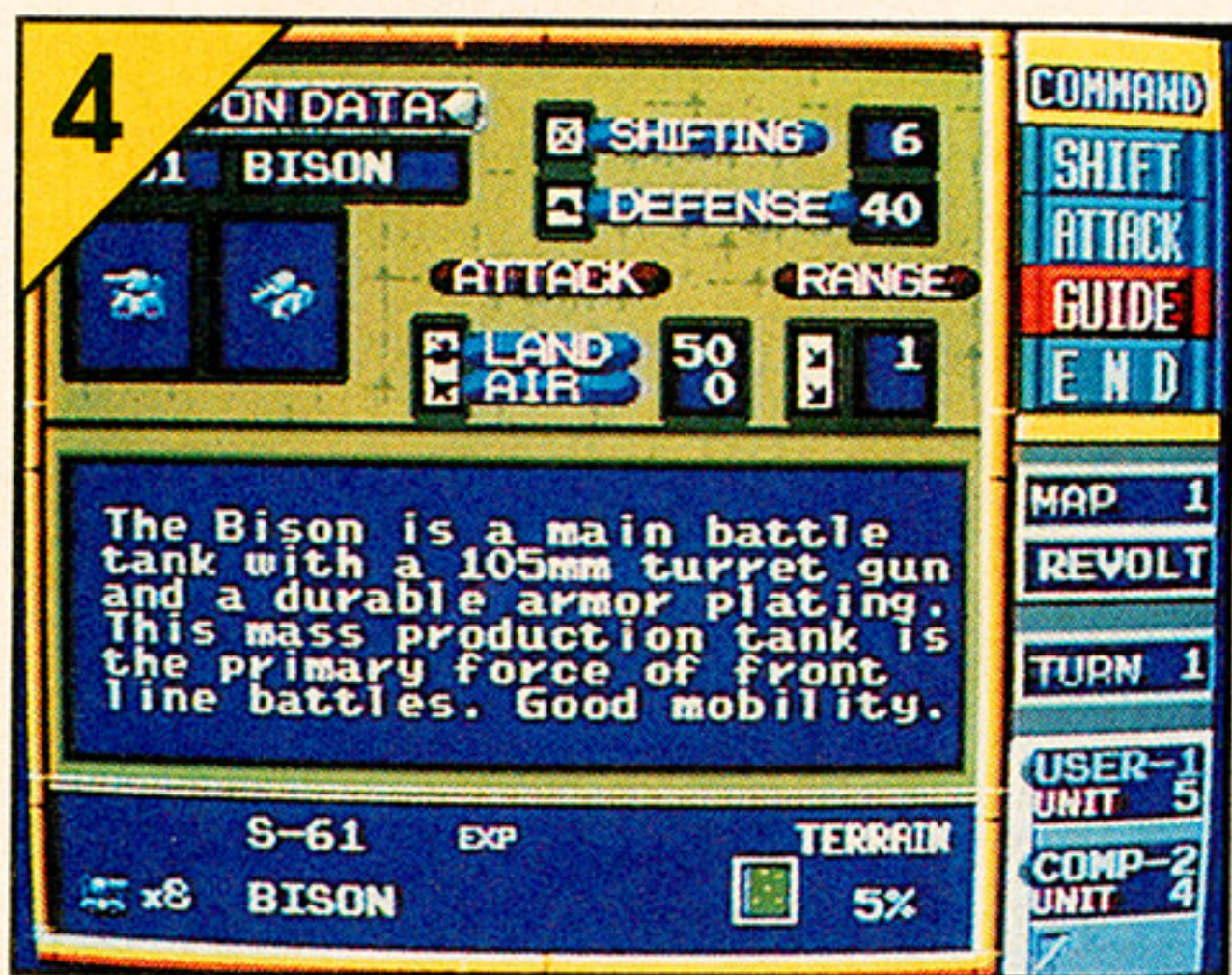
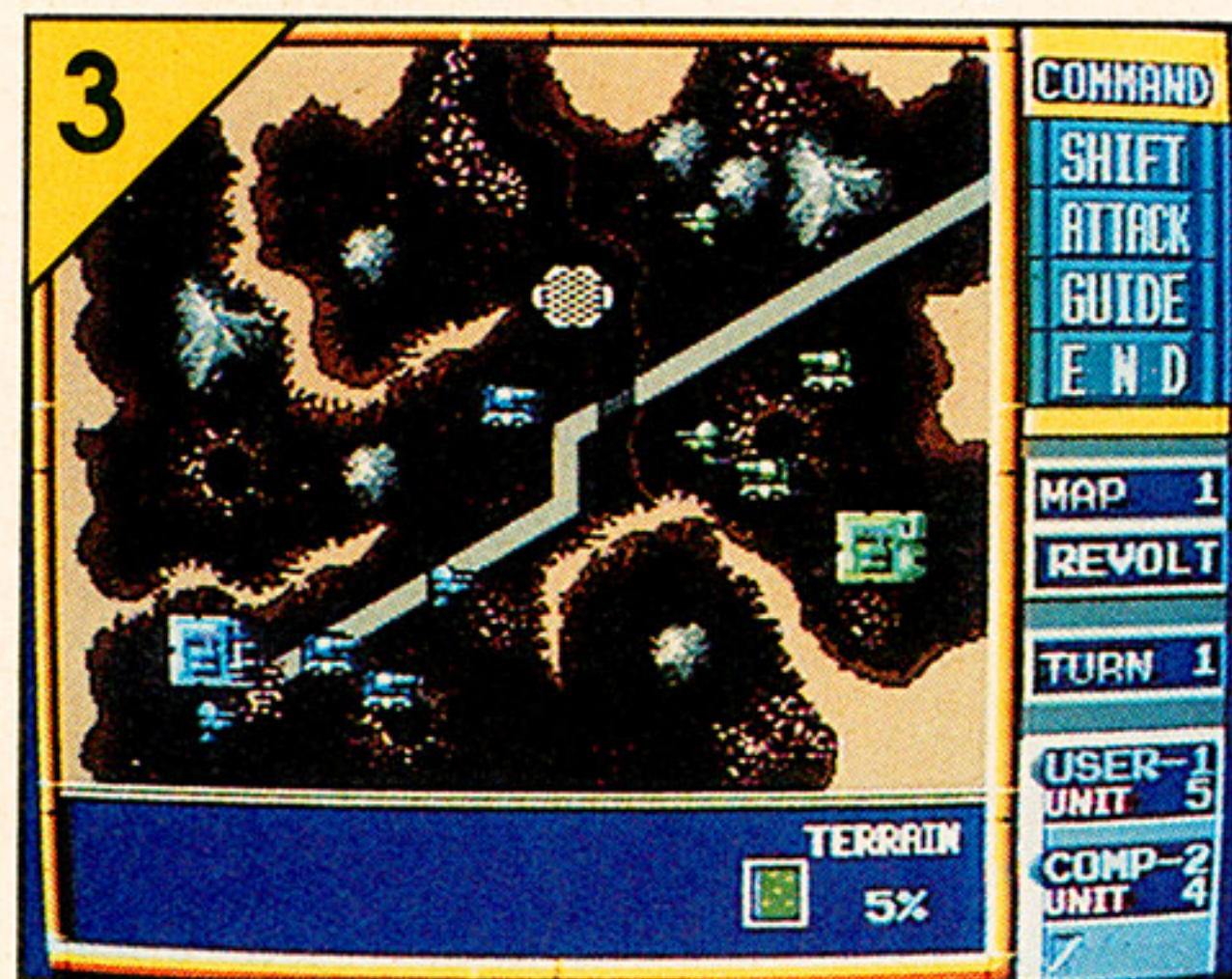
1 Although *Military Madness* comes with an instruction booklet, everything you need to know is built right into the game. It even shows you how to use the controller.

2 As the game opens, the history of the moon colony appears on the screen.

3 At the start of mission 1, your forces (blue) prepare to take on the enemy forces (green). Your goal is to either destroy all enemy units or capture their prison camp (the green building at the lower right).

4 By selecting "Guide," you can find out the strengths and weaknesses of both your equipment and the enemy's. These Bisons are reliable and always useful.

5 When you attack an enemy unit, the scene shifts to a battle display. Here, your Bisons attack the infantry on the road. You can't control the action, but it's very colorful.



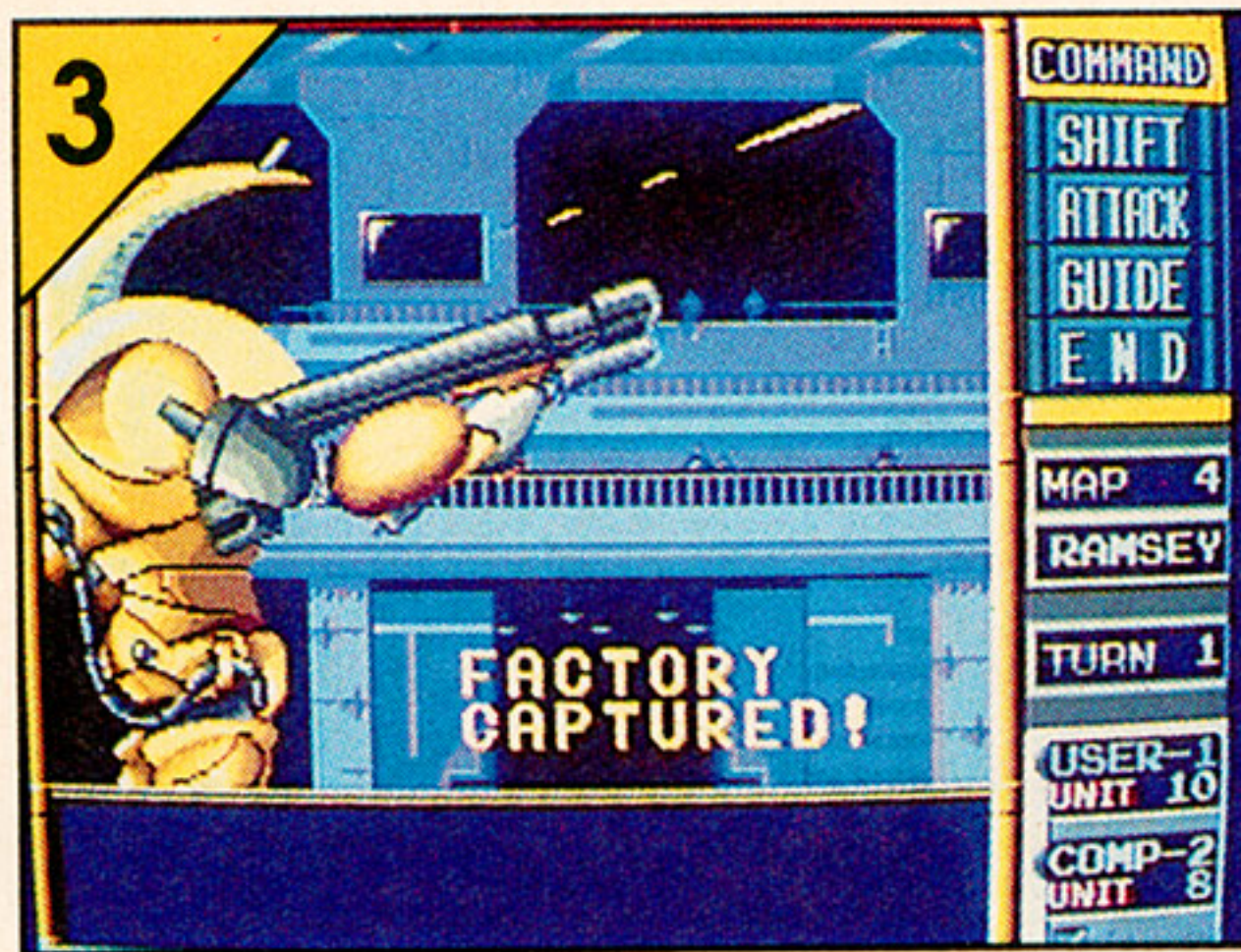
TURBO PLAYERS

different kinds of military units, and the whole game is governed by a system of complicated rules that makes chess seem like checkers.

The classic versions of these games are played on paper maps as large as 2 x 3 feet with hundreds of cardboard game pieces. When personal computers came out in the late 1970s, some of these games were translated to the video screen. New hexagon-based war games continue to be released (both board games and computer games), and they've developed a cult following among serious war gamers.

Built-In Manual

Military Madness stacks up quite admirably against these games. Although it's not fully the equal of the best computer war games, it



1 Between missions, the game shows a gorgeous view of the battlefields. Note the name of the map (in this case, "Cyrano"). It's a password that lets you restart the game from this stage.

2 As stage 4 begins, you see two light-green buildings directly north of your troops. These are factories, which you can capture and use to repair your units. Note that this map is larger than one screen. The enemy prison camp lies further north.

3 When you move an infantry unit into a factory location, the unit captures the factory. Only infantry units can capture buildings in this game, so make sure you keep them alive.

4 Inside the factory, the infantry is resting while a Bison unit is ready for use. Move the highlight to this unit, push the button, and then move it onto the map.

actually does some things better.

Because *Military Madness* is such a complex game, it takes a little while to learn. To help you, however, the designers have put all of the necessary playing information into the cartridge itself. There's a manual, but you don't really need it. Just select "Manual" from the opening menu and go to the section you want. If you start at the beginning, the program will guide you through all the instructions you need to play the game. And it's an excellent tutorial.

Your mission in *Military Madness* is to keep the evil Axis Empire from taking over a moon colony. Stage by stage, you must defeat the enemy forces and liberate your

own captured forces from their prison camp. That means moving an infantry unit onto the prison camp symbol on the map. If you succeed, you win the mission and go on to the next. If you lose, the war is over.

The first stage is relatively easy. But each succeeding stage increases in difficulty, and there are 32 stages in all.

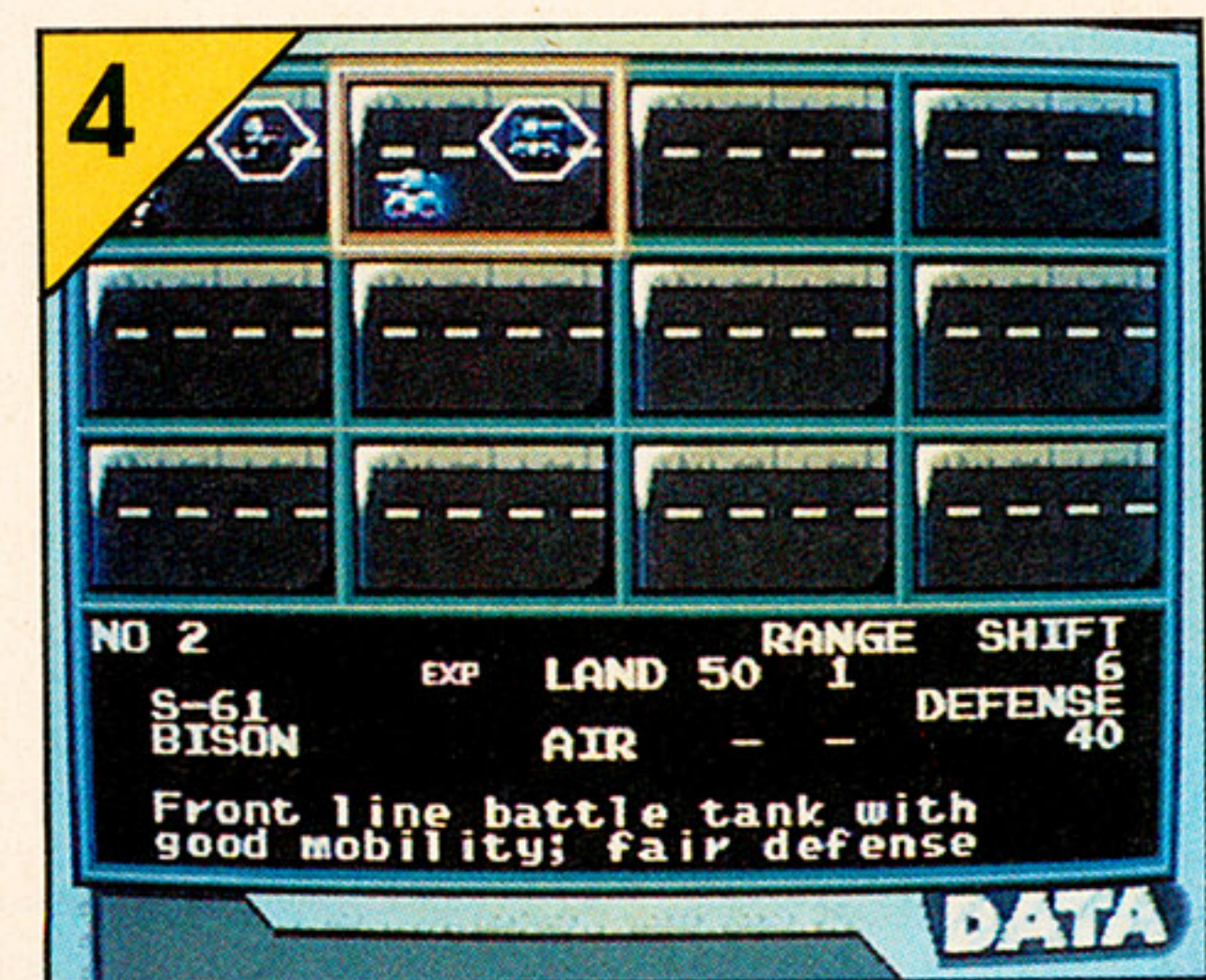
In the first stage, you initiate the war against the Axis Empire. As each new stage begins, a map shows how much of the moon's surface you have recovered. But in each stage, the enemy's weapons and positions improve, and you must learn how to use new weapons at your disposal.

The wide variety of weapons is a strong point of *Military Madness*. Each side has combat aircraft, tanks, artillery, antiaircraft vehicles, light armored vehicles, and transport units. Every unit has its place, yet the lowly soldier units (infantry) are probably the most important. Only a soldier unit can capture an enemy factory or prison camp. Without these fighters, you can win only by destroying all of the enemy units.

How To Play

Don't be intimidated by *Military Madness*, even if it's different from any kind of game you've ever played. Here's an example of how to play a typical game.

1. From the main screen, choose "Manual" and start the tutorial.



TURBO PLAYERS

2. Back at the main screen, choose "1P Start" to begin a one-player game against the computer. (You can also challenge a second person to a two-player game.)

3. The screen shows a map of the moon, and at the bottom is a



password enclosed in parentheses. Jot down the password if you're past the first stage. You can begin *Military Madness* at any stage if you know the correct password.

4. Use the directional keypad to move the cursor and find your (blue) units. Put the cursor above one of the units and press button I. Now move the highlight cursor to "Guide" and press button I again. You'll get a screenful of information showing the strengths and weaknesses of that unit. Press button I again to exit.

5. With the cursor on top of a unit, press button I, then highlight "Shift" and press button I again. A cluster of hexagons appears near the unit, showing where the unit can be moved. Move the cursor to one of these hexes and push button I. The unit moves there.

6. If you moved the unit next to an enemy unit, the highlight cursor moves automatically to "At-

tack" and hexes outline the enemies you can fight. If you want to attack, move the cursor on top of the desired enemy and press button I. An animated battle sequence follows.

7. Move each of your units until you have them where you want them (for that turn). When you're done, move the highlight cursor to "End" and press button I.

8. Now the computer takes its turn, moving its units and attacking you. Then it's your turn again, and so on, until one side's prison camp is captured or forces are destroyed.

Strategy Hints

After playing one full stage, reread the hints and tips in the manual and replay the built-in tutorial. Pay special attention to tactical advice, such as how to



select beneficial terrain and how to surround enemy units. Remember that it's much easier to destroy a single enemy unit with two or three of your own than to take on each enemy unit one on one.

Remember, too, that the computer isn't particularly brilliant.



An effective strategy is to try to divert the computer from your main units. Send some tanks to the south while your infantry (always with some cover) heads for the prison camp to the north. Move your special weapons into a factory whenever they're damaged. This helps keep your defenses as strong as possible.

Military Madness is an excellent introductory war game. It's extremely playable and always tense, and it does its job better than several computer war games currently available. If you're looking for a different kind of gaming experience on your TurboGrafx — one that takes good advantage of the system's capabilities — give *Military Madness* a try.

GP

1 By selecting "Shift," you can move your units. The screen shows a hexagonal grid where the unit (in this case, a Polar armored unit) can move during this turn.

2 To determine the outcome of battles, the computer calculates your unit's attack and defense strength. Other factors include terrain, whether or not the enemy is surrounded, and the presence of supporting units.

3 As mission 6 opens, three very tempting factories lie directly to the east. You have a troop transport in this stage, so a wise strategy might be to load an infantry unit onto the transport and head for the factories.

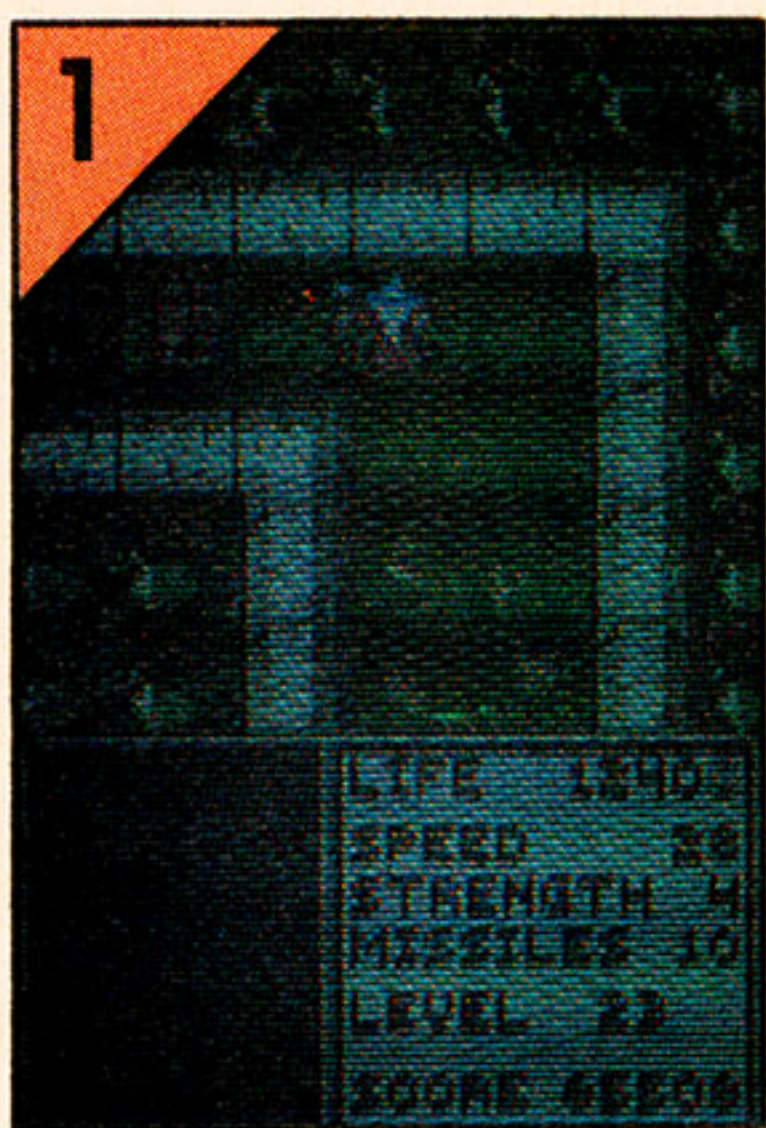
4 In this captured factory, four units are under construction. Begin by selecting the Grizzly tank unit, because the others have weak defenses.

Even though it's been nearly a year since we first saw the Lynx, it's still hard to get used to the idea of hand-held videogames that are as good as (or better than) regular videogames. Atari's newest release, *Gauntlet: The Third Encounter*, proves that the Lynx has not lost its power to amaze.

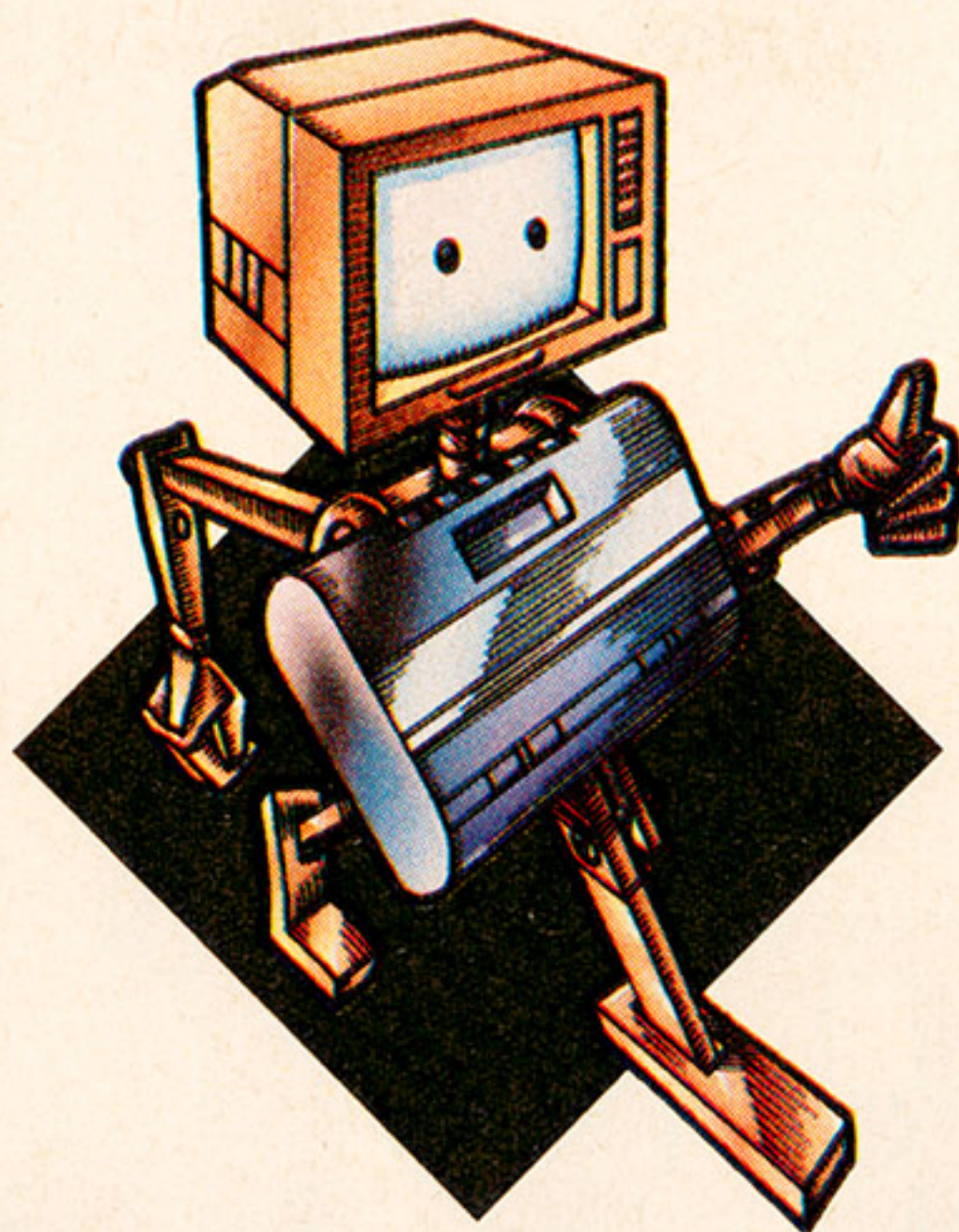
Gauntlet: The Third Encounter is a dynamite adaptation of a pair of well-known arcade games, *Gauntlet* and *Gauntlet II*. No matter which version of *Gauntlet* you've played before — arcade, computer, or Nintendo — you'll be astonished at the Lynx version. In terms of both graphics and game play, it doesn't take a backseat to anything.

Gauntlet is an action-adventure with heavy emphasis on the action. You embark on a quest that takes you through 40 different mazes. Hordes of monsters and loathsome creatures lurk around every corner. When you're not busy defending yourself, you can pick up treasures and various items that enhance your powers.

The Lynx version adds a few new twists. For example, you can choose from eight different char-



acters instead of the four in the original arcade version. (Some of the characters are oddballs, such as the Nerd and the Punkrocker.) And you can hook as many as four Lynxes together with cables for a multi-player game, each person controlling a different character.



ATARI SAFARI

Gauntlet: The Third Encounter

Tom R. Halfhill

- 1** *Gauntlet: The Third Encounter* is the first home videogame we've seen with a truly vertical screen.
- 2** Notice the radar window at the lower left. Nearby objects or creatures zoom larger in this window as you get closer.
- 3** When you hold down the B button, the lower part of the screen lets you scroll through the inventory of objects you've collected.

In the arcades, *Gauntlet* featured a vertically oriented screen. Obviously this wasn't practical for the Nintendo and computer versions. (Can you imagine rolling your TV or monitor on its side?) But *Gauntlet: The Third Encounter* is the first home videogame we've seen that has a *true* vertical screen. You hold the Lynx



vertically, and the built-in flip-screen feature lets you orient the machine with the directional pad at the top or the bottom.

Another interesting feature is the radar window. When you approach something — or when something approaches you — it appears in a window at the lower left corner of the screen and gradually grows larger as you draw near. This helps you find small objects and anticipate attacks from creatures before they actually appear on the main screen.

The only thing we don't like about *Gauntlet* is that there's no save-game or password feature. When you die, you can't pick up where you left off. This also means you'd better be using the AC



adapter, because unless you're an uncommonly fast player, you probably won't make it through all 40 levels on one set of batteries. And when the batteries die, you die. The only consolation is that you can begin a new game at level 1, 5, 10, 15, or 20.

GP

NINTENDO GAME of the MONTH

super. mario bros. 3™

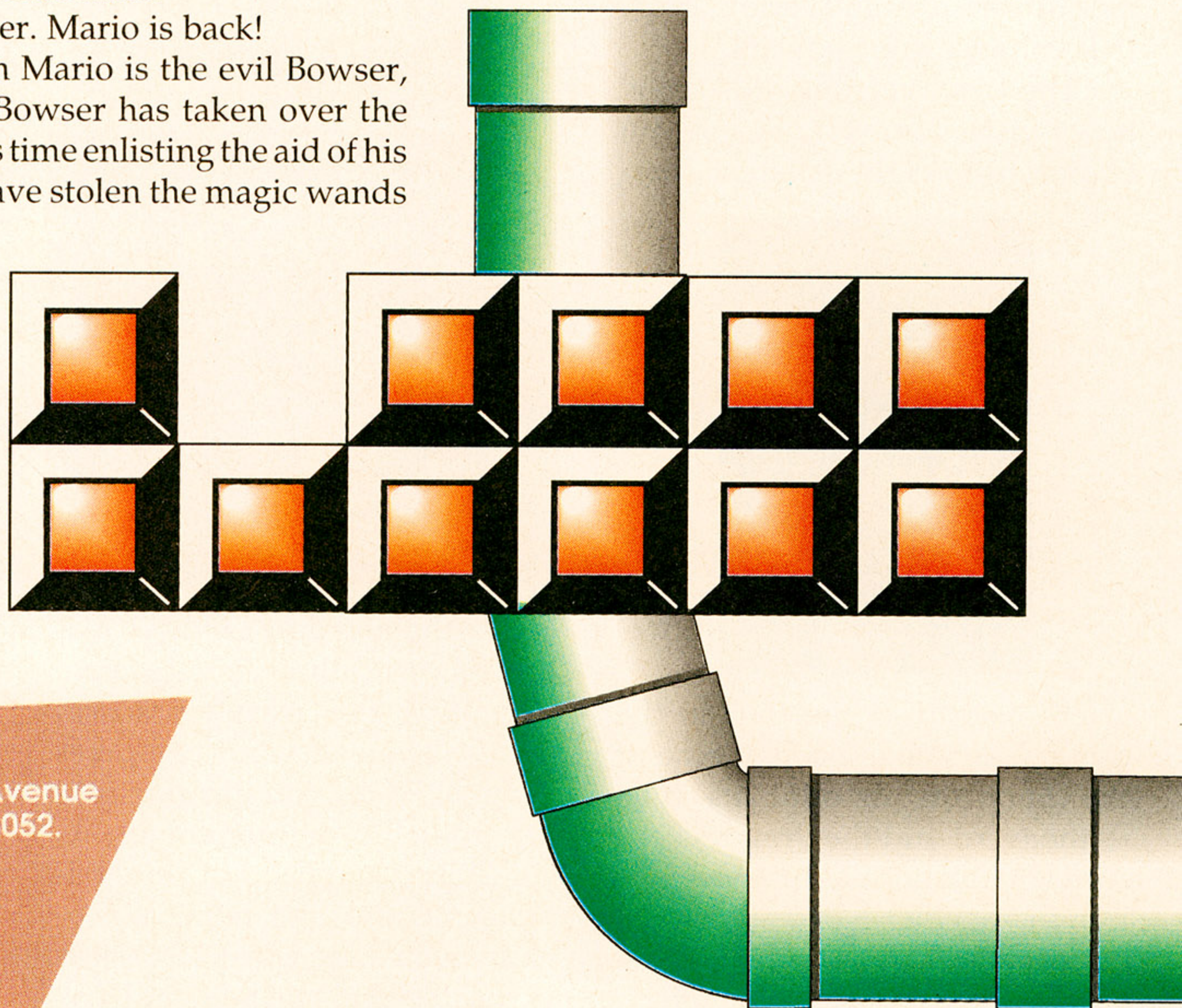
Matthew A. Firme

For almost two years now, Nintendo players have been anxiously awaiting the arrival of *Super Mario Bros. 3*. Although this latest installment in a very popular series has long been available in Japan, gamers in the U.S. had to be content either with playing the PlayChoice 10 version in the arcades, or with buying bootleg Japanese cartridges and Japanese Famicom machines.

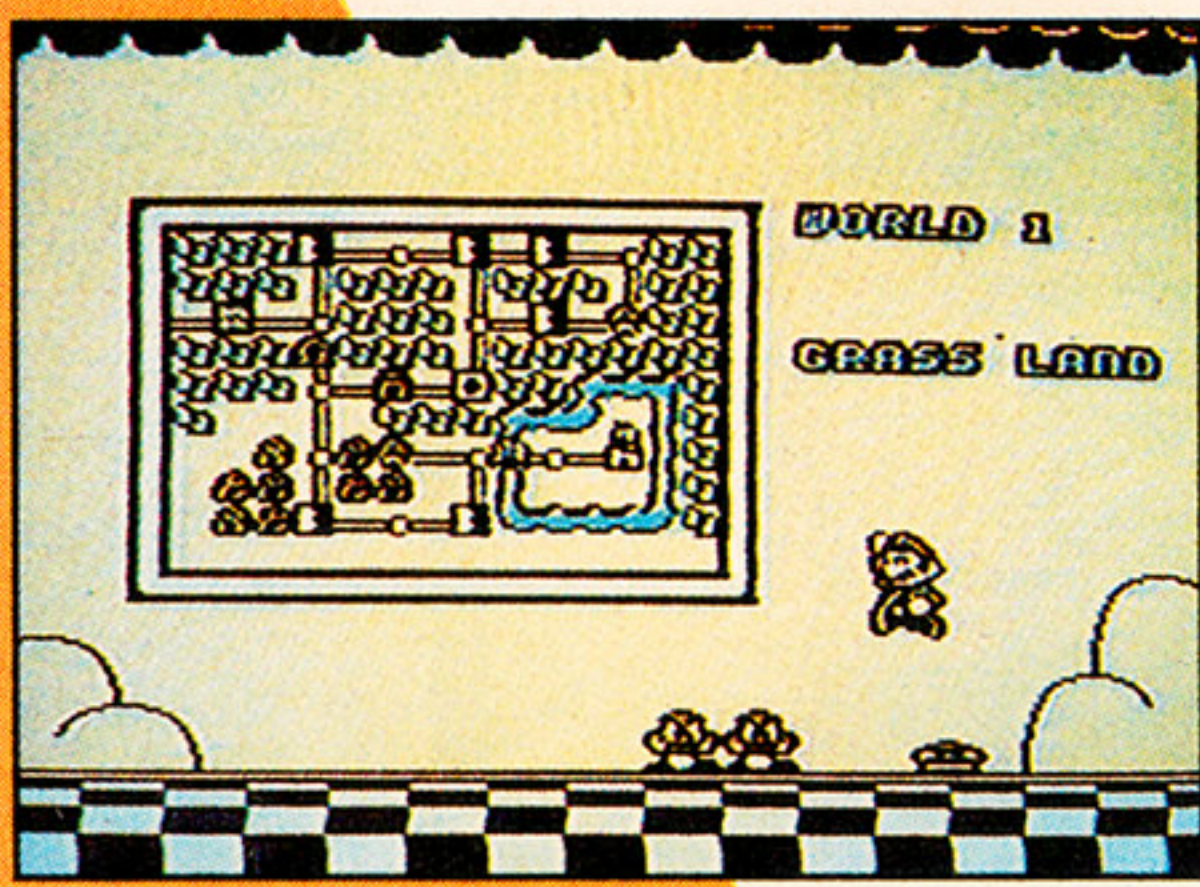
But finally, the long wait is over. Mario is back!

And, of course, returning with Mario is the evil Bowser, King of the Koopas. Once again Bowser has taken over the peaceful Mushroom Kingdom, this time enlisting the aid of his seven children. The unruly kids have stolen the magic wands from the seven lands in Mushroom Kingdom, and they've transformed each of the seven kings into an animal.

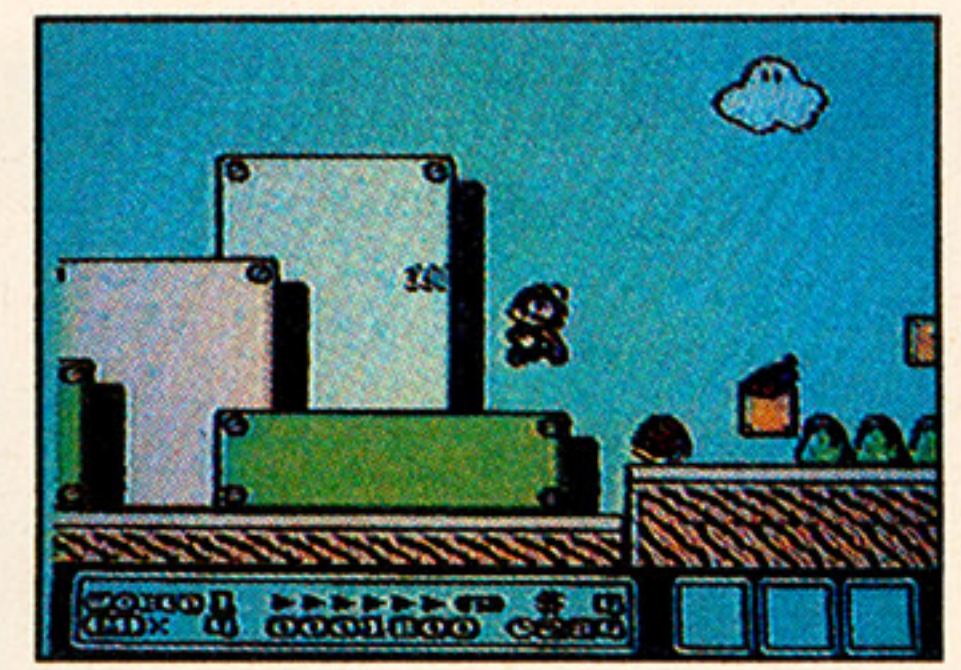
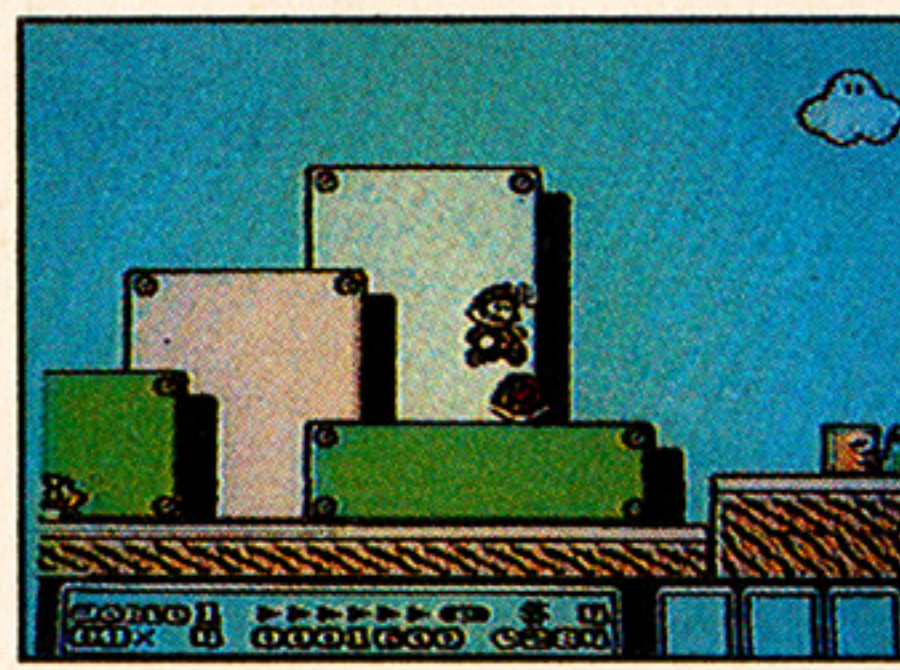
At the request of Princess Toadstool, the intrepid Mario (and, in two-player games, his brother Luigi) sets out once again to free the Mushroom Kingdom from Bowser's grasp.



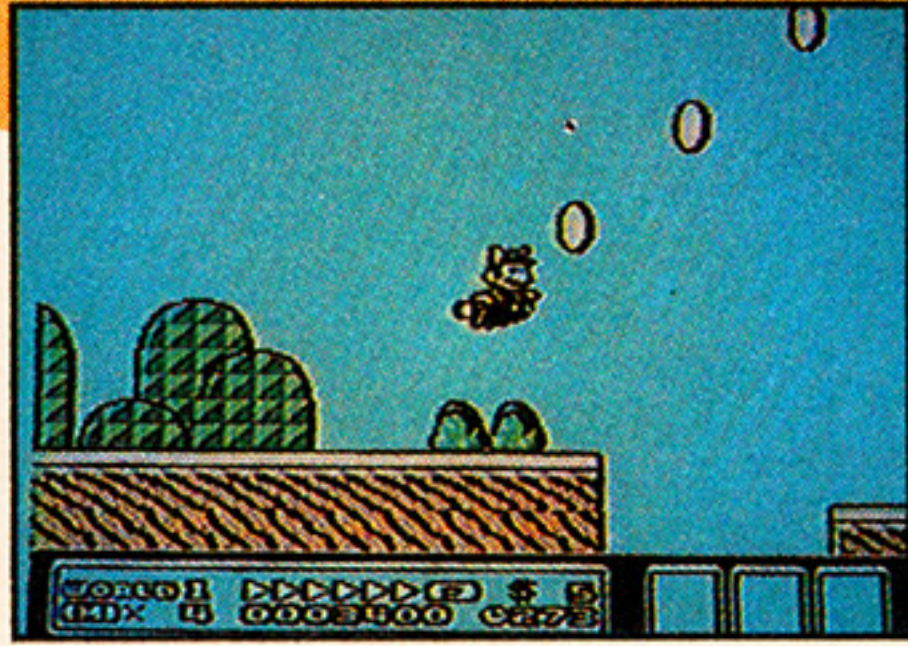
Nintendo of America, 4820 150th Avenue
NE, P.O. Box 957, Redmond, WA 98052.



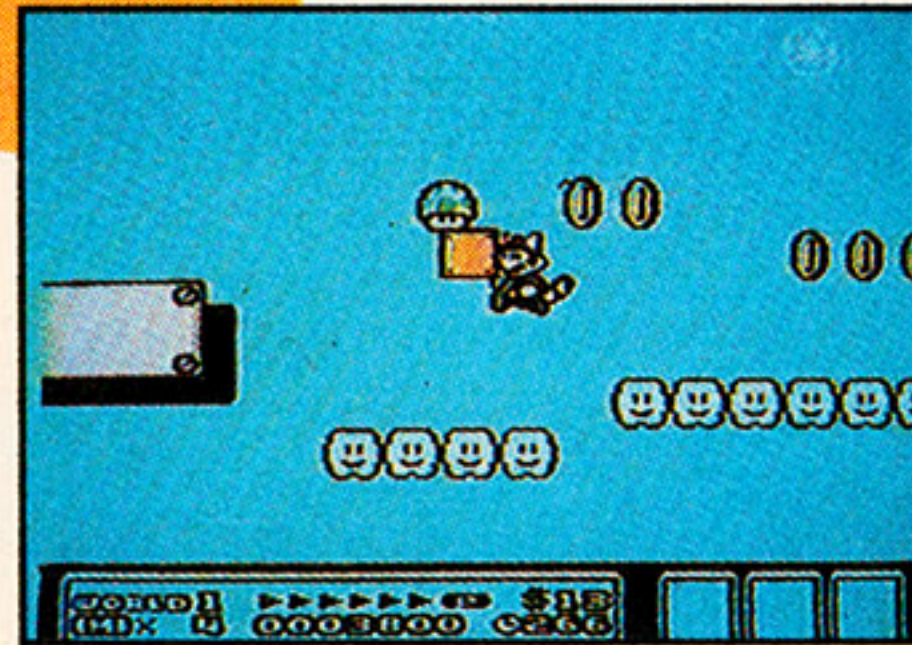
Looking as fit as ever, the brave Mario returns to deliver the Mushroom folk. Mario has learned many new moves in *Super Mario Bros. 3*. He can even fly!



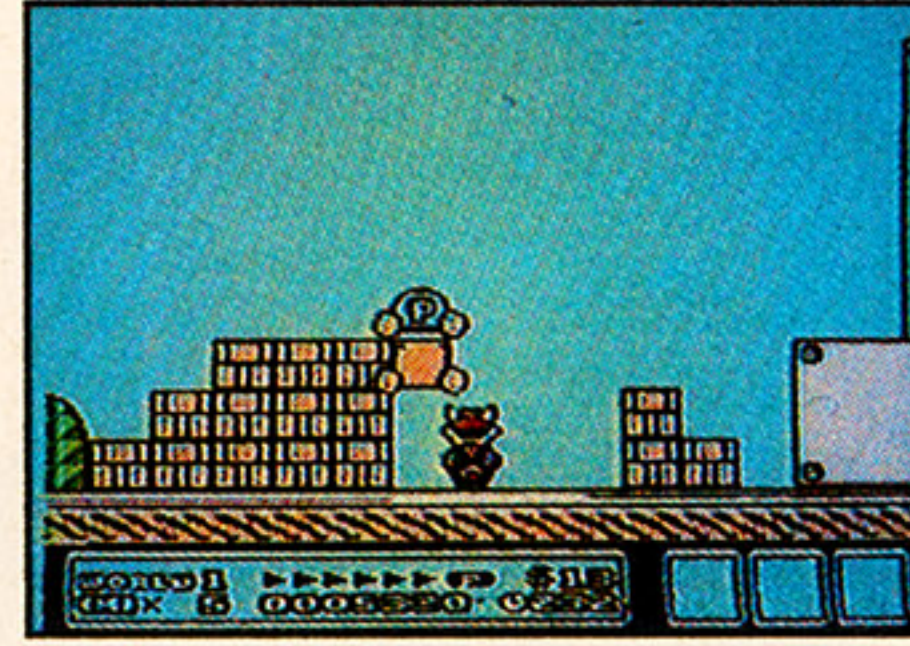
Get in the habit of using Koopa shells as tools. Mario can pick up the shell and throw it, hitting enemies and smashing blocks. Sometimes, as seen here, throwing a Koopa shell is the only way to find out what's inside a block. The shell bumps the block, releasing a super leaf to transform our hero into Raccoon Mario.



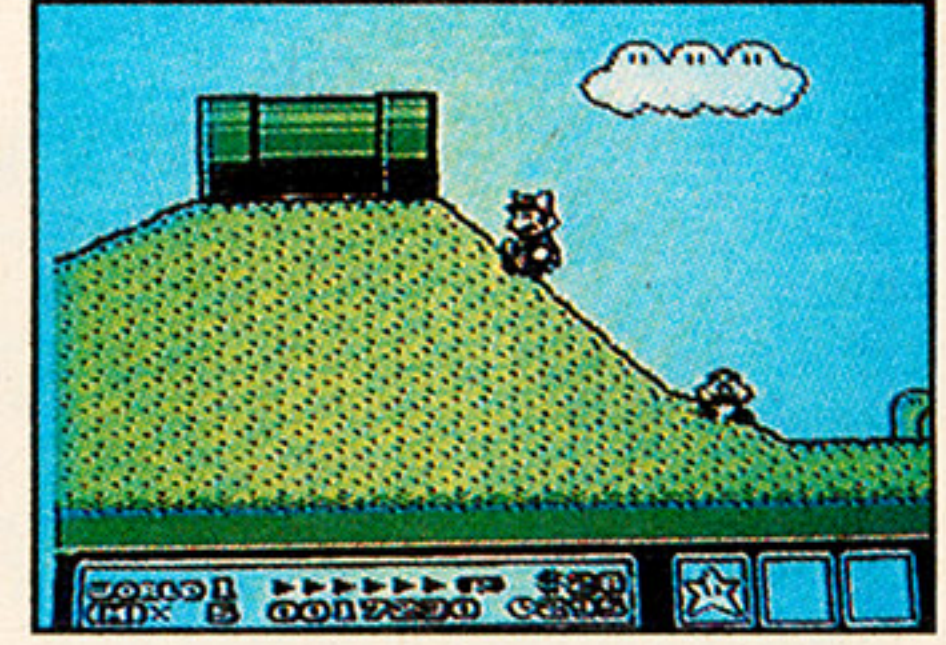
As Raccoon Mario, you can fly through the air. Run until the "P" meter at the bottom of the screen is flashing, then press button A repeatedly. As you see here, flying can be rewarding.



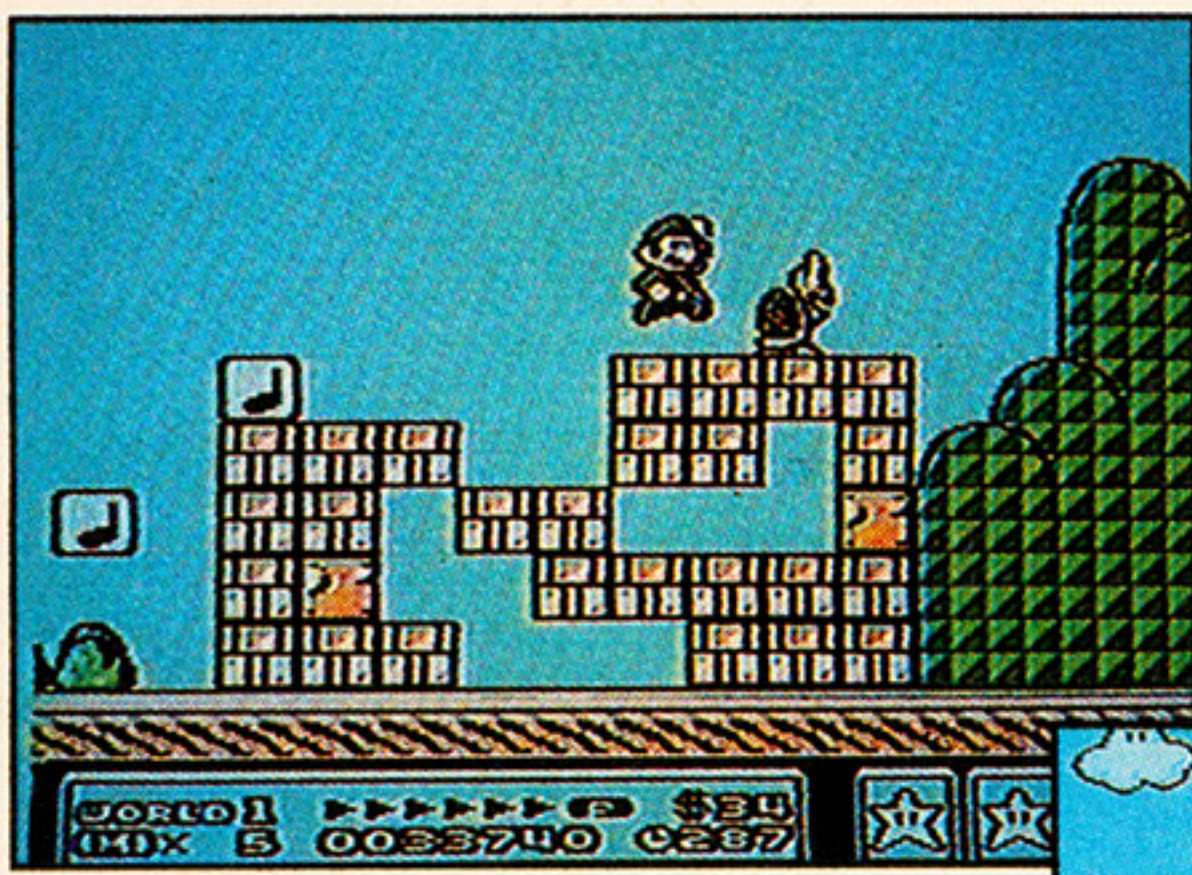
After following the trail of coins into the sky, Mario finds a one-up Mushroom. It's a good idea to explore the sky whenever possible.



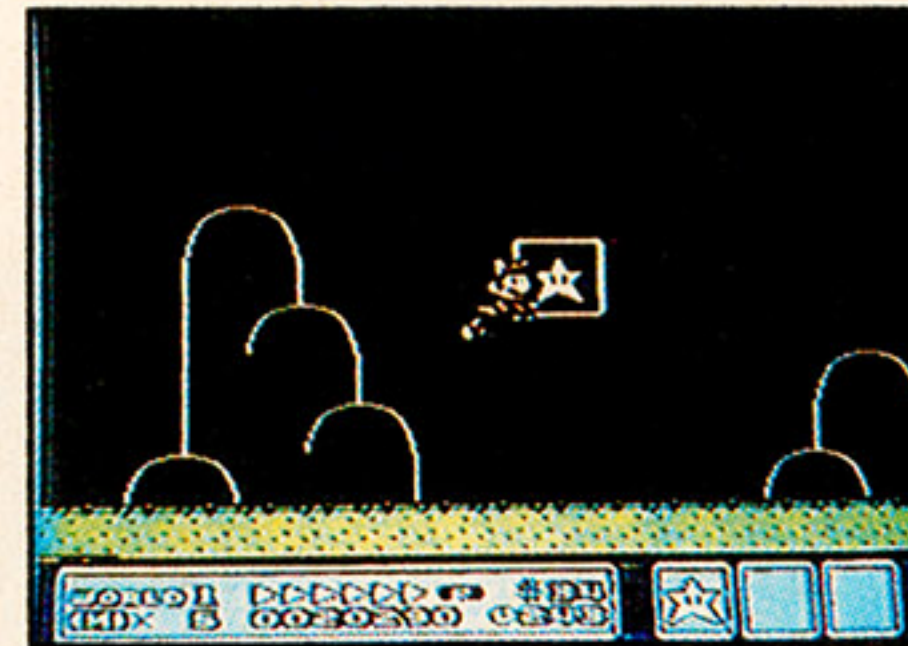
When he's wearing his raccoon gear, Mario can attack enemies and bump blocks with his tail. The P is a switch block — when Mario jumps on it, all the bricks turn into coins.



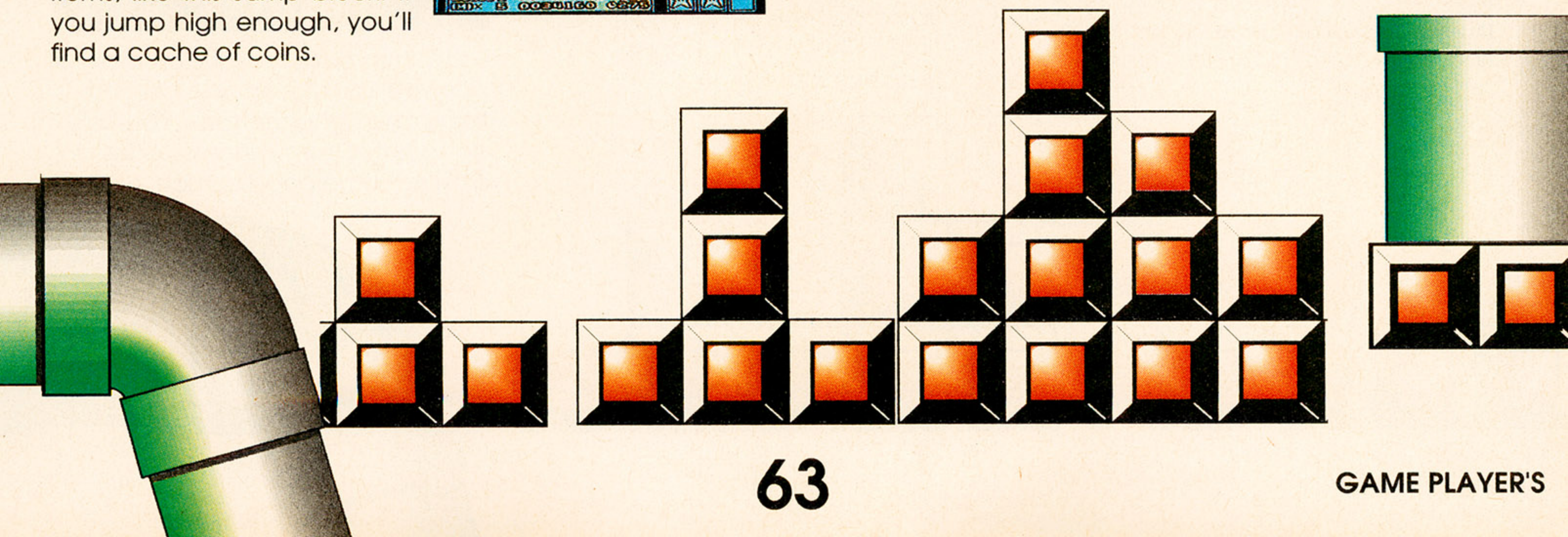
Another of Mario's new tricks is sliding down hills. He really scoots, and any Koopa cronies in his way will be bowled over.



Look for piles of blocks like this. By throwing a Koopa and letting him ricochet back and forth, you can uncover hidden items, like this Jump block. If you jump high enough, you'll find a cache of coins.

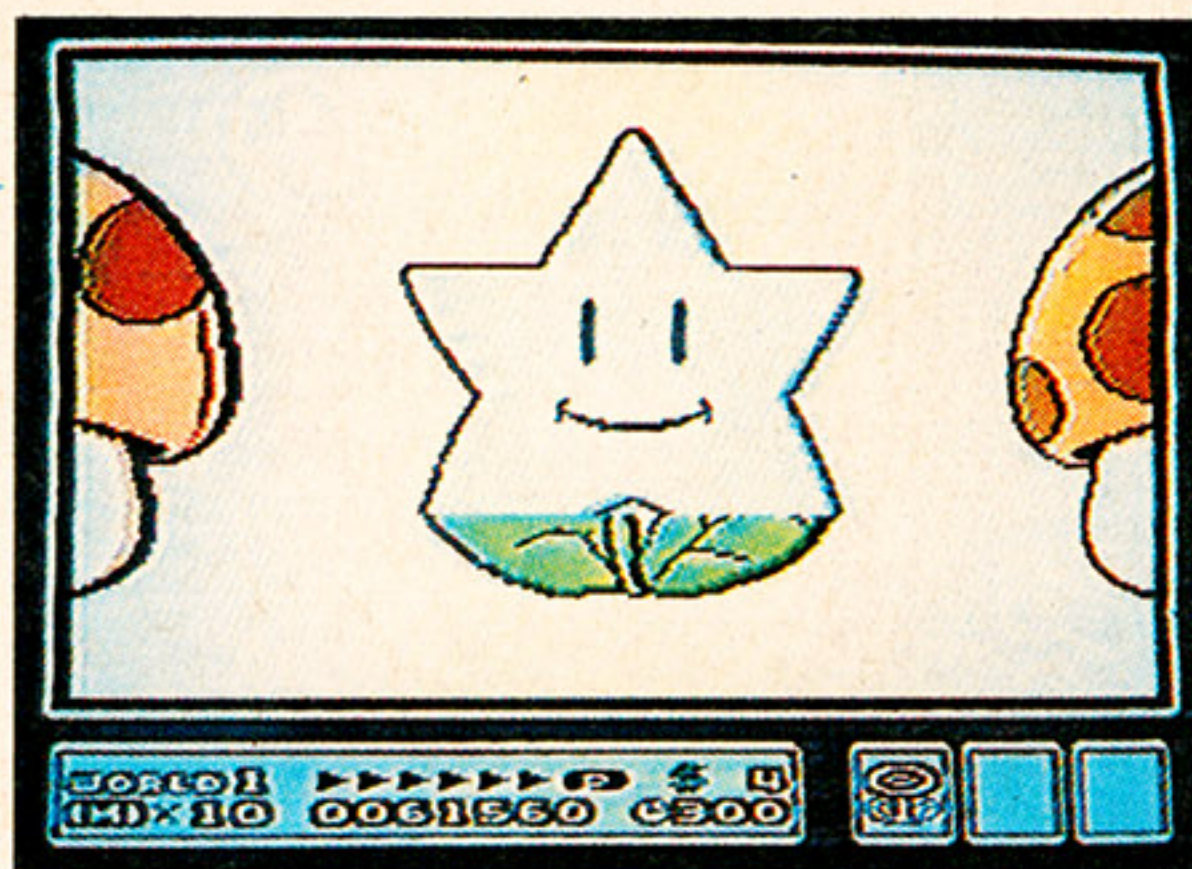


At the end of every stage, Mario enters this area and jumps to get a card. If you make your jump when the power meter is flashing, you always get a star. And if you collect three stars, you'll receive five extra lives.

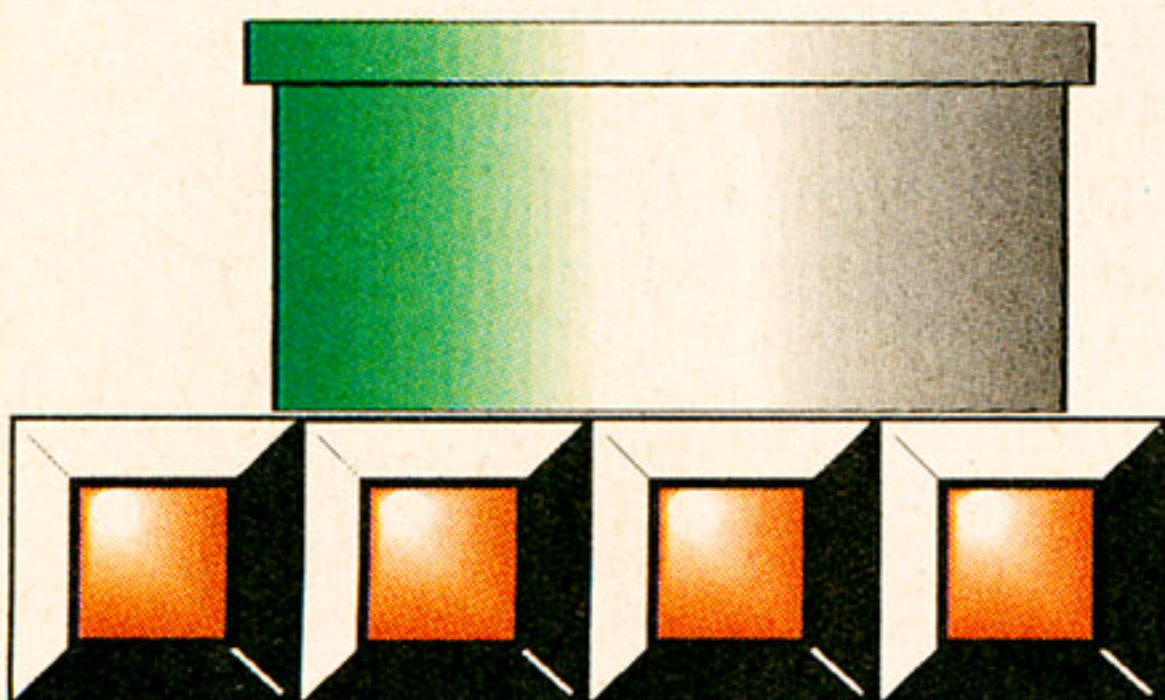
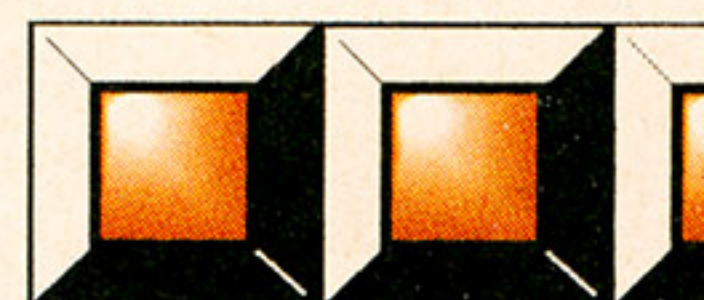




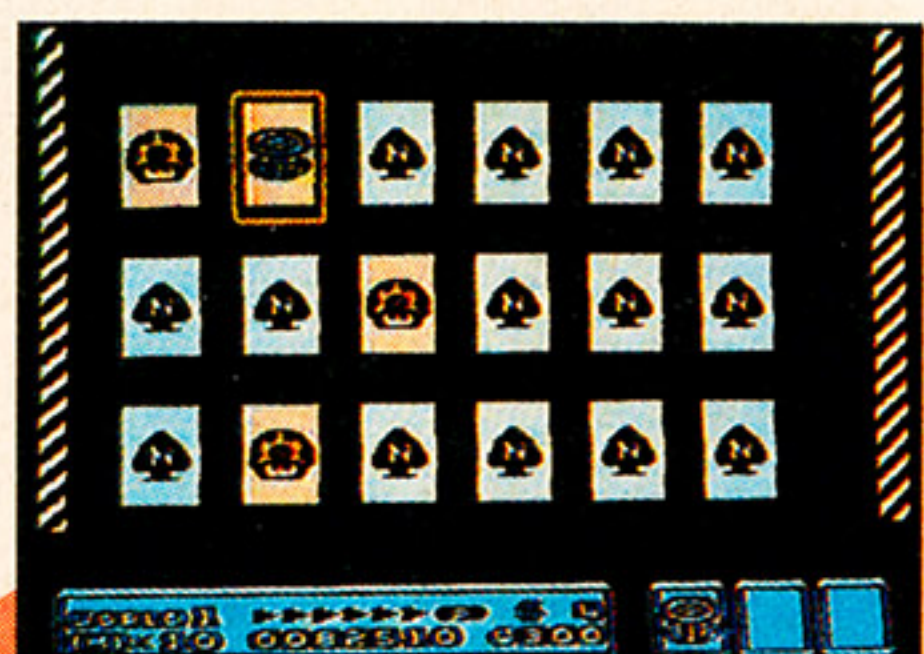
On the map you'll see a mushroom. This is Toad's house. If you enter it, Toad will let you choose a useful item.



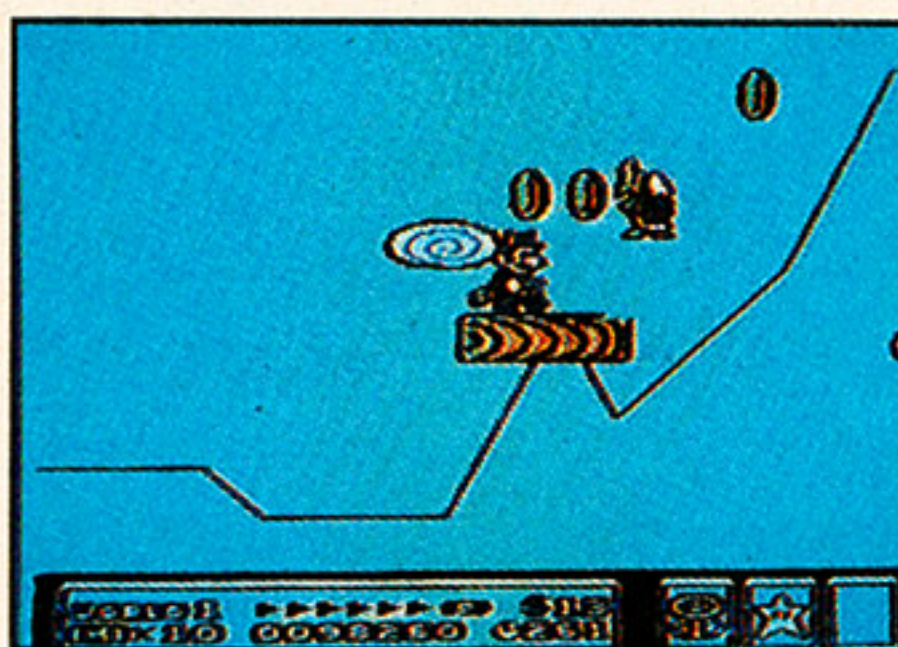
When you enter a spade panel on the map, you can play this game for extra lives. Just match the three panels to complete a picture.



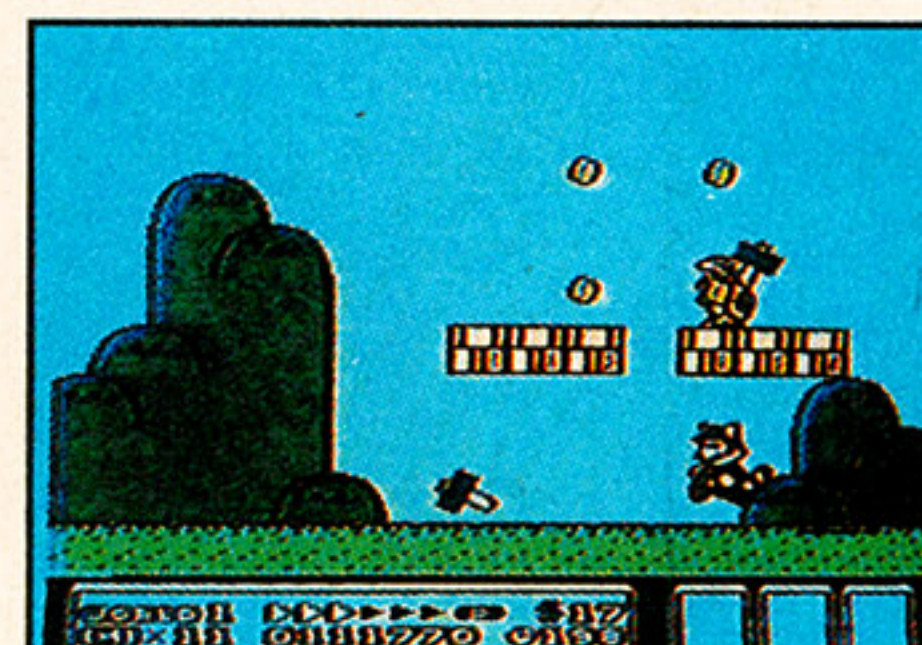
Somewhere on each map is a mini-fortress, and Mario must defeat the mini-boss Boom-Boom in the fortress to get this question coin. It will unlock paths so you can go to the end of the stage.



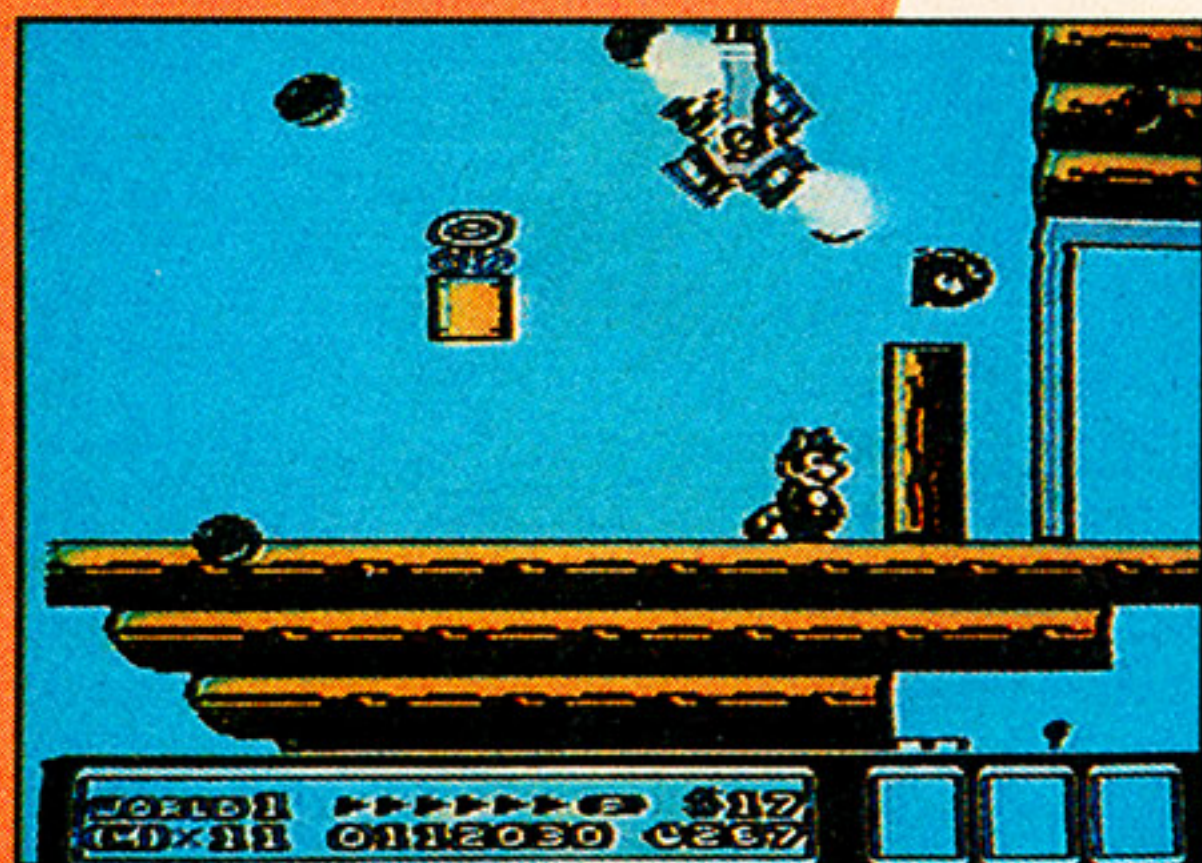
When you enter an N-mark spade, you can play a matching game for bonus items.



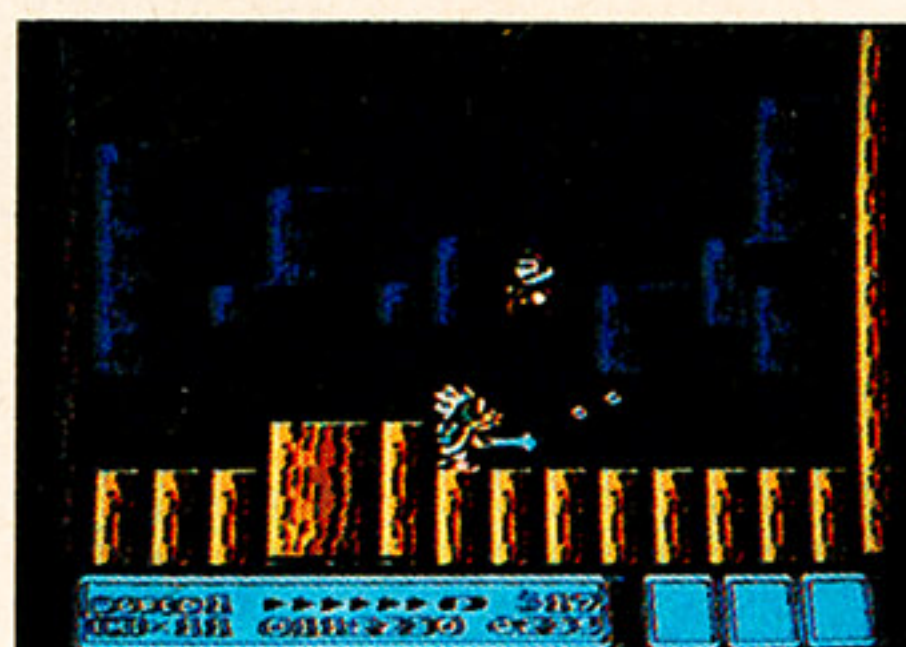
Get the hang of riding platforms, jumping over enemies, leaping for coins — and landing safely.



You'll run into the Hammer Bros. during your travels. If you defeat them, you'll get some very important equipment.



