SUPER NES PREVIEWS!

NINTENDO® • PC • SEGA • NEC • AMIGA • ATARI

A Signal Research Publication
$3.95 $4.95 CANADA Vol. 3 No. 8

GAME Player's™

THE LEADING MAGAZINE OF VIDEO AND COMPUTER ENTERTAINMENT

SUPER NINTENDO!®
— see p.14

VICE
HIGH SPEED
SUPER CARS
POWER BLADE
BATTLETOADS
DIGGER T. ROCK
UNTOUCHABLES
WAYNE GRETZKY
SNEAKY SNAKES
HOVERFORCE
ALIEN STORM
ARACHNOPHOBIA

FINAL FANTASY LEGEND II: 5-PAGE GUIDE FOR GAME BOY!™

AUGUST 1991 01092
08
0 71486 01092 0

The ROCKETEER

7-PAGE NINTENDO® GAME OF THE MONTH

PHANTASY STAR III
7 PAGES OF HINTS
FOR SEGA GENESIS!

RENOVATION DOES WHAT

And seven year olds. And 22 year olds. And even the old-timers at Video Games & Computer Entertainment. Where they awarded Renovation Products with the Best Science-Fiction Video of 1990 for Whip Rush — one of seven heart-pounding titles currently released.

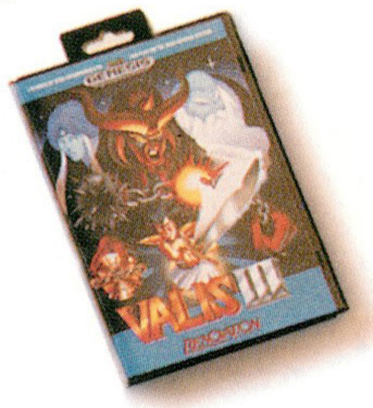
If that isn't enough, Whip Rush was awarded the "Standard of Excellence" award from SEGA.

Which goes to show, when you're a winner, you're bound to make some waves.

We're making waves with other hot action games like Final Zone, Arrow Flash and Granada.

You can blow enemy ships into oblivion with our #1-rated 8-meg shooter — Gaiares.

If action adventure is your thing, then Valis III is awesome. *(It's the 8-meg sequel to the other great Valis games.)*



NINEYEAROLDS WANT.

Excellent	Excellent
8	8
Outstanding	Excellent
9	8
Outstanding	Very Good
9	7
Outstanding	Excellent
9	8

ELECTRONIC GAMING MONTHLY

You'll face a wild, imaginative assortment of fierce enemies in Gain Ground *(for two players)*. Whip Rush, the award-winning sci-fi adventure game will blow you away! Arcus Odyssey *(soon to be released)*, is a killer 8-meg role-playing action game. And with Dinoland *(another soon to be released game)*, you can join Dinobunz and his friends on a wild, prehistoric adventure — pinball style!

Our critics have spoken. And we say "thanks."

For the hottest SEGA™ Genesis™ games — you can count on Renovation Products.

Hang on to your controller, 'cause Renovation does what nineyearolds want.

OFFICIAL SEGA GENESIS SEAL OF QUALITY

RENOVATION PRODUCTS™

987 University Ave., Suite 10
Los Gatos, California 95030

WHIP RUSH, FINAL ZONE, ARROW FLASH, GRANADA, GAIARES, VALIS III, GAIN GROUND, ARCUS ODYSSEY AND DINOLAND ARE LICENSED BY SEGA ENTERPRISES, LTD. FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM. SEGA AND GENESIS ARE TRADEMARKS OF SEGA ENTERPRISES, LTD.

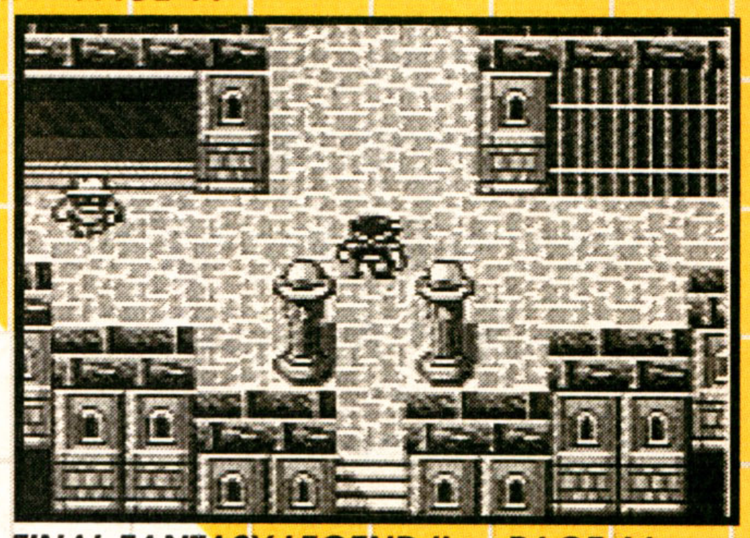
THE GAMEPRO™ NAME AND LOGO ARE TRADEMARKS OF IDG COMMUNICATIONS/PETERBOROUGH, INC. ELECTRONIC GAMING MONTHLY IS A TRADEMARK OF SENDAI PUBLICATIONS, INC. VIDEOGAMES & COMPUTER ENTERTAINMENT IS A TRADEMARK OF L.F.P. INC.

© 1991 RENOVATION PRODUCTS, INC. RENOVATION PRODUCTS, INC. IS A SUBSIDIARY OF TELENET JAPAN LTD.

CONTENTS

THE ROCKETEER — PAGE 44

PHANTASY STAR III — PAGE 51



FINAL FANTASY LEGEND II — PAGE 64

WHERE IS CARMEN SANDIEGO? — PAGE 58

4 THE EDITOR'S VIEW
10 THE TIP SHEET
14 PLAYER'S WORLD
18 NINTENDO NEWS
27 GAME BOY PLAYERS
30 ARCADE ACTION
32 PC PLAYERS
35 SEGA PLAYERS
38 AMIGA PLAYERS
40 TURBO PLAYERS
43 ATARI SAFARI
44 NINTENDO GAME OF THE MONTH: *THE ROCKETEER*
51 SEGA GENESIS GAME OF THE MONTH: *PHANTASY STAR III*
58 COMPUTER GAME OF THE MONTH: *WHERE IN AMERICA'S PAST IS CARMEN SANDIEGO?*
64 SPECIAL STRATEGY FEATURE: *FINAL FANTASY LEGEND II*

69-83 GAME REVIEWS:
WAYNE GRETZKY HOCKEY
BLOCKOUT
BATTLETOADS
HIGH SPEED
SNEAKY SNAKES
FLIGHT OF THE INTRUDER
MIDWINTER
THE UNTOUCHABLES
ALIEN STORM
POWER BLADE
MR. DO
SUPER CARS
HOVERFORCE
VICE: PROJECT DOOM
DIGGER T. ROCK

84 GUIDEPOST: THE HOT 100
89 GAME NEWS & PREVIEWS

Dream Season.

Infielders dive for grounders in the hole. Outfielders crash into the wall to snare long drives. Sluggers take the curveball to the opposite field, or pull the inside fastball down the line.

In this game, you control it all, and much more. With special biorhythm/conditioning charts that give you the vital information you need to set your lineup. So you know when to pull a tiring starter. Or go to the bench for a hot pinch hitter.

It all adds up to a dream season for every game player who likes to use his head as well as his hands. So get into "Bases Loaded II: Second Season." At your favorite video game store now.

Live Action That Never Ends.

Jaleco,™ Bases Loaded® II: Second Season™ are trademarks of Jaleco USA, Inc. Nintendo® and Nintendo of America® are registered trademarks of Nintendo of America. © 1990 Jaleco USA Inc.

JALECO™

The EDITOR'S VIEW

Nintendo's 16-bit Super NES is so hot that NEC and Sega already are feeling the heat — even though the Super NES won't hit the stores until September 1. While Nintendo was announcing the Super NES in Chicago (see "Player's World," page 14), NEC and Sega were busily cutting their prices.

NEC was the first to act. On May 20, NEC slashed the price of its TurboGrafx-16 from $149 to $99, making it the lowest-priced 16-bit system on the market. NEC also reduced the price of the TurboGrafx-CD player from $399 to $299, which makes it the lowest-priced CD-ROM drive available. (For details, see "Turbo Players," page 40.)

Sega soon followed. On June 1 — the same day Nintendo officially unveiled the Super NES at the Summer Consumer Electronics Show — the Genesis was reduced from $189 to $149.

It's not hard to figure out why. With the long-awaited Super NES arriving at about $180, NEC and Sega are trying to give game players some good reasons not to go with the flow. At $99, the TurboGrafx now competes directly with the eight-bit NES. And at $149, the Genesis moves into the mid-priced slot formerly occupied by the TurboGrafx. As the videogame war heats up, keep your eyes peeled for coupons, rebates, discounts on games, special deals on accessories, and other incentives. And be sure not to miss next month's issue of *Game Player's* — it'll be chock-full of the latest news about Nintendo, Sega, and NEC from Summer CES in Chicago.

Believe it or not, the Super NES isn't the *only* big news coming out of this summer's show. Another long-awaited home entertainment system is also making its debut: CD/I.

What the heck is CD/I, you might ask? CD/I stands for Compact Disc/Interactive, and it's a new way of combining digital audio, full-motion video, and computer graphics on a CD to provide games, educational programs, and many other applications.

Actually, CD/I isn't that new. It's been kicking around in development labs for several years and only now is coming to market. And in terms of what it does, it's similar to NEC's TurboGrafx-CD, the CD-ROM drives for personal computers, and especially Commodore's CDTV. The difference is that CD/I has different technology and powerful backers who have declared CD/I the new global standard for CD-based home entertainment.

CD/I was invented by Philips, the same company which introduced CD audio in the 1980s and cassette tapes in the 1960s. Joining with Philips are numerous software developers who have been working on CD/I applications for years. When CD/I hits the stores this fall, there should be a flood of good software within a matter of months.

For instance, we're looking forward to playing the finished version of a golf game that we've seen in various stages of development over the past three years. Even the early versions completely blow away anything available for arcade machines and home videogame systems, because this golf game uses videotape footage of real golfers and scenery. And some of the educational applications are equally exciting — interactive Sesame Street stories, walking tours of the Smithsonian, and how-to guides on a wide variety of subjects.

Of course, all this new technology comes at a price. The first CD/I players from Magnavox (a Philips subsidiary) will be priced at $1,400. But that's how much audio CD players cost when they first came out, too. We think CD/I could have a bright future, and we'll bring you an in-depth report in our next issue.

Tom R. Halfhill
Editor, *Game Player's*

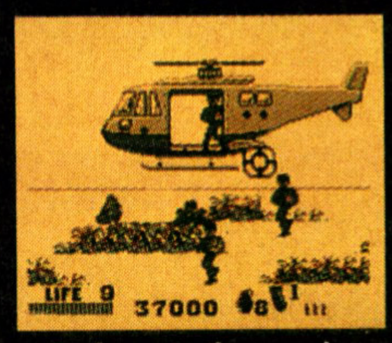
GP

Oops! In our June review of *Castelian* for Nintendo, we attributed the game to the wrong company. Actually, it's from Triffix, which is based at 5756 Royalmount Avenue, Montreal, Quebec, Canada H4P 1K5. Sorry for the confusion!

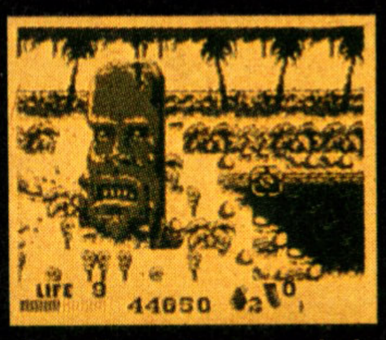
Game Player's: The Leading Magazine of Video and Computer Entertainment (ISSN-1042-3133) is published monthly by Signal Research, Inc., 300 A-E South Westgate Drive, Greensboro, NC 27407, USA. Application to mail second class postage pending at Greensboro, NC, and additional mailing offices. Newsstand distribution is handled by the Curtis Circulation Company. Subscriptions: 12 issues US: $26.50. CANADA: Add $1 per issue. Outside U.S. and Canada: Add $2 per issue. For subscription customer service, call 1-800-222-9631. POSTMASTER: Please send changes of address to *Game Player's*, P.O. Box 56254, Boulder, CO 80322-6254.

READY, AIM, PUNISH!

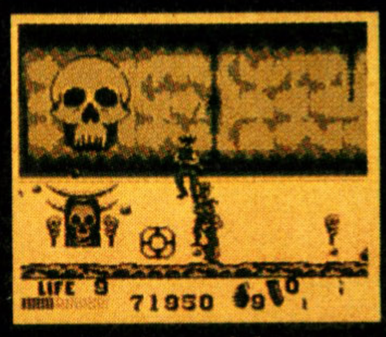
SPECIAL APPEARANCE BY SPIDER-MAN®



Rocket missiles are the perfect weapon to blow up enemy choppers.



Bazooka-toting mercs lurk in the deadly jungle brush.



Voodoo and drug smugglers? Time to break their spell...Punisher-style!

Crime. The stench is everywhere. But now Jigsaw and his band of drug lords will be taught a lesson in justice — Punisher-style!

There's nowhere for them to hide. Packing his M60 machine gun, nitro-charged grenades and heat-seeking rockets, The Punisher™ will hunt them down from the urban New York jungle to the voodoo-infested wilds of South America... destroying everything evil in his sight! With Spider-Man® at his side, hundreds of enemies will be given the ULTIMATE PAYBACK!

Acclaim® entertainment, inc.

LICENSED BY Nintendo®

Official Nintendo Seal of Quality

The Punisher™ © 1991 Marvel Entertainment Group Inc. All rights reserved. The Punisher and the likeness thereof are trademarks of Marvel Entertainment Group and are used with permission. All rights reserved. The Amazing Spider-Man® is produced under license from the Marvel Entertainment Group, Inc. © 1991 Marvel Entertainment Group, Inc. Nintendo®, Game Boy® and the official seals are trademarks of Nintendo of America Inc. Acclaim® is a registered trademark of Acclaim Entertainment, Inc. © 1991 Acclaim Entertainment Inc. All rights reserved.

GAME Player's™

Game Player's: The Leading Magazine of Video and Computer Entertainment

August 1991

Robert C. Lock, Editor-In-Chief
Amy L. Pruette, Senior Art & Design Director

Richard T. Mansfield,
Executive Vice President, Editorial
Selby Bateman, Executive Editor
Lance Elko, Editorial Director
Tom R. Halfhill, Editor
Noreen Lovoi, West Coast Editor
William R. Trotter, Senior Writer
Matthew A. Firme, Associate Editor
Leslie Mizell, Associate Editor
Phill Powell, Associate Editor
Lisa M. Bouchey, Assistant Editor
Brian Carroll, Assistant Editor
Richard Lashley, Assistant Editor
Jeff Lundrigan, Assistant Editor
Gary M. Meredith, Assistant Editor
Stephen Poole, Assistant Editor
Margaret Ramsey, Copy Editor
Melanie Poloff, Editorial Assistant

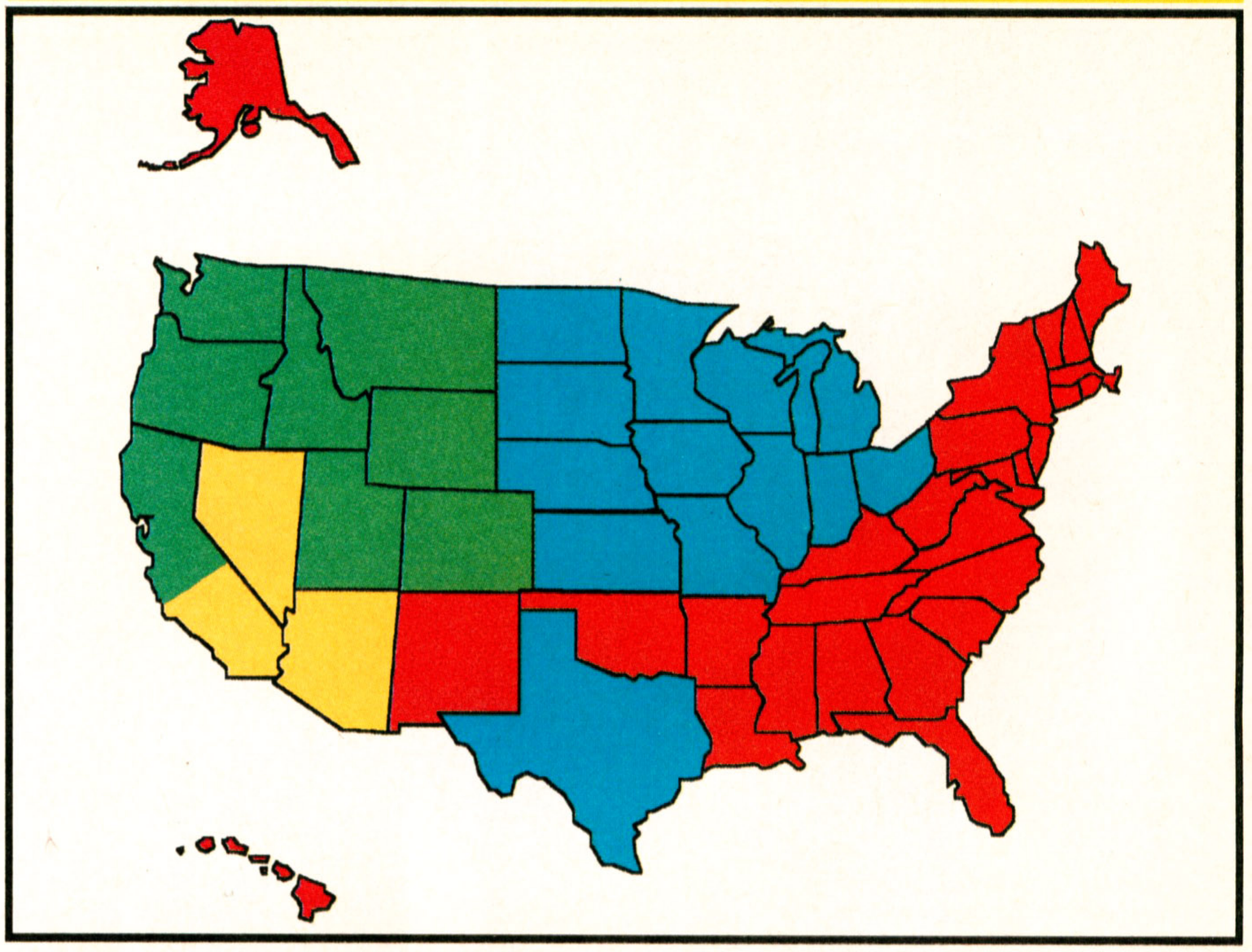
Irma Swain, Production Director
Edwin C. Malstrom, Art Director
Laura C. Morris, Senior Graphic Artist
Scotty L. Billings, Graphic Artist
Kelly E. Pinter, Graphic Artist
Jan J. Sebastian, Graphic Artist

James A. Casella, Publisher
Lawrence A. Fornasieri,
Senior Vice President, Finance
Tom Valentino, Vice President, Controller
Andrew Eisenberg,
Vice President, Advertising Sales
Dominic Mustello, Vice President, Circulation
Cindy Stump, Circulation Director
Tracy DeAlesandro, Circulation Manager
John G. McMahon, National Sales Manager
Kathleen H. Ingram, Special Projects Manager
William H. Lock, Operations Manager
Pamela Lambert, Dealer/Customer Service & Production Coordinator

Signal Research, Inc., publishes *Game Player's* (tm): *The Leading Magazine of Video and Computer Entertainment*; the *Game Player's Guides* (tm) to Nintendo, Game Boy, Sega Genesis, and PC computer games; *Game Player's GameTapes* (tm), a series of tutorial videotapes about selected games; *Game Player's Sports for Kids* (tm), a sports magazine for children; and operates the *Game Player's* Pro-Tip Hotline, a telephone service offering hints and tips for selected Nintendo games. Subscriptions to *Game Player's* or *Game Player's Strategy Guide* to Nintendo Games: One year (12 issues) U.S., $26.50; Canada, $41.20 in U.S. dollars. Canadian prices include postage and GST (GST Reg. #128220688). Outside U.S. and Canada, add $2 per issue. Corporate, editorial, production, and customer service offices are located in Greensboro, North Carolina, (919) 299-9902; FAX (919) 854-0963. Advertising sales and circulation offices are located at 23-00 Route 208, Fair Lawn, NJ 07410, (201) 703-9500; FAX (201) 703-9509. Dealer orders and inquiries should be directed to Dealer Sales at (919) 299-9902.

The Editors welcome company product information for all video and computer games. Such materials should be addressed to: Editor, *Game Player's*, P.O. Box 29364, Greensboro, NC 27429, USA. Overnight delivery parcels should be addressed to 300 A-E South Westgate Drive, Greensboro, NC 27407. Editorial telephone and FAX numbers are noted above. Unsolicited manuscripts cannot be returned or acknowledged.

MPA



ADVERTISING SALES TERRITORIES

National Advertising Sales: Andrew Eisenberg, Signal Research, Inc., 23-00 Route 208, Fair Lawn, NJ 07410 (201) 703-9500

East:
Mariann Confrancisco
Signal Research, Inc.
23-00 Route 208
Fair Lawn, NJ 07410
(201) 703-9500

Midwest:
Norman Kamikow
Kamikow & Co.
676 St. Clair Street
Suite 1900
Chicago, IL 60611
(312) 664-7878

Southern California, Arizona, Nevada:
Ed Winchell
Ed Winchell Co.
22700 South
Crenshaw Blvd.
Suite 215
Torrance, CA 90505-3050
(213) 530-4693

Northwest:
John Zimmerman
Signal Research, Inc.
111 Anza Blvd.
Suite 212
Burlingame, CA 94010
(415) 579-0258

Please send all advertising materials to Pamela Lambert, Production Coordinator, *Game Player's*, 300 A-E South Westgate Drive, Greensboro, NC 27407.

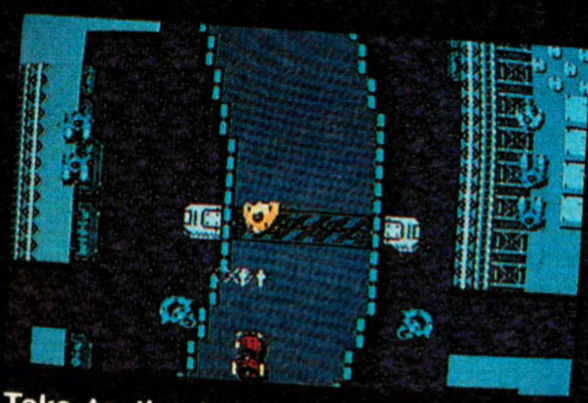
Marketplace Advertising: Olivia Merritt Signal Research, Inc. 23-00 Route 208 Fair Lawn, NJ 07410 (201) 703-9500

A publication of Signal Research, Inc. Robert C. Lock, Chairman and CEO; James A. Casella, President; Richard T. Mansfield, Executive Vice President; R. Selby Bateman, Group Vice President.