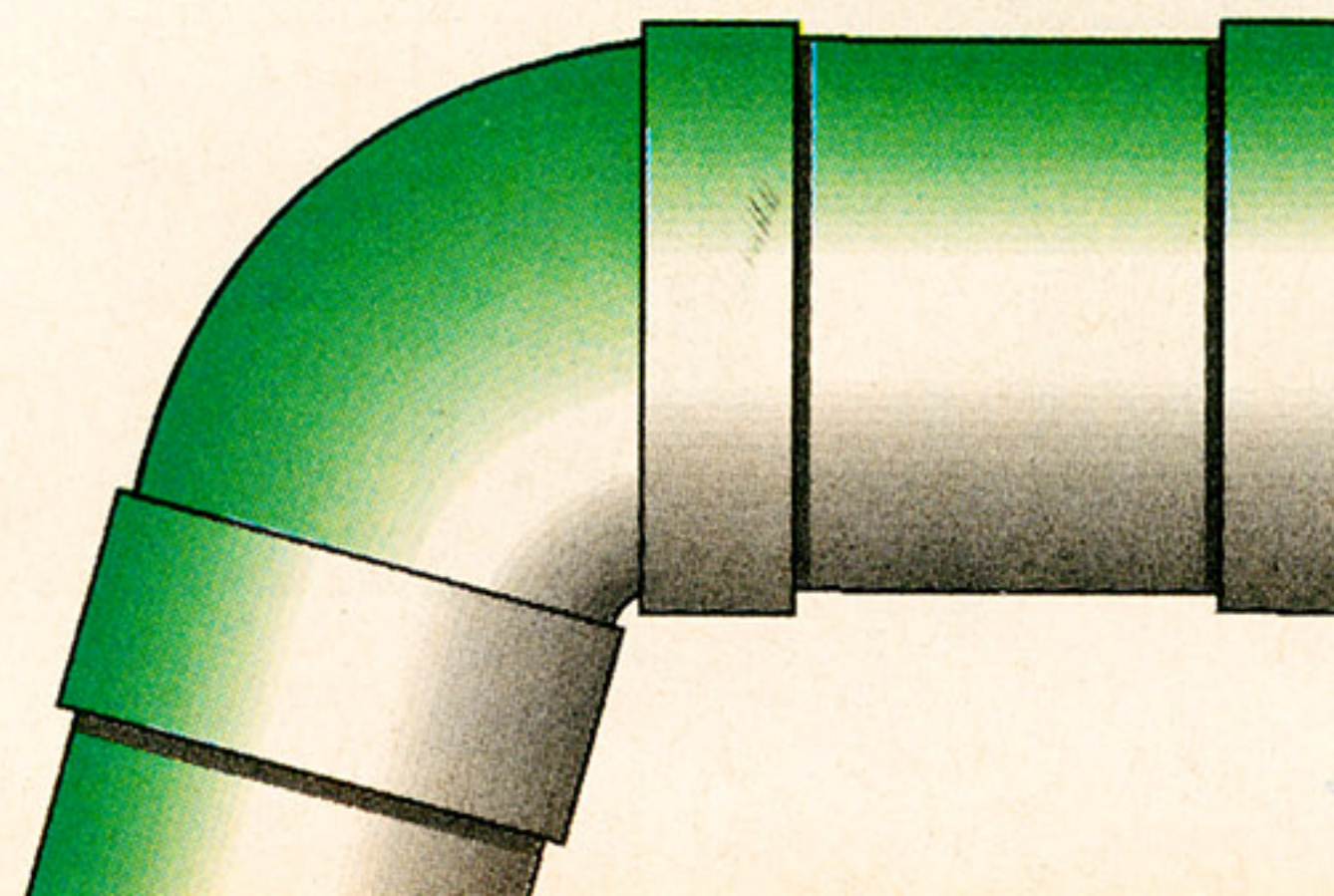
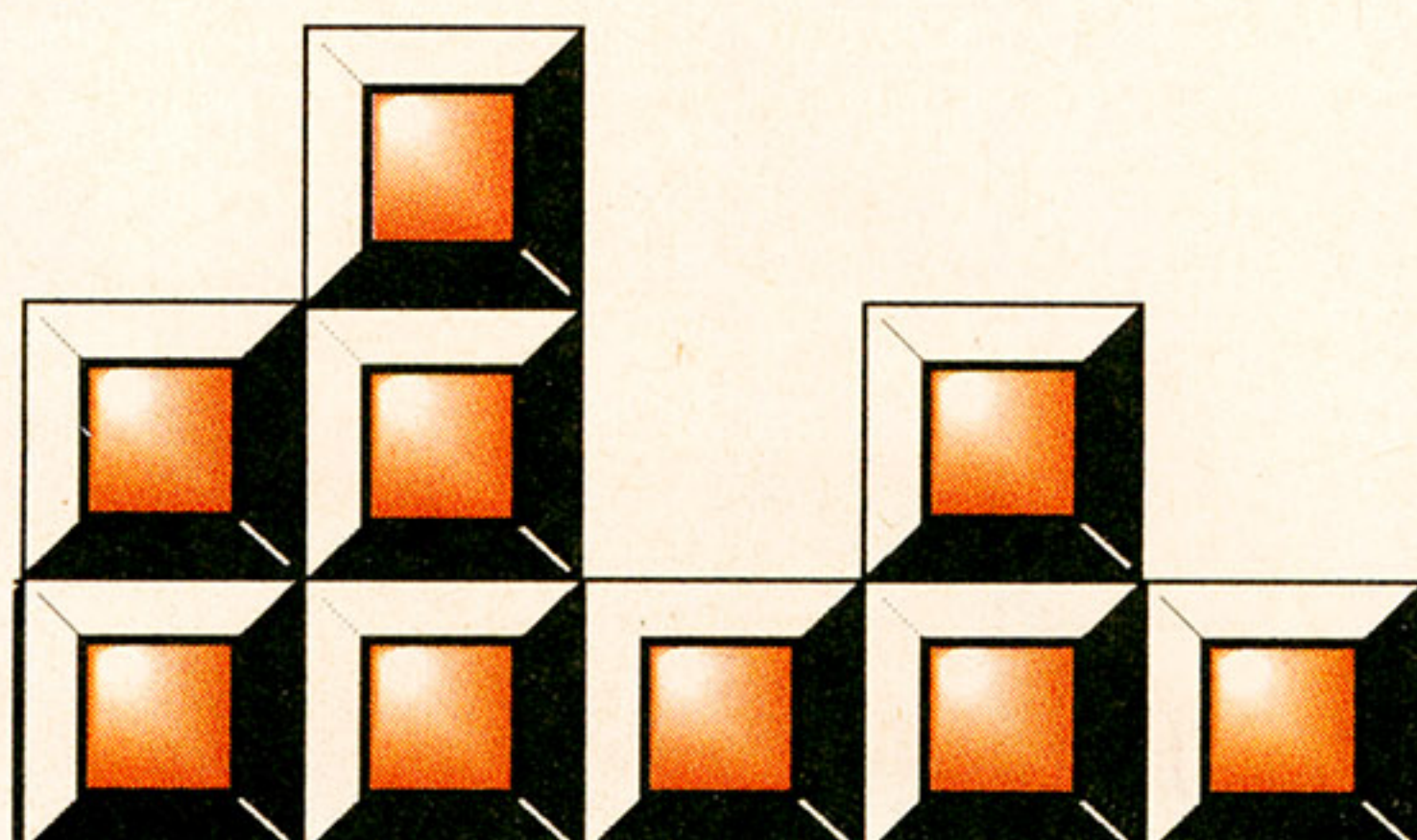
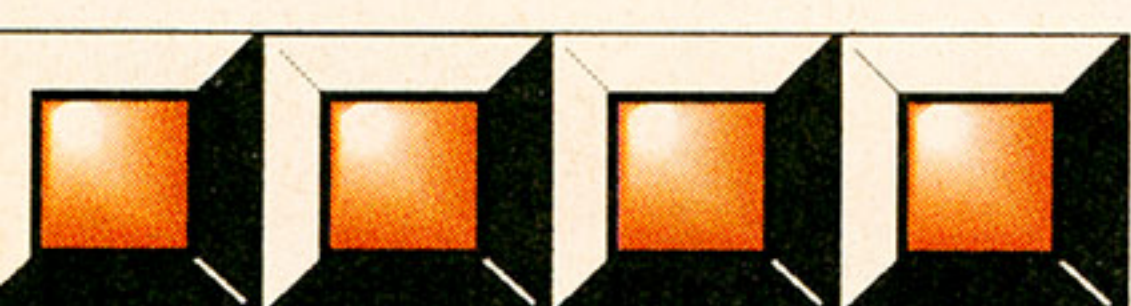
When you enter the fortress at the end of a world, you'll find that the king has been transformed. You must battle your way across an airship to find the Koopa Kid who holds the magic wand.

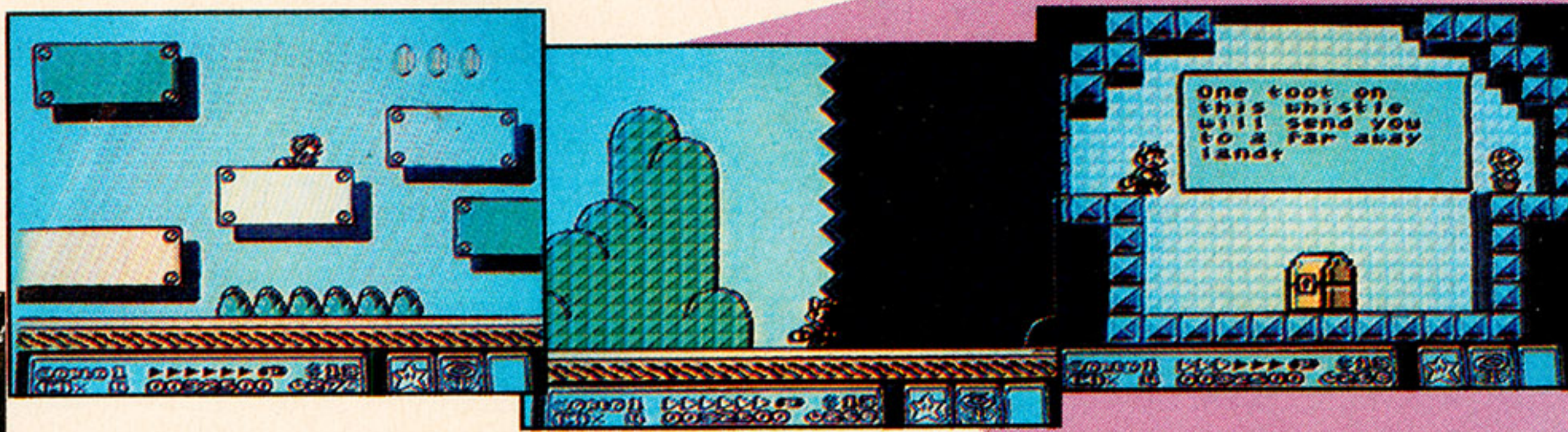


You can defeat all the bosses in *Super Mario Bros. 3* pretty much the same way: Jump on their heads three times. This is Larry Koopa, Bowser's son.



Each time you defeat one of Bowser's kids, you'll get the wand that restores the king to his normal form. You'll also get a letter from Princess Toadstool offering some good advice.

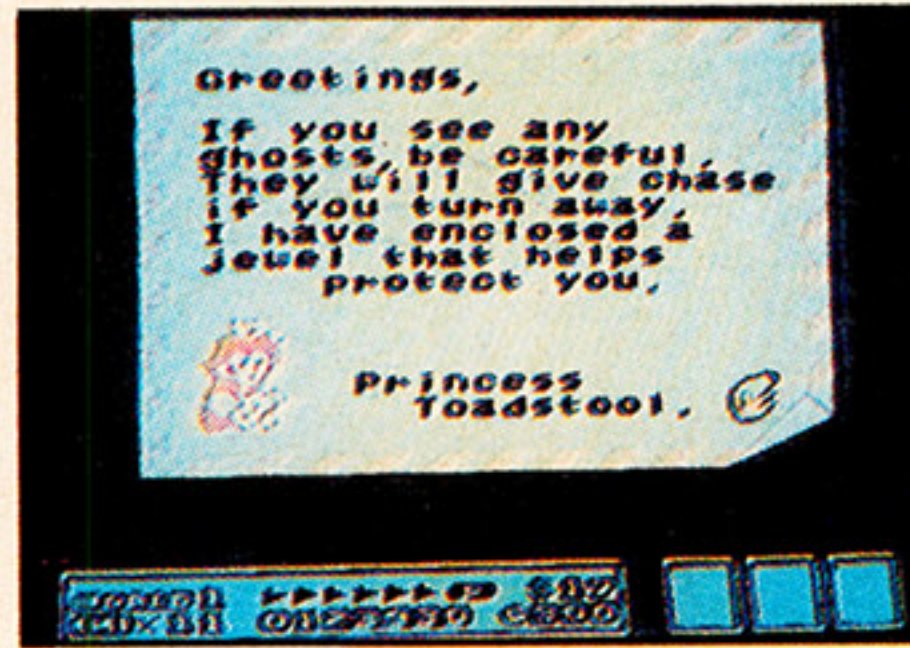




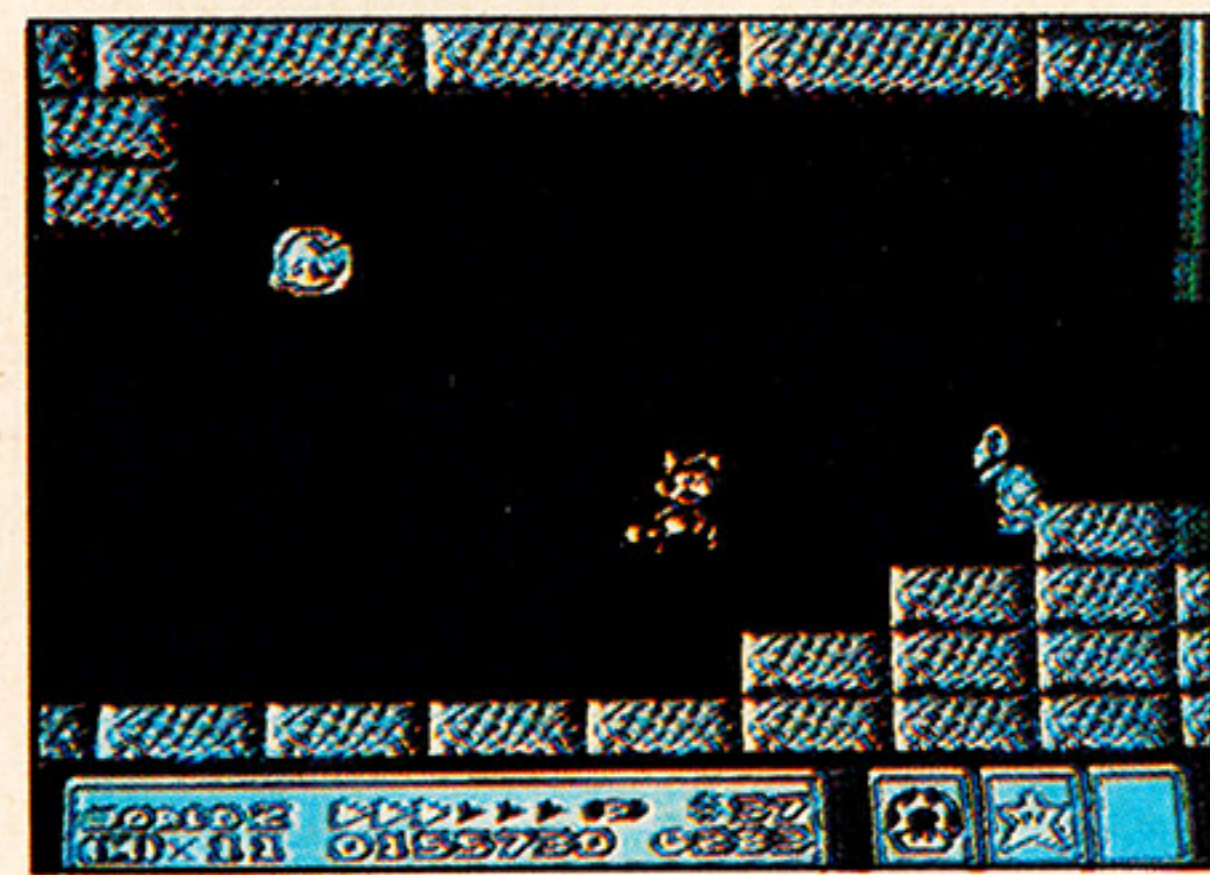
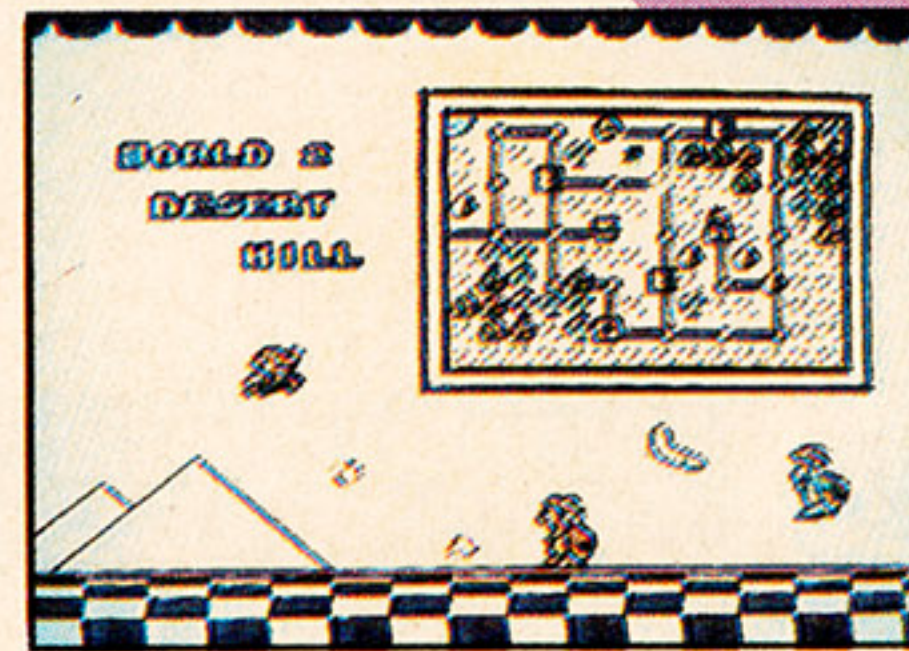
At the end of world 1-3, kneel here. Wait a few seconds, and you'll suddenly fall. Now go right, just as you normally would. But instead of getting a card, you'll go *behind* the card area. That's where Toad has a secret house, and in the chest is a warp whistle.



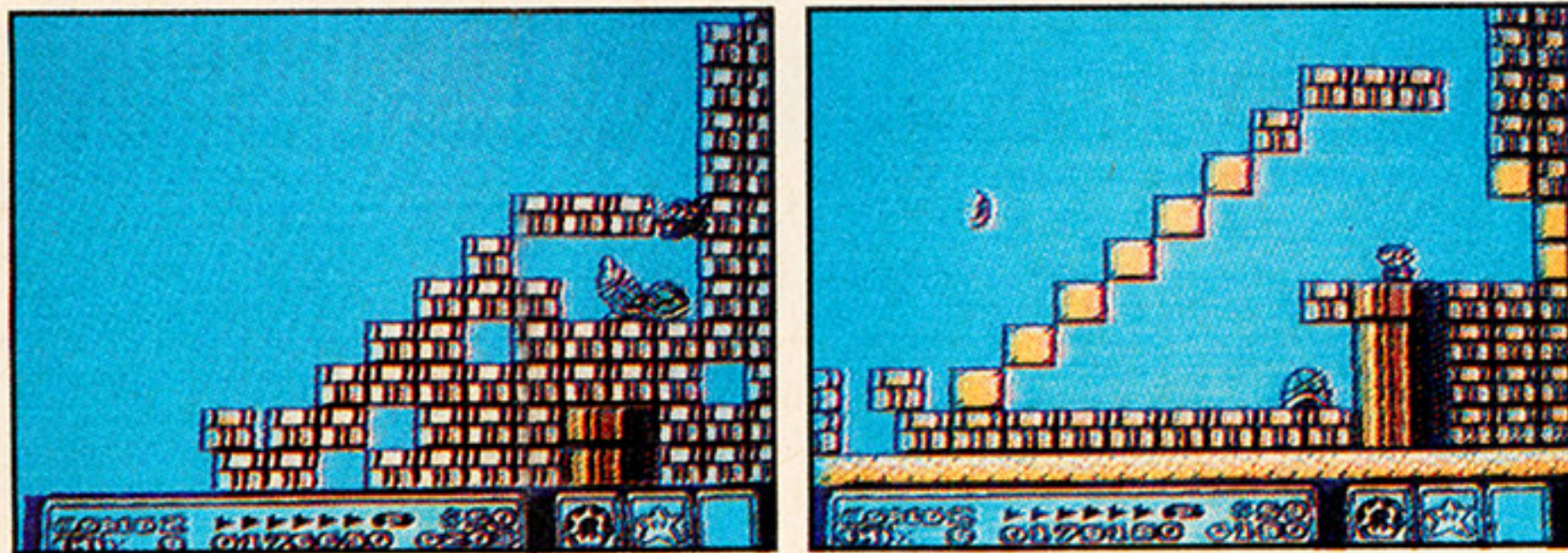
Blowing on the warp whistle takes you to the warp zone, which is world 9. From here you can warp to worlds 2, 3, or 4.



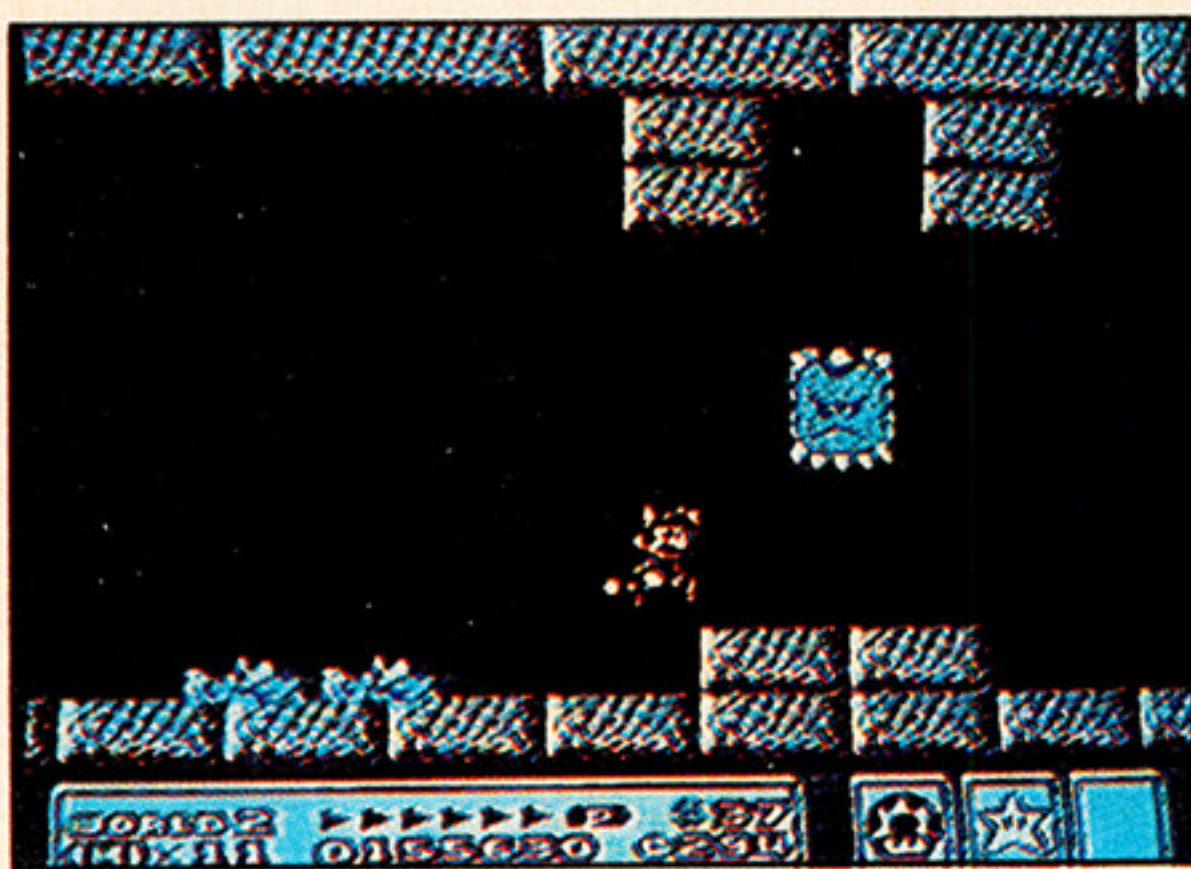
The Princess' letter warns of ghosts and includes a magic wing. By using the wing, you can fly right over a world you want to skip.



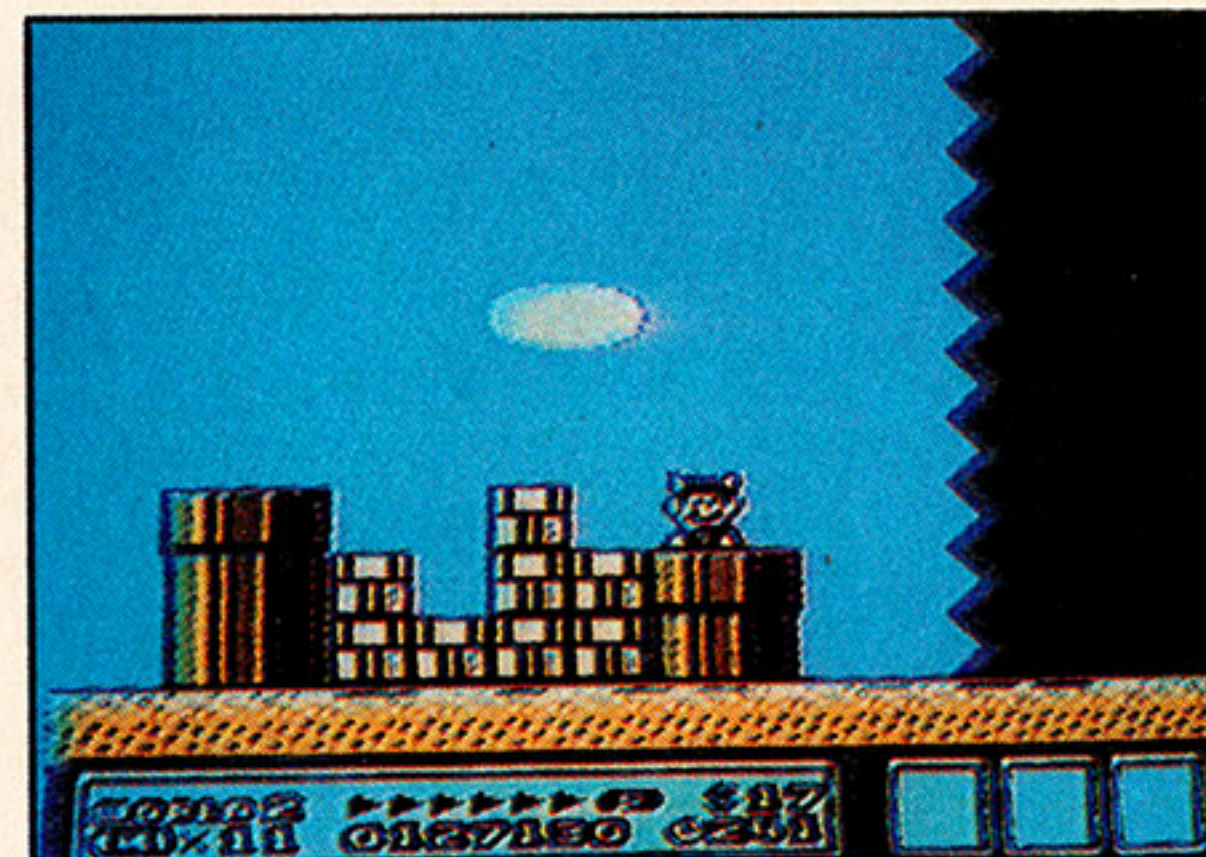
Those ghosts the Princess warned you about can move pretty fast, so turn and face them often. And this skeletal turtle, Dry Bones, will come back to life a few seconds after you hit him.



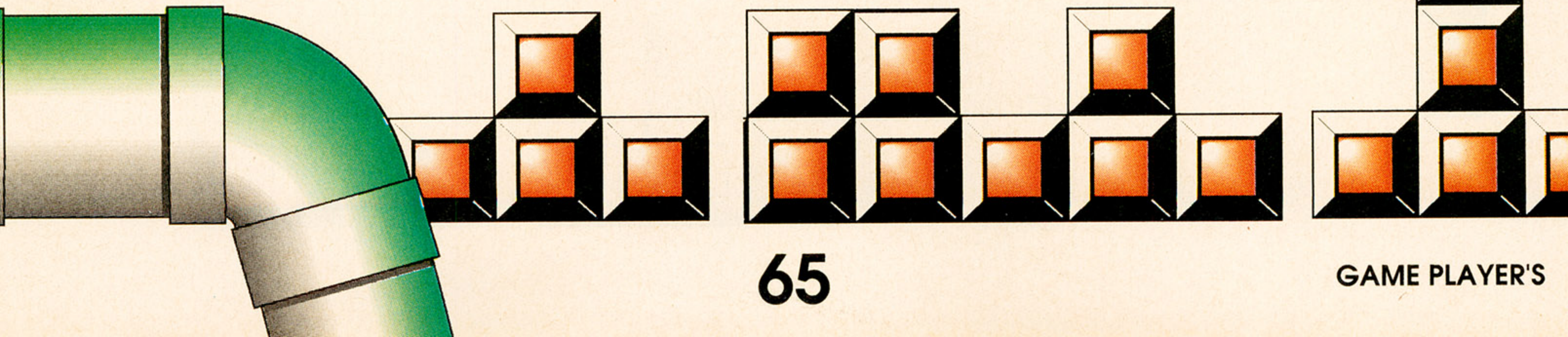
You can't finish this stage without clearing the blocks away from the pipe. So try the Koopa-toss trick again. You'll clear those blocks in a hurry, and you might even find a little something extra.

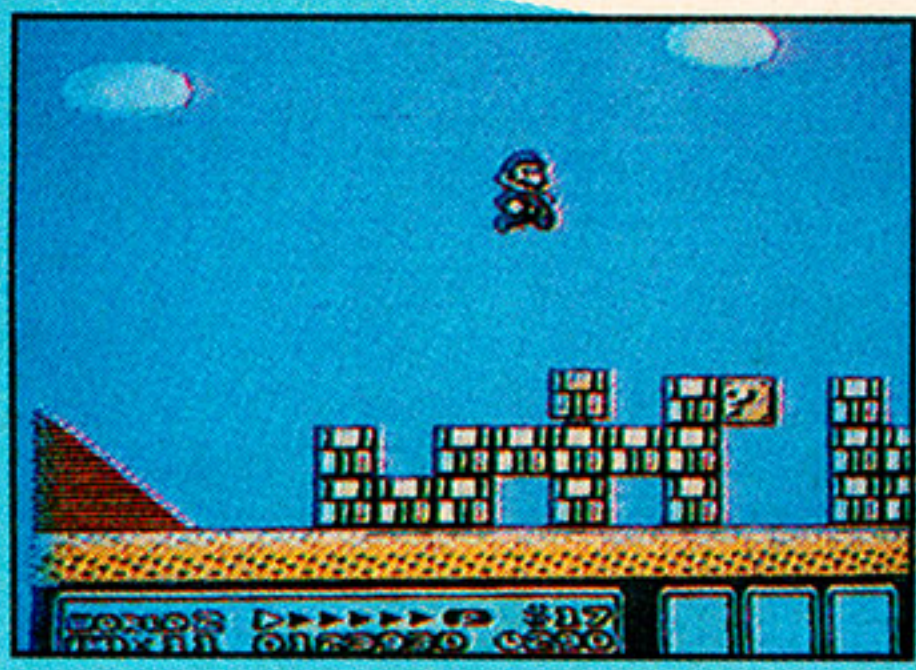


Thwomp falls from the ceiling each time you come near. He's covered with thorns, so don't bump into him.

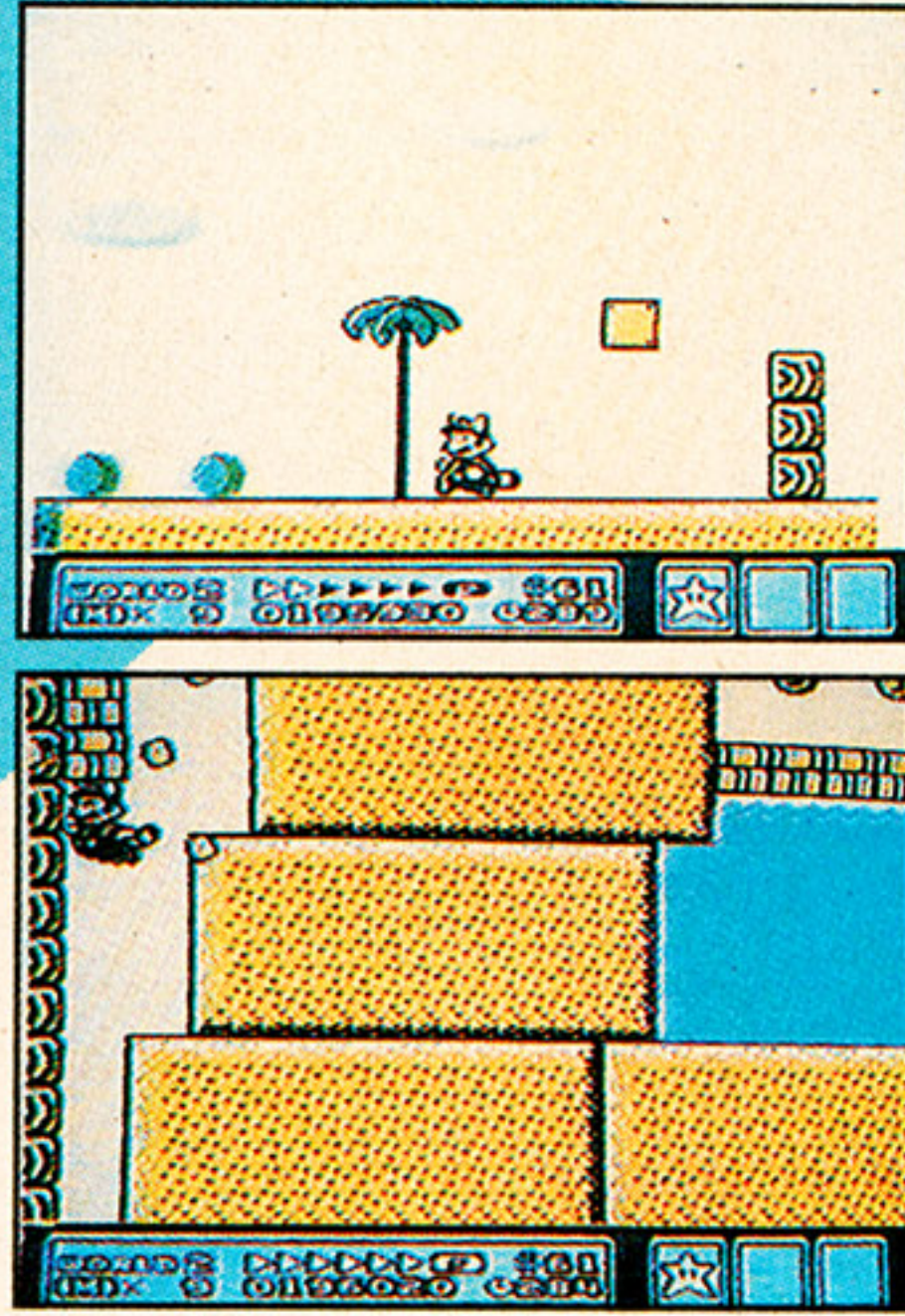


Down this pipe is a switch block. When you hit it, you can turn the blocks into coins again and again. It's a good way to get extra lives.

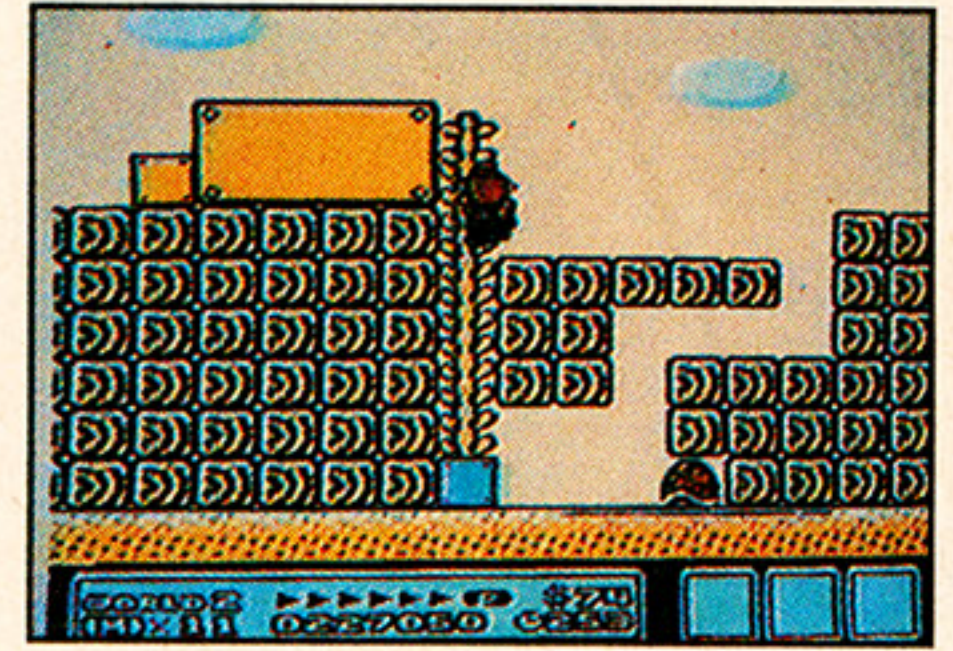
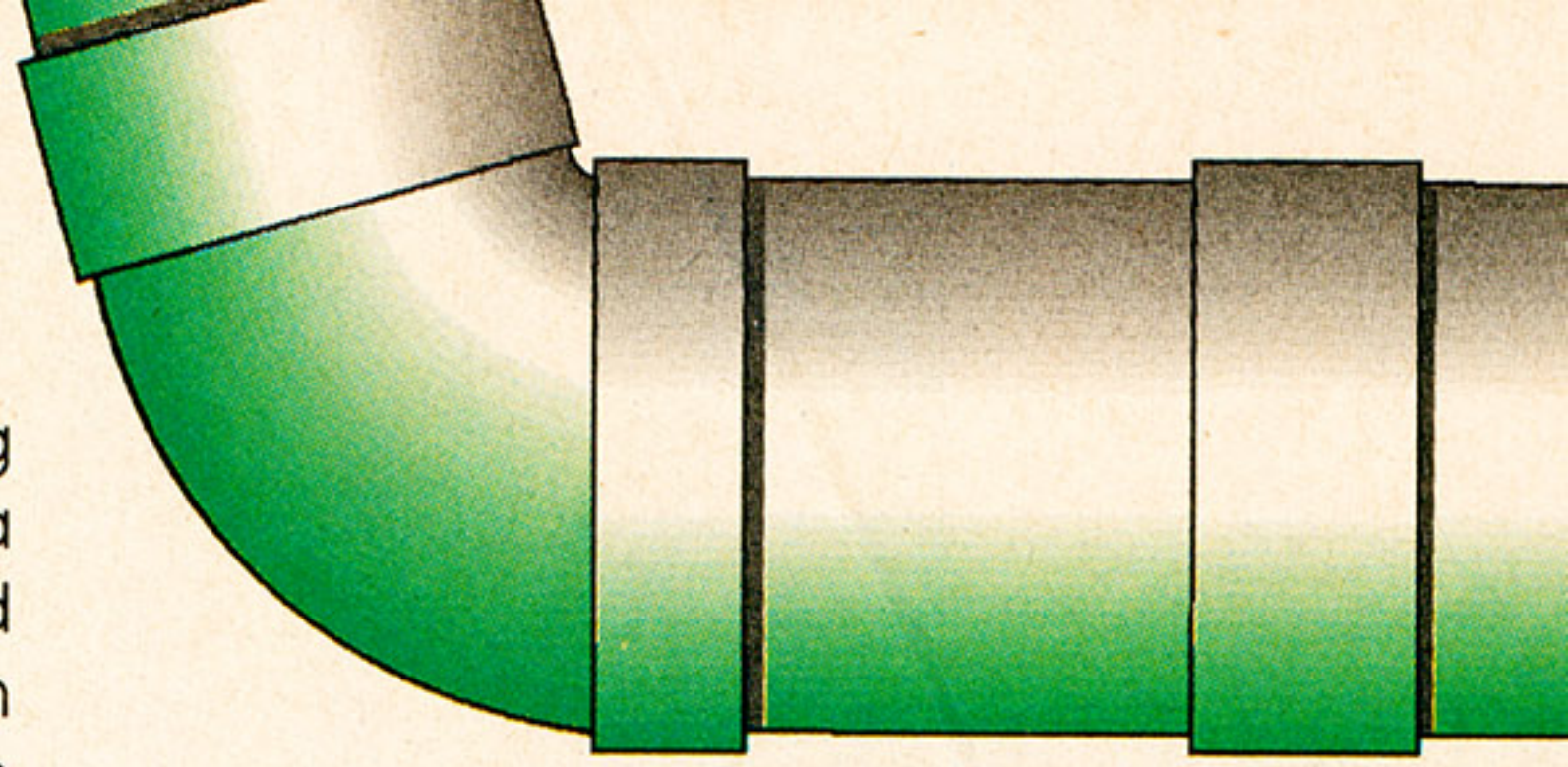




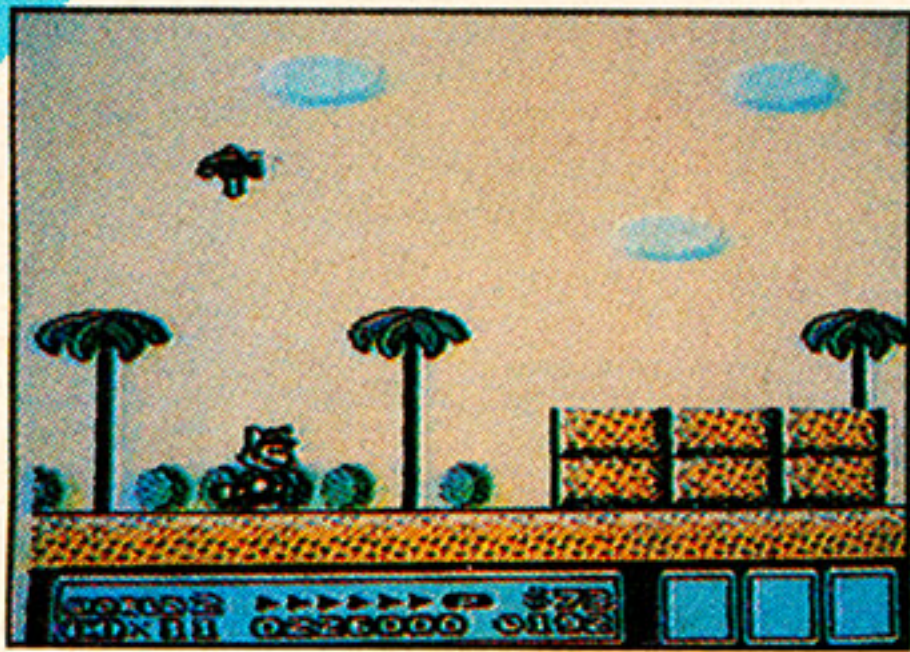
All is not what it appears to be in Desert Hill. The block just below you is really a Koopa in disguise.



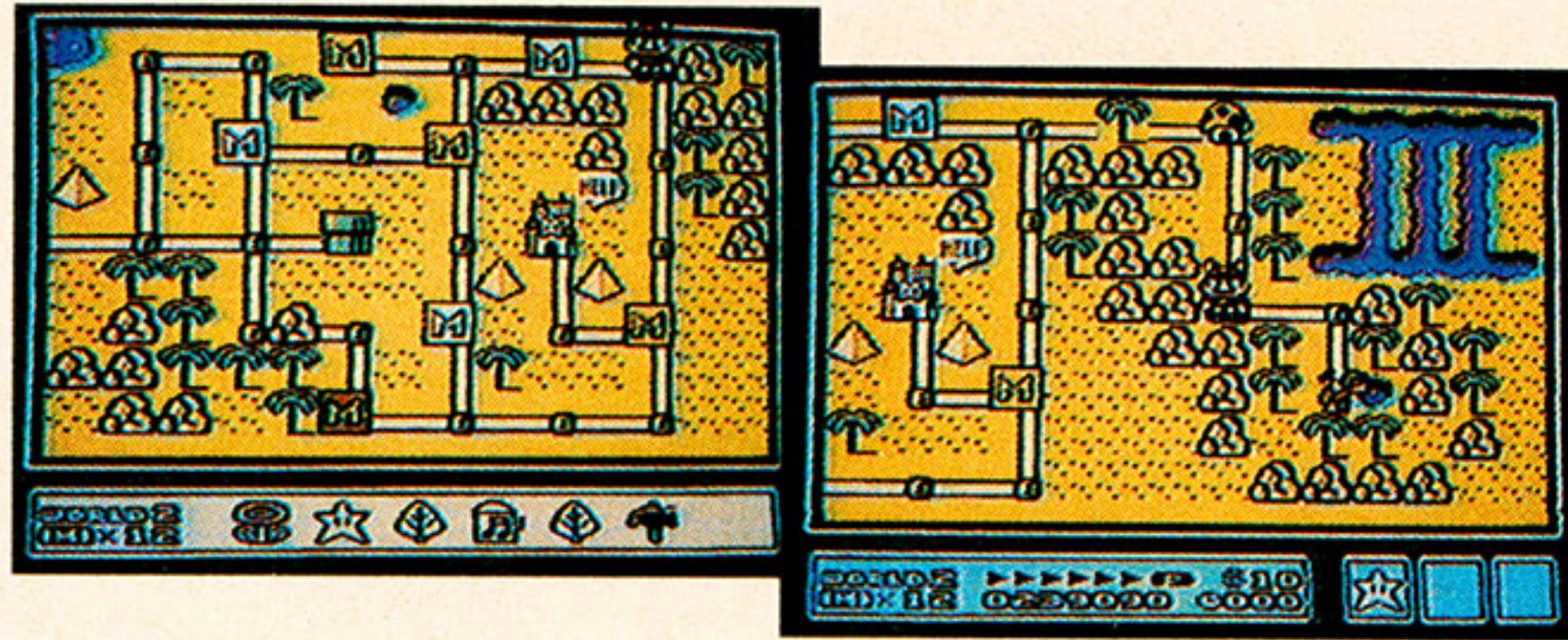
At the beginning of world 2-4, use a super leaf and turn into Raccoon Mario. Then go back to the beginning and run back and forth until your power meter is flashing. Fly up into the left corner, and you'll smash through to a world of fabulous riches.



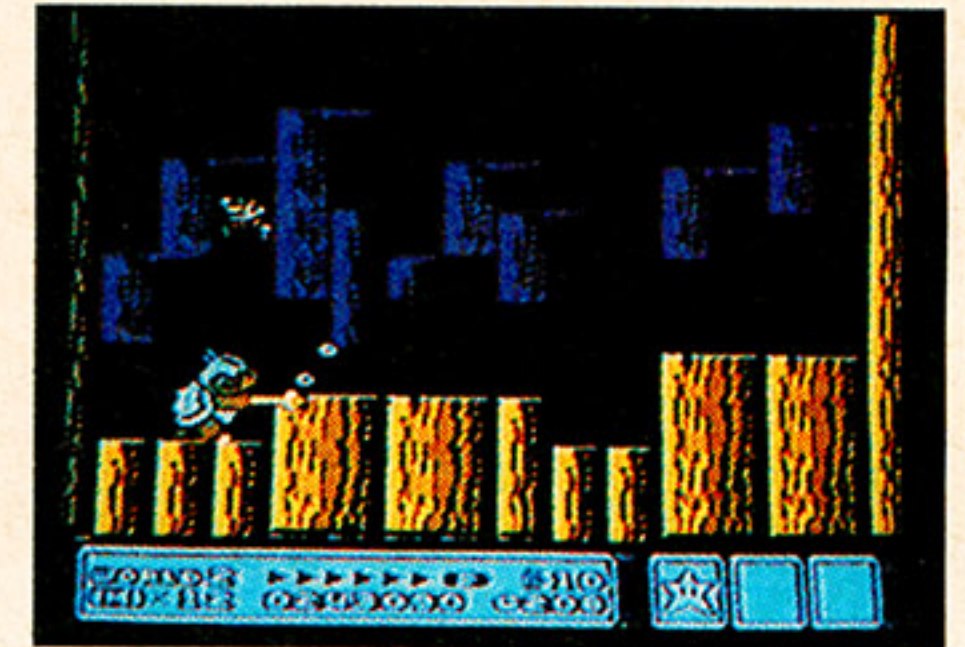
When you toss a Koopa into the narrow opening here in world 2-5, a vine appears. Climb it to collect even more money, and don't forget to explore any pipes you find in the sky.



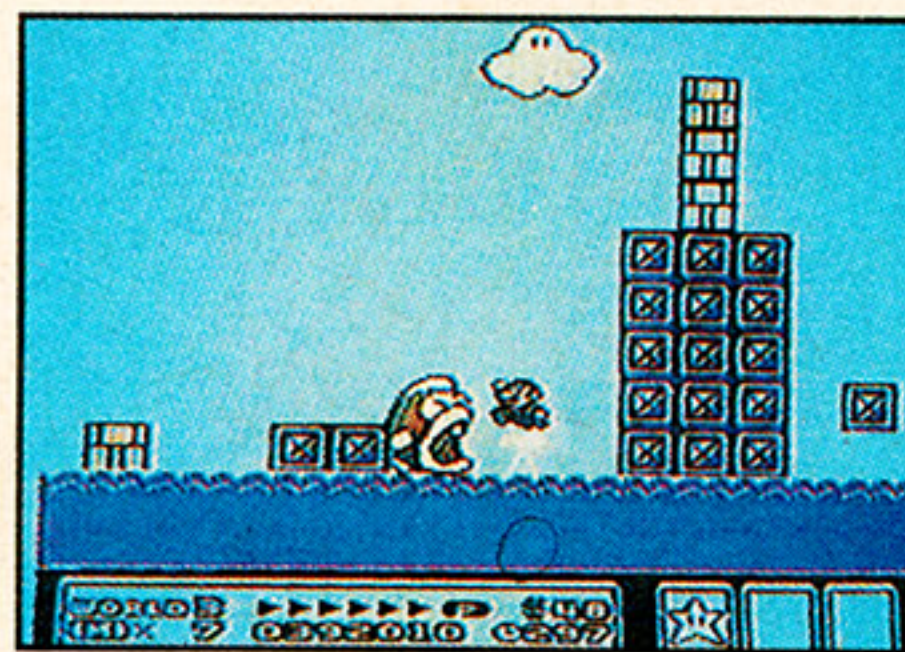
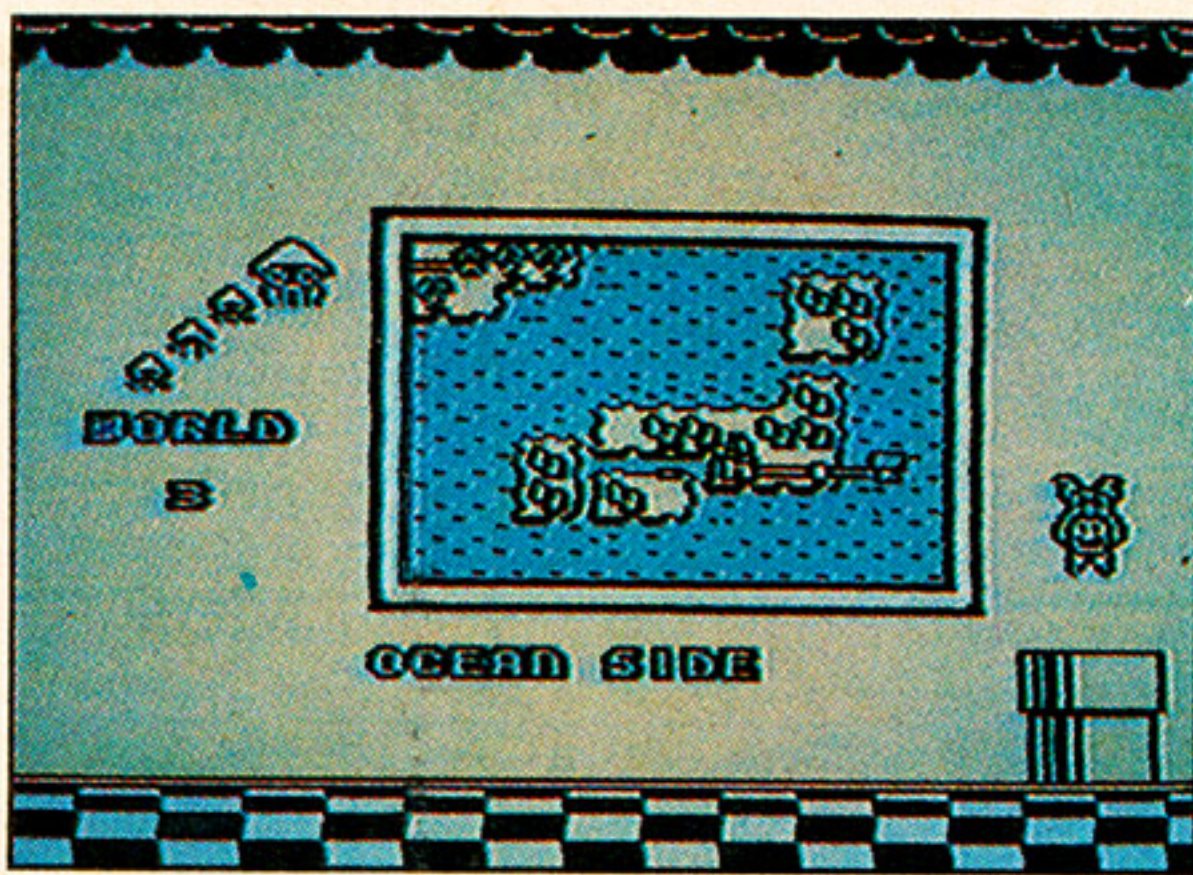
Don't avoid the Hammer Brother in world 2. When you find him and beat him, he'll give you this hammer.



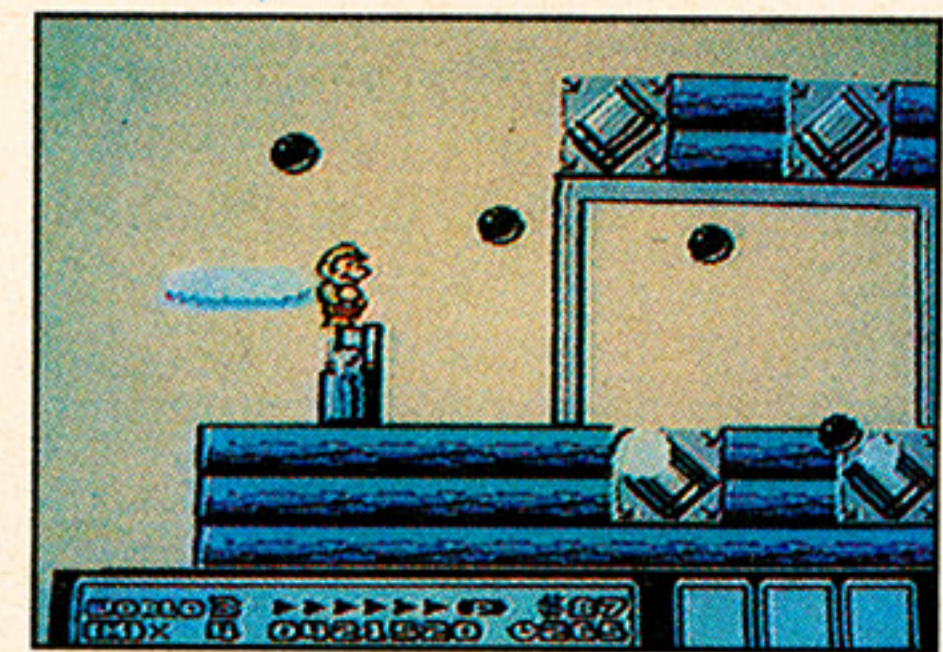
Once you've got the hammer, go to the upper right corner of the map. Use your hammer on the rock to the right. A new path appears, and at the end of it is another Hammer boy — and he's got the warp whistle that will take you to worlds 5, 6, and 7!



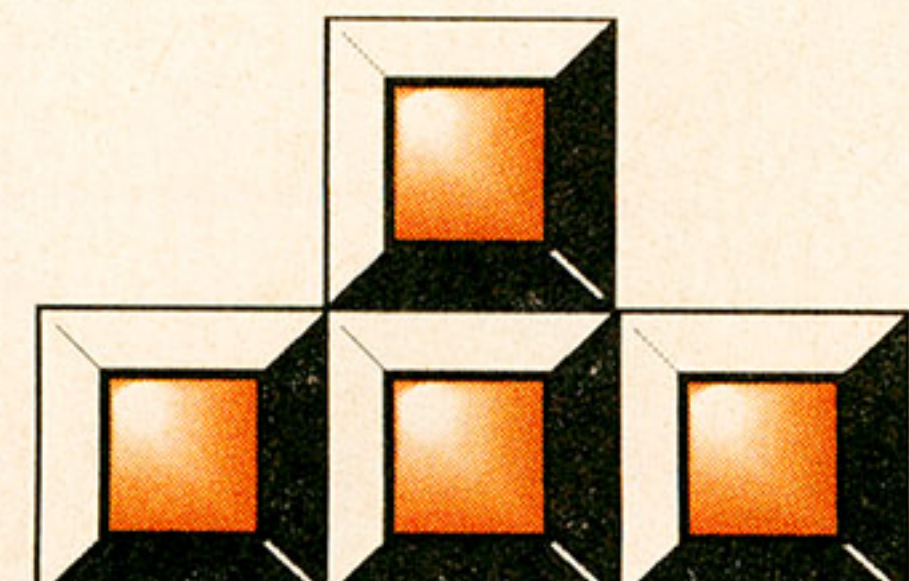
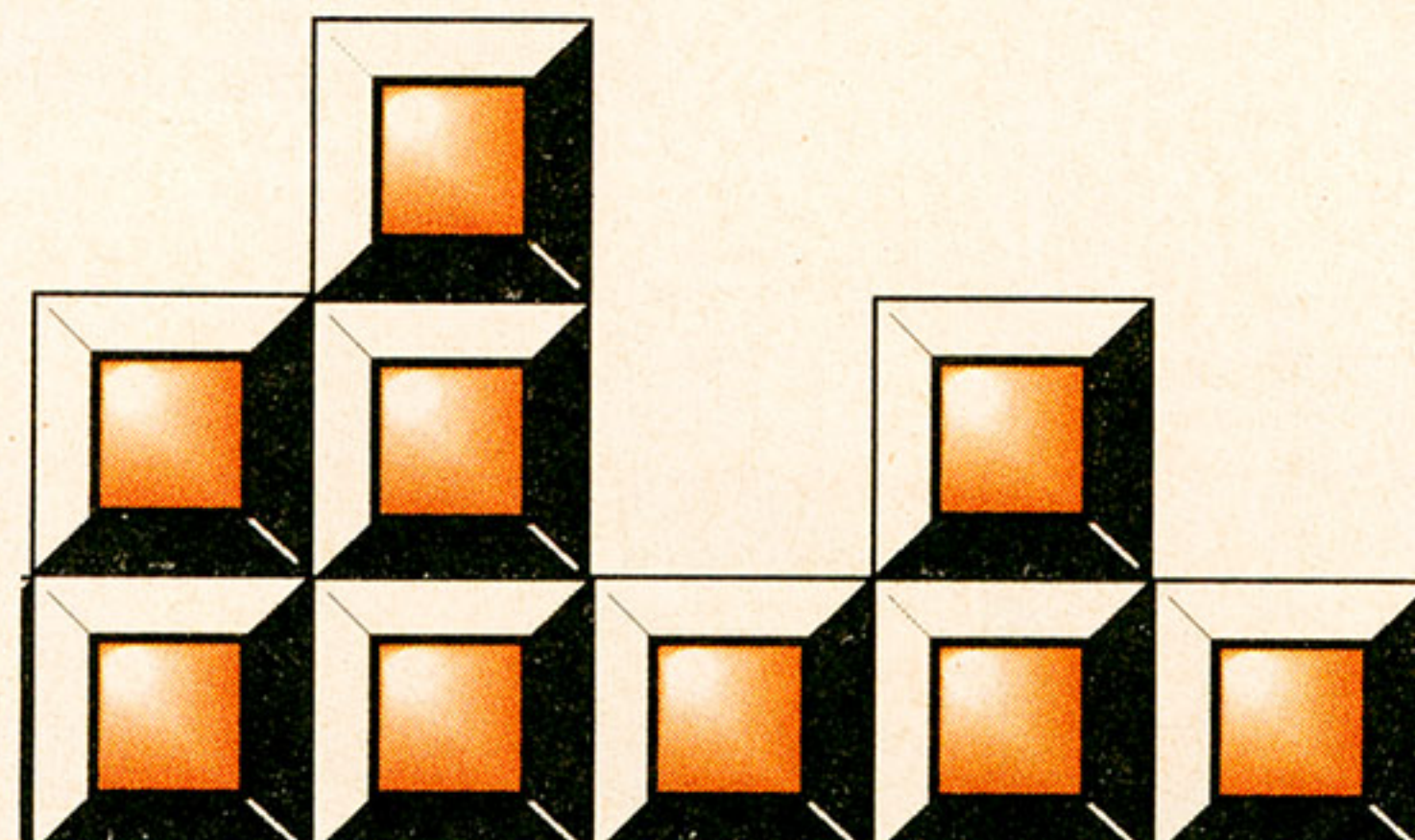
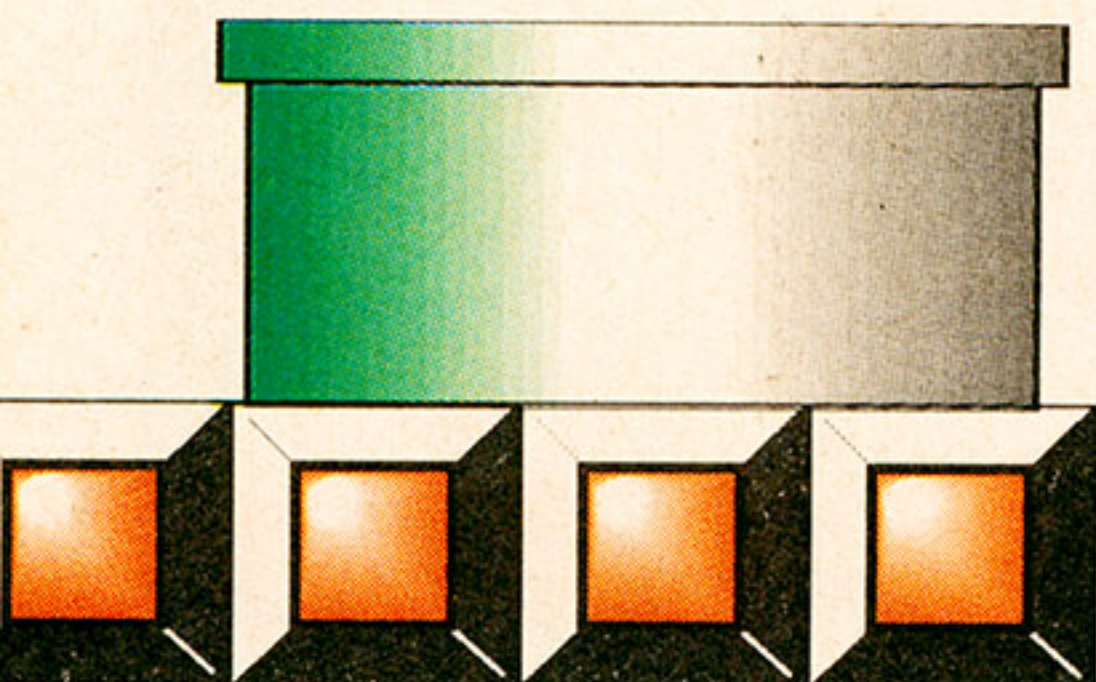
This little fellow is none other than Morton Koopa, Jr. (Who do you suppose he's named after?) All it takes is a few stomps on the head to bankrupt this loudmouth.

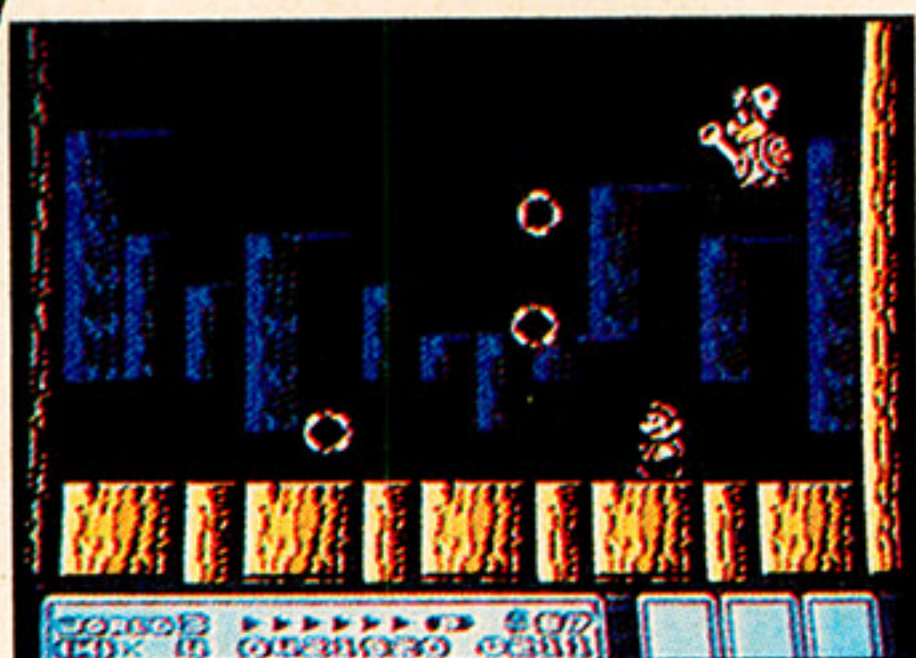
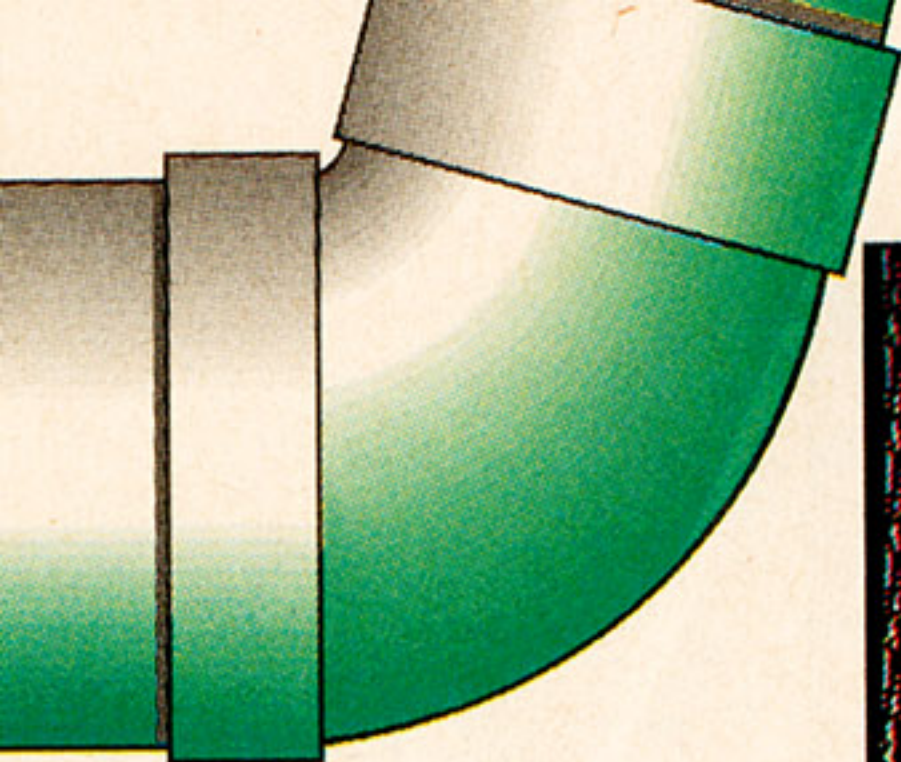


The water level rises and falls, so do your best to keep dry. The seas are filled with danger.

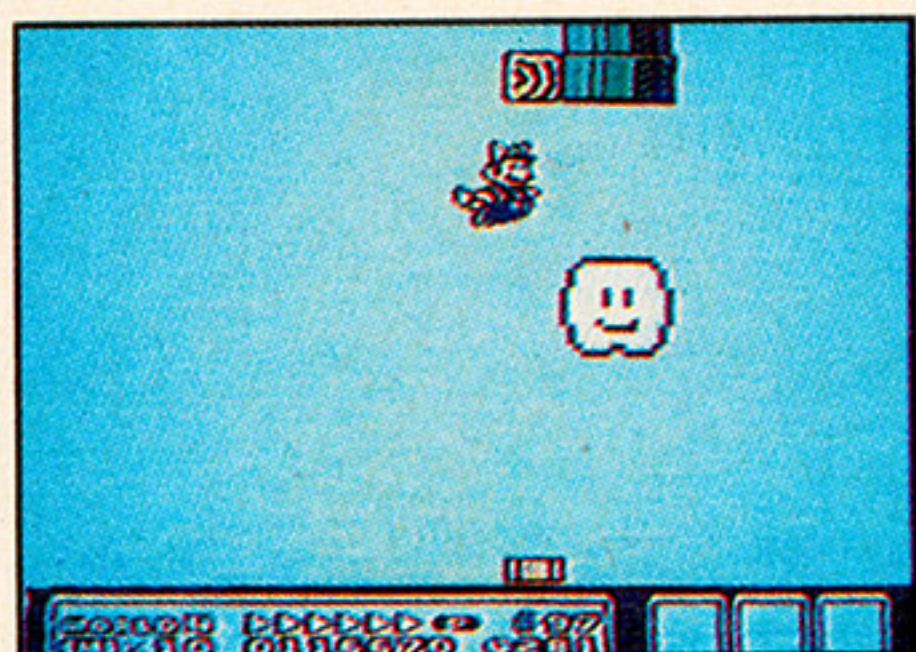
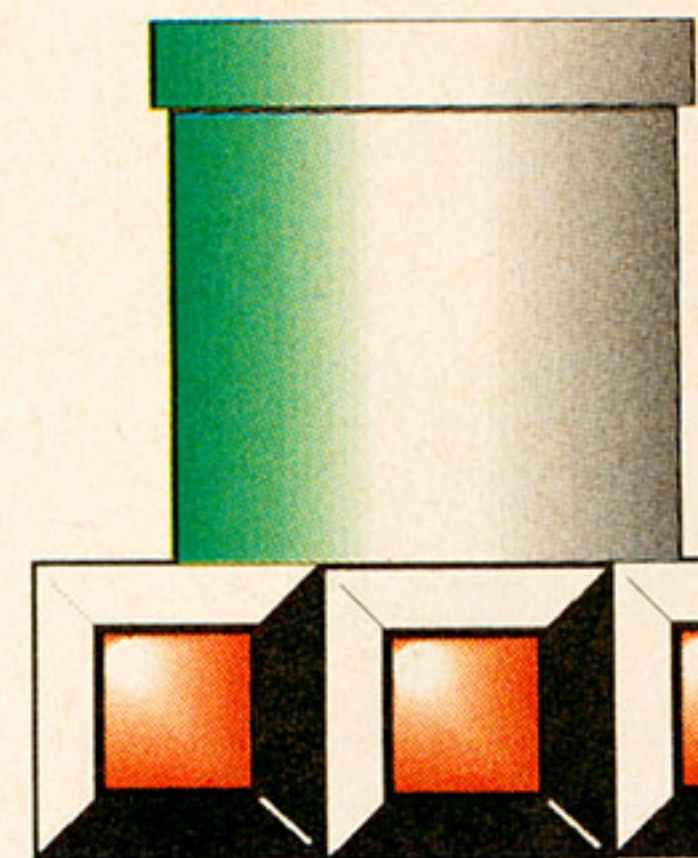


Even the Koopa's ship at the end of this stage will be rocked by rough seas. Remember not to get your face too close to those cannons.

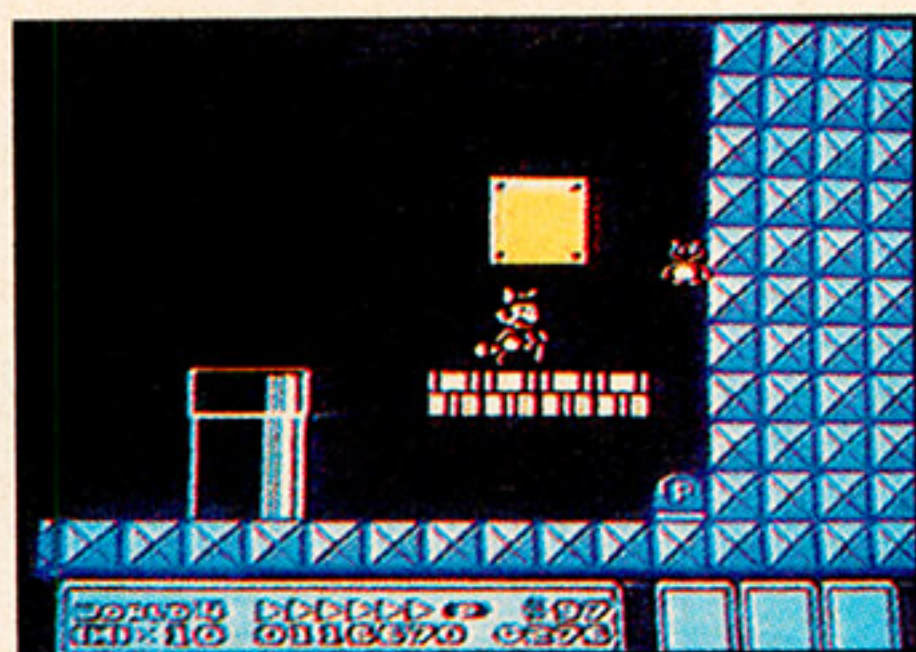




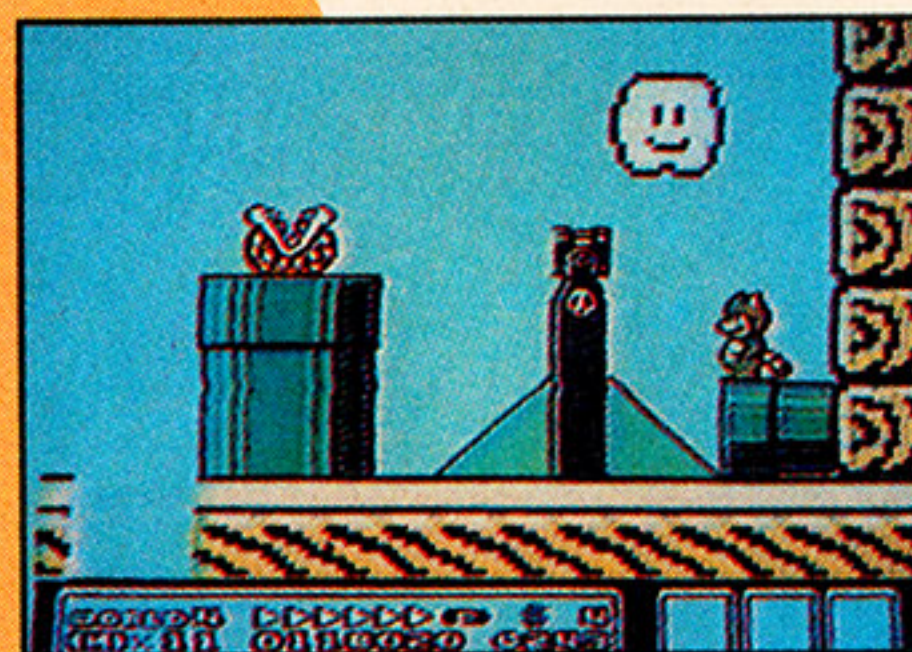
Bowser's daughter, Wendy O. Koopa, will try to make Mario jump through hoops. Resist the temptation, and squash her.



Everything is king-sized on Big Island — except Mario. Fly into the air the first chance you get and look for a pipe.



Inside the big question box, Mario finds the Tanooki suit. This outfit, bold yet tasteful, gives Mario special powers. Not only can he fly, but he can also turn into a statue to fool enemies.



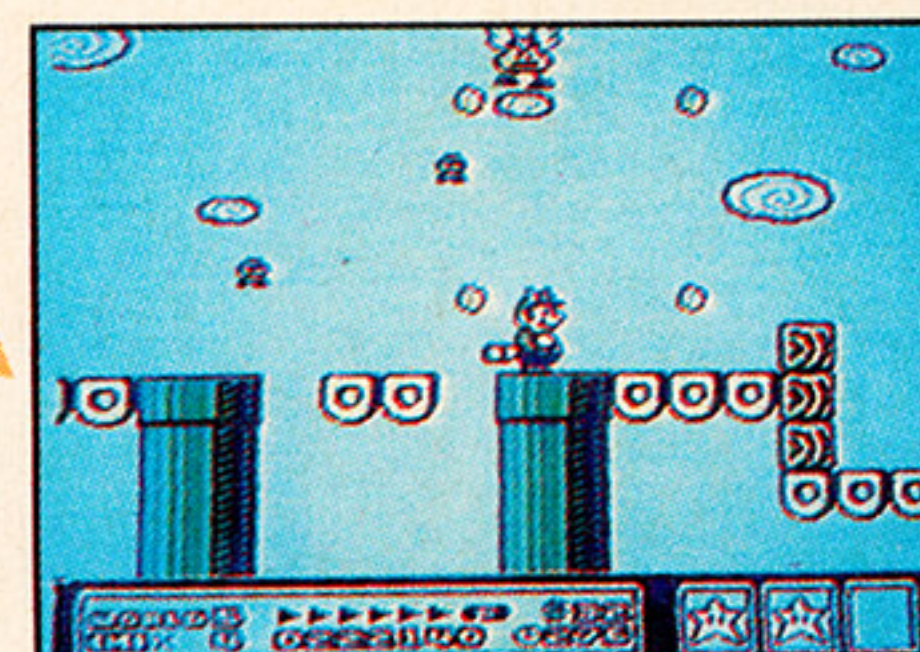
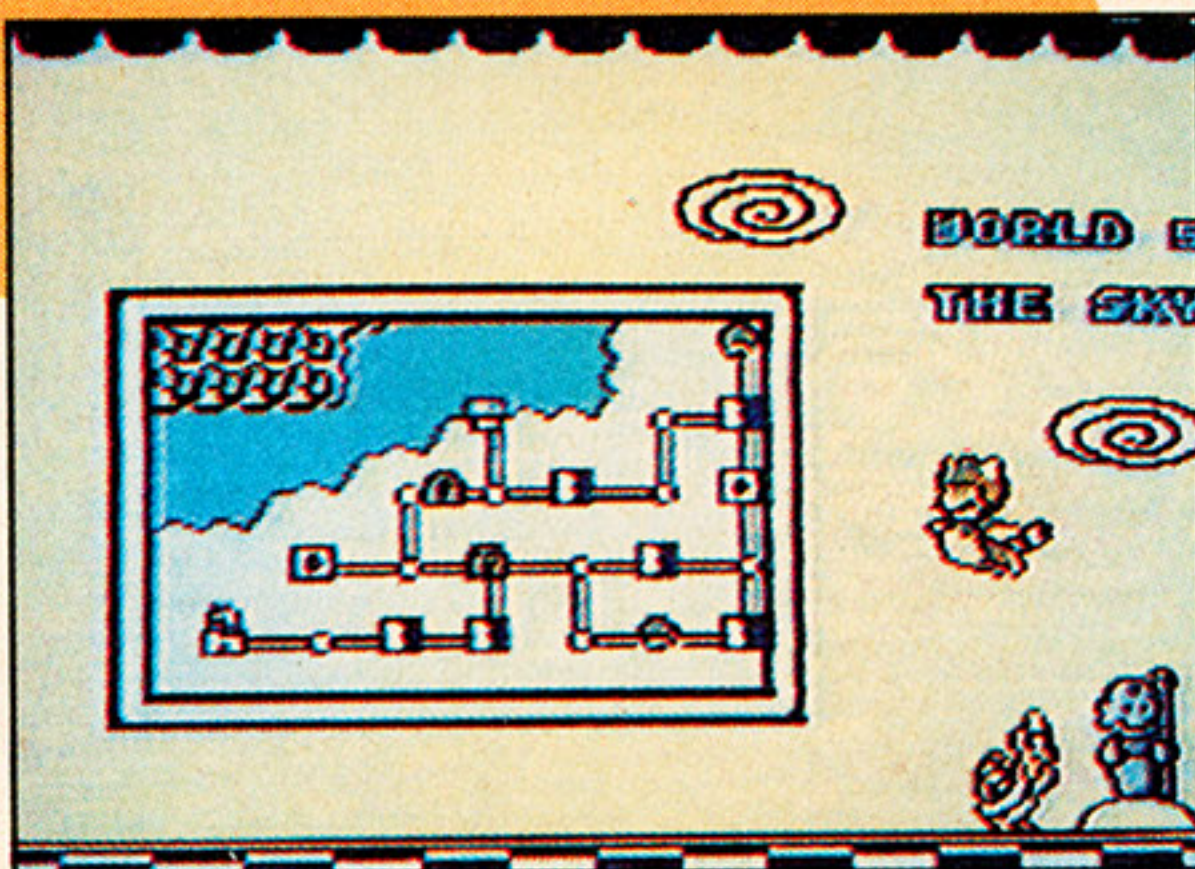
Mario finally comes down from the clouds, wearing his Tanooki suit. Although the enemies you'll face are big, they're no harder to defeat than the normal-sized ones.



In the first mini-fortress, look for a switch that makes a secret door appear. You'll have plenty of use for what's inside.



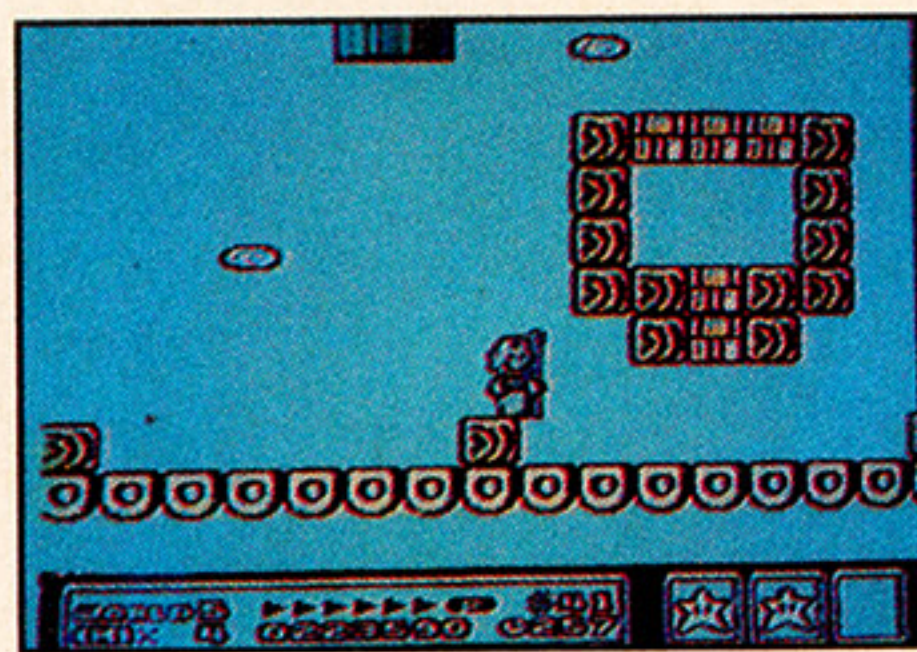
The king of world 5 has been turned into a lizard. It's terrible, but you can't help noticing that he looks cuter as a lizard than as a king.



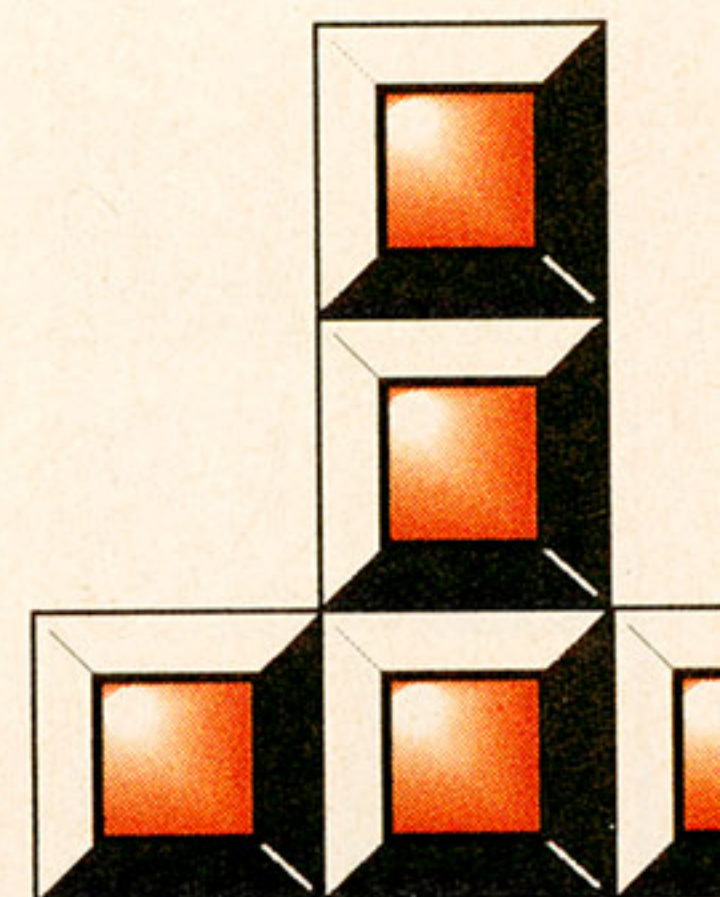
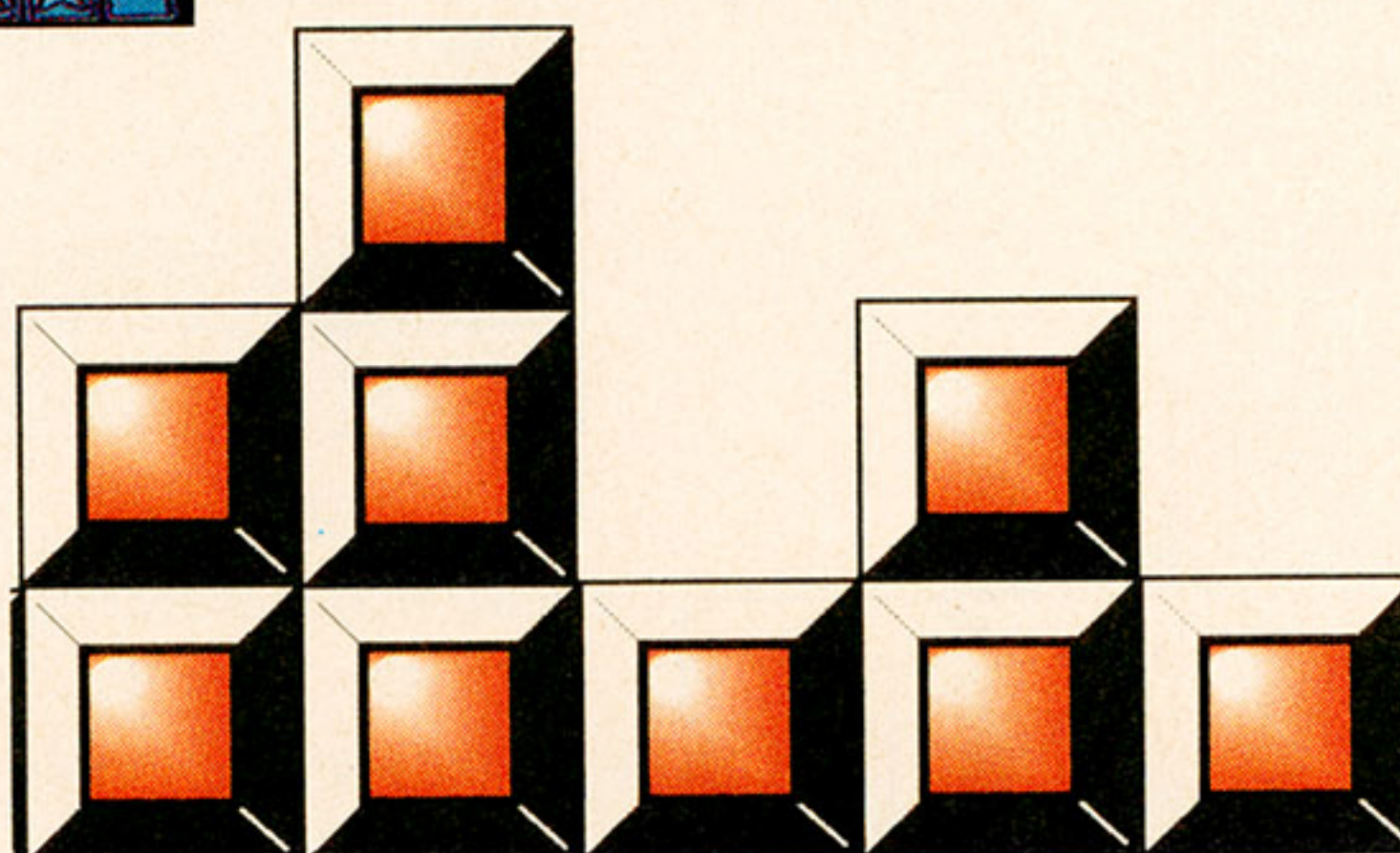
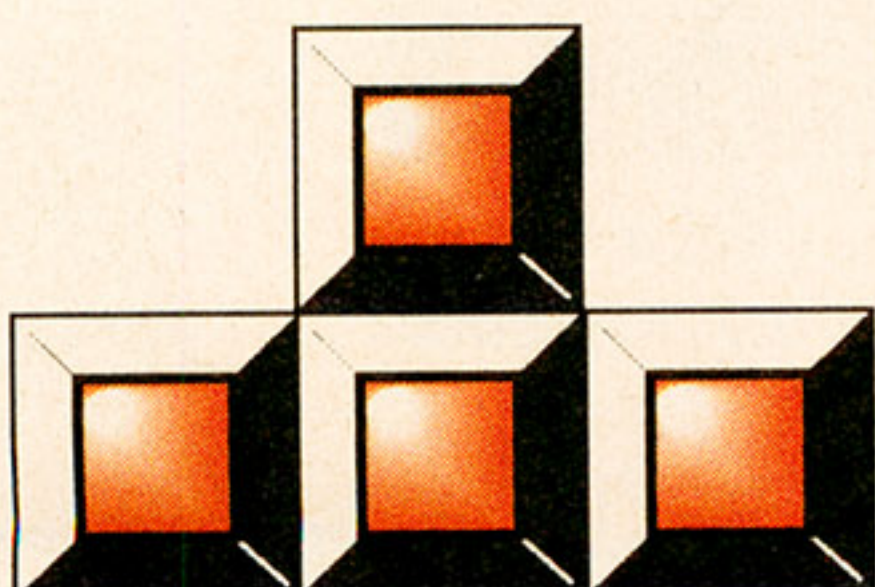
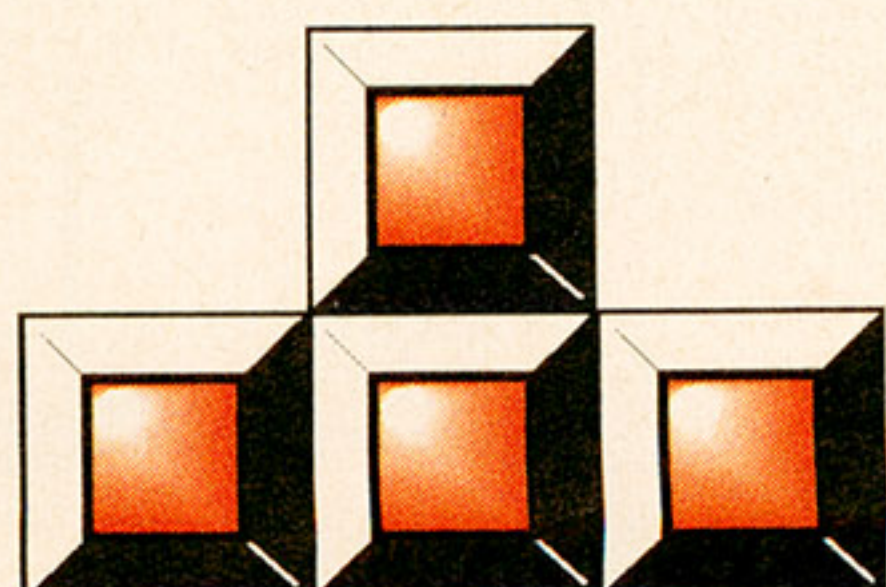
A new enemy, Para-Goomba, drops Micro-Goombas on Mario. But if you duck into this pipe, you'll find something to even the odds.

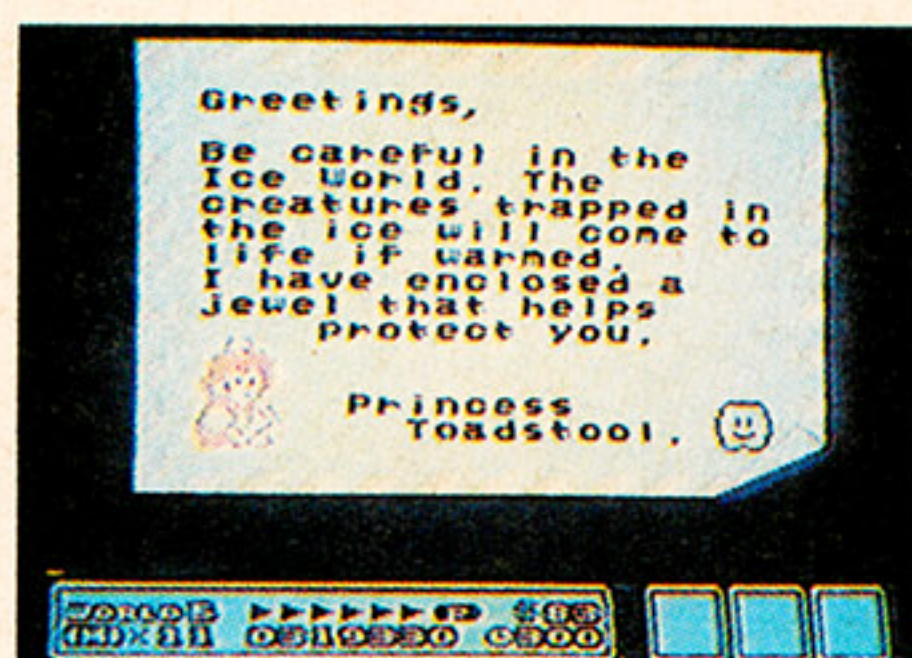
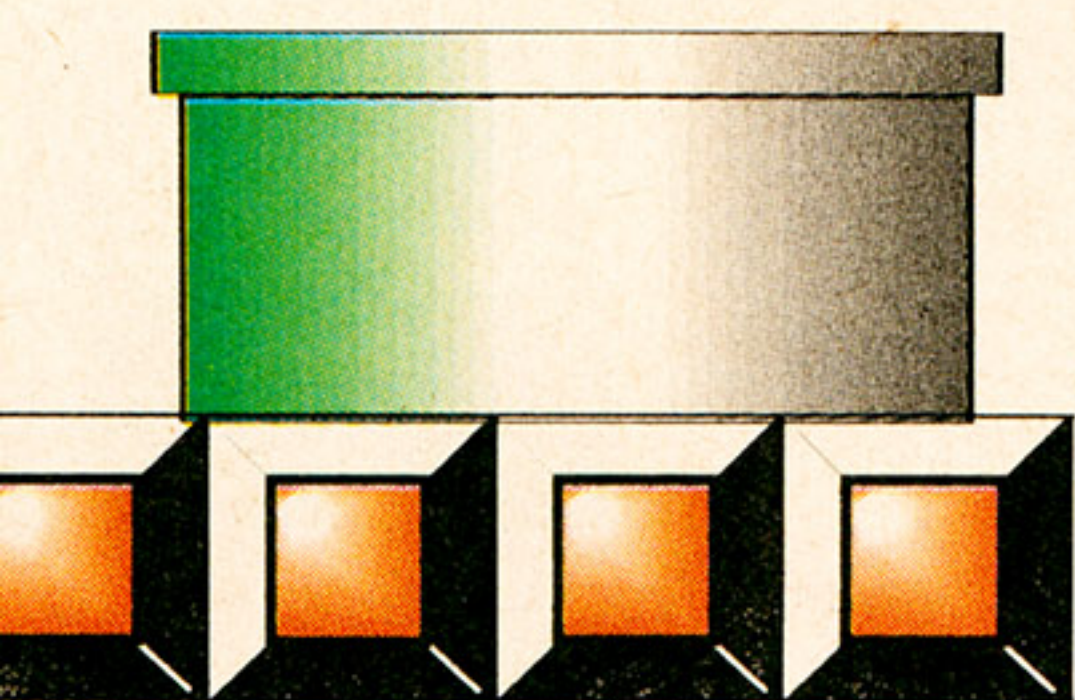


A Tanooki suit can come in handy while in the sky.

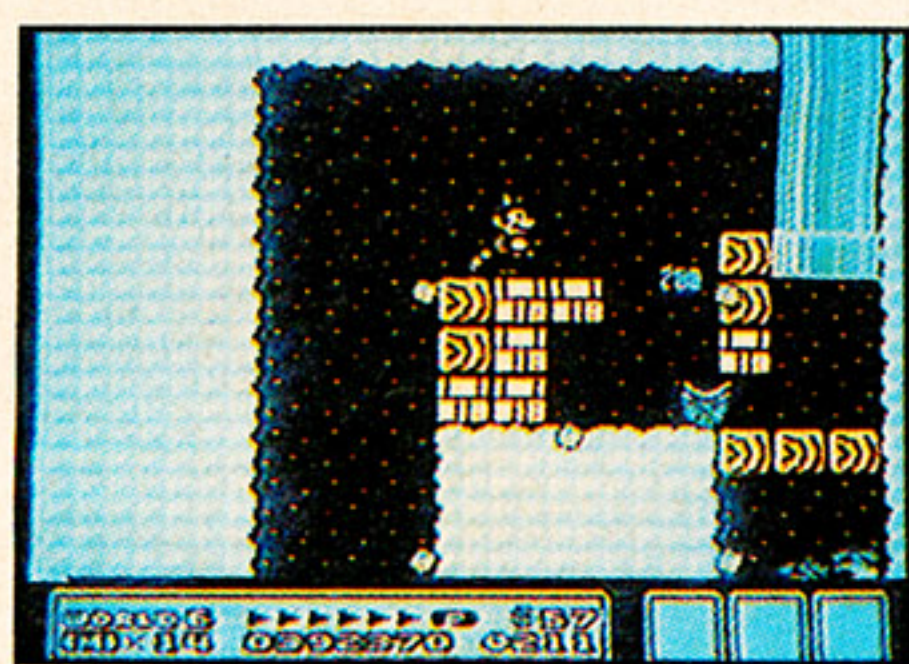
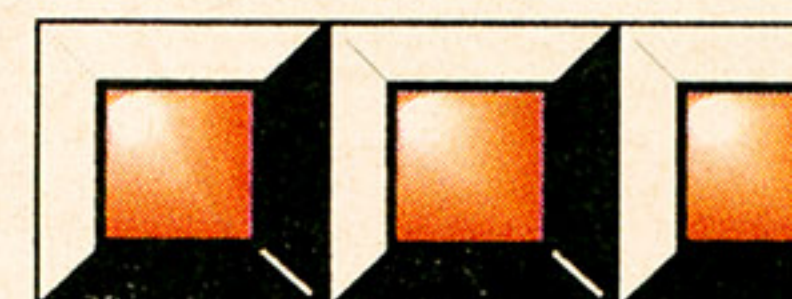
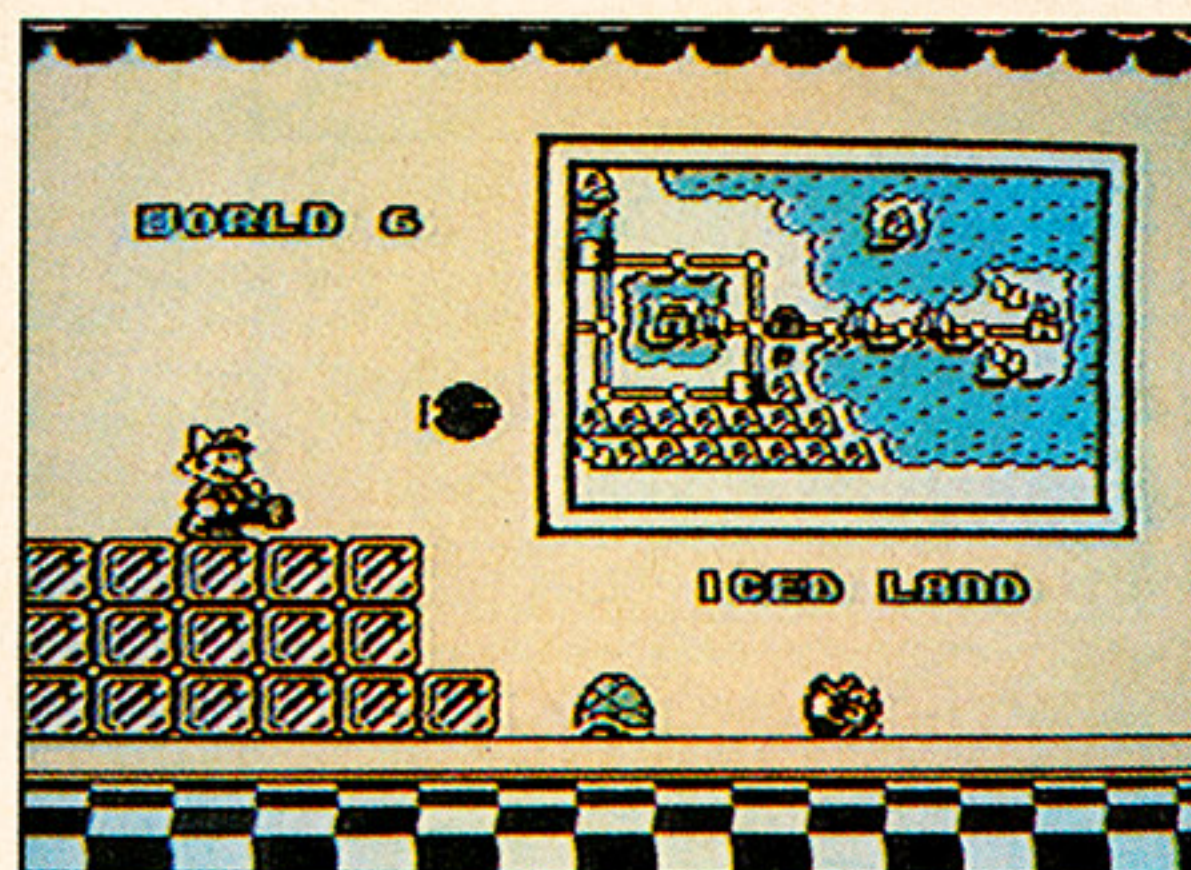


Mario briefly turns into a statue, showing off the power of the Tanooki suit. Those blocks with holes in the center are donut blocks; they'll drop a few seconds after you step on them.

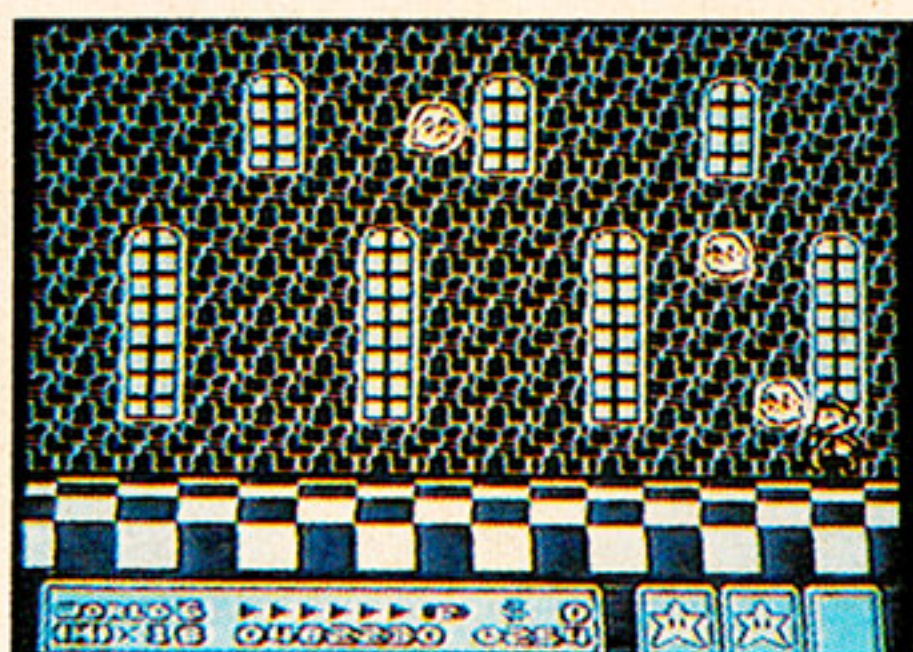




The next letter from the Princess warns of monsters in the ice. Heed her advice — things will be slippery enough without a bunch of extra enemies to contend with.



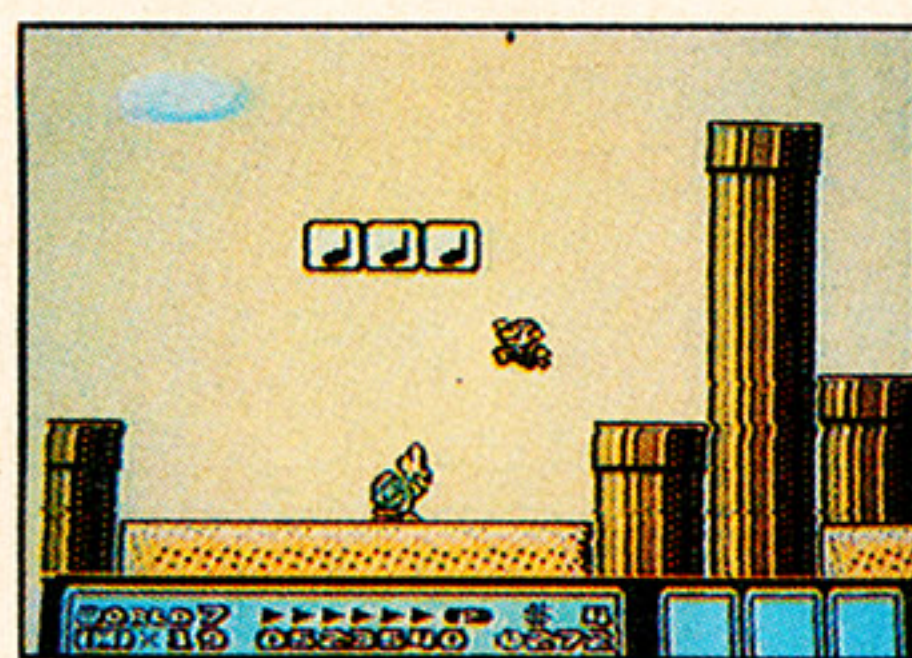
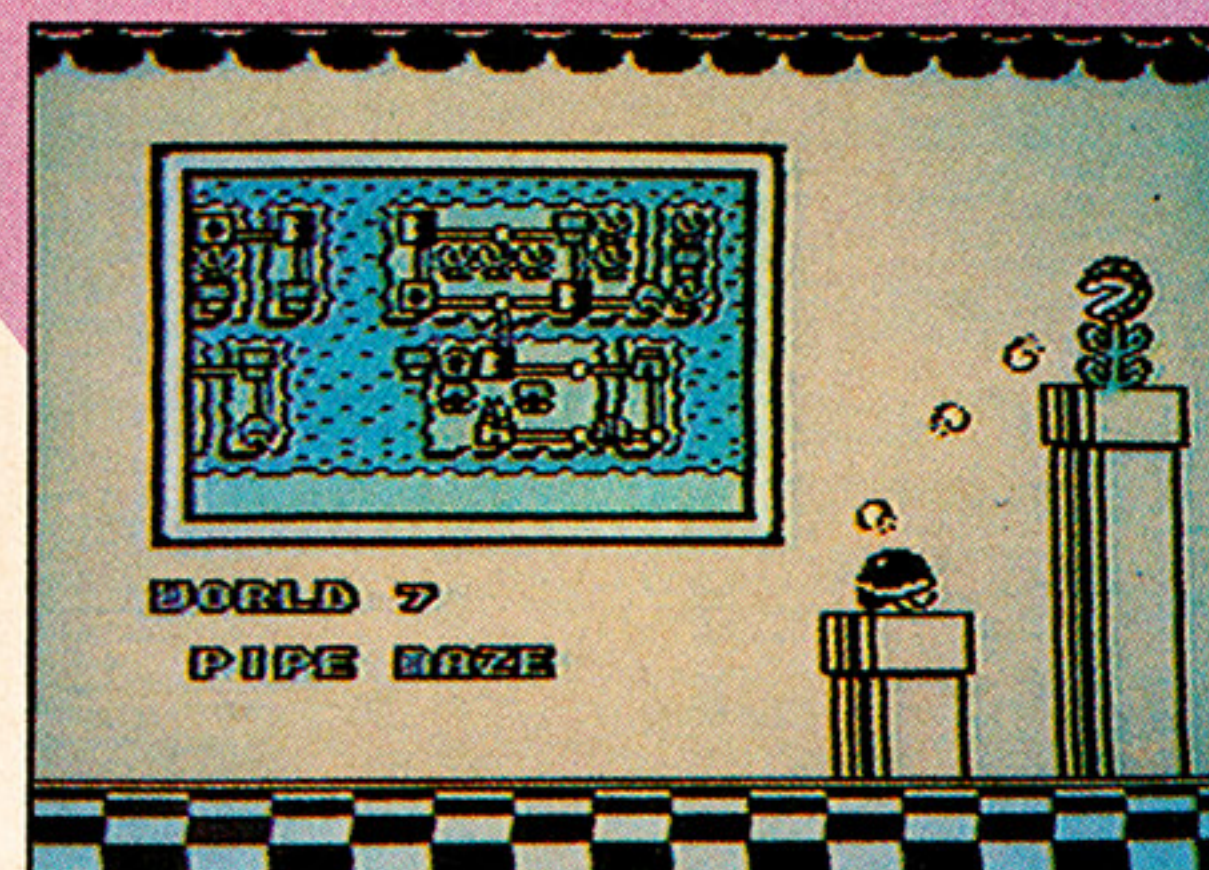
At one point in world 6, you'll find yourself seemingly trapped in a cavern. To get out, grab a Koopa shell and fly upward, breaking the blocks that cover the exit pipe.



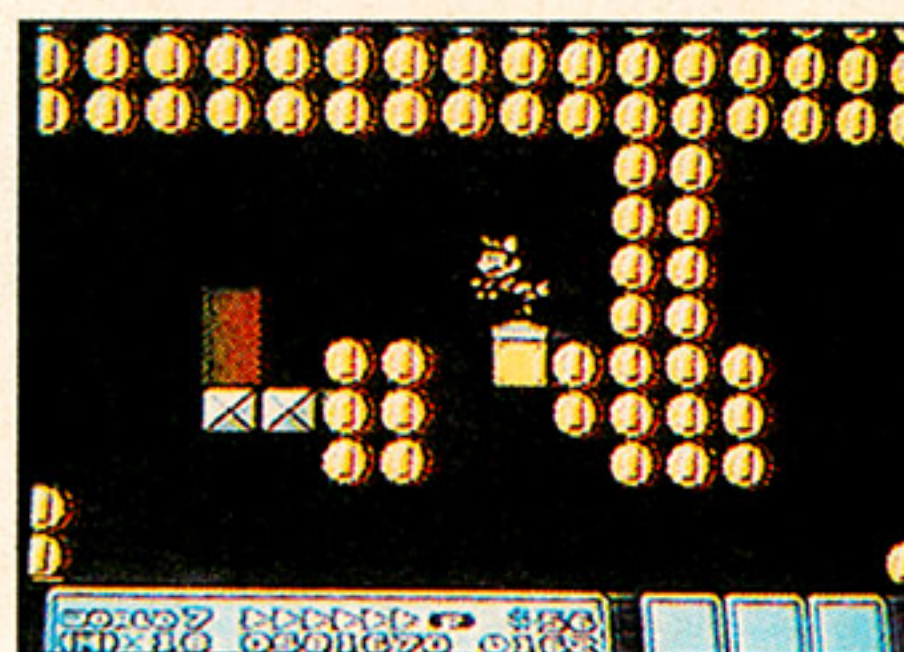
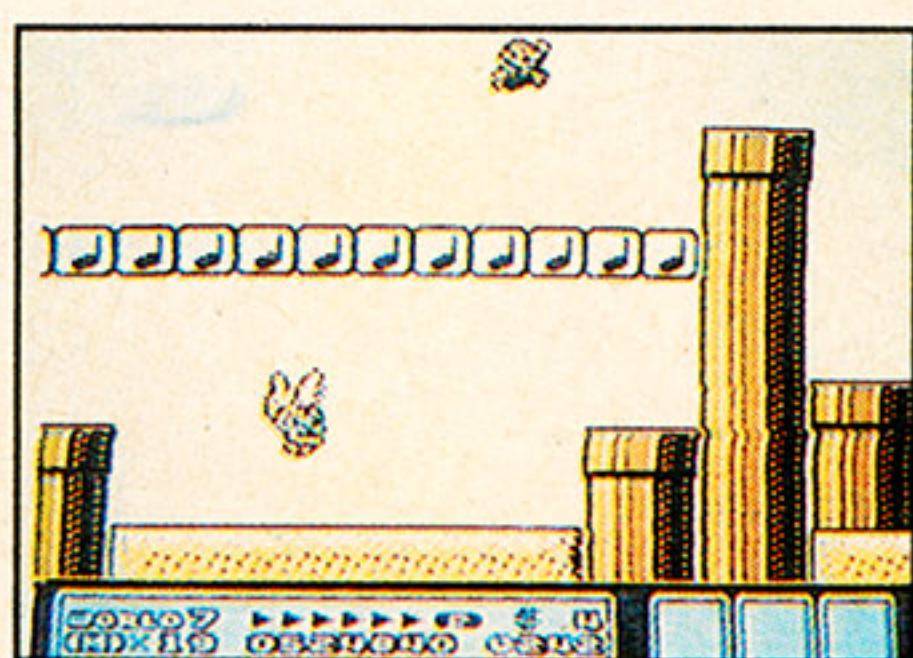
If you don't keep your eyes on the ghosts, the moving floor will push you right into their clutches.



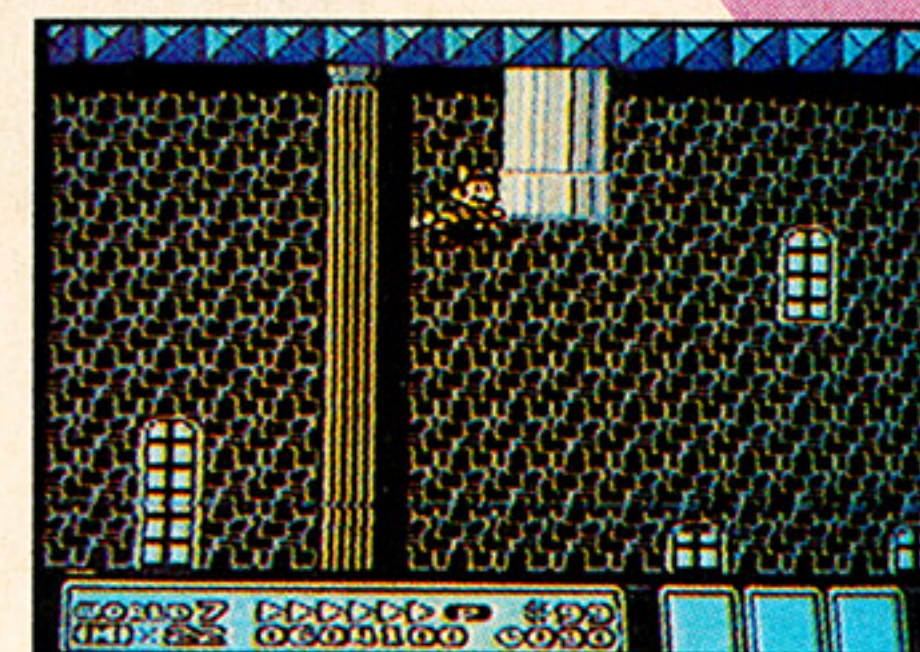
Lemmy Koopa fills the air with his colorful volleyballs. He moves pretty fast, so stay on your toes.



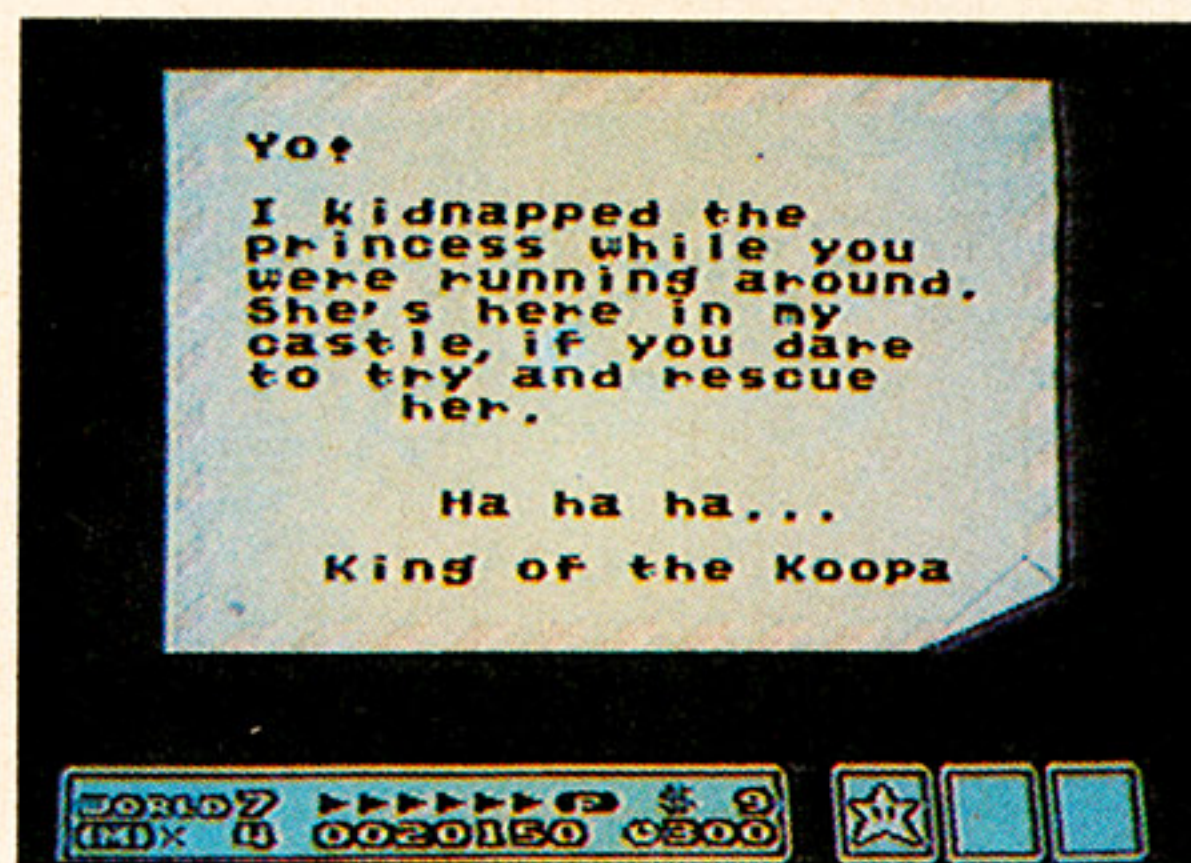
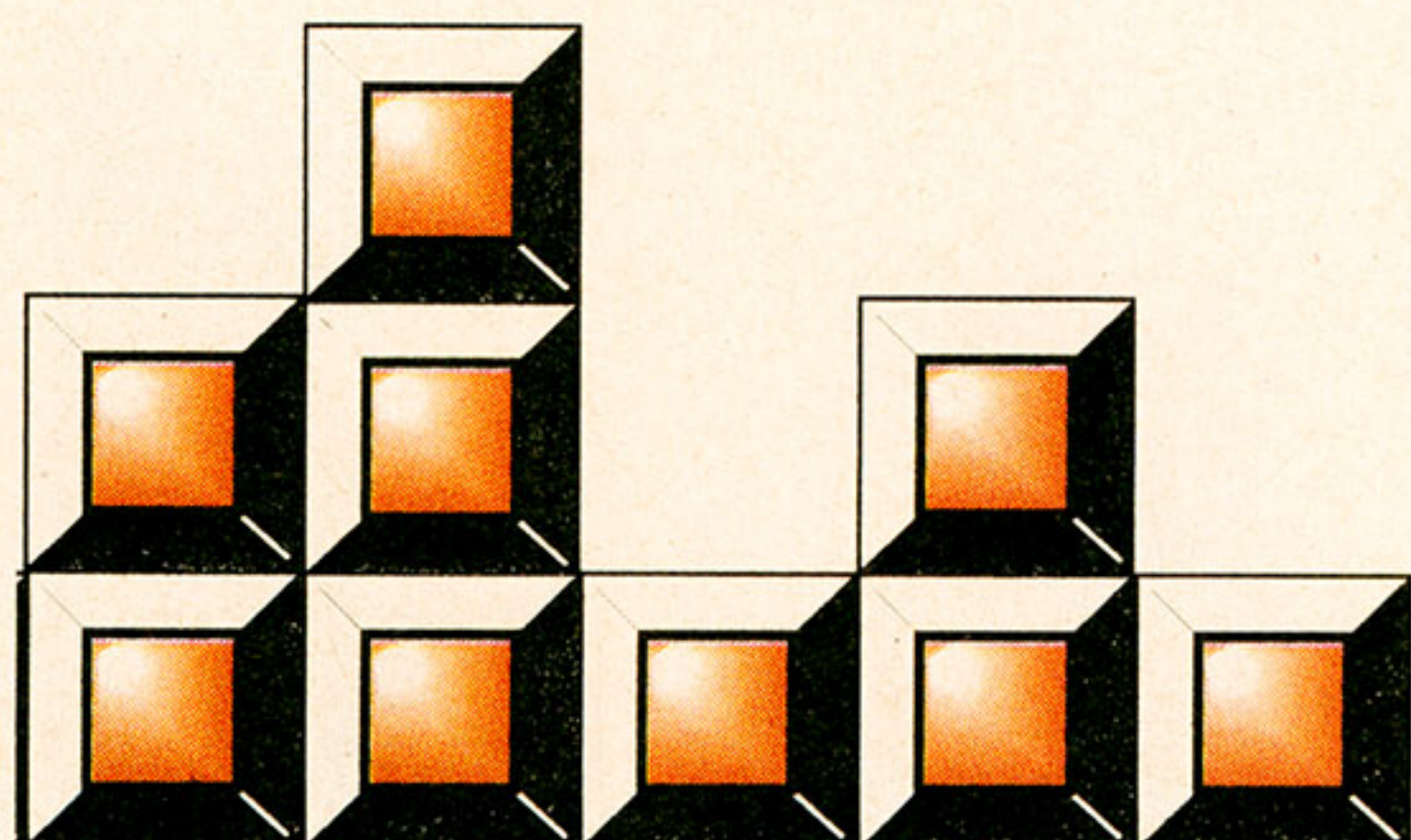
At the beginning of the Pipe Maze, you'll appear to be trapped between these pipes. To get out, bump the invisible jump-blocks above you to form a ceiling. Then use the pipe to backtrack a little, and you can walk right across the new path.



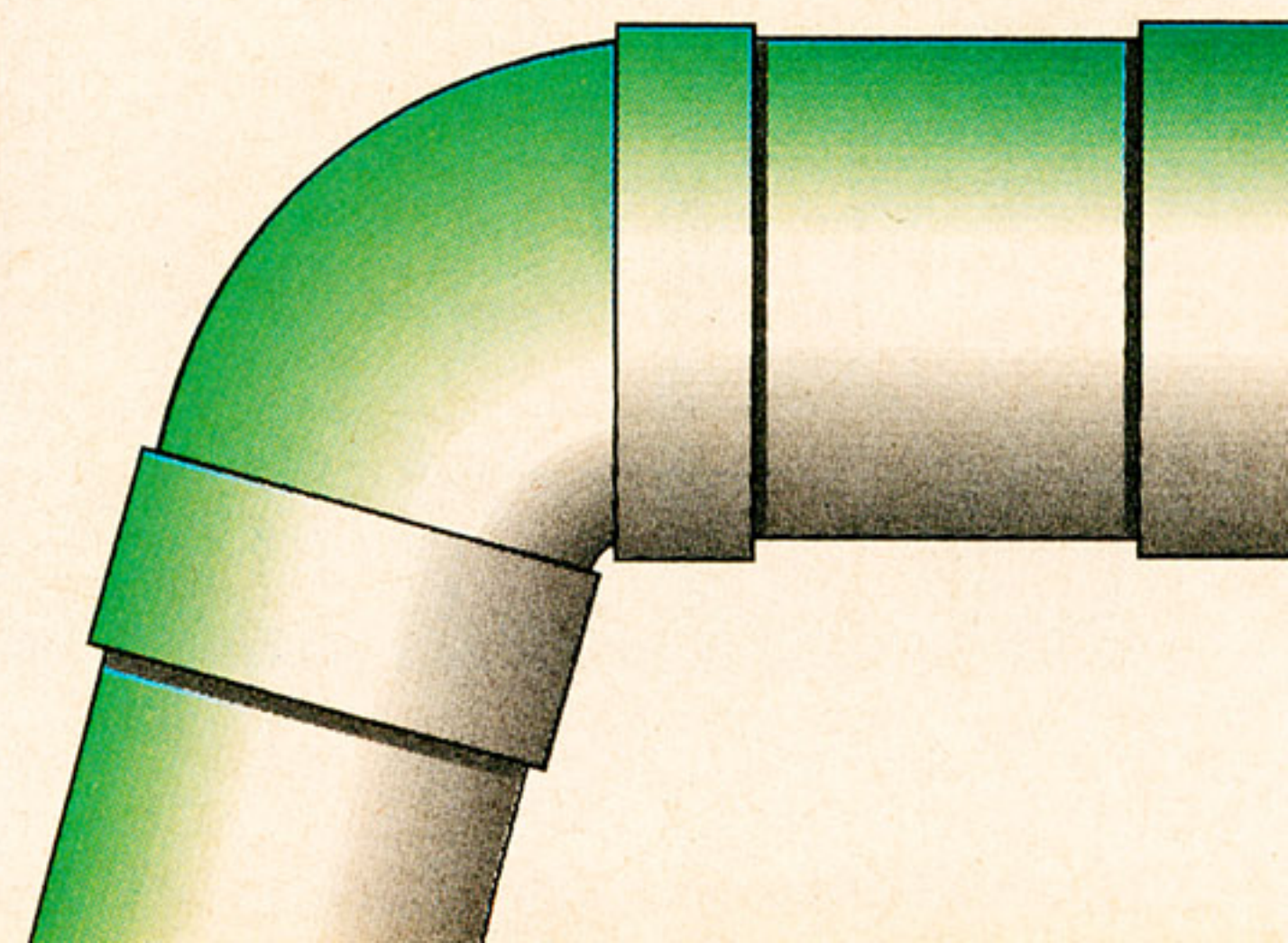
A little exploration in the mini-fortress reveals a room filled with blocks and a switch. Put the two together, and you won't believe your eyes.

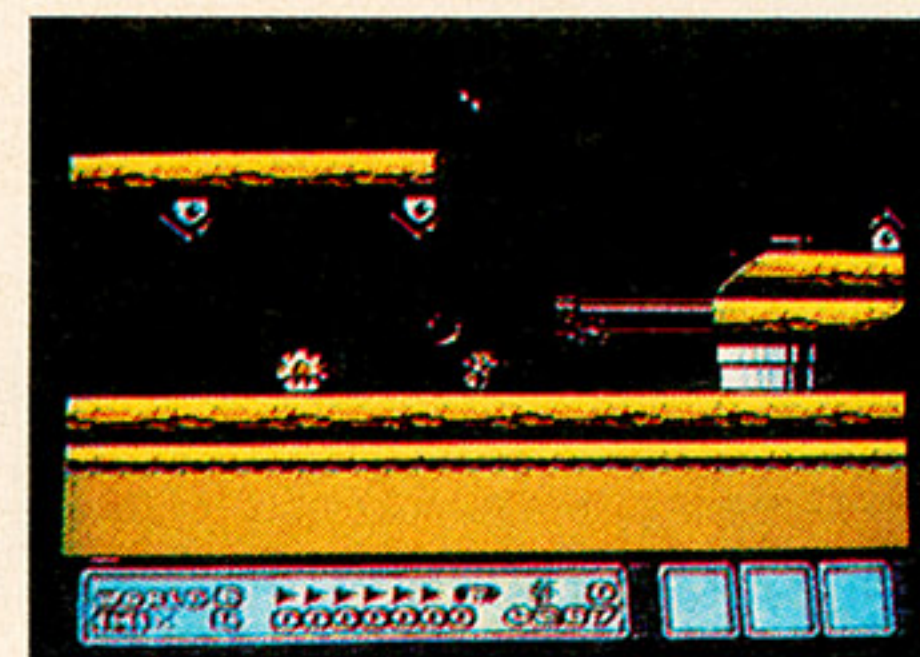
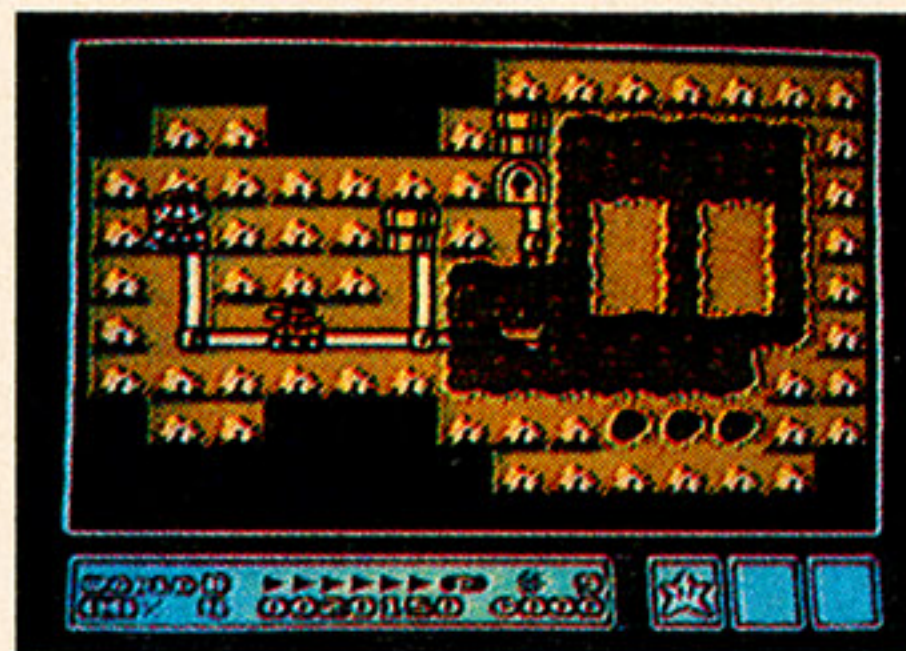
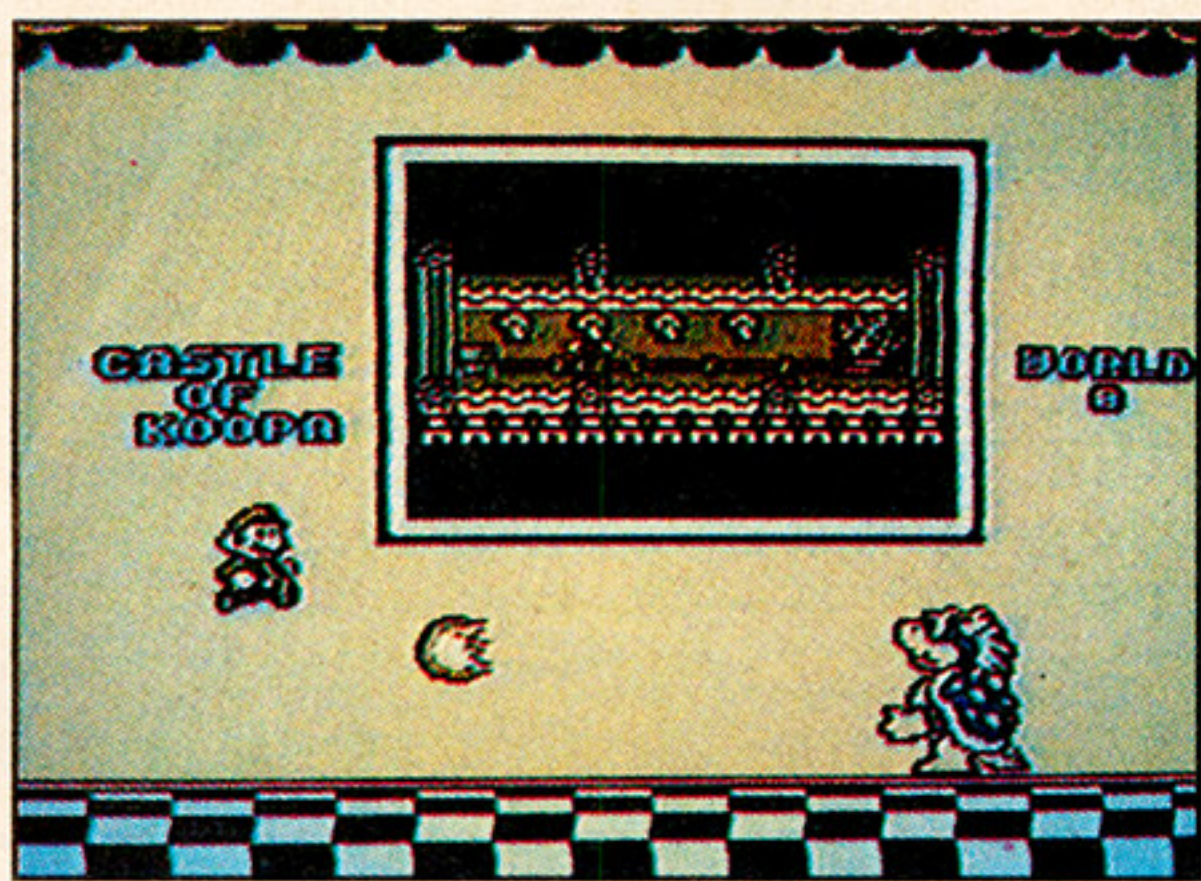


The only way out is up. When it seems you can't go any further in this dark fortress, try a little flight.



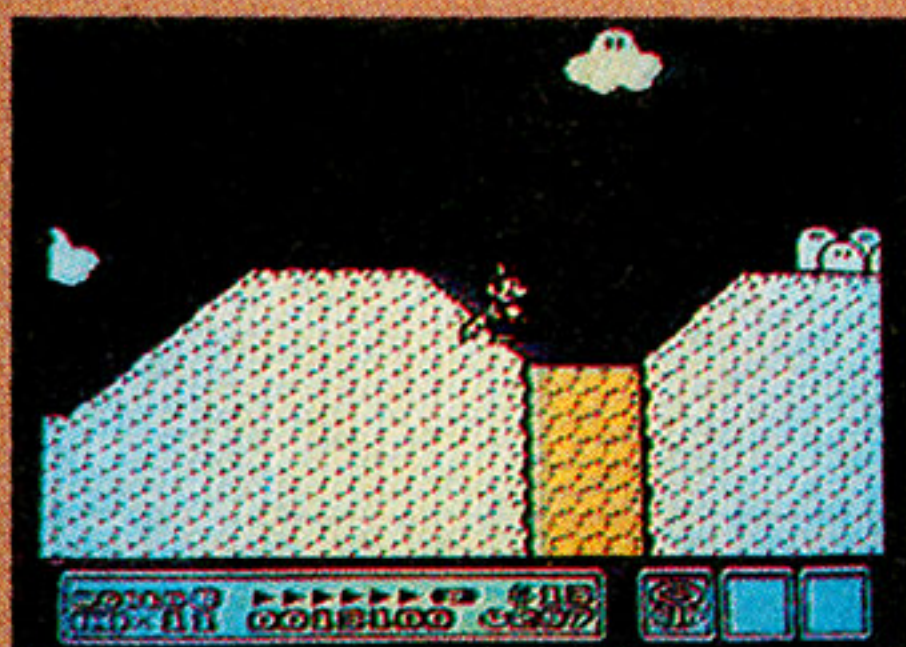
Oh, no! Bowser, that mutant turtle, has captured the lovely Princess Toadstool. With a sigh of "Here we go again," Mario prepares for the coming battle.



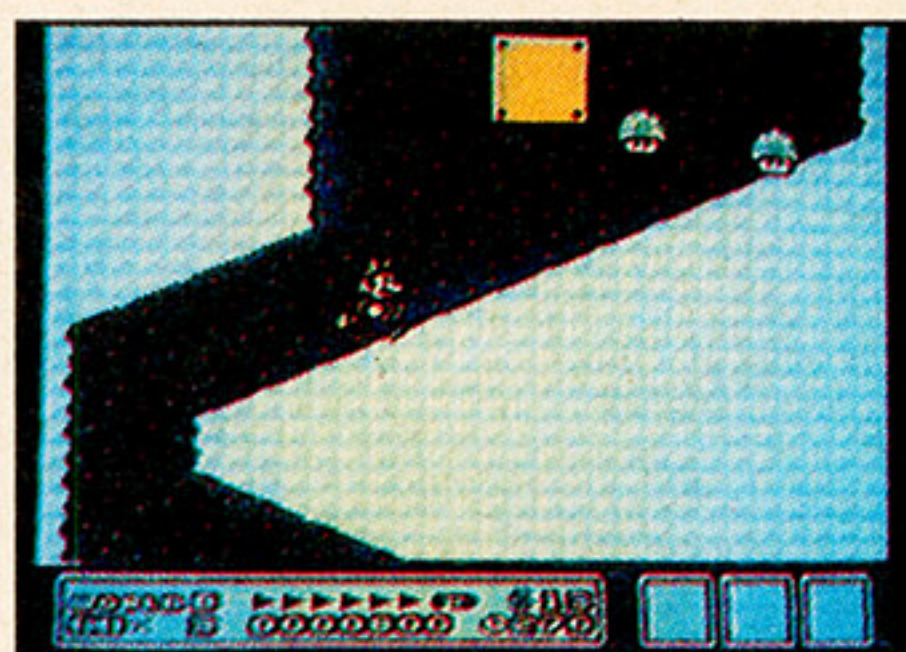


Bowser's world is a dark and confusing tangle. Mario will have a tough time even finding the right path to take.

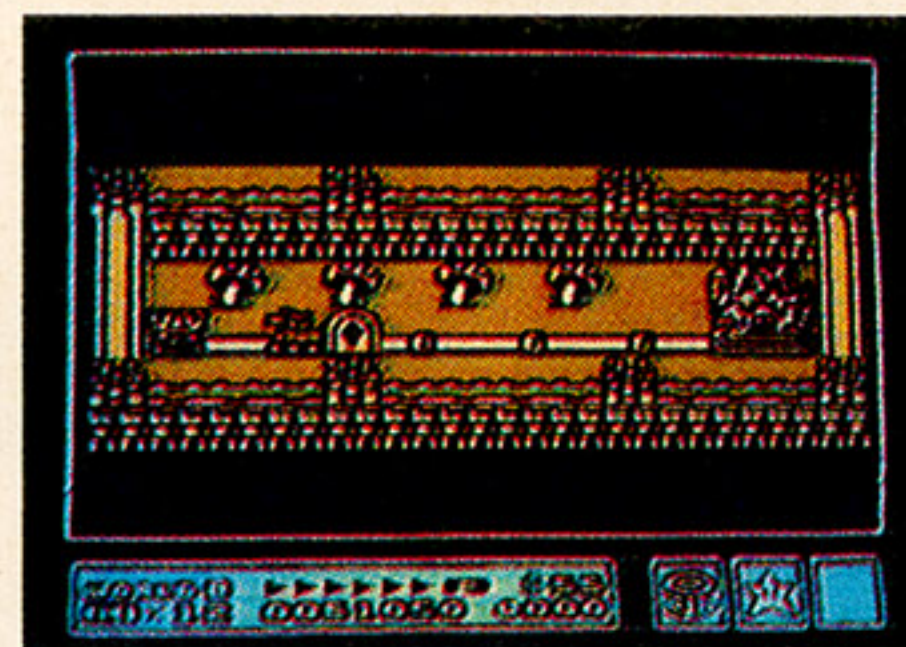
Although it's darker, the battle aboard the tank is much the same as the earlier fights on the Koopa airships.



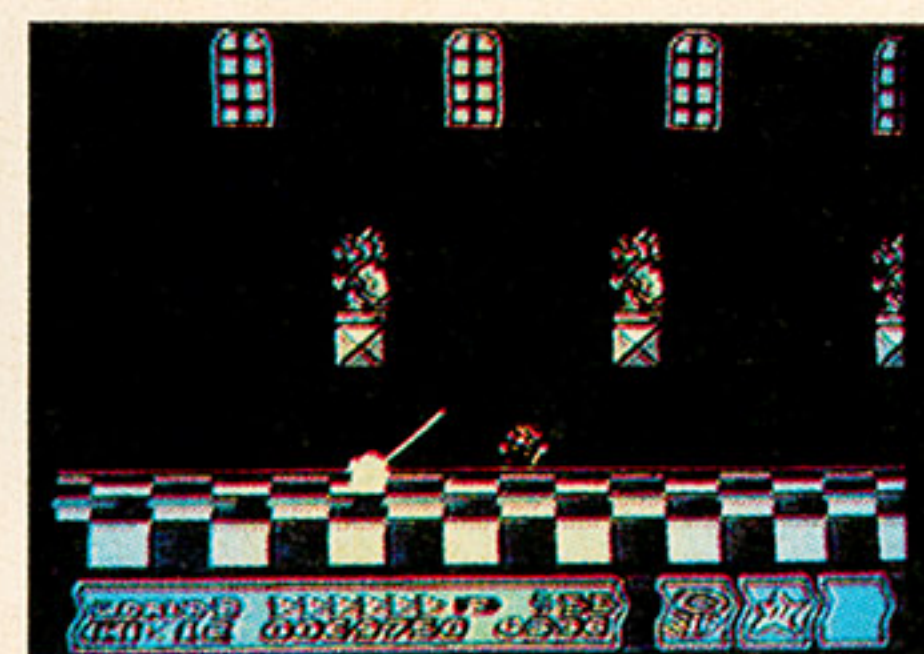
This quicksand is nothing to fear. When you jump in, it takes you to a secret chamber of coins.



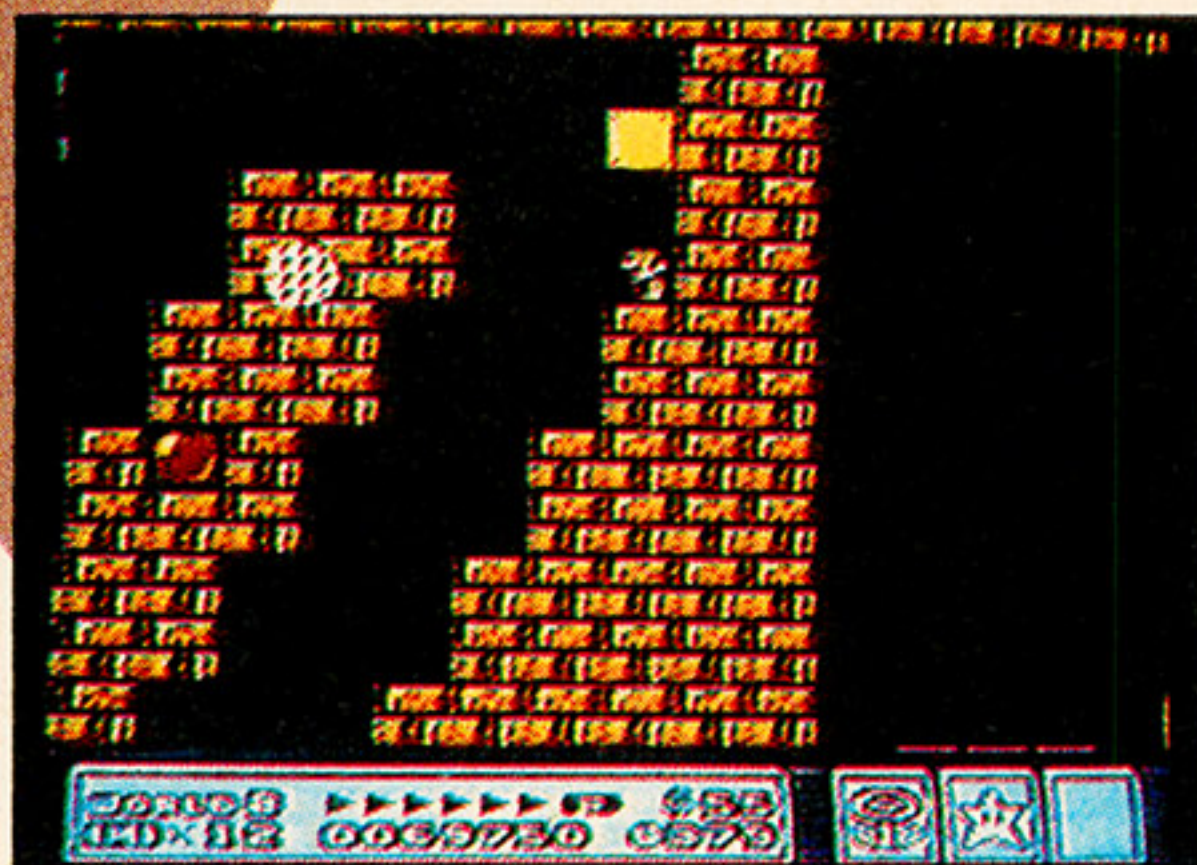
When you find this area underground, hit the question block for three extra lives. To get even more lives, die on purpose and come right back to hit the block again. You'll lose one life, but gain three.



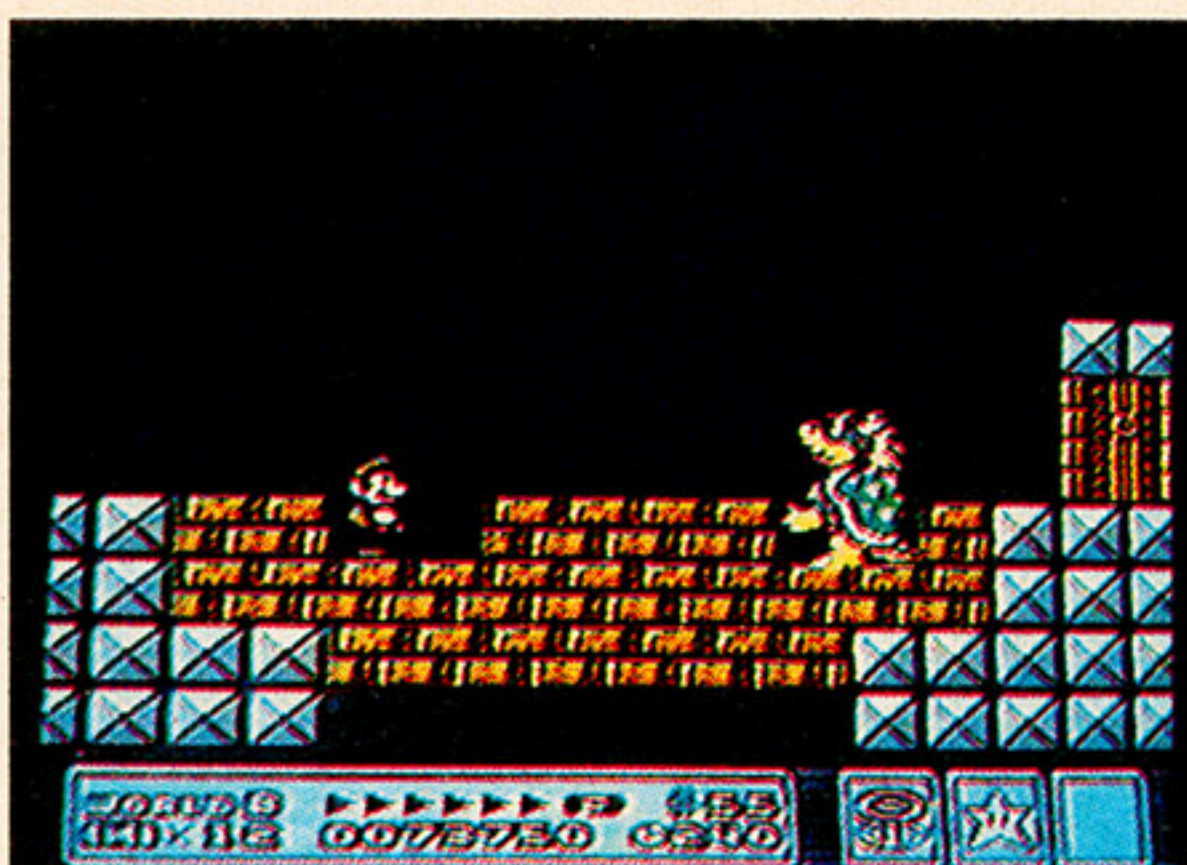
At the end of this path, you finally see Bowser's castle. But you have to get through the gate before you can get to Bowser.



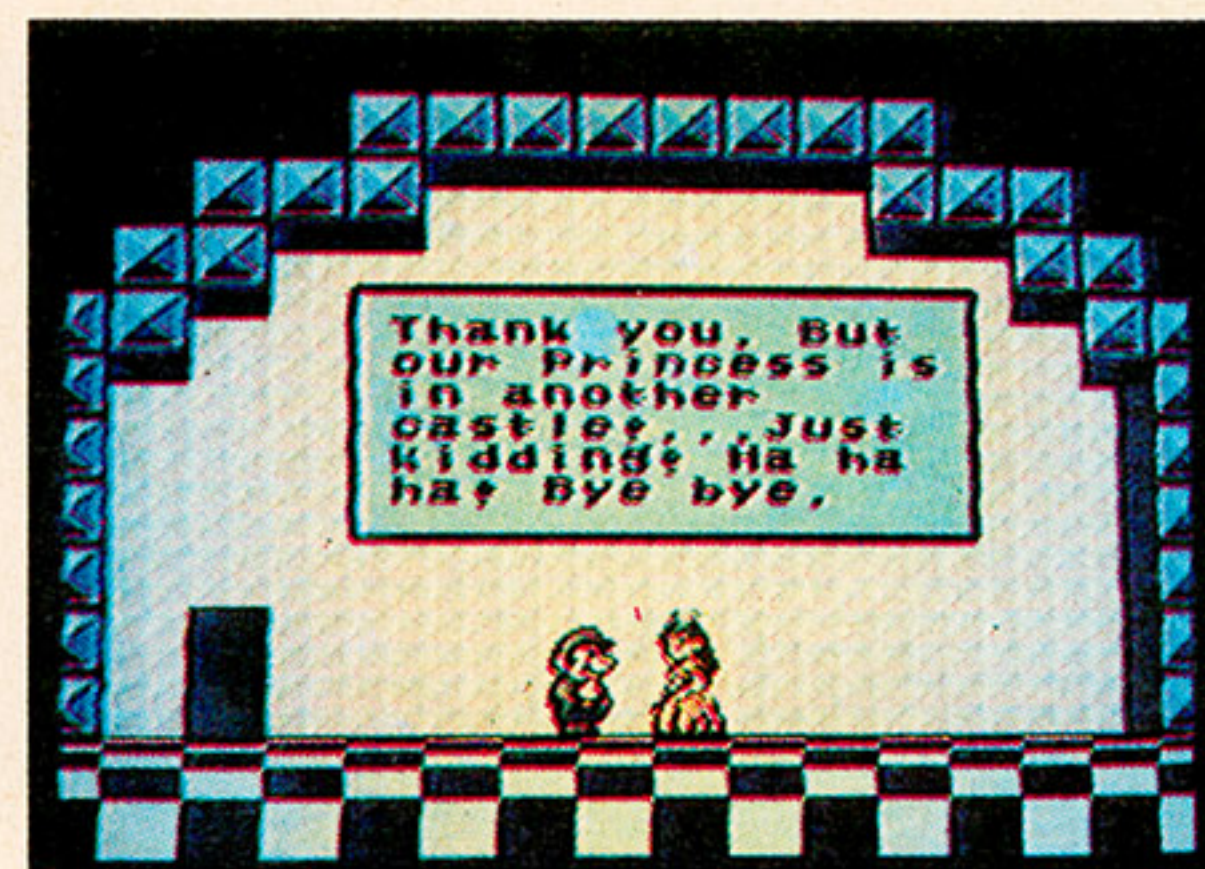
Move fast when you enter the final castle, or you'll be blasted by these Koopa gargoyles.



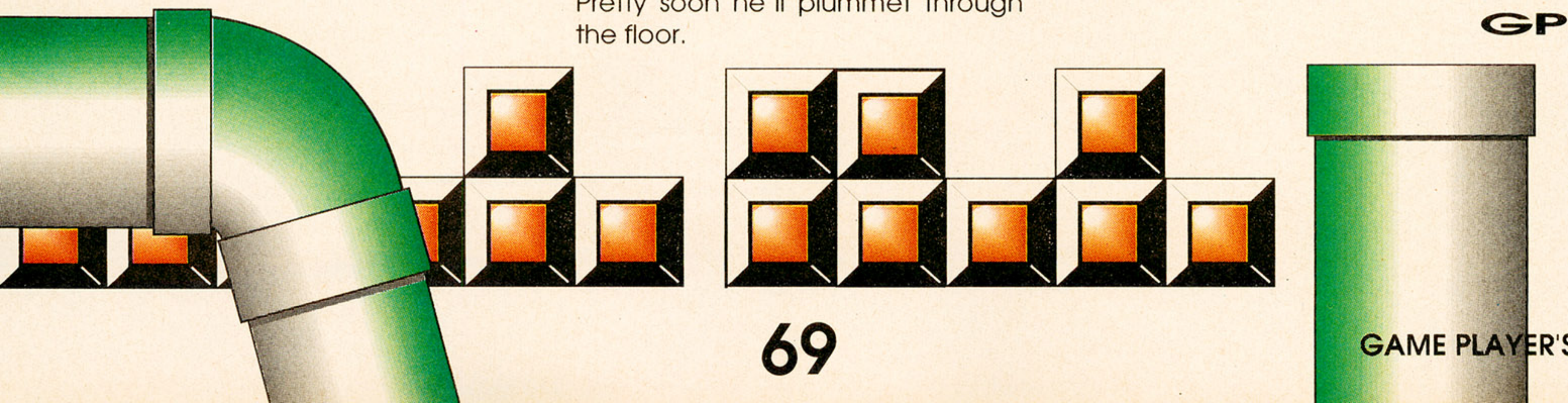
Pick up the extra life in this block, then carefully but quickly dodge down the stairs.



You won't believe what a pushover Bowser turns out to be! To defeat him, you don't even have to lay a finger on him. Just move when he lands, and he'll smash through the bricks. Pretty soon he'll plummet through the floor.



After everything you've gone through to rescue her, the Princess makes a joke. Fortunately for her, this is the end — until *Super Mario Bros. 4*.



SEGA GENESIS GAME OF THE MONTH

Matthew A. Firme

It's a quiet night deep in the Afghanistan countryside. A Soviet soldier walks back and forth, assigned to guard a captured American who was caught aiding the Afghan rebels. The guard relaxes as his shift wears on. He expects an uneventful night.

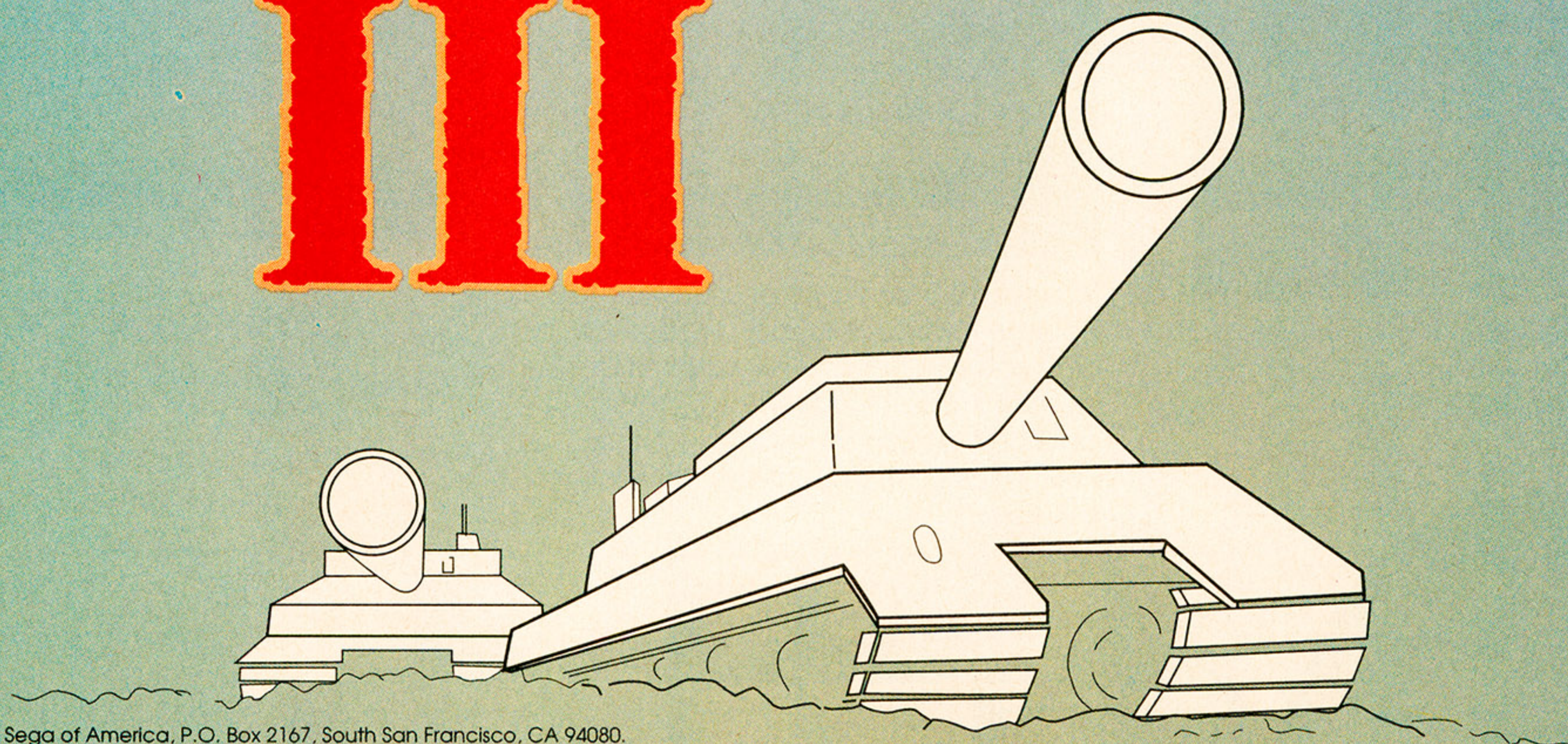
Suddenly he hears gunfire somewhere in the camp. Someone shouts, "He's there!" and the sound of exploding grenades echoes through the darkness.