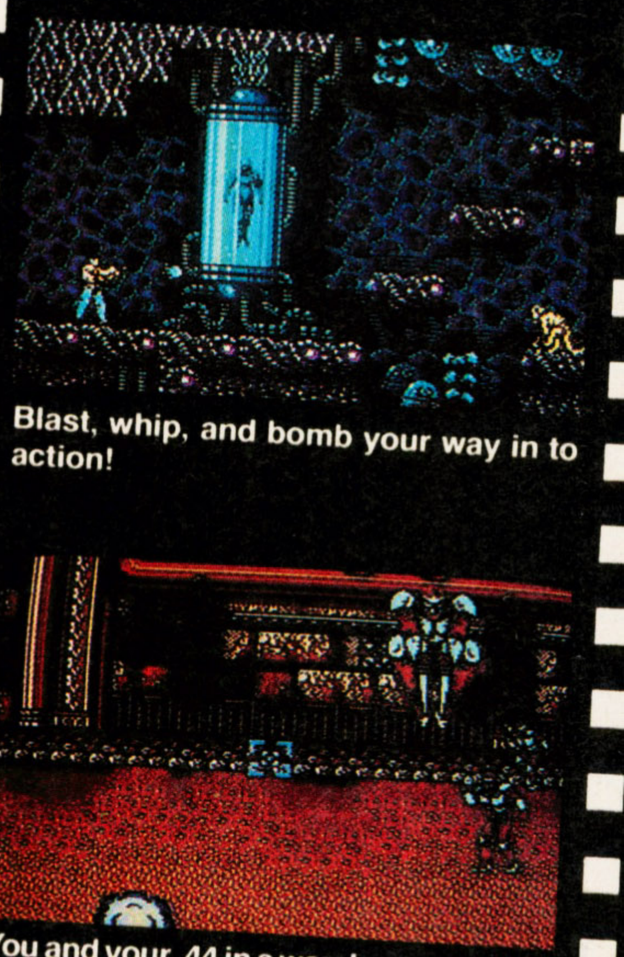
Entire contents copyright 1991, Signal Research, Inc. All rights reserved; reproduction in whole or in part without permission is prohibited. *Game Player's Guide* and *Game Player's* are tradenames of Signal Research, Inc. Nintendo is a registered trademark of Nintendo of America, Inc. IBM is a registered trademark of International Business Machines Corporation. Microsoft and MS-DOS are registered trademarks of Microsoft Corporation. Sega and Genesis are registered trademarks of Sega of America, Inc. Atari ST, Atari 2600, Atari 7800, and Lynx are registered trademarks of Atari Corp. Atari Games is a registered trademark of Atari Games, Inc. Amiga and Commodore 64 are registered trademarks of Commodore Business Machines. Apple, Apple IIGS, and Macintosh are registered trademarks of Apple Computer, Inc. Tandy is a registered trademark of Tandy Corp. TurboGrafx-16 is a registered trademark of NEC Technologies, Inc.

Products named in these pages are tradenames, or trademarks, of their respective companies. *Game Player's: The Leading Magazine of Video and Computer Entertainment* is a publication of Signal Research, Inc., an independent publishing company.

SHOOT TO THRILL!



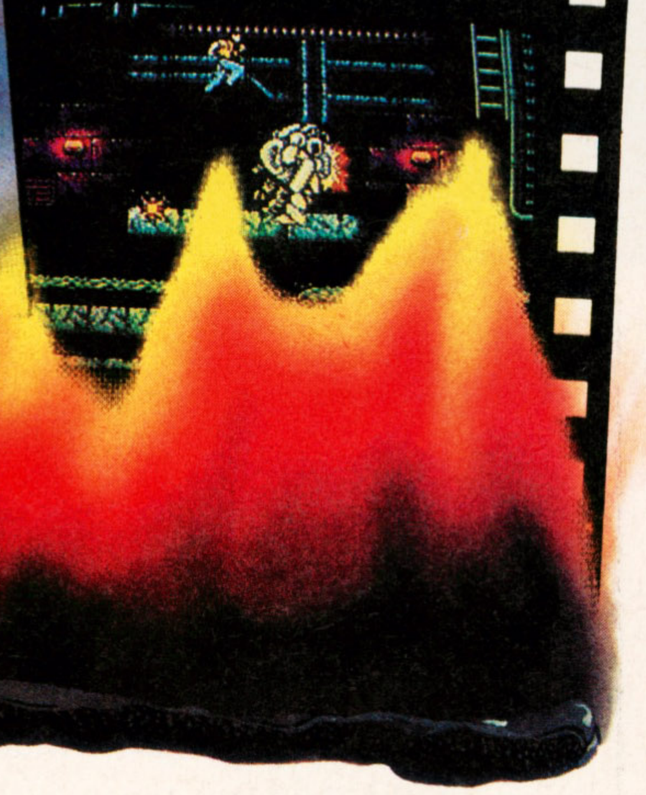
Take to the highway in your Super-Charged Street Machine!



Blast, whip, and bomb your way in to action!

You and your .44 in a warehouse packed with stolen merchandise and deadly assassins.

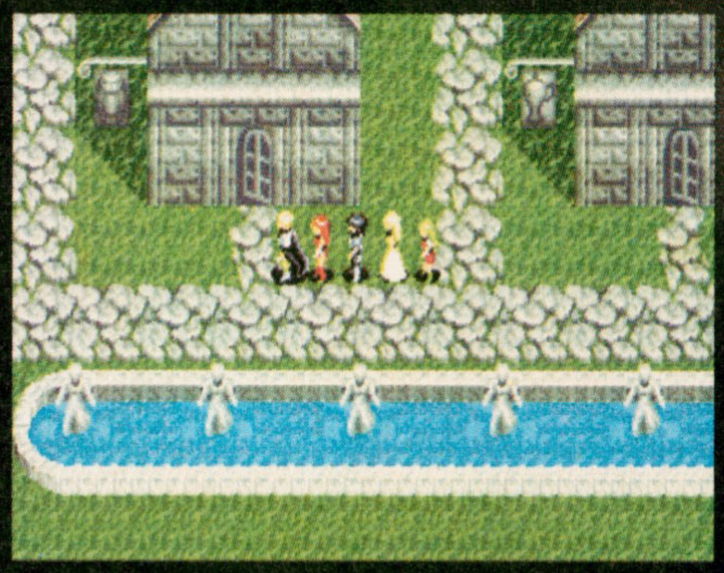
A storyline to keep you plastered to the action.



Vice officer Quinn Hart is on an assignment unlike anything he's ever seen! Weird bodies are turning up dead, top secret weaponry is missing, and organized crime is at an all time high. But Hart's up against something more than the Mob, street gangs, or even hostile terrorists.
A new force has risen and Hart finds himself plunged into a conspiracy of terror!!

American Sammy Corporation
2421 205th St., Suite D-104, Torrance, CA 90501
PHONE: (213) 320-7167 • GAME TIPS: (213) 320-7362

SAMMY™, VICE: THE PROJECT DOOM™ are trademarks of American Sammy Corporation. Nintendo and Nintendo Entertainment Systems® are registered trademards of Nintendo of America, Inc.

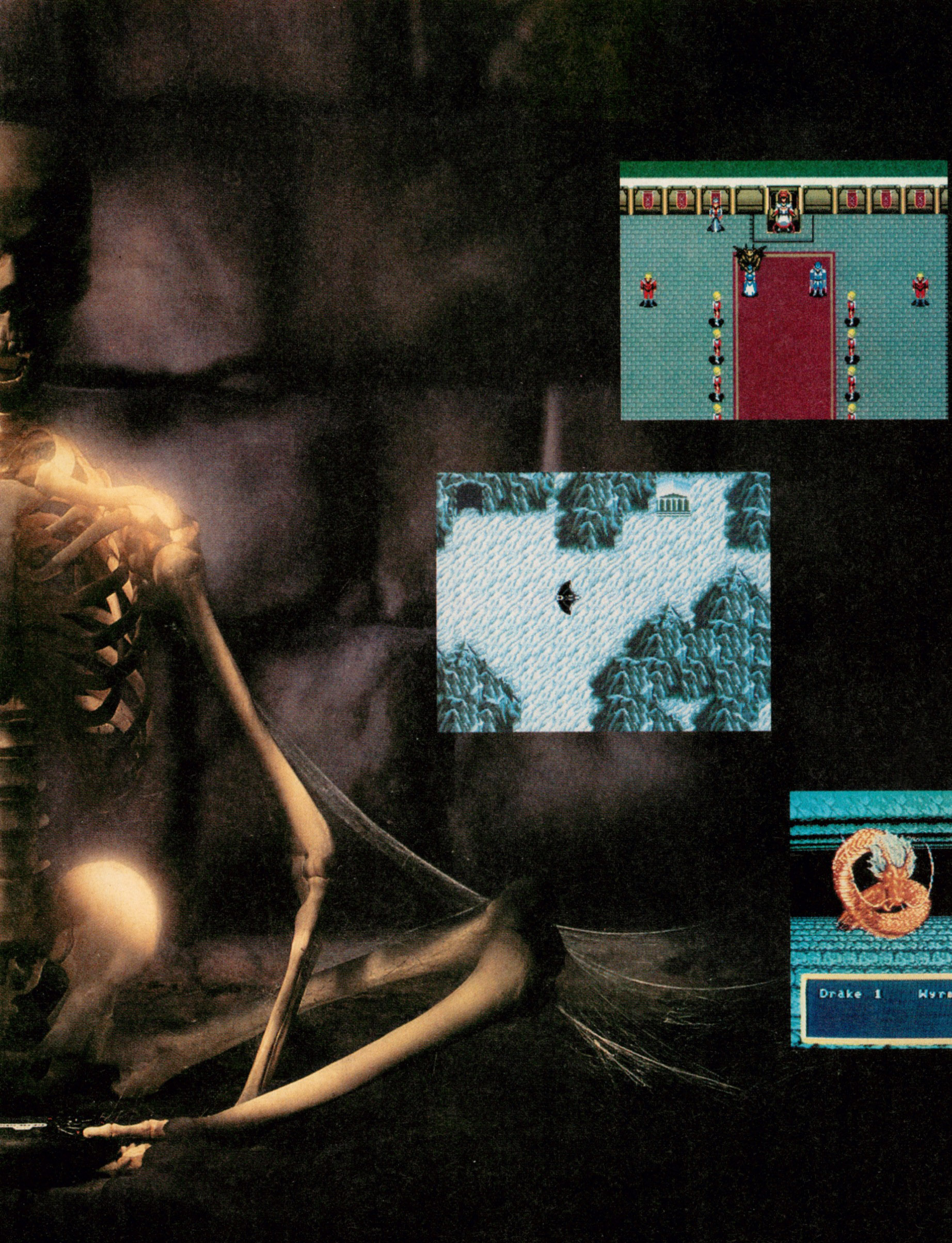


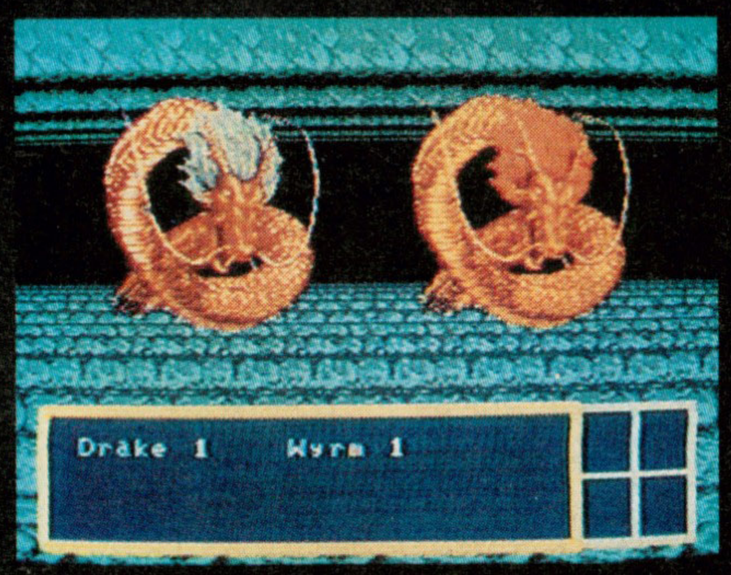
BY THE TIME YOU GET THRO
YOU'LL GET MARRIED, GROW

Get a life. Actually, get multiple lives, and a couple of wives, and some kids too. It's up to you. Welcome to the world of Phantasy Star III, the new role-playing odyssey from Sega™ that spans three generations of characters. It's big, real big.

What do you expect? It's from the same people who gave you mind-benders like Phantasy Star II™ and Sword of Vermilion.™ And take our word for it, you're in for the long haul with this one. Phantasy Star III will take you hundreds of hours to complete, if you're lucky.

Besides, you can always buy the hint book. Which could come in handy with a game that unfolds into four different endings. Of course, finishing Phantasy Star III will take a lot more than a hint book. It'll take endless skill and intense concentration. Not to mention a good chunk of your life.





OUGH PHANTASY STAR III™, OLD, AND DIE THREE TIMES.

SEGA™ GENESIS™

Sega, Genesis and all game titles are trademarks of Sega of America, Inc.
©1991 Sega of America, Inc. P.O. Box 2167, South San Francisco, CA 94080

The Legend of Zelda

I'm up to level 6 in *The Legend of Zelda* for Nintendo, but I can't seem to kill the wizzrobe in this labyrinth. Am I missing a weapon? I know where the magic sword is, but the old man won't give it to me. I also don't have the red ring yet. Where is it?

Kathleen Smith
Pennsylvania

To kill the wizzrobe, use either bombs or the sword. It takes a lot of hits to destroy him. To get the magic sword, you must have 12 heart containers.

Final Fantasy Legend

I'm having trouble with world 5F in *Final Fantasy Legend* for the Game Boy. First of all, I'm having trouble finding the answer to the riddle of the old man who lives in the cabin. I was told by one of the people who live in the town at the bottom of the ocean to remember where the two lines cross — where is that?

Anthony Raymond
Pennsylvania

To find the answer to the old man's riddle, bring him the battlesword. He'll give you the blue crystal. The place where two lines cross refers to the room where you found the red crystal.

TIP SHEET

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.

Super Hydlide

I am building up my library of Sega Genesis games. I feel that most of the games are too easy except for a couple. *Super Hydlide* is one of the only games I haven't won. I'm sure a lot of people haven't beaten it either, so I'm helping out on parts that I once had trouble on.

Here's how to find the City of Illusion: Go into the first dimension with the horn you found in the spaceship. Go to the island with two tombstones and use the horn. You will then be transported to the City of Illusion.

When you first arrive, nobody will say anything, so sleep in the hotel. That way, you'll be able to return there with your magic. Next, buy the holy water from the shop. That's the only thing that will break the seal.

Dan Leibowitz
New Jersey

Thanks for the tips!

Maniac Mansion

Can I send the manuscript to the three guys in the NES version of *Maniac Mansion*? How do I write the address?

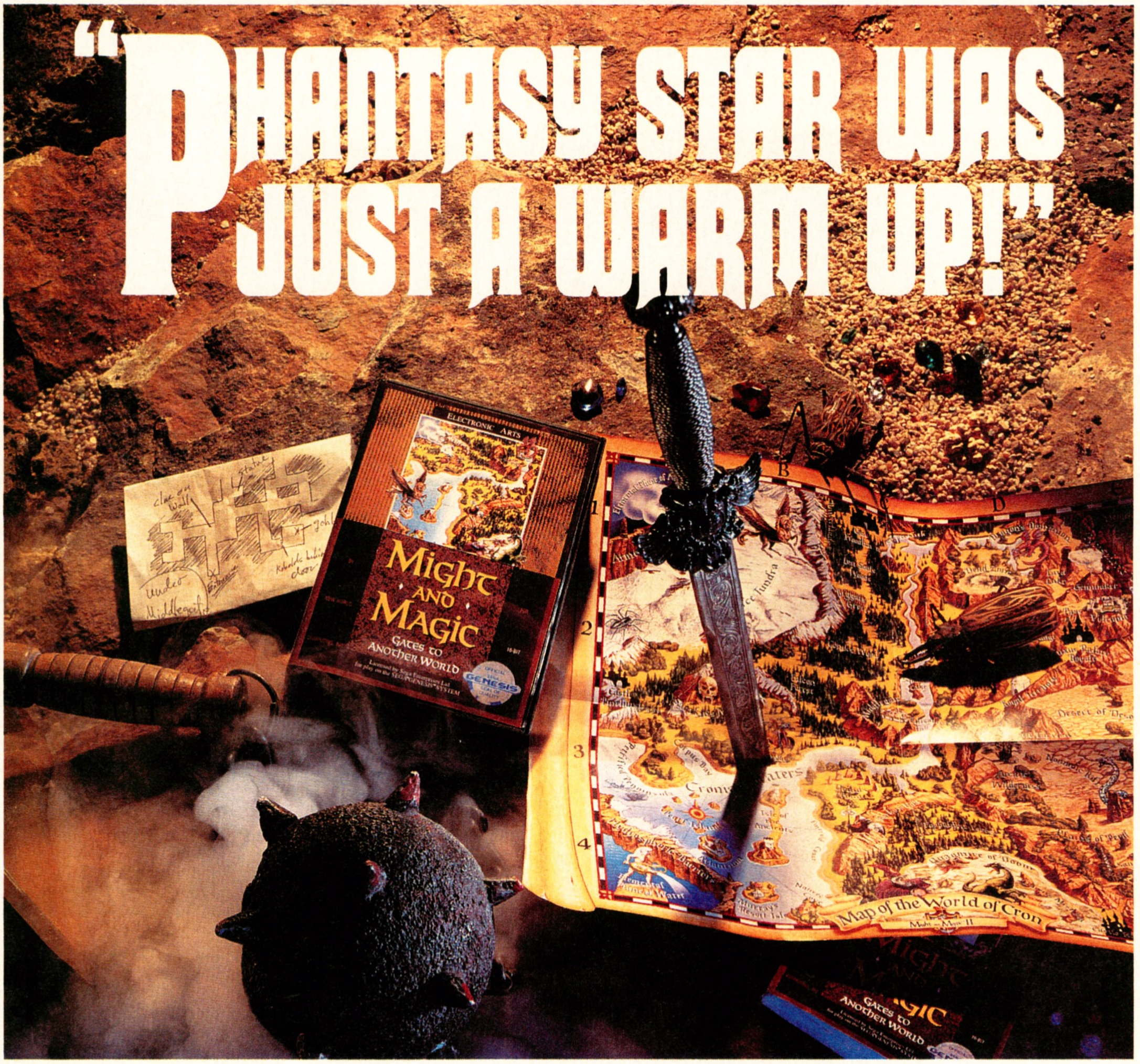
Clinton Kina
Hawaii

Yes, you can send the manuscript to the three guys — in fact, you can't send it to anyone else. The only kid in your party who can type the letter is the one who originally saw the TV commercial for the publishing house.

The Colonel's Bequest

In the computer game *The Colonel's Bequest*, can you get the family jewels? If you *can* get them, how do you do it? In the secret room in the cellar where all the dead bodies are dumped, where's the key to the gold panel? Is there anything you can do with the

"PHANTASY STAR WAS JUST A WARM UP!"



6 Ultra-Compression™ megs with battery backup.

◆

200 hours to complete (except for experts).

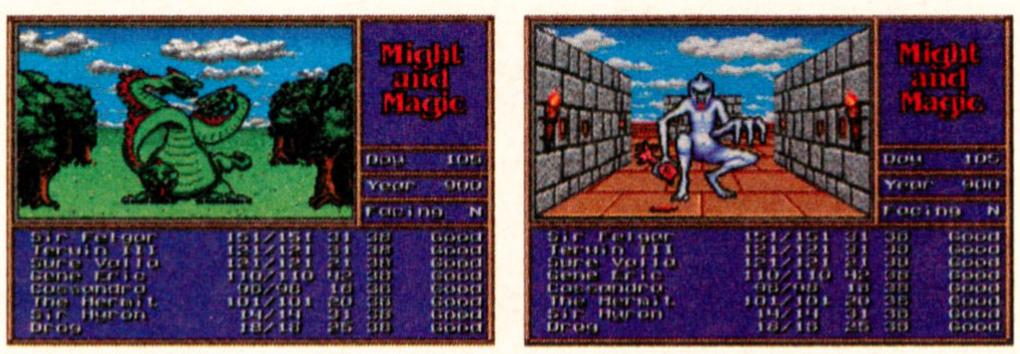
◆

Over 90 spells, including Lloyd's Beacon, Feeble Mind and Fingers of Death.

◆

Master over 200 weapons and pieces of armor.

If you thought Phantasy Star™ had a lot to offer, welcome to the brave new world of Might and Magic. It's the most advanced fantasy role-playing game yet. With the most magic, the most monsters, the most weapons, the most advanced character development of any Genesis game. With hundreds of locations and hideouts to explore, including some places we guarantee you'll never get out of alive. In Might and Magic®, the deeper you go the better it gets. So take a walk through our world. You'll find fantasy RPG's just got a new star.



Over 150 pages of clues and maps (you'll need them).

◆

Custom build your characters from 6 races, 8 different classes and 40 different skills.

◆

Battle 250 different creatures. (4 times Phantasy Star).

SEGA GENESIS™

Visit your retailer or call 1-800-245-4525 any time.

ELECTRONIC ARTS®

Might and Magic is a registered trademark of New World Computing, Inc. Sega, Genesis, and Phantasy Star are trademarks of Sega of America, Inc. Ultra-Compression™ is a trademark of Electronic Arts.

ghost in the graveyard? What can you do with the crowbar? Is there something in the bell? Can you get across the broken bridge? Where are all the secret passages? How do I find out who used the secret passages, and all the people with telltale secrets? Can you open the cabinets in the hallway where the clock and mirror are found?

Matt Harris
Pennsylvania

You might be trying to get through the game too fast. It's very important to make a complete circuit of the house and grounds each hour, or you're probably going to miss something important. For example, the only way to find out the secrets of the Dijon relatives and who's using the secret passages is to check the secret passageways in the house every hour. The parrot has also heard some secrets. Feed her a cracker every hour.

Yes, finding the family jewels is an important goal of the game, but you won't find them until the adventure is nearly over. The crowbar comes in handy while you're trying to uncover the jewels.

There is something important in the bell — the crank to the gold plate in the cellar. You won't find anything in the cabinets, however — you can't open them. And although you get points for seeing the ghost, you can't talk to her or touch her.

There are five secret passageways in the house if you count the tunnel in the cellar, and there's another passageway on the grounds. But it's not over the broken bridge. That just marks a boundary of the game.

Dragon Warrior

In *Dragon Warrior* for Nintendo, how do you get from the first basement into the second, and so on, until you get to Erdrick's sword?

Anthony Manuel
New York

Try looking in Castle Sharlock.

Shadowgate

I have a problem with *Shadowgate* for Nintendo. I can't find the hook to get the water. Can you tell me where to find it?

C.J. Schneider
North Carolina

Go back to the laboratory and look on the ground.

Keith Courage in Alpha Zones

In *Keith Courage in Alpha Zones* for the NEC TurboGrafx-16, how do you defeat the last boss? I even had the Alpha Sword, and I still couldn't beat him. Please help me out.

Kevin Piotrowsni
Ontario, Canada

When you fall into his room, press right on the directional pad of your controller so you land at the boss's feet. If you land right in front of him, he won't attack. Keep slashing him with your weapon until he dies — he won't lift a finger to stop you.

Phantasy Star

In *Phantasy Star* for the Sega Master System, how do you go through the orange manhole in the spaceport on Palma?

Matt Gundy
New York

Once you've completed a number of tasks, you can enter the manhole simply by walking onto it. Be sure you have a light in your inventory, however, or you'll have to make your journey in the dark.

GP

16-BIT
CARTRIDGE

AVAILABLE
EARLY
SEPTEMBER
1991

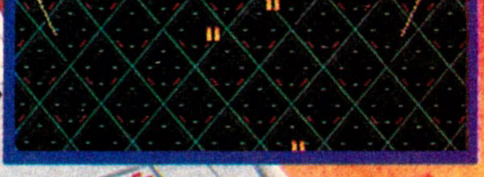
8-MEGABIT
MEMORY
FOR ONE PLAYER

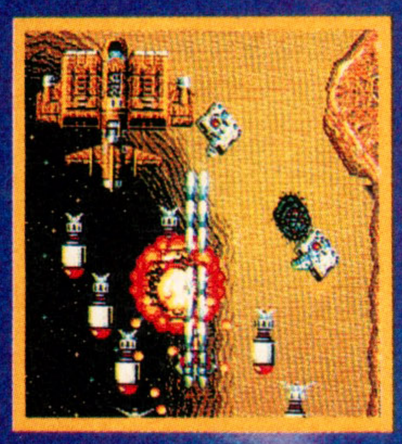
SEGA AND GENESIS ARE TRADEMARKS OF SEGA ENTERPRISES LTD.

RAIDEN TRAD™

8 MEGA-BIT MEMORY

Number of Stages: 8 plus exciting additional special stage.





A.D.2090
The world is attacked by aliens from outer apace. The world has united forces which fight back fiercely. Top world scientists have analyzed wreckage of enemy planes shot down, and created a supersonic fighter bomb called "Raiden".