The guard steps away from his prisoner's cell and moves toward the concrete doorway leading to the rest of the camp. Suddenly a man slips from the shadows, shirtless and silent, and dodges toward the surprised guard. The intruder's knife flashes forward, and the night falls silent once again.

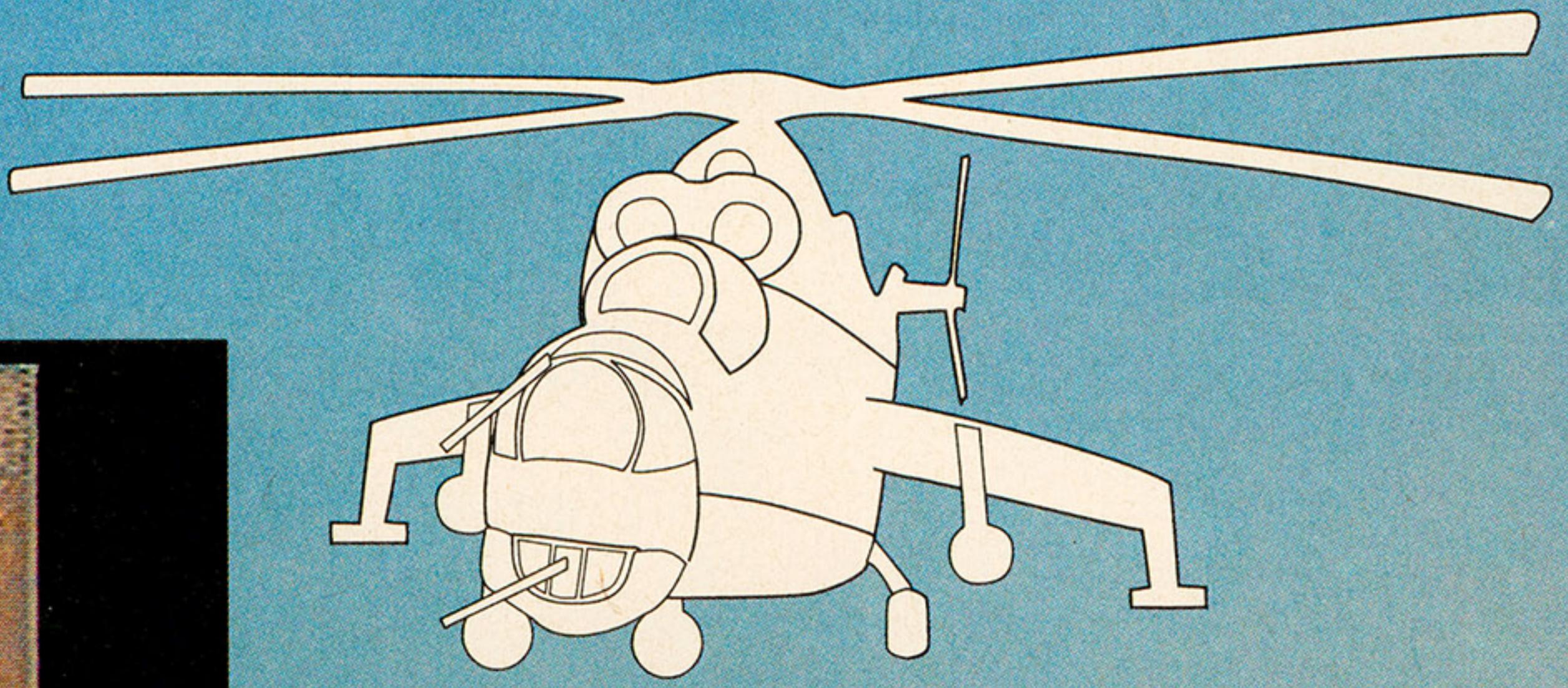
Only one man could invade a Soviet encampment like that, singlehandedly defeating an army of enemies. Only one man could battle a Soviet gunship with nothing but a bow and arrow — and blast the helicopter out of the sky. That man is John Rambo, raging his way through the Sega Genesis version of *Rambo III*.

Based on the hit movie, *Rambo III* follows the former Green Beret through his adventures in Afghanistan, where he's gone to rescue his friend Colonel Trautman. Trautman was captured by the Soviets while on a top secret mission. Now his only hope is that Rambo can penetrate the considerable Soviet force and free him from his captors — before it's too late.

RAMBO III



Sega of America, P.O. Box 2167, South San Francisco, CA 94080.



**THE SOVIETS INTERCEPTED TRAUTMAN'S
TEAM JUST OVER THE BORDER.
ONLY YOU CAN HELP HIM, RAMBO.**

When you discover that your old friend Trautman has been captured, you leap into action. You'll carry a machine gun, a knife, a bow, a supply of arrows, and time bombs.



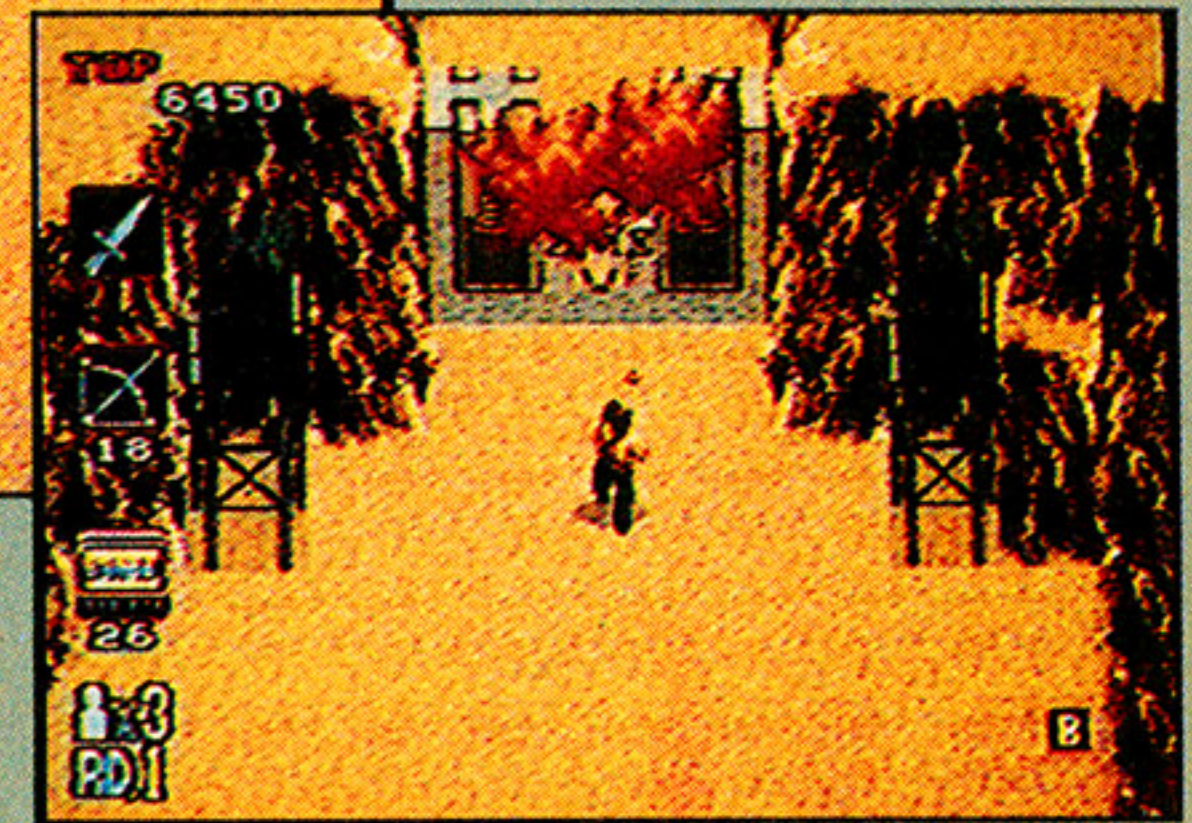
Your supply of bombs and arrows can be replenished by using your knife on enemies. Pick up the boxes left after the enemy disappears. Sometimes you'll find an extra life.



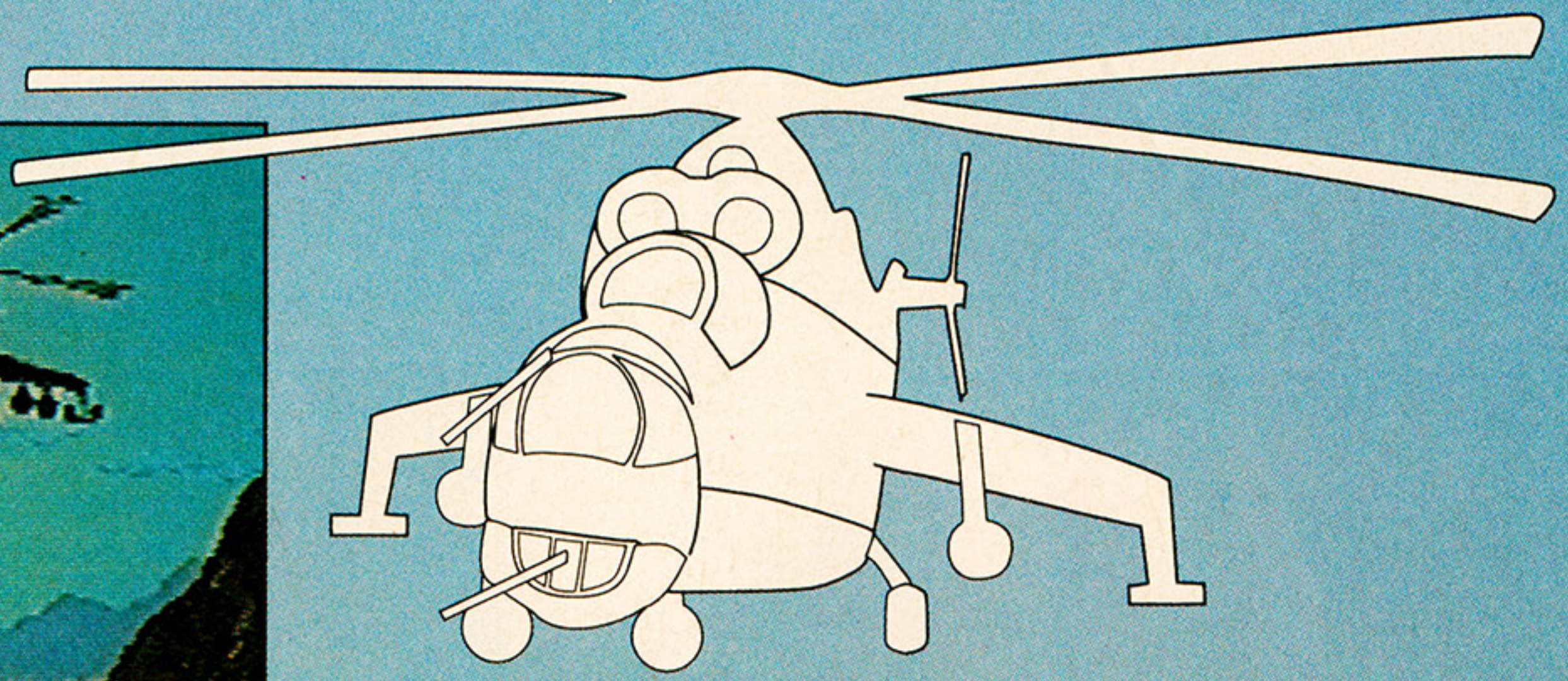
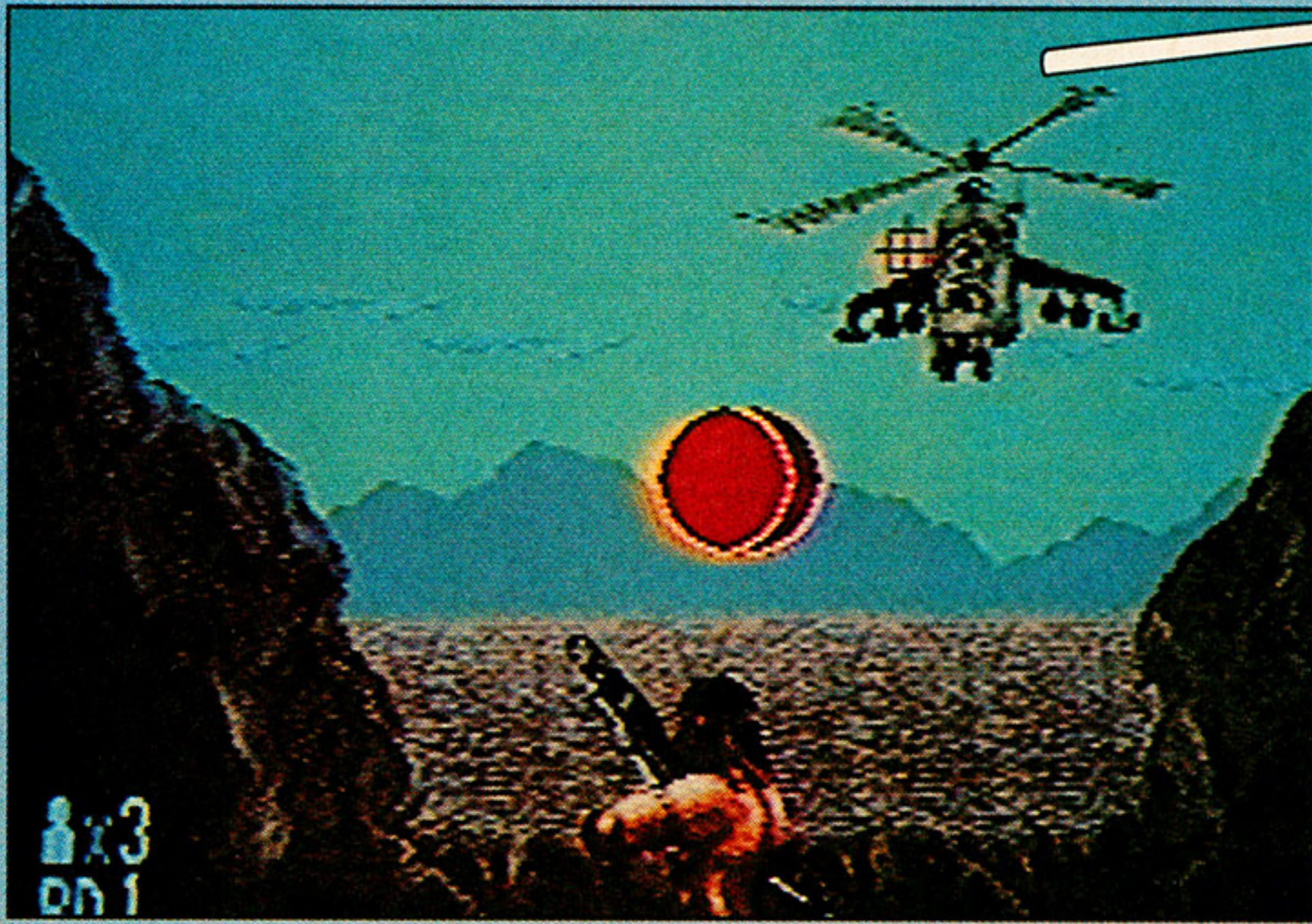
Try shooting these pipes with a flaming arrow. You'll destroy any enemies nearby—including that pesky sniper up in the tower.



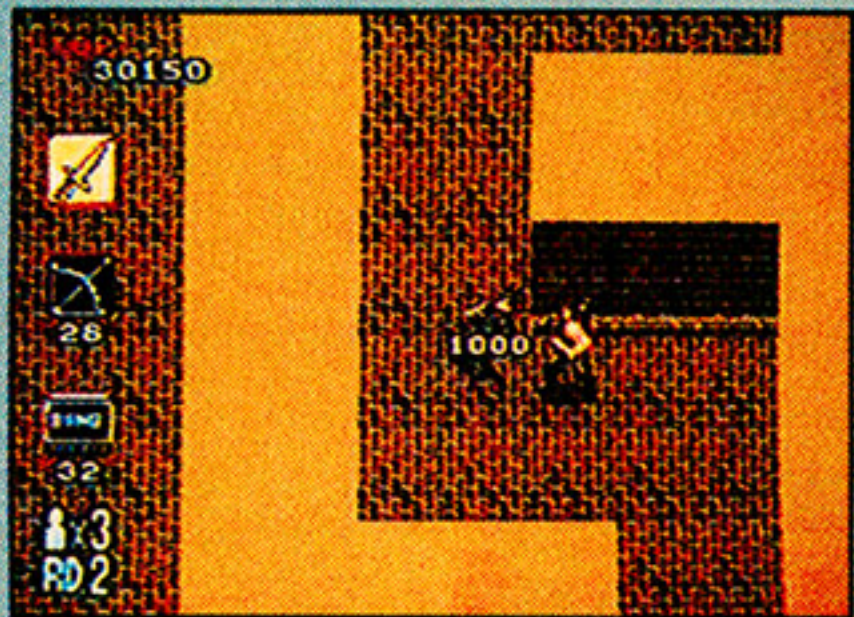
To destroy the wall at the top of the screen and go to the next level, you'll need to get rid of the guard tower. This is but one of the many uses you'll find for a well-timed explosive.



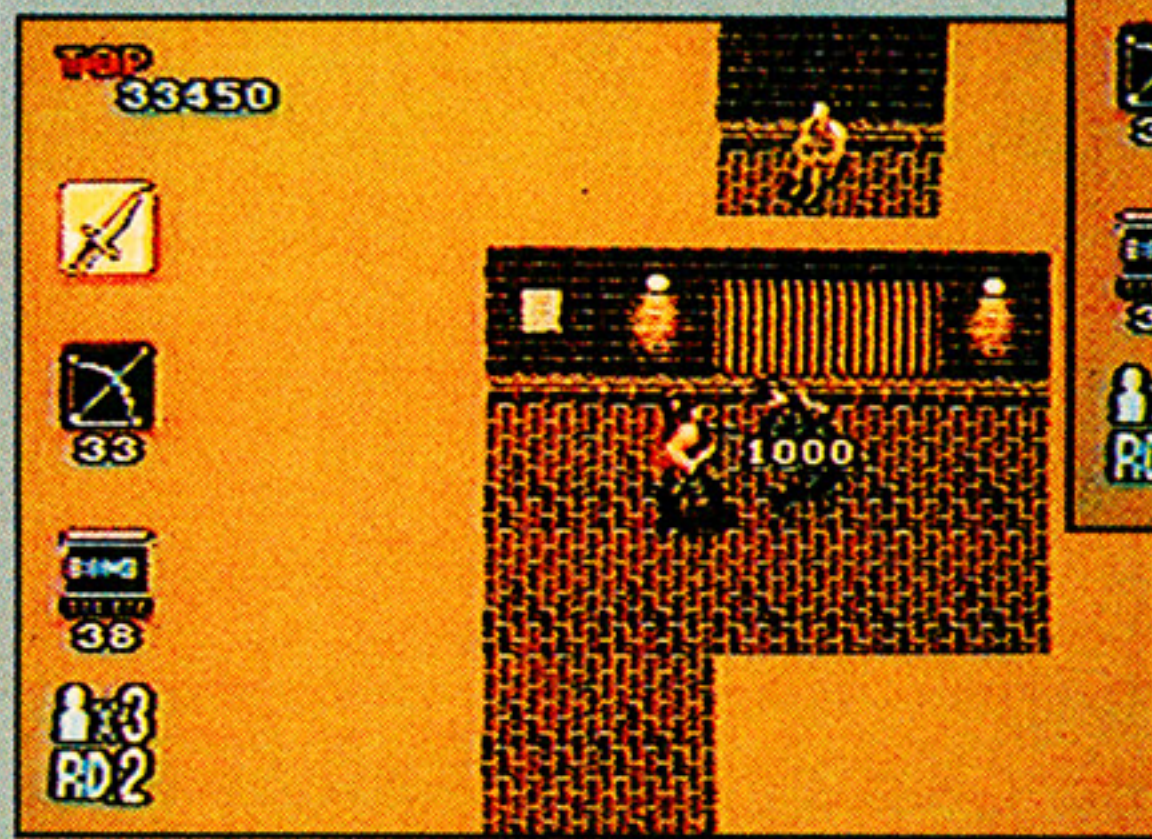
When Rambo stands still and fires his machine gun, he sprays a stream of bullets back and forth like water from a hose. A few moments of that is all you'll need to bring the wall down.



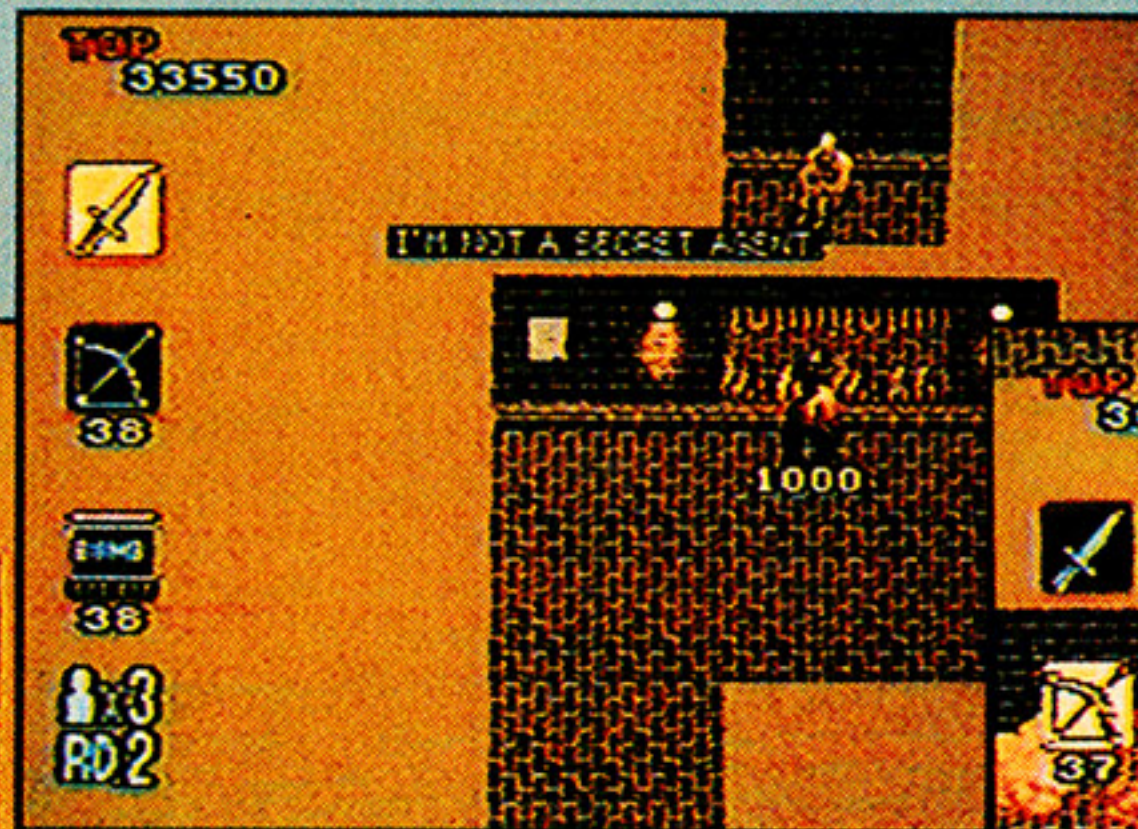
Between some of the game's six stages are bonus rounds like this one. Aim carefully, draw your bow to full strength, and show that helicopter gunship who's boss.



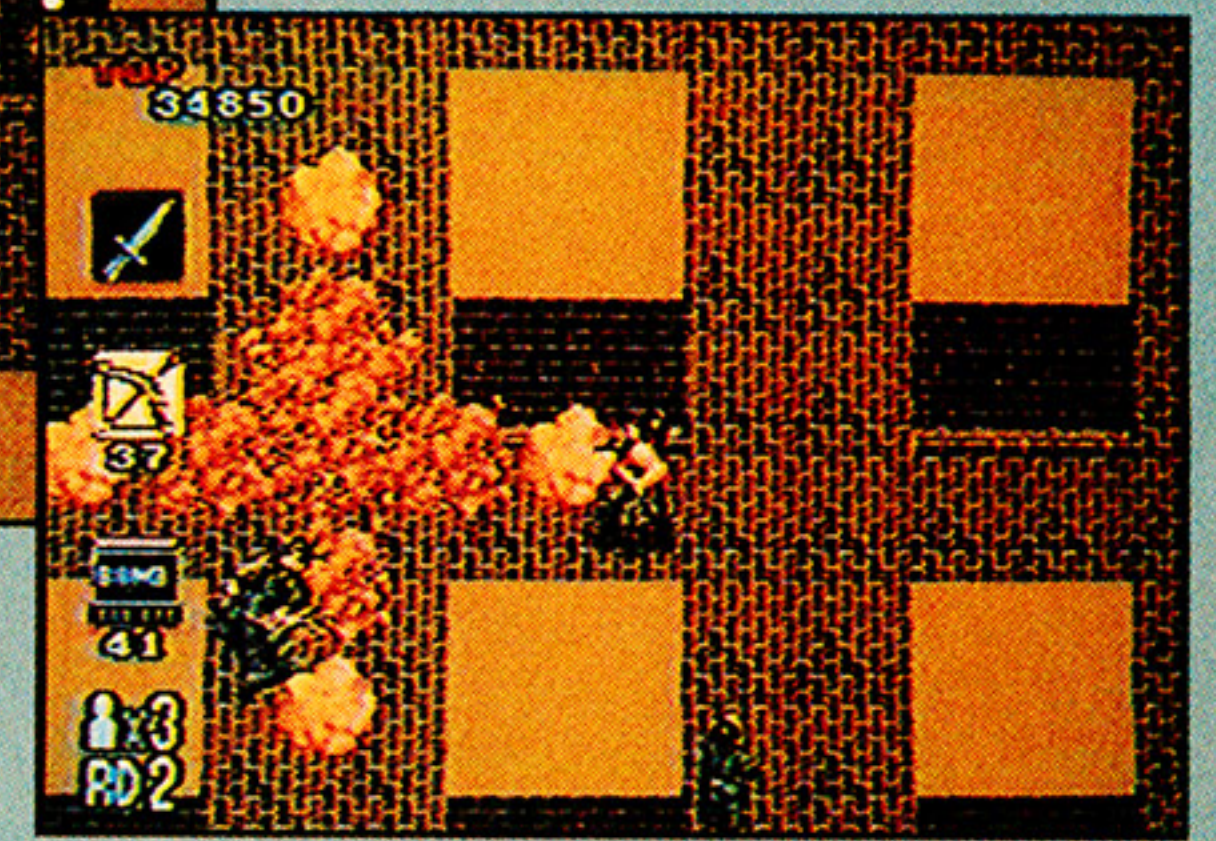
In the second stage, Rambo must rescue three men held captive in this mazelike prison. Use the walls as cover, and knife as many enemies as you can for extra supplies and high scores.



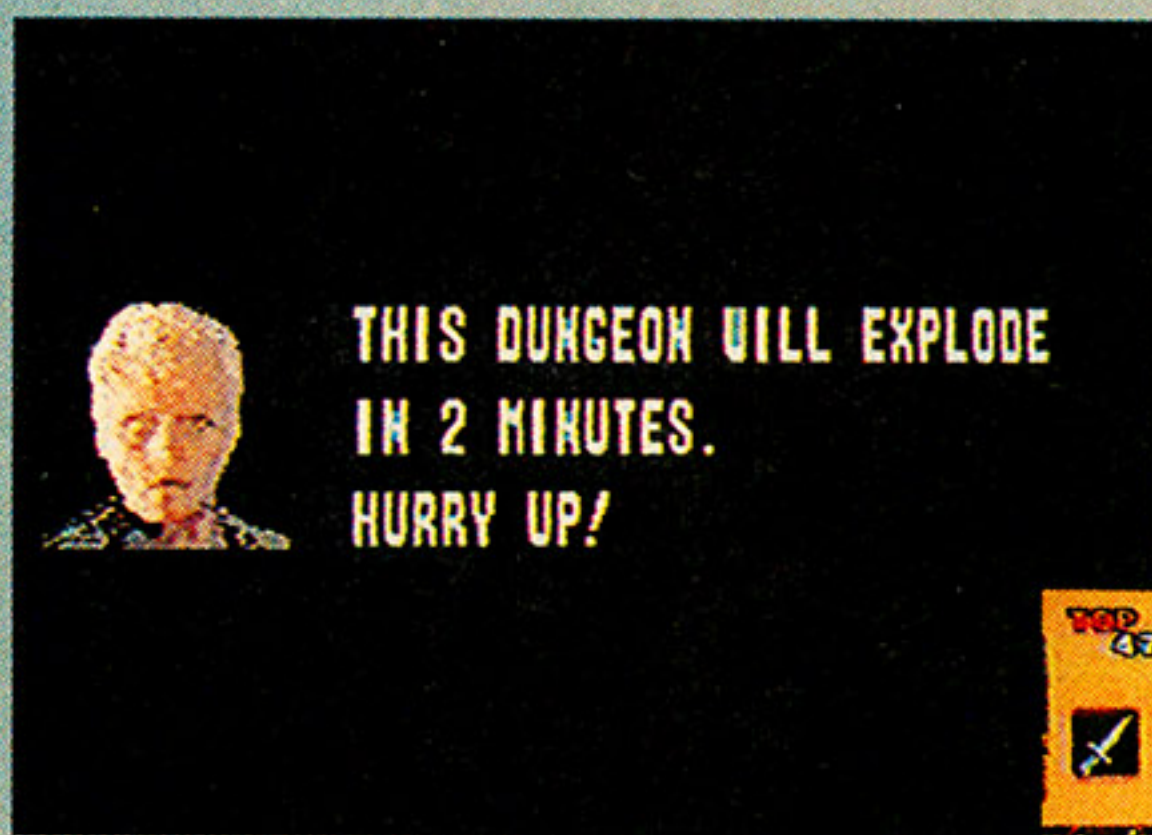
Learn where the three captives are held so you can run right to them. To free them, just shoot into the bars.



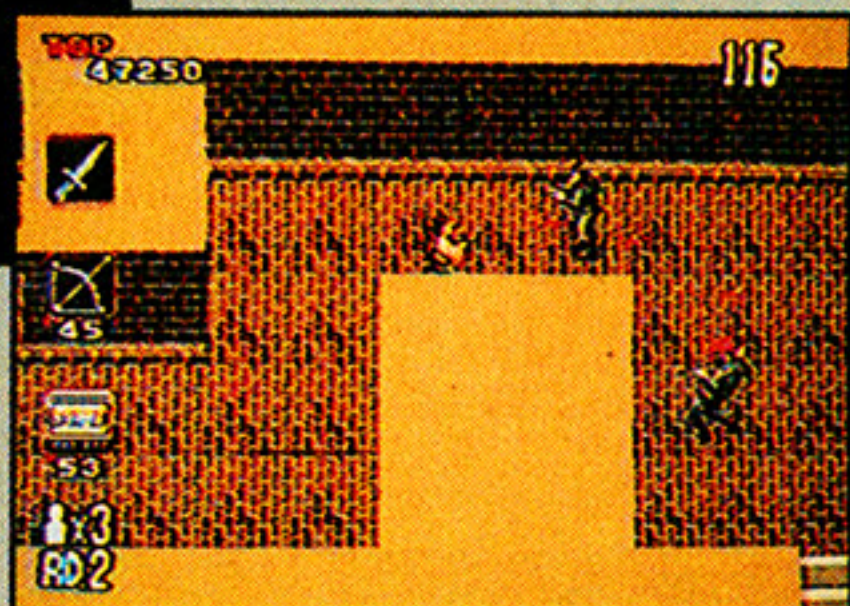
No matter which prisoner you free first, he won't be the secret agent. The man you're looking for will always be in the third cell, but you must free all three to advance to the next level.



Shoot arrows at the power boxes to see some terrific fireworks. This is especially helpful when the bad guys start ganging up.



You've freed the secret agent, but the dungeon is booby-trapped. You'll have to find the exit soon, and the guards have called in reinforcements.



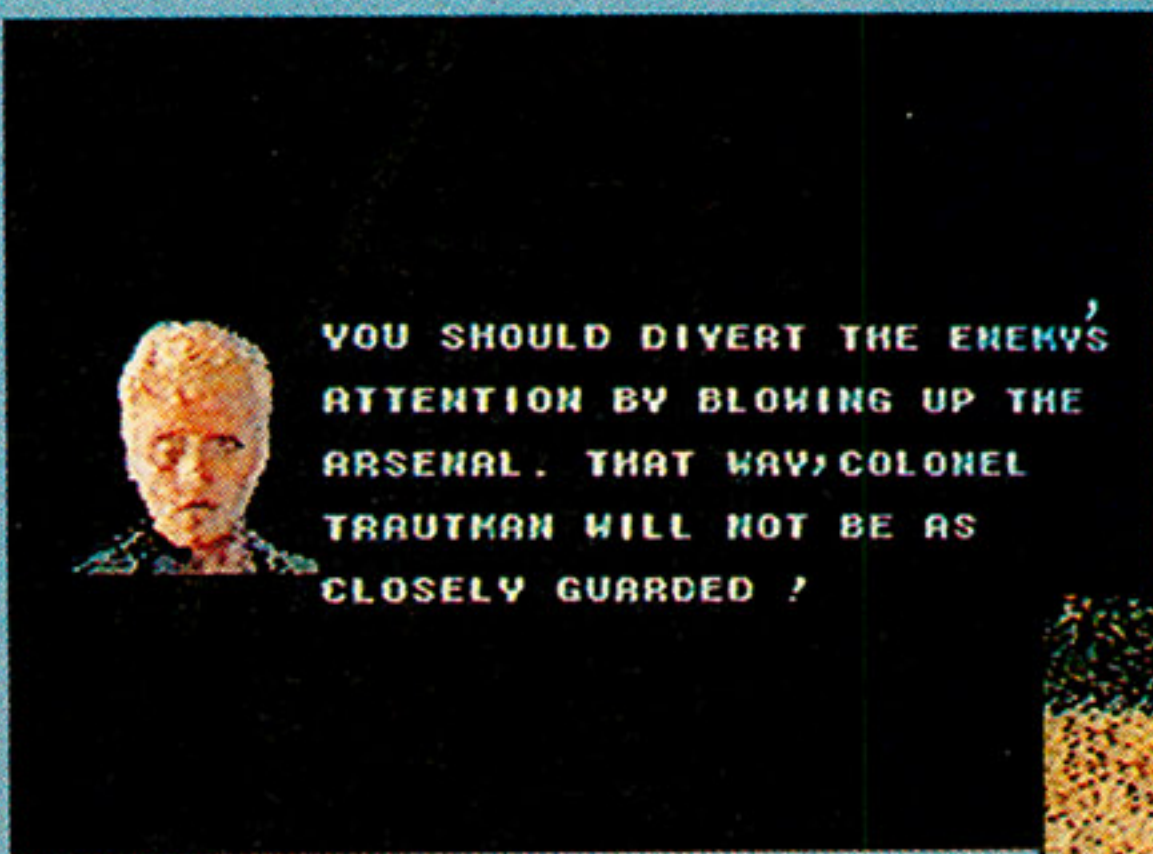
Don't rush into anything. Keep your gun blazing, and stop at corners to spray machine-gun fire toward the enemy.



This doorway leads to the exit — and it's clogged with enemies. Dodge quickly toward them, drop a bomb, and then sit back and watch the fun.



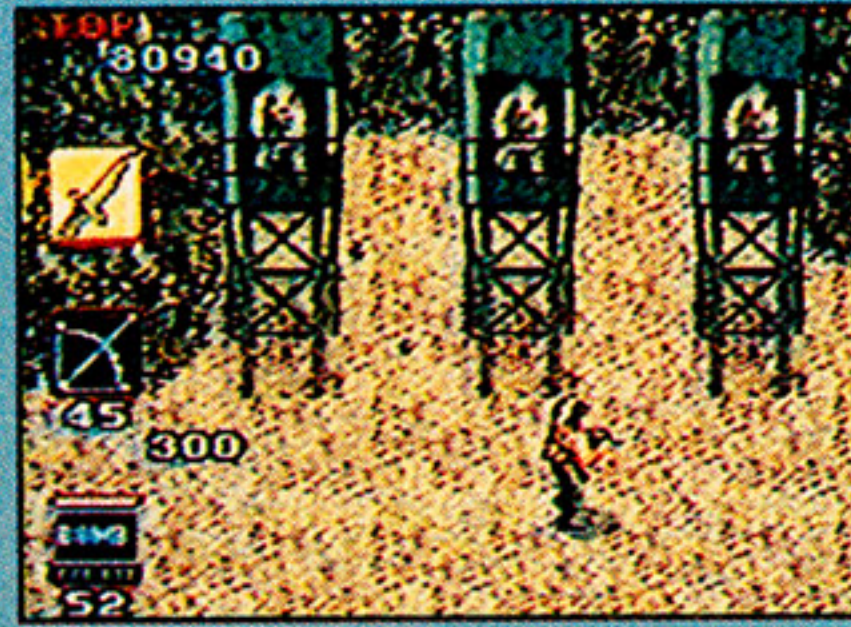
Finally you reach the exit. As you get to know the game, it's a good idea to save the prisoner closest to the exit *last*, so you won't have as far to go when the alarm is sounded.



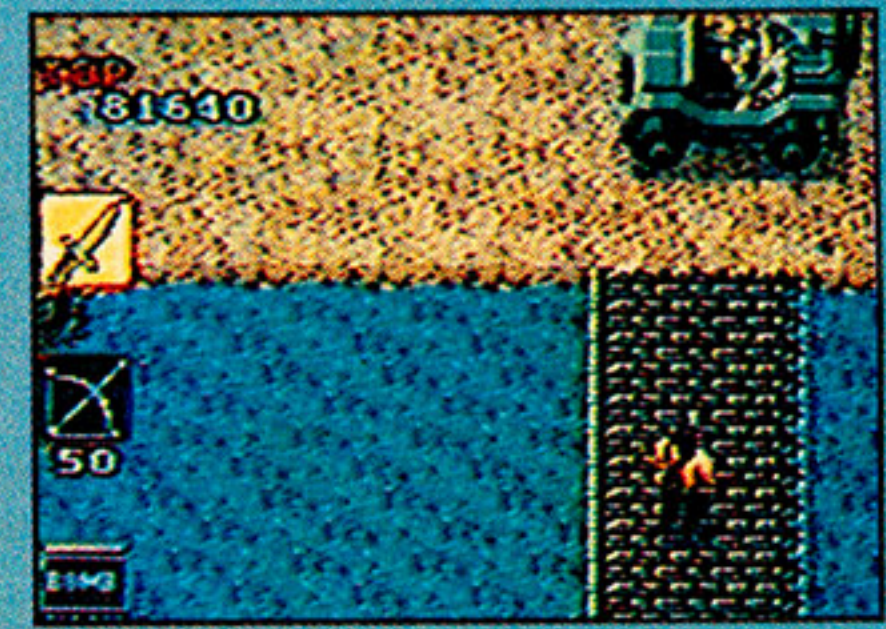
The rescued secret agent knows the Soviet positions here, and he offers some good advice.



Your third mission, getting to the arsenal, is best accomplished at top speed. Watch the brush along the road for hidden enemies.



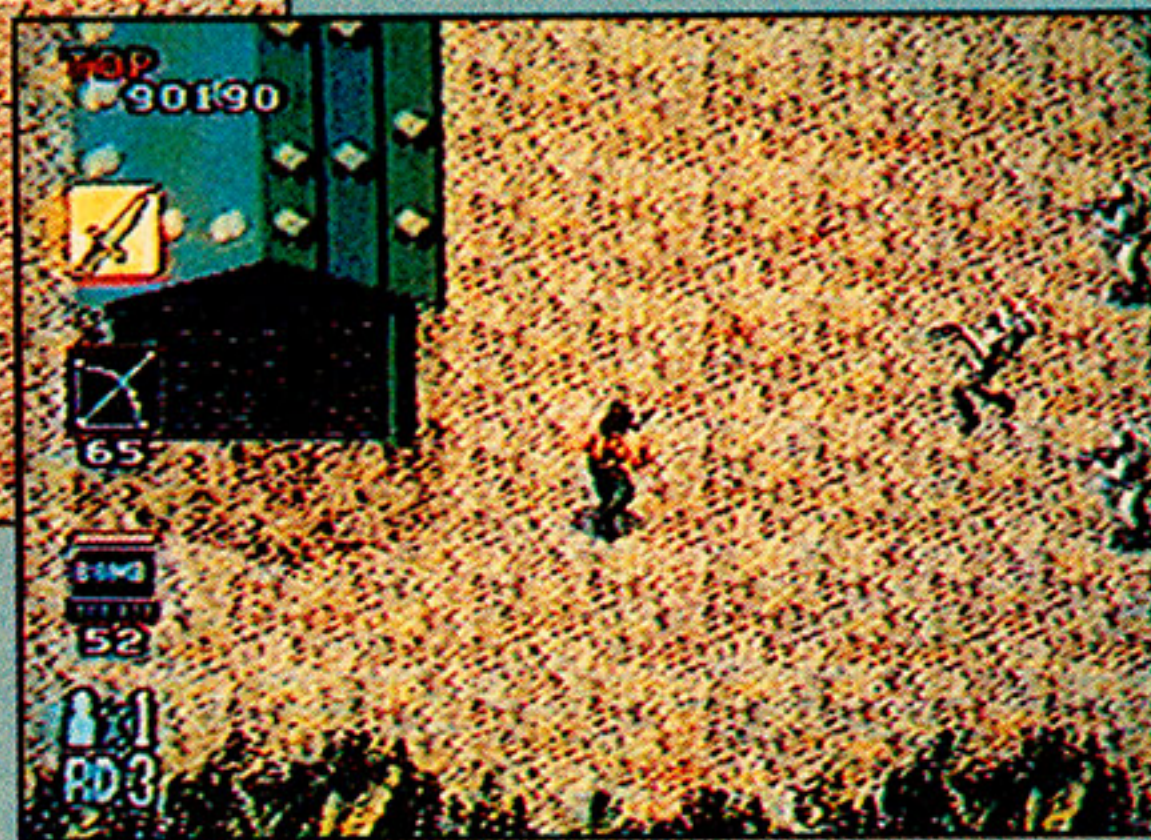
Don't bother trying to destroy this line of guard towers. If you keep moving, they can't get you.



To avoid gunfire from jeeps, dodge toward the rear of the vehicles. Get ready to zigzag.



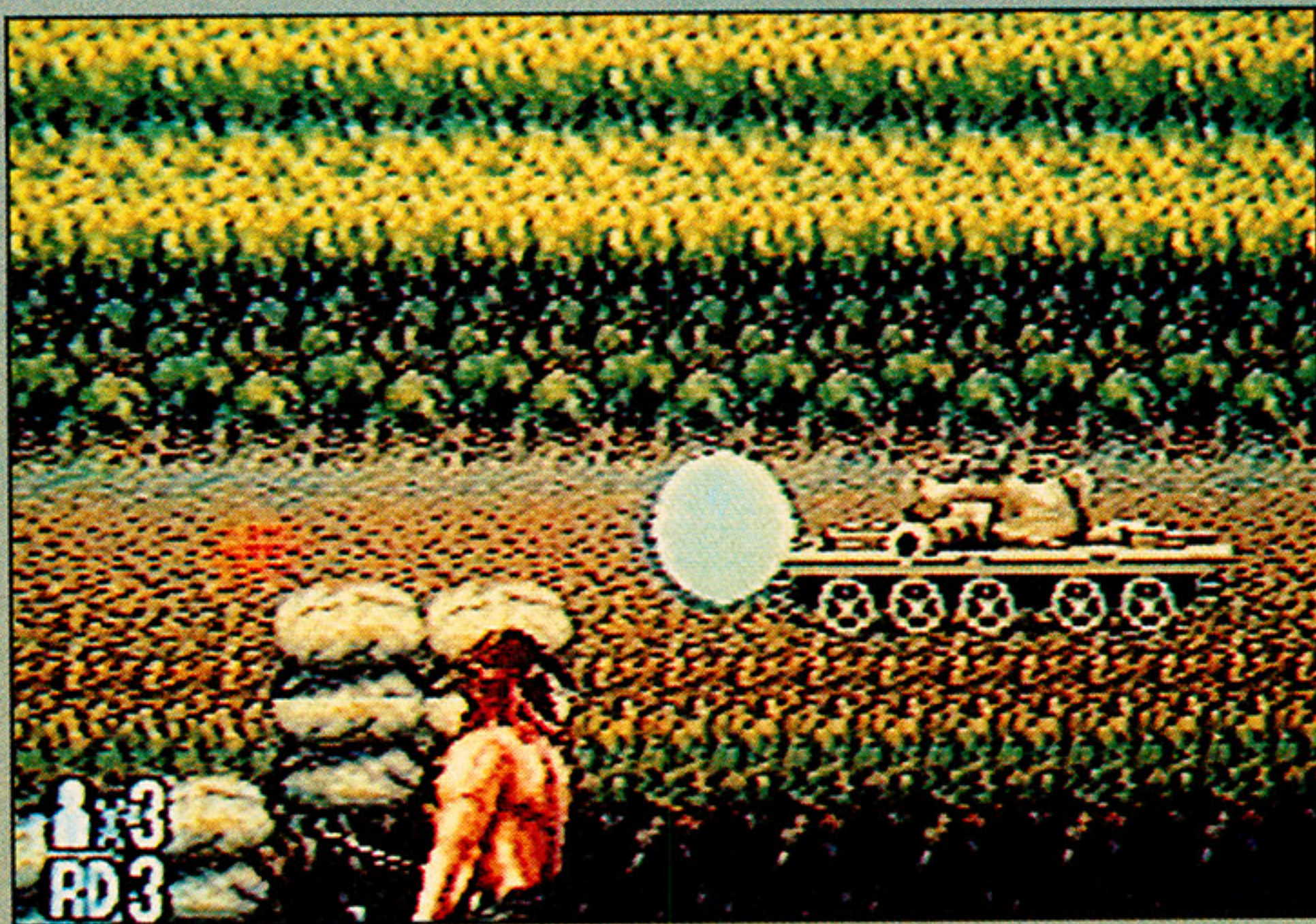
Start firing before you set foot on the bridge, sweeping your gunfire left and right.



Be sure to get all three of these guys, or they'll attack from behind. Get ready to drop a bomb as you pass the tower that's coming up.

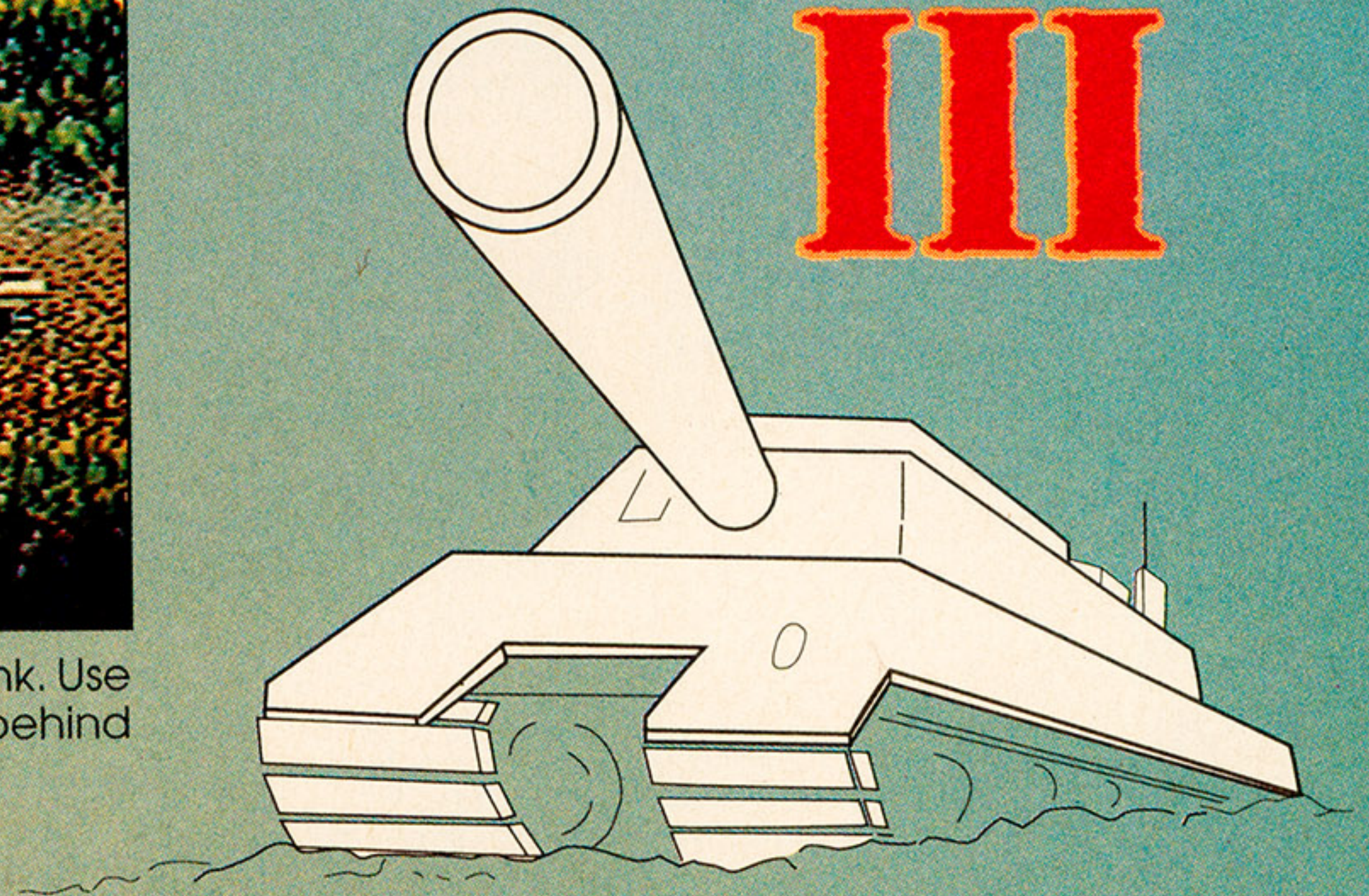


Watch the gun turrets in the wall and try to spot their pattern. Run forward and drop as many bombs as you can, then fall back and blast the wall with gunfire while dodging bullets.



In this bonus stage, it'll take two arrows to stop the tank. Use the sandbags at the left for cover, stepping out from behind them to shoot.

RAMBO III

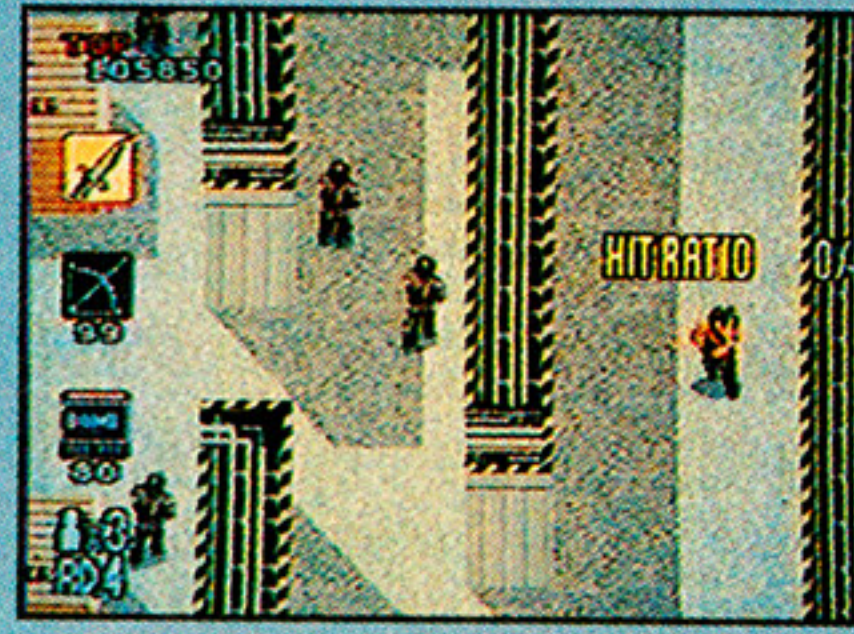




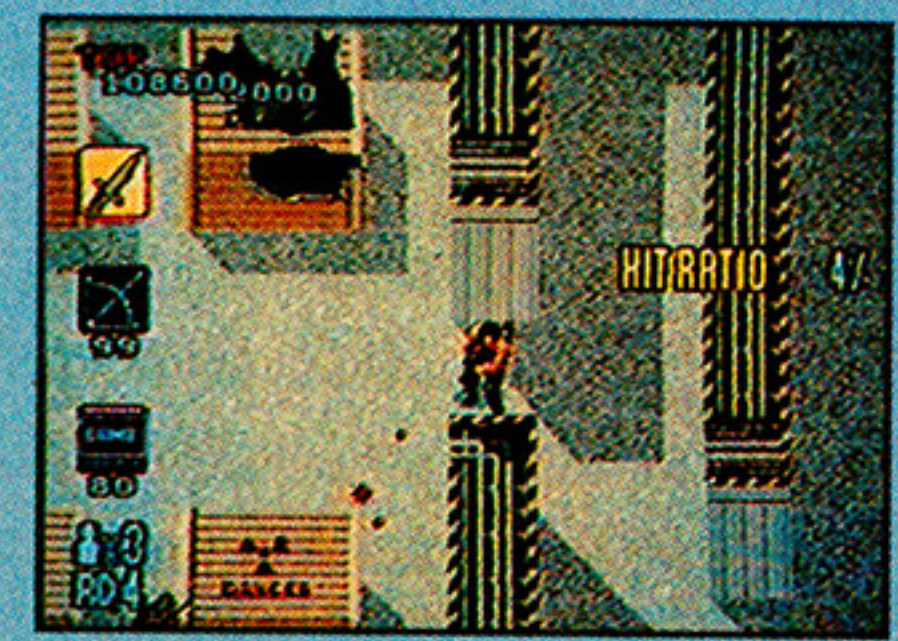
Finally, Rambo reaches the arsenal. Before he can leave, he'll have to destroy all the enemy's weapons.



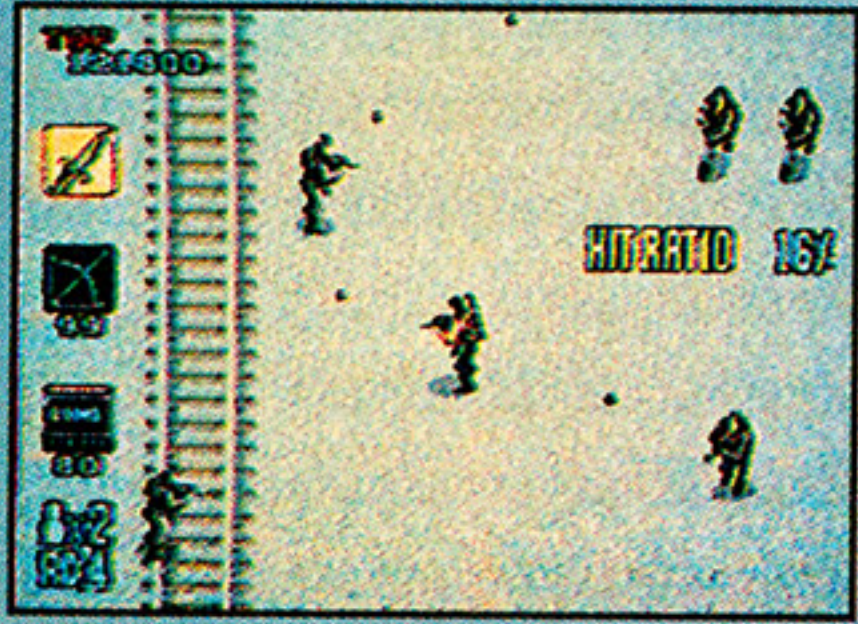
The key to getting through this level is knowing exactly where to go. Start by moving left, then move down once you reach the wall. Destroy this section of the wall to enter the storage area.



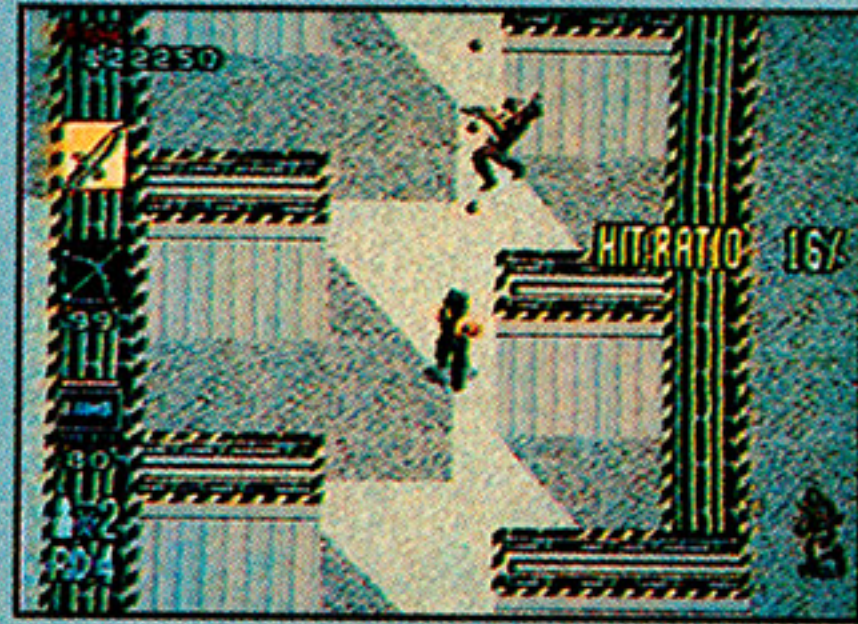
After you've blown the wall, move down and through the automatic door. Keep moving left and down, and you'll come to this stash of ammo.



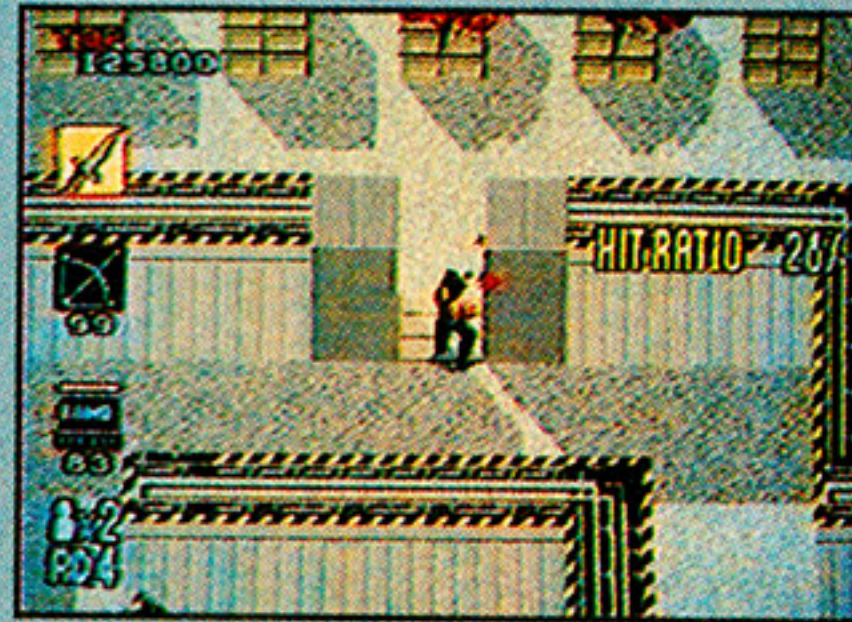
The best way to blow up the crates is to stop in the doorway, sweeping your gunfire back and forth across the ammo. You'll soon be rewarded with a massive explosion.



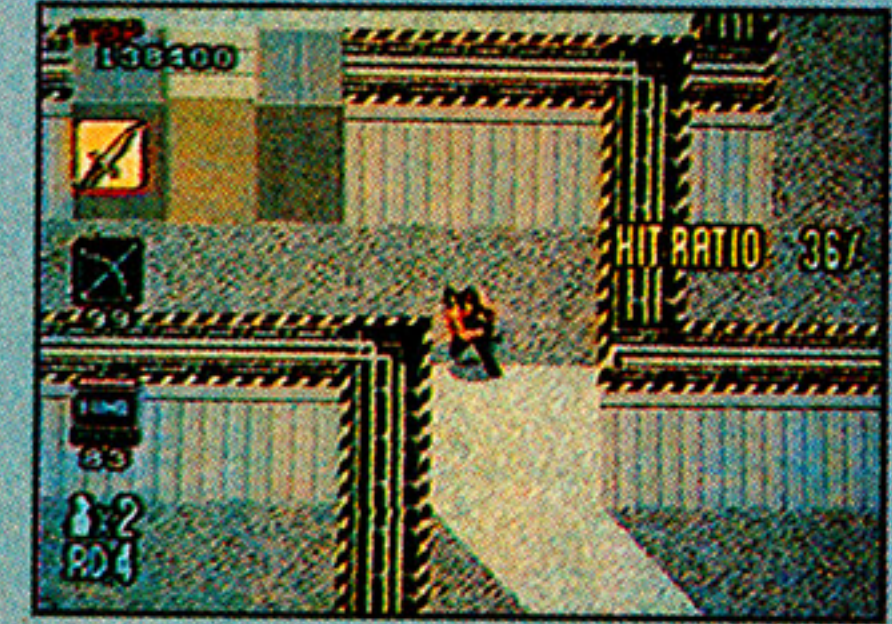
After you've destroyed the first weapons cache, run through the room you've just attacked and out through the back. Go right, across these tracks, to find more weapons.



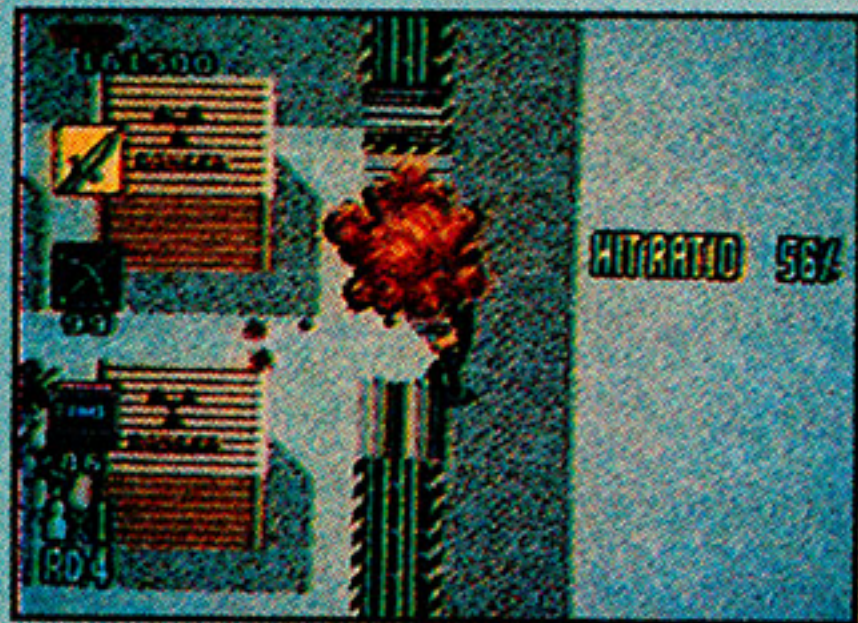
Move toward the top of the screen when you reach this area, blasting the enemy as you go.



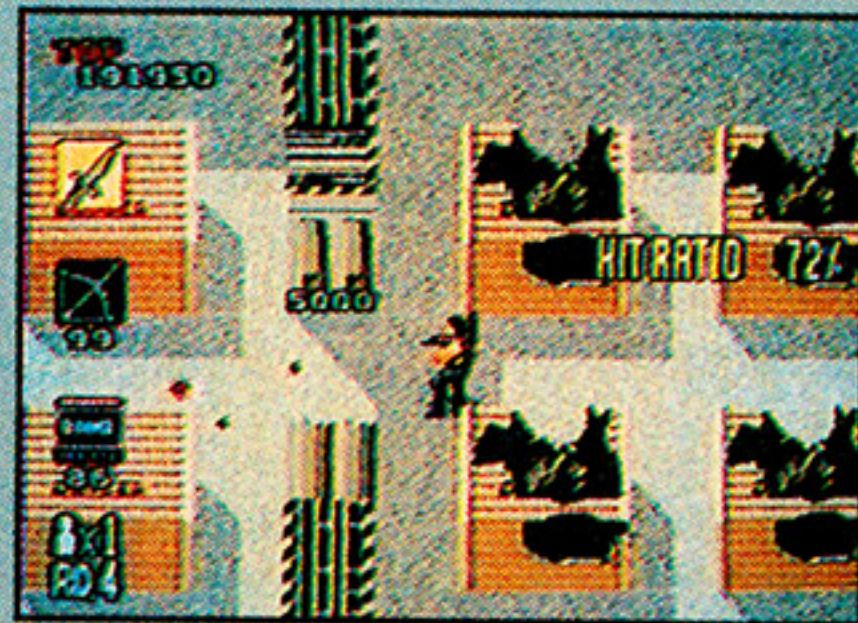
Crates of missiles, all bearing the Sega logo, are stored here. To destroy them, blast the center crate. It will blow up, taking out the two crates to the right. Now go in and get the last two crates.



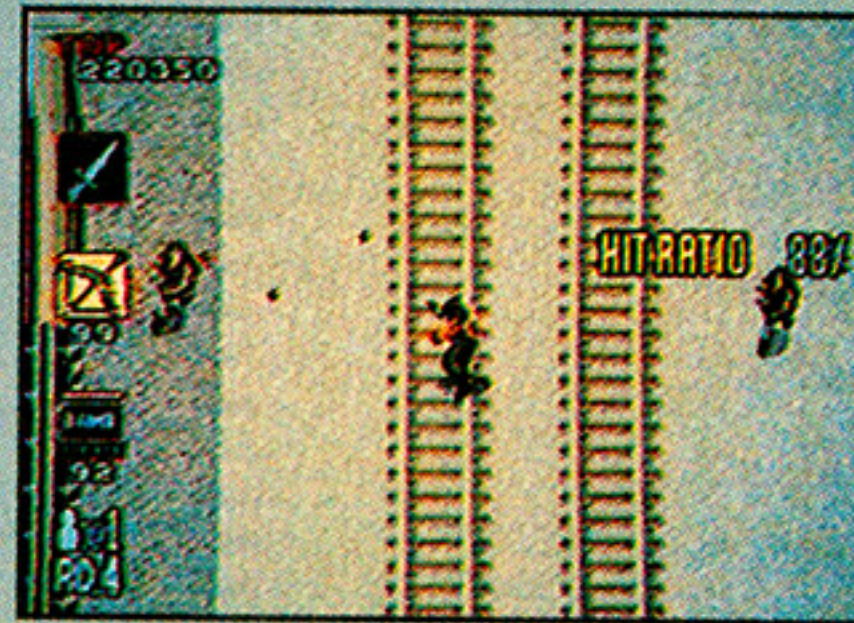
To find another room filled with missiles, go right, then take the first opening toward the top of the screen. Afterward, retrace your steps and go back across the tracks.



Go back through the automatic door, then up through a second door. Go right, then up until you come to this cache of ammo.



Once you've destroyed the first four crates, blow out the back wall and get the last four.



Now you've destroyed all the crates. Go down, toward the automatic door, but bear left rather than going through it. Now run toward the top of the screen and out across the double tracks.



To escape, you'll have to destroy a few helicopters. Use bombs, and watch those guards!



The fifth mission starts out looking like a piece of cake. Do these two Soviets think they're any match for Rambo?



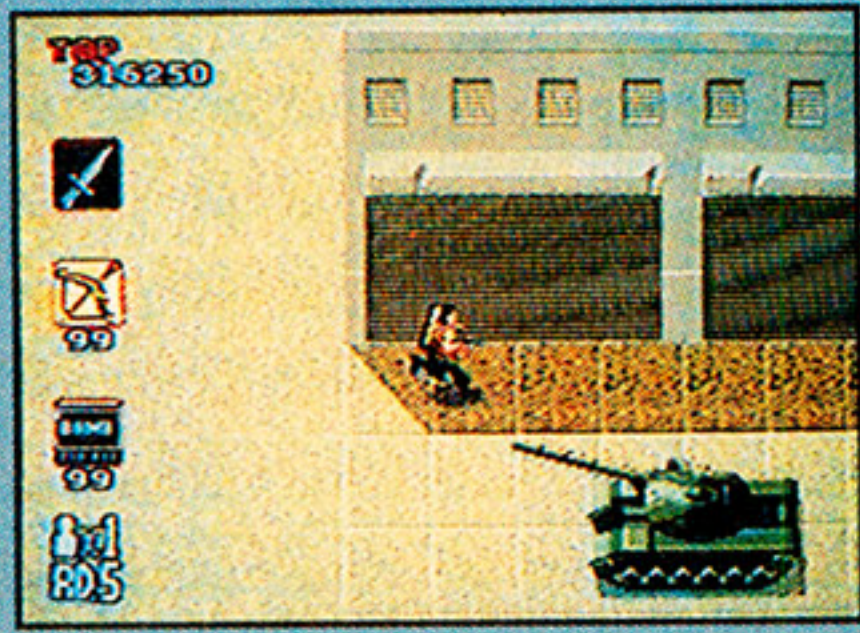
Whoa! Looks like the enemy is starting to take Rambo seriously. As soon as the tanks appear, move to the bottom of the screen to avoid their shots.



Tanks are no trouble at all as long as you stay alongside them. Their guns can't reach you here, and a well placed arrow will destroy them.



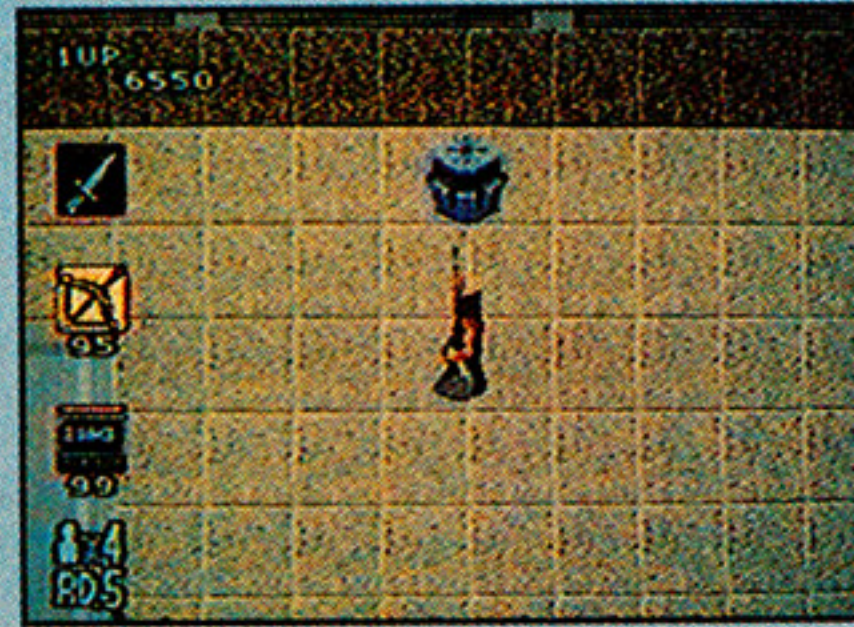
These helicopters are heavily guarded, but they're easy to destroy. You don't have to get them all, but it's fun to try.



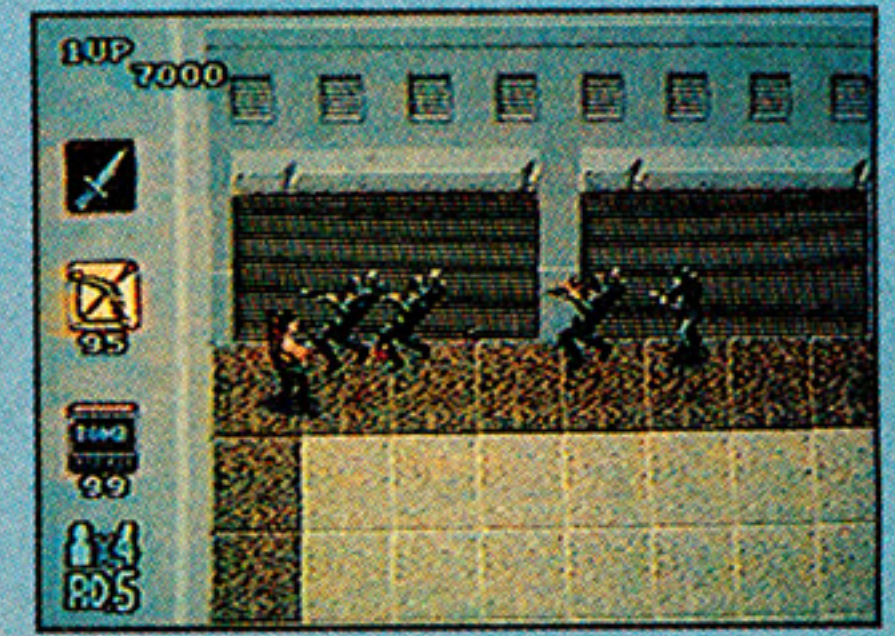
When you get past the heliport, don't rush around this corner—a tank is waiting. Hug the wall and sneak around it.



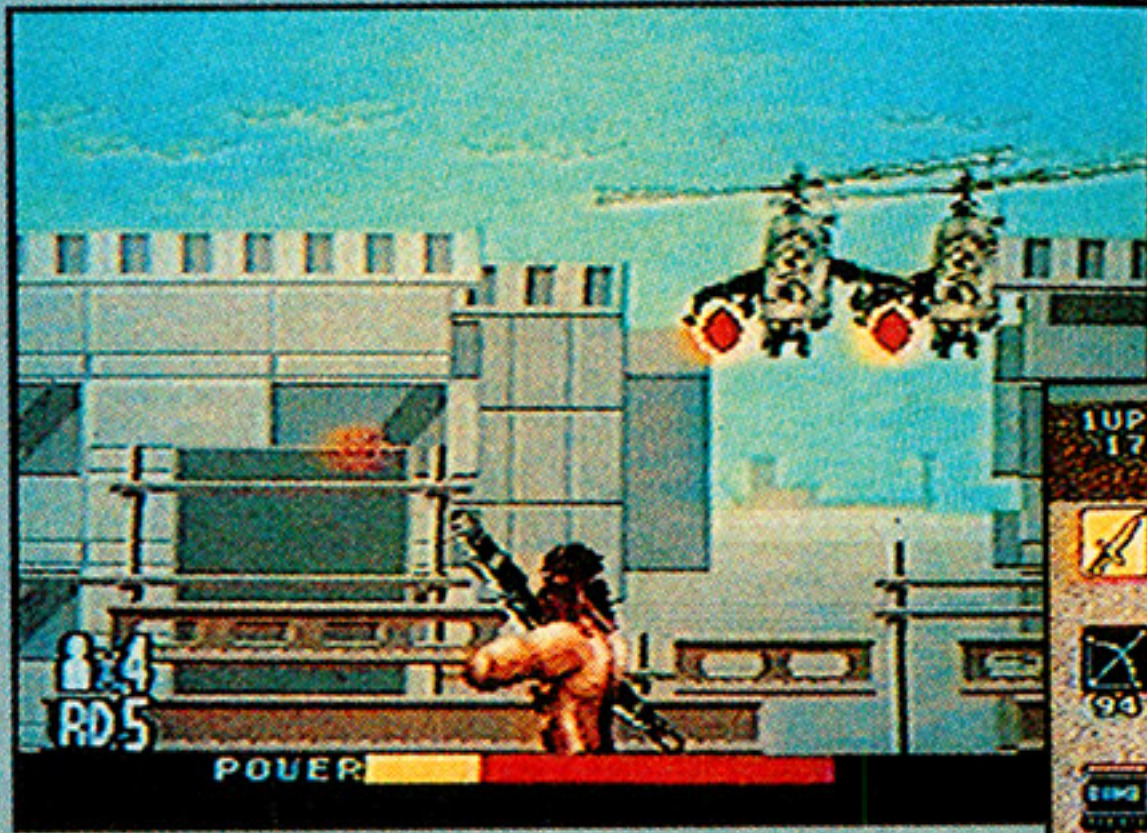
As you run up the long courtyard, you'll have to destroy a few tanks. Just slip next to them, get an arrow ready, and roast 'em.



Blast this transformer with a flaming arrow, then run left.



Here's how you can make quick work of the soldiers that pour from the doors: Simply stand in the left corner, face the enemy, and shoot. You'll get every one of them, with no danger to yourself.



Two gunships face you in this bonus stage. Wait until they duck behind the building at the right, then shoot just as they come back into view.



The final mission. Everything is at stake now. Either you'll rescue Trautman or die trying.



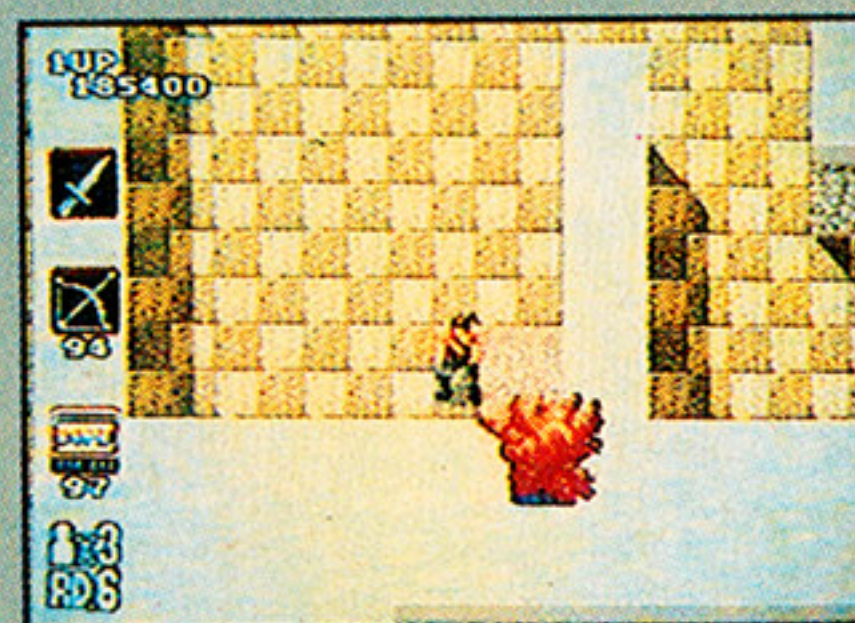
As you pass these guns, don't try to do anything but survive. Keep your gun blazing, and drop bombs to stop anyone who gets behind you.



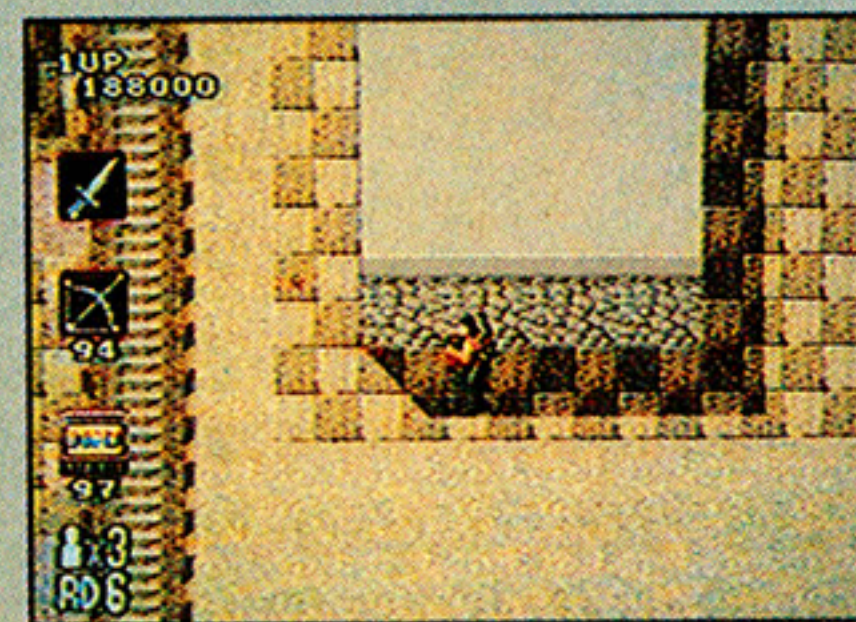
Rake the doorway with gunfire as you enter. Don't risk yourself by trying to go after every soldier. Just take care of the ones in your way. You'll need to go left at the first opening.



Keep going left. Use the walls as cover, just as you did in the prison camp.



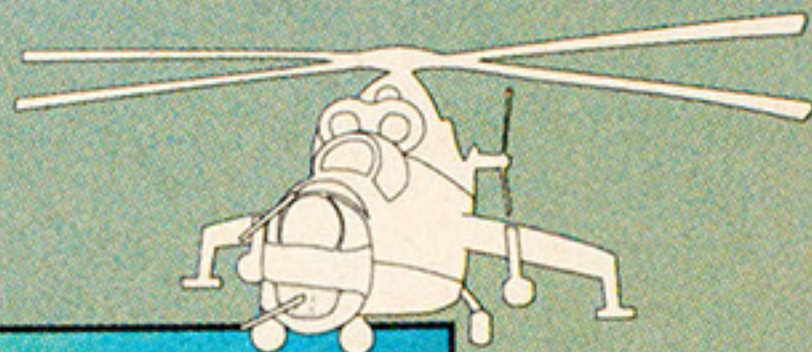
You'll come to a dead end, but don't panic. If you drop a couple of bombs in the lower right corner, a shortcut will appear.



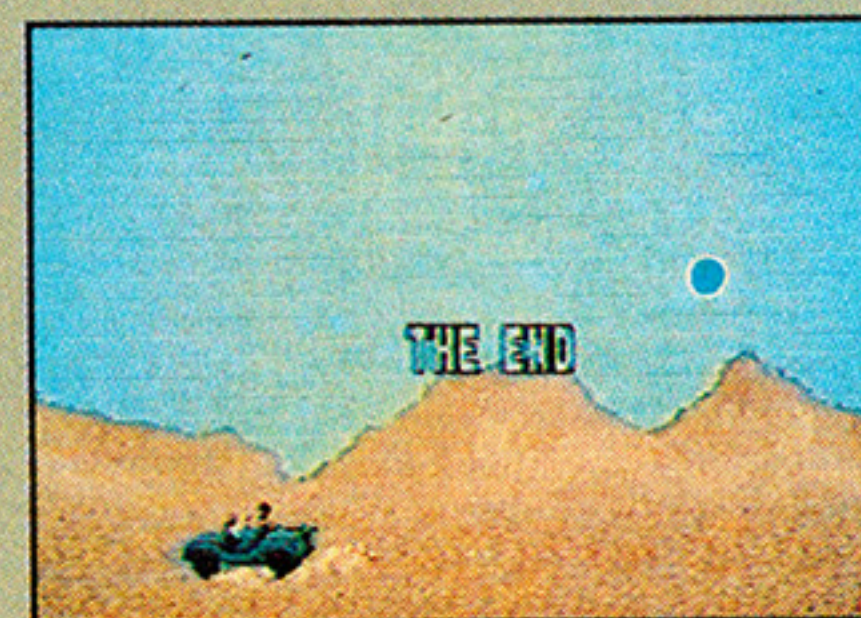
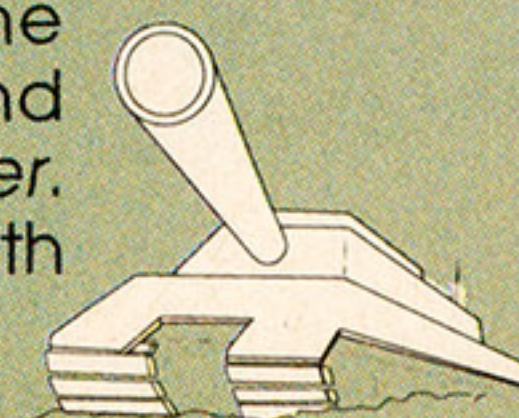
Once you've fought your way through the winding maze, you'll come to a set of railroad tracks. Follow the tracks toward the top of the screen.



Finally, in the last cell on the left, you find the colonel. Blast the iron bars, and he's free!



There's still one more obstacle—well, make that two. Between the tank and helicopter, you'll be pinned down by gunfire. Use the rocks as cover and blast the *helicopter*. You'll kill two birds with one stone.



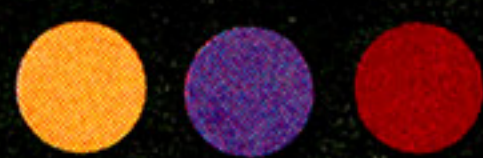
Rambo and Trautman are safe, and the two friends leave Afghanistan. The war soon ends, but the people will always remember the bravery of John Rambo.

RAMBO III

GP

COMPUTER GAME

of the MONTH



Ultima



THE FALSE PROPHET

Neil Randall

Version reviewed: IBM, Tandy, and compatibles; 640K minimum memory; CGA, EGA, VGA, Tandy 16-color, or Hercules monochrome graphics; hard disk optional but recommended; 10 MHz or faster computer recommended; mouse optional; AdLib, Roland, Covox, CMS, Innovation, and Tandy sound boards supported. Origin, 110 Wild Basin Road, Suite 330, Austin, TX 78746.



The opening screen shows you in your home on Earth. As you click through the multitude of mindless TV programs, you realize how much you miss the adventure-filled days of your quests in Britannia.



With a portrait of the fantastic staring at you from the wall, you see the beginnings of a storm outside your window. Is this a signal?

Ultima VI: The False Prophet is the latest installment in Richard Garriott's continuing *Ultima* series. In three important ways, though, *Ultima VI* represents a fresh start.

To begin with, it's the first *Ultima* not originally programmed on an Apple II. This breaks with more

than a decade of tradition. Although Garriott started writing *Ultima VI* on his Apple, he says he abandoned more than a year's work halfway through the project and started from scratch on a PC compatible.

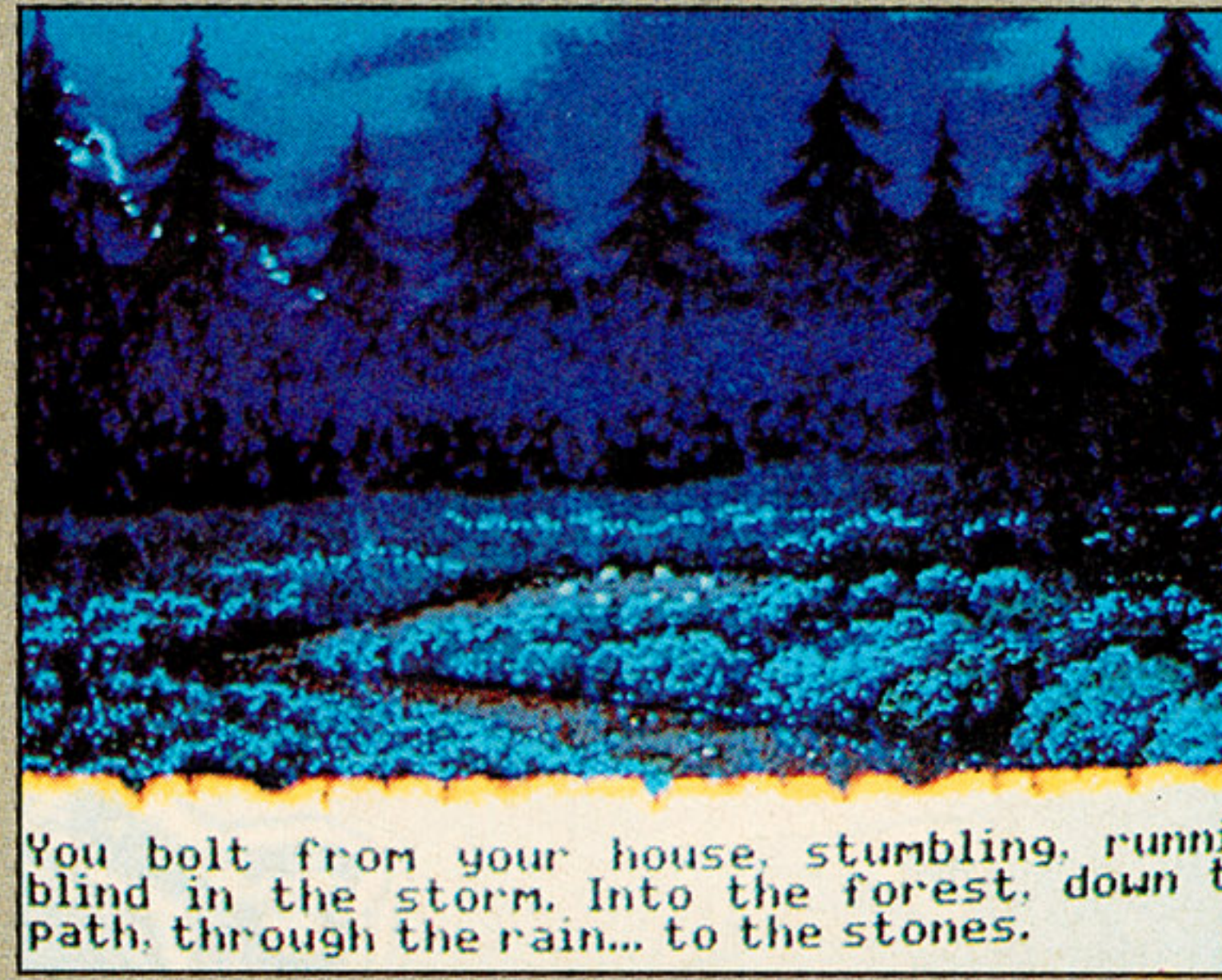
Ultima VI is also the first installment in the series to have a completely graphics-oriented user interface. Finally — and perhaps most

important of all — it's the first *Ultima* easily played even by newcomers to fantasy role-playing games.

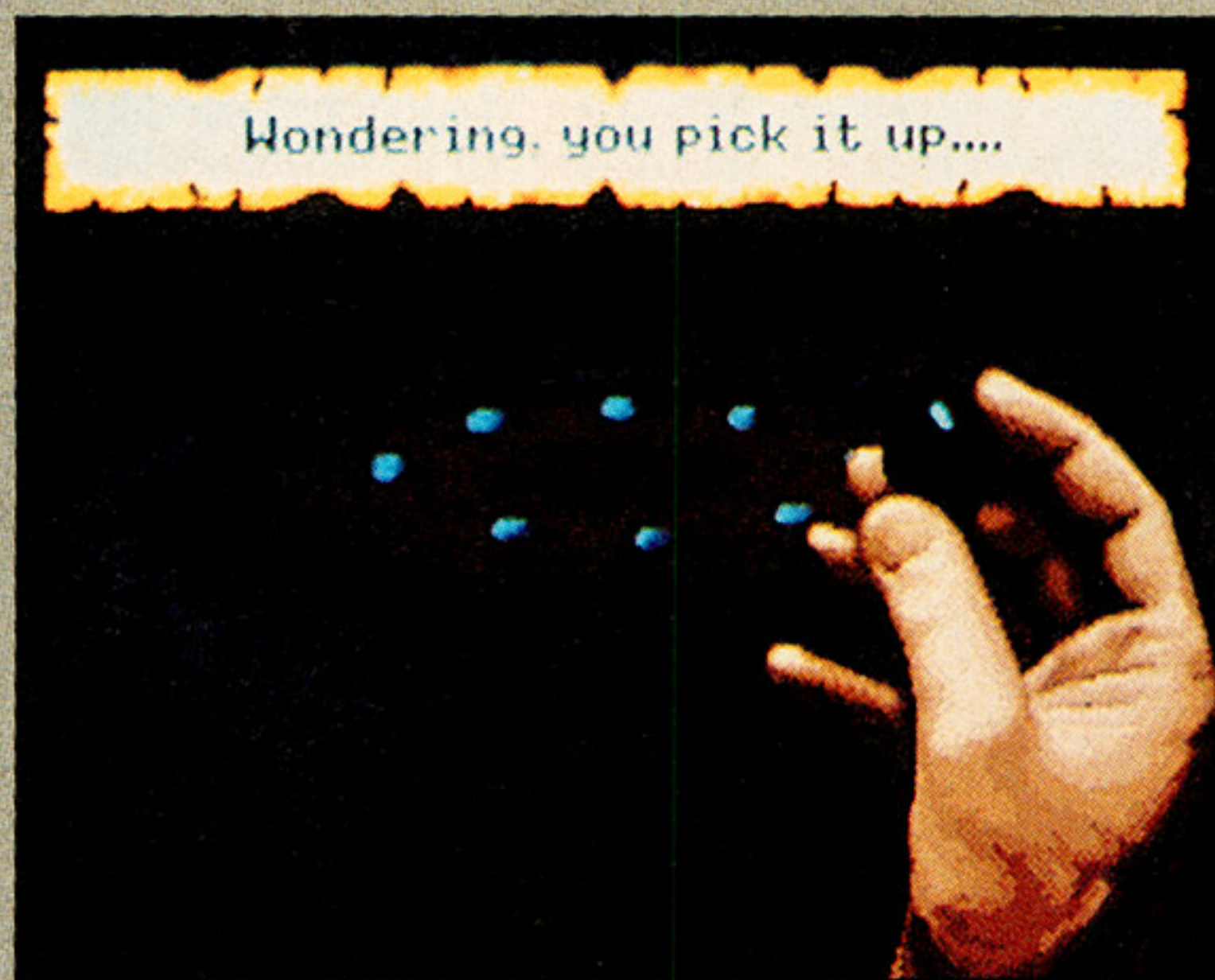
In Garriott's complex worlds, however, "easily played" remains a relative term. *Ultima VI*, like its predecessors, is enormous, and it demands a great deal of exploration and interaction just to find out



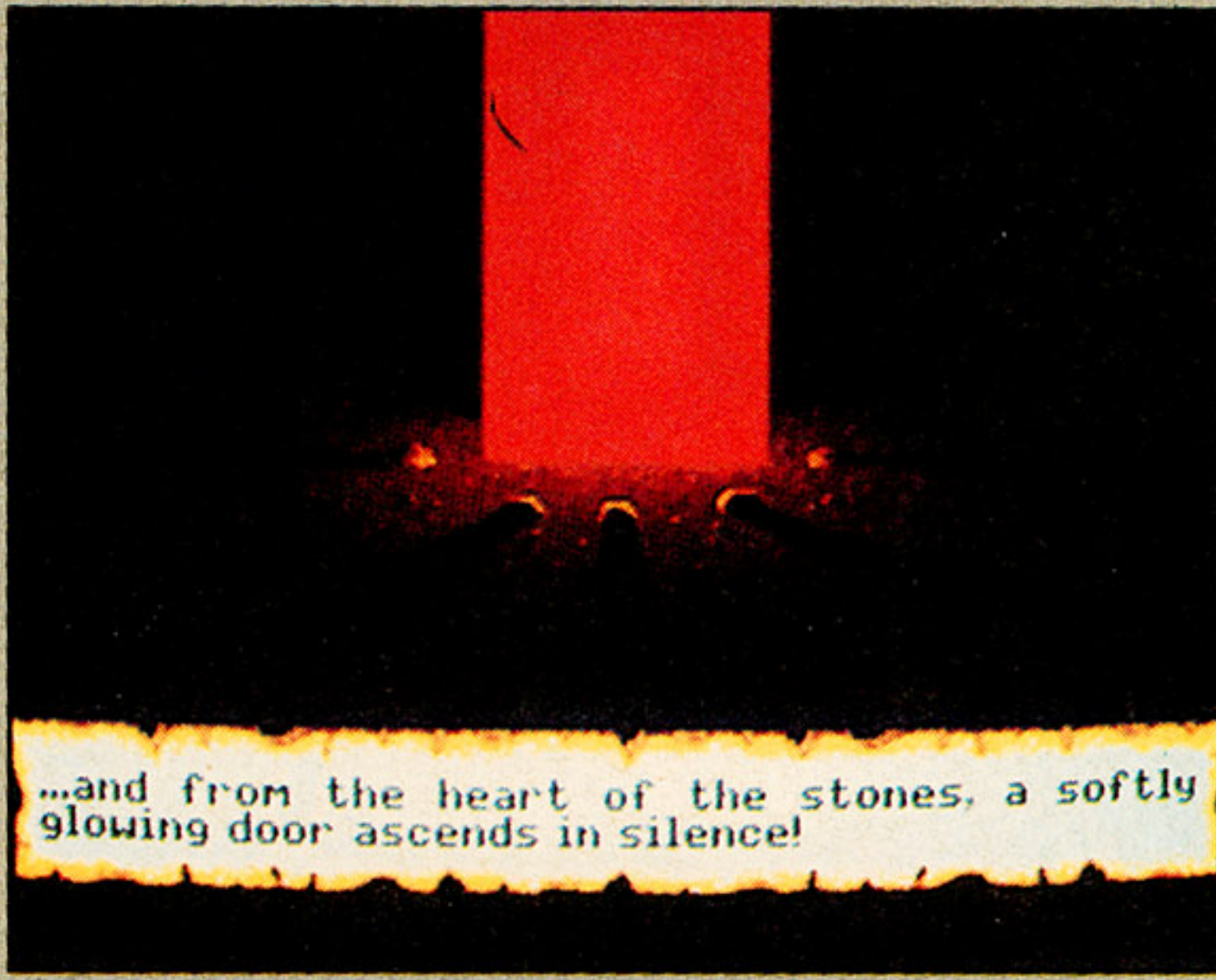
The storm is fierce, and lightning strikes the ground. This reminds you, inevitably, of the power of nature in Britannia, and you long to return.



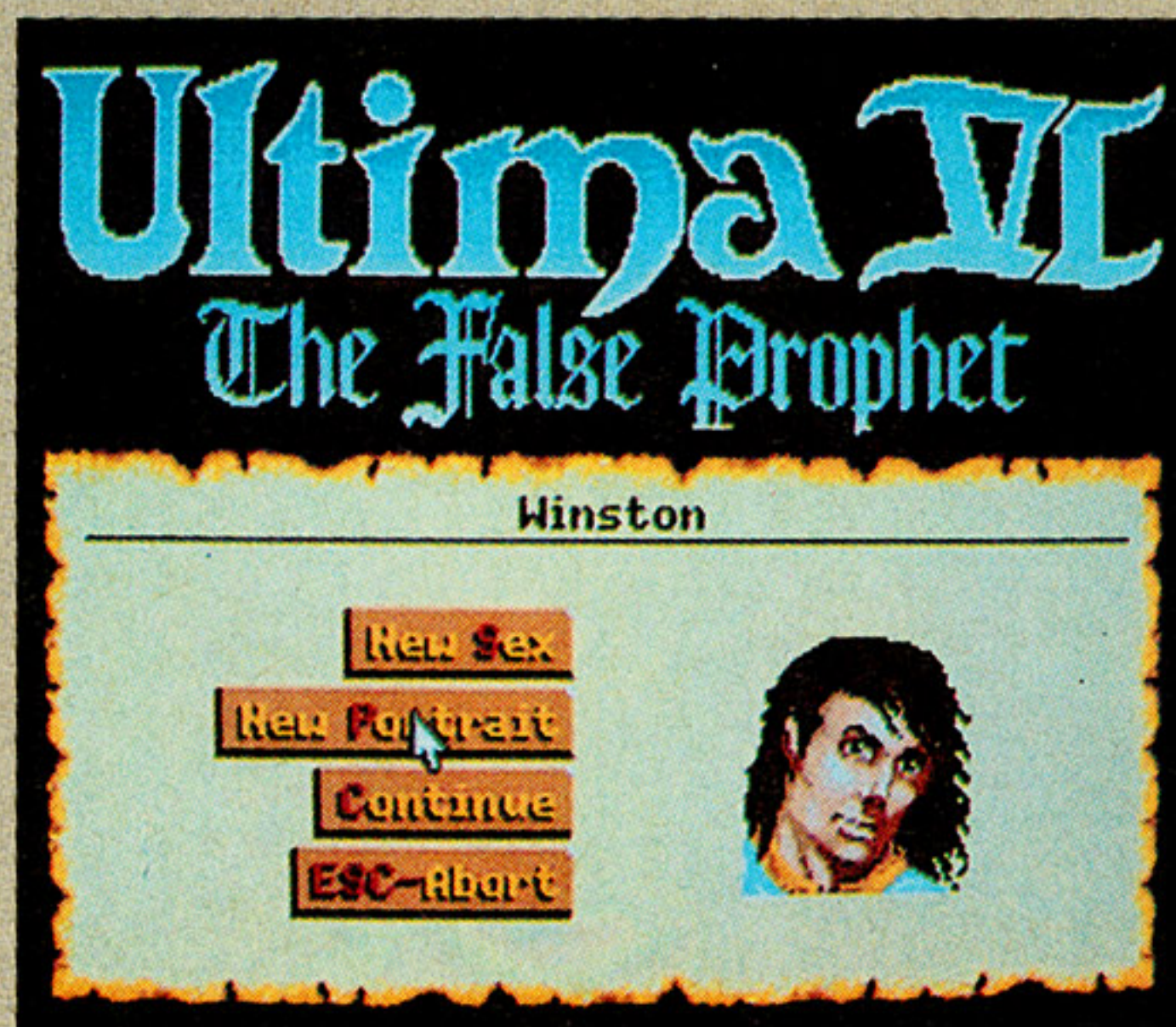
The storm has called you, and you have answered. You run toward the stones outside your house, braving the rain and the lightning. Britannia calls.



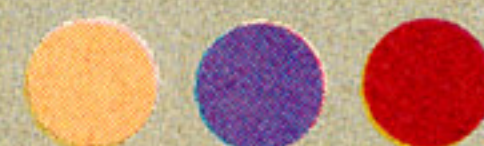
A mysterious stone appears outside the stone circle. You take it, wondering what it has to do with the storm, the stones, or your calling.



You recognize the glowing red door as a portal to...where? Britannia, perhaps, but those doors were always blue, weren't they?



To begin the game, you must create a character. How about an unhelmeted, swarthy male character with the name of Winston?



what it is you're supposed to be doing.

You and your party (up to eight characters you create) move freely around the world of Britannia, meeting other characters and slowly uncovering clues. There is food to obtain, arms and armor to find, magic to learn, and so on. You even have to buy cloth and

horseshoes, if you want to be as efficient as possible.

Talk to the two characters standing beside Lord British at the start of the game. One of them will offer an extremely important clue about an item you brought to Britannia. Using the item is not difficult, but it's not covered in the instructions. In fact, for the pur-

poses of suspense, many aspects of *Ultima VI* are not covered in the instructions. You need to think beyond the instructions, and beyond the obvious interface, to get very far in this game.

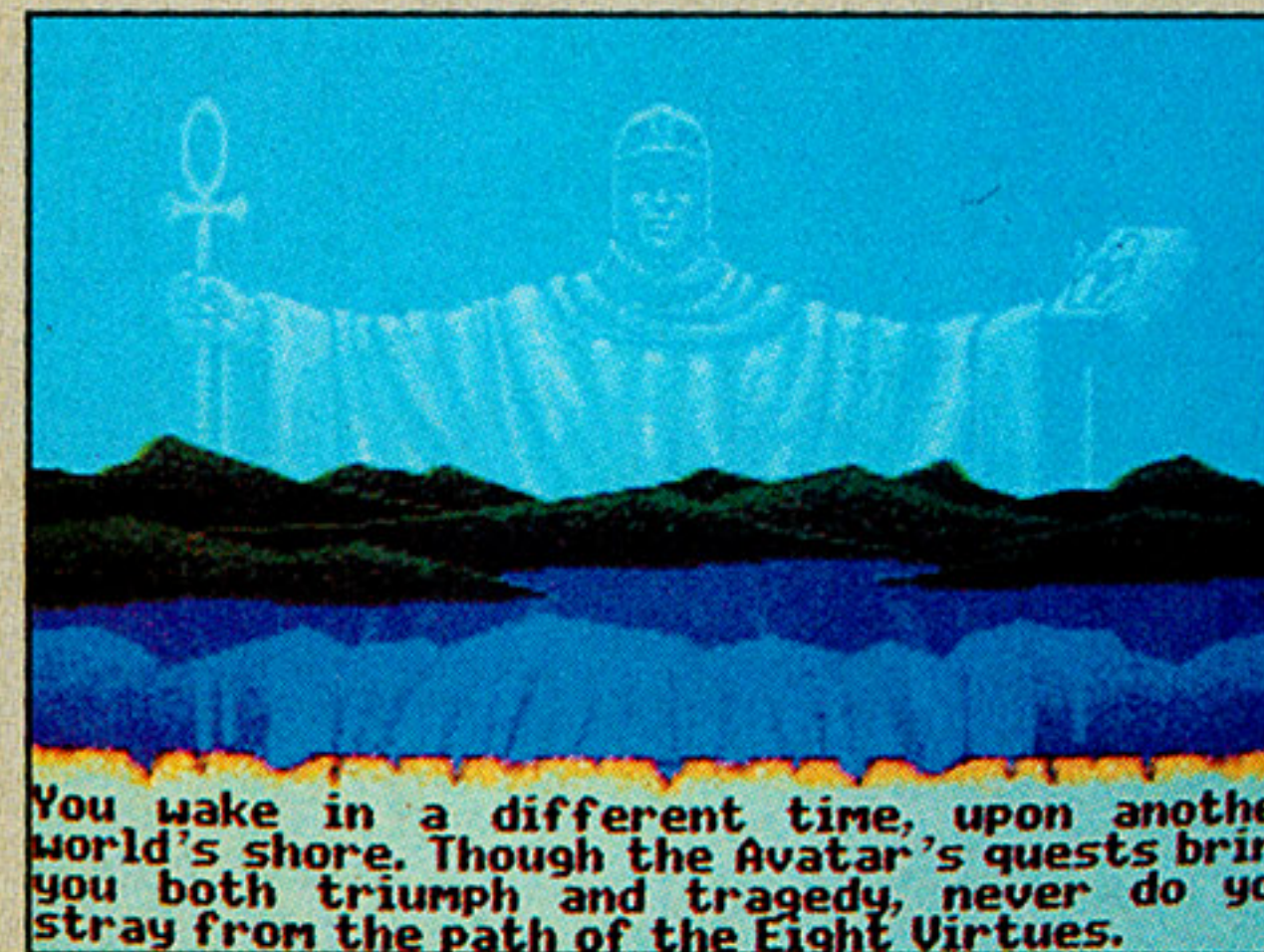
The next thing to do is to visit every location in and around Lord British's castle. Lord British will provide the first clue. You'll need



Inside this covered wagon, a gypsy awaits. You will face a series of difficult questions, by which the game establishes your traits and characteristics.



The gypsy's questions present ethical dilemmas of various kinds. Rarely is either of the choices strictly right or wrong. Furthermore, you have no way of knowing how the choices affect your character until you play the game.



You have arrived in Britannia. Even so, danger must be faced before you begin the game proper.



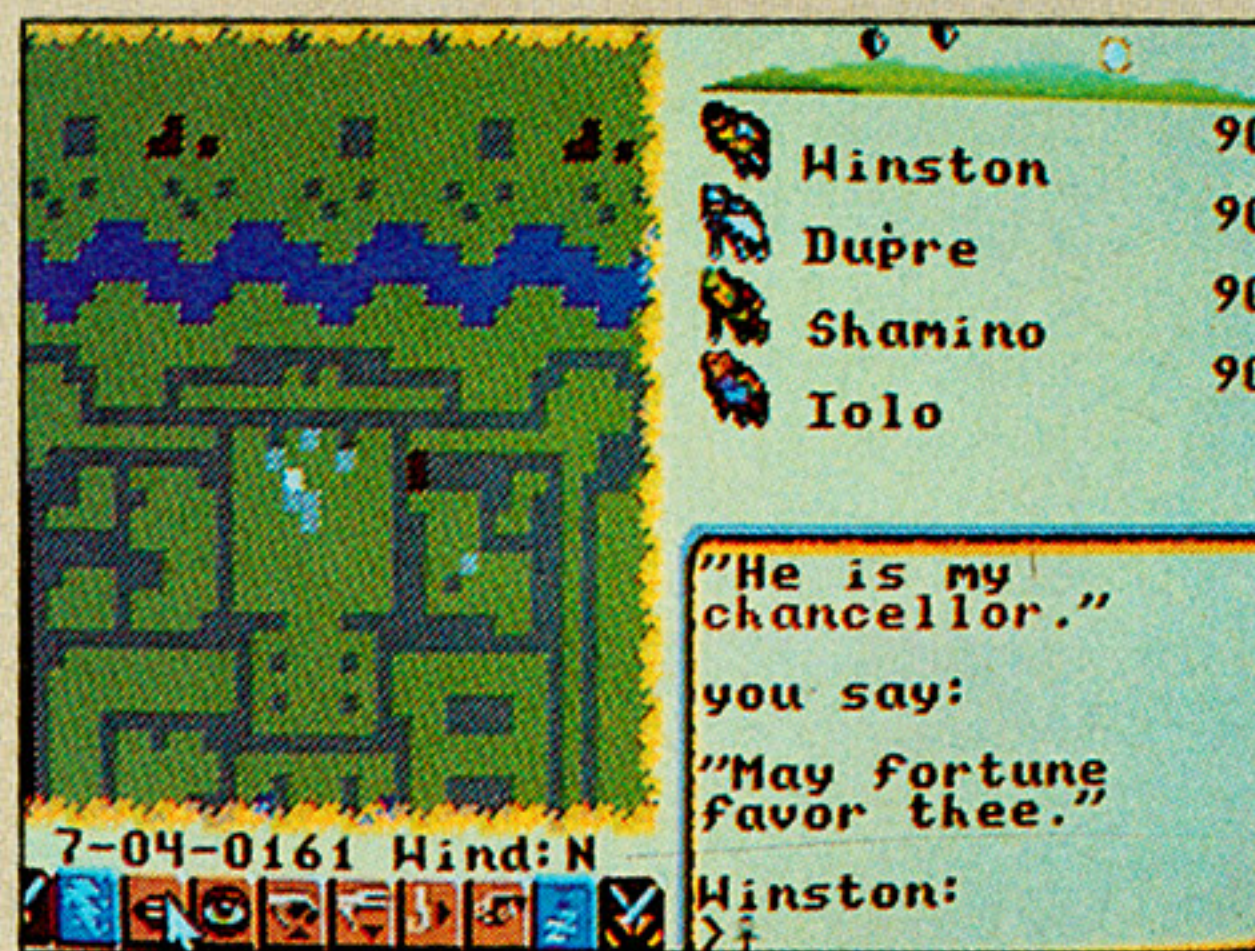
Immediately your life is threatened. You are about to become the victim of a cruel sacrifice. Considering that this is the beginning of your adventure, you wonder how much worse it can get.



You stand with your three comrades before Lord British. Try talking to him, as well as to his companions.



By talking to Lord British, you discover the purpose of your quest. Words that appear in red are words you should type when asked to say something. This way, you can find out even more.



By pressing "V," you get an overhead map of the immediate vicinity. The small white square in the middle of the screen represents you, here in conference with Lord British. Use this view often, if only to find buildings off your main path.

to obtain a sword and shield, some food, and a sack filled with materials needed for magic. Next, a little exploring will take you into the basement and even deeper, where you'll experience your first battles.

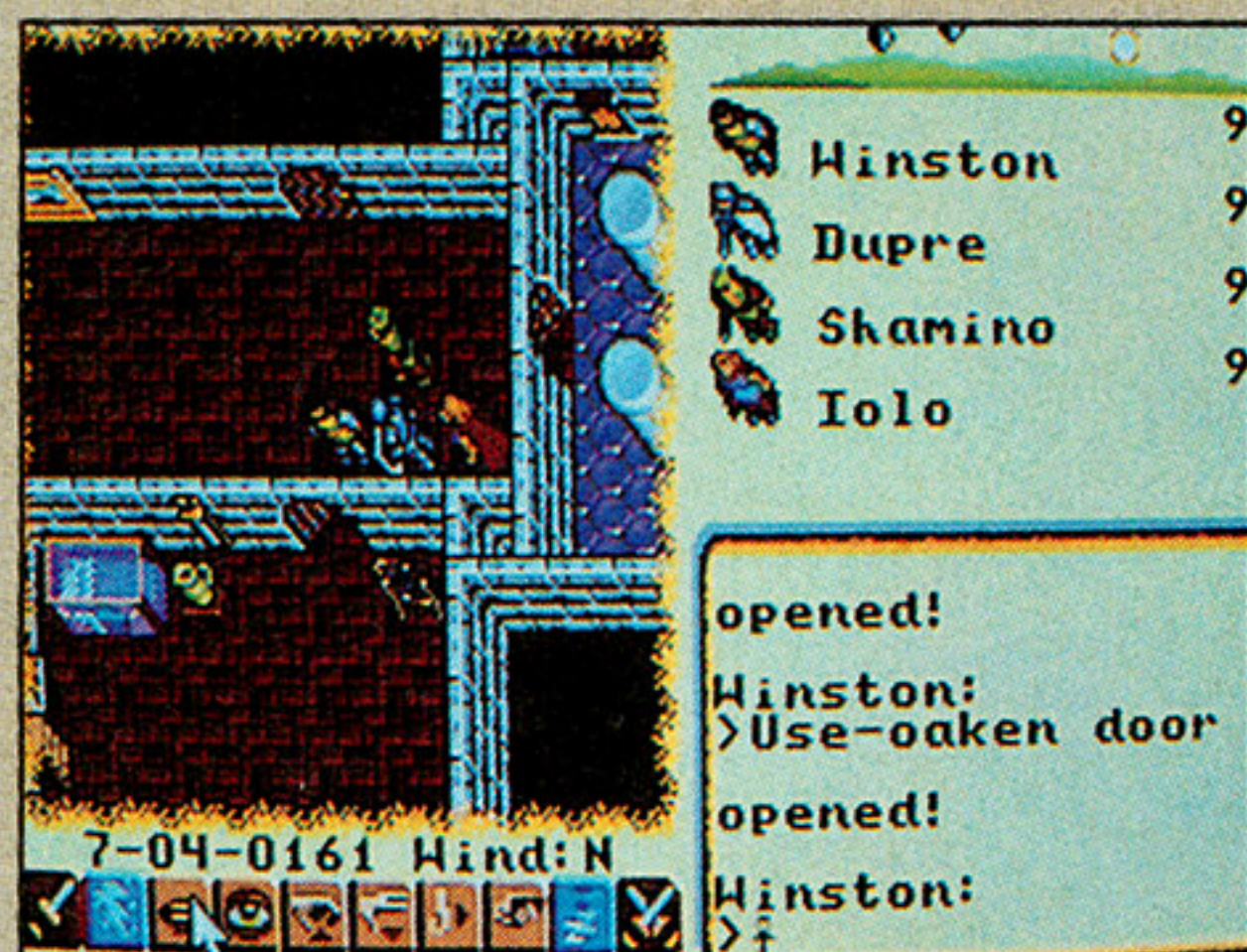
After several hours of play in this underworld, you'll return aboveground. Visit all the shops

and houses you can, learning how to talk with each merchant and villager. By the time you're ready to leave Britain, you'll have the game play down cold.

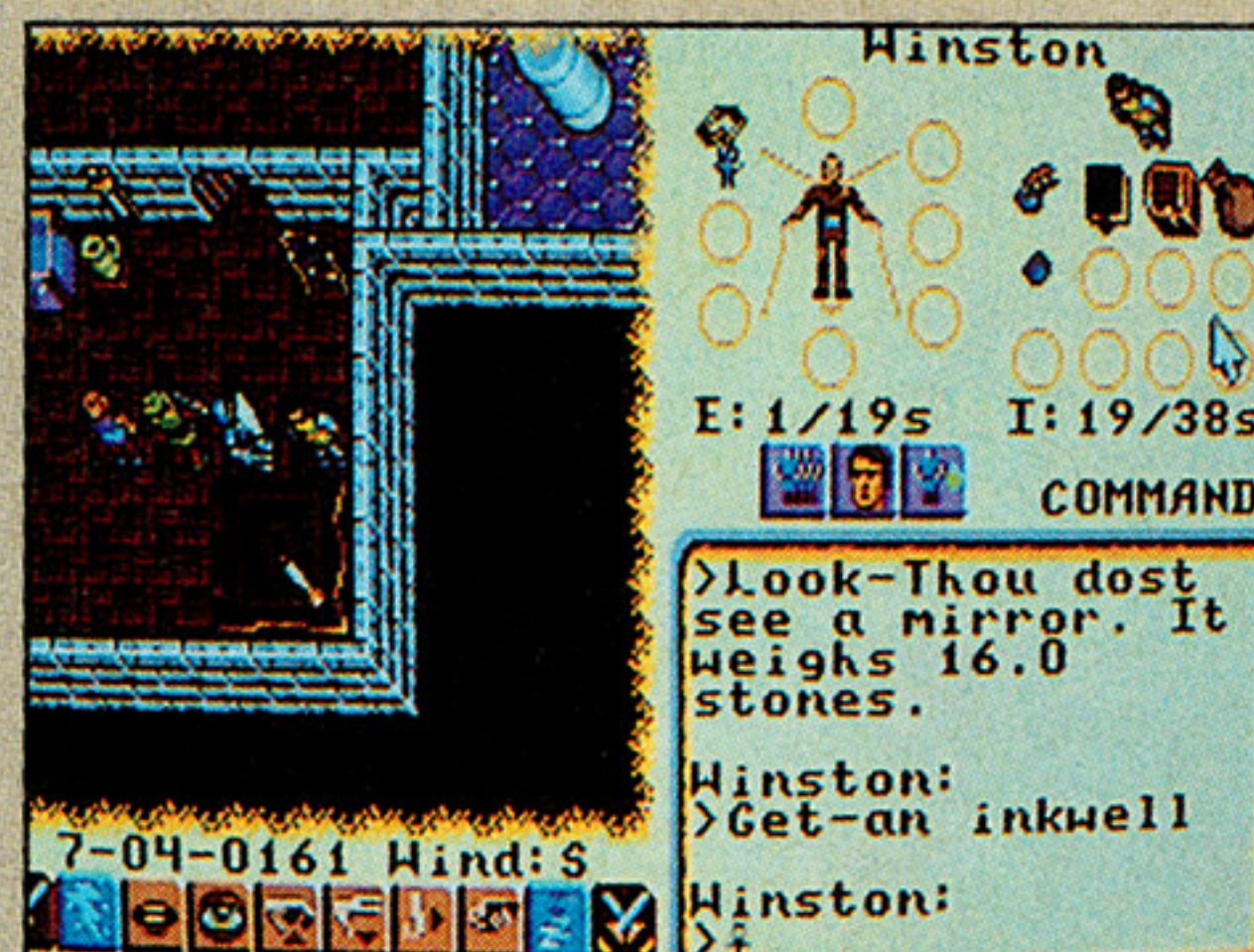
Casting spells in *Ultima VI* is much easier than it was in previous *Ultima* games, but it remains different from many other fantasy role-playing adventures. Don't

forget your spell book, and keep your stock of magic reagents high. Look through your spell book early, noting your available magic points, to find out what you — and your companions — are capable of doing.

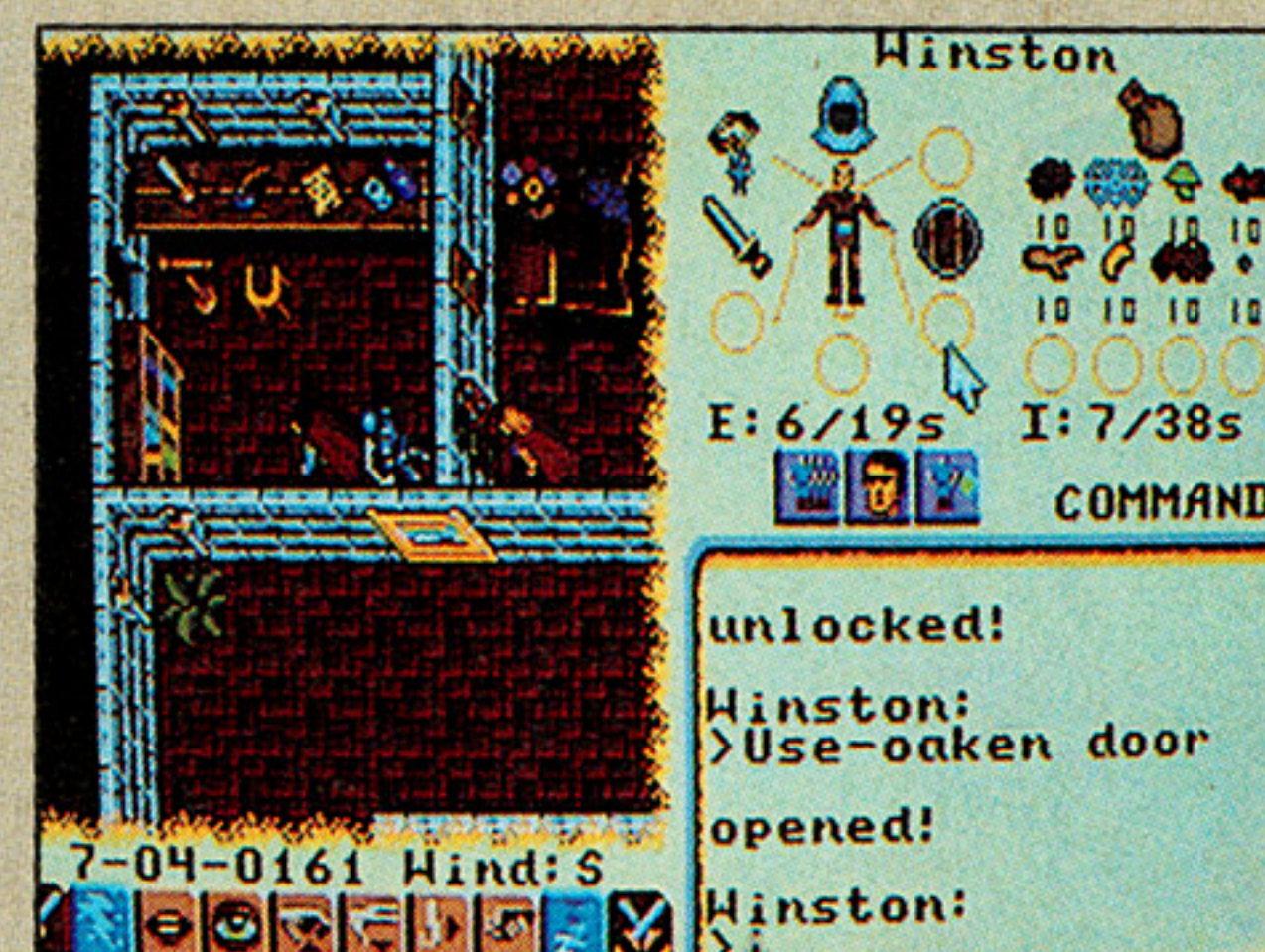
Your quest against the gargoyles will quickly turn into a major quest against the evil that



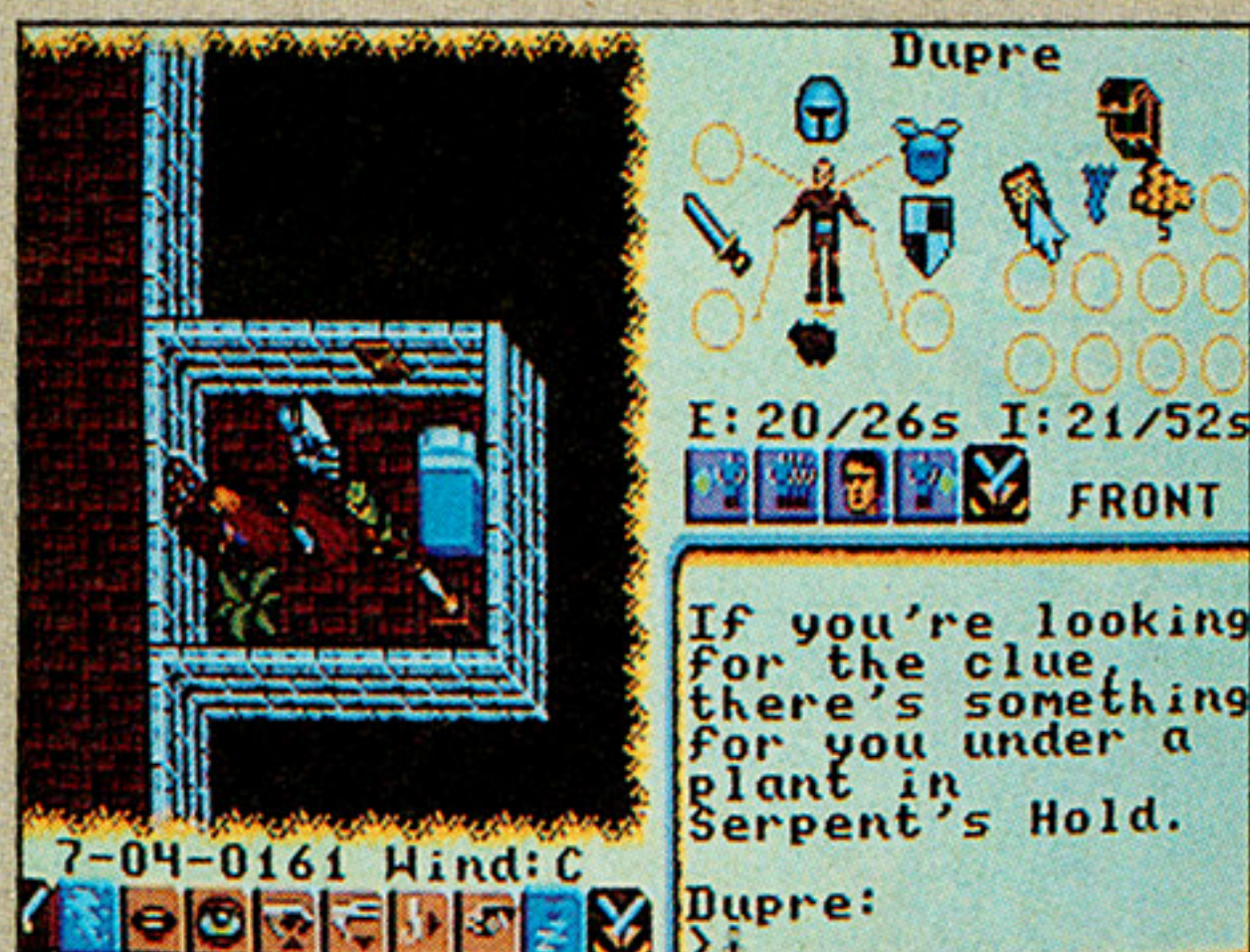
By pressing "U" or the Use icon, you can open doors and other objects. Just outside the entry to the throne room, you find the room Lord British has set aside for you.



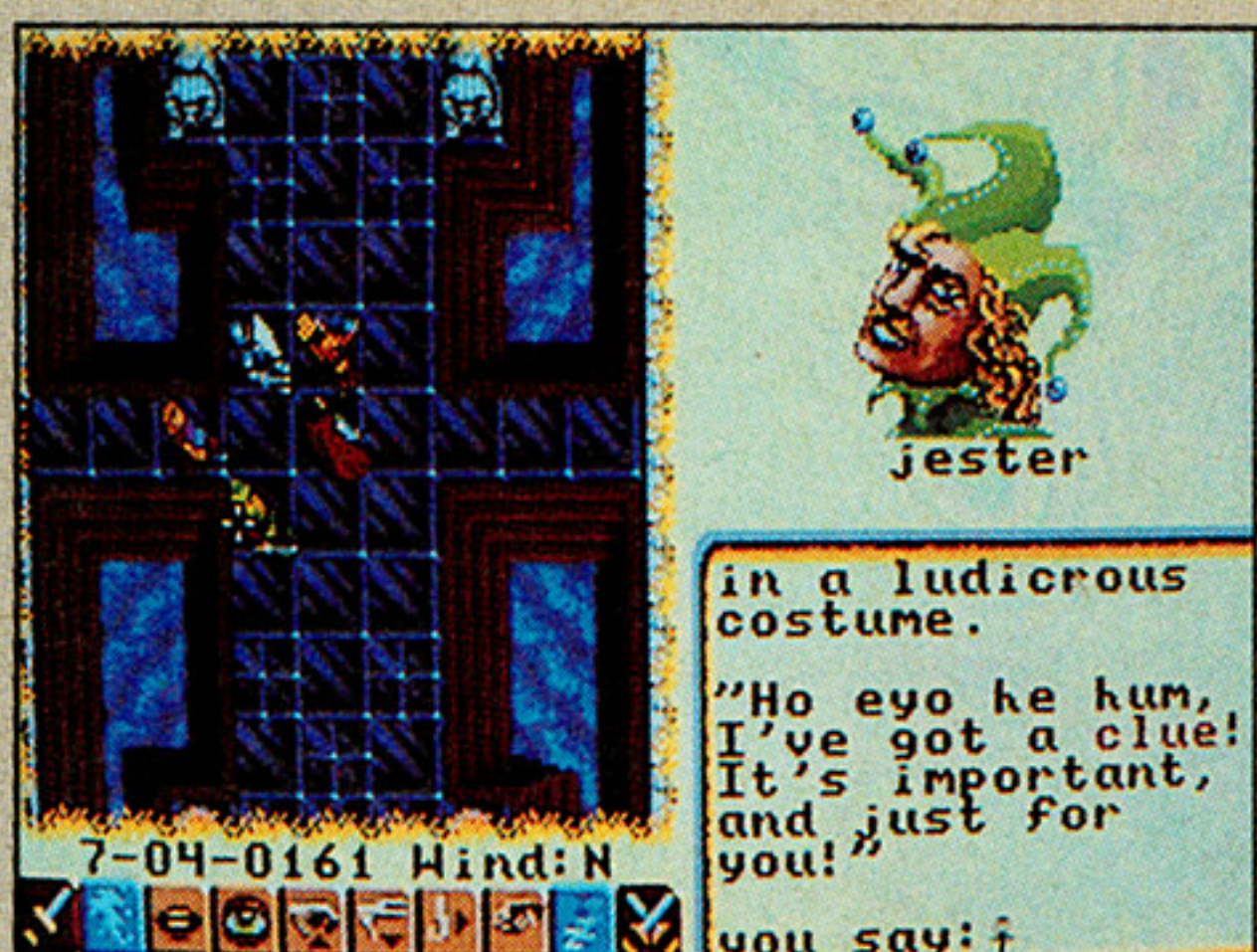
The inventory screen shows what you're carrying and how many more items you can pick up. Chests and bags can be heavy, but they're easier to carry than large numbers of individual objects.



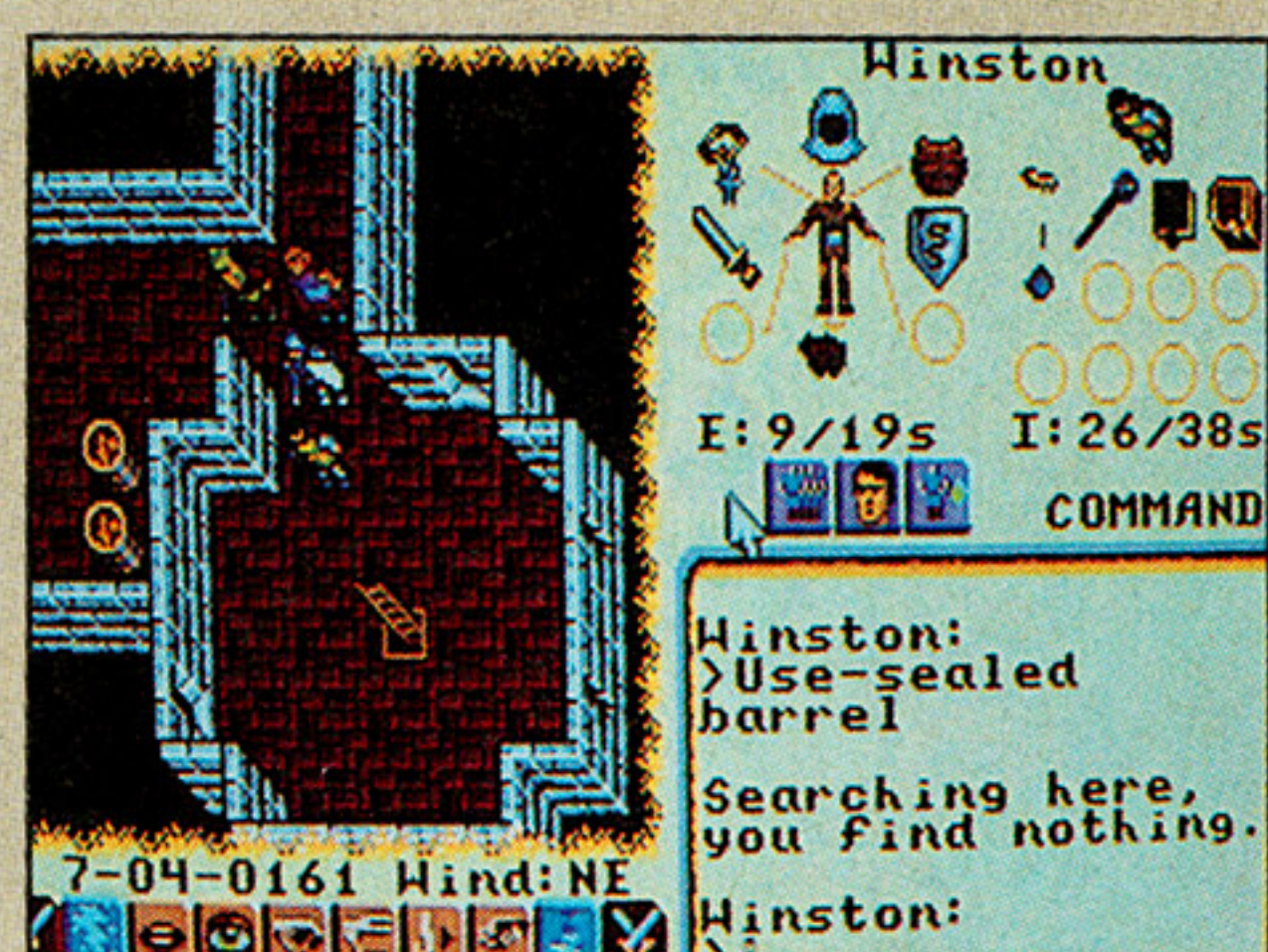
Inside Lord British's room, you check to see what's inside the bag you're carrying. All these items (top right) are necessary for casting spells. Collect such items whenever possible.



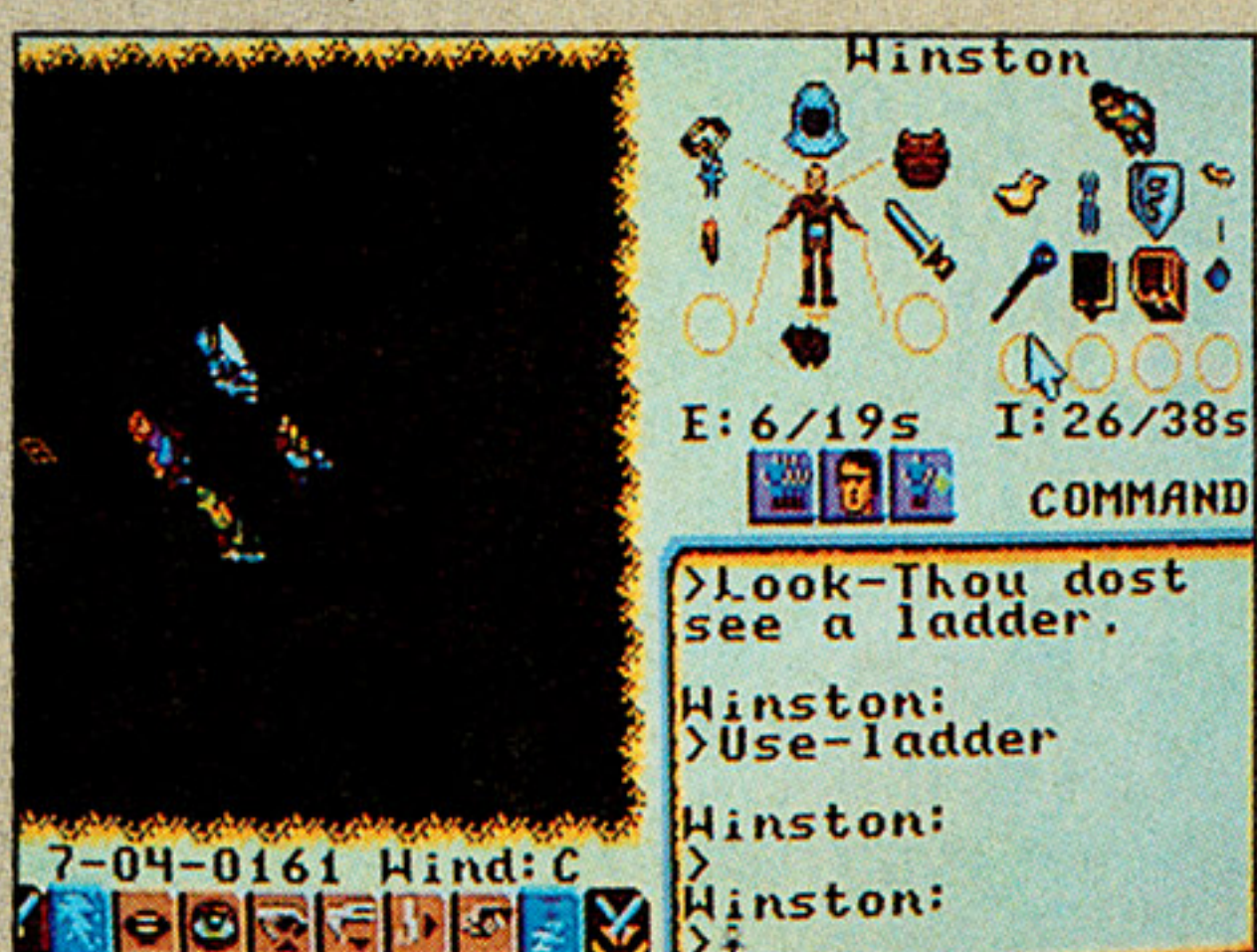
Just down the hall is a room with a chest. Inside the chest is an important clue. You'll still have to journey to Serpent's Hold, though.



Throughout *Ultima VI* you'll encounter characters of many descriptions. The jester may promise a clue, but don't forget that he's a jester. Beggars are frequently no more helpful.



Having found weapons and shields to your liking, it's time to consider using these ladders and going down to the castle's lower levels. Be sure to bring a torch.



Finding another ladder, you descend to the sub-sewer level of the castle. Be careful down here, because rats are the least of your worries.



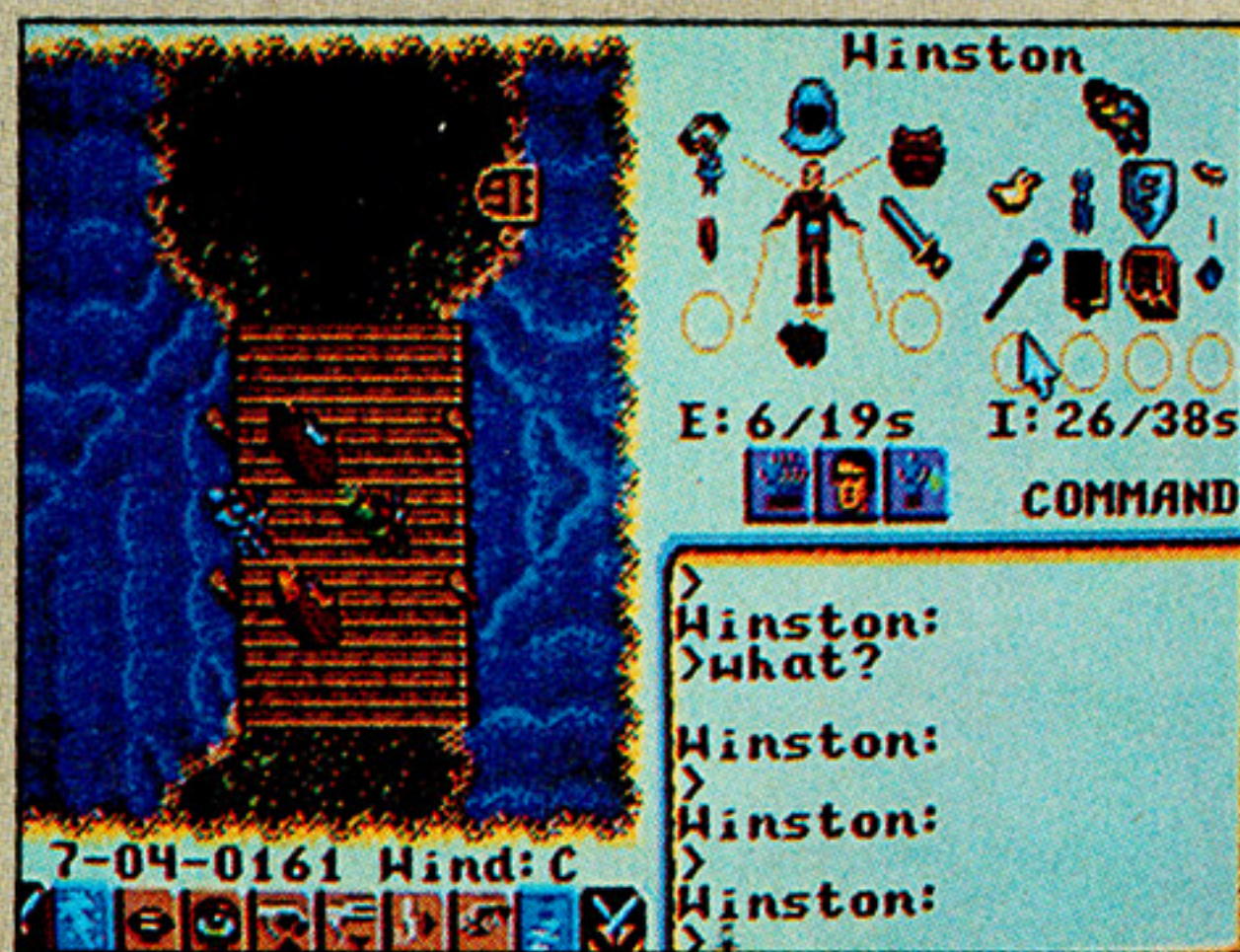
afflicts Britannia, and exploring this richly detailed world will soon become an obsession rather than a mere pleasure. The graphics are extremely striking, as is the strong variety of characters you'll meet.

If you've never played an *Ultima* adventure, *Ultima VI: The False Prophet* is an excellent place to start.

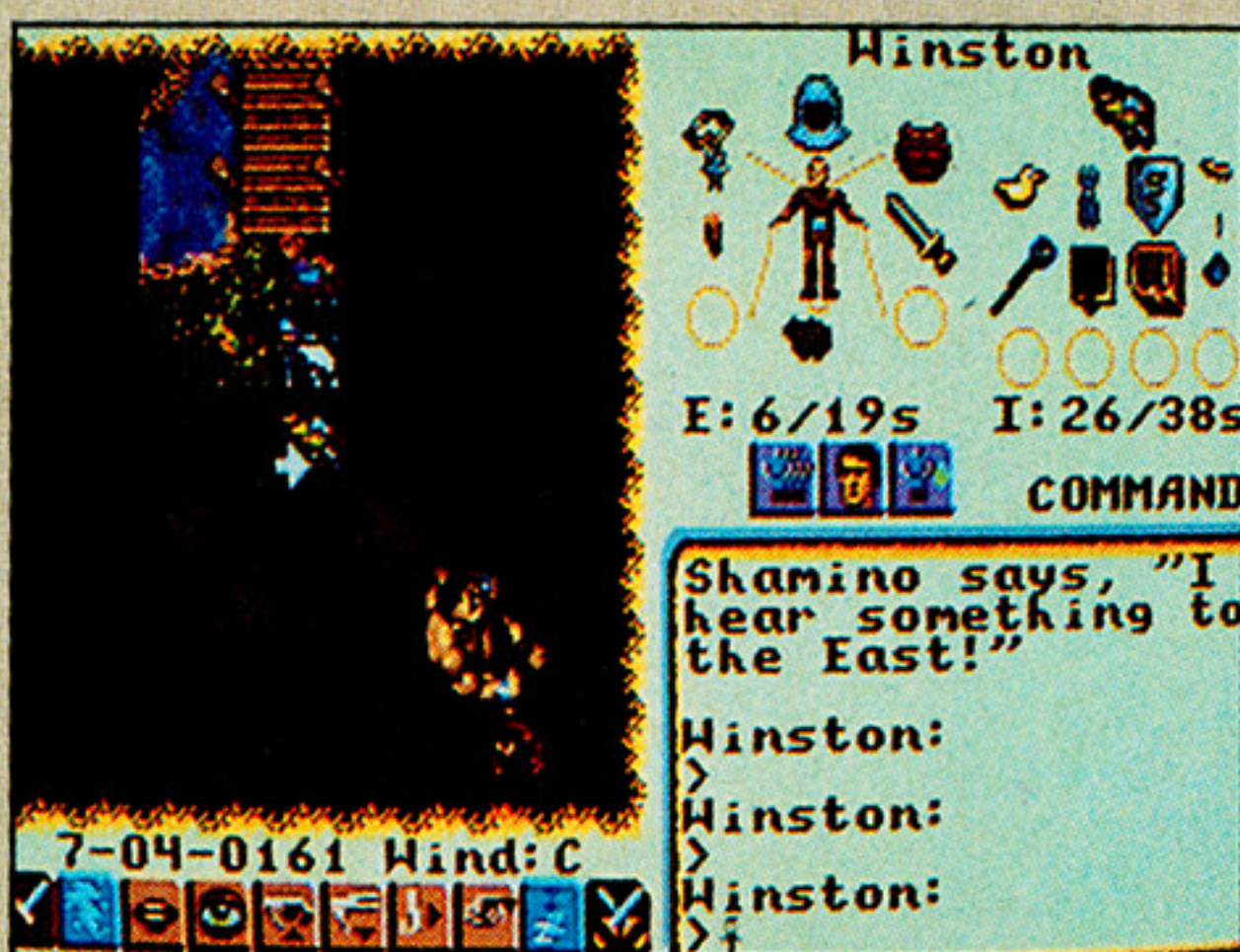
COMPUTER GAME

of the

MONTH



Down on the third level, you find a walkway leading to a small island where a skiff awaits your commands. Should you use it to cross the water? Are you ready to risk the danger?



Crossing a walkway on the third lower level, the party encounters a cyclops and his minions. This is the first serious battle, but large rewards are waiting.



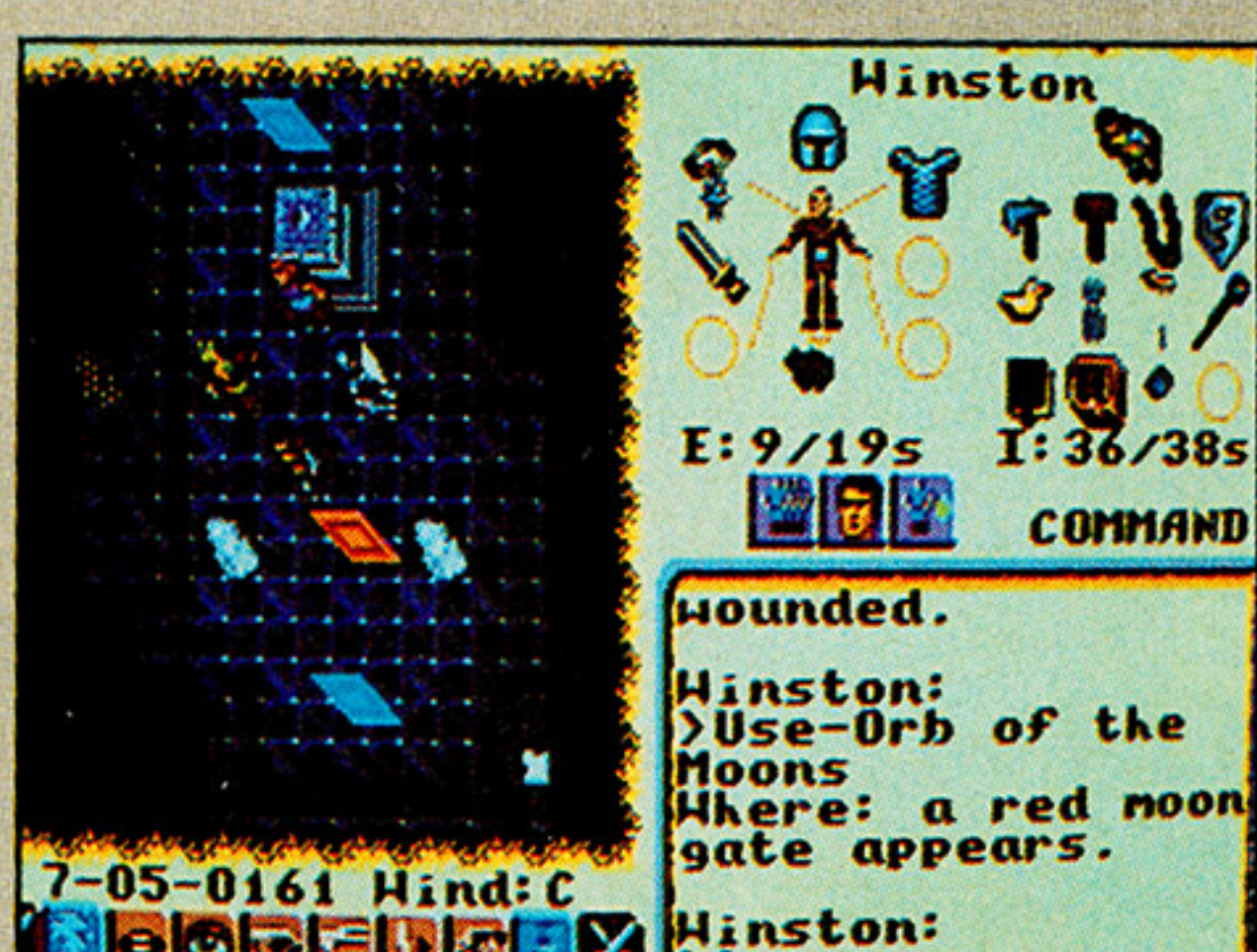
One way to find out what's inside a building is to enter through the door. Another way, shown here, is to walk up to a window and peer inside.



Inside the buildings you'll find people and items. This is the armory, with a forge and bellows.



Here, east of Britain, is your first encounter with the gargoyles. Near the altar stands a blue gate. Run through it before you get killed.



By placing the orb of the moons in the right location, Winston makes a red moon gate appear. But what's on the other side?



On the high seas, your ship is in danger of attack from a giant squid and two sea serpents. This won't be a desperate fight, but it will certainly be difficult.

THE IDITAROD: RACING ACROSS ALASKA



GAME

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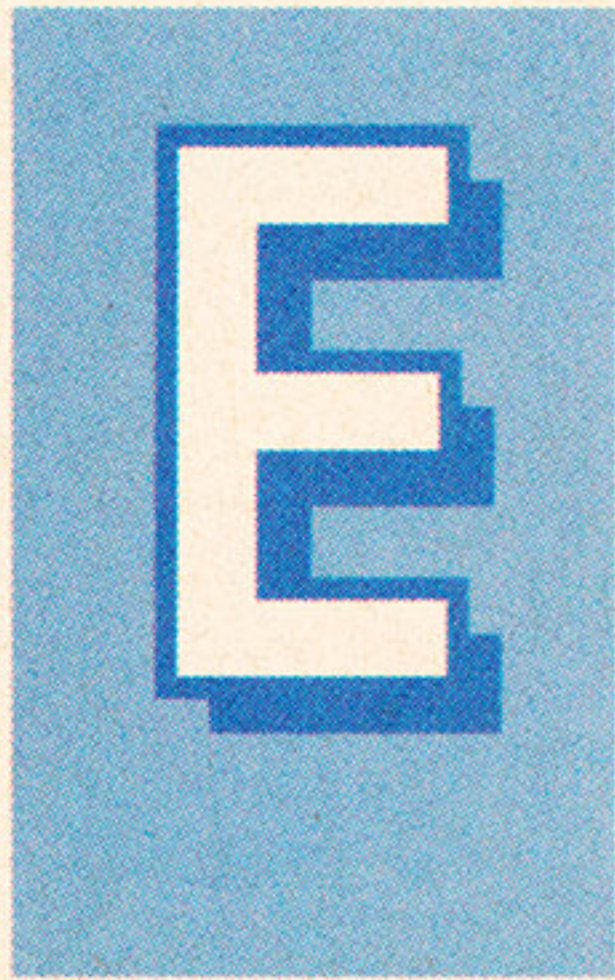
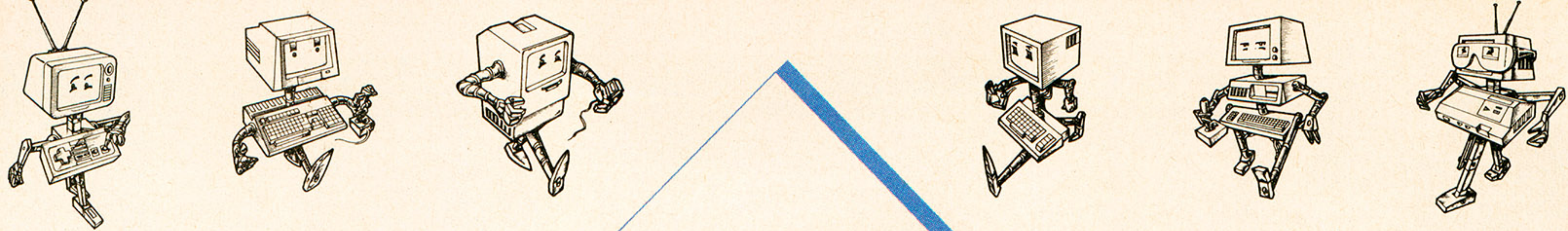
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very video-game system needs a good *Pac-Man*-style game. At least, that's what the designers might have been thinking when they

came up with *Cratermaze*.

Fortunately, they didn't settle for a slavish copy that alters only a few details. Instead, they reworked the basic concept and added enough new features to make *Cratermaze* a pleasant and original game in its own right.

The object is to rescue your kidnapped friends from the evil Zenzombie. Along the way, you must avoid the Zenzombie's followers, collect treasure, and find various items. But the plot isn't really important, because *Cratermaze* is an easily grasped action game, not a complex quest adventure. In fact, you can figure out almost everything you need to know just by watching someone else play for a few minutes.



You can trap your pursuers by digging craters.

NEC

REVIEWS

CRATERMAZE

Tom R. Halfhill

Version reviewed: NEC TurboGrafx-16. NEC Technologies, 1255 Michael Drive, Wood Dale, IL 60191.

Cratermaze consists of 60 mazes through which you must travel to rescue your friends. To finish each maze, you have to collect all of the treasure chests scattered about. After you find the last chest, a key appears, allowing you to unlock the door to the next level.

As you maneuver through each maze, you're pursued by the Zenzombie's determined followers, who cost you a life on each contact. You also lose a life if you don't escape the maze before a

timer counts down to zero.

Luckily, you're not defenseless against the Zenzombie's henchmen. In *Pac-Man*, you eat power pills to turn the tables on your pursuers; in *Cratermaze*, you dig little craters into which they fall. If you fill the crater before the enemy crawls out, he's buried and a grave marker appears.

You can also defend yourself by picking up certain objects. The bubble gun seals an enemy inside a floating bubble; the yo-yo deals him a fatal blow; the freeze gun encases him in a block of ice; the roller skates give you more speed; and the shovels allow you to dig more craters at one time.

Despite the similarities to *Pac-Man*, it's doubtful that *Cratermaze* will achieve the same universal appeal. It simply isn't challenging enough for veteran gamers, who will probably blow through all 60 levels in a few hours. But thanks to its bouncy music, cute graphics, and easy game play, *Cratermaze* is an entertaining pastime for beginners and younger players.