However, since these aircrafts are so technically sophisticated, there is only one pilot in the entire world who is able to handle it.

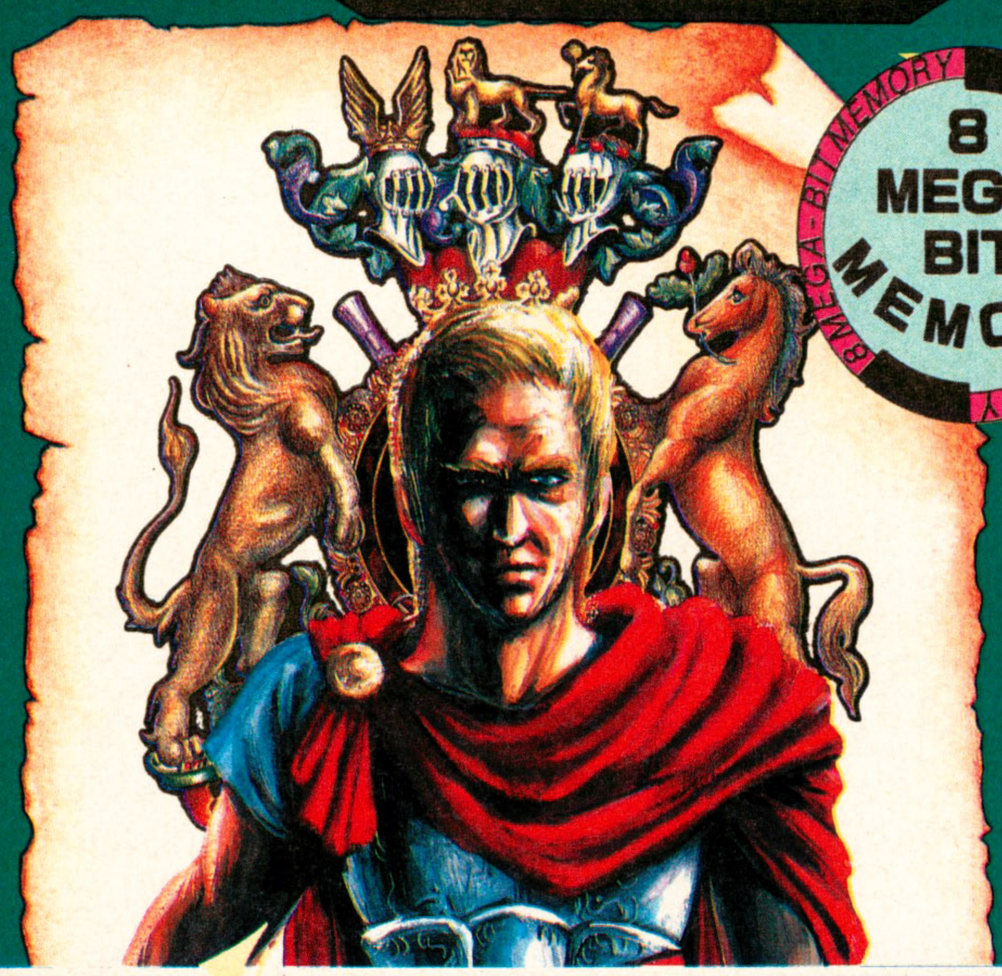
The Raiden is just about to take off, and the entire world is now depending on this Raiden!

Licensed by
© SEIBU KAIHATSU, INC.

Continuously dominating No-1 popularity long after debut at arcades!

SEGA™ GENESIS™

©MICRONET 1991



8 MEGA-BIT MEMORY

AVAILABLE NOW

OFFICIAL SEGA™ GENESIS™ SEAL OF QUALITY

This is it – a realtime war simulation game!

WARRIOR™ OF ROME

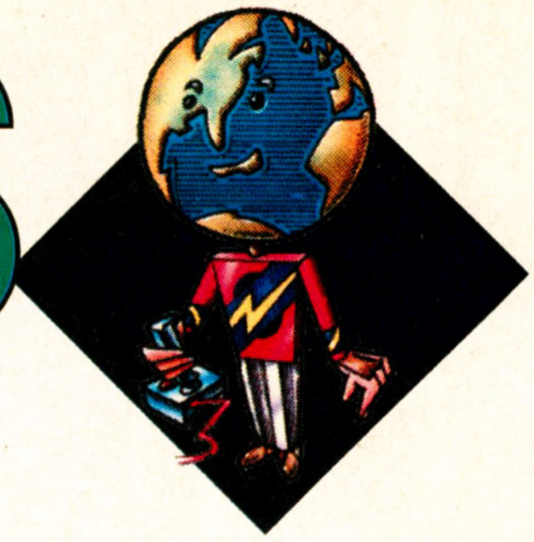
Victory to Caesar!

LICENSED BY SEGA ENTERPRISES LTD.
FOR PLAY ON THE SEGA GENESIS SYSTEM

LICENSEE Micronet CO., Ltd.
3F MURAKAMI BLD. S10. W15. CHUO-KU,
SAPPORO, HOKKAIDO, 064 JAPAN TEL.(011)561-1370

DISTRIBUTED BY Bignet U.S.A., INC.
388 MARKET STREET SUITE-500
SAN FRANCISCO, CA94111 TEL.(415)296-3883

PLAYER'S WORLD



SUPER NES IS ALMOST HERE!

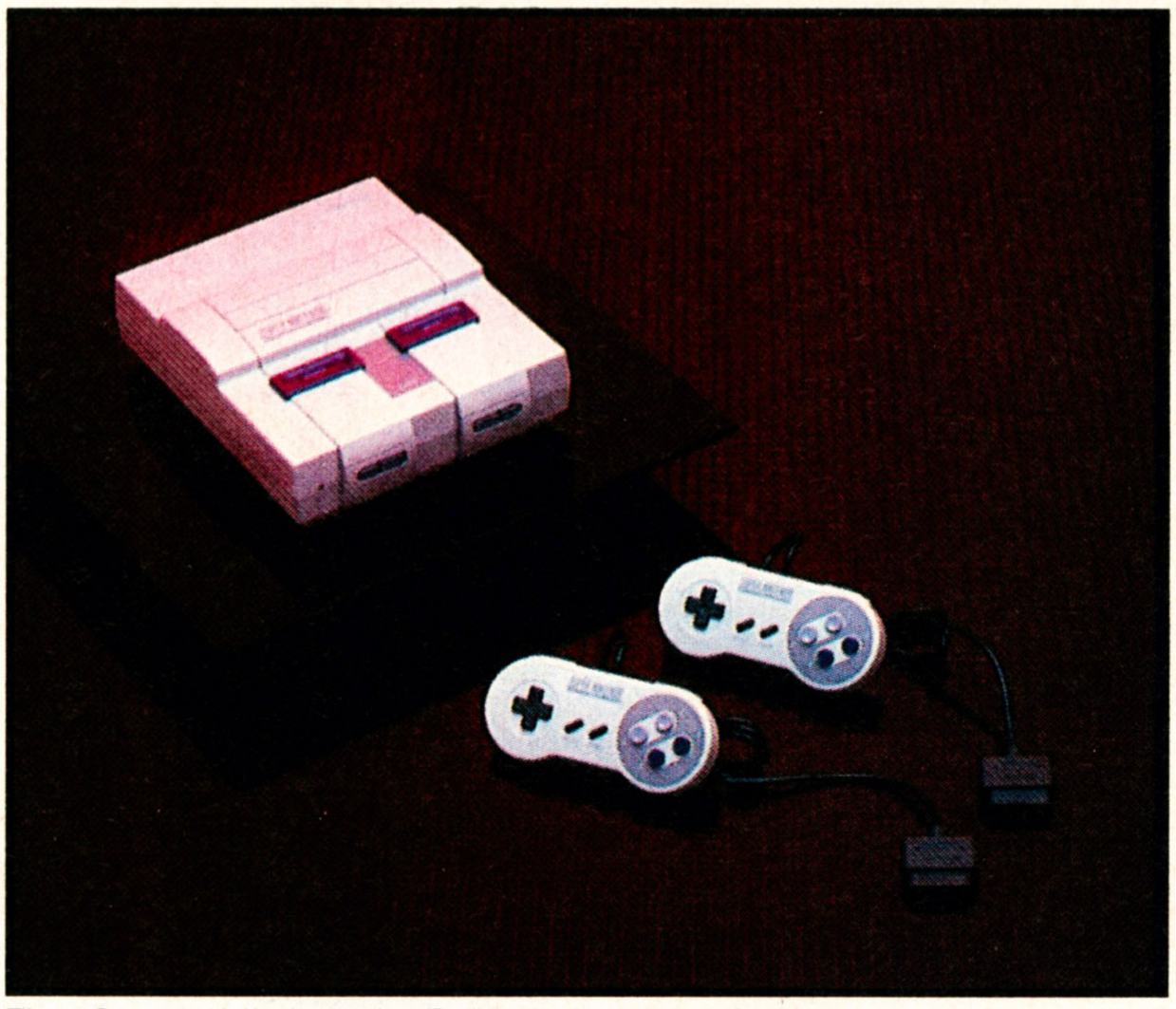
Tom R. Halfhill

You can stop holding your breath. The Super Nintendo Entertainment System is coming soon!

The American version of Nintendo's 16-bit home videogame system was finally unveiled in Chicago on June 1. As expected, the Super NES will go on sale in North America on September 1. And except for some minor cosmetic differences, the Super NES is virtually identical to the Super Famicom, the Japanese version which has been available in Japan since November 1990.

But Nintendo's long-awaited announcement did bring with it a couple of surprises. First, the Super NES will cost a bit more than expected: $199 instead of $189. (That price will include two controllers and *Super Mario World*, also known as *Super Mario Bros. 4*.) The second surprise is that eventually there may be not just one, but *two* optional compact disc (CD) players for the Super NES — and they might be completely incompatible with each other!

This confusing situation is the result of some complex business deals between three companies: Sony, Nintendo in Japan, and Philips, an electronics conglomerate based in the Netherlands. Sony and Philips both have separate agreements with Nintendo to produce CD players for the Super NES. These players would let you use videogames sold on CDs instead of cartridges. Because CDs can store much more information than conventional cartridges, the games can be much larger while offering better graphics and sound. Right now, the NEC TurboGrafx-16 is the only home videogame system with an optional CD player, although Sega will soon introduce a similar player for the Genesis in Japan.



The Super Nintendo Entertainment System

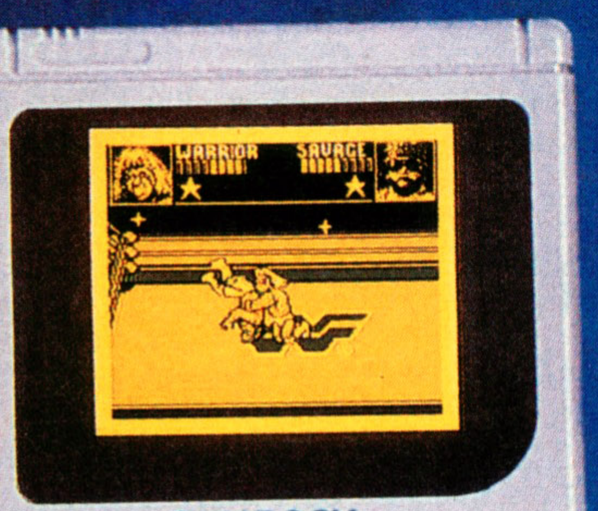
Later this year in Japan, Sony is planning to bring out a home videogame system called the Play Station. It would work with Super NES carts and a new line of CD games. Sony says the Play Station could reach the U.S. by early 1992. But Nintendo says that CD games designed for the Play Station won't work with a second CD player made for the Super NES by Philips. (Incidentally, neither CD player will be compatible with CD games made for the TurboGrafx and Genesis.)

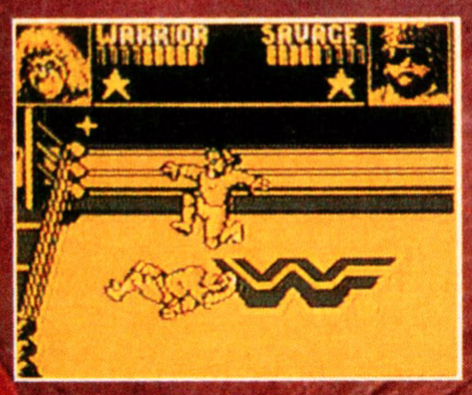
No prices were announced for the CD players, but Nintendo promises that the Philips unit will be "very low cost." Nintendo will probably try to undercut NEC, which recently reduced the price of its TurboGrafx-CD from $399 to $299.

We'll have more on this late-breaking story in next month's issue of *Game Player's*!

GP

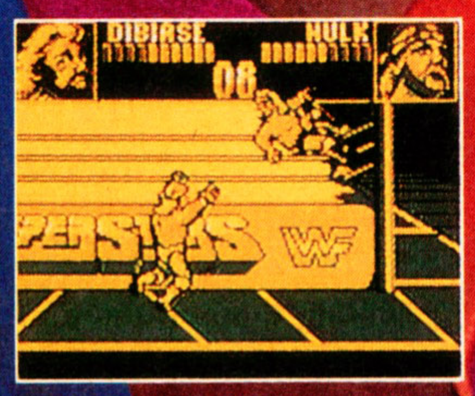
THE ULTIMATE GAME BOY™ GAME.



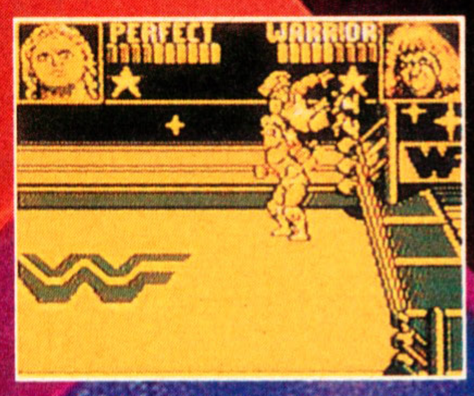


INCREDIBLE WRESTLING ACTION!
Take on your favorite WWF Superstars with the piledriver, suplex, dropkick and more!

TV INTERVIEWS:
Anybody want to take on these 24" Pythons?



OUT-OF-THE-RING MAYHEM!
Watch out for a powerslam!



TURNBUCKLE TURMOIL!
Unleash a devastating flying leap on your opponent!

Step into the ring with Ultimate Warrior™, Hulk Hogan™, Mr. Perfect™, Million Dollar Man Ted DiBiase™ and Macho King Randy Savage™!

Licensed by Nintendo for play on the Nintendo ENTERTAINMENT SYSTEM®

LJN LTD.

Official Nintendo Seal of Quality

Photo: Steve Taylor

®Registered trademark of TitanSports, Inc. ©1991 TitanSports, Inc. Hulk Hogan™, Hulkamania™, and Hulkster™ are trademarks of the Marvel Comics Group licensed exclusively to TitanSports, Inc. World Wrestling Federation® and WrestleMania® are registered trademarks of TitanSports, Inc. All other distinctive character likenesses are trademarks of TitanSports, Inc. All rights reserved. Nintendo®, Game Boy™, and the official seals are trademarks of Nintendo of America Inc. LJN® is a trademark of LJN Ltd. © 1991 LJN Ltd. All rights reserved.

WIN WIN WIN

SUBSCRIBE TODAY
1-800-222-9631
or mail a subscription card from this issue

NINTENDO® • PC • SEGA • NEC • AMIGA • ATARI

A Signal Research Publication
$2.95 $3.95 Canada Vol. 2 No. 5

GAME PLAYERS™

THE LEADING MAGAZINE OF VIDEO AND COMPUTER ENTERTAINMENT

WARP ZONES REVEALED!

CLUE
CRATERMAZE
SHINOBI
CODE NAME: VIPER
SNOOPY
BLOOD MONEY
EXTERMINATOR
KWIRK
DEJA VU II
EVERT & LENDL
KNIGHTS OF LEGEND
REMOTE CONTROL BATTLES OF NAPOLEON
RIVER CITY RANSOM
MILITARY MADNESS

PLUS:

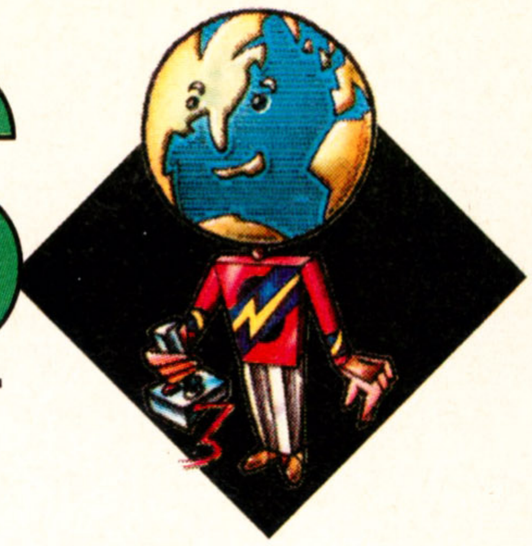
NINTENDO® WORLD CHAMPIONSHIPS!

WIN

Super Mario Bros. 3 is a registered trademark of Nintendo of America Inc.

WIN WIN WIN WIN

PLAYER'S WORLD



THE ROCKETEER: BACK TO THE FUTURE

Tom R. Halfhill

The Rocketeer, the latest Nintendo game from Bandai America, is scheduled to be released on the same day that Walt Disney's *The Rocketeer* debuts in movie theaters nationwide. (See "Nintendo Game of the Month," page 44.) Interestingly, *The Rocketeer* is something of a futuristic throwback — a curious blend of science fiction and a past that never happened.

Both the videogame and the movie are based on a comic book, *The Rocketeer*, first created by artist Dave Stevens in 1982. But they're also patterned after a movie serial from 1949 — and the story is set in Los Angeles in 1938!

Confused? There's a logical explanation. Back in the 1930s, '40s, and '50s — before television — movie theaters used to run continuing stories called "serials" in addition to the feature film. A typical serial episode lasted 10 or 15 minutes, and a new episode was released each week. Kids would go to the theater every weekend to see the latest episodes of their favorite adventures. The serial continued for several weeks until it was finally wrapped up with a slam-bang conclusion.

The Rocketeer — both the Nintendo game and this summer's movie — re-creates the look of old adventure comics and movie serials from the 1930s and '40s.

One famous serial was Republic Pictures' *The King of the Rocketmen* in 1949. It starred a daring young man with a rocket pack who battled bad guys. *Rocketmen* was soon followed by two sequels: *Radar Men from the Moon* and *Zombies of the Stratosphere*. (Note to trivia buffs: *Zombies* marked the first appearance of a young actor named Leonard Nimoy, who years later became famous as Mr. Spock in "Star Trek.")

The similarities between *The Rocketeer* and the old Republic serials are obvious. The main character in *The Rocketeer* is Cliff Secord, an air-racing pilot who finds a mysterious rocket pack. By strapping on the pack and donning an odd-looking helmet, Secord discovers he can fly like Superman. The helmet has the added advantage of hiding his identity so he can pursue a new career as an anonymous superhero. After Secord pulls off a few daring exploits, the newspapers start referring to the unknown rocket man as "the Rocketeer."

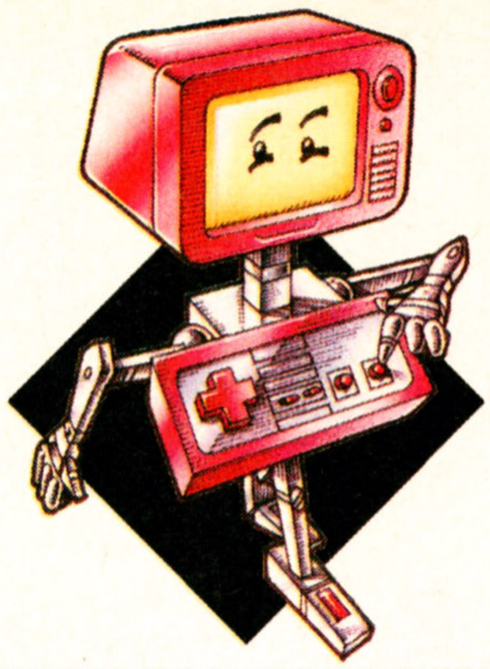
When Dave Stevens created his comic book, he placed the story a decade further in the past than the rocket man in the serials. The unique look of 1930s adventure comics has been captured in Stevens's comics, Walt Disney's movie, and even in Bandai's Nintendo game. *The Rocketeer* is truly a blast from the past!

GP

It's unwrapped at last! The American version of the Super Nintendo Entertainment System was officially introduced on June 1 at the Summer Consumer Electronics Show in Chicago. For a bulletin on this long-awaited event, see "Player's World" on page 14 in this issue.

Although June 1 marked everyone's first look at the American version of the Super NES, *Game Player's* has been testing games on the Japanese version (called the Super Famicom) since it went on sale in Japan last November. New games and preview tapes have been rolling in almost every week, keeping us very busy. Last month, we previewed such Super NES titles as *F-Zero*, *Pilotwings*, and *Super Mario World* (also known as *Super Mario Bros. 4*) from Nintendo; *Hole in One*, a golf game from HAL; and *Final Fight*, an arcade translation from Capcom.

This month, we have Super NES previews of *Ultraman* from Bandai America; *Big Run* and *Super Bases Loaded* from Jaleco; *Jellybean* from Sony Imagesoft; and *Gradius III* from Konami (plus a secret code for loading your spaceship with power-ups!). And for eight-bit fans, we'll wrap up this month's column with an accessory for the NES: the Game Sounds system from Lightwave Technologies.



NINTENDO NEWS

Super NES Previews and 8-Bit Gadgets

Jeff Lundrigan

Ultraman

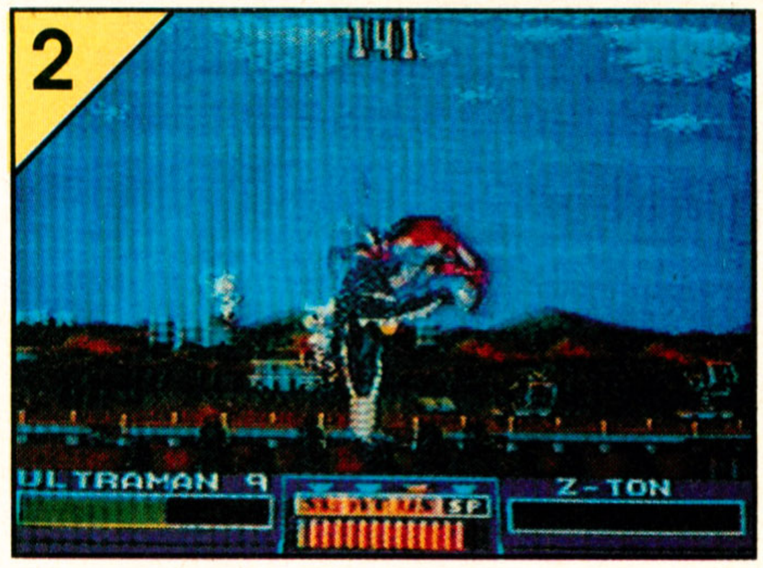
Yes, *Ultraman* is based on the same TV show we laughed at every afternoon after school, watching our favorite android battle the zipper-up-the-back monster of the day.

Every episode of "Ultraman" always ended the same way: Ultraman and the monster would get into a furious fight, reducing a lot of urban landscape to rubble. The monster would get the upper hand for a while, but then Ultraman would rally and unleash his ultimate weapon, the Beta Ray. This never failed to blow the monster to smithereens (which always made you wonder why he didn't use the Beta Ray to start with and save himself a lot of trouble).

In the Super NES game from Bandai America, you control Ultraman, fighting hand-to-hand (or hand-to-claw, or hand-to-tentacle, as the case may be) with monster after monster in a series of one-on-one battles. In addition to his fighting moves, Ultraman also has five different kinds of beam weapons. The Super NES game is so closely patterned after the TV show that it's not enough to simply pound the monster into submission — you have to finish him off with the Beta Ray, which is naturally the most powerful weapon of the five.

Once you've punched, kicked, and flipped the monster until his energy has been reduced to nothing, his life gauge will flash the word "finish." That's when you zap him (if you've got sufficient beam power). Then the round ends, and you get to fight the next monster.

For such a simple-minded game, *Ultraman* has a certain goofy appeal. The graphics are colorful and smoothly animated, and all the monsters are different. There's also an underlying story, which gradually develops as Ultraman meets monsters who seem to know more about his android origins than he does. Finally, *Ultraman* is



1 *Ultraman* (Super NES, Bandai America): Once a monster has been beaten enough, finish him off with your Beta Ray.

2 *Ultraman*: The monsters get a lot tougher and smarter in the game's later stages — watch out, or they'll body-slam *you*!

Win! The Ultimate Gaming Rig!

PANDEMONIUM PROMOTIONS INC.

Over $18,000.00 in Prizes!

You have the Power– In this contest you don't rely on the luck-of-the-draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles gets a little harder. But, this time it's all up to you. Stay in to the end and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

Video Game Contest– Play any 16-bit game in the world with this line up- Neo Geo Gold, Nintendo Super Famicom, Sega Genesis and the TurboGrafx-16. Get all four or trade the ones you don't want for CA$H! Bonus options: adapters, games, accessories, cash and more!

Media Rig Contest - The Ultimate Gaming Environment, 40 inch monitor, 130 watt receiver w/ Dolby Pro Logic Surround Sound, Infinity speakers, subwoofer, CD Player, Graphic EQ, Dual Cassette and HI-FI VCR. This rig will blow you away (literally!)!! You'll not only see it but feel it!

Directions – Fill in the Mystery Word Grid with the correct words (going across) to spell out the mystery word down the end. Hint: use the word clue.

In the future – There will be four more puzzles at $2.00 each and one tie-breaker at $1.50 which will arrive by mail. You will have 3 weeks to solve each puzzle. We don't how many will play but typically 47% will have the highest possible score to phase I, 30% to phase II, 25% to phase III, and 20% to phase IV. The tie-breaker determines the winner. If players are still tied they will split the value of the prizes.

MYSTERY WORD GRID

	L			
		T		
S	C	O	R	E
	O			
				E

MYSTERY WORD

___
___
D
___
___
___

WORLD LIST AND LETTER CODE CHART

SCORE . . D	WOUND . . H
DODGE . . R	SWORD . . L
SHOOT . . T	LASER . . K
ENTRY . . I	FORCE . . O
POWER . . E	MAJOR . . Z
PITCH . . W	BLAST . . V

MYSTERY WORD CLUE:
_____GAMES!

YES! ENTER ME TODAY, HERE'S MY ENTRY FEE

____($3.00) Video Game Contest
____($3.00) Media Rig Contest
____($5.00) SPECIAL! Enter Both (SAVE $1.00)

NAME _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

SEND CASH OR CHECK TO:
PANDEMONIUM
P.O. BOX 26247,
St. Louis Park, MN 55426

If under 18, parental permission required to enter.

-VOID WHERE PROHIBITED-ENTRY DEADLINE: POSTMARKED BY SEPTEMBER 28, 1991 ENTRY FEE MUST BE INCLUDED

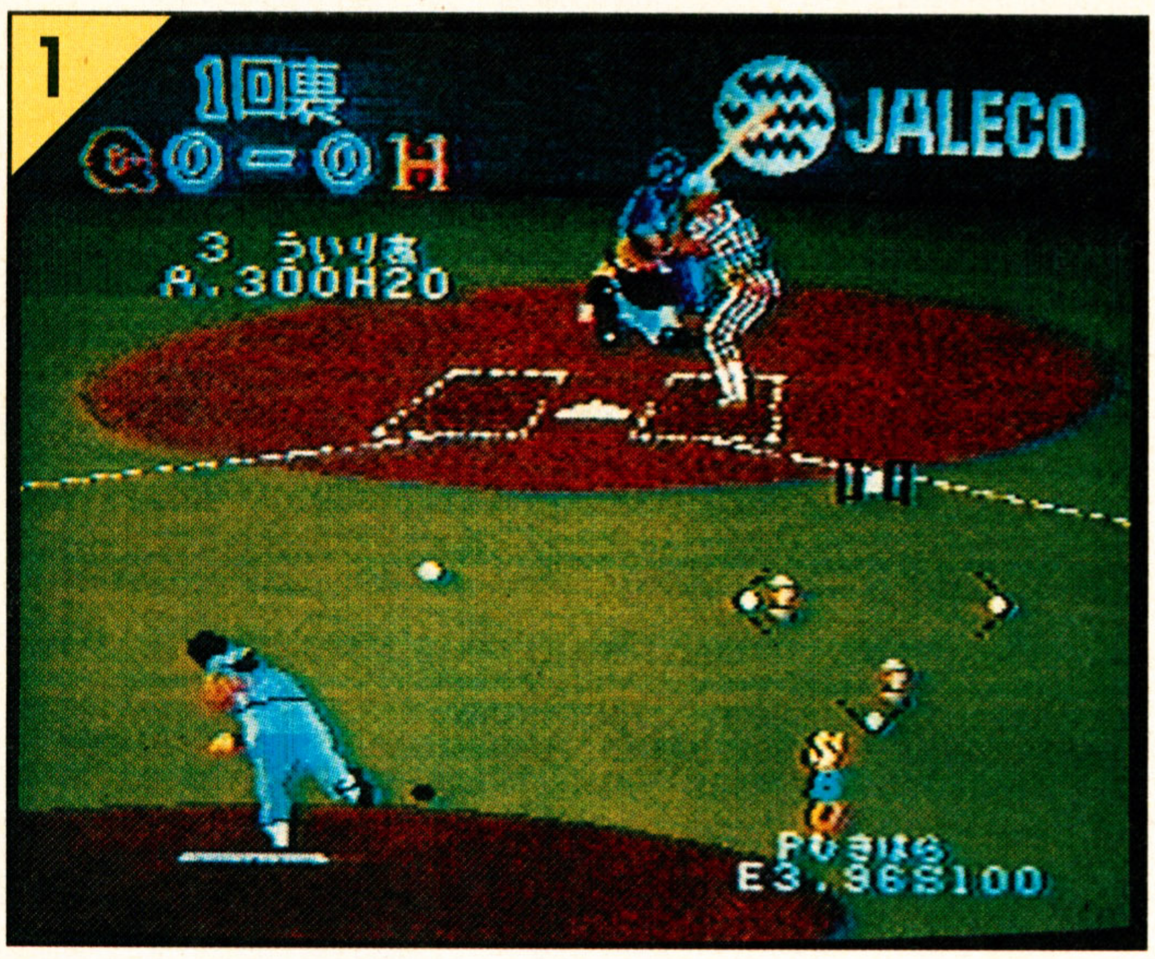
Only one entry per person. Employees of Pandemonium, Inc. and its suppliers are ineligible. Judges decisions are final. Entry deadline: postmarked by September 28, 1991. No auditions or playing required. Equipment brand names and models are trademarks of the respective companies who have no affiliation with this contest. ©1991 Pandemonium, Inc.

NINTENDO NEWS

capped off with a strange, even surreal, ending. This is a game to look forward to.

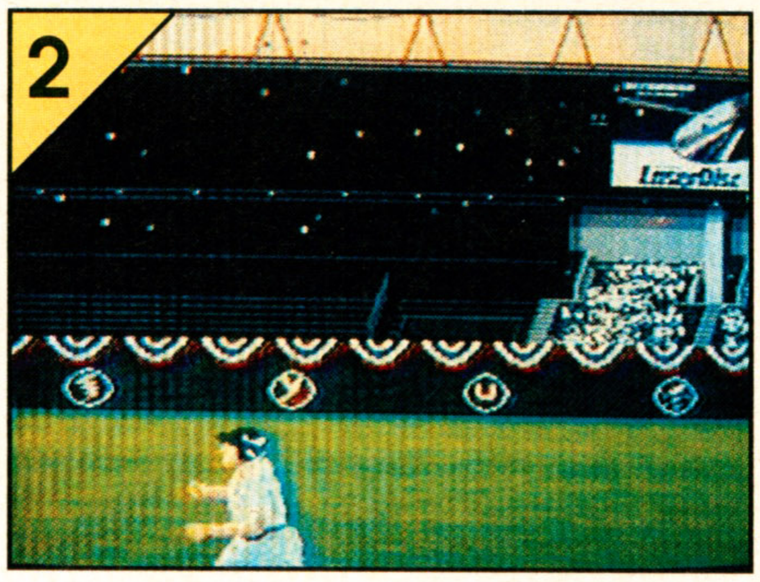
Two Titles from Jaleco

Two upcoming Super NES games from Jaleco are *Big Run* and *Super Bases Loaded*. At this writing (mid-May), we were testing preliminary



versions of both games, and the final release copies will differ in a number of ways.

Super Bases Loaded is the latest in a series of baseball games from Jaleco. The preliminary version had a few quirks — such as viewing the field from behind the pitcher instead of the batter — but compares favorably with other Jaleco ball games. In fact, it's pretty much the same as *Bases Loaded II: Second Season* for the eight-bit NES, with a few improvements: smoother animation, a display that shows the

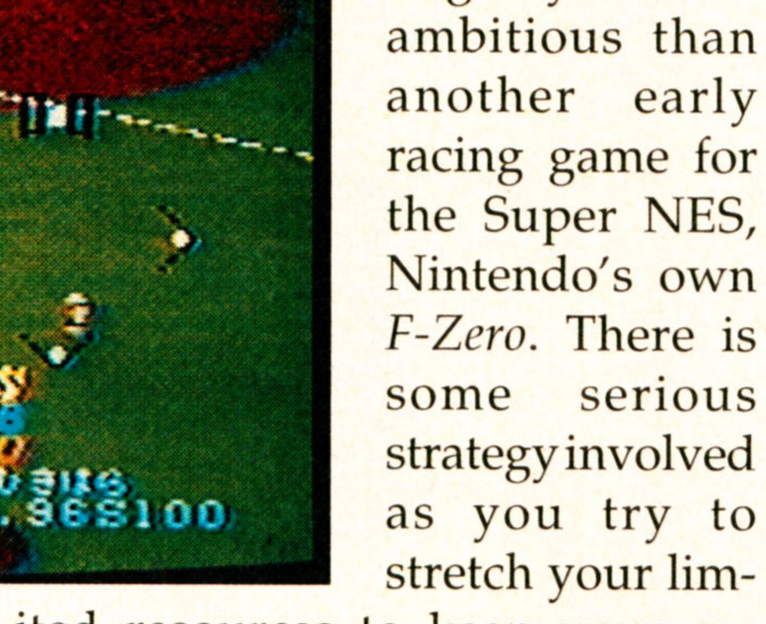


location of the active player on the field (a welcome addition), plus a few Super NES tricks, such as rotating the field between innings.

Big Run is a four-wheel-drive racing game on a cross-country, dirt-track circuit. You start the game with a car and some money that allows you to hire a maintenance crew, a navigator, and so on. The best personnel naturally requires more money, but you have to keep some cash in reserve for repairs.

Big Run is slightly more ambitious than another early racing game for the Super NES, Nintendo's own *F-Zero*. There is some serious strategy involved as you try to stretch your limited resources to keep your car running over the entire racing circuit. The tracks and backgrounds are less stylized than those in *F-Zero*, since *Big Run* takes place in the present instead of the future. And the car you drive is appreciably larger, with more realistic controls.

The preliminary version of *Big Run* wasn't as well animated as the finished version of *F-Zero*, but Jaleco was still working on the game even as we were testing it. The final release is sure to be much smoother, and we'll follow up with a full review when it's done.

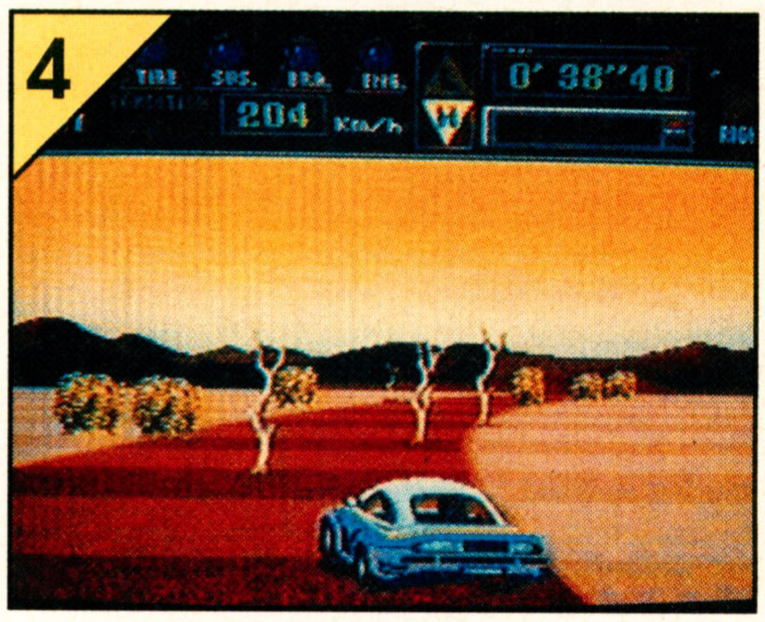


1 *Super Bases Loaded* (Super NES, Jaleco): This game looks and plays like a more colorful version of Jaleco's *Bases Loaded II: Second Season*.

2 *Super Bases Loaded*: When you hit a home run, you're treated to an uplifting animated sequence that looks like the climax of the movie *The Natural*.

3 *Big Run* (Super NES, Jaleco): Once you've picked a sponsor, you have to choose a crew. Don't spend all your money, though — you'll need some cash for spare parts.

4 *Big Run*: Driving cross-country in Africa means looking out for some odd hazards, like trees growing in the middle of the road.



Jellybean

We had heard that *Jellybean* (tentative title), a Super NES game from Sony Imagesoft, was a role-playing adventure with a jellybean as the main character (certainly an unusual premise). But we heard wrong. As it turns out, *Jellybean* is really a *Super Mario Bros.*-style game — with a jellybean as the

IT'S HERE!

GAME PLAYER'S SEGA® GENESIS® STRATEGY GUIDE.

TIPS, TRICKS, AND SECRET STRATEGIES

REVIEWS OF THE LATEST GAMES

UP-TO-DATE NEWS, FEATURES, AND BUYER'S GUIDES

SNEAK PREVIEWS OF UPCOMING GAMES

SPECIAL "CODEBREAKERS" SECTION

THE magazine exclusively for the SEGA® GENESIS® player!

ANOTHER BLOCKBUSTER PUBLICATION FROM
THE EDITORS OF *GAME PLAYER'S* MAGAZINE

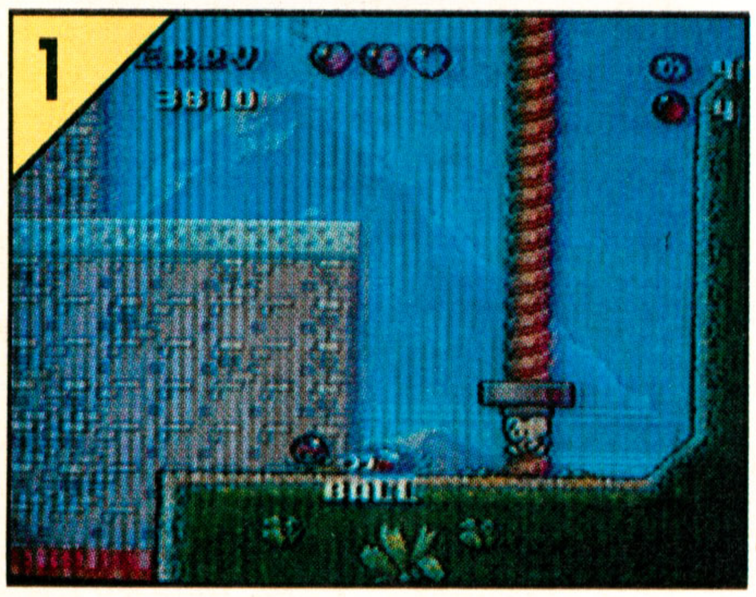
DON'T MISS OUR SPECIAL INRODUCTORY PRICE!

CALL 1-800-222-9631 OR SEND MONEY-SAVING CARD TODAY!

NINTENDO NEWS

main character.

Although the dialogue in our test cartridge was in Japanese (the game is known as *Jerry Boy* in Japan), we managed to figure out that the story is about a young prince who's cursed by an evil wizard and turned into a jellybean. Worse, the wizard has replaced the prince with a double, and the



wizard plans to rule the kingdom when the double comes to power.

As the jellybean, you must regain your human form and save the kingdom by making your way through 16 stages. (Actually there are eight stages, but each one has two levels.) As in *Super Mario Bros.*, it isn't necessary to play every level in a predetermined order — you can skip some or go back if you wish. The object is to play through as many levels as you need to gain enough life energy, speed, and other extras to challenge the wizard.

Jellybean is nothing if not entertaining. The jellybean is an endearing character, capable of flattening and stretching himself out, clinging to walls, and sliding through pipes. Level 6, in which the jellybean rides across desert sand dunes like Lawrence of Arabia, is good for a belly laugh. The game also has some strange enemies, including bunnies and mice which are both sickeningly cute and deadly to the touch.

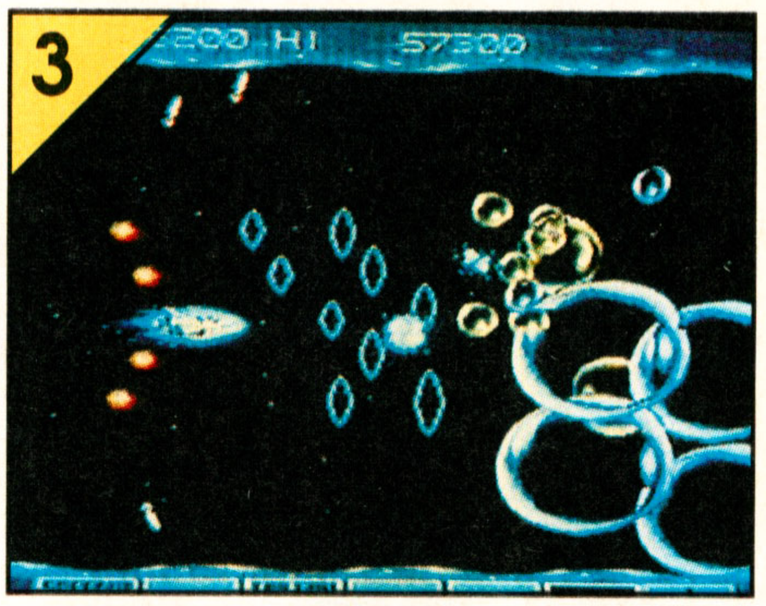
The play controls could be a little better, however. With so many buttons available on a Super NES controller, there's no reason why the button you press to throw objects should be the same one you use to run *and* cling to walls. And unlike some Super NES games, *Jellybean* doesn't let you customize the controls, either.

Aside from that problem, *Jellybean* is a challenging game with excellent graphics, and it should appeal to players of all ages.

Gradius III

As the first of what will probably be a long list of arcade-style shooters for the Super NES, Konami's *Gradius III* makes a strong first impression. It's colorful, has a great soundtrack, and boasts a number of interesting touches, such as a screen which allows you to choose what kinds of special weapons your spaceship will carry.

In fact, there are so many weapons to choose from that it's difficult to make up your mind. There are no cut-and-dried solutions — the choice seems to be largely a matter of personal preference. Some weapons are easier to use, but others are much more destructive.



The special weapons are inactive when the game starts. But during the course of the game, certain enemies will release power crystals when they're destroyed, and you can collect these crystals to charge up the weapons. The more powerful weapons naturally require you to collect more crystals, so there are subtle tradeoffs to be made. Do you go ahead and take a speed-up now, or wait until you've

1 *Jellybean* (Super NES, Sony Imagesoft): Most of the bonus items are found growing inside these flowers. Squash them flat to collect what's inside; they'll usually grow back if you stick around.

2 *Jellybean*: Talk about strange enemies — this one is either a rabid cotton-candy machine, or a steam engine wearing evil-clown makeup.

3 *Gradius III*: With your ship fully powered up, you're almost invincible — until something kills you, of course.

GAME PLAYER'S™ PRO-TIP HOTLINE!!

1-900-740-7000

Your telephone connection to the hottest gaming hints, tips, and secrets for your favorite Nintendo® games!

Hear the game tips **YOU** want to hear by just pushing a button on your telephone. Each week, our *Game Player's* experts choose the best hints and tips for three hot games for the Nintendo Entertainment System®. Simply dial and choose which games' secrets you want to hear! Or, hear them all! Every week we'll change the games *and* the hints.

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 Player's

Nintendo® and Nintendo Entertainment System® are registered trademarks of Nintendo of America Inc. The GAME PLAYER'S PRO-TIP HOTLINE is a joint production of Signal Research, Inc., and CC/ABC Video Enterprises, Inc., and is not affiliated in any way with Nintendo of America Inc.

NINTENDO NEWS

grabbed a few more crystals to charge up the ripple-laser?

Your dilemma will be made a little easier if you enter the following code, which should work when *Gradius III* is released in the U.S.: Pause the game, then press up, up, down, down, L button, R button, L button, R button, B, A, and then unpause. This works once per stage, and leaves you fully powered up with all of your chosen weapons and options.

Despite its attractive graphics and other features, *Gradius III* has one shortcoming. The action slows down—*really* slows down—when there's a lot happening on the

screen, especially if you're powered up with extra guns. Sometimes the objects on the screen even begin to flicker. This rarely happens with shooters on other 16-bit videogame systems. Is it the fault of the game designers, or could it be a flaw of the Super NES?

16-Bit, but Slow

To find an answer to that question, *Game Player's* talked with game designers at three major companies, all of whom have experience with the Super NES and other systems. All agreed that the Super NES is relatively slow for a 16-bit videogame machine.

Keep in mind that videogame systems are computers, and computer animation always demands a certain amount of "processor time." The more animation, the more processing power is required to avoid slowdowns and flicker. Much of this work is done by the machine's central processing unit

— a tiny computer chip that performs many thousands of calculations per second. All other things being equal (and they rarely are), a 16-bit processing chip is significantly faster than an 8-bit chip.

The central processor in the Super NES is called the 65816. Although it's a 16-bit chip, the 65816 is actually an upgraded version of the 8-bit 6502 chip found in the NES. It happens to be relatively slow for a 16-bit processor. It runs at a clock speed of 3.58 megahertz — exactly half as fast as the 68000 processor in the Sega Genesis, which runs at 7.16 megahertz.

But merely comparing the speeds of different processors doesn't really give an accurate picture. While it's possible to say that a car which goes 140 miles per hour is twice as fast as a car which goes 70 mph, the same easy comparisons can't be made with computers and videogame systems. Numerous other factors come into play, such as the program instructions each type of chip can carry out and the kinds of support chips found in

1 *Gradius III* (Super NES, Konami): This screen lets you select which special weapons your ship will carry.

2 *Castlevania IV* (Super NES, Konami): The vampire-hunting Belmont family is back in action in this latest sequel.

3 *Super Ghouls and Ghosts* (Super NES, Capcom): It'll be interesting to compare this game with *Ghouls and Ghosts* on the Sega Genesis.

the machines.

Virtually all videogame systems, and some computers, have special video chips to help the central processor with animation. For instance, although the NEC TurboGrafx-16 is driven by an 8-bit 6502 chip similar to the one in the NES, it also has a powerful 16-bit video chip. We've seen TurboGrafx games in which the screen is filled with dozens of rapidly moving objects, and the animation almost never slows down or flickers.

The Super NES has a special video chip, too, which makes possible the spectacular scaling and rotation effects that are a unique feature of this system. But it may not be enough to make up for the relatively slow speed of the central processor. If this is the case, the Super NES may not be the ideal game system for fast shooters. Other types of games probably won't be affected as much.

Gradius III is the only really fast shooter we've tested so far on the Super NES, and it's the only Super

A Signal Research Publication
$3.95 $4.95 Canada Vol. 2 No. 6

30 GAMES REVEALED!

GAME PLAYER'S STRATEGY GUIDE to NINTENDO® GAMES

A SIGNAL RESEARCH INC. PUBLICATION, NOT AFFILIATED WITH NINTENDO OF AMERICA INC.