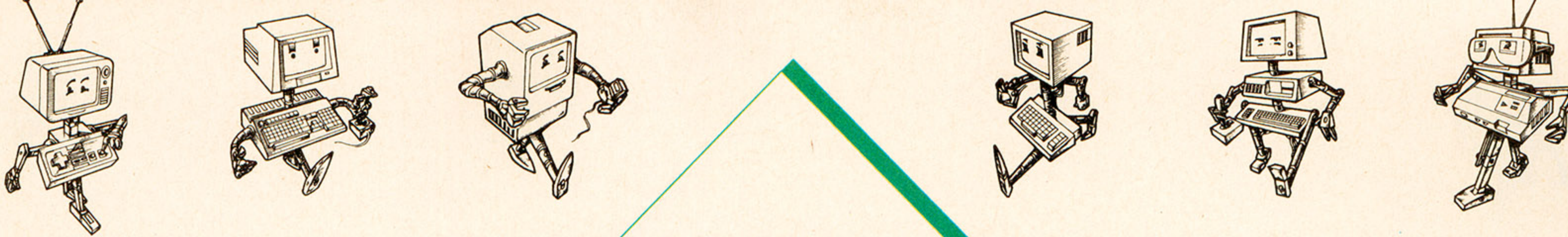
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If you jump into a black hole, you'll emerge from another hole nearby.



Levels 15, 30, 45, and 60 each conclude with the rescue of one of your friends.



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REVIEWS

EVERT & LENDL IN TOP PLAYERS' TENNIS

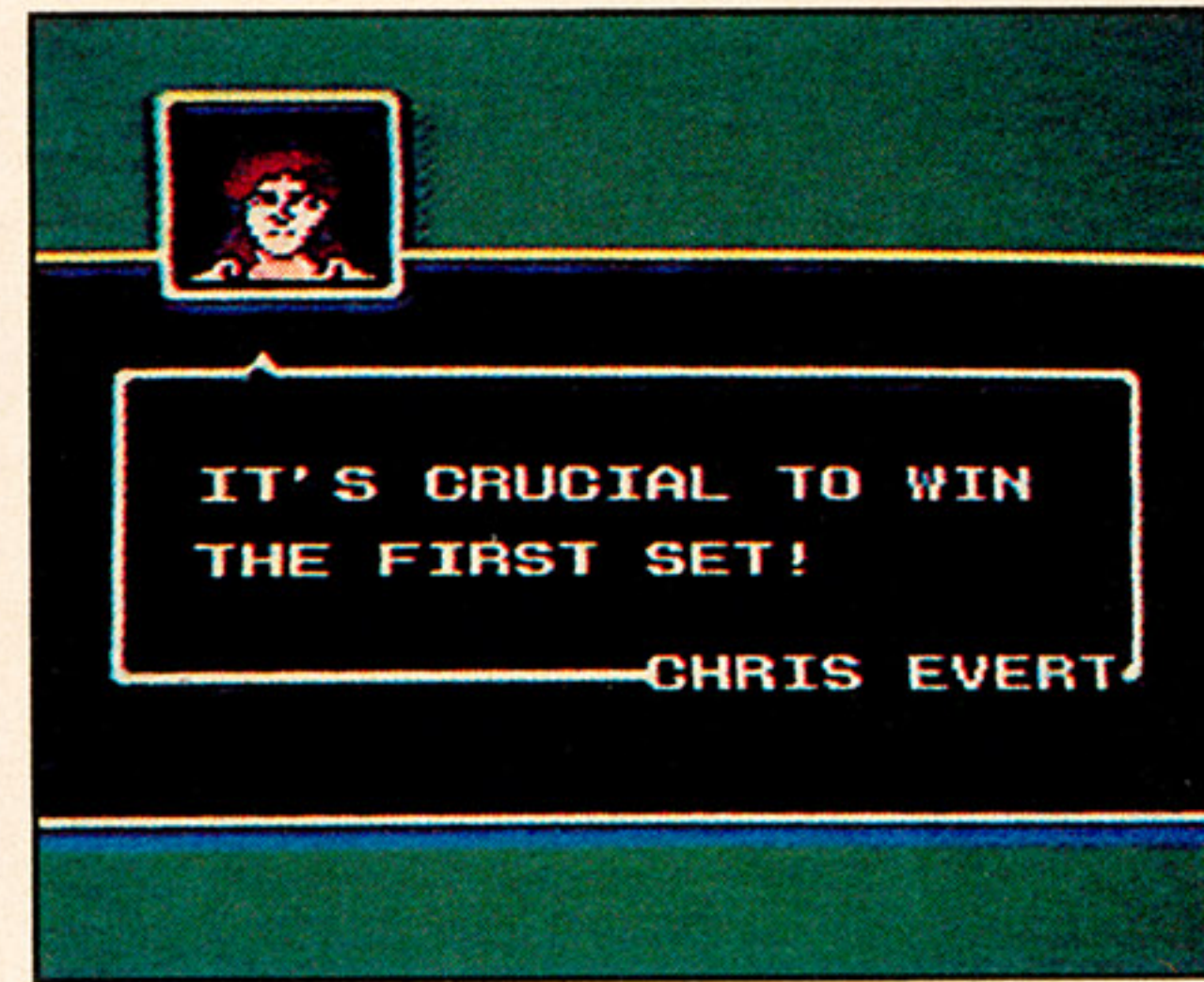
Brian Carroll

Version reviewed: Nintendo. Asmik, 444 S. Flower Street, Los Angeles, CA 90071.

pect some exciting moments at the control pad, especially if you're matched against a second player of equal ability.

The techniques take time to learn, however. When you can keep your opponent off balance by changing the speed and direction of your shots, consider yourself ready to battle the world's best.

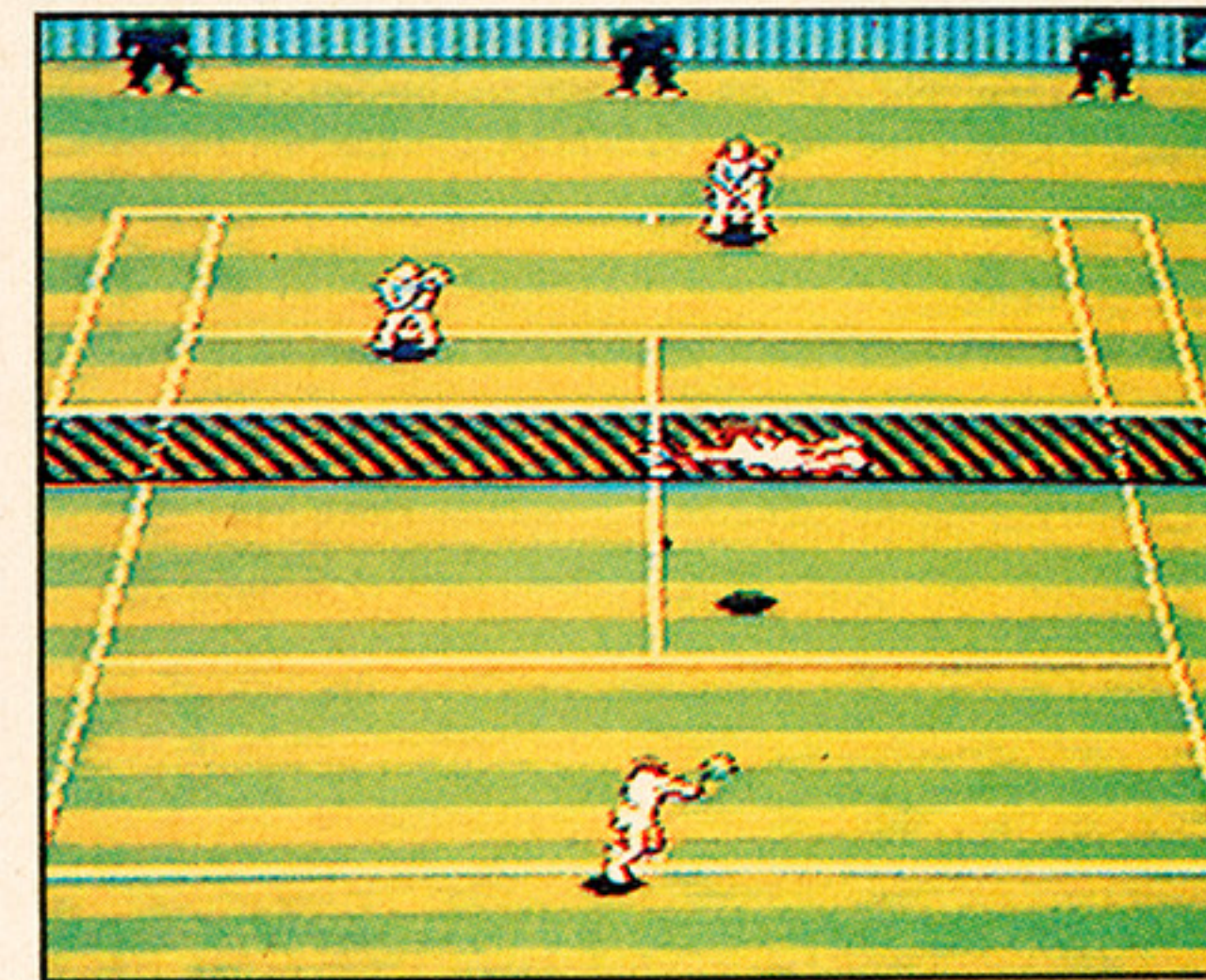
After each match you're awarded power points, which you can use to beef up your player's skills. One skill, called miracle power, enables you to accomplish seemingly impossible feats—such as returning a ball without even touching it. To earn power points, play in any of four Grand Slam tournaments: the Australian Open, the French Open, the U.S. Open, and Wimbledon. Play singles or doubles against the computer or one or two of your friends.



By pressing the Select button at any time during a match, you can solicit advice, call up a status screen, or check your ranking.

(Hint: One of the keys to making accurate shots is your location on the court. If you stand to the right of the ball, you'll hit a backhand. Stand to the left and you'll hit a forehand.)

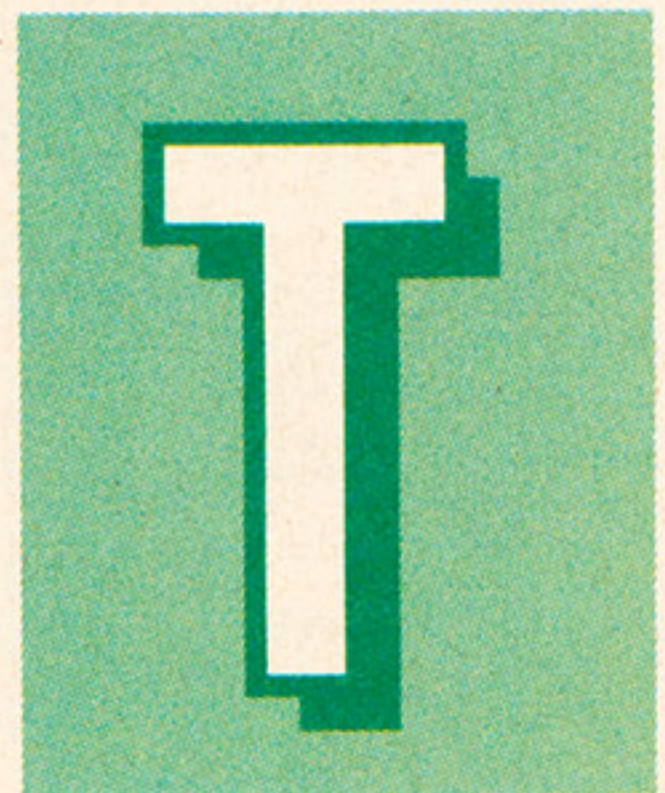
The biggest drawbacks of the game are its wacky timing and lack of precision. For instance, your



Here's what "miracle power" can do for you. The player at the net goes horizontal to reach a difficult shot.

serves seem to be governed by voodoo physics. The ball isn't propelled until almost a full second after your swing. Also, it's possible to return a ball even when it looks like you have no chance of reaching it in time. And sometimes you can be right on the ball and end up hitting it into the net.

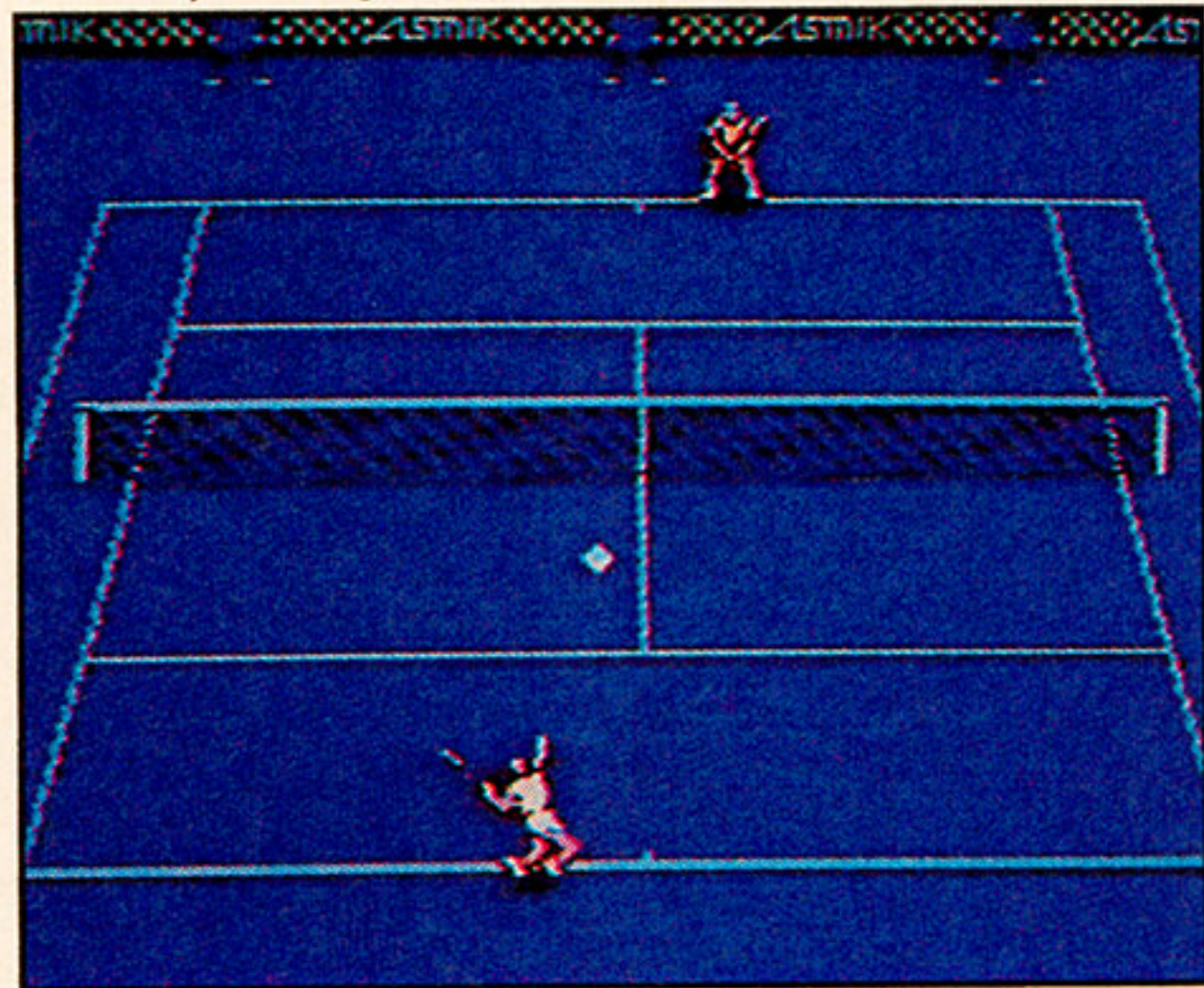
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hey don't have much in common. Chris Evert is known for her grace, style, and beauty. Ivan Lendl is known

for his cold stares, endless endurance, and aggressive play. Evert plays a patient baseline game, while Lendl enjoys charging the net. They are even of different nationalities.

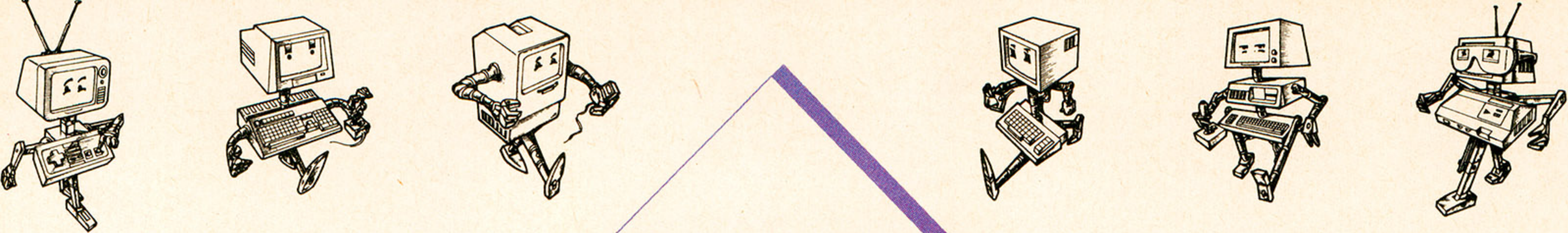
They do, however, share at least two things: stellar careers and appearances in a new Nintendo game called *Chris Evert & Ivan Lendl in Top Players' Tennis*.



You can launch a rocket serve or a slow drooper just over the net. Changing speeds can keep your opponent off balance.

Though the characters don't look or play much like Evert and Lendl, the graphics in general are far better than those of previous tennis games for Nintendo. The court—be it clay, hard-court, or grass—looks and plays much like the real thing.

The variety of options is equally impressive. You can employ lobs, spins, volleys, smashes, and even drop shots. You can ex-



NINTENDO

REVIEWS

SHINOBI

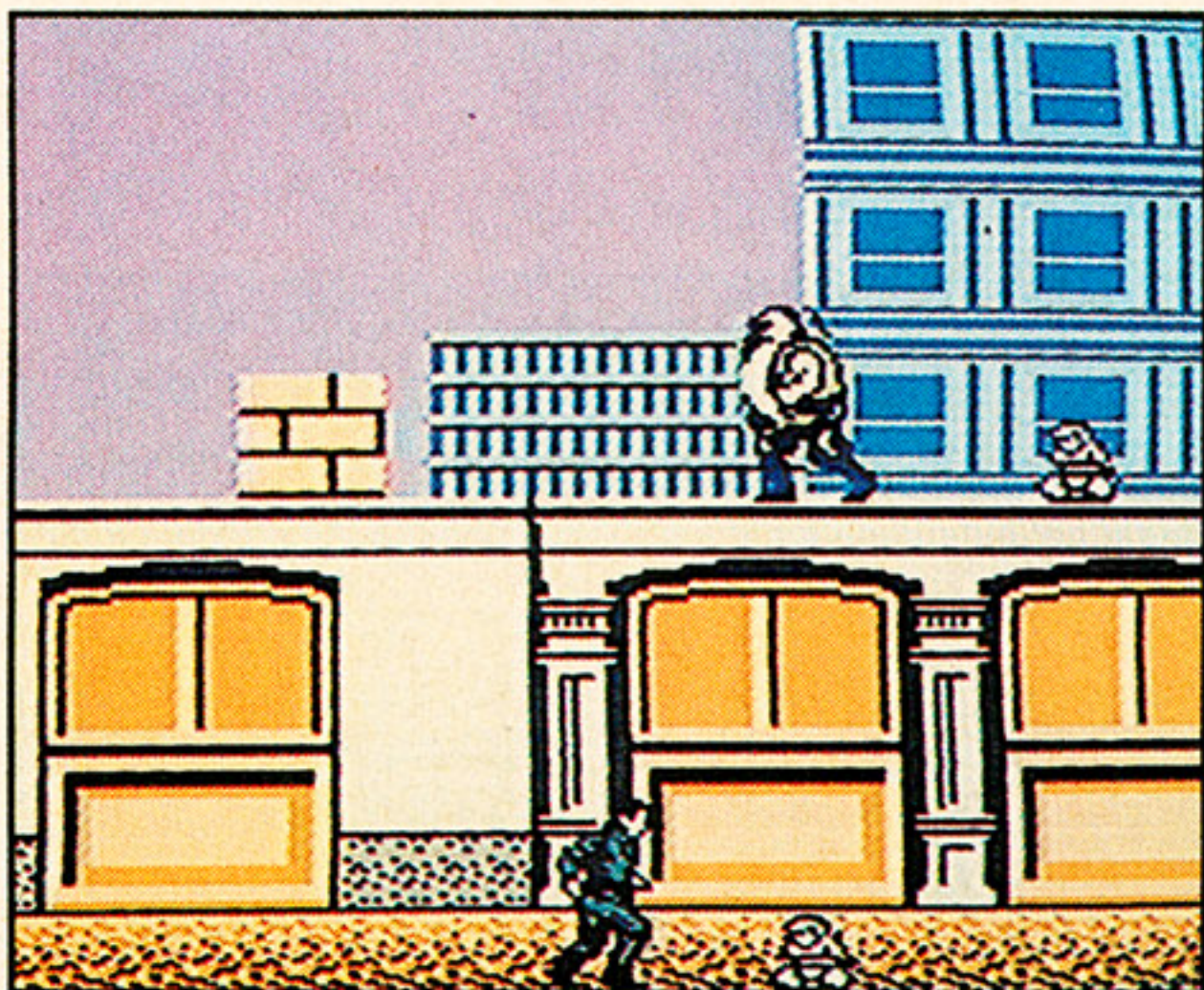
Gary Meredith

Version reviewed: Nintendo. Tengen, 1623 Buckeye Drive, Milpitas, CA 95035. Also available for the Sega Master System from Sega of America, 573 Forbes Blvd., South San Francisco, CA 94080.

In the hierarchy of master ninjas, you're a relative newcomer. That doesn't make the task before you any easier. Renegade ninjas, known as the Ring

of Five, have kidnapped the children of the world's leaders. Someone must rescue the youngsters, defeat the Ring and its followers, and save the world from evil domination.

You begin *Shinobi* with only your basic fighting skills and your shuriken. Of course, as a master ninja, your fighting skills have been



If you rescue a hostage, you can earn a restored life, 10,000 points, or entry to the bonus round. Try to defeat every foe in a round before moving on.

sharpened by a lifetime of practice. The lower-ranking henchmen you meet are easy enough to dispatch with a single, well-timed kick or shuriken throw, but as you progress to battle each of the Ring's main bosses, things gets considerably more difficult. That's when you'll need not only any extra weapons you've picked up along

the way (even — gasp! — a gun), but also the powers of ninja magic.

To gain use of the magic, you must defeat all the ninjas in the bonus round, then ten *more* enemies immediately afterward. Once you have the magic, however, you can fly, freeze your foes, cloak yourself in a whirlwind, split yourself into four ninjas, summon lightning, or make yourself invincible.

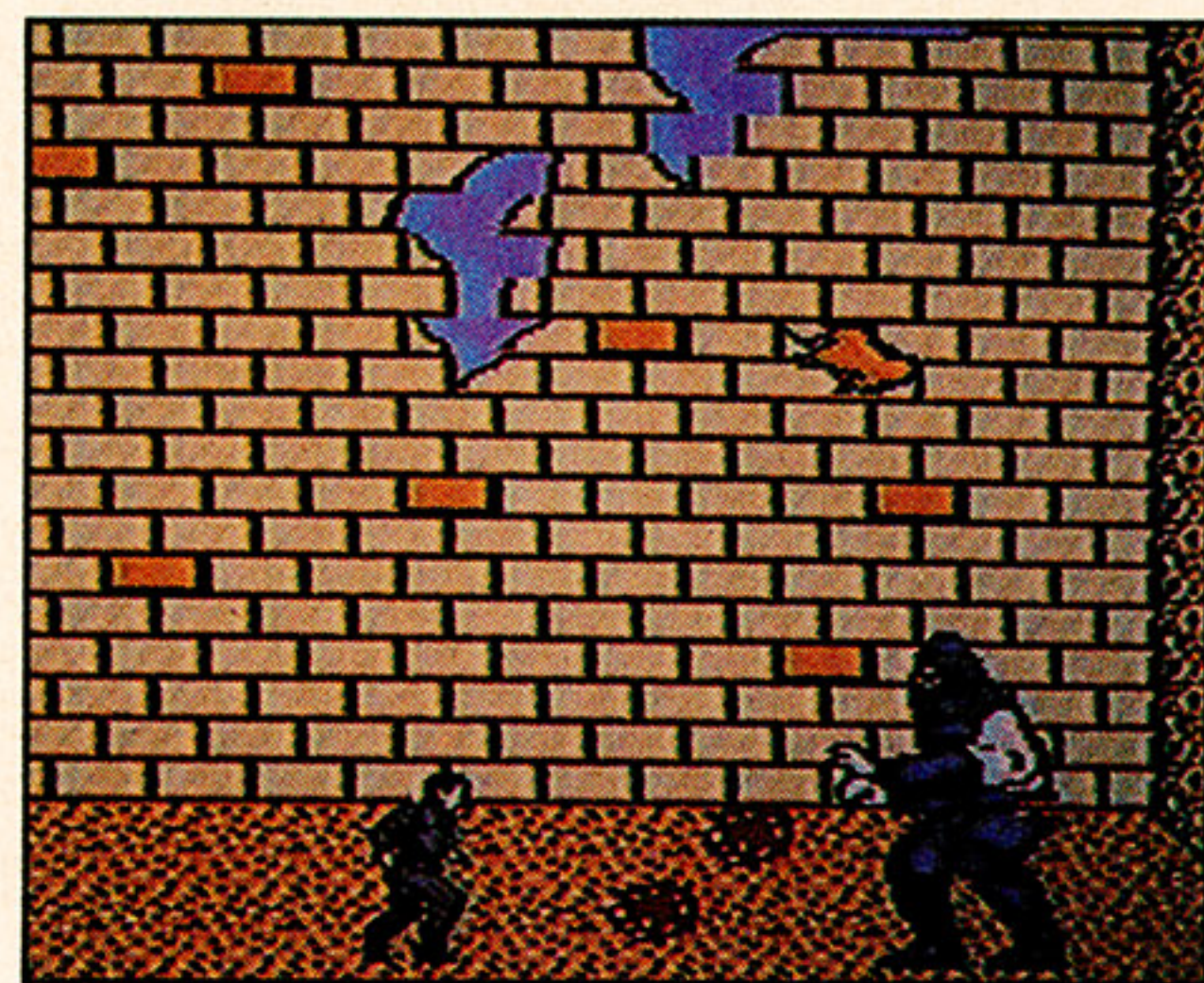
All these powers are necessary if you expect to beat the master ninjas of the Ring. The masters don't attack with the random movements of their henchmen — they're much more powerful and skilled in the ways of fighting. But each master has a different weak spot, and if you can find it, your chances of winning are much better.



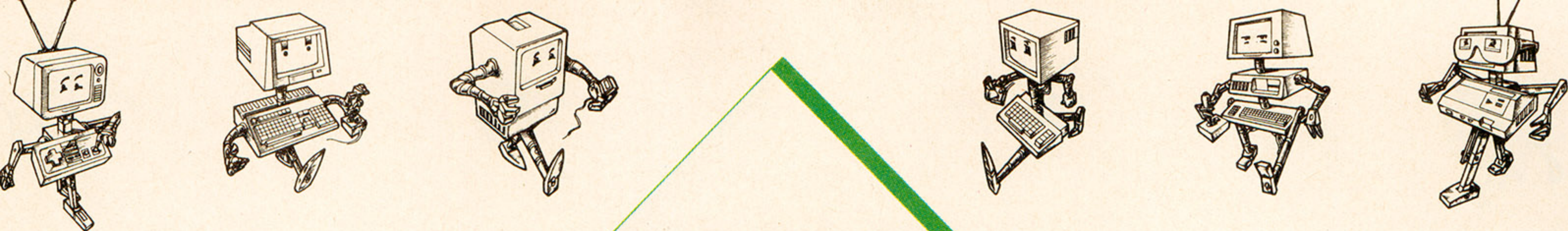
Looks like an Andy Warhol exhibit is in town. When fighting the guys with the boomerang blades, always stay crouched until *after* the blade has returned, even if you've already killed its owner.

There aren't any surprises in *Shinobi*. It's a straightforward martial arts action game, and that's great for most players who like these types of games. It offers fine graphics, nonstop action, and game play that gradually gets more difficult, so novices can work their way into fighting shape without experiencing the frustration found in some other games.

GP



This master ninja is one tough customer. He won't try any tricky moves on you, but then, he doesn't need to. He's practically invincible unless you have the right weapons and magic.



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REVIEWS

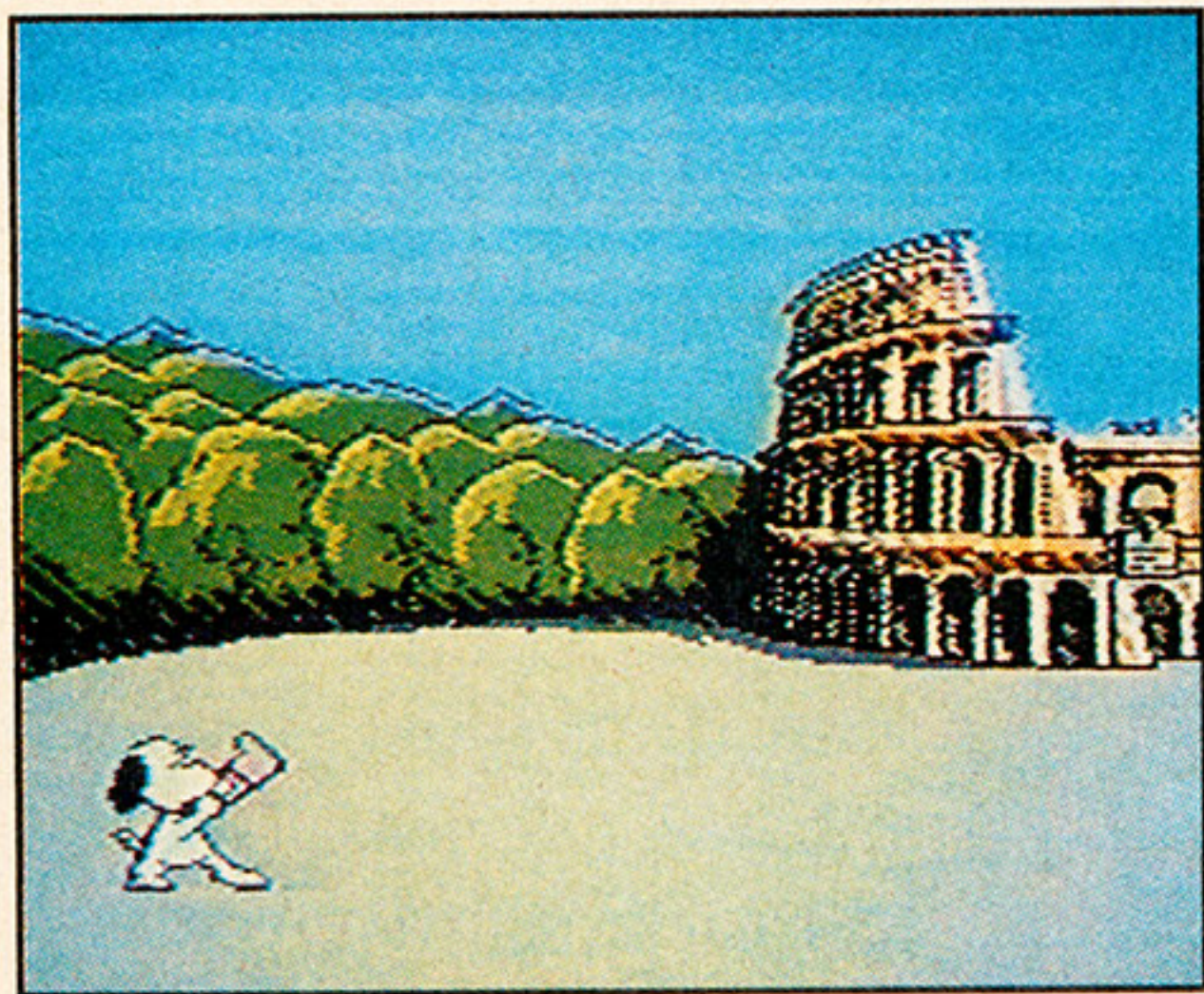
SNOOPY

Tom R. Halfhill

Version reviewed: Nintendo.
Kemco-Seika, 20000 Mariner Avenue,
Suite 100, Torrance, CA 90503.

Plenty of attention is being paid to the new breed of sophisticated Nintendo games — heavyweight titles such as *Genghis Khan*, *Dragon Warrior*, *Nobunaga's Ambition*, and *The Chessmaster*.

But Nintendo is still the favorite pastime for millions of young children, and many more youngsters are only now being intro-



Snoopy winds up for the boot-throwing event. The backgrounds feature familiar scenes from foreign countries.

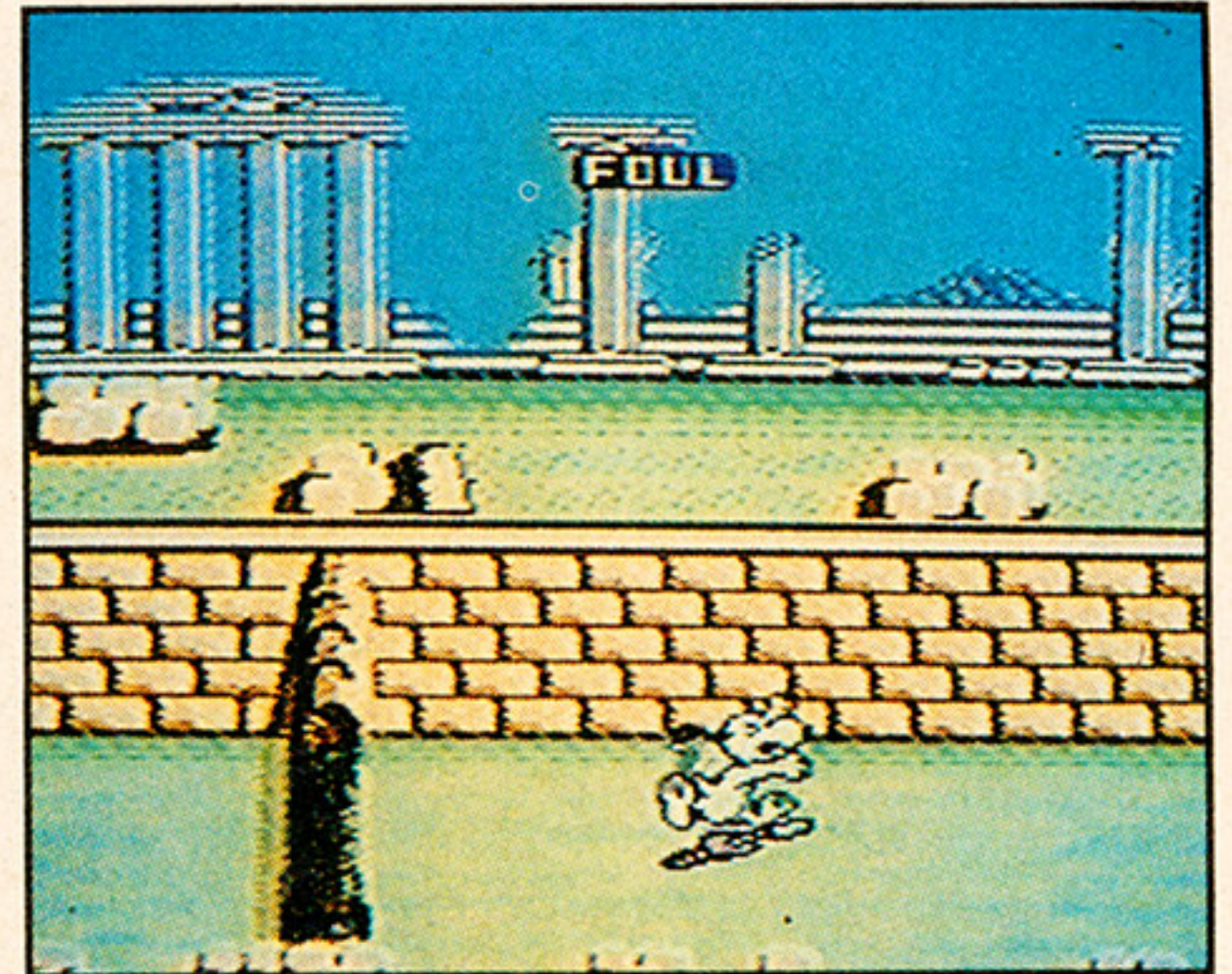


During the sack race, watch out for the manhole covers — they have a nasty way of opening up whenever you hop by.

duced to videogames. These players would experience nothing but frustration if they jumped straight into a role-playing adventure like *Ultima*, or a strategy epic like *Romance of the Three Kingdoms*, or an action game like *Batman*.

Fortunately, the evolving maturity of the Nintendo market has not sidetracked publishers from producing games for the up-and-coming generation of younger game players. One of the latest examples is Kemco-Seika's *Snoopy*.

Snoopy is based on the 40-year-old comic strip *Peanuts*, which itself has become a traditional way of introducing youngsters to more sophisticated diversions. *Peanuts* makes an ideal subject for a videogame, not only because the cartoon characters enjoy wide appeal and universal recognition, but also because artist Charles Schulz's simple drawing style adapts quite well to Nintendo graphics.



The pogo-stick steeplechase is probably the most difficult event.

Snoopy is actually six games in one, a collection of sporting events patterned after the Olympics. In each event, Snoopy competes against either his brother Spike or his previous best performance. The events include a sack race, boot throwing, pogo-stick hurdles, pole vaulting over a river, carrying a pile of pizzas, and a boxing match in which Snoopy and Spike try to knock each other out of a boat.

All of the events are short, simple, and require a minimum of strategy. In the boot throw, for example, you rapidly push the directional pad to make Snoopy twirl the boot faster and faster, then press the A button to release it at just the right moment. Then Snoopy's friend Woodstock measures the distance, and that's it. You can try again if you wish, or move to another event.

The game also lets two youngsters participate — one playing Snoopy, the other playing Spike.

Snoopy is a nonthreatening and nonviolent introduction to videogames that is recommended for all beginning game players.

GP

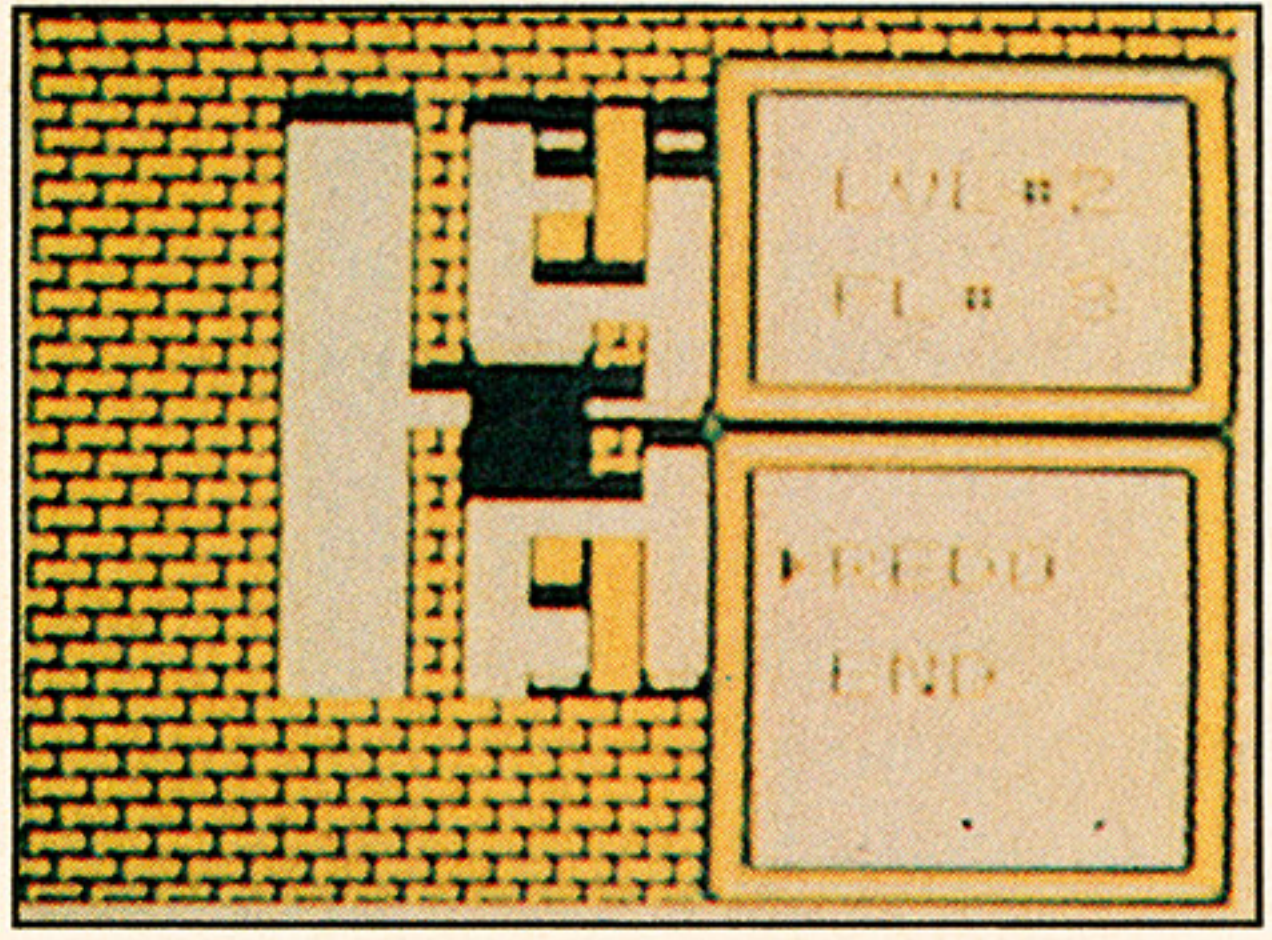


F

rom Acclaim — the company that offers such popular Nintendo games as *Double Dragon II* and *IronSword* — comes a new Game Boy title that has much of the same wit, style, and challenging game play. In fact, *Kwirk: The Chilled Tomato* is one of the best games available so far for the Game Boy.

As the adventure begins, our hero Kwirk and his girlfriend Tammy (a pair of walking tomatoes) are on a date. But when they start exploring an underground labyrinth, Tammy suddenly vanishes and Kwirk has to get through all the rooms of the maze to find her. Fortunately, Kwirk has some friends — including Curly Carrot and Eddie Eggplant — who occasionally pop up to help with particularly challenging rooms.

Each room consists of a mazelike layout of brick walls, giant turnstiles, cavernous holes, and massive blocks that can be

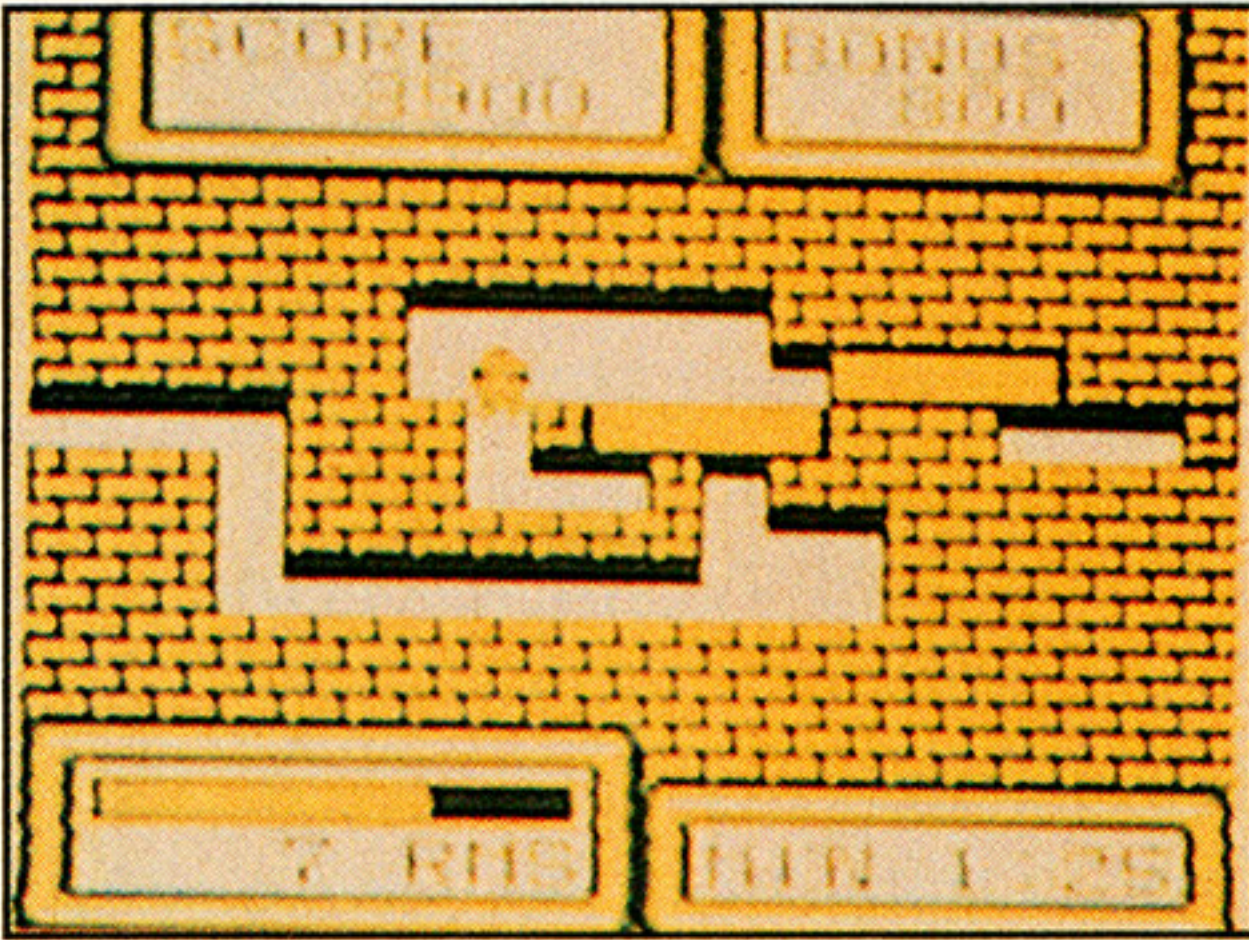


There's a big, black hole obstructing your path in this "Going Up?" screen. Try bridging the gap by moving some blocks around.

GAME BOY REVIEWS

KWIRK: THE CHILLED TOMATO

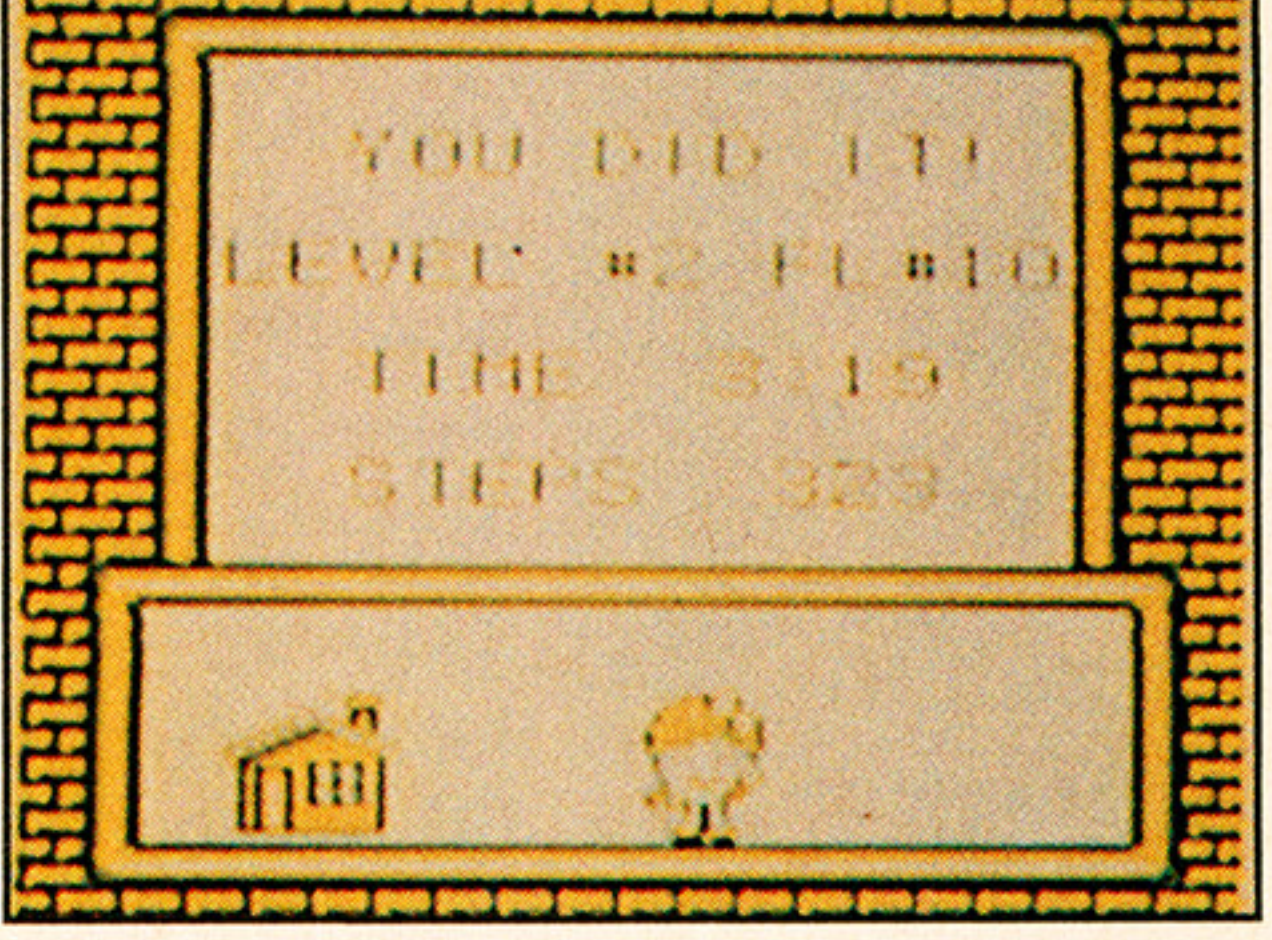
Version reviewed: Game Boy. Acclaim Entertainment, 189 South Street, Oyster Bay, NY 11771.



Each difficulty level in the "Heading Out?" portion of the game has 99 rooms. The bar graph at the lower left shows your progress.

pushed around to bridge the holes. When you're joined by some of your friends, the trick is to get all two, three, or four of you out of the room so you can advance to the next level.

Kwirk is actually three games in one. The most straightforward variation is called "Going Up?". Your goal is to journey upward through an underground maze



When you finish a floor, you're reunited with your girlfriend, Tammy, a real hot tomato.

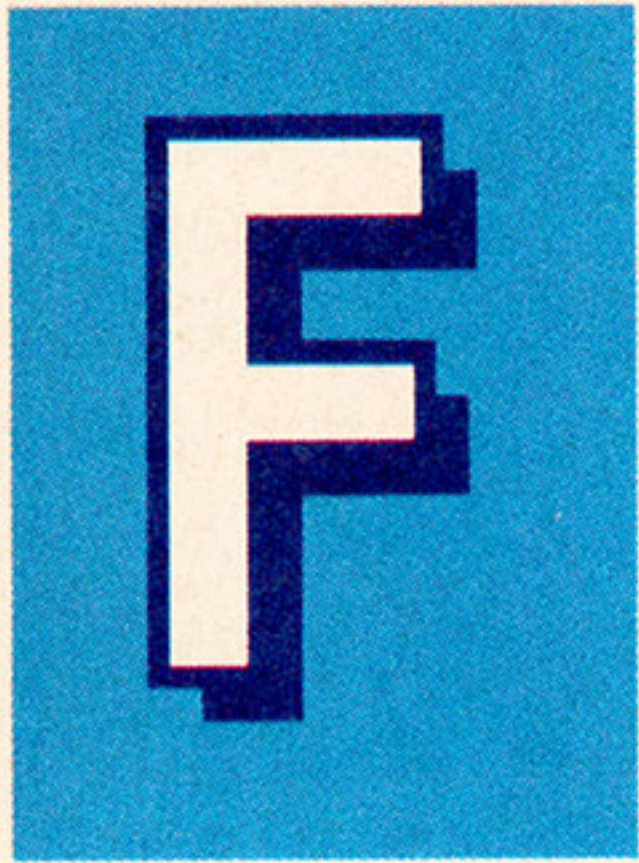
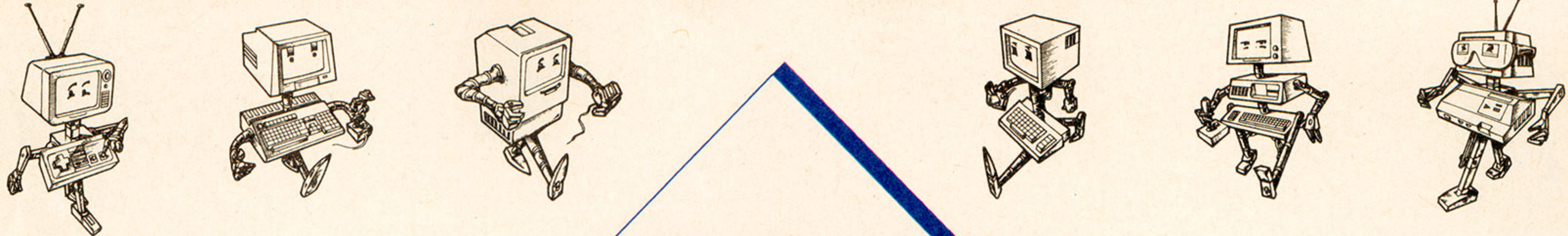
with ten floors, and you can start on any floor you want. On each floor, you find yourself in a room that has various obstacles and a small staircase. You must move the obstacles in order to reach the staircase, and the obstacles are arranged differently in every room. There are ten of these rooms for each of the three difficulty levels.

The "Heading Out?" section of the game has a series of rooms connected horizontally. As you move forward, you keep encountering rooms with turnstiles and obstacles blocking your path. Each of the three difficulty levels has 99 rooms, and you can choose how many rooms you want to tackle.

In the third variation, you can hook two Game Boys together with a video link cable and challenge a second player to a race through the "Heading Out?" rooms. (This mode requires two copies of *Kwirk* — one for each Game Boy.)

Kwirk is an excellent puzzle game that's intriguingly different from most other Game Boy titles.

GP



inally, all those hours spent vegetating as a couch potato in front of the TV are going to pay off. There aren't many times when

knowing the theme song of *The Wonder Years* or the two actors who played SCTV's MacKenzie Brothers is particularly helpful. But in *Remote Control*, knowing the answers to the most trivial trivia is what makes you a winner.

The Nintendo game is based on the TV game show that originated on MTV. Designed as a late-night alternative to talk shows, *Remote Control* quickly earned cult status and was syndicated on other channels. With its irreverent sense of humor, bizarre question categories, and outlandish characters, *Remote Control* is a wild satire of mainstream network game shows.

The questions in *Remote Control* are based on pop-culture music and TV trivia, so don't expect to parade your knowledge of state flowers or Slavic literature. Instead,



Your computer opponents are pretty knowledgeable — only true TV toads will walk away winners.

NINTENDO
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REVIEWS

REMOTE CONTROL

Leslie Mizell

Version reviewed: Nintendo. Hi-Tech Expressions, 584 Broadway, Suite 1105, New York, NY 10012.

SHE STARRED IN "TOP GUN" AND "WITNESS" AND HE'S THE HOCKEY-MASKED KILLER OF "FRIDAY THE 13TH". NAME THEM.

1. KATHLEEN TURNER AND LEATHER FACE
2. KELLY MCGILLIS AND JASON
3. KELLY LEBROCK AND FREDDY

The category for this question isn't "Odd Couples." *Remote Control* has a little more pizzazz. Ring in with your choice of the correct "Beauty and Assassin."

you'll face questions from such categories as "Bald Men," "Six Feet Under," and "Beauties and Assassins."

The questions are all multiple choice, and you have only five seconds to answer. The time limit makes *Remote Control* move much faster than other Nintendo game show adaptations in which you have to type in your answers. But



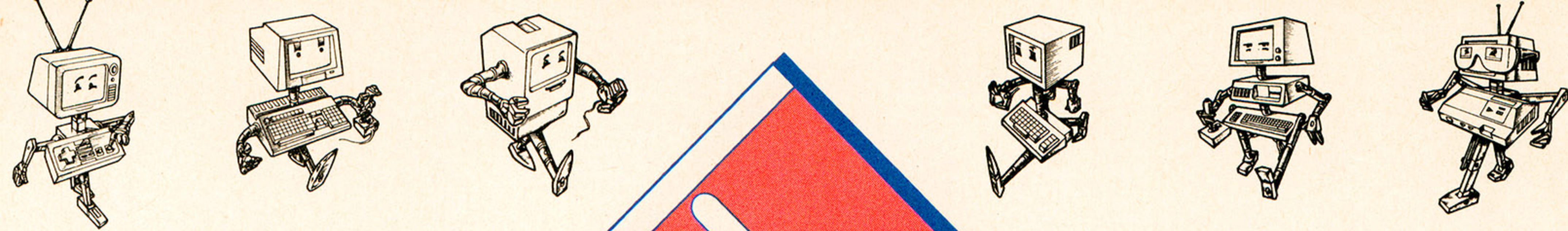
Your host's style runs more toward nervous twitches than slick charisma. But even he has more class than Ranger Bob.

even though there's more pressure to answer quickly, don't expect any real stress. The game is often broken up with interruptions from Ranger Bob, the Home Shopping Zone, or, of course, Snack Time.

After two rounds of multiple-choice questions, the two contestants with the highest scores enter the "Think Real Fast" competition. For example, the host may say, "We've taken the titles of popular movies and have replaced one word with a type of foreign currency." The answers to ten or so questions are then listed on the screen, and you have to scroll up and down to choose the correct answers. To win requires a mind twisted by hundreds of hours of TV viewing.

Remote Control is a lot of fun for anyone who's spent many hours watching the tube. It moves quickly, the computer opponents are neither idiots nor geniuses, and the humor is as wacky as it is on TV. But, gosh, we missed the "Wheel of Jeopardy" that always ends the TV show!

GP



T

odd Mitchell Porter spent eight years developing and perfecting *Knights of Legend*. As a result, a consistent and very personal design philosophy is evident in every aspect of this impressive fantasy role-playing game.

K.O.L. is a vast game that's full



Graphics are a strong point in this game — about as good as EGA can get, in fact.

of detail, yet easy to play. *Everything* you can do is selected by pointing to and clicking on a simple, logical symbol. If you want to eat or talk, for instance, just click on the open mouth icon.

Also impressive are the richly



You can view each character — and everything he, she, or it is wearing, carrying, or armed with — simply by clicking on an icon.



KNIGHTS OF LEGEND

William R. Trotter

Version reviewed: IBM, Tandy, and compatibles; 384K minimum memory; CGA, EGA, Tandy 16-color, and Hercules monochrome graphics; mouse optional but recommended. Also available for the Apple II and Commodore 64. Origin, P.O. Box 161750, Austin, TX 78716.

colorful graphics. When we first saw the game, it seemed to be rendered in VGA graphics. Instead, it's just a good example of how spectacular EGA graphics can be in the hands of a good artist.

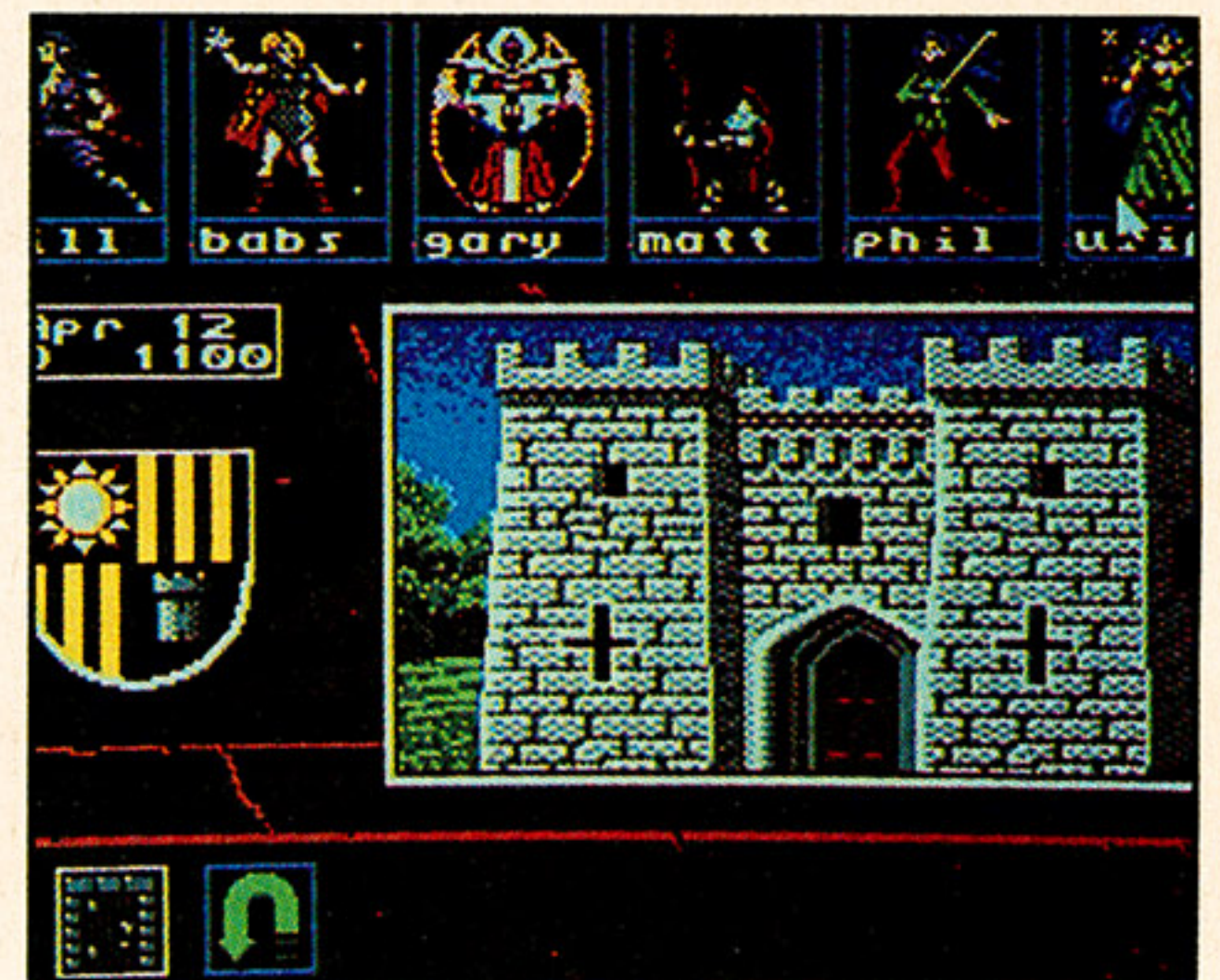
K.O.L. provides a whole world to explore, a variety of characters to create and develop, plenty of foes to battle, and a host of mini-quests to undertake...if you can bring your party of adventurers to a level of effectiveness that gives them a fighting chance.

That's not easy. The game has illogical quirks that make it sadistically difficult to build up your party. For instance, you cannot safely save a game unless you return to town, go to an inn, and waste a lot of money to spend the night. And unless you save after virtually every early victory, you

may *never* get beyond the elementary stages and into the real quests. Catch 22: If you save frequently, you won't have enough money to buy the weapons, armor, and training that allow you to win victories!

Another flaw is that your warriors don't improve with experience. No matter how many battles they fight, they get stronger only if they train, which costs exorbitantly.

Moreover, the combat system is infuriatingly stacked against you. For example, one member of your party is a powerful winged creature capable of bearing swords and bows aloft. But he's almost



Be sure one of your adventurers visits the wizard's tower as early as possible and obtains at least one good spell.

worthless when attacking enemies from the air. All that wingspan, and he can't even hover?

Veteran role-players may take such idiosyncracies in stride, but novices may find the early levels so frustrating that they'll give up long before reaching the more fascinating stages. Experienced role-players, however, will probably love *Knights of Legend*. In most respects, it really delivers the goods.

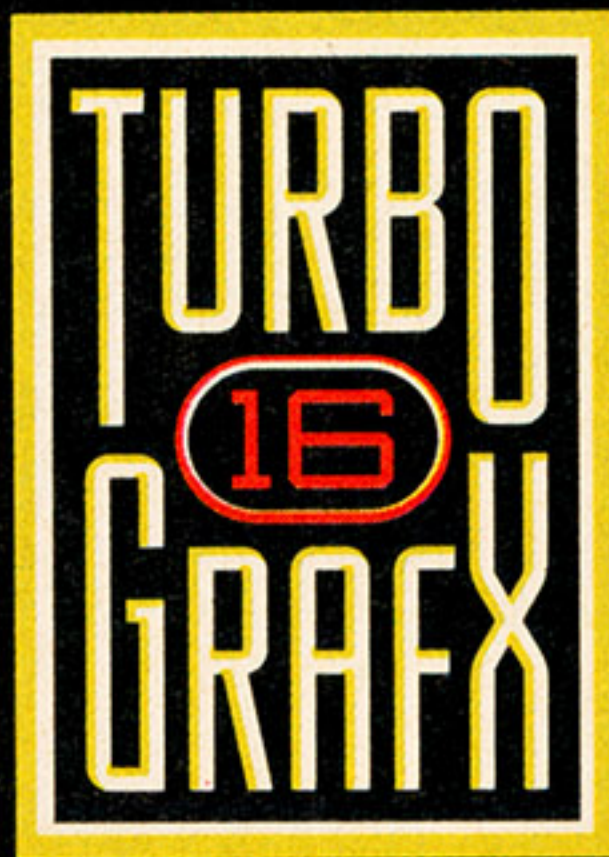
GP

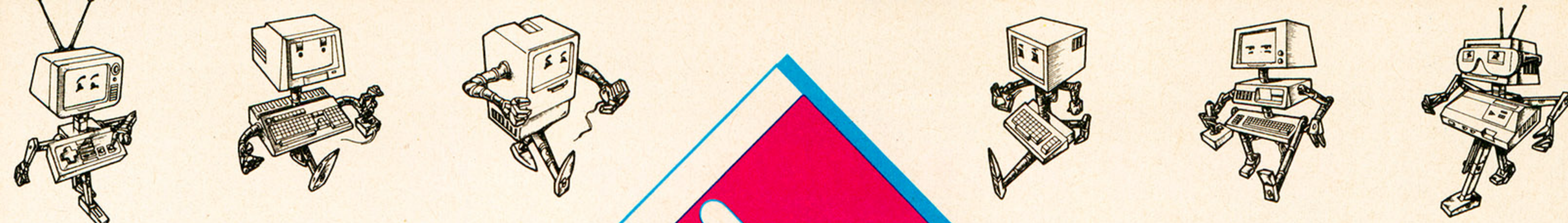
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When Psygnosis released *Blood Money* for the Amiga last year, we wondered how anyone

could top its dazzling graphics and breathtaking animation. Psygnosis promptly responded with *Shadow of the Beast*, a startlingly beautiful game which significantly advanced the quality of computer shoot-em-ups.

Now Psygnosis has again accomplished the seemingly impossible: a PC-compatible version of *Blood Money* that comes remarkably close to matching the original Amiga version.

Blood Money successfully brings the British "Psygnosis look" to PCs for the first time. It has the most impressive animation we've ever seen in a PC shoot-em-up.

True, you need a lot of hardware to thoroughly relish *Blood Money*. Although it runs on most



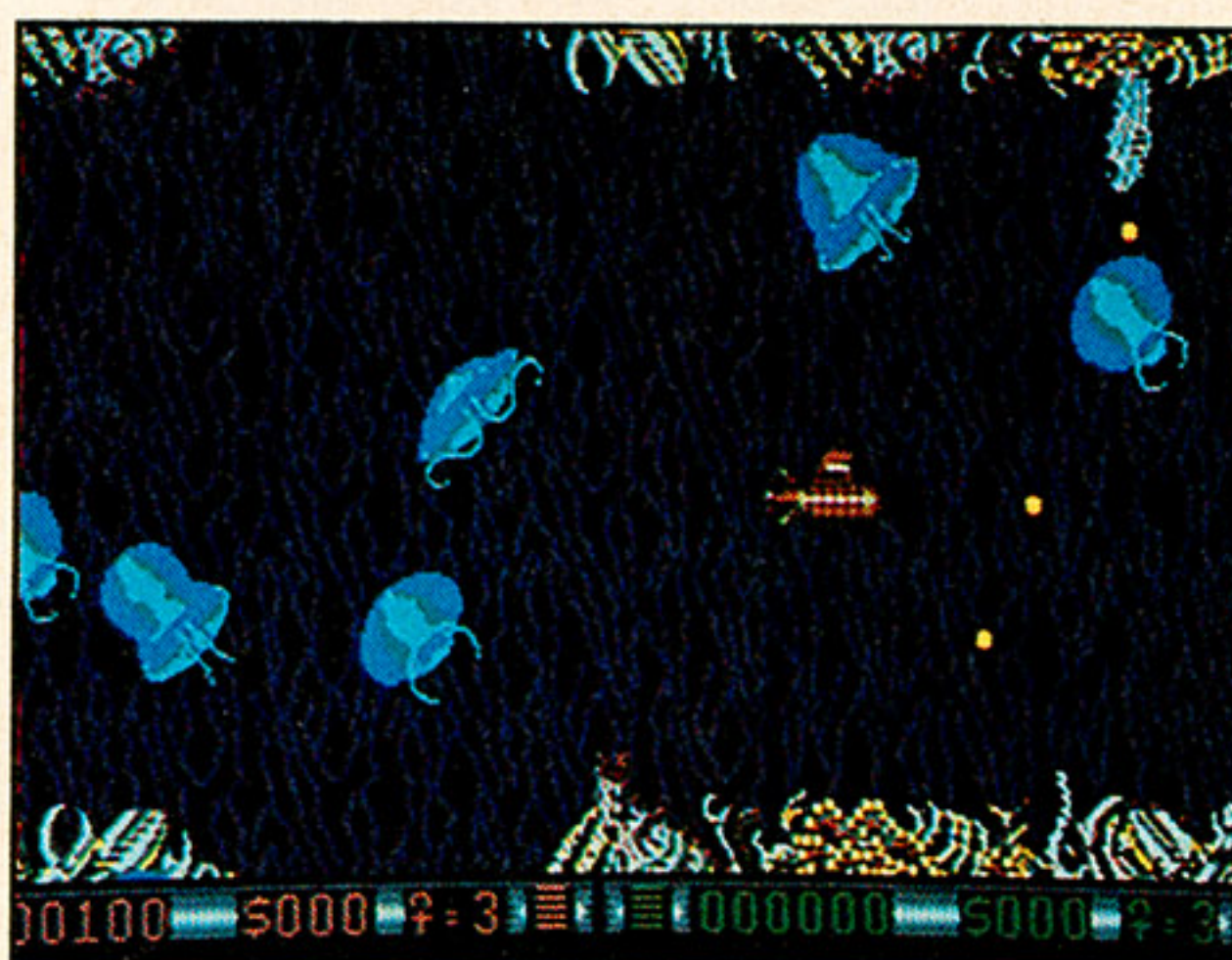
The PC version of *Blood Money* has the same schools of animated jellyfish that were such an impressive feature of the Amiga version.



BLOOD MONEY

Tom R. Halfhill

Version reviewed: IBM, Tandy (3000 and above), and compatibles; 640K minimum memory; EGA or VGA with minimum 256K video memory; joystick optional. Also available for the Amiga and Atari ST. Psygnosis, 122 Century Buildings, Tower Street, Brunswick Business Park, Liverpool, U.K. L3 4BJ.



Although this EGA screen shows that *Blood Money* looks best in VGA, the graphics are still outstanding.

EGA-equipped PCs, we highly recommend VGA and an AT-class computer with a fast 80286 or 80386 chip. And you'll probably have to remove all memory-resident programs and temporarily modify your CONFIG.SYS file to free up

the full 640K of RAM that *Blood Money* demands.

But the fuss and bother is worth it. Although the blow-your-socks-off introduction that made the Amiga version instantly famous is missing, the rest of the game is virtually identical. Controlling a helicopter, submarine, jet-pack, or spaceship, you must fight your way through four different worlds of wicked creatures and terrifying hazards. By collecting the cash dropped by destroyed enemies, you can purchase more advanced weapons, stronger defenses, and extra lives. There's even a multi-player mode that lets two people



The further you go in *Blood Money*, the more amazing sights you see. However, it's not easy to get very far in this game.

double their chances by fighting side by side.

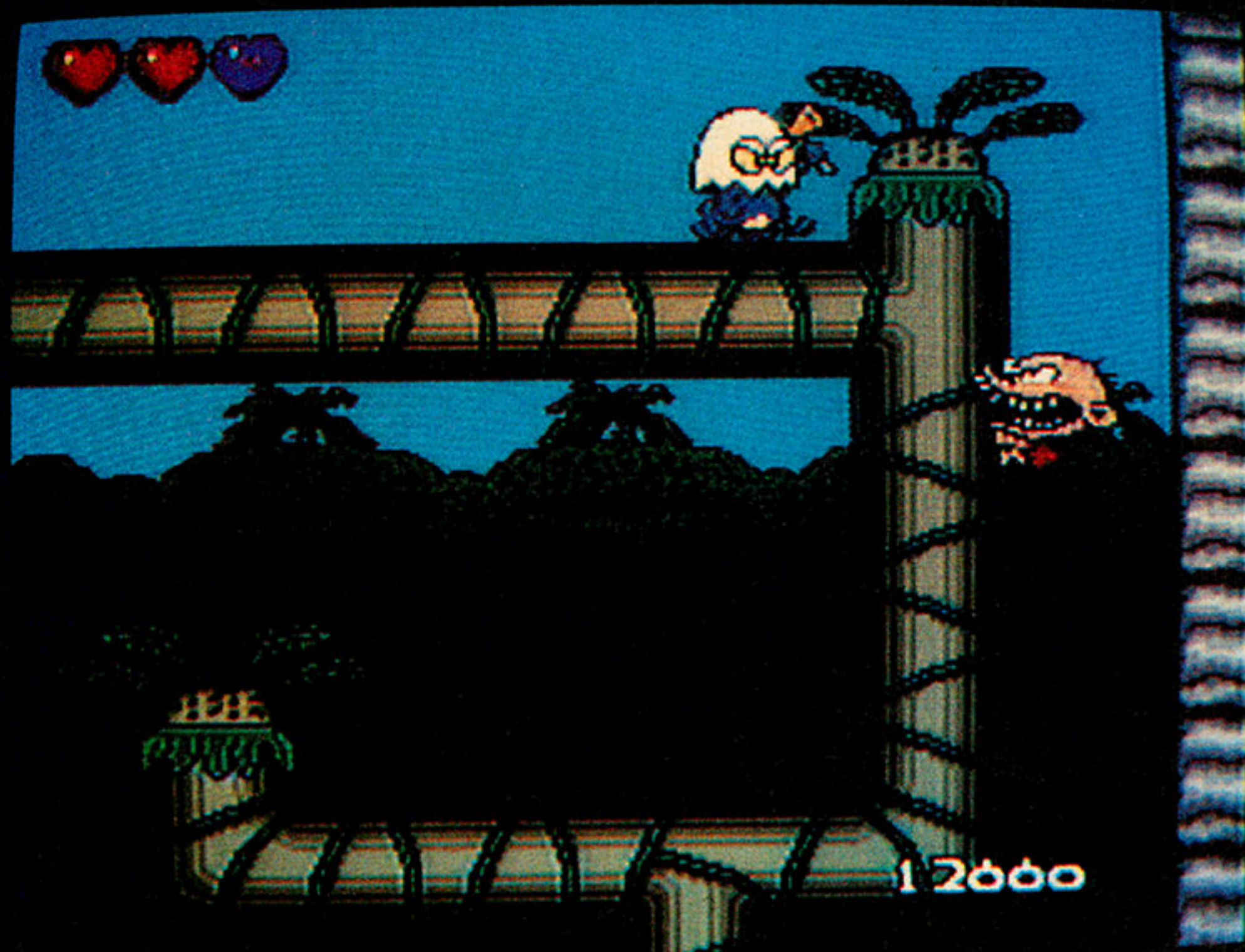
One caution, however: *Blood Money* is a difficult game. If your arcade reflexes have atrophied due to the scarcity of good shoot-em-ups for PCs, you might want to warm up on a Nintendo machine first. Only the most skillful players will advance far enough in *Blood Money* to fully experience its resplendent graphics.