DOUBLE DRAGON II The Revenge

MEGA MAN II
BAYOU BILLY
NINJA TURTLES
& MANY MORE

Nintendo® is a registered trademar

THE ANSWERS YOU NEED

FILL OUT AND MAIL IN THE SUBSCRIPTION CARD TODAY

NINTENDO NEWS

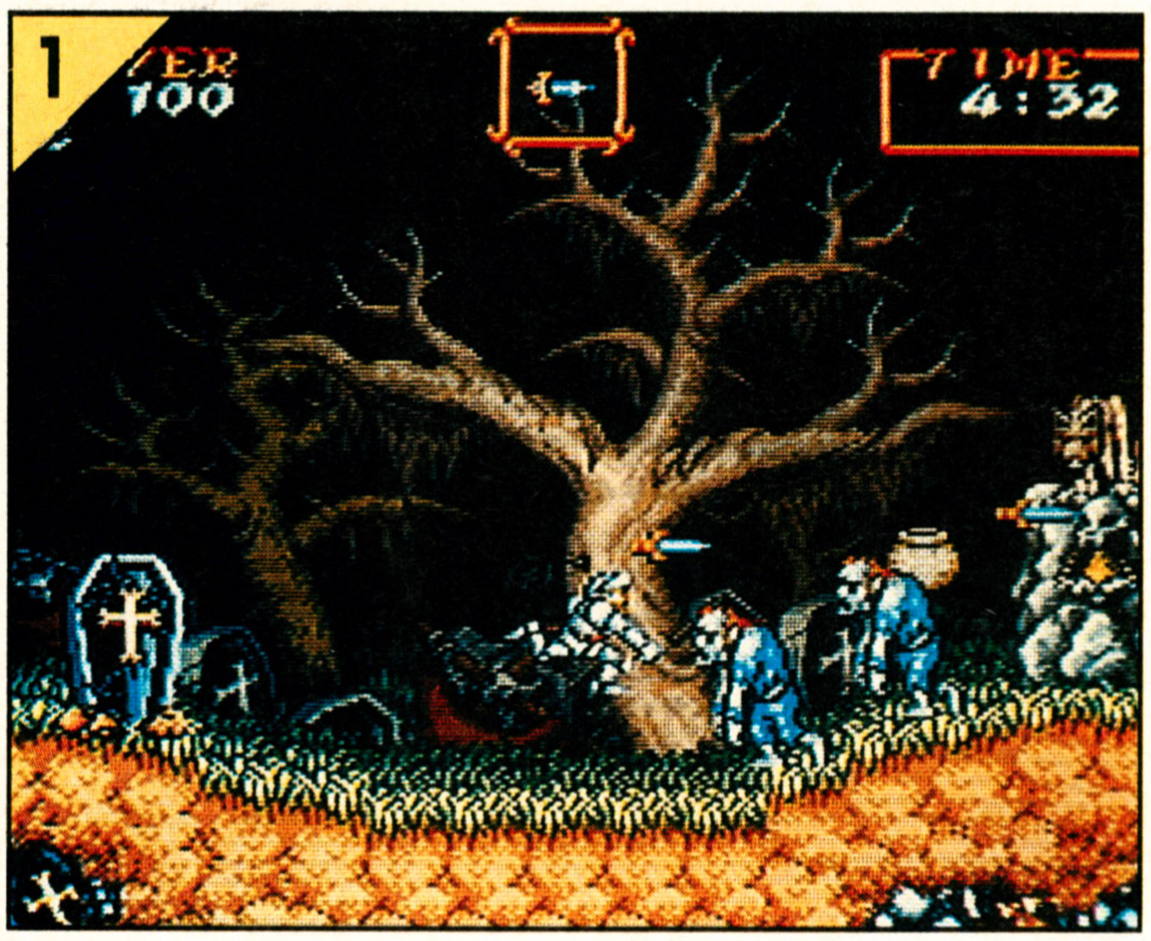
1 *Super Ghouls and Ghosts*: Watch out for ravenous hordes of walking dead.

2 *U.N. Squadron* (Super NES, Capcom): You can choose from three different attack jets in this flight-combat game.

3 The Game Sounds system from Lightwave Technologies adds an FM transmitter to your NES for private listening across the room.

NES game that slows down noticeably. Poor game design could be one explanation, but Konami's designers are among the best in the industry. If they're having problems getting enough speed out of the Super NES, others probably will, too — and as we mentioned before, two other companies acknowledged that they're having similar difficulties.

This is a curious drawback to a videogame system that's otherwise



nothing short of dazzling, but all systems have their strengths and weaknesses. As more games are written for the Super NES, it's possible that game designers will find ways to compensate — only time will tell.

Nonetheless, there's no doubt that the Super NES can do some amazing things. As we were finishing work on this issue, we were gathering information on some more hot titles: Konami's *Castlevania IV*, which continues the saga of the Belmont family; and, from Capcom, *U.N. Squadron* and *Super Ghouls and Ghosts*. We'll have more details next month.

NES Gadgets

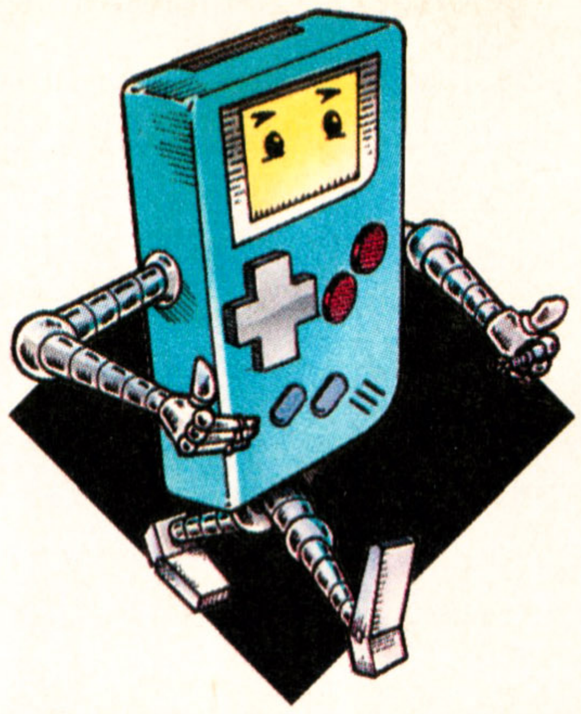
Despite all the hoopla over the Super NES, the good ol' eight-bit NES isn't exactly being ignored. New products are coming out all the time, and one of the latest things we've tested is the Game Sounds system from Lightwave Technologies. This gadget is designed to prevent the arguments that sometimes break out when one member of the family wants to play Nintendo, but the others don't want to put up with the noise.

The Game Sounds system consists of two separate units. One is a very small Walkman-style FM radio receiver with headphones, meant to be clipped to your pocket or belt. The other unit is an equally small, low-power FM transmitter that plugs into the audio jack on the NES. It comes complete with Velcro hook-and-loop strips so you can attach the unit directly to the side of the game machine.

You set the transmitter to any frequency not being used by a radio station in your area, tune the receiver to the same frequency, turn the TV volume all the way down, and presto! — nobody can hear the game sounds except you.

The unit has a range of about 15 to 20 feet, which is plenty for the average family room. Since the transmitter uses the FM band, there's practically no static. The transmitter requires one AA battery and the receiver needs two AAA batteries (not included). The Game Sounds has a suggested retail price of $46.99.

GP

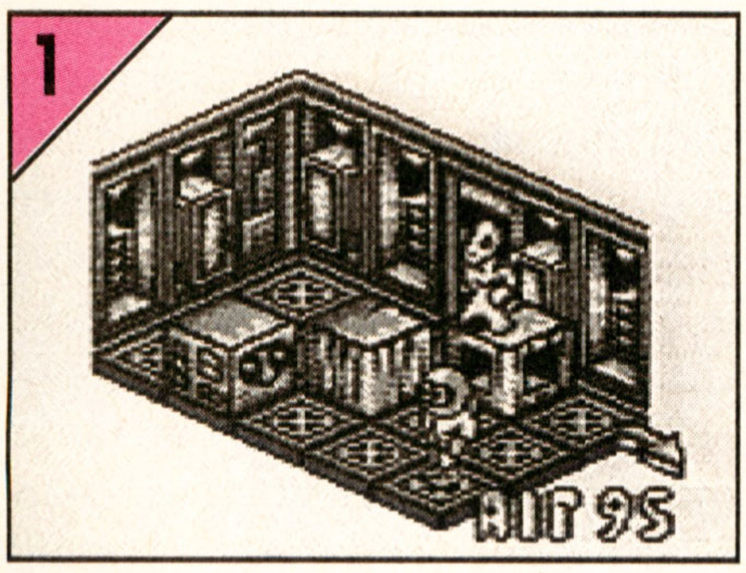


GAME BOY PLAYERS

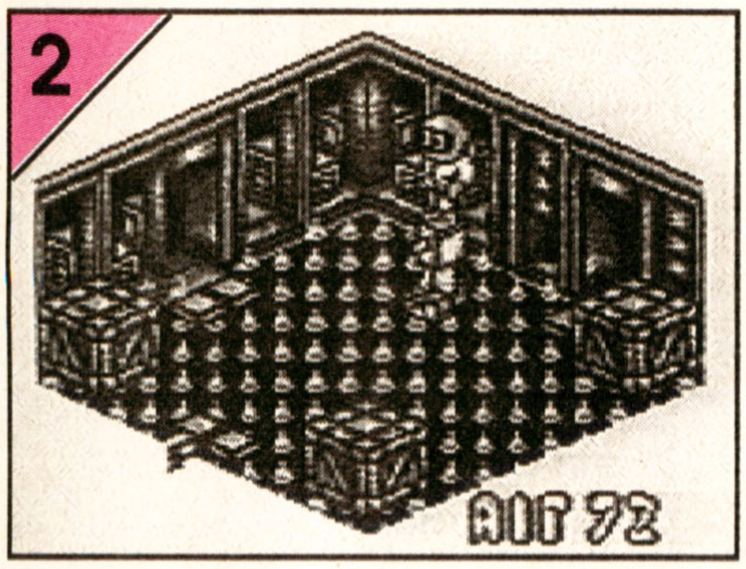
Game Boy Grows Up

Phill Powell

The Game Boy has proven to be a phenomenon in the same class with the original Nintendo Entertainment System. More than 12 million of the hand-held units have been sold in the past two years, truly a dazzling success. And Nintendo expects to sell another three million Game Boys by the end of this year.



Of course, no videogame system can survive without a steady flow of games. Fortunately, the Game Boy appears to be in fine health. There are currently more than 130 titles available, and 70 more are expected to come out soon.

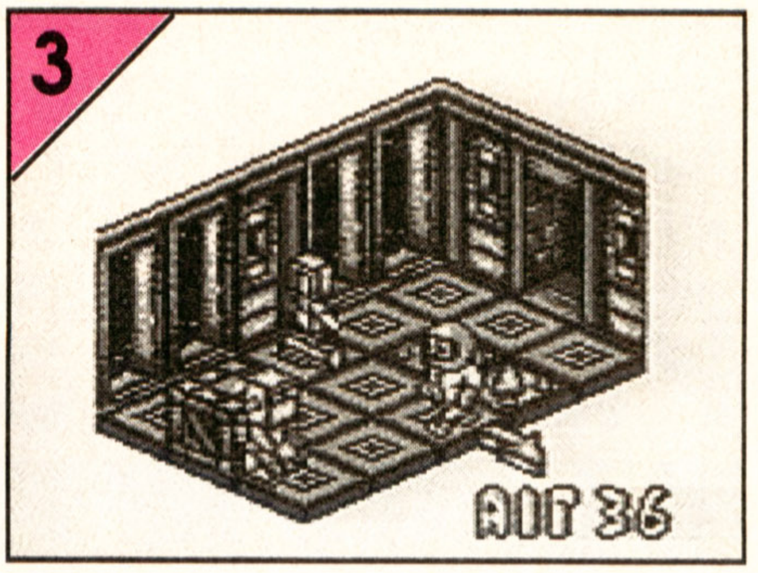


Still, in spite of its overwhelming success, the Game Boy has its detractors. Some say that the screen is too small and murky to see clearly; that the small cartridges don't have enough memory to provide intriguing entertainment; and that the black-and-white graphics are too primitive. But some of these criticisms have spurred the invention of improvements, such as optional accessories which magnify and illuminate the screen. And a number of companies are working on creative answers to the software questions.

Three new games in particular attempt to stretch the boundaries of the Game Boy format: Sony Imagesoft's *Altered Space*, Arcadia's *Prince of Persia*, and FCI's *Ultima: Runes of Virtue*.

Differences You Can See

Not every game is designed to take advantage of a game system's full potential. Sometimes, unfortunately, the pressures of time and money force designers to take shortcuts. If there's no reason to think that polished graphics and improved game play will help move more copies of a game off the store shelves, a decision may be made to get the game produced as quickly as possible. The results can look cheap and unfinished.



No such charges will likely be leveled at Sony Imagesoft's *Altered Space*, however. This outer-space adventure shines from the extra work invested in its graphics.

Even if its graphics were run-of-the-mill, *Altered Space* would still be a deep and interesting game. It's about an elaborate escape attempt aboard a spaceship. Humphrey, the game's amusing hero, must move from the bottom of the ship to an escape capsule at the top. This results in an exhaustive journey through some 250 rooms on eight levels.

The real innovation in *Altered Space* is its simulated 3-D perspective. You spend much of your time looking for items in the rooms, so it's important to be able to see the entire room at a glance. That's where the 3-D perspective helps. Instead of giving you a "flat" side or top view, *Altered Space* shows each room diagonally, so more of the floor space is visible. This makes the game easier to play and understand.

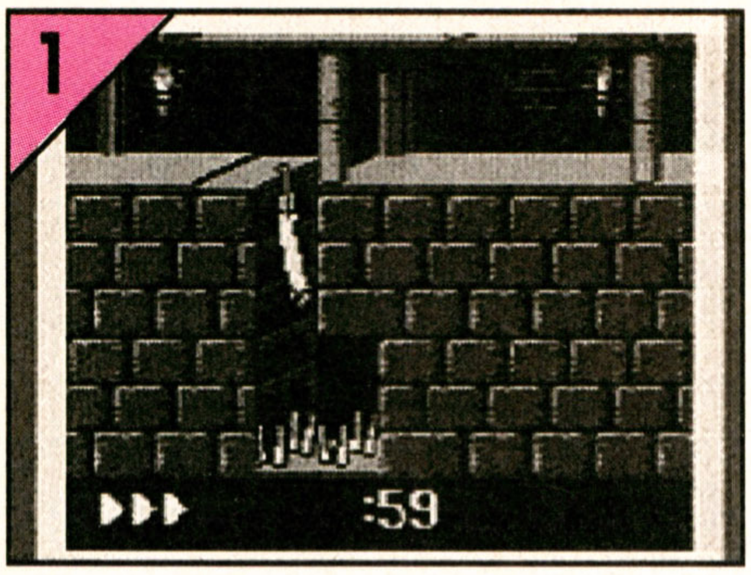
The unusual perspective also emphasizes the depth and detail in

1 *Altered Space*: The simulated 3-D backgrounds give you an expanded view of the rooms, but also a third dimension through which you can be chased.

2 Humphrey has to make do as best he can. Here he catches a ride on top of a handy robot.

3 The floors of the rooms have distinctive patterns, making it easier to tell them apart.

GAME BOY PLAYERS

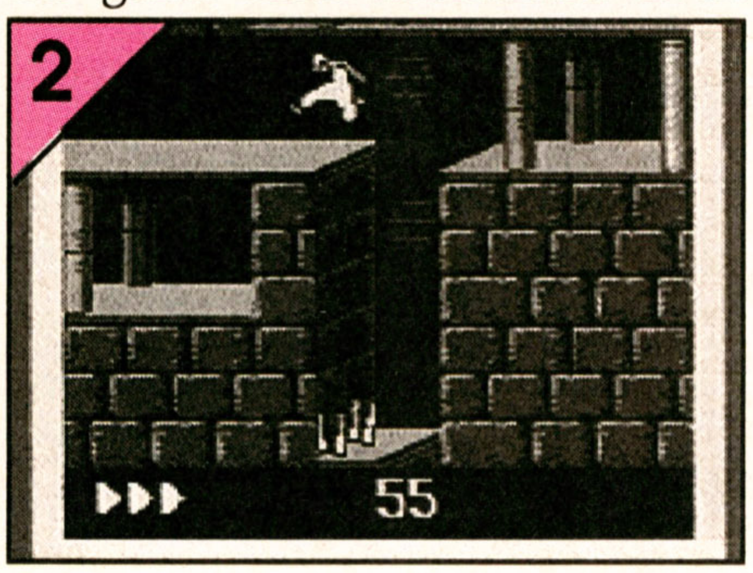


the rooms. For example, the floor patterns in each chamber are different, which helps you visually distinguish them from each other. If you've grown accustomed to the drab scenery in some other Game Boy games, you'll probably be bowled over by the rich, full backgrounds in *Altered Space*.

The 3-D effect might shake you up in another way — some players may have trouble estimating distances in the game. It's only natural, though, to expect to make some adjustments when dealing with an extra dimension.

Smooth Moves

Graphics provide only part of a game's visual punch. The rest comes from animation. Motion that appears jerky and uneven makes the game look unrealistic. Even worse is animation that's hard to see clearly. Unfortunately, game designers have a handicap when working with the Game Boy.



Animation is based on a phenomenon known as *persistence of vision*. This means that the human eye remembers what it's just seen for a fraction of a second. Let's say a bullet is traveling from the bottom of the video screen to the top. While it looks like the bullet is covering every point along its path, it's really skipping some of the points. Thanks to persistence of vision, your eyes fill in the gaps and smooth out the bullet's movement into one continuous motion.

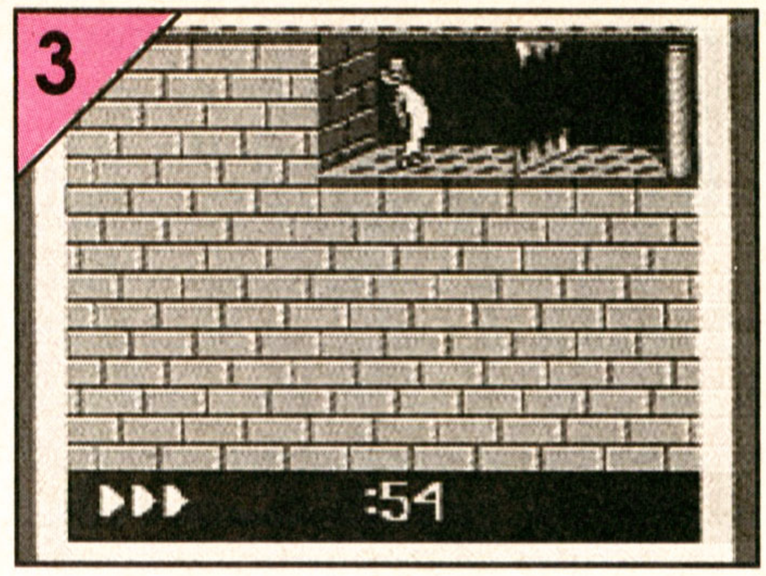
TV screens have a kind of persistence, too, and this adds to the effect. Objects that move quickly across the screen are slightly blurred, and this helps smooth out the animation. The Game Boy's LED screen has even more persistence than a regular TV screen, and this blur tends to follow the objects as they move. Sometimes this causes problems, as in the Game Boy version of *Alleyway*. The energy ball you shoot at the blocks seems to be followed by a comet's trail, which can be very distracting.

1 *Prince of Persia*: The prince is hanging on for dear life, trying not to fall into a pit full of spikes. His feet realistically swing back and forth as he dangles from the ledge.

2 The animation is especially impressive when the prince leaps over a wide and threatening gap.

3 When the prince finds a magic potion, he turns up the flask and drinks the contents. You can even see his stomach move as he swallows the liquid.

But game designers can also take advantage of this effect. Normally, when a videogame character runs across the screen, you see only three leg positions: a leg fully extended out front; then both legs directly underneath the character's torso (as if the character were standing still); and finally, a leg behind the character. These three positions are repeated in sequence to give the impression that the character is running.



Unfortunately, that's as far as most videogames go. The character's upper body remains rigid — something you never see when real people run. Also, when most videogame characters stop running, they just stop cold. In real life, it doesn't work that way. You either have to slow down to stop, or adjust for the force of inertia that tries to keep you in motion.

Arcadia's *Prince of Persia* improves on this by filling in all the half steps other games don't include in their animated sequences. There's no blurring, because there's no room for it. And in other ways as well, the animation in *Prince of Persia* is vastly more realistic than that found in most videogames.

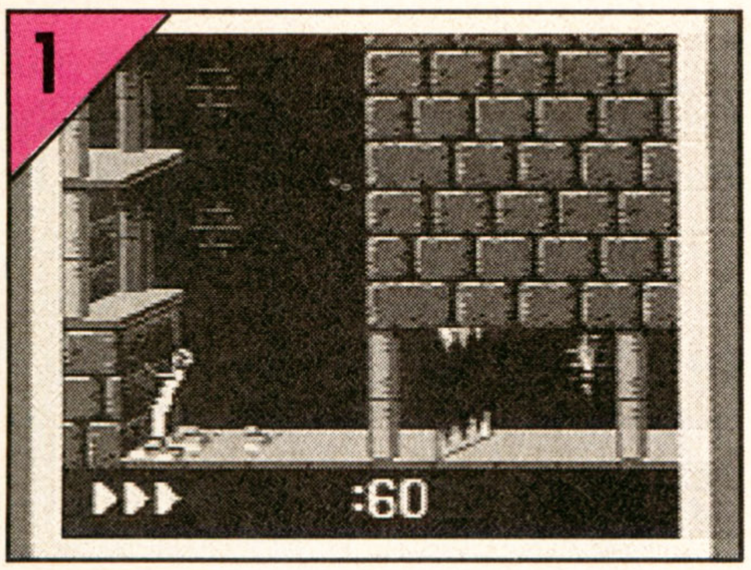
When the daring prince hurries around the multilevel palace, his movements are surprisingly realistic. When he stops running, his upper body tries to keep moving forward. When he squats down, his body maintains the proper perspective. If he hangs from a ledge, his feet dangle back and forth a bit, just like a real person's would.

This realistic animation is important to the success of *Prince of Persia*, since all of the action is based on the prince's ability to move through an enormous palace full of traps and guards. Your job is to

GAME BOY PLAYERS

explore the palace's 12 levels and rescue the captive princess.

The Game Boy version of *Prince of Persia* was modeled closely after the acclaimed computer versions written by Broderbund's Jordan Mechner. To create his original animation, Mechner took hundreds of Polaroid photos of real



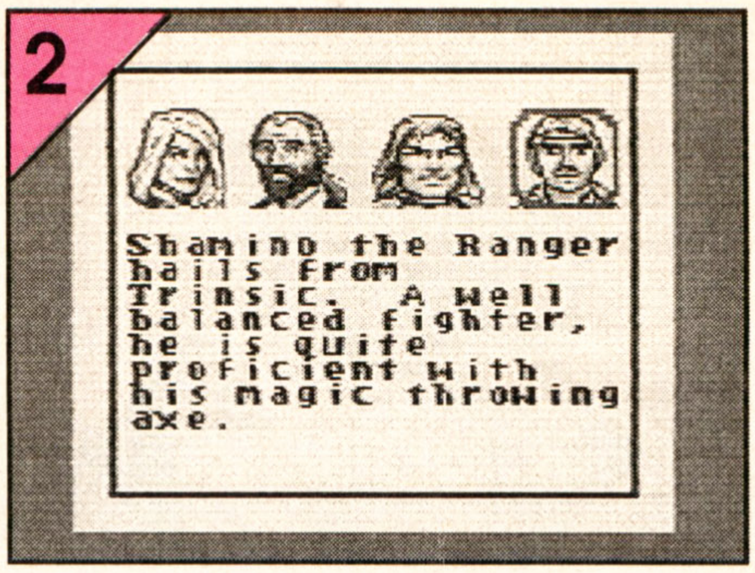
people acting out the stunts performed by the prince in the game. When designing the Game Boy version, Arcadia did a remarkable job of preserving Mechner's animation. Comparing the computer

1 If the prince runs into a wall, he'll bounce off and shake his head back and forth.

2 *Ultima: Runes of Virtue*: Before beginning your quest, you must first choose your champion. Shamino the Ranger (far right) doesn't excel in any single category, but he offers a well-balanced collection of strengths.

3 Inside the Cavern of Hatred, you'll discover wild beasts, killer trees, and — if you're lucky — the Rune of Compassion.

4 Your inventory screen shows your strengths, weapons, intelligence, and the runes you've collected...all at a quick glance.



versions with the Game Boy version reveals little difference in the complexity of movement. *Prince of Persia* is a true leap forward in Game Boy animation.

Elephant's Memory

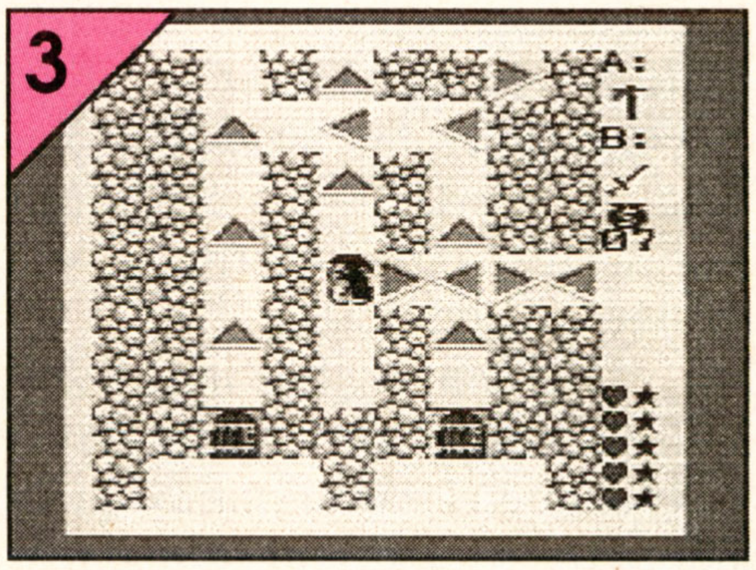
Bringing fantasy role-playing games to life is a demanding task. The major hurdle is computer memory — finding room to store all the information used to create the many characters, locations, and features of the game. Programming a videogame is always an involved process, but it becomes particularly thorny when trying to cram a huge game inside the small confines of a Game Boy cartridge.

Memory size is the issue. As you might expect, the average Game Boy cartridge has less memory than one designed for the NES or a 16-bit system. That's one reason why some Game Boy games translated from the NES often don't have as many stages.

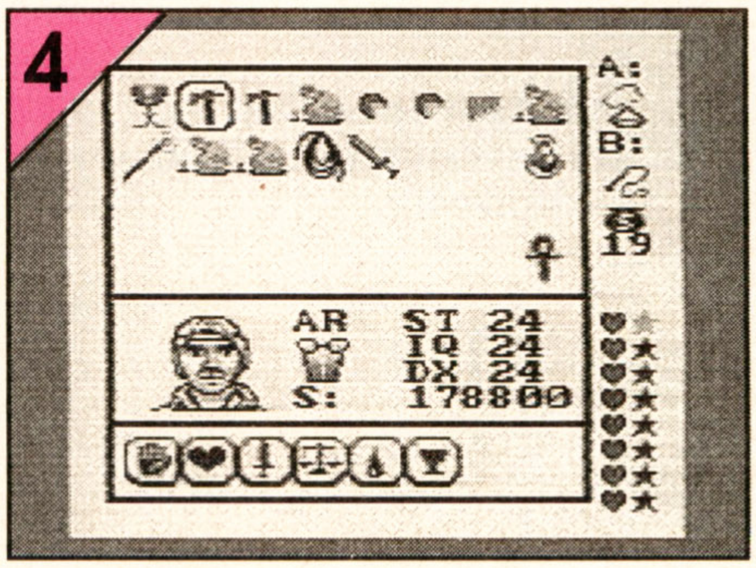
FCI's *Ultima: Runes of Virtue* sets a new standard for what can be done on the Game Boy. This outstanding fantasy role-playing adventure takes place on five islands that make up the land of Britannia. Each island has four or five main locations with varying numbers of rooms. All told, *Ultima: Runes of Virtue* contains some 150 rooms — a respectable amount of territory for *any* role-playing game, and especially for one that runs on a hand-held system.

You begin by choosing one of four characters to portray, each possessing different skills. You're on a quest for eight mystic runes. Along the way, you'll discover helpful items and information, and you'll also encounter numerous enemies.

One welcome feature of *Ultima: Runes of Virtue* is the battery backup cartridge, which automatically saves your game in progress. When you want to stop playing for a while, all you have to

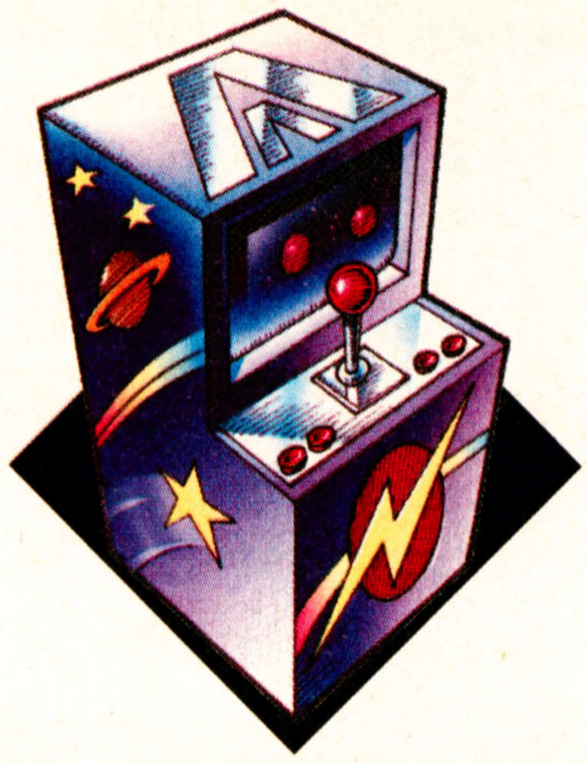


do is turn off your Game Boy. If your character is alive when you switch off the machine, you'll be able to restart your game exactly where you left off. If your character dies right *before* you quit playing, the point where you restart the game depends on the difficulty level you've chosen. On the easy



level, you resume at the location in the cavern where you died. The medium level restarts you at the beginning of the cavern. The hard level also starts you at the beginning of the cavern, but without any food, potions, or gold.

GP



ARCADE ACTION

Rad Mobile

Scott Wolf

Every time I cover a new arcade game from Sega, I have to haul out a thesaurus to help me find new ways of saying "brilliant." Well, Sega has done it again with its new racing game, *Rad Mobile*. It's really effulgent!

Rad Mobile puts you in the driver's seat for a furious transcontinental race through 20 American cities and the intervening countryside. But this isn't one of those complicated driving simulators with lots of tricky shifting and clutching. *Rad Mobile* has just one speed — flat out! Your only controls are a steering wheel, gas pedal, and brake.

At the starting line in Los Angeles, you climb into your Cobralike racer and immediately notice the snug fit, functional rear view mirror, and fuzzy blue kitty-cat swinging from the visor. But you've got only a limited amount of time to reach the first checkpoint, so stomp on the gas and smoke those tires!

Your rivals are conveniently labeled red cars which are very fast and are not above attacking you to maintain their positions. Try not to collide with them, because it'll cost you valuable time. You should also avoid driving off the edge of the roadway or being caught and ticketed by the pesky highway patrol.

Rad Mobile is easy to control — the speed-sensitive steering is similar to Atari's *Hard Drivin'* — and it gives you a good feel for the road. The car is compact enough to zip in and out of heavy traffic, and it's also relatively damage-resistant. Nothing short of a plunge off the side of a mountain or a head-on collision will total it.

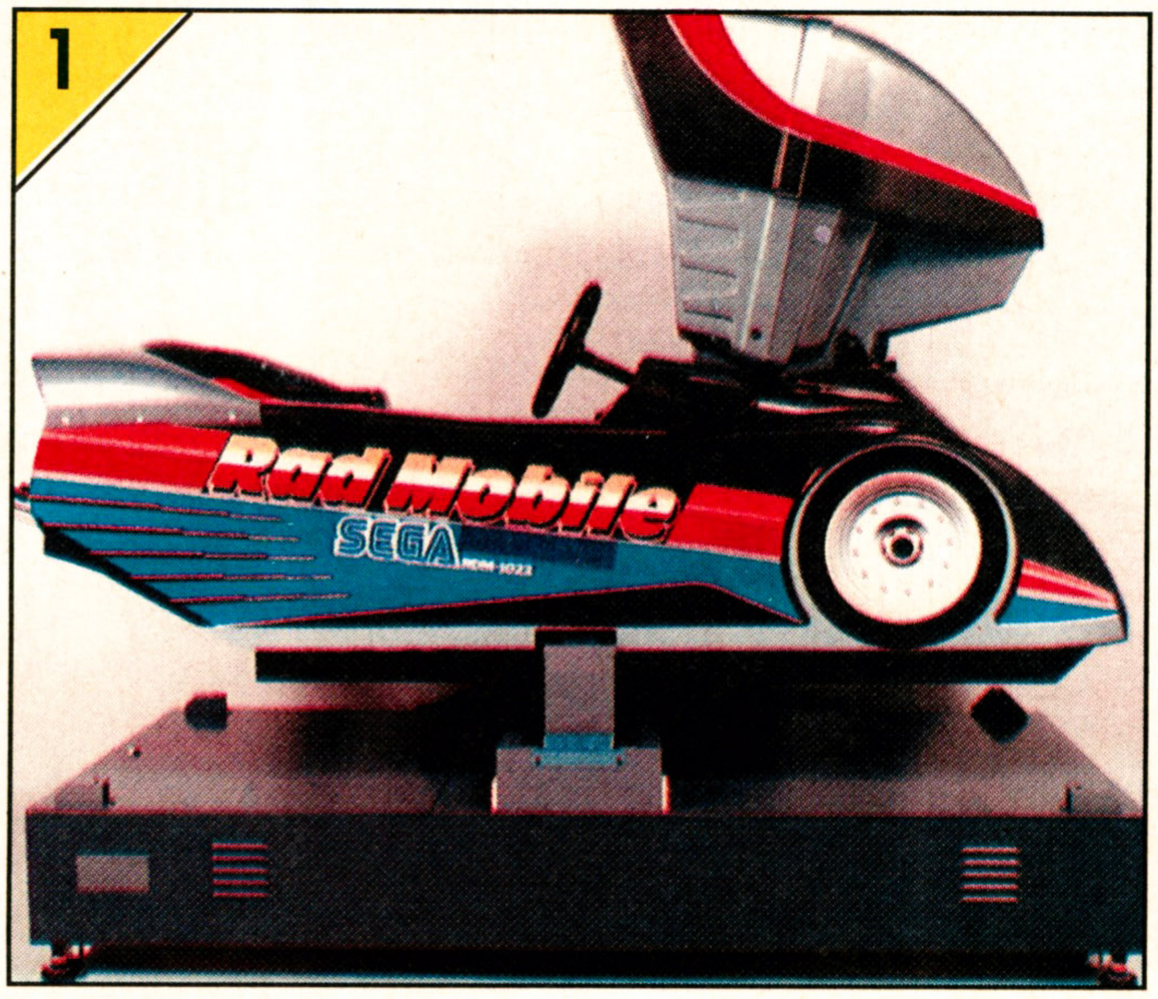
Head-on collisions? That's right. This isn't one of those wimpy races where everyone drives around and around in circles. In some stages of the game, one of the many challenges is avoiding the onrushing traffic. Sure, the oncoming cars flash their lights at you, but they don't bother to actually get out of the way. Hint: Never challenge a computer to a game of chicken.

The scenery will make your heart beat faster, too. Occasionally the road soars onto breathtakingly surrealistic skyways, winding miles above the landscape. Fortunately, bumper posts at the edges keep you from plummeting to earth.

Back on terra firma, the sun is beginning to set and road visibility is rapidly diminishing. A push of a button turns on your headlights just in time to illuminate a sweeping banked turn and tree-lined suburban freeways. To deal with the sporadic cloudbursts, just switch on your windshield wipers. The spray of rainwater off the tires of cars ahead of you is typical of Sega's attention to detail. Headlights and wipers won't help you much in the periodic dense fog, though, so be sure to keep your eyeballs peeled.

If you don't already have the pedal to the metal when you see the flashing lights of the highway patrol in your mirror, step on it — you may be able to outrun them. If not, you'll be pulled over and issued a citation. If your driving is particularly reckless, a whole swarm of patrol cars will zoom past you and screech into road-

1 Sega's *Rad Mobile* is available in both stand-up cabinets and this deluxe version that realistically banks into turns.



ARCADE ACTION

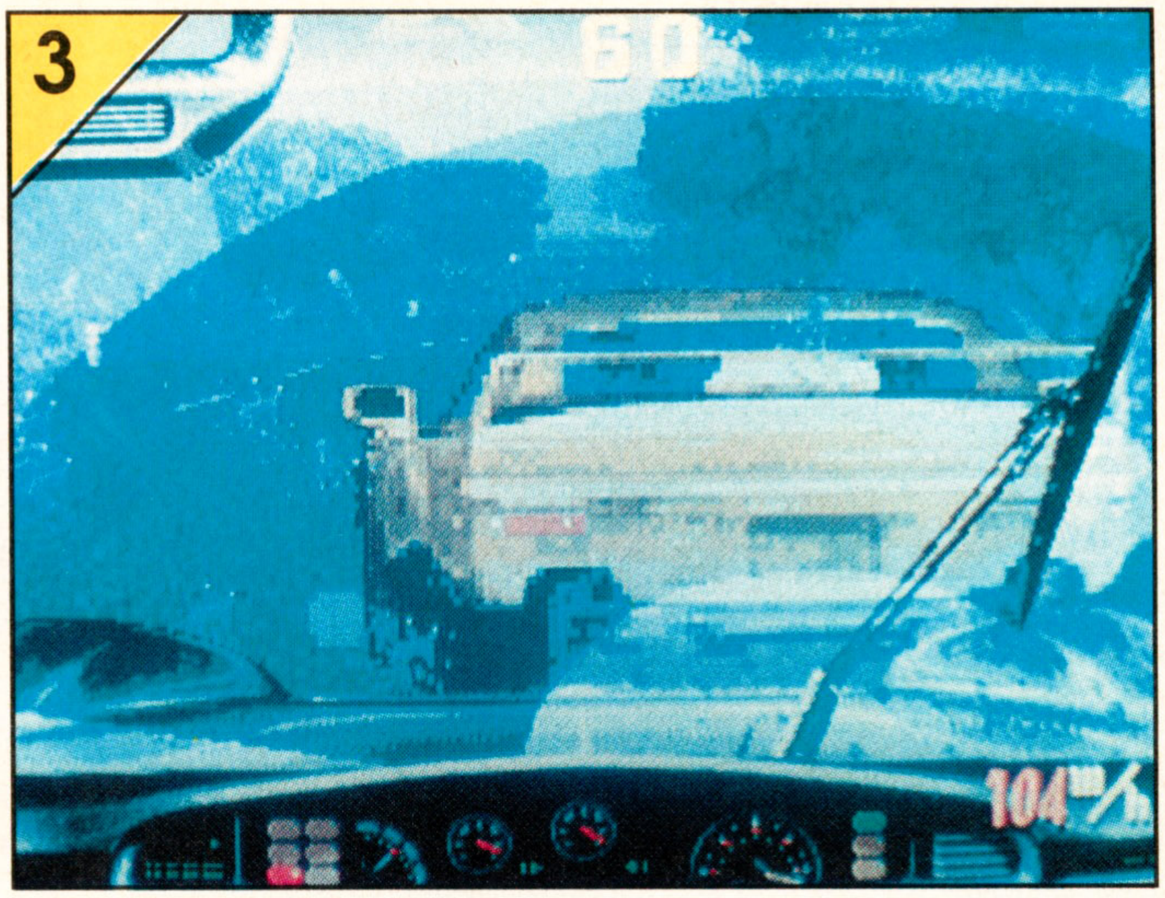
block positions. Keep your cool, and you can swerve through the lot of them.

As you approach Springfield, Illinois, you'll face some heavy oncoming traffic, so steer onto the railroad tracks to your left and take them as far as you dare.

The mountain states are treacherous in a different way — you have to negotiate narrow, winding roads crowded with oncoming cars. If you lose control, it's a sheer drop through the clouds.

When you finally cross the finish line in New York City, you're greeted by a fat, surly cop (the police don't fare too well in this game). He saunters in front of your car, glaring at you. Strangely, he begins to inflate like a balloon. Finally he bursts, revealing what is becoming the traditional arcade game trophy — a bikini-clad babe!

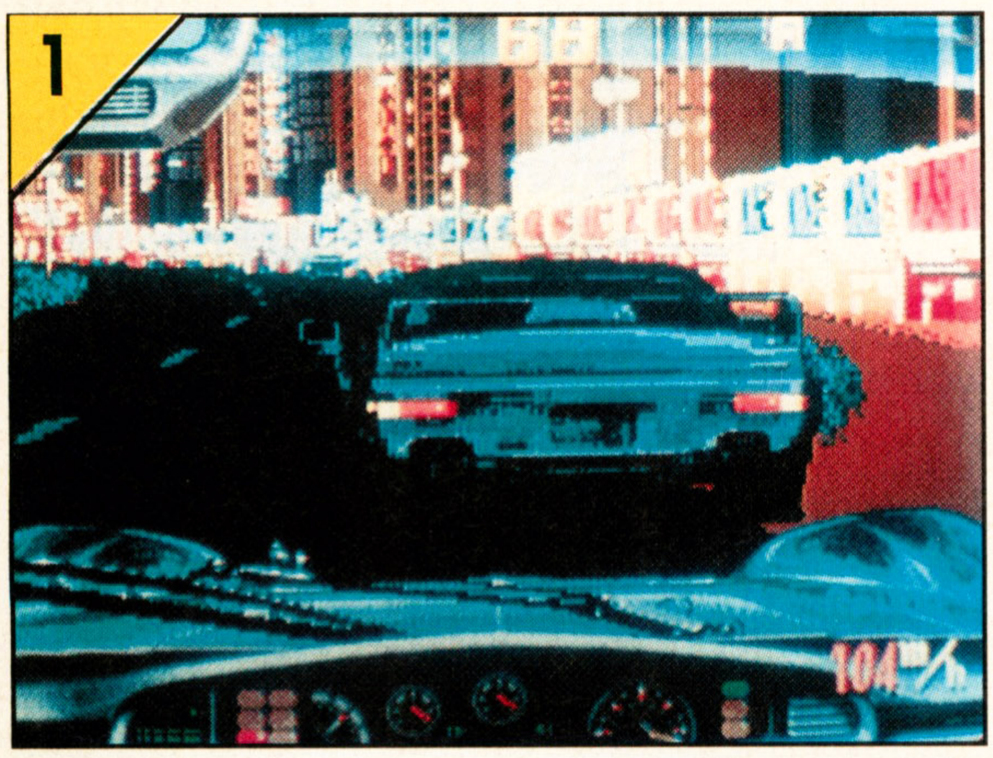
Rad Mobile uses Sega's new 32-bit arcade technology and is available in two models: a regular upright cabinet and a deluxe simulator version that rocks 'n' rolls. Try to play the deluxe model at least once, if you can find it.



1 One highlight of your cross-country trip is a night ride through the neon-lit streets of Las Vegas.

2 Be careful when passing those red cars — they're rival racers who will sometimes do anything to defend their positions.

3 When it rains, just switch on your wipers. The graphics are so realistic that you'll see splattering raindrops and even spray from the tires of other cars!



Batman

Meanwhile, on the crime-fighting scene, Atari Games has brought out *Batman*, which is based on the hit movie from the summer of 1989. However, you may conclude (as I did) that this game wasn't worth the two-year wait.

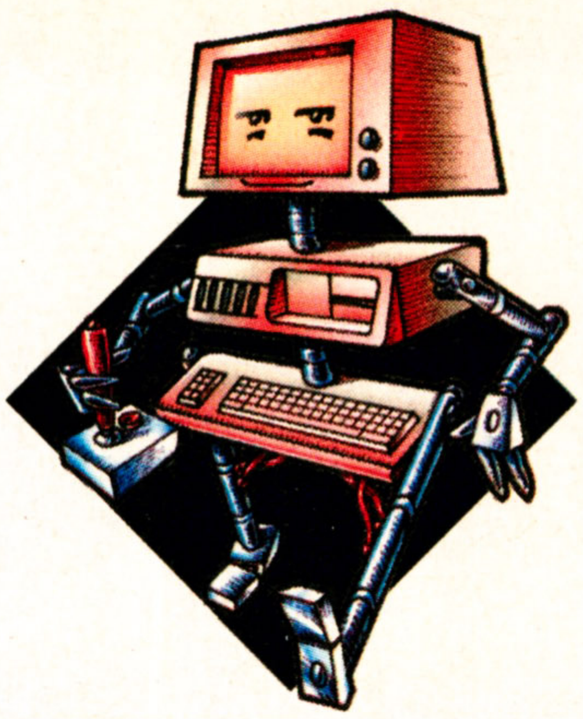
Bearing a striking resemblance to Ocean's *Batman* for the Amiga and Atari ST computers, Atari's *Batman* is rather uninspired. It's a standard beat-em-up with horizontal scrolling, endless enemies, and lots of walking, jumping, crouching, and climbing.

Between rounds at the Axis Chemical Plant, the Flugelheim Museum, and Gotham City Cathedral, you pilot the Batmobile or the Batwing, hampered by a surprisingly sluggish on-screen gun sight.

You do have other weapons at your disposal, including Batarangs, Batropes, and Batgas grenades. But during the final confrontation at the cathedral, no amount of pummeling will finish off the Joker. You have force him off the ledge of the tower or he'll just keep killing you.

It's not fair to say that *Batman* is a really *bad* game. But overall, I found that it doesn't measure up to Atari's usually high standards.

GP

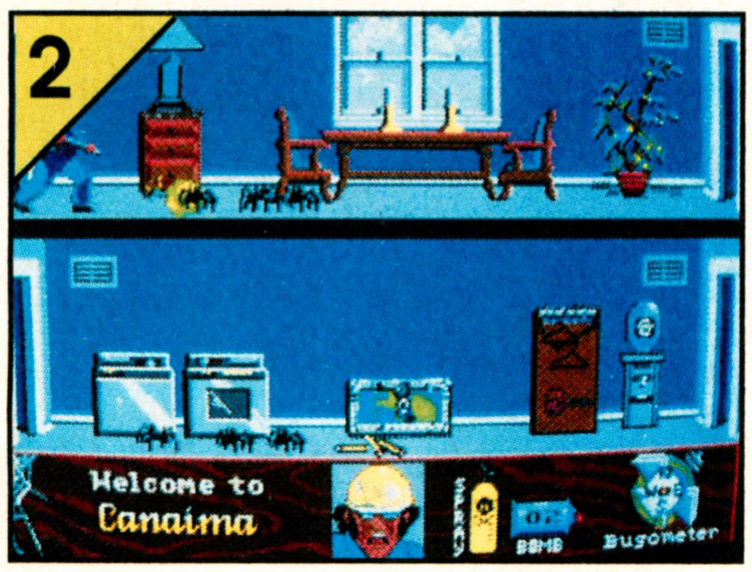


PC PLAYERS

Arachnophobia, Rotox, Vaxine

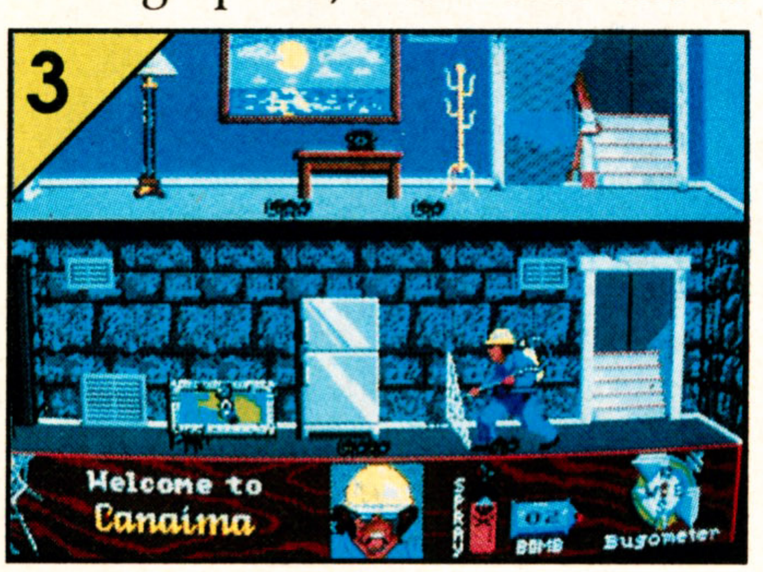
Neil Randall

Arcade-style action games are the poor stepchildren of the PC world. Role-playing games, strategy games, and simulations seem to get all of the attention — from both magazines and game players.