GP

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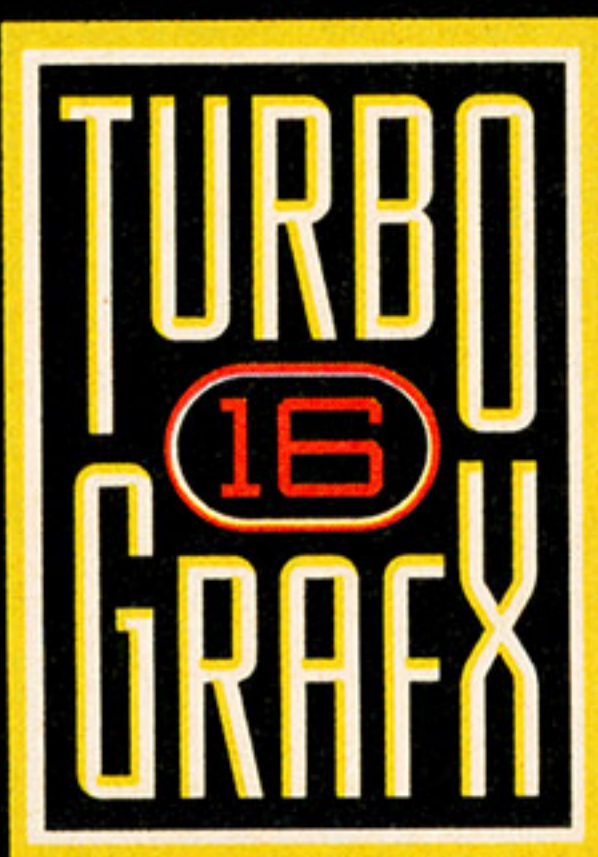
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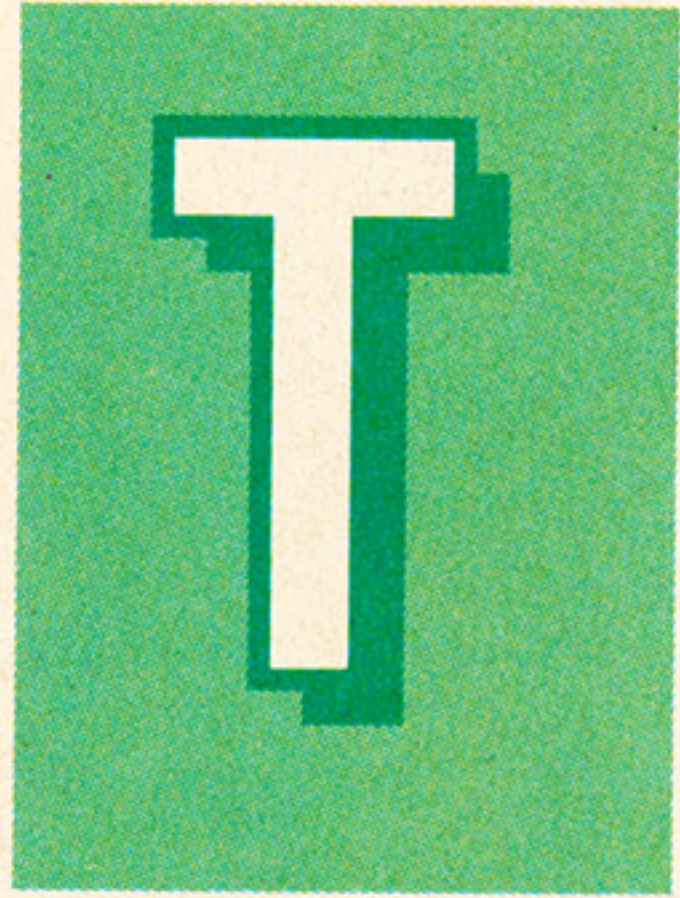
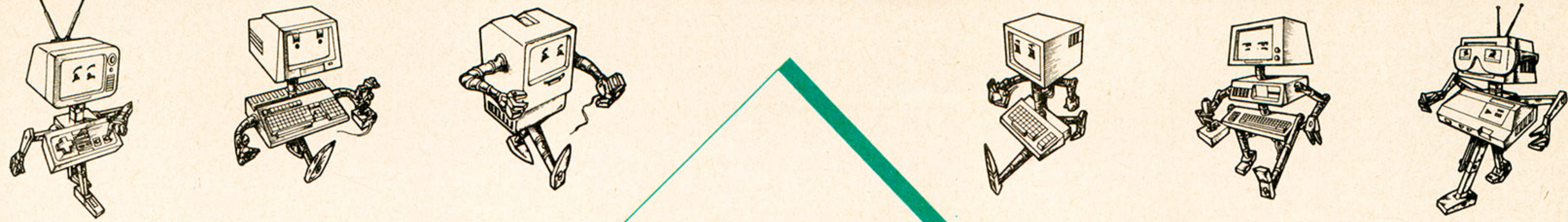


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attacks, huge mutant bosses



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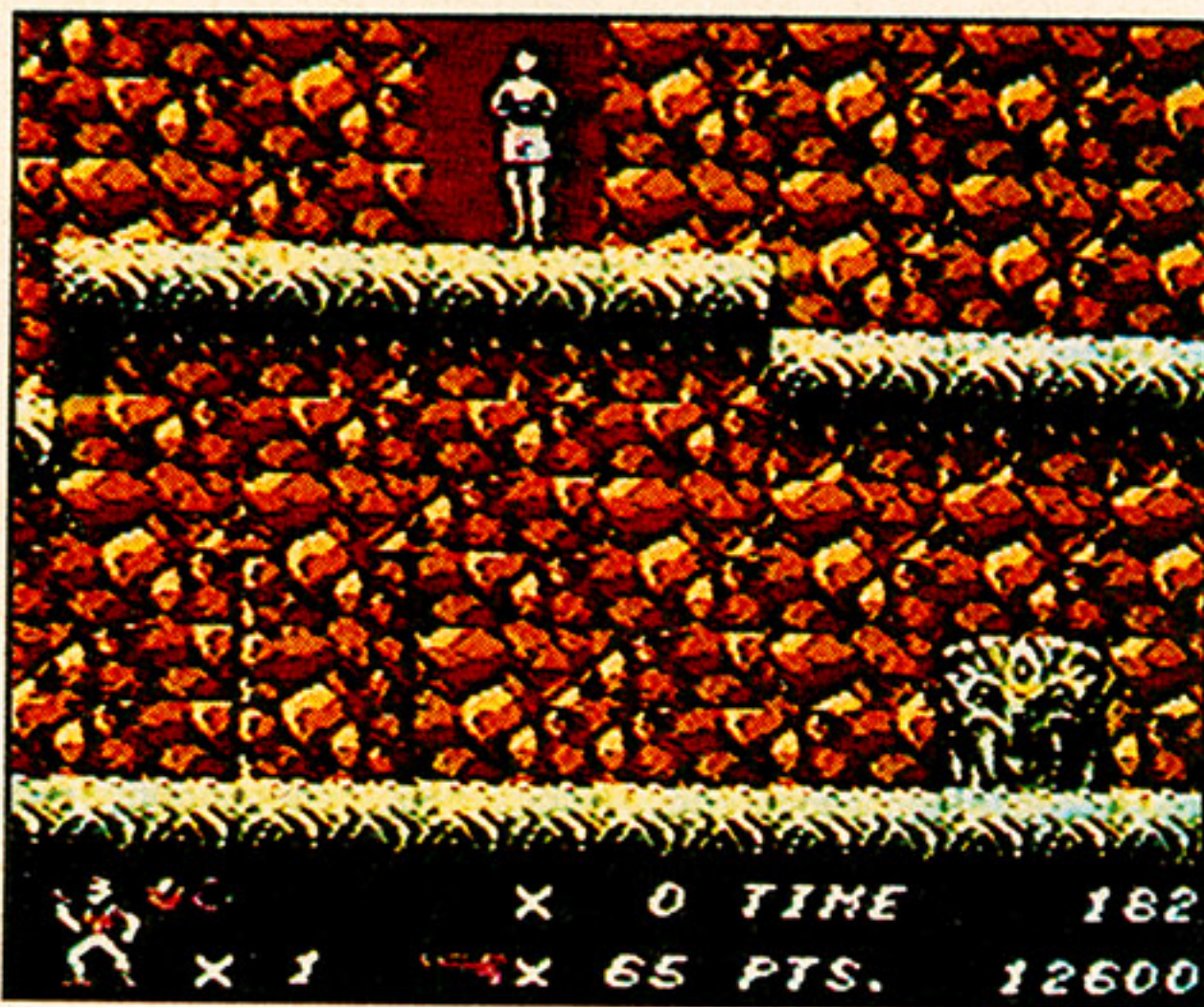
NEC



he war on drugs isn't just a story on the evening news anymore. No fewer than three new Nintendo games feature

an anti-drug theme — *Narc*, *Raid 2020*, and *Code Name: Viper*.

In Capcom's *Code Name: Viper*, a Central American drug lord has kidnapped innocent American citizens to use as bargaining tools. But the U.S. government, anxious to avoid another hostage-deal scandal, is in no mood to bargain. Instead, the government sends you south to rescue the hostages.



Be sure to check every door. Behind them are prisoners, soldiers, power items, and fellow agents with the bombs you must find to continue.

As a top-secret commando, you must infiltrate the drug lord's stronghold and free the terrified citizens. The stronghold is closely guarded and filled with secret doors. You have to kill or evade the mercenary guards and find your way to the drug lord's headquarters, rescuing hostages along the way.

NINTENDO REVIEWS

CODE NAME: VIPER

Leslie Mizell

Version reviewed: Nintendo.
Capcom, 3303 Scott Boulevard,
Santa Clara, CA 95054.

While sneaking through the fortress, watch for hidden doors in the walls. Behind them you can find better firearms, power items, extra ammunition, and anxious hostages. But you're just as likely to be surprised by an enemy soldier.

Behind some doors are fellow agents. They'll supply you with



Scroll to the right very slowly. It's a lot easier to take on soldiers one at a time than in a group — especially if your footing isn't that secure.



When you enter the forest, things start to get hairy. Mercenaries jump out of the foliage without warning, so be on the alert.

the bombs you'll need to destroy the doors that block your exit from each section.

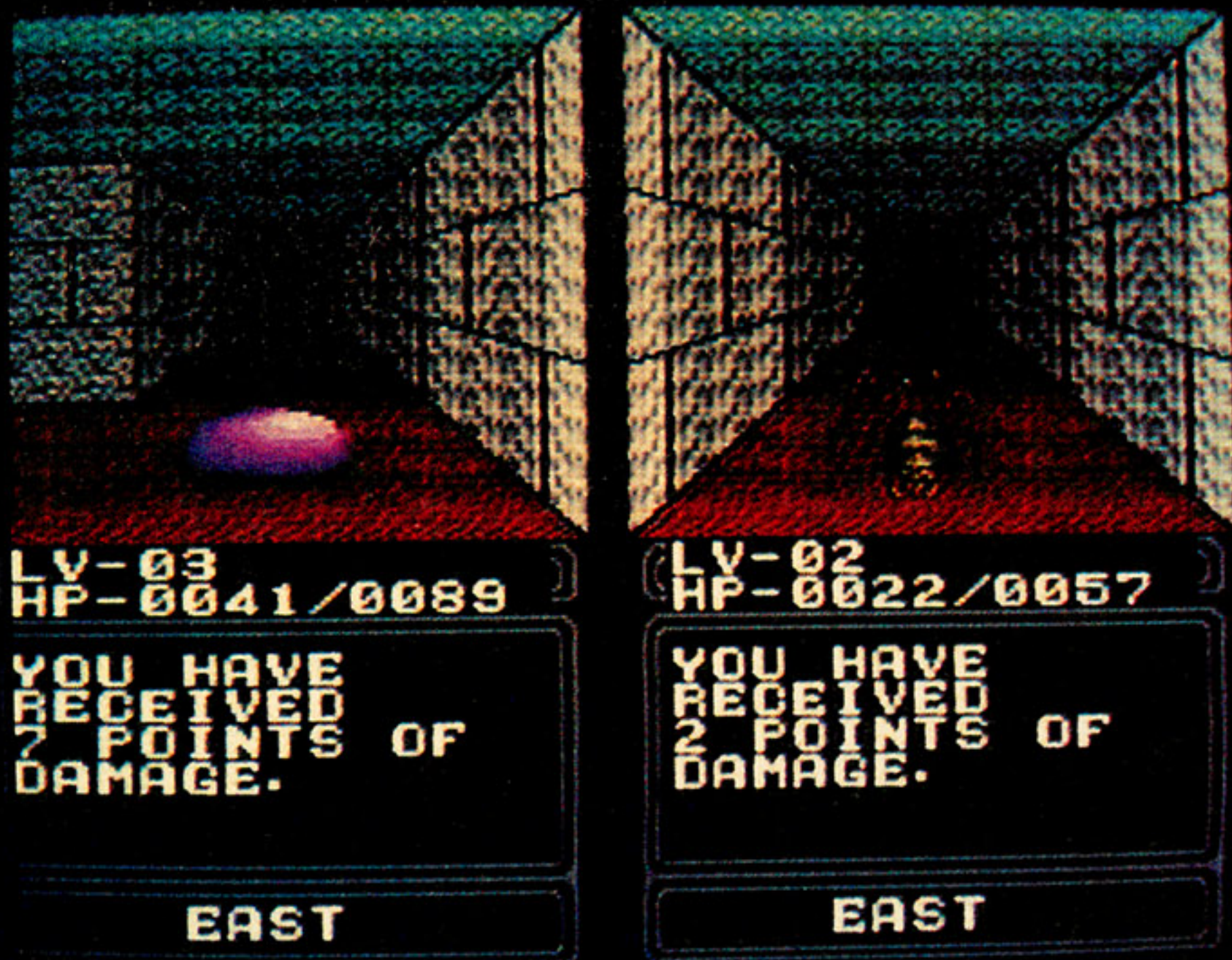
Meanwhile, of course, you face a never-ending stream of enemy soldiers. They drop down from ledges, pop out of hidden passageways, and dart from behind columns and windows. But they always follow the same patterns, and you can tell how difficult they'll be by the color of their uniform. When you finally face the drug lord, however, it's a memorable experience.

Code Name: Viper is very similar to another game for Nintendo, Tengen's *Rolling Thunder*. But there's more variety in *Viper*, and the graphics are richer. The anti-drug theme is obviously a gimmick designed to capitalize on a hot topic, but it really has little to do with the game play.

Code Name: Viper is as challenging and as enjoyable as the Capcom games that preceded it. *Viper* can join *Commando*, *Bionic Commando*, and *Strider* as one of the best military shoot-em-ups available for Nintendo.

GP

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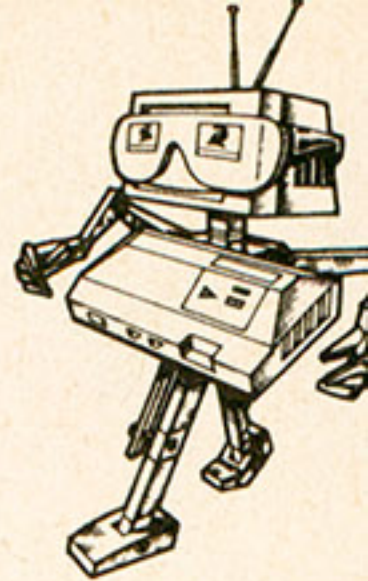
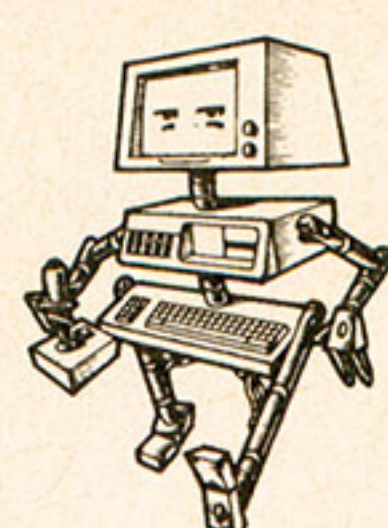
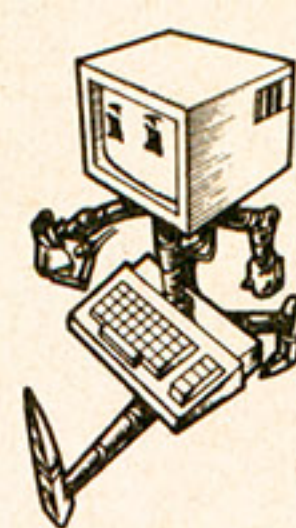
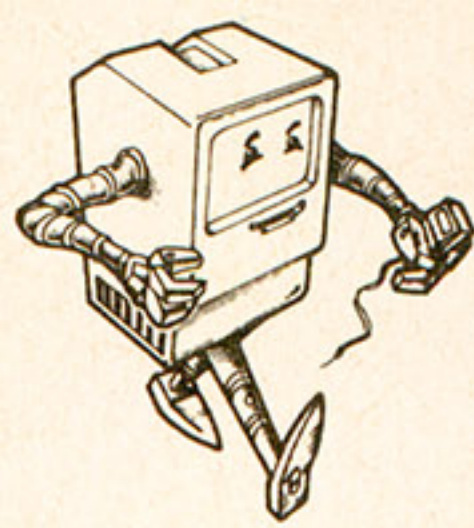
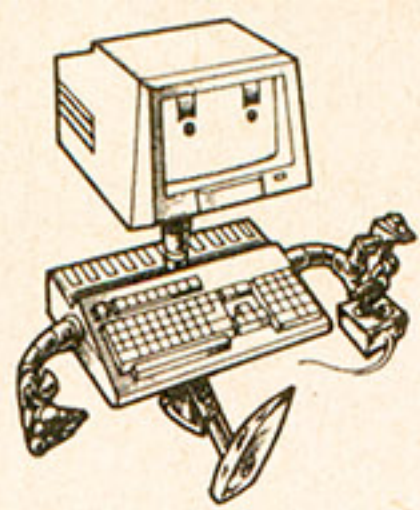
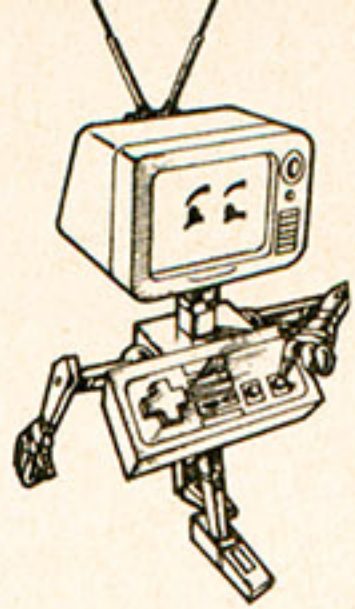
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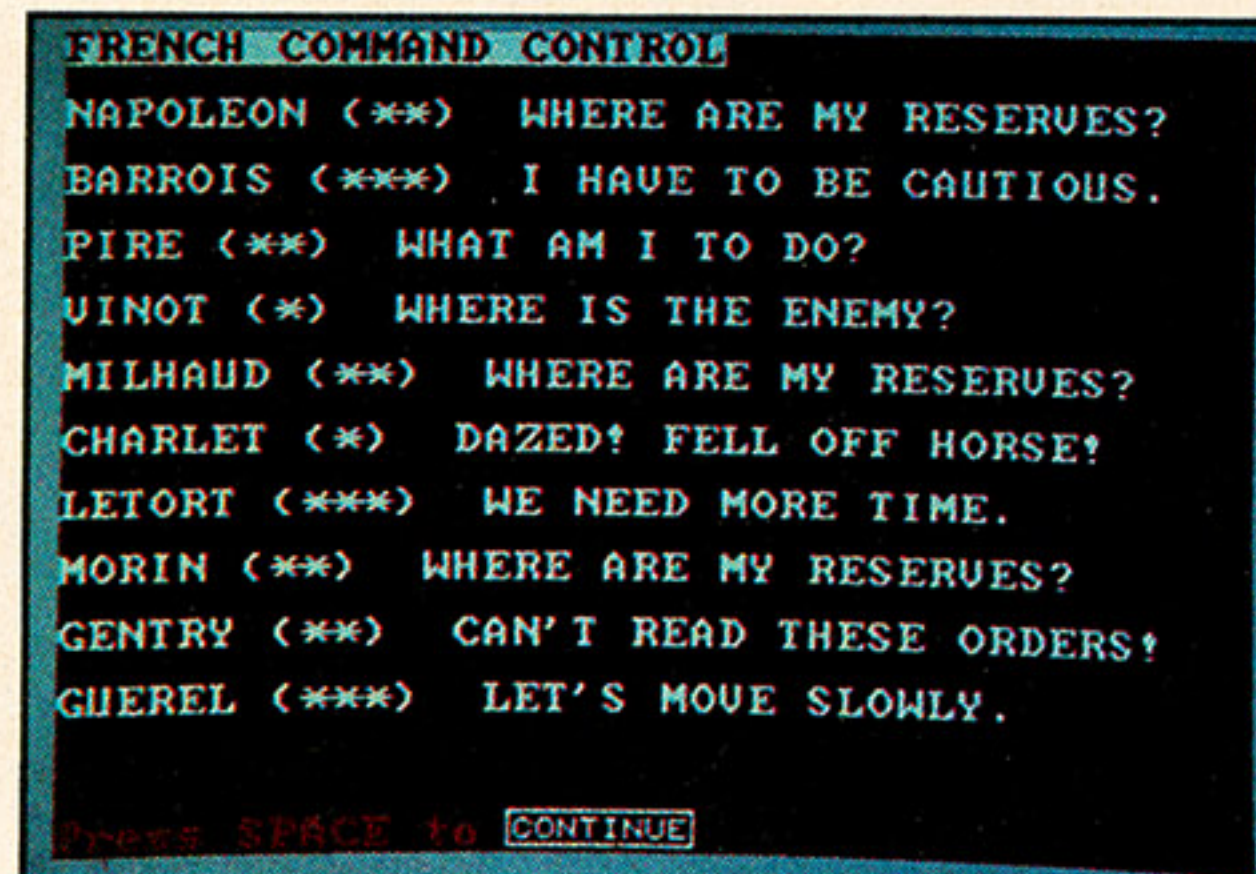
BATTLES OF NAPOLEON

William R. Trotter

Version reviewed: IBM, Tandy, and compatibles; 512K minimum memory; CGA or EGA graphics. Also available for the Commodore 64 and Apple II. Strategic Simulations Inc. (SSI), 675 Almanor Avenue, Sunnyvale, CA 94086.

construction set that allows you to customize maps, military units, and every variable of morale, firepower, and leadership. With a little imagination, you can create dozens of "alternate universe" Napoleonic armies, then campaign with them over landscapes of your own invention.

The most admirable thing about *Battles of Napoleon* is the smooth, elegant, incredibly fine-tuned playing system that simulates the tactics of the smoothbore era. Everything that could possibly influence the outcome of a battle has been factored in. The command menu offers a number of extremely subtle options that, individually, seem to have only



In the Command Control phase, you try to position the most capable leaders where they will do the most good.

the most minute effect. But over the course of a day-long battle, the cumulative result of these factors can be profound.

Because of the game's detail, range, and complexity, it is not easy to master. Be prepared to struggle a bit until everything



Fine-tune your tactics on the main battle screen. Firing at your opponent's flank always inflicts heavier losses than firing straight ahead.

suddenly falls into place.

Battles of Napoleon has a few minor flaws. The instructions are more thorough than clear, and the graphics are only so-so. Nevertheless, this is one of the finest grand-tactical war games ever published, and it gives impressive value for its asking price.

GP

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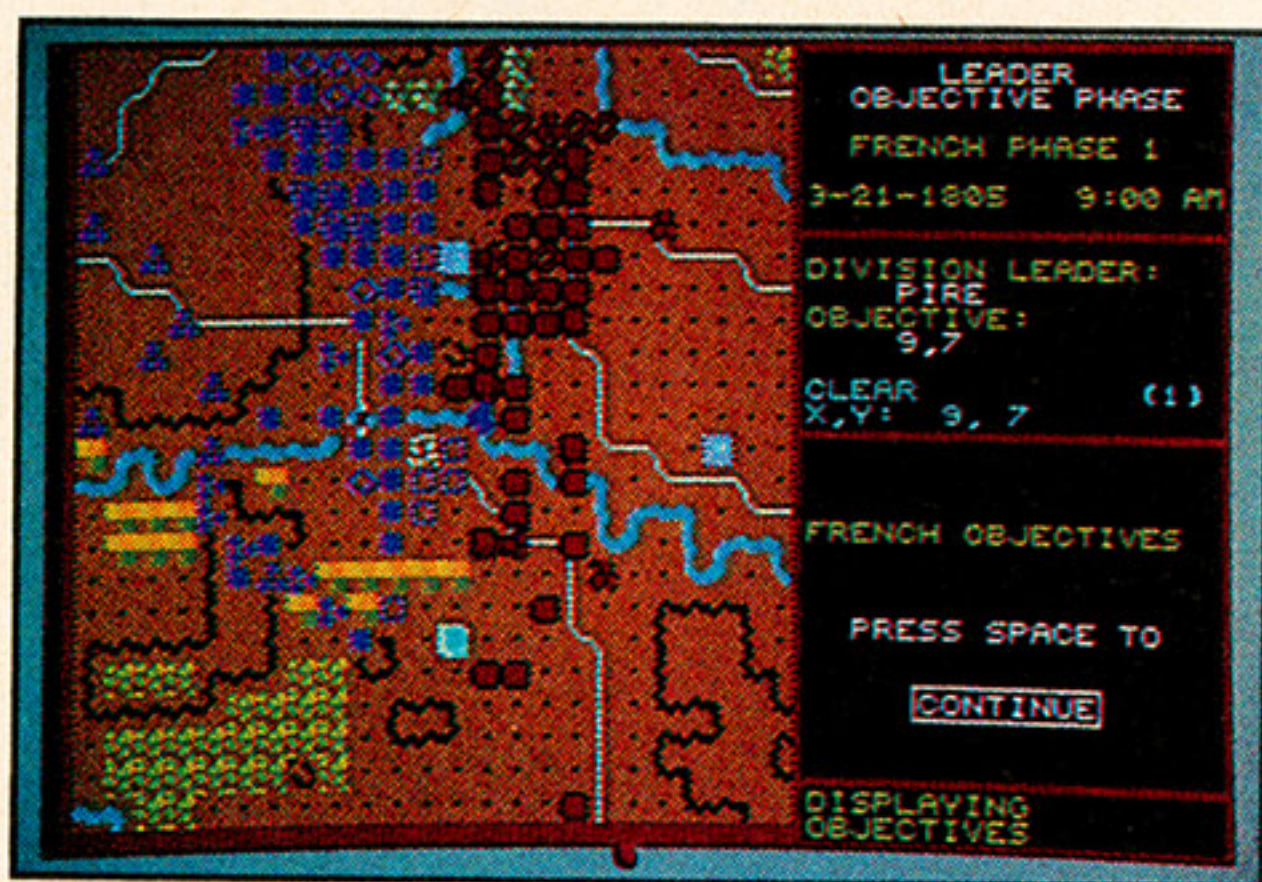
trategic Simulations has finally brought out a PC version of its award-winning *Battles of Napoleon*, and most war gamers will find

that it was well worth waiting for.

The battles re-enacted here are Borodino, Quatre Bras, Auerstadt, and of course Waterloo. History buffs will relish the chance to take command of the French or the Allies and refight these crucial engagements. Waterloo, in particular, was such a close-run battle (to borrow a phrase from the Duke of Wellington) that a few different movements here and there could bring about a totally different outcome.

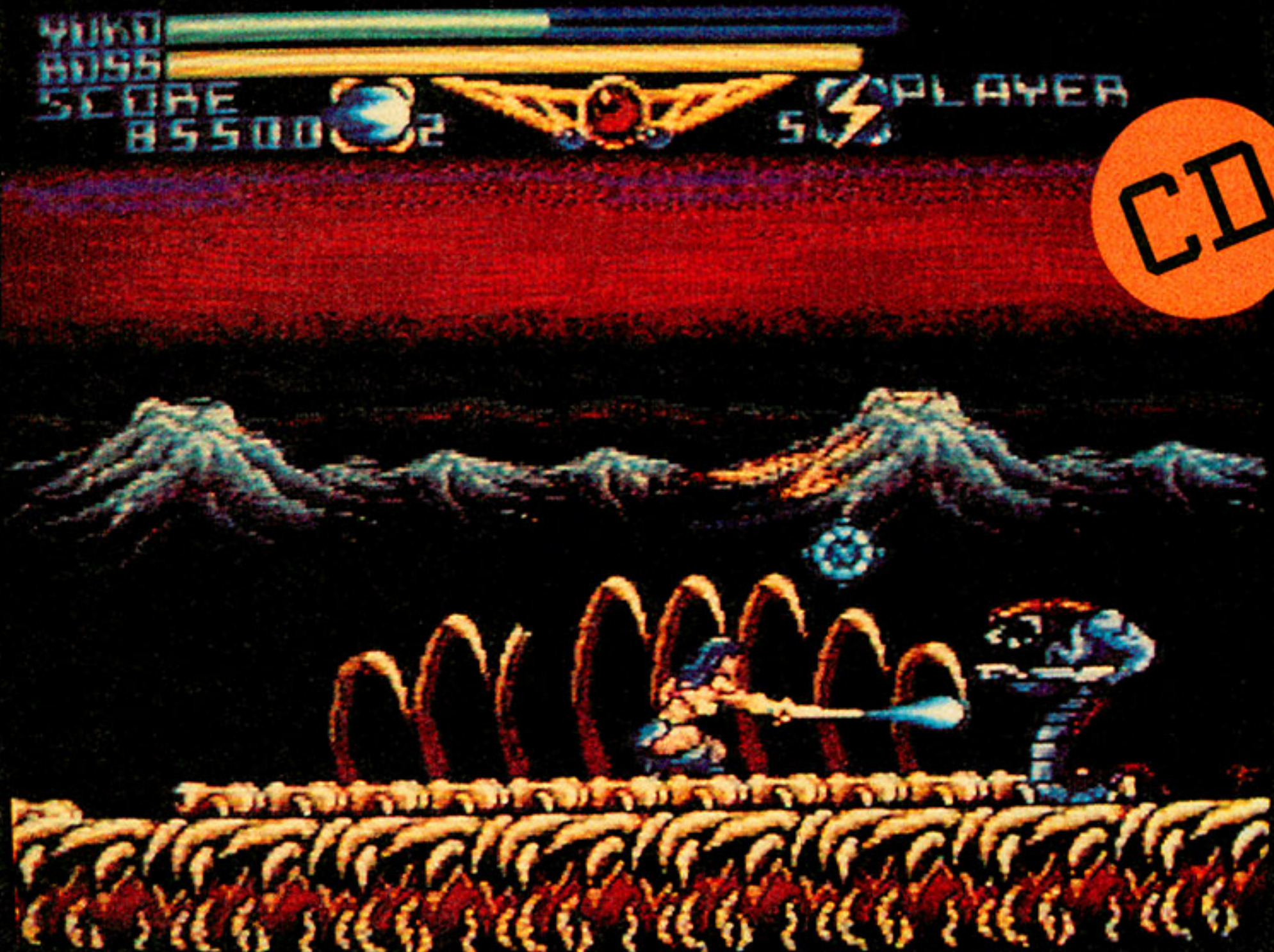
Once you tire of restaging these four historical battles from different angles, there's a randomizing option which allows the computer to generate its own maps and troop formations. This adds hundreds of hours of play value to the game.

There's more. SSI includes a

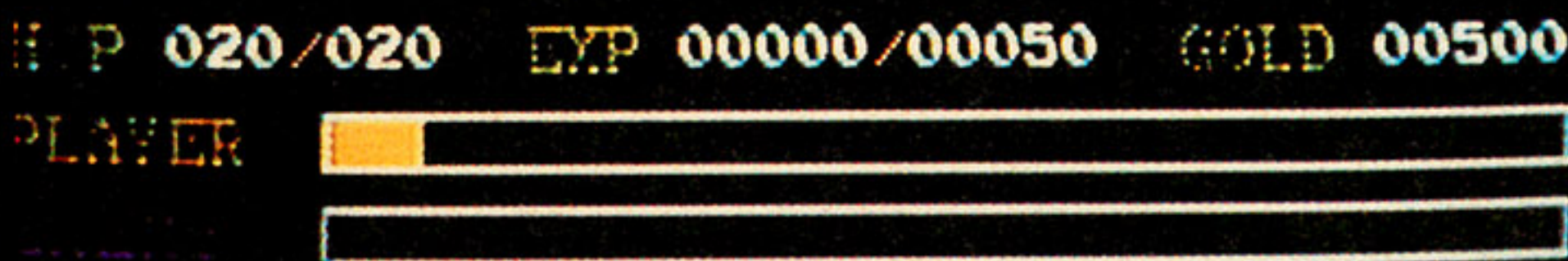
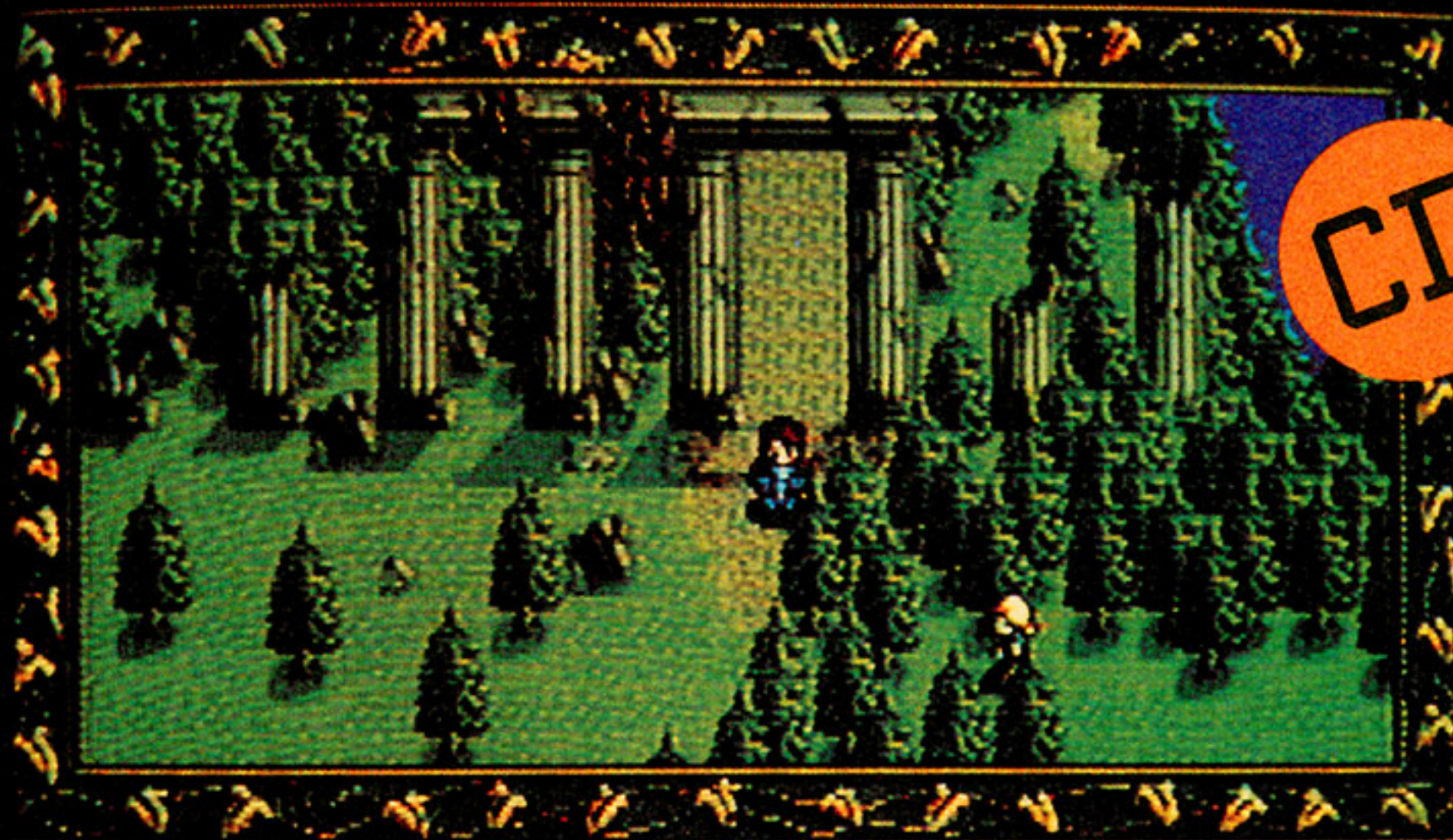


On the Objective screens, you can highlight both your and the enemy's main objectives for the upcoming battle.

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- Keith Courage in Alpha Zones
- Bonk's Adventure

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- Alien Crush
- Pac-Land
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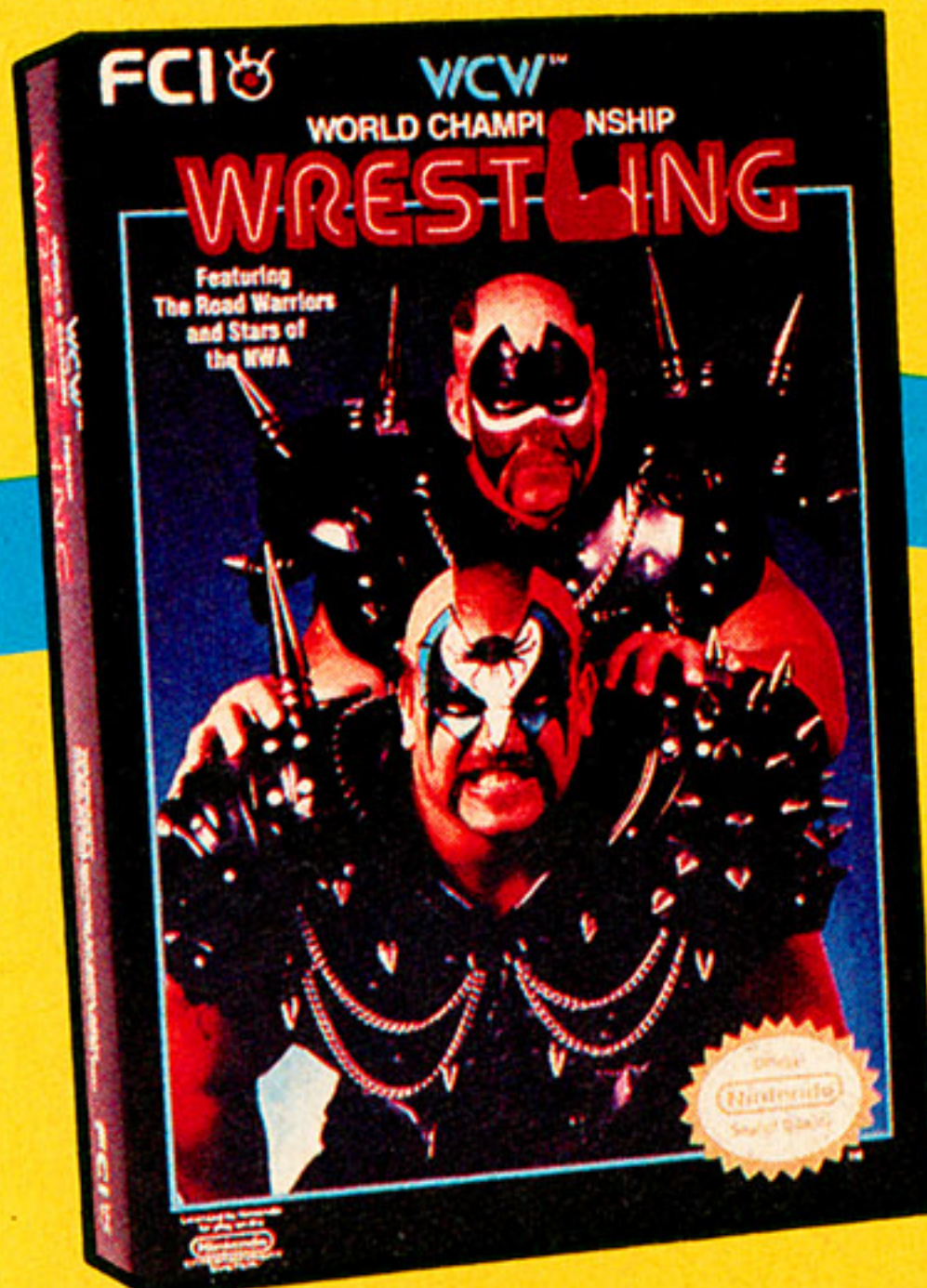
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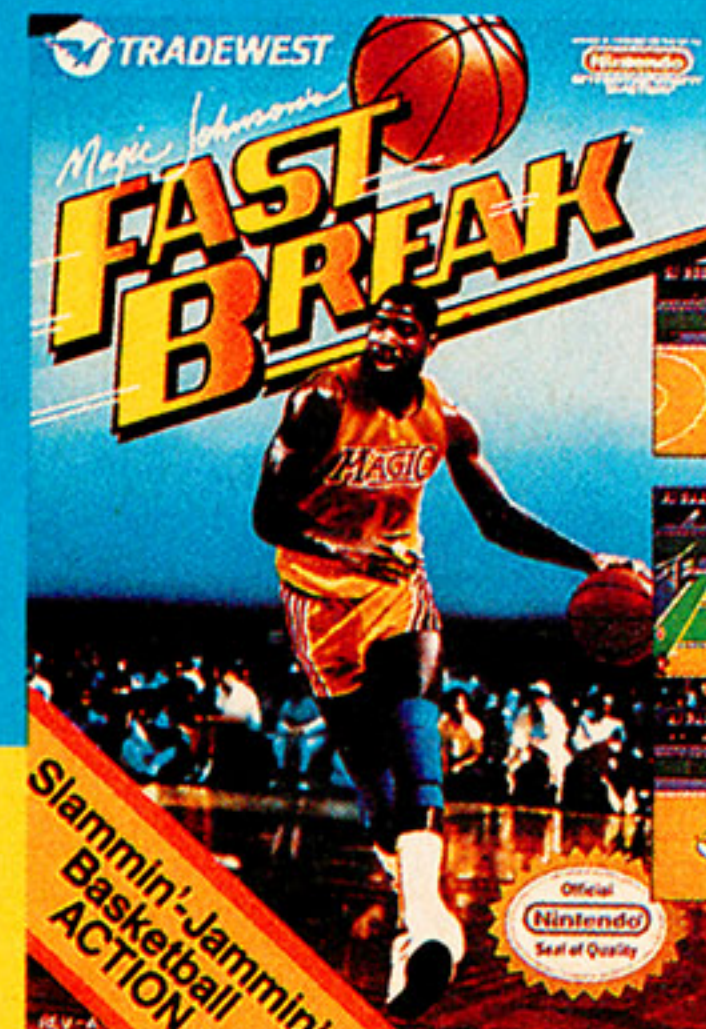
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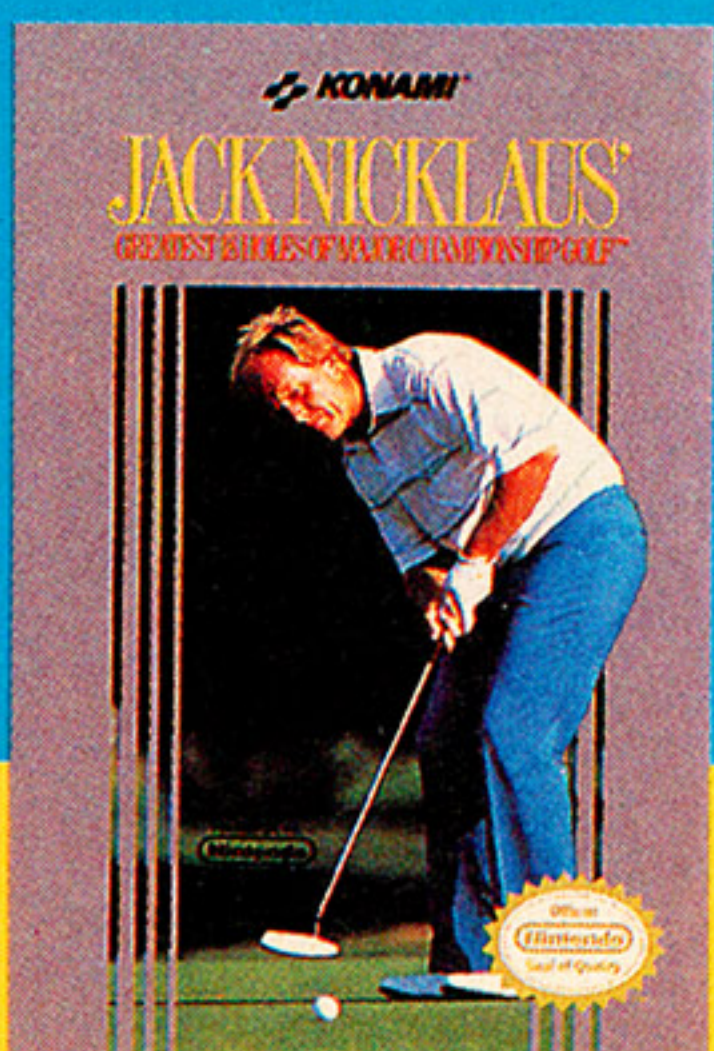
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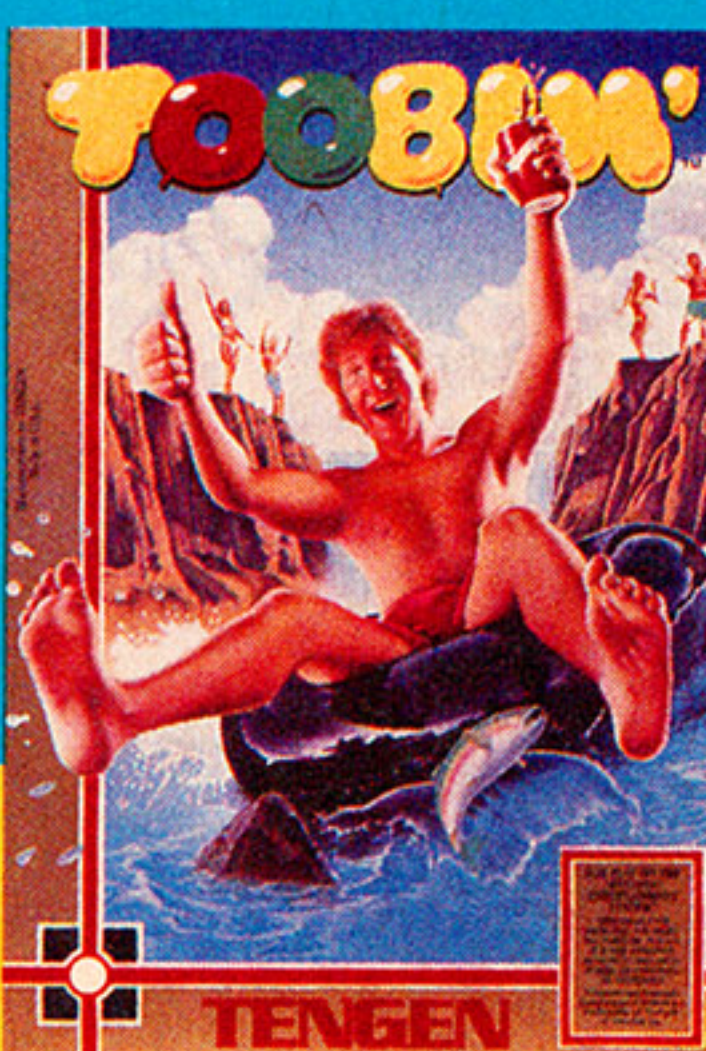
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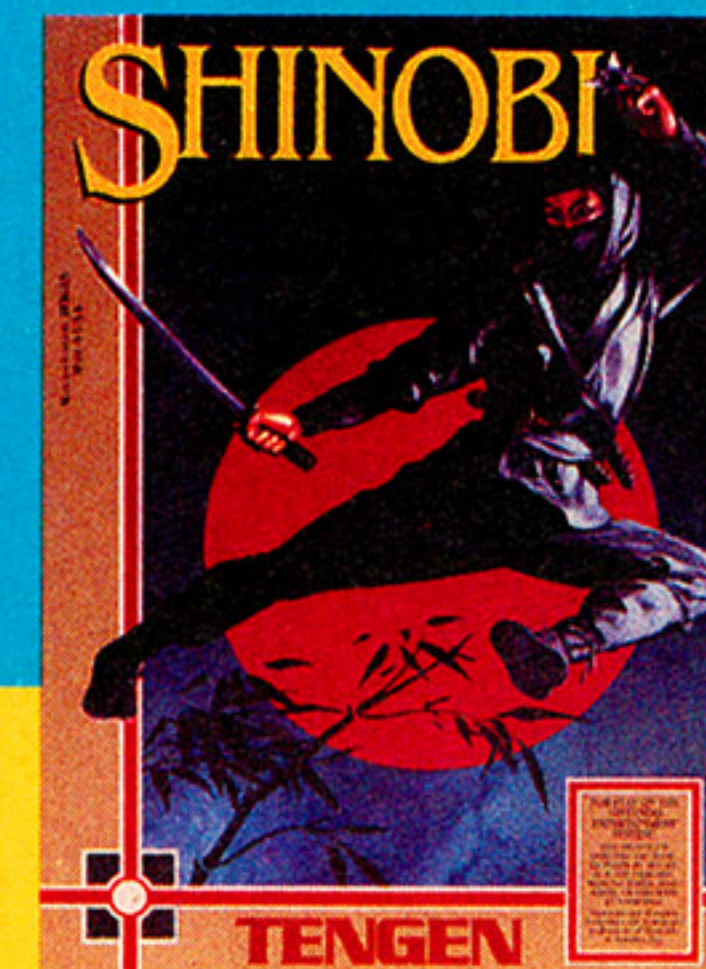
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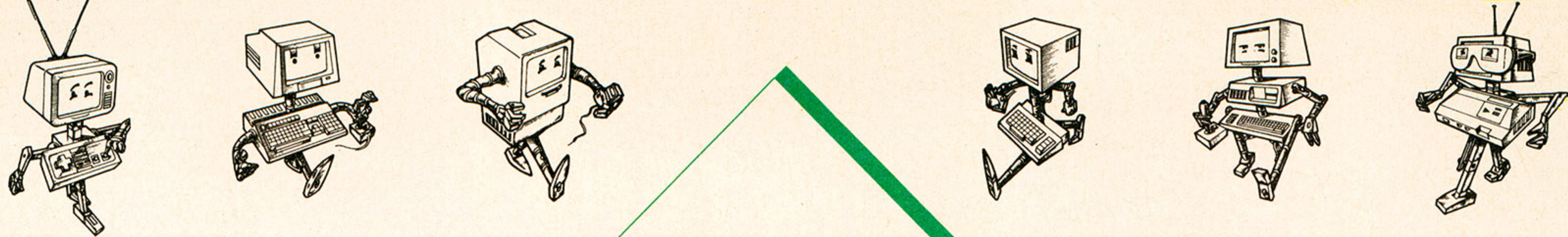


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REVIEWS

RIVER CITY RANSOM

Gary Meredith

Version reviewed: Nintendo. American Technos, 10080 North Wolfe Road, Suite SW3-372, Cupertino, CA 95014.

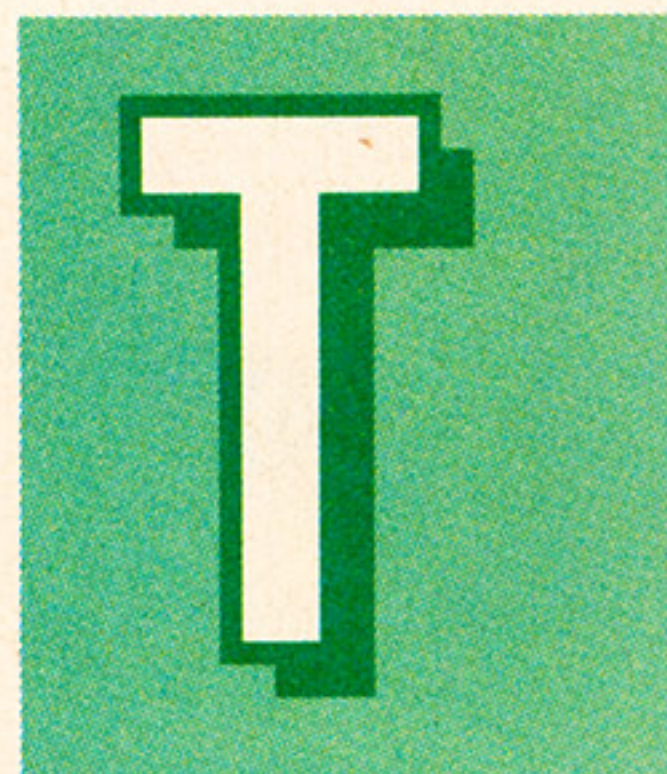
more effective weapons. Our boys are certainly not above using any lead pipes, tires, brass knuckles, or garbage cans they might happen to appropriate from defeated foes. They're also not above going through their enemies' pockets for spare change. After all, a fellow's got to eat to keep up his strength, doesn't he? Alex and Ryan are growing boys, and they need all the pancakes and sushi they can afford.

On their quest to save River City (and, incidentally, to rescue Ryan's girlfriend), our heroes meet a variety of enemies. Each group of enemies fights differently, so you'll have to vary your fighting strategy. Some gang members fight as a group, while others attack you

one at a time. There are some gangs that fight only with their hands, while others stand off and throw things at you. There are even a few who can only take one or two punches before they run off, crying.

River City Ransom brings some humor and cartoonish graphics to an area of videogaming that often takes itself a little too seriously.

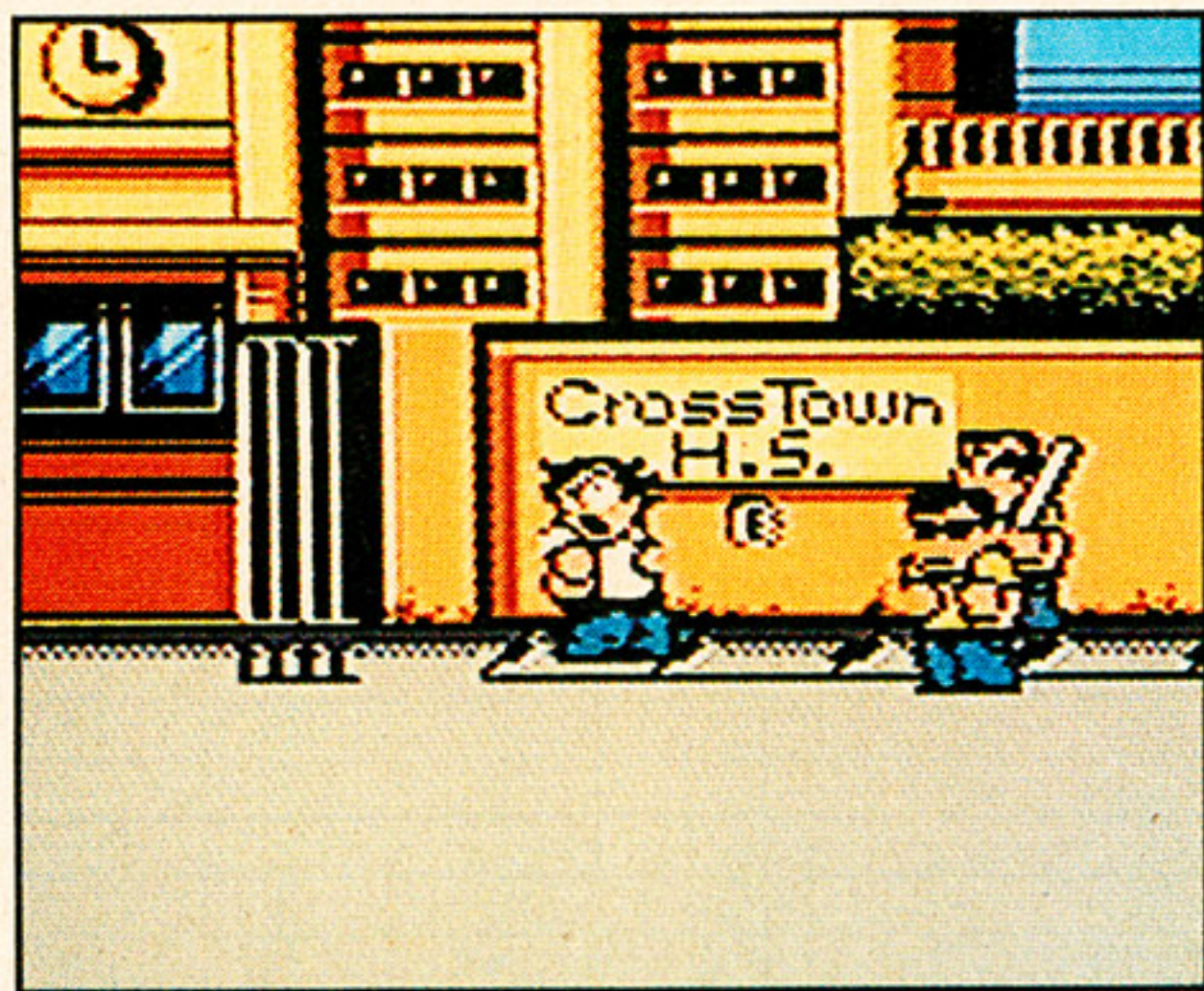
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Today, River City — tomorrow, the world!" Or at least that's what Slick, the top drug lord in town,

would have everyone believe.

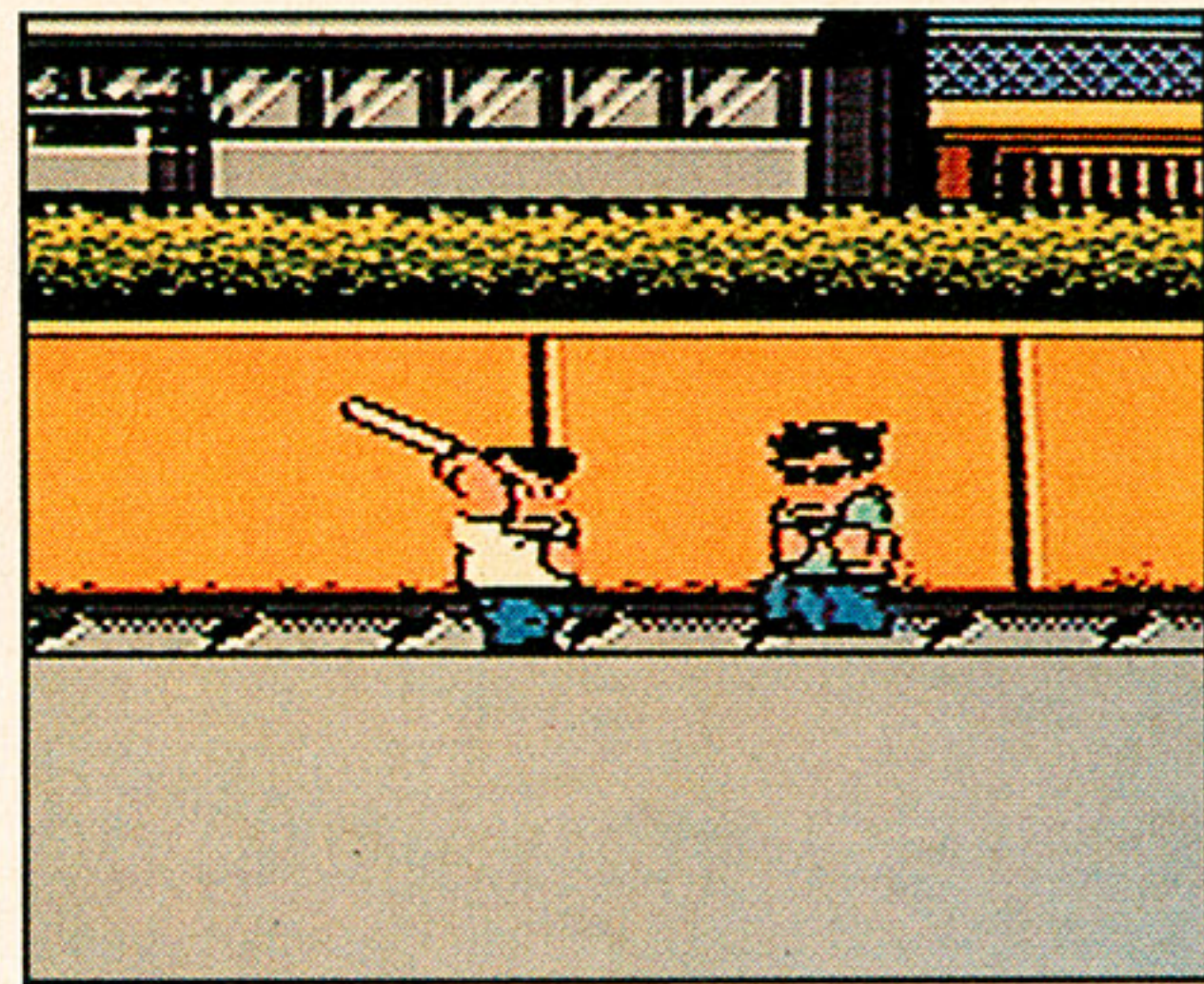
Everyone, that is, except Alex and Ryan. They weren't in school the day Slick and his goons took over River City High (they were probably studying at the library), and they may be the only ones left who can stand between the evil drug boss and total domination of the city.



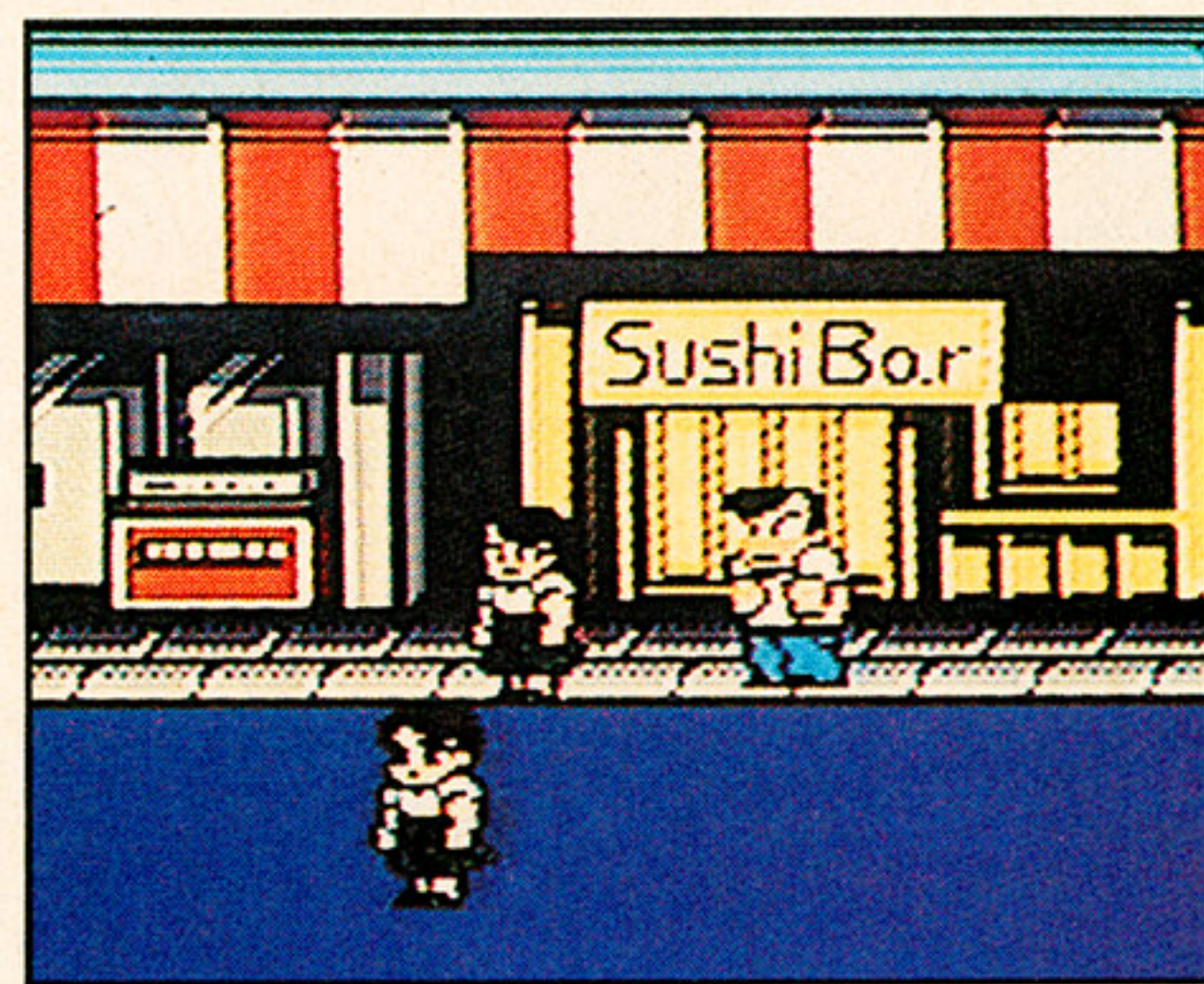
Our educational system is in a sad state. These guys haven't even learned how to properly use brass knuckles.

River City Ransom is an all-out martial arts slugfest with more than a touch of humor thrown in. You play either Alex, or, with a partner, Ryan, as you fight your way through all the thugs and bad guys Slick can throw at you.

At first you have only your hands and feet to fight with, but it won't be long before you'll pick up



No, this isn't after-school batting practice for River City High's baseball team — unless they've started using lead bats.



Here's the sushi bar that is, of course, a fixture on the Main Street of every American small town. If you're low on money, buy a salad roll. It provides the most energy for the lowest cost.

A N D P R E V I E W S

IMN CONTROL

Nintendo players will soon have yet another alternative to the standard Nintendo controller: the one-handed IMN Control joystick from Helix, Bannister, & Newel.

The most interesting feature of the IMN Control is that it has no base. Instead, it relies on motion sensors inside the joystick to detect movements normally entered with the directional pad. You can tilt the stick left, right, forward, or backward to control the action of the game.

The IMN Control also has the A and B buttons of the standard controller incorporated into its pistol grip. The functions of the buttons can be reversed, allowing you to choose which button will

be controlled by the trigger and which will be controlled by your thumb. Rapid-fire and slow-motion features are also built in.

Motion-sensing joysticks have been tried before. Several years ago, a controller operating on similar principles was sold for Atari and Commodore videogame machines and computers. However, the makers of the IMN Control say their controller uses much more sophisticated sensors.

IMN Control will be officially introduced at the Summer Consumer Electronics Show this June. It's scheduled to be released this summer for the suggested retail price of \$44.95.



The IMN Control is the first one-handed, motion-sensing joystick for Nintendo.

MORE COURSES FOR JACK NICKLAUS



Jack Nicklaus' Greatest 18 Holes of Major Championship Golf for PC.

First it was *Jack Nicklaus' Greatest 18 Holes of Major Championship Golf* for PC compatibles, the Amiga, and the Commodore 64. Then Accolade released an accessory disk, *The Major Championship Courses of 1989*, that offered computer golfers an opportunity to play three of the toughest courses on the PGA tour.

Now the Golden Bear and Accolade have teamed up again to produce the *Jack Nicklaus International Course Disk Vol. II*. This accessory disk features three of the world's most prestigious courses, each designed by Nicklaus himself.

Each course is unique, but they all share the challenge and professional appeal that Nicklaus-designed courses are known for. The first is the Australian Golf Club, the longest and most difficult course in Australia. Founded in 1882, it was redesigned by Nicklaus in 1977. Next is the Saint Creek Golf Club of Nagoya, Japan, which opened in October 1989. The third course, the St. Mellion Golf & Country Club in Cornwall, England, has been described as the finest tournament course in Europe.

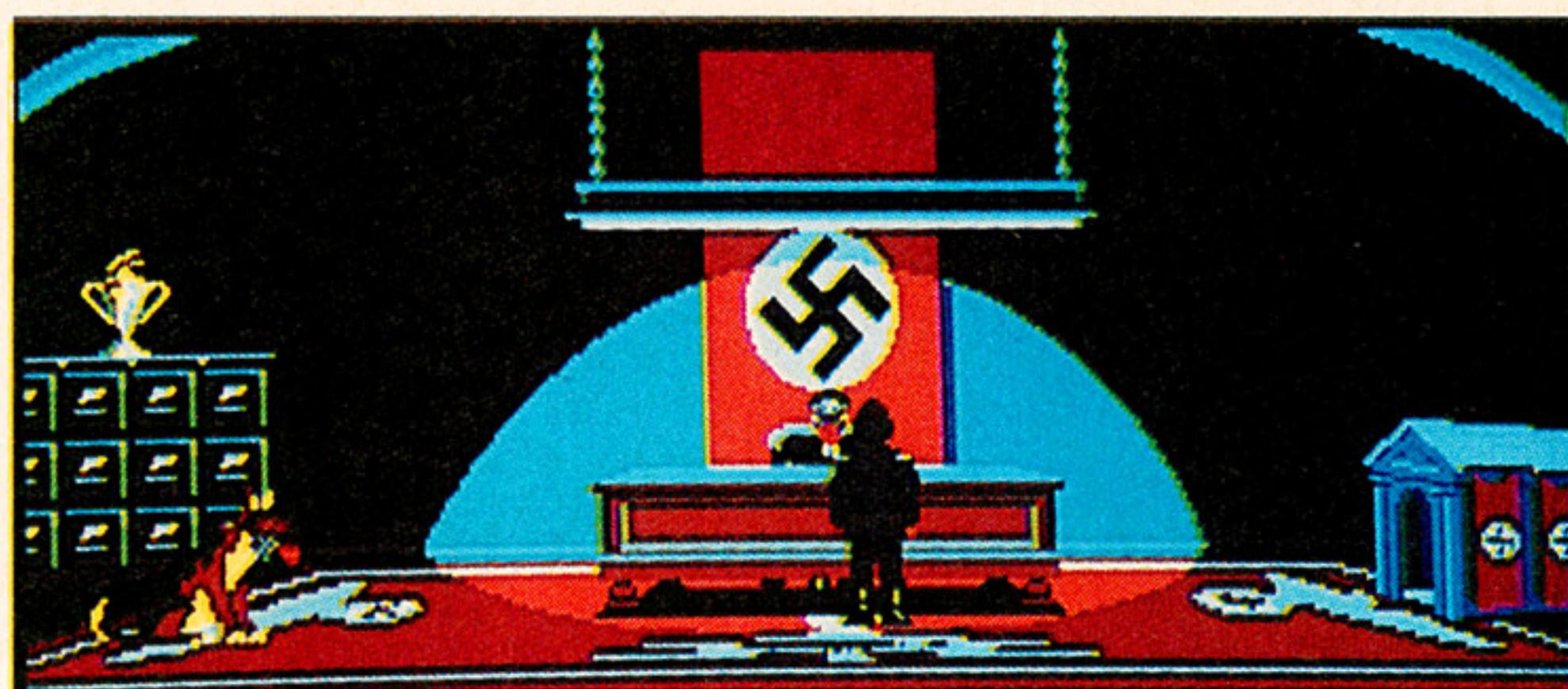
A N D P R E V I E W S

INDIANA JONES MOVIE OFFER

Lucasfilm Games says it will give a copy of last summer's hit movie, *Indiana Jones and the Last Crusade*, to anyone who buys two copies of the computer games based on the movie.

Both versions of the game — *Indy: The Action Game* and *Indy: The Graphic Adventure* — qualify for the offer. *Indy: The Action Game* focuses on the movie's fighting and chase scenes by emphasizing arcade-style action, while *Indy: The Graphic Adventure* follows the adventures of Indy's quest for the Holy Grail. The games are available for PC compatibles, the Amiga, and the Commodore 64.

The offer applies to games purchased before June 30. Those who buy only one game can purchase the videotape for \$10.



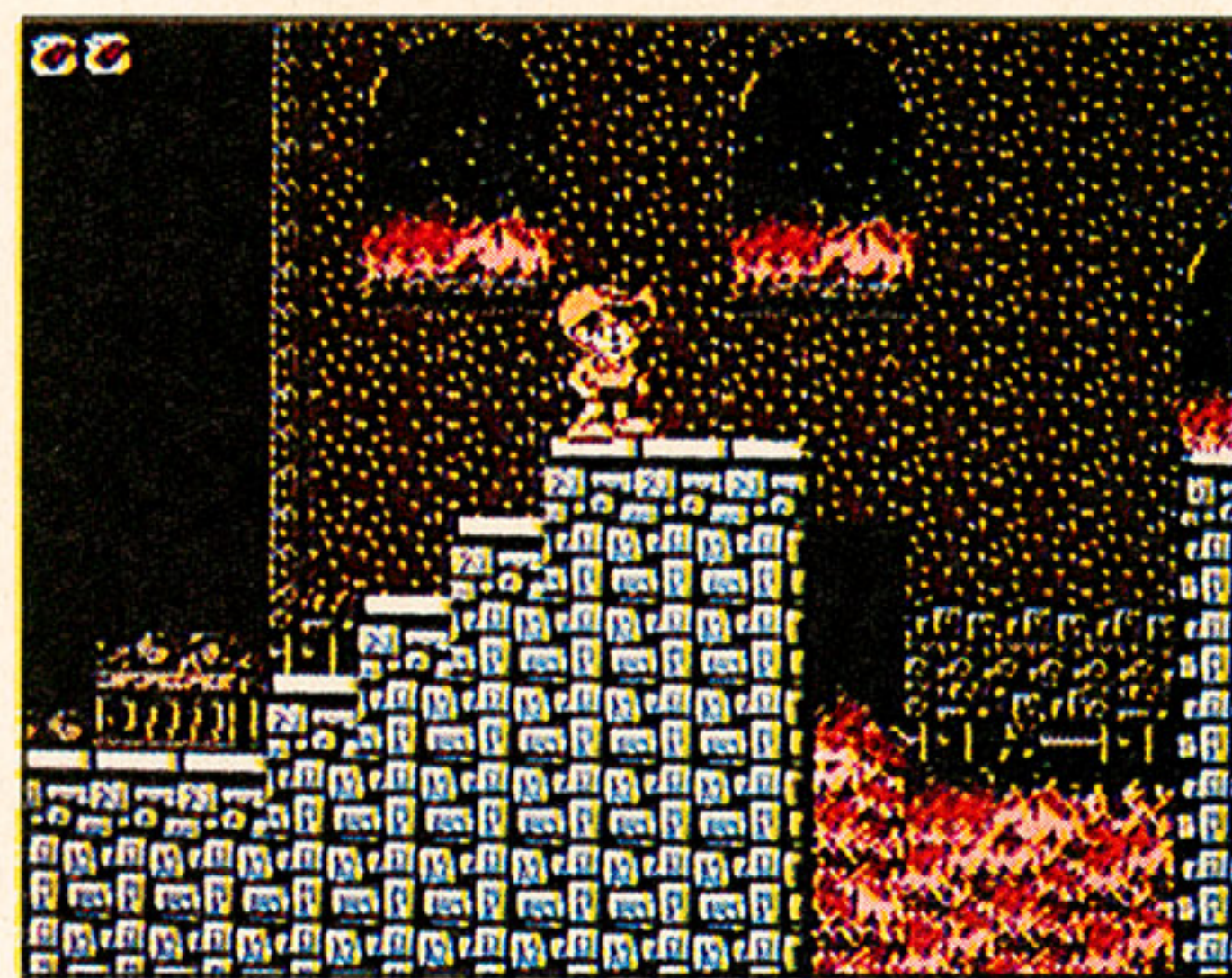
The PC version of *Indy: The Graphic Adventure* (EGA screen shown).

NINTENDO FUN, DISNEY STYLE

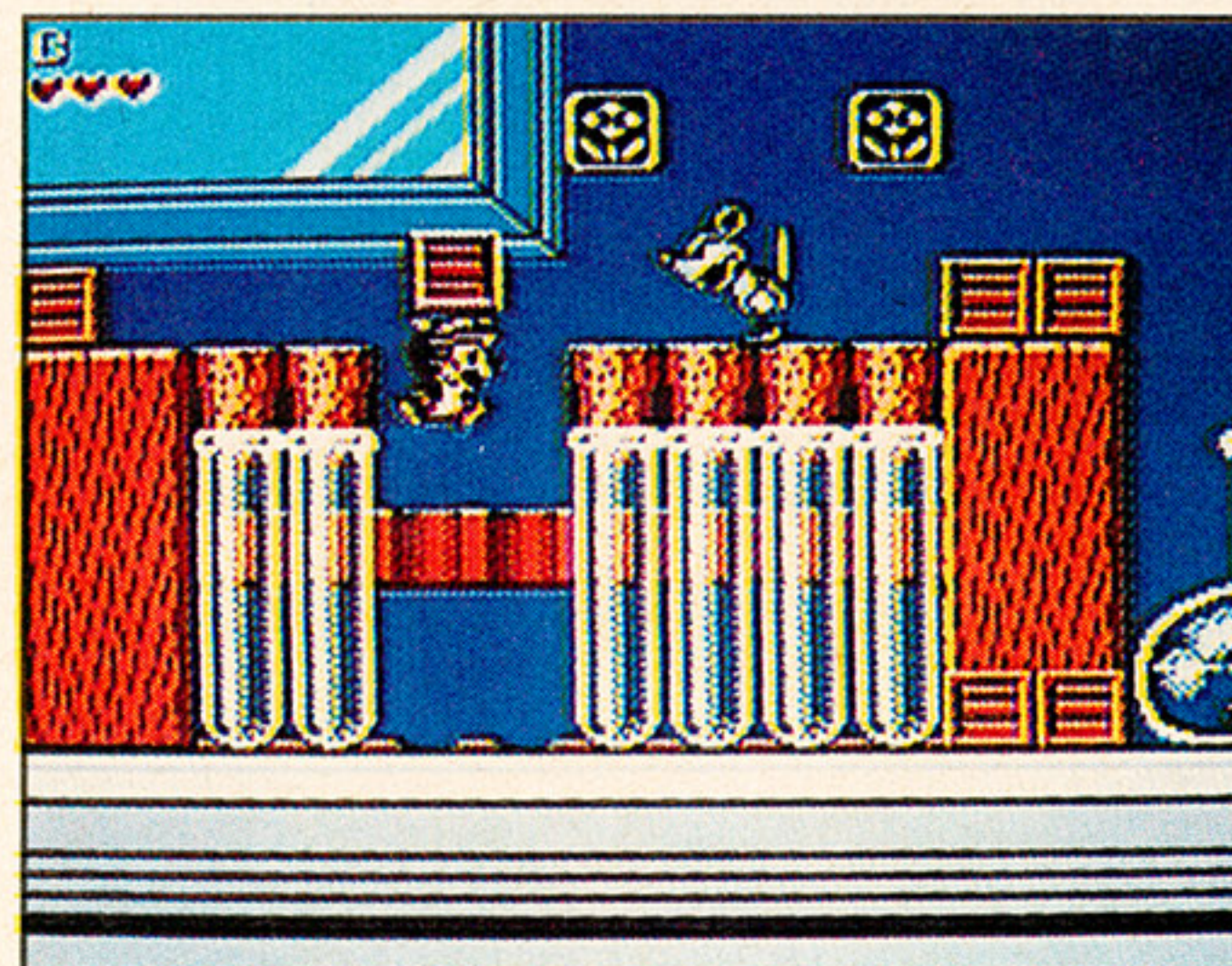
Nintendo fans can look forward to two new games featuring Disney characters. Joining the popular *DuckTales* will be *Adventures in the Magic Kingdom* and *Rescue Rangers*, both from Capcom.

In *Adventures in the Magic Kingdom*, you must help Mickey Mouse find six silver keys hidden throughout the Magic Kingdom. You'll search such attractions as Space Mountain, the Haunted Mansion, and the Pirates of the Caribbean. Once you've found all the silver keys, you must search the Enchanted Castle for a golden key.

Those two irrepressible chipmunks, Chip and Dale, are the stars of *Rescue Rangers*. The evil Fat Cat has kidnapped their friend, and the chipmunks must battle killer bees, robot dogs, and other menaces during their rescue mission. *Rescue Rangers* has both one- and two-player modes.



A dangerous moment from *Adventures in the Magic Kingdom*.



In *Rescue Rangers*, it's the age-old struggle of chipmunk against mechanical mouse.

A N D P R E V I E W S

THE RETURN OF RODNEY AND LESTER

Yep, that wacked-out father-and-son team from *Skate or Die* — Rodney and Lester — are back. This time they're tackling the slopes in Electronic Arts' new computer game, *Ski or Die*.