There are reasons, of course. Most people who play action games prefer home videogame machines over PC-compatible computers, partly because all but the fastest computers aren't as good at fast animation. Also, action games usually don't sound very good on PCs (few take advantage of the popular sound boards), and PC joysticks are pretty finicky — while a mouse or a keyboard is a poor substitute for someone who's accustomed to an efficient game controller.

But thanks to faster computers, VGA graphics, and wider use of sound boards, arcade-style games are becoming almost as enjoyable to play on PCs as they are on other systems. Three new games worthy of attention are Disney Software's *Arachnophobia* and U.S. Gold's *Rotox* and *Vaxine*.



1 *Arachnophobia*: Each town has many different buildings. If you pay attention to the Bugometer (lower right), you may not have to enter all of them.

2 You're face-to-face with three spiders! You've just gassed one, but there are plenty more to come.

3 In the basement, try to jump over the web so it doesn't slow you down. You can also use jumps to squash the spiders underfoot.

4 The matches in this room will help you complete the flamethrower. But don't pick them up now; wait until you have the rest of the parts, then head for the queen.

Arachnophobia

Although it's based on last year's hit movie about deadly spiders, *Arachnophobia* doesn't reproduce any of the movie's horror (except for an especially ugly death scene). But there's certainly plenty of action.

You play the role of Delbert McClintock, owner of the McClintock Infestation Management Company. Armed with a fumigation suit and a canister of Toxi-Max insecticide, you work your way through a number of buildings in each town you visit, knocking off a bunch of lesser spiders on your way to the queen. Once you get rid of the queen, you move on to the next town and start all over again.

You travel through each town in a vehicle, stopping at every infested building. Once inside, you press the cursor keys (the numeric keypad works best) to walk through the rooms and aim your spray canister. In the early stages, spraying downward is usually the

best alternative, because most of the spiders are crawling on the floor. Later, however, spiders will dangle from the ceiling, jump into your hair, or hang by a thread of their webs. As you approach each spider, you must stomp on it or shoot it with the canister.

If you're bitten four times, you're dead. Once you're past the

PC PLAYERS

ing for a flamethrower and some matches. You'll probably find the flamethrower indispensable for killing the queen. (Hint: Don't pick up any matches until you find the flamethrower. Jump over them instead.)

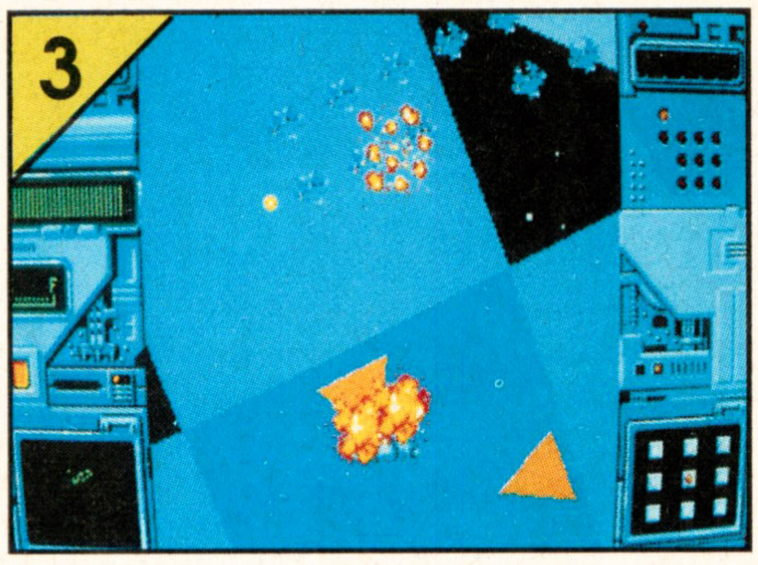
The houses get more difficult as you move through the towns. When you've cleaned them all out,

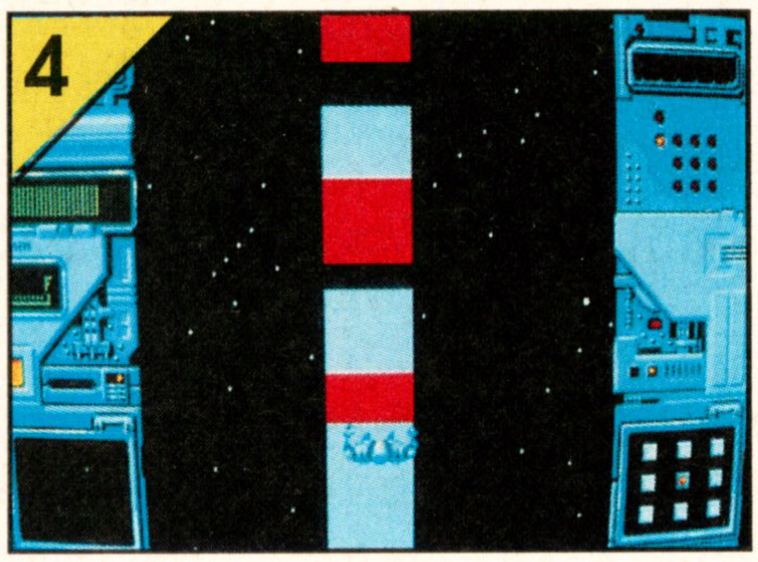
first stage, however, you can restart at that stage rather than start over at the beginning of the game.

Each house has a first-aid kit for replenishing your energy, and each house also has an egg sac which must be destroyed. When you clean out a house, you're awarded some "bug bombs" which can destroy all the spiders in a room when you press the space bar.

After you destroy an egg sac,

your Bugometer kicks in. This instrument gives you an idea of where to find the queen spider in that town. As you head toward her, though, you should start look-





the United Nations sends you on a secret extermination mission in the Amazon. At least, that's what the manual says. I've never cleaned out enough towns to find out, despite hours of enjoyable play. But someday I will, because *Arachnophobia* is one action game I'll keep

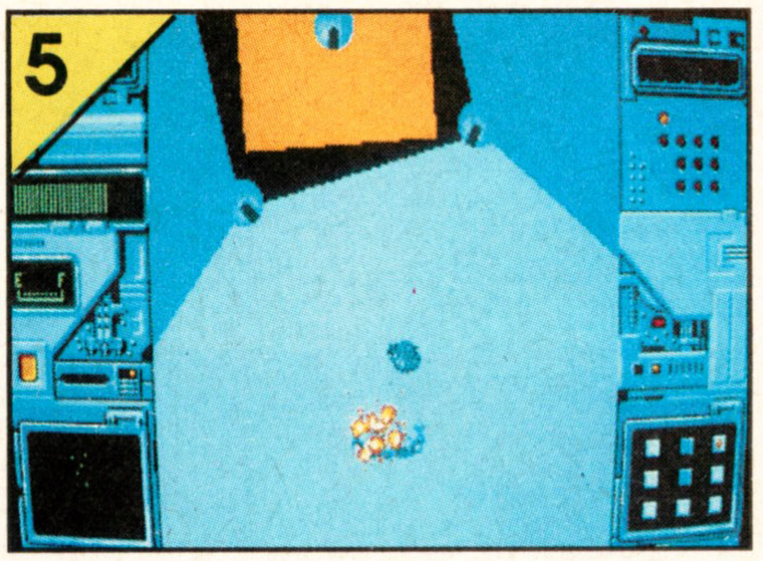
1 An egg sac waits in the corner. Blast it four times to make it disappear. But watch out — it might contain the queen, and she's deadly.

2 Gruesome, but it certainly gets the point across. In a way, it's too bad the rest of the game seems so tame by comparison.

3 *Rotox*: An early blast threatens to down Rotox, the cyborg. (He's the unfortunate gray thing encased in a fireball at the bottom of the screen.)

4 This bridge is anything but steady. In fact, it'll open under your feet as you try to cross.

5 The gun turrets open fire, and Rotox takes more hits. Try to sneak up on the turrets if you can.



on my hard drive. It's fast, fun, and quite addictive. A bit frustrating, to be sure — but then, so are most action games.

Rotox and *Vaxine*

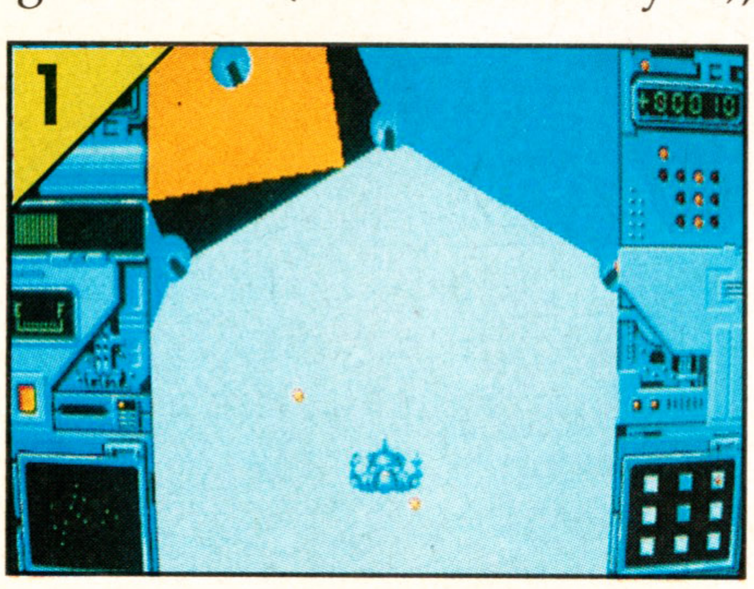
These two games are imported from the U.K. (U.S. Gold is actually a British company). European game designers seem considerably more interested than U.S. developers in making arcade-style games for PCs, and judging from these two efforts, they're doing a pretty reasonable job. Both games are colorful, well designed, and — except for the inevitable problem of the keyboard controls — fun to play.

Rotox is named after the game's main character, a cyborg who's

PC PLAYERS

equipped with special powers and who is capable of sustaining a considerable amount of damage. And it's a good thing he's so sturdy, because damage is something he'll be sustaining a lot of. He's armed with a pulse laser to help ward off the creepy-crawlies, but he'll also need to pick up a larger laser, a missile launcher, and a jet-pack if he's going to make it anywhere.

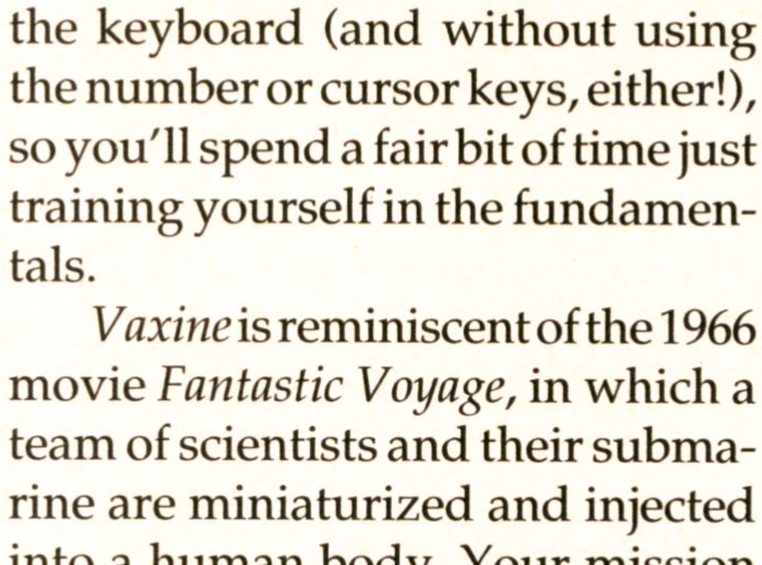
You have to guide Rotox through ten levels, each divided into nine different sections connected by bridges. You must clear out each section before crossing a bridge to the next. Enemies include gun turrets (which shoot at you),

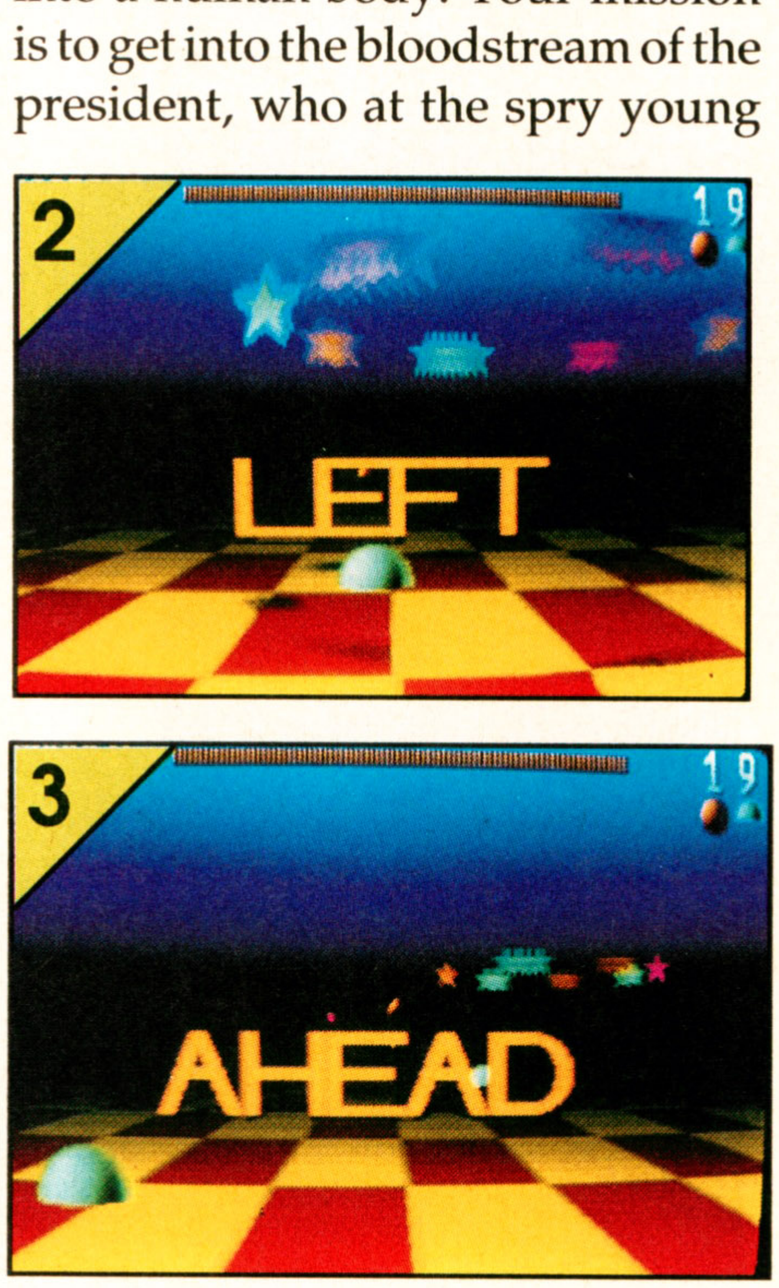


wasps and squids (which sting you), and snakes and spiders (which bite you). There are more enemies, of course, but all of them fall into these three categories.

These enemies are only a small part of Rotox's challenge, though. The major difficulty lies in making your way around the obstacles throughout the different levels (which represent platforms on a spaceship). Sometimes the bridges rotate, sometimes they open up, and other times you have to fly over them with the jet-pack. All of these actions are controlled from the keyboard (and without using the number or cursor keys, either!), so you'll spend a fair bit of time just training yourself in the fundamentals.

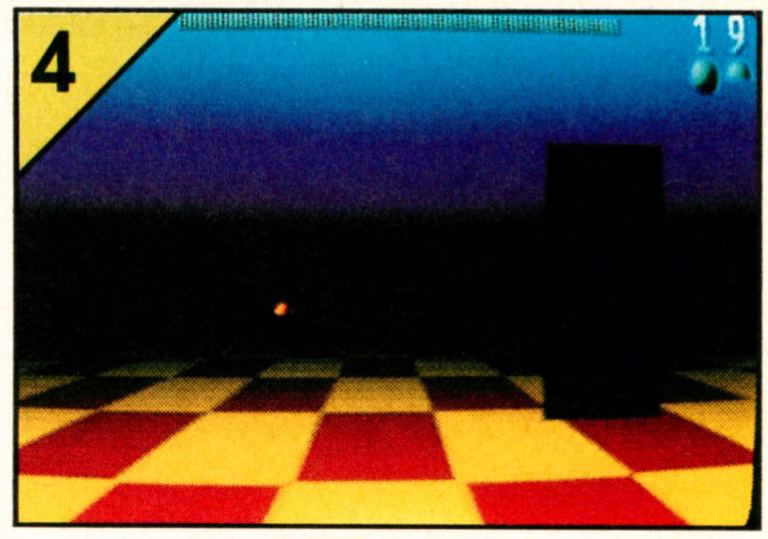
Vaxine is reminiscent of the 1966 movie *Fantastic Voyage*, in which a team of scientists and their submarine are miniaturized and injected into a human body. Your mission is to get into the bloodstream of the president, who at the spry young





age of 143 has been infected by a lethal virus. To eliminate the virus, you must kill enemy blood cells and put a strong vaccine in the president's bloodstream at exactly the right places.

Working from a first-person viewpoint, you maneuver your miniaturized craft through a continuous series of screens which convey a superb sense of mystery and endlessness. To survive each level, you must destroy all the enemy cells before they destroy your base cells (those that appear as half-domes on the "ground"). But ammo is scarce, and aiming is anything but easy. Furthermore, once the enemy cells bond together, they're extremely difficult to destroy.



1 With this new weapon, attached to his chest, Rotox is much more powerful. But don't fall into space, or you'll lose it.

2 *Vaxine*: At the start of each level, you can fire at the stars to get ammo. The full-size letters on the screen help guide you through the bloodstream.

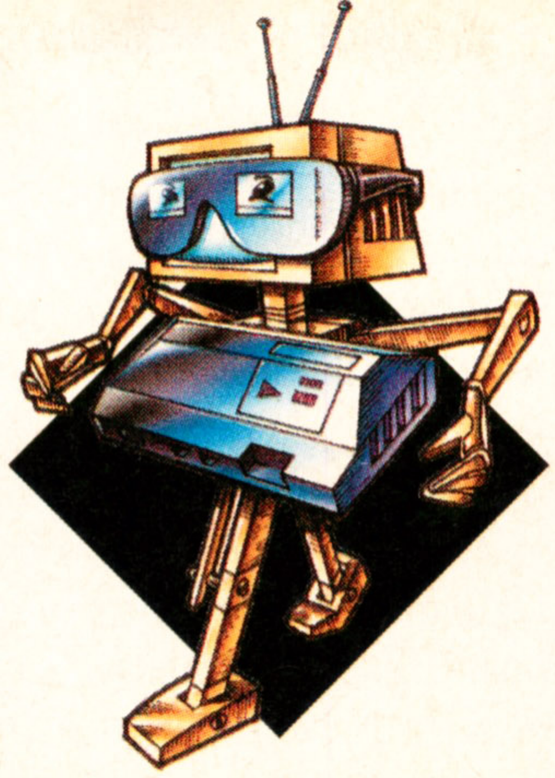
3 The half-dome cells embedded in the "ground" are the native cells — the ones you must protect.

4 When you pass through a portal, time freezes while you find your way to a central problem point.

There's lots of variety in *Vaxine*. You should hit enemy cells with "shots" of the same color, and you have a radar screen to help you. Also helpful are the portals — which freeze things until you find a particular trouble spot — and the DNA strings, which fool enemy cells into destroying themselves. Clever, and effective.

Vaxine looks gorgeous, and it's clearly the strangest of these three action games. If you want a more traditional story-based shooter, try *Arachnophobia*. If you like movement and shooting challenges, try *Rotox*. And oil those firing keys!

GP

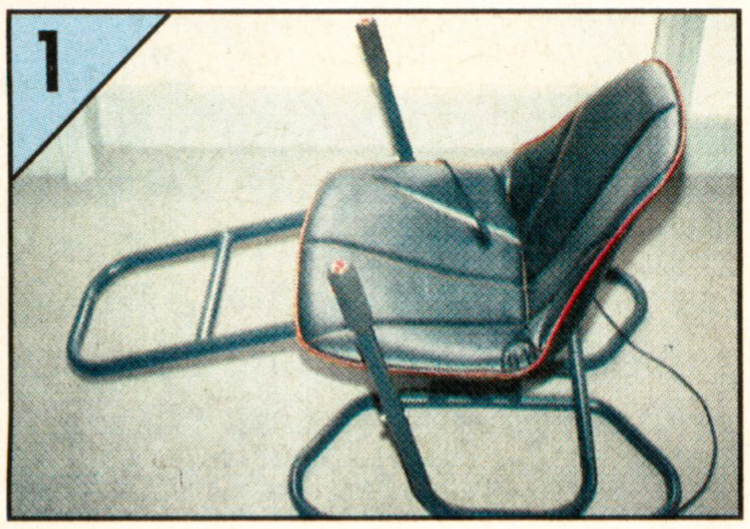


SEGA PLAYERS

Rock 'n' Roll Controller!

Matthew A. Firme

In Great Britain, the Sega Master System and Genesis are much more popular than they are in the U.S. — Nintendo is just starting to catch on. So maybe it's not too surprising that Sega recently demonstrated in Britain a unique controller for the Megadrive, as the Genesis is known overseas.

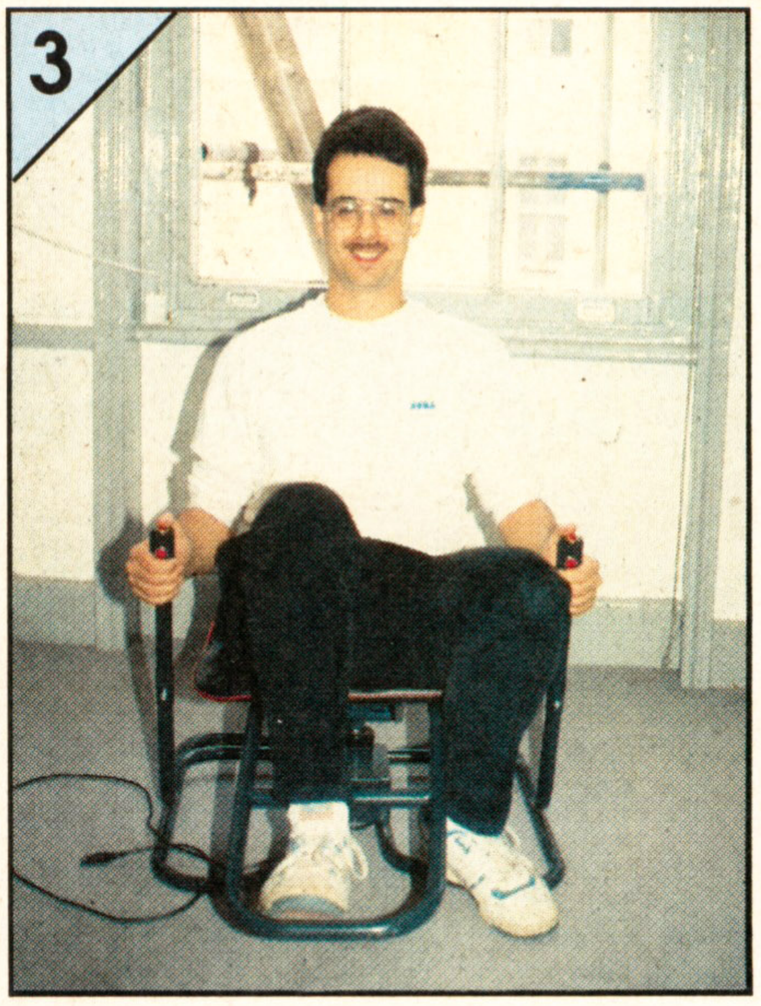


The Sega Arcade Chair plugs into the game machine just like a standard controller. But instead of holding this controller in your hands, you sit on it! The chair is mounted on a swiveling base, and by leaning left or right, forward or backward, you control the on-screen action just as you would with the directional pad on a regular controller.