Ski or Die centers around the new winter sport craze of snow-



Rodney, the Mohawk-headed purveyor of radical gear, opens his new shop in *Ski Or Die*.

boarding and has the same wild action and sense of humor found in *Skate or Die*. It consists of five different events: the acrobatic competition of the Snowboard Half-Pipe; the high-flying Acro-Aerial Ski Jump; the Downhill Blitz; the ever-popular Innertube Thrash; and, of course, the Snowball Blast.

As many as six players can compete, either in a single event or in all five. *Ski or Die* is full of weird characters, radical moves, and aggressive competition. The game is available for IBM, Tandy, and PC-compatible computers.

Another new game from Electronic Arts is *LHX Attack Chopper*.



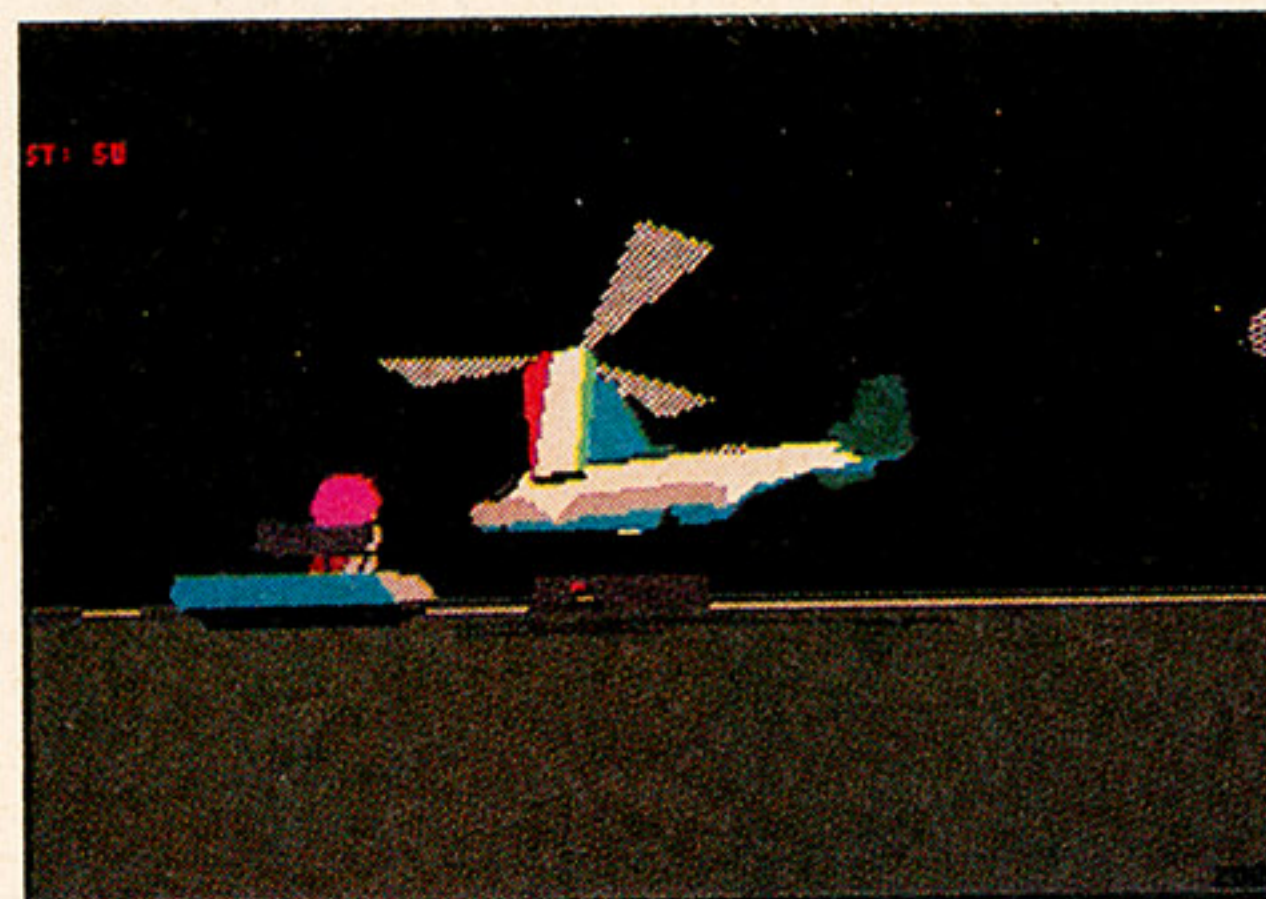
Hang time and proper technique are the keys to winning the Acro-Aerial event in *Ski or Die*.

This action game lets you pilot four of the U.S. armed forces' top military attack helicopters, including the top-secret LHX (Light Helicopter Experimental). Other



The cockpit view in *LHX Attack Chopper*.

helicopters include the McDonnell-Douglas AH-64A Apache, the Sikorsky UH-60A Black Hawk, and the Bell-Boeing V-22 Osprey. *LHX Attack Chopper* is available for IBM, Tandy, and PC compatibles.



LHX Attack Chopper during a top-secret night mission.

NATIONAL ADVERTISERS INDEX

Acclaim.....	IFC, IBC
American Sammy.....	49
CSG.....	35
Color Dreams.....	45
Data East.....	BC
Doc's Game.....	37
Double Day.....	111
Funco.....	109
Hal America.....	1, 25, 51
Kemco.....	19, 41
Lucasfilm.....	47
Marketplace.....	110
Mattel.....	28-29
MicroProse.....	5, 39
Milton Bradley.....	15
Miles Computing.....	7, 9
NEC.....	89, 91, 93, 95
New England Services.....	112
Origin.....	53
Sega.....	20-21
Suncom.....	107
Sunsoft.....	23, 55
Seta.....	31
Vic Tokai.....	11, 43
Wrestling Ring.....	96-97
<i>Game Player's</i> :	
— <i>Game Player's</i>	
subscriptions.....	16-17
— <i>Game Player's</i>	
<i>Sports for Kids</i>	33
— <i>Game Player's</i>	
Pro-Tip Hotline.....	81

This list of 100 recently reviewed video and computer games is updated each month. The ☆ symbol indicates games added in this issue.

KEY TO VERSIONS: **NES** (Nintendo Entertainment System); **Game Boy** (Nintendo Game Boy); **Sega** (Sega Master System); **Genesis** (Sega Genesis); **NEC** (NEC TurboGrafx-16); **PC** (IBM, Tandy, and compatibles); **AT** (IBM AT and compatibles only); **64** (Commodore 64/128); **Amiga** (Commodore Amiga); **Mac** (Apple Macintosh); **Apple II** (Apple II/II+/IIc/IIe); **IIGS** (Apple IIGS); **7800** (Atari 7800); **2600** (Atari VCS 2600); **XE** (Atari XE game system and 8-bit computers); **Lynx** (Atari Lynx); **ST** (Atari ST). *The first version listed in each entry was the version reviewed.*

☆ **A Boy and His Blob** casts you in the role of a small boy who's befriended by a friendly alien named Blobert. Blob enlists your aid in defeating an evil king on his native planet, Blobolonia. Good graphics and a sense of humor make this game a winner. Absolute Entertainment, for NES.

☆ **ABC Monday Night Football** lets you compete against the computer or a friend and play your way through an entire season. Choose from more than 40 offensive plays and 12 defensive formations. Numerous options, custom play making, and crisp graphics and sound make it one of the best sports simulations available. Data East, for PC.

Adventures of Bayou Billy combines martial arts action, fast driving, and shooting. As Billy, you start your adventure down in the bayous of Louisiana. Your girlfriend Annabelle has been kidnapped by Gordon, the Gangster King of Bourbon Street, and now it's pay-back time. This game keeps you busy, but humorous touches keep you laughing as well. Konami, for NES.

☆ **Adventures of Dino-Riki** is a humorous tale about a young lad who tries to liberate prehistoric Earth from a race of dinosaur-like monsters. You start the game armed with just a few pitiful stones, but soon move up to axes, torches, and boomerangs. Nonstop action and challenging dino bosses keep the game fun and exciting. Hudson Soft, for NES.

☆ **Adventures of Lolo 2** is just as ingenious, challenging, and enjoyable as the first Lolo adventure. In fact, there are even more characters, options, and puzzles. As Prince Lolo, you must again rescue the kidnapped Princess Lala. Very young players may need help with some of the puzzles, though. Hal America, for NES.

☆ **Alex Kidd in the Enchanted Castle** is the fourth adventure in the Alex Kidd series, and the first for the Genesis. This time Alex is in search of his father, missing for many years. The game's childlike world is much gentler than those found in many other video-games. Alex battles nothing more frightening than prairie dogs, turtles, and giant angel fish, and he defeats bosses by playing paper-rock-scissors. But don't be fooled — *Alex Kidd* is complex and challenging. Sega, for Genesis.

Arnold Palmer Golf is an excellent simulation that's loaded with more options than a luxury sedan. Yet it's easy to learn and very enjoyable. You can choose from three courses, 17 clubs, and a variety of stances. Everything from the wind to the type of turf affects your shots. You can play a match with one or two golfers, or a whole tournament. Sega, for Genesis.

☆ **Astyanax** is an ax-swinging action game in which a 16-year-old hero must rescue a kidnapped princess on a distant planet. But the well-worn storyline is redeemed by stylishly vivid graphics and challenging obstacles. Jaleco, for NES.

☆ **Bandit Kings of Ancient China** is a strategy game based on power politics in the 12th century. As a warlord, you must successfully manage your home province, raise an army, and then colonize and conquer surrounding provinces before taking on the Imperial Minister. A wonderfully entertaining (and educational) exercise. Koei, for PC.

☆ **Baseball Simulator 1.000** is an outstanding simulation of a difficult-to-translate sport. Unlike some competitors, it

exaggerates no single aspect of baseball — both the glove and the bat are important. Interesting options include a mode in which the players become superhuman athletes. Culture Brain, for NES.

☆ **Bases Loaded II: Second Season** brings several new features to the popular original, including player biorhythms that simulate the slumps and hot streaks of real players. You can also substitute players, shuffle your lineup, and put in pinch hitters. Passwords let you save your progress during the 130-game season that leads to the pennant. Jaleco, for NES.

☆ **Batman: The Video Game** successfully captures the dark, ominous look of last summer's hit movie. As the Caped Crusader, you must stop the Joker from unleashing a horrible nerve gas on the innocent citizens of Gotham City. Exceptional graphics, animation, and lively action make this game a winner. Sunsoft, for NES; Data East, for Amiga, 64, ST.

Bionic Commando drops you behind enemy lines to rescue Super-Joe, an ace combat soldier. Using a map of 19 areas, players must save Joe and thwart an evil plan to take over the world. Fast action, great graphics, and variety — this game has it all. Capcom, for NES.

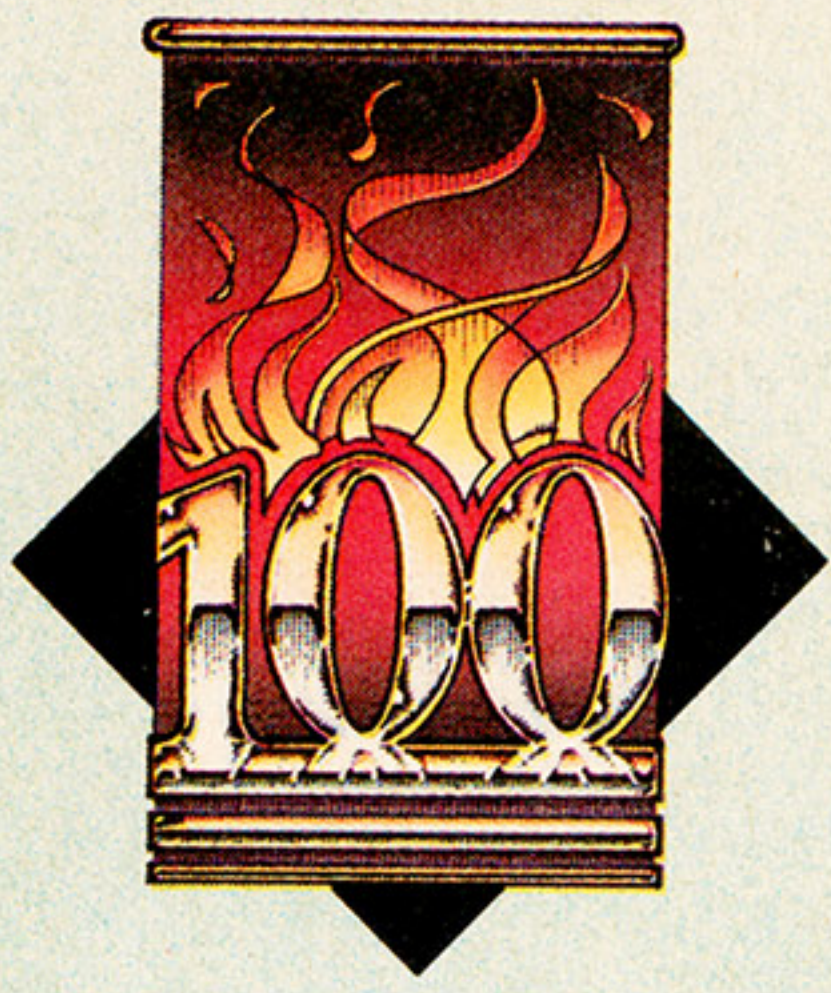
Blades of Steel is an ice hockey game that sizzles! Choose an NHL franchise and make a run for the Stanley Cup. If you push too hard, a brawl will ensue. Its playability and good graphics make this game a crowd favorite. Konami, for NES.

☆ **Boomer's Adventure in Asmik World** combines the strategy of a maze adventure with the action of an arcade game. As Boomer, a young warrior, you must progress through a series of mazes on your way to defeat the evil Lord Zoozoon. A great addition to any game collection. Asmik, for Game Boy.

☆ **Castlequest** is an adventure game that emphasizes ingenuity, not action. You



THE HOT 100



must make your way through a 100-room castle to rescue a kidnapped princess. Numerous obstacles, hazards, and puzzles block your path, but objects found throughout the rooms can be of help—if you can figure out how to use them. *Castlequest* is fascinating, but also frustrating, due to the lack of a save-game feature. Nexoft, for NES.

Castlevania II: Simon's Quest returns you to a Nintendo version of Transylvania in search of Dracula's scattered (and well-guarded) remains. Guide your whip-wielding hero through lakes of fire, dank stone villages, and vast haunted mansions. A big, elaborate quest game with good graphics and plenty of challenges. Konami, for NES.

☆ **The Chessmaster**, the first chess game for Nintendo, was adapted from one of the best and most popular chess programs available for personal computers. Numerous options support all the fine points of chess, and there's even a teaching mode for neophytes. Hi-Tech Expressions, for NES; released as *Chessmaster 2000* and *Chessmaster 2100* by The Software Toolworks, for PC, Mac, 64, Apple II, IIGS, Amiga, ST, XE.

☆ **Cobra Triangle** is like a demolition derby for boats. You race through a series of courses in your speedboat, avoiding such dangers as whirlpools, sea monsters, gun turrets, and fellow racers. The action is very fast and realistically simulates the feel of a boat in water. But you'd better like a challenge, because this game is no cakewalk. Nintendo, for NES.

☆ **The Colonel's Bequest** attempts to duplicate those "dark night in a mysterious

old house" stage thrillers. As Laura Bow, a young busy-body, you must stop a maniacal killer who's knocking off the heirs to a family fortune. Not a bad game, but it won't pose much of a challenge for true mystery fans. Sierra, for PC, ST.

Cosmic Osmo is the delightful sequel to *The Manhole*, a unique cartoonlike game of unstructured exploration. You don't have to kill any enemies, pursue any quests, or destroy any planets. Instead, you freely move about a topsy-turvy universe of odd places and objects, interacting with the graphically detailed environment. It's so nonviolent that your spaceship shoots Q-Tips. Activision, for Mac.

Curse of the Azure Bonds, the sequel to *Pool of Radiance*, is an Advanced D&D adventure. It's a solid fantasy role-playing game that's definitely not for wimps. You begin with level 5 characters, and you have several new categories of monsters to overcome. In fact, combat is the heart and soul of this game. Recommended for experienced adventurers.SSI, for 64, PC, Apple II.

☆ **Cyberoid** puts you into an experimental spacefighter armed with powerful weaponry. Your mission: to dislodge the alien Zoggians from the storage asteroids which contain the solar system's wealth. A difficult game with great graphics and exciting action. Acclaim, for NES.

Double Dragon II: The Revenge is the long-awaited sequel to one of the best-selling Nintendo games ever. Billy and Jimmy Lee reprise their starring roles, this time to rescue their friend Marian, who has been kidnapped by the evil Shadow Boss. A major improvement over the original *Double Dragon* is a two-player mode, just like the arcade version. Acclaim, for NES.

Dragon Warrior is a fantasy role-playing epic that demands almost no dexterity at all. Even combat scenes require nothing more than

selecting the Fight command from a menu. Instead, this game requires patience, strategic thinking, and map-making skills as you embark on a quest to free the terrorized land of Alefgard from the evil Dragonlord. It lacks certain details found in similar computer games, but is among the more sophisticated Nintendo examples of this genre. Nintendo, for NES.

DuckTales delightfully captures the spirit of Walt Disney cartoons. You guide Scrooge McDuck (with cameo appearances by other Disney characters) throughout the world on a quest for five legendary lost treasures. The amusing graphics are vintage Disney, there's no gruesome violence, and the skill level is challenging without being too difficult. Capcom, for NES.

Dungeon Explorer is a straightforward fantasy adventure that requires you to find clues, collect objects, fight enemies, cast spells, and accomplish a quest for your king. Although it's not original and is rather combat-intensive, it's otherwise well executed, fun, and addictive. And with a TurboTap, up to five people can play at once. NEC, for NEC.

☆ **Electrocop** is arguably the best game available for the Atari Lynx. You play a robotic policeman who must rescue the President's kidnapped daughter from the Criminal Brain, an evil robot. An engrossing combination of action and strategy that's spiced with a subtle sense of humor. Atari, for Lynx.

Faery Tale Adventure was introduced for the Amiga nearly three years ago and is now available for PCs. It's a welcome addition. Unlike most other fantasy games, you embark on your quest alone and with only minimal help from magic. There are no experience levels to achieve, no hordes of monsters to battle, and no multi-level dungeons to conquer—just an intriguing and graphically beautiful world to explore. MicroIllusions, for PC, Amiga.

☆ **The Fool's Errand** is a collection of 80 puzzles (20 different types) loosely bound together with a story about a fool's search for wisdom. At their worst, the puzzles are easy, but well rendered. At their best, they'll have you glued to your screen for hours. Miles Computing, for PC, Mac.

☆ **Genghis Khan** may be the finest historical role-playing game on the market. Great fun to play, it also teaches profound lessons about the realities of power. Become one of four 13th-century monarchs and try to rule the world. You get all the power, but also all the problems. Koei, for NES, PC.

Godzilla: Monster of Monsters isn't the scourge of Tokyo in this interesting game, but rather the hero of mankind. As Godzilla (or Mothra, his mothlike colleague), you must defend Earth by defeating a variety of invading space monsters. Though the action sometimes drags a bit, Godzilla fans probably won't mind, and the graphics are exceptional. Toho, for NES.

☆ **Gold of the Americas** offers armchair explorers the chance to relive the colonization of the New World. It's an excellent introduction for new strategy gamers who want a nonthreatening taste of adventure without being overwhelmed by masses of details, a complex player interface, or a glacial pace. But experienced strategy gamers may find the options somewhat limited. SSG, for PC, Amiga.

Golden Axe is a strong adaptation of Sega's hit arcade game, with virtually identical graphics and game play. Your goal is revenge against the evil Death Adder, who has killed a loved one. First, however, you must fight droves of lesser enemies. You can choose from three different characters, each with unique fighting abilities, and there's a two-player mode as well. Sega, for Genesis.

Hardball II preserves the original *Hardball*'s strong points and adds numerous



improvements: new views, new teams, a custom team editor, league play, your choice of ballparks, more realistic base running, and overall better game play. Coupled with exceptional graphics, all this makes *Hardball II* one of the most enjoyable baseball games available. Accolade, for PC.

☆ **Harpoon** is the definitive simulation of modern warfare at sea. It includes detailed information on more than 100 NATO and Soviet surface ships, submarines, planes, and weapons systems. Yet the menu-driven play system is surprisingly easy to use. Be forewarned, though, that *Harpoon* is a complex simulation which cannot be mastered overnight. Three-Sixty, for PC.

Indiana Jones and the Last Crusade is a faithful adaptation of last summer's hit movie, re-creating many scenes and even some dialogue. Although Indy's quest for the Holy Grail parallels the movie plot, it also diverges in some interesting ways. An entertaining adventure with attractive graphics. Lucasfilm, for PC, Amiga, ST.

☆ **Indianapolis 500: The Simulation** is filled with the sights, sounds, and sensations of a day at the races. The wide range of options for setting up your car is a strong point. Fine-tune your car in qualifying rounds, then hit the track against 32 opponents. Very realistic graphics. Electronic Arts, for PC.

IronSword: Wizards & Warriors II is a superior sequel that picks up where the original story left off. The sinister sorcerer Malkil has returned and is spreading evil from atop IceFire Mountain. As the brave knight Kuros of Elrond, you must fight your way to the mountain and defeat Malkil. The graphics are dazzling, and the diverse challenges are the game's strong point. Acclaim, for NES.

☆ **It Came From the Desert** is based on the 1954 sci-fi movie *Them!*, in which giant ants (mutated by atomic testing) attack a small Western town

and infest the sewers of Los Angeles. As a geologist, you have 15 days to discover the ants, convince everyone else you're not crazy, and organize resistance. The graphics are spectacular, the soundtrack evocative, and every 1950s horror-flick cliché delightfully re-created. Cinemaware, for Amiga; due soon for PC, NEC.

Jack Nicklaus' Greatest 18 Holes of Major Championship Golf isn't a flashy or spectacular game, but it is a consistent and professional simulation of pro golf. One to four people can play on three different courses, including a fantasy course of Nicklaus' 18 favorite holes. Accolade, for Amiga, PC, 64, IIGS; Konami, for NES.

☆ **Joan of Arc: Siege & the Sword** is a historical strategy game that casts you as Charles VII, the king who struggled to unite France with help from Joan of Arc. Although the occasional action sequences add little to the game, the focus is on diplomacy, intrigue, and battlefield strategy. Broderbund, for PC, Amiga.

King's Quest IV: The Perils of Rosella is a remarkable addition to the *King's Quest* series. The story has King Graham's daughter on a quest of her own to save the king's life. Wonderful graphics combine with fairy tale and mythological allusions to provide dozens of hours of game play. Sierra On-Line, for PC, Apple II, IIGS, Mac, ST.

Kings of the Beach: Professional Beach Volleyball is the volleyball equivalent of *Jordan Vs. Bird: One on One* in style, design, and overall excellence. Try to master the six-pack slammer, the dig,

and the Kong block as you play on beach courts around the world. Electronic Arts, for PC; Konami, for NES.

The Legendary Axe is an arcade-style game similar to Sega's *Golden Axe*. As Gogan, an axe-wielding warrior, you must fight your way toward a showdown with the evil Jagu, who has killed your friend. Lifelike animation and vivid backgrounds greatly enhance the action. NEC, for NEC.

M1 Tank Platoon differs from other tank simulations by letting you control entire units within a total battlefield environment. On top of that, this immense program offers more than 100 possible commands, an extraordinarily flexible playing system, smooth animation, and handsome graphics. *M1* is an outstanding product in a crowded field. MicroProse, for PC, Amiga, 64.

☆ **Magic Johnson Basketball** is a fast-action, full-court, two-on-two simulation. One player can challenge computer opponents at varying skill levels, or two players can compete against each other. The horizontally scrolling screen offers a side view of the court with excellent graphics and animation. But the action is often delayed by disk accesses, especially if you're using floppies. Melbourne House, for Amiga, PC, 64, IIGS.

The Magic of Scheherazade is a charming game based on the 1001 tales of the Arabian nights. It's up to you — the last descendant of a great magician — to save Arabia and rescue the beautiful princess Scheherazade. Although *Magic* is perhaps the prettiest Nintendo game we've seen, it's also one of the most time-consuming to learn. The effort is worthwhile, however, and the special effects are wondrous. Culture Brain, for NES.

☆ **The Manhole** was the first *HyperCard* game for the Macintosh and is now available in color for PCs. It's very much an *Alice in Wonderland* adventure in which you

visit strange locations and meet even stranger creatures. There isn't a plot, you don't have to fight anybody, and you're not forced to move in any particular direction — just explore. It will probably appeal to everyone initially, but will hold its appeal primarily with children. Activision, for PC, Mac.

Manhunter 2: San Francisco, the sequel to *Manhunter: New York*, continues the story of the mysterious alien Orbs who want to enslave humanity and lay waste to Earth. This time they're experimenting with a genetic fusion of humans and rodents. Although at times frustratingly difficult and gory, *Manhunter 2* is a fascinating arcade-adventure game that will keep you spellbound. Sierra, for PC, Amiga, Mac, ST, IIGS.

Mean Streets is a futuristic detective thriller that casts you as Tex Murphy, a hard-boiled private eye who's investigating the mysterious death of a famous scientist. In the process, you encounter numerous suspects, informants, and colorful characters. Interesting puzzles, a good sense of humor, and attractive graphics (particularly in VGA). Access, for PC and 64.

Mega Man II is a sequel that surpasses the original. As Mega Man, you must defeat a mad scientist's eight powerful androids to thwart his diabolical plot to rule the world. The all-new androids are challenging opponents, and the game's other characters are cartoonlike creatures with destructive tendencies. Even the graphics are better this time around. Capcom, for NES.

Microsoft Flight Simulator 4.0 offers more scenery, better graphics, self-starting random weather patterns, and the ability to design your own aircraft. With 118 airports, full instrumentation, astounding views of familiar cities, and unsurpassed realism, version 4.0 upholds the strong reputation of its best-selling predecessors. Microsoft, for PC.

Might and Magic II is a near-

perfect example of its genre: a fantasy role-playing game with strong graphics, a well-designed user interface, lengthy playing time, and numerous options. The automatic mapping is greatly appreciated, and the well-organized screen displays just about everything you need to know to play the game. New World Computing, for PC, 64, Apple II, Mac, Amiga.

Mike Tyson's Punch-Out is one of the most popular Nintendo games ever sold. You battle your way up the ranks of boxing contenders until you get a chance to fight the champ himself. As Little Mac, you can throw jabs, uppercuts, and body shots. Nintendo, for NES.

☆ **Monster Lair** is the second NEC title released on compact disc. A straightforward action game, it pits you against a series of inventive monsters. It's fast, colorful, and even more fun with two players (TurboTap required). But like NEC's first CD title, *Fighting Street*, its superb stereo soundtrack is the only feature that really makes the most of the CD format. NEC, for NEC.

NFL Challenge emphasizes field strategy, not arcade action. When the ball is snapped, the players are represented by chalkboard-style X's and O's — simple graphics which may disappoint some gamers. But the real strength of this game is what happens *before* the ball is snapped. It takes you beneath the rough-and-tumble surface of pro football to reveal the nuances and subtleties of coaching and play-calling. XOR, for PC, Mac.

Nobunaga's Ambition is an impressive historical simulation. It places you in 16th-century Japan as a powerful *daimyo* (lord) attempting to unify warring fiefdoms. More than a war game, it forces you to deal with diplomacy, economics, and other factors. It has also survived the transition from PC to Nintendo particularly well. Koei, for PC, NES.

Omni-Play Horse Racing

emphasizes the handicapping and betting over the actual racing. In fact, you can skip the race altogether and go straight to the results. A wealth of statistics on both the horses and the jockeys, plus numerous betting options, make this the most detailed horse racing game available. SportTime/Broderbund, for Amiga, PC, 64.

Pac-Land frees the yellow chomper from his mazes and transports him to a fantasy world where he can run and jump like Mario and Luigi. Despite such flaws as repetitive music, lackluster graphics, and clumsy controls, *Pac-Land* is undeniably addictive. NEC, for NEC.

☆ **Phantasy Star II** is a role-playing adventure that delivers all the fun and challenge of the original *Phantasy Star* for the Sega Master System, plus the added depth and complexity that 16-bit technology can offer. Gorgeous graphics, a compelling story, and a very welcome save-game feature nominate *Phantasy Star II* as possibly the best title yet available for the Genesis. Sega, for Genesis.

☆ **Pipe Dream** is an appealing strategy game that offers an interesting combination of logical challenges and fast, nonviolent action. The object is to build the longest possible network of pipes before a liquid called *flooz* reaches the end of the pipeline. Big scores require long, complex networks. Lucasfilm, for PC, 64, Mac, Amiga, ST.

☆ **Populous**, to put it bluntly, lets you play God. As either a good or bad deity, you control the development of your chosen people on the world below. By flattening out the mountainous terrain, you make their farms more productive and thereby increase their population. The ultimate goal is to conquer the other god's chosen ones. An excellent and highly original strategy game for one or two players. Electronic Arts, for PC, Amiga, ST.

Pro Tennis Tour is the most realistic tennis game you'll



find. After honing your skills in practice mode, you can compete against computer opponents in four world-class tournaments. Excellent graphics, realistic animation, outstanding (though hard to master) joystick controls, and numerous options set this game apart from all challengers. Ubi Soft/Electronic Arts, for Amiga, PC, ST.

Rambo III works better as a videogame than as a movie, because Rambo's impossible exploits and unlimited-fire weapons seem more cartoonlike than real. If you want an accurate military simulation, forget *Rambo III*. But if you want an uncomplicated shoot-em-up with nonstop action, *Rambo III* is just what the Italian Stallion ordered. Sega, for Genesis; Taito, for PC, Amiga, ST, 64.

Red Storm Rising, based on Tom Clancy's bestselling novel, is a highly realistic yet quite playable simulation of naval warfare as waged by modern nuclear submarines. Rich in detail and options, the game takes awhile to learn, but soon immerses you in the action of World War III. Micro-Prose, for PC and 64.

Rescue: The Embassy Mission puts you in charge of an elite commando unit which must recapture an embassy held by terrorists. The trick is to plan and carry out your assault without harming the innocent hostages. Crisp graphics, realistic animation, and exciting action make *Rescue* a first-class translation of the computer game, but the violence gets gory at times. Kemco-Seika, for NES; released as *Hostage* by Mindscape, for PC, Amiga, ST.

Revenge of Shinobi brings outstanding 16-bit graphics

to an otherwise ordinary martial arts adventure. As Shinobi, an enraged ninja warrior, you must fight your way through a world filled with enemies. It's a typical ninja-on-the-warpath story, but the scrolling scenery and multilayered backgrounds pack a visual punch that must be seen to be believed. Sega, for Genesis.

Robocop is based on the hit movie in which a severely wounded cop is rebuilt as a nearly invincible cyborg. His mission: to rid Detroit of bad guys. As Robocop, you do battle with the nasties and gradually uncover a terrible secret about your past. This is one of those games that works better on Nintendo than on computers. Data East, for NES, PC, Amiga, ST, 64.

Rock-n-Ball is seven different pinball games on a single cartridge. There's everything from traditional pinball to three versions of Battle Flipper, in which two players face off across a double-sloping board. Altogether, it's one of the best pinball simulations available for Nintendo. NTV, for NES.

Rocket Ranger makes you the hero of a 1940s science fiction serial. The Nazis will win World War II unless you can rescue a scientist. But don't worry! You've been sent a jet pack from the future. Terrific graphics, great game. Cinemaware, for PC, Amiga, 64, ST, IIGS; Kemco-Seika, for NES.

Rolling Thunder is a shoot-to-kill secret agent adventure with a science fiction twist. You must fight your way past insidious hordes of aliens, thugs, and ninjas to rescue a policewoman and foil a plot to conquer the world. Excellent graphics, furious action, and a clever array of enemies set it apart from most other games. Tengen, for NES.

Romance of the Three Kingdoms is a masterful exercise in Far Eastern political intrigue. Set in second-century China, it casts you as a warlord struggling for power against rival warlords after the fall of a dynasty. One to eight people

can play, and the emphasis is definitely on thought and strategy. Koei, for NES, PC, Amiga.

Rommel: Battles for North Africa boasts the same improved graphics found in SSG's *Decisive Battles of the American Civil War* (Volume 2). Various scenarios take you through all the major battles and even some that never happened (like the German invasion of Malta). And SSG's fast-moving battlefront system makes this game a pleasure to play. SSG, for PC.

Shadow of the Beast is an astounding action game with the best multilevel scrolling graphics ever seen in a computer game. As you move past alien landscapes both above and below the surface, the scrolling foregrounds and backgrounds lend an eerie three-dimensional feel. With more than 350 screens and 132 unique monsters, *Shadow* is the game by which others will be measured for some time to come. Psygnosis, for Amiga.

Shadowgate is a monstrous brain-twister that surpasses the computer version with better graphics and easier controls. You play a warrior-king who is sent to explore a great castle and prevent the warlock lord from unleashing the ultimate evil. The castle is a maze of passages, secret rooms, and lethal traps. A fantastic game, but not recommended for those with a low tolerance for frustration. Kemco-Seika, for NES; Mindscape, for PC, Mac, Amiga, ST, IIGS.

Shanghai allows you to play the ancient game of Mah Jongg without having to round up other people, although you can play with one or more friends if you want. It's simple to match the stacked tiles and remove them from the board, but winning is not that easy. Engaging, strategic, and habit-forming. Activision, for PC, Amiga, Apple II, IIGS, Mac, 64, ST, Sega; Hal America, for Game Boy.

☆ **Silent Service**, based on a

computer hit, is the first realistic naval war game for Nintendo. Take control of a World War II submarine in the Pacific and begin stalking some convoys. The combination of action and strategy is both entertaining and educational, though the controls are sometimes a bit awkward. Ultra, for NES; MicroProse, for PC, 64, Amiga, ST, II, IIGS.

Sim City is an outstanding and original strategy game in which you manage the development of a simulated city. As "years" pass, you must deal with such problems as taxes, zoning, crime, housing, transportation, city services, commercial development, and growing population. Setbacks include natural disasters, nuclear accidents, and even monster attacks. A true standout. Maxis, for PC, Amiga, 64, Mac.

Space Harrier is the TurboGrafx-16 version of Sega's hit arcade game. After strapping on a jet-pack, you fly over simulated 3-D terrain and do battle with numerous monsters and alien machines. Though not as graphically impressive as *Space Harrier II* for the Genesis, in terms of game play it's a winner. NEC, for NEC.

Space Quest III: The Pirates of Pestulon reunites you with space custodian Roger Wilco. Roger's mission is to rescue the Two Guys from Andromeda, a pair of game designers *extraordinaire*, who have been kidnapped by Elmo and his fellow pirates. Great fun, outstanding graphics. Sierra On-Line, for PC, Amiga, Mac, IIGS.

☆ **Starflight 2** is much like its predecessor, with a few refinements. There are some new aliens to encounter, and now you can view them in VGA graphics. There aren't as many planets to visit, but there's a lot more to see on the ones that do exist. Whether or not you've played *Starflight*, *Starflight 2* is an enjoyable adventure that's richer in detail than many other games. Electronic Arts, for PC.

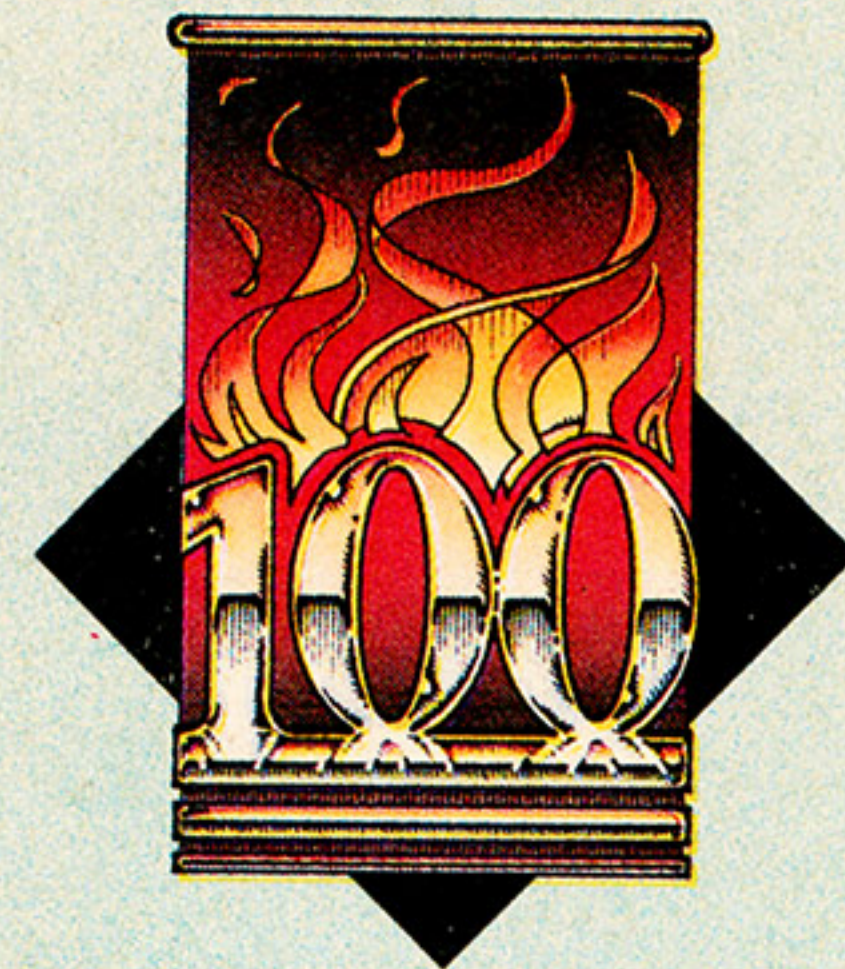
Stealth ATF is a jet-fighter shoot-em-up that puts you in the cockpit of a top-secret stealth plane. Armed with rapid-fire guns and guided missiles, you embark on a series of missions against enemy targets. The graphics are only fair, but the flying controls are smoother and less frustrating than those in some similar games. Activision, for NES.

Strider combines action with a scavenger hunt. As Hiryu, the youngest and best member of a commando group known as the Striders, you must rescue your best friend Kain, who has been kidnapped and brainwashed. To locate the enemy base, you must find five keys and six information disks hidden throughout the world. *Strider* is exciting, enjoyable, and original. Capcom, for NES.

Sword of Aragon makes you the leader of a small army in a fallen empire. Your father, the duke, was killed by orcs, and you must wage a military campaign against the demonic hordes who now rule the land. *Aragon* combines fantasy role playing with war gaming to create a breakthrough adventure that's strong, fresh, and compelling. SSI, for PC, 64, Amiga.

Tecmo Bowl offers a rowdy, colorful, action-packed football simulation for Nintendo. Teams in the game mirror strengths and weaknesses of real-life NFL teams, giving ample scope for coaching strategy. Definitely for adults as well as kids. Tecmo, for NES.

Teenage Mutant Ninja Turtles is based on the popular comic book characters and TV show. You control four genetically altered turtles who live on pizza, are martial arts experts, and have their own unique skills. When their human friend April is kidnapped, you must guide the turtles to her rescue. Unlike most spin-offs of TV shows and movies, this is a first-class (though difficult) game. Ultra, for NES, PC, 64, Amiga.



Tetris, a game developed in the Soviet Union, is extremely habit-forming. Place the seven shapes of falling blocks into horizontal rows. When you finish one row, it falls from the screen and the next blocks start falling faster. Simple to learn, but always challenging. Equally good in all formats. Spectrum HoloByte, for PC, Amiga, Apple II, IIGS, Mac, 64, ST; Nintendo, for NES, Game Boy; Tengen, for NES.

Their Finest Hour: The Battle of Britain is a lavish historical simulation of Nazi Germany's attempt to bomb Great Britain into submission during World War II. You can fly any of the major German or British aircraft and restage single missions or whole campaigns. Top-notch animation and careful attention to detail create an uncanny illusion of reality. Lucasfilm, for PC, Amiga, ST.

The Three Stooges are more than willing to assist Ma as Mr. Fleecem, a no-good banker, attempts to evict her (and Mary, Leona, and Cynthia, her three beautiful daughters). To raise funds, the Stooges take a variety of odd jobs, similar to some of their finest shows. Lotsa *nyucks*. Cinemaware, for PC, Apple II, 64; Activision, for NES.

☆ **Top Gun — The Second Mission** has been improved over the original *Top Gun* with better graphics, more realistic flight control (you can now roll the F-14), and a fighter school that lets you compete against other hot-shot pilots for the coveted title of Top Gun. When you're ready for combat action, there's plenty of that, too. Konami, for NES.

Vette! puts you behind the wheel of a Corvette as you race through the streets of San Francisco — against either a computer-driven opponent or another human player via a modem or null-modem cable. Thanks to multiple views, realistic scenery, and a variety of options, *Vette!* is an impressive and gorgeous racing game. Spectrum Holobyte, for PC.

☆ **Vindicators** is a faithful translation of the popular arcade game. It has similar graphics and game play, and even a two-player option. Armed with a futuristic tank, your goal is to fight your way through a series of hostile space stations. Although it's not the fastest action game around, a few elements of strategy add a dash of challenge to the fun. Tengen, for NES, 64, Amiga, ST.

Wayne Gretzky Hockey is one of the most realistic sports simulations ever designed for personal computers. It successfully captures the fast-paced feel of NHL hockey as you control either the 1972 Montreal Canadiens or the Boston Bruins. A game as good as its namesake. Bethesda Softworks, for PC, Amiga, 64, Mac, ST.

Welltris is the official sequel to *Tetris*, created by the same Soviet designer. The object this time is to steer shapes into the bottom of a three-dimensional well to form unbroken rows on the floor. Although *Welltris* is as transfixing as *Tetris*, its spatial concepts are more difficult to grasp, robbing it of some of the charm of its successful predecessor. Spectrum Holobyte, for PC.

Where in Time is Carmen Sandiego? is the latest entry in the popular *Carmen Sandiego* series — except this sequel requires you to pursue the villainous Ms. Sandiego through *time* as well as through various countries. A wonderful game and an even better educational tool, *Where in Time?* is a thought-provoking diversion for both youngsters and adults. Broderbund, for PC.

Wonder Boy III: The Dragon's Trap is an excellent sequel to the earlier *Wonder Boy* adventures. The dying MEKA dragon turns you into Lizard-Man, and you spend the rest of the game trying to restore your original form. *Wonder Boy III* is more flexible and sophisticated than its predecessors, allowing you to find your own path to victory. Sega, for Sega.

☆ **World Class Baseball** is one of the best baseball games for any videogame system or

computer. Although it's not a statistics-based game that simulates actual players, it is extremely playable, complex enough to be interesting, and easy enough to be quickly learned by anyone who knows baseball. NEC, for NEC.

☆ **World Court Tennis** is a fast-moving simulation that boasts a strong variety of options. With a TurboTap, you can play singles or doubles against the computer or other players, with as many as four people pairing off for doubles

matches. It even has a built-in quest game. NEC, for NEC.

Zelda II: The Adventure of Link is the sequel to the super Nintendo hit, *The Legend of Zelda*. You'll be amazed at the depth and challenge of this immense, rich adventure game. As Link, you must once again fight the powers of darkness in the land of Hyrule. Roam from the North Castle to Death Mountain...and beyond. Nintendo, for NES.

GP

TOP GUNS.



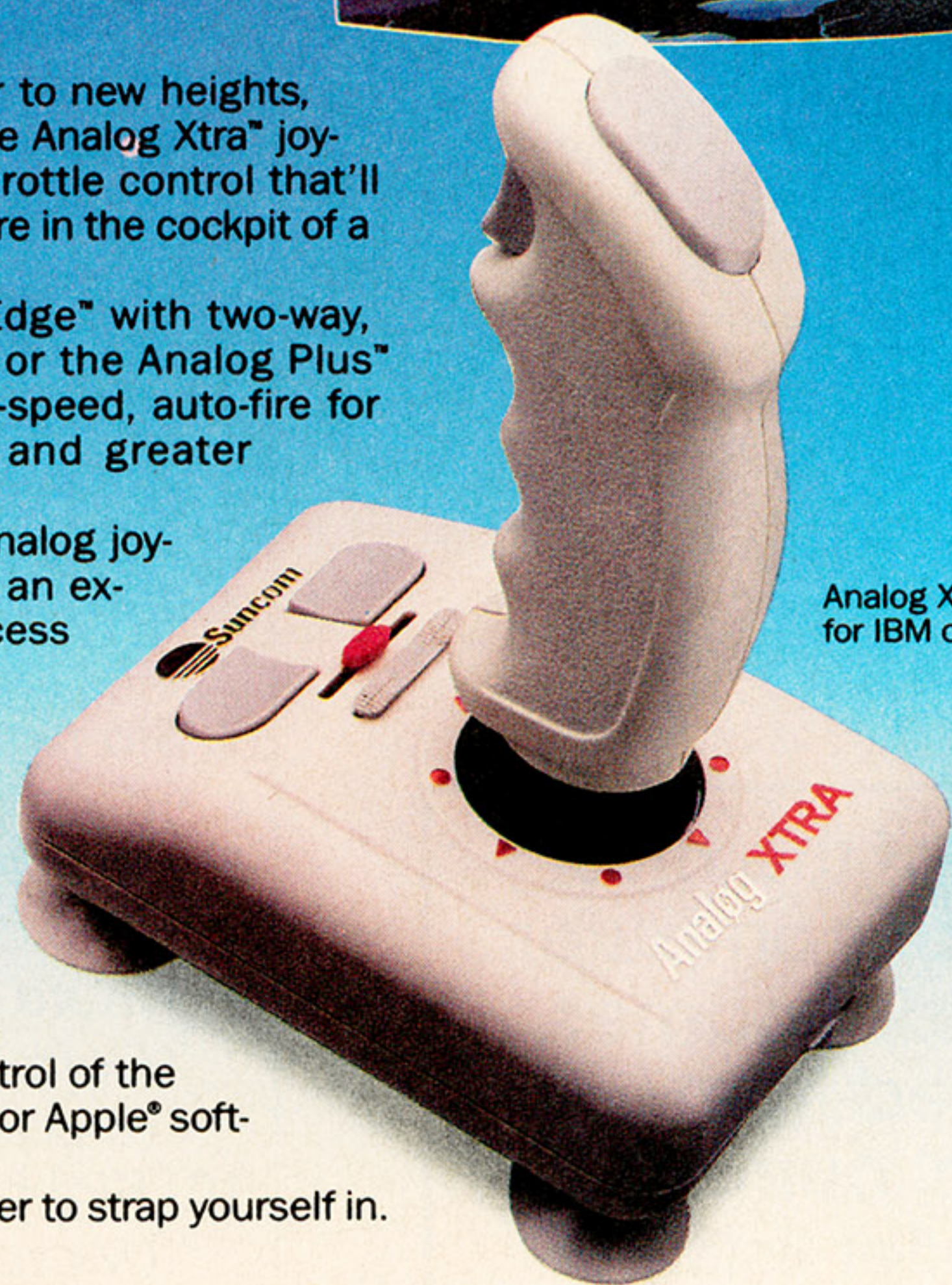
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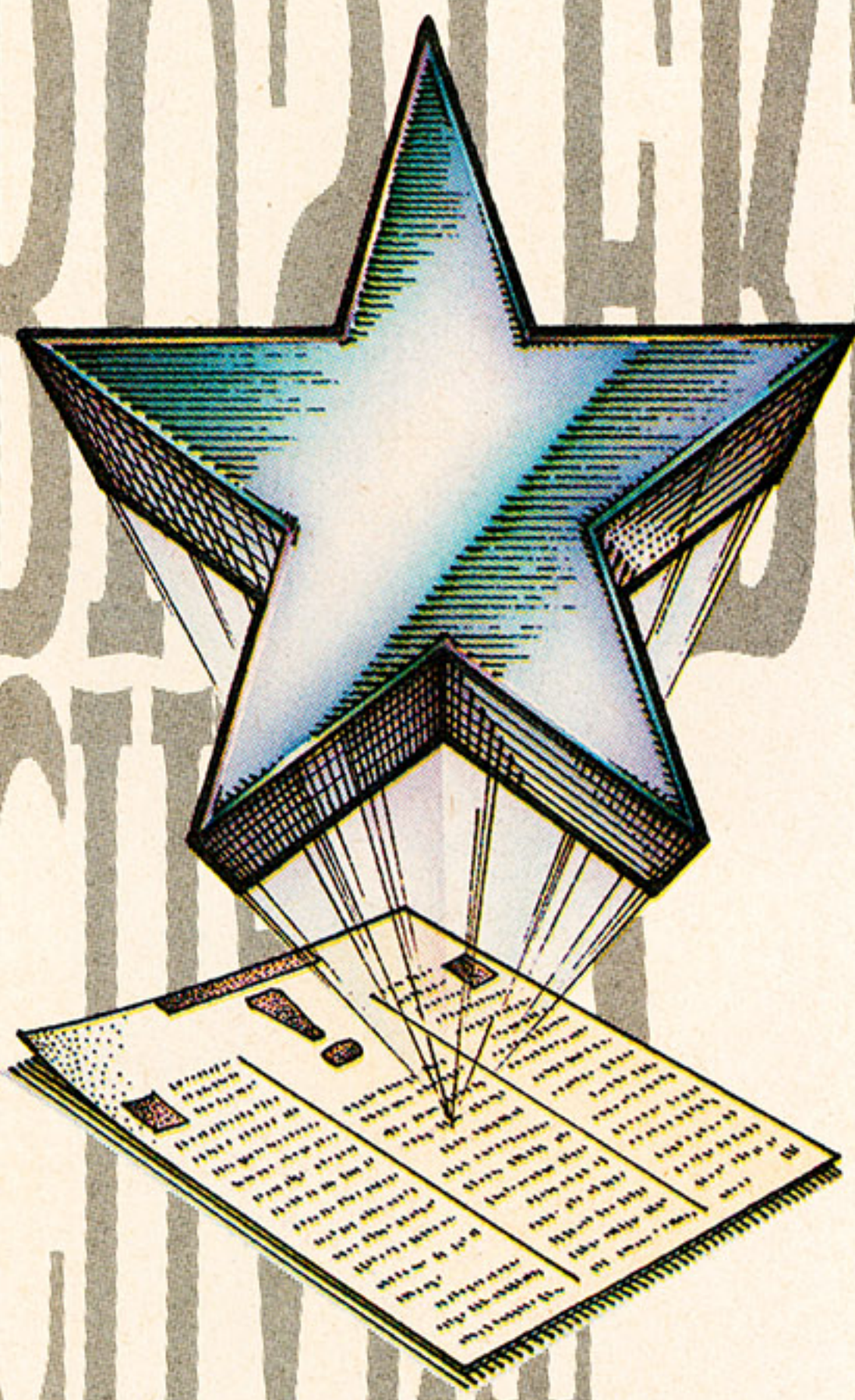


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Original art of FALCON AT, The F-16 Fighter Simulation supplied by Spectrum Halobyte.

CHART- BUSTERS



Some of the most popular computer and videogames, sampled from several current bestseller lists.

READERS' POLL: VIDEOGAME FAVORITES

Here's your chance to let other videogame players know your favorite games! Send us a card or letter listing your top Nintendo, Sega, Genesis, or NEC TurboGrafx-16 titles. Address it to Readers' Poll, *Game Player's*, P.O. Box 29364, Greensboro, NC 27429.

BABBAGE'S TOP TEN

(Provided by the Babbage's chain of software stores.)

1. ***Where in Time is Carmen Sandiego?***
(Broderbund)
2. ***ABC Monday Night Football***
(Data East)
3. ***Where in the World is Carmen Sandiego?***
(Broderbund)
4. ***John Madden Football***
(Electronic Arts)
5. ***The Colonel's Bequest***
(Sierra)
6. ***The Duel: Test Drive II***
(Accolade)
7. ***Starflight 2***
(Electronic Arts)
8. ***Leisure Suit Larry III***
(Sierra)
9. ***Where in the USA is Carmen Sandiego?***
(Broderbund)
10. ***Flight Simulator 4.0***
(Microsoft)

SPA NOMINATIONS

Here are the computer and videogame nominees for the Software Publishers Association's Excellence in Software Awards. Winners will be announced in the next issue.

BEST FANTASY ROLE-PLAYING/ADVENTURE PROGRAM

Dragon Wars (Interplay)
Indiana Jones: The Graphic Adventure (Lucasfilm)
Mean Streets (Access)
Dragon Warrior (Nintendo)
Space Quest III: The Pirates of Pestulon (Sierra)
The Third Courier (Accolade)

BEST SPORTS PROGRAM

ABC Monday Night Football
(Data East)
Hardball II (Accolade)
John Madden Football
(Electronic Arts)
PlayMaker Football (Broderbund)
World Class Leader Board
(Access)

BEST SIMULATION PROGRAM

Jet Fighter: The Adventure
(Velocity)
Flight Simulator 4.0 (Microsoft)
Sim City (Maxis)
The Duel: Test Drive II (Accolade)
Vette! (Spectrum HoloByte)

BEST STRATEGY PROGRAM

Harpoon (Three-Sixty)
Ishido (Publishing International)
Omega (Origin)
Populous (Electronic Arts)
Red Storm Rising (MicroProse)

BEST ACTION/ARCADE PROGRAM

Arkanoid II: Revenge of Doh (Taito)
Bar Games (Accolade)
It Came From the Desert
(Cinemaware)
Teenage Mutant Ninja Turtles
(Ultra)
Tongue of the Fatman (Activision)
Welltris (Spectrum HoloByte)

BEST ENTERTAINMENT PROGRAM

Arkanoid II: Revenge of Doh (Taito)
Cosmic Osmo (Activision)
Jet Fighter: The Adventure
(Velocity)
Leisure Suit Larry III (Sierra)
Sim City (Maxis)
Welltris (Spectrum HoloByte)



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1942	10	19	Dr. Jekyll/Hyde	14	26	Iron Sword	20	39	*Price is Right	20	38	Teenage Mutant		
1943	11	21	Dance Aerobics	10	19	Iron Tank	10	19	Pro-Am Racing	10	19	Ninja Turtles	20	38
720 Degrees	18	34	Deadly Towers	10	19	Jackal	10	19	Pro Wrestling	13	24	Tennis	10	19
8 Eyes	18	34	Defender II	10	19	Jaws	10	19	Punch Out	25	49	Terminator	18	34
Adv. Bayou Billy	16	29	Defender/Crown	16	29	Jeopardy	16	29	Q-Bert	10	19	*Terra Cresta	18	34
Adventure Island	16	29	Dig Dug II	18	34	Jeopardy Jr.	18	34	Racket Attack	13	24	Tetris (Tengen)	30	69
Adv. of Lolo	12	27	Dino Riki	18	34	John E. Qtrback	10	19	Rad Racer	16	29	Three Stooges	18	34
Adv. Tom Sawyer	16	29	Donkey Kong	12	24	Jordan vs. Bird	16	29	Raid Bungl. Bay	10	19	*Thundercade	16	29
*Aigina Proph.	16	29	Donkey Kong Jr.	12	24	Joust	10	19	Rambo	10	19	Tiger Heli	10	19
After Burner	16	29	Donky Kg Jr Math	18	36	Karate Champ	10	19	Rampage	14	26	*Titan Warrior	16	27
Air Fortress	16	29	Donkey Kong 3	13	26	Karate Kid	10	19	RBI Baseball	10	19	Top Gun	10	19
Airwolf	15	28	Donkey Kg Clas.	14	26	Karnov	10	19	Renegade	10	19	Touchdown Fever	16	29
Alien Syndrome	16	29	Double Dragon	16	29	Kid Icarus	25	45	Ring King	16	29	Town & Country	10	19
All Pro Basketball	18	34	Double Dragon II	27	48	*Kid Kool	18	34	*Road Runner	18	34	Track & Field	10	19
Alpha Mission	10	19	Double Dribble	10	19	Kid Niki	18	34	*Robo Cop	20	38	Track & Field II	12	22
Amagon	12	24	Dragon Power	10	19	King Knight	16	29	Robo Warriors	12	22	Trojan	10	19
Anticipation	12	24	Dragon Warrior	18	34	Kung Fu	10	19	Roger Rabbit	20	38	Twin Eagle	18	34
Arkanoid w/contrl	50	99	Duck Hunt	10	19	*Kung Fu II	20	38	*Rollerball	20	38	Ultima	25	44
Arkanoid			Duck Tales	20	38	Kung Fu Heroes	15	28	Rolling Thunder	16	29	Urban Champion	10	19
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Athena	14	27	Empire City			Legend of Kage	10	19	Rush 'N Attack	10	19	*Vegas Dream	25	44
Athletic World	10	19	Excitebike	10	19	Legendary Wings	10	19	Rygar	10	19	*Vindicators	18	34
Baby Boomer	18	34	Faxanadu	15	29	Life Force	10	18	Section Z	10	19	Volleyball	18	34
Back to Future	18	34	Fester Quest	18	34	Lode Runner	18	34	Seicross	14	26	Wheel/Fortune	18	34
Bad Dudes	18	36	Fighting Golf LT	12	22	Lunar Pool	20	38	Sesame Str 123	10	19	Wild Gunman	10	18
Bad Str Brawl	18	34	Fist/North Star	16	29	Mach Rider	10	19	Sesame Str ABC	10	22	*Willow	20	38
Balloon Flight	18	34	Flying Dragon I	20	39	*Magic Shahrazad	18	34	Shinobi	18	34	Winter Games	12	22
Baseball	10	19	Freedom Force	10	19	Magmax	10	19	Shooting Range	10	19	Wizards/Warriors	12	22
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Basesloaded	12	25	Galaga	10	19	Marbel Madness	18	34	Silent Service	18	34	World Runner	10	19
Bashi Bazook			Gauntlet	10	19	Mappy Land	12	22	Skate Or Die	10	19	Wrecking Crew	18	34
Bionic Commando	16	29	*Genghis Khan	26	48	Mario Bros.	25	48	Sky Kid	20	38	Wrestlemania	18	34
*Black Tiger	20	39	Ghost & Goblins	10	19	*Marvels Xmen	20	38	Sky Shark	18	34	Xenophobe	10	19
Black Bass	20	36	Ghost Busters	18	34	Mega Man	30	59	Slalom	16	29	Xevious	10	19
Blades of Steel	16	29	Goal	16	29	Mega Man II	18	34	Soccer	16	29	Zanac	12	22
Blaster Master	16	29	Godzilla	20	38	Metal Gear	10	19	Solomons Key	20	39	Zelda	16	29
Bomber Man	14	28	Golf	10	19	Metroid	14	26	Spelunker	16	29	Zelda II	12	24
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Bubble Bobble	18	34	Golgo 13	10	19	Mighty Bmb Jack	20	38	Spy vs. Spy	10	19	*Zombie Master	16	29
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*Chester Field	18	36	Hogans Alley	10	19	Nobun. Ambition	20	38	Super Mario I	10	19	Ghouls N' Ghosts	20	39
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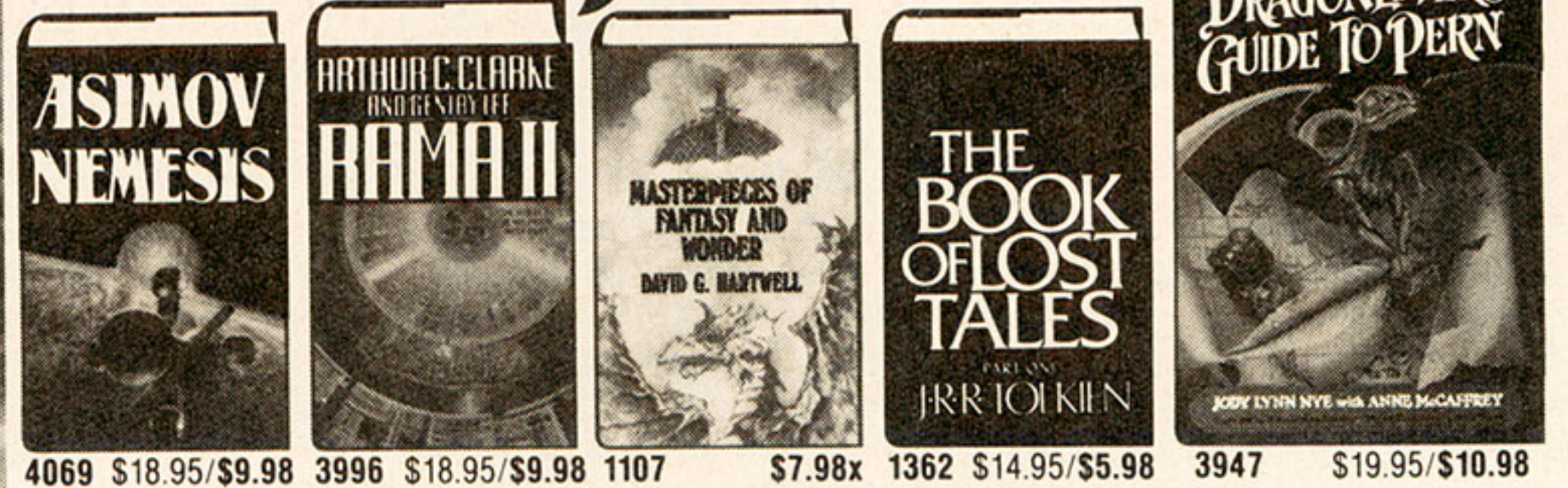
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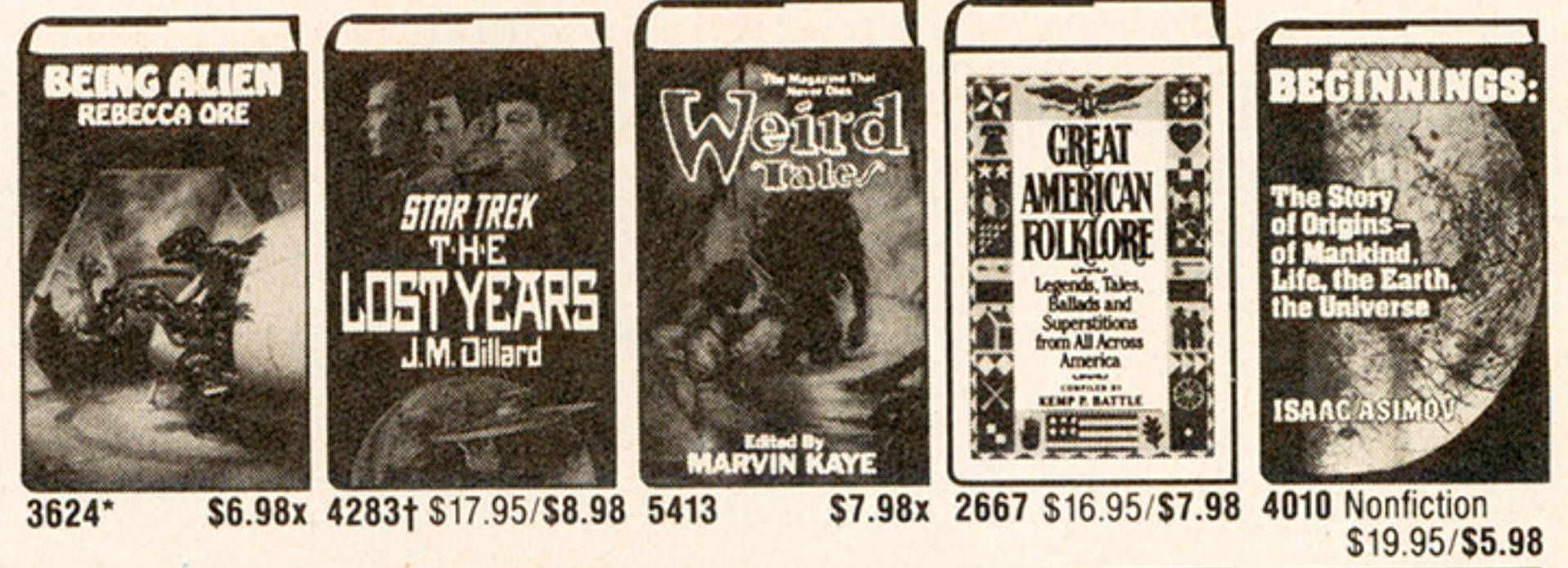
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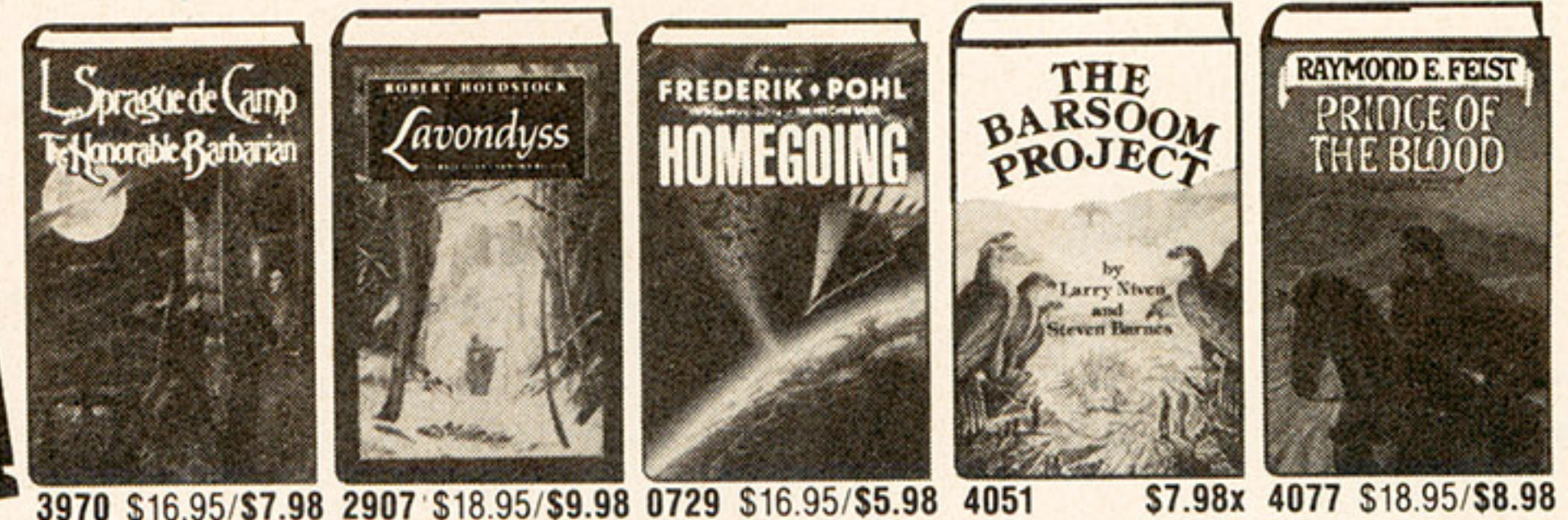
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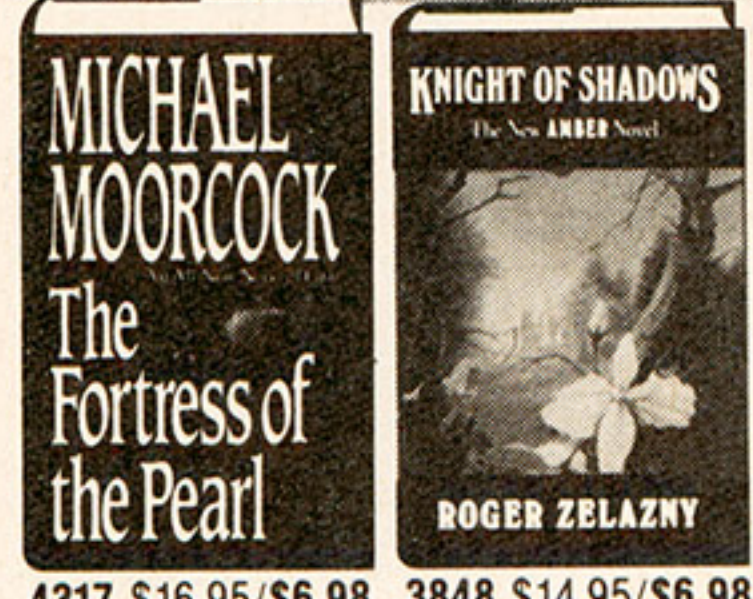
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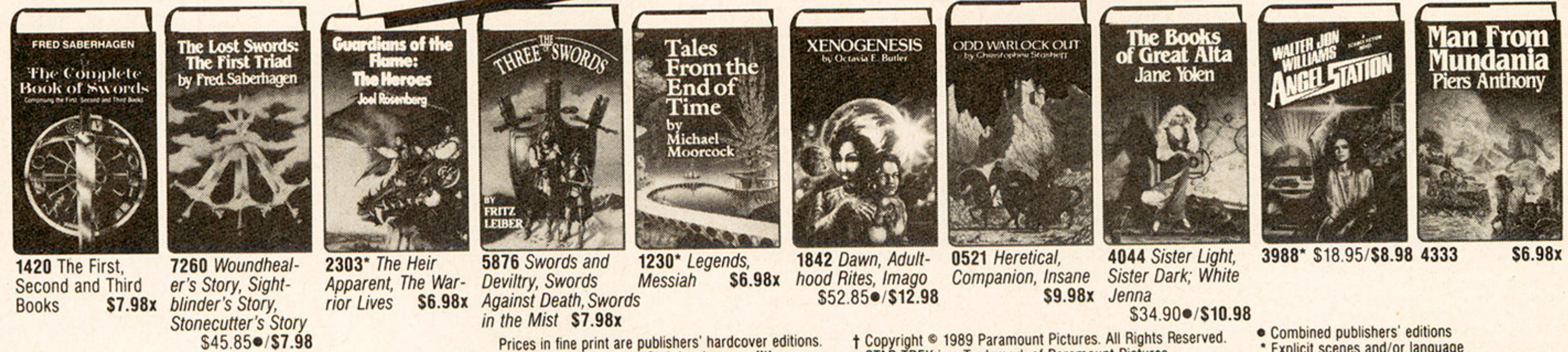


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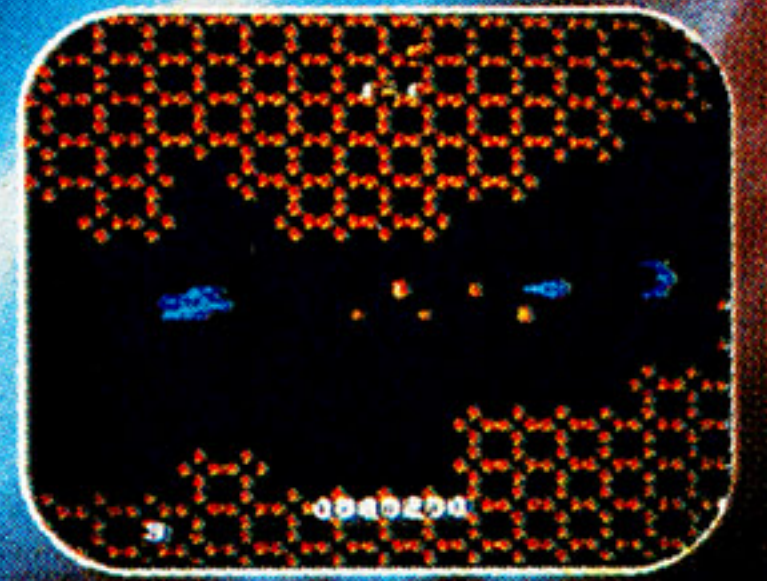
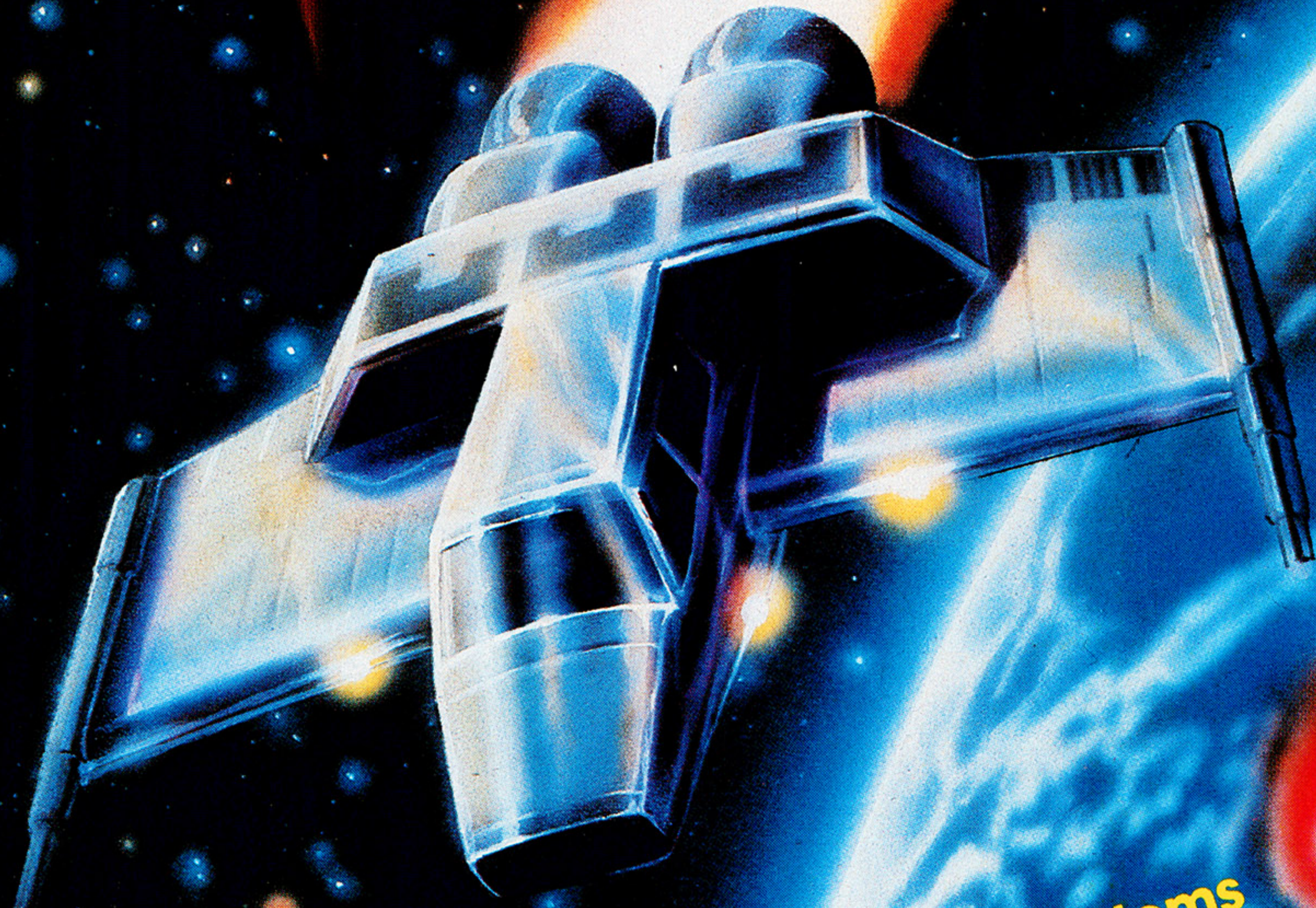
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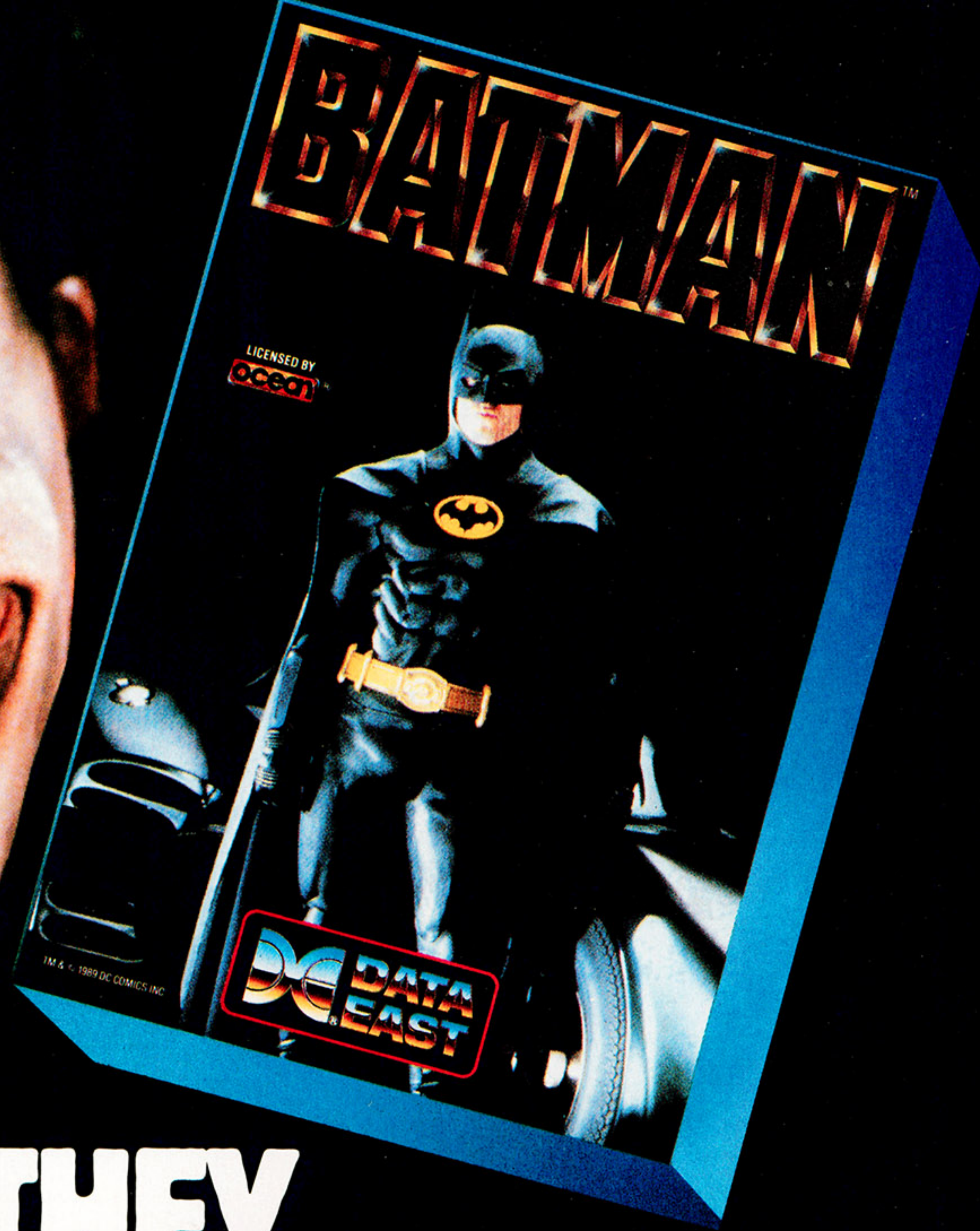
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