On both sides of the chair are vertical handles topped with rubber grips. There are two buttons on each grip, and they perform the functions of the A, B, C, and Start buttons.

Keep in mind that this chair is a nonmotorized *controller*, not a *simulator*. In other words, it doesn't *respond* to the on-screen action by automatically tilting you in one direction or the other. Instead, you tilt and swivel the chair yourself, and the on-screen action follows your movements. It's obviously best suited to flying or driving games such as *Air Diver* or *Super Monaco GP*. If you want to steer left, you lean left. To steer right, you lean right. You can hear microswitches clicking in response to each movement, just as you can with some joysticks.

The chair itself is fairly low slung, but it's large enough to accommodate an adult. It measures about three feet wide, four feet deep, and four feet high. It tilts about 15 degrees and swivels a full 360 degrees. The padded seat is supported on strong tubular steel struts, and there's a footrest in front so you're completely off the floor. Overall, the construction is of a very high quality, and it seems as durable as a real arcade machine.



Sega hasn't announced an official release date for the Arcade Chair, and it's not certain when (or even if) the chair will be released in the U.S. In Britain, the chair is expected to cost the equivalent of about $180.

The Sega Arcade Chair isn't the only piece of oddball hardware to pop up recently in Britain. There are also not just one, but *two* different adapters that let you play Master System cartridges on the Game Gear!

Rumors of these devices have been floating around for months.

1 The Sega Arcade Chair — a high-tech Genesis controller you can really get into.

2 The padded seat substitutes for the directional pad on a standard controller, responding as you lean and swivel.

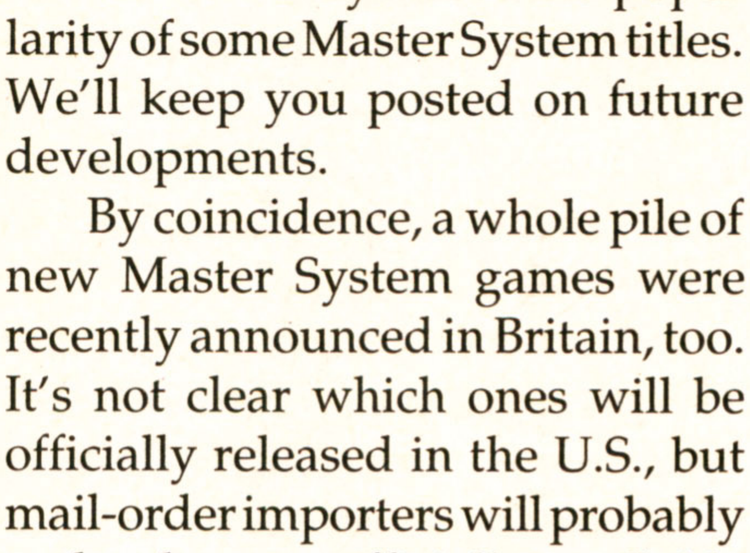
3 The chair is best suited for flight and driving games. Sitting in it is almost like sitting in a cockpit.

SEGA PLAYERS

One adapter is said to come from a company in Hong Kong, and the other from a company based in Connecticut. *Game Player's* managed to see one of these adapters in action, and it actually worked with five different Master System carts. But it *didn't* work with a few others, so the designers have gone back to the drawing board.

If the bugs can be worked out, and if the adapters don't run into any legal problems, this could be big news for Game Gear owners. It would greatly expand the number of carts playable on the Game Gear and could really boost the popularity of some Master System titles. We'll keep you posted on future developments.

By coincidence, a whole pile of new Master System games were recently announced in Britain, too. It's not clear which ones will be officially released in the U.S., but mail-order importers will probably make them unofficially available nonetheless. All of the new games will be distributed in Britain by Virgin Mastertronic, and they run the gamut from arcade hits to translations of computer games. Just look at some of these titles:



Super Space Invaders (Domark): An updated version of the arcade hit from the late 1970s.

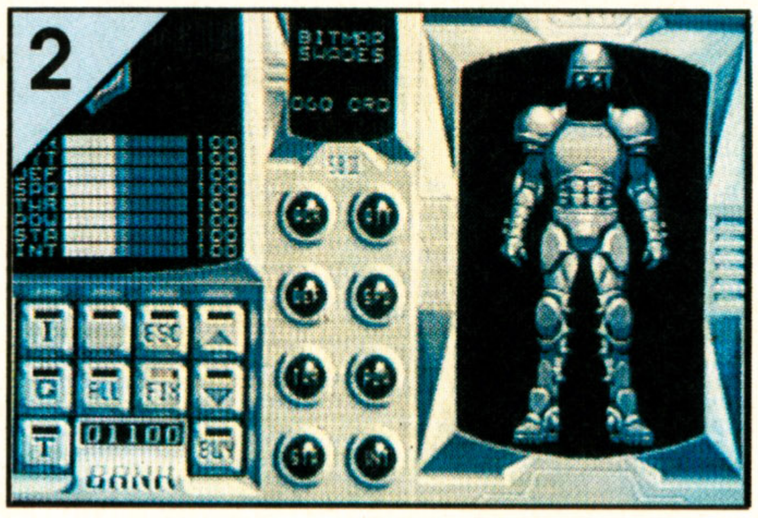
Prince of Persia (Domark): An action game with a hero whose movements are so lifelike you'll feel like you're watching a movie. Originally a computer game from Broderbund, it was recently translated for the Game Boy by Arcadia. (See "Game Boy Players," page 27.)

Die Hard 2 (Ocean): The blockbuster movie comes to life!

The Flintstones (Grand Slam): Fred, Barney, and the whole Flintstones gang star in their own videogame adventure.

Back to the Future 2 & 3 (Mirrorsoft): Marty McFly's adventures in time continue in the future and the Old West.

Speedball (Mirrorsoft): A futuristic, fast-paced combination of Rollerball and team handball.



DuckTales (U.S. Gold): Capcom's versions of this game for the NES and Game Boy are already giant hits. Now Master System players can join the fun!

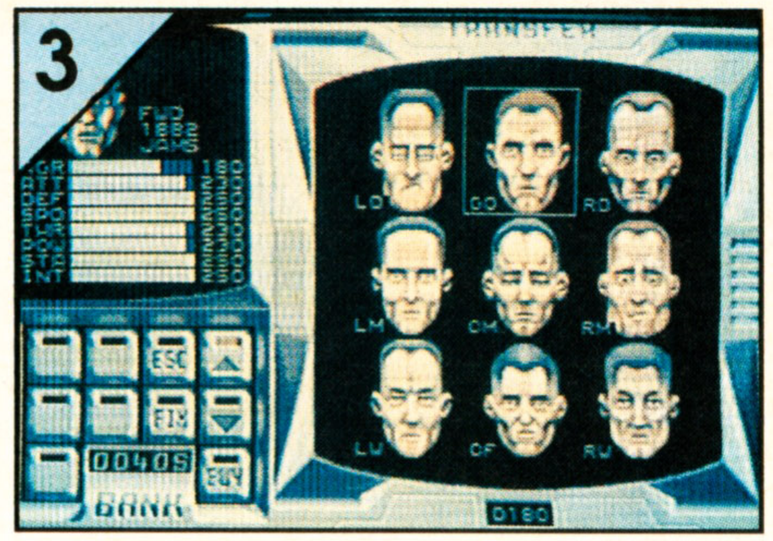
Outrun Europe (U.S. Gold): The follow-up to Sega's popular arcade racing game.

Super Kickoff (U.S. Gold): Play the computer or a friend in world-class soccer.

Leader Board Golf (U.S. Gold): A popular computer golf game, also scheduled for release on the Game Gear.

Heroes of the Lance (U.S. Gold): A fantasy role-playing game from the Advanced Dungeons and Dragons series.

Pac-Mania (Tec Magic): Pac-



Man's adventures continue.

Shadow of the Beast (Tec Magic): We'll have to see this one to believe it. The Amiga version by Psygnosis had stunning graphics and was one of the most critically acclaimed games ever released for that computer.

Populous (Tec Magic): Originally a hit on the Amiga and PC, then translated for the Genesis, this fascinating strategy game is being redesigned for the Master System. While the Genesis version has 500 possible worlds, the Master System version will supposedly feature 5,000!

Marble Madness (Virgin Mastertronic): A popular NES game from Parker Brothers, this one will test your nerves as you guide marbles through complex mazes.

Terminator (Virgin Mastertronic): Fight the killer cyborg from the future — just in time for this summer's movie sequel, *Termina-*

1 As *Speedball 2* begins, your team's overall rating is low. You'll have to go to the gym and build up your players if you hope to succeed.

2 You can build up the abilities of your whole team, a section of the team (defense, for example), or an individual player. To the right is a complete suit of Speedball armor.

3 As you progress through league tournaments, new players sometimes become available. They cost a lot of money, but your team can really benefit from a powerful forward like this one.

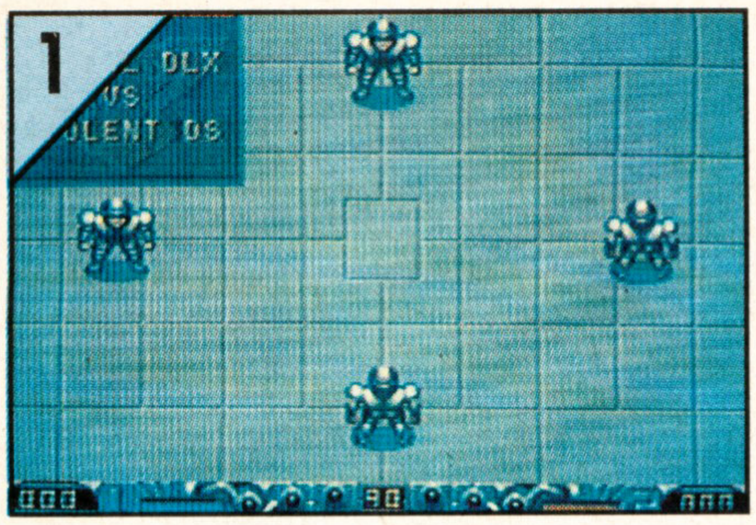
SEGA PLAYERS

tor 2: Judgment Day.

Tin-Tin on the Moon (Virgin Mastertronic): Tin-Tin is a French cartoon character, and now he's in orbit! This game might never make it out of Europe, since Tin-Tin (not to be confused with hero dog Rin-Tin-Tin) is almost unknown in the U.S.

Arcade Classics (Virgin Mastertronic): This cartridge is actually a collection of old arcade favorites, including *Missile Command*, *Centipede*, and *Space Invaders*.

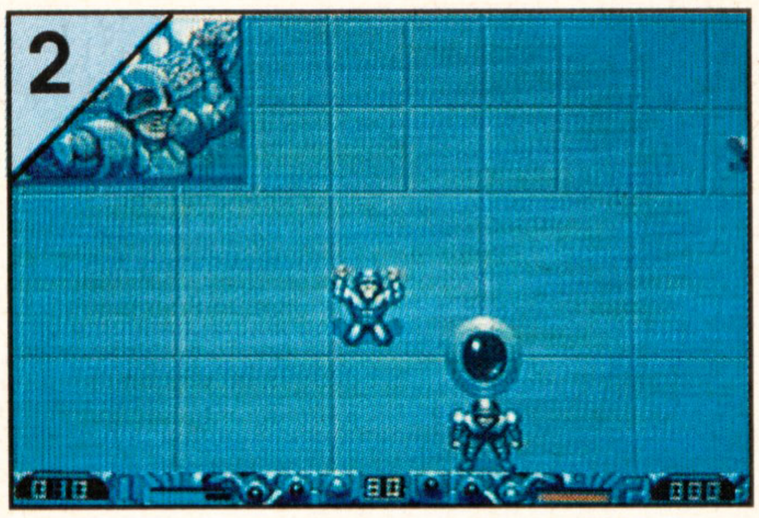
It's difficult to say how many of these titles will make it to the U.S. As Master System fans know, Sega of America hasn't been what you'd call aggressive in releasing new games for the eight-bit system. In fact, we've seen only a handful of Master System games in more than a year. But many of these titles are very popular games, and we hope they'll find their way to the U.S. soon.



New Genesis Games

There's some Genesis news from Britain, too — a terrific new game from Mirrorsoft, a London-based software company. The new game is called *Speedball 2*, and it's one of the most enjoyable and challenging sports games we've ever seen.

Speedball 2 is a soccer-style game set in the 22nd century, and it has lots of high-tech twists. It's played in an arena with two teams of nine players each. Points are scored in a number of ways. Putting the ball through the opponent's goal counts as ten points. Lighting a star along the side of the arena (achieved by hurling the ball into the wall and hitting the star) is worth two points. You can also score two points by bouncing the ball off one of the two bounce domes in the floor of the arena.



The players are dressed in armored, cybernetic suits. And they'll need them, too, because there are very few rules in *Speedball 2*. For example, you can tackle any player you like, whether he's carrying the ball or not. At any moment, an opposing player might sneak behind one of your players and smash him to the ground — sometimes permanently.

In addition to providing some protection, the cybernetic suits also enhance performance. Each suit is made of eight different components, each of which can improve a specific aspect of a player's abilities. The more you spend on equipment, the better your players will be.

During the course of each game, you'll accumulate credits which you can use to buy equipment. This is almost as important as scoring points, because you'll have to continuously upgrade your team's abilities if you hope to compete against the league's better teams.

As your players become faster, so does the action on the screen. During matches in which both teams are at the maximum possible speed, the ball flies around the arena so quickly that you'll wonder how you can even follow it. Perhaps that's why they call it *Speedball 2*. Or it might be the fact that an entire game lasts only 180 seconds.

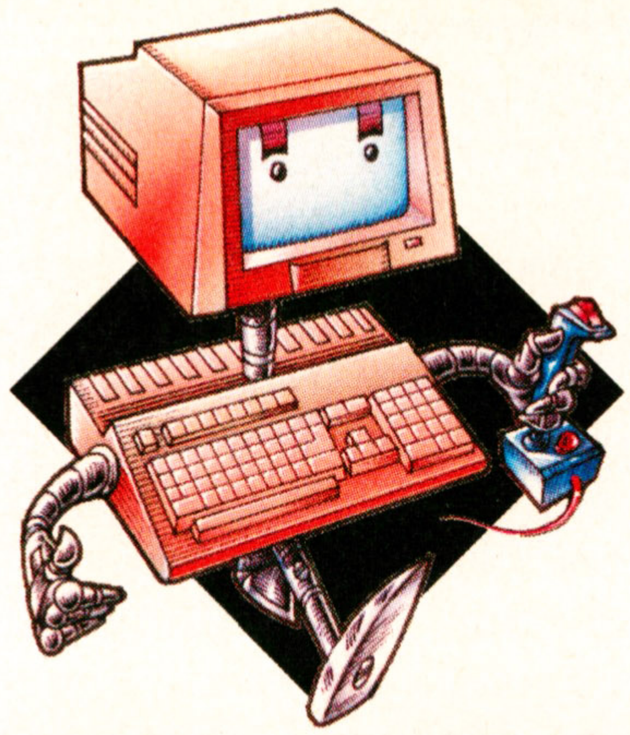
The graphics, sound, and playability are among the best we've seen for the Genesis. And the game is loaded with features, from one- and two-player options to league play, cup play, and even an option to serve only as the team manager, letting the computer control your men in the arena. And *Speedball 2* has a password feature that lets you save your progress at any point during the season.

Despite the high quality of the preview version we've been playing, the folks at Mirrorsoft say it's by no means finished. They plan to add even more to the game. What more could there be? We can't wait to find out, and we think *Speedball 2* could become a Genesis favorite just as it is.

GP

1 Four players await the "tipoff" — the center of the floor rotates to reveal a cannon, which shoots the steel ball into the air.

2 Brutal Deluxe scores against Lethal Formula, one of the teams in Division 1. Instant replays highlight every score.



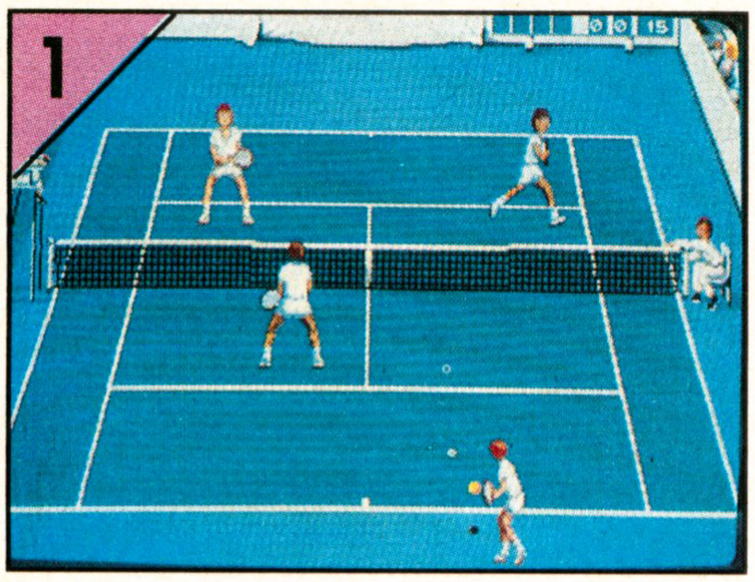
AMIGA PLAYERS

Pro Tennis 2 and *Stellar 7*

Sheldon Leemon

A friend was watching me play *Pro Tennis Tour 2* from Ubi Soft the other day. After a while he looked up and said, "We sure have come a long way from *Pong*, haven't we?"

We have indeed. *Pro Tennis Tour 2* is the most realistic sports game I've seen. The court is shown from a 3-D perspective and the tennis players move with lifelike animation. The digitized sound of the ball hitting the racket, the crowd noise, and the umpire's voice are so real that you'll almost believe



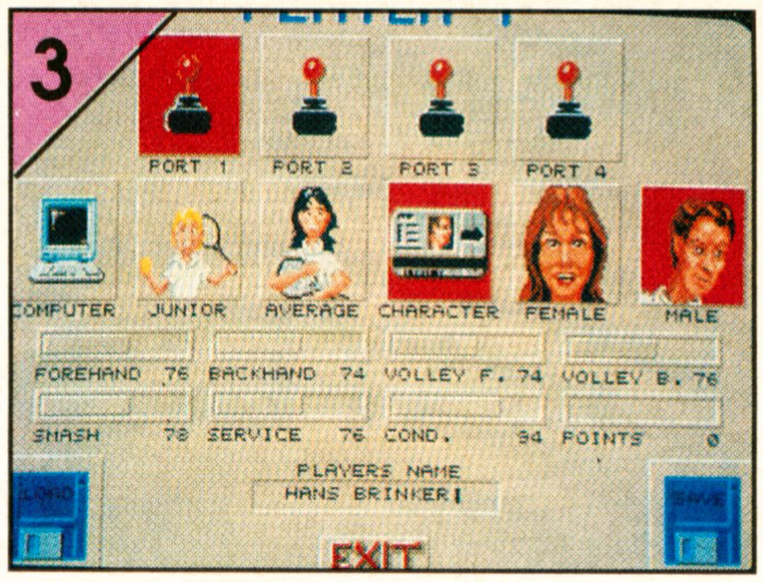
you're at a tennis match. The ball and its shadow seem to grow larger as they approach your viewpoint, and smaller when they move away. The ball even kicks up a small puff of dust when it hits the court.

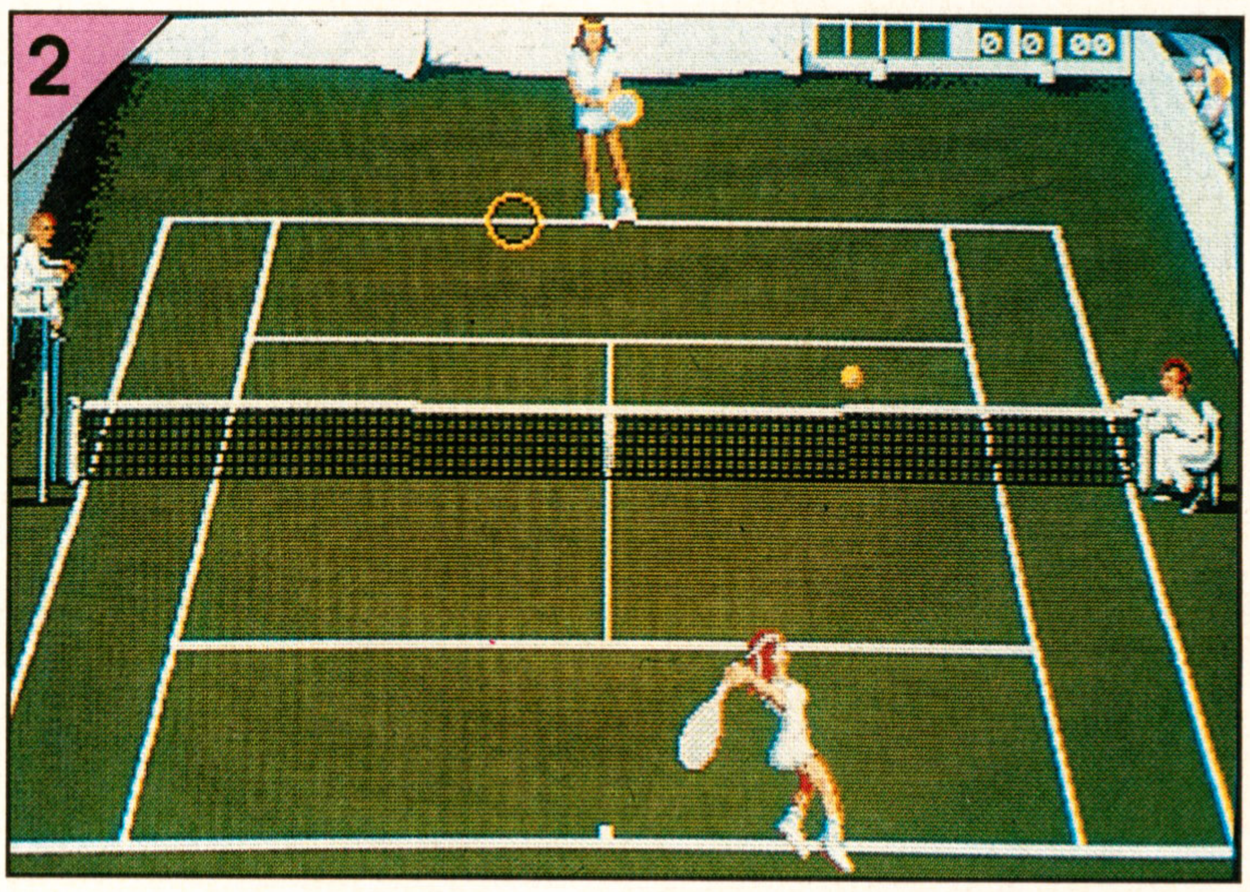
Pro Tennis Tour 2 is also a lot more playable than the original *Pro Tennis Tour*, which was almost as difficult as real tennis. For instance, the new game offers a "junior" mode in which the computer moves your player around the court for you, leaving you to concentrate on making shots. If you don't bother to aim the ball, this can be as simple as pressing the button at the right time. In this mode, I was actually able to win a few games without hours of practice, unlike my experience with the first *Pro Tennis Tour*.

For more challenging play, there are "normal" and "character" modes in which you have full control of your player. In these modes, you must position your player by moving him (or her) with the joystick, press and hold the button to bring back the racket, adjust the joystick to aim the shot (left or right, and up or down for a drop or lob), then release the button to swing. It's complex, but it gives you very good control over the game.

In addition to working out with a ball machine, you can also play practice matches against the computer. When you feel ready to begin the tournament circuit, you get to choose the events you want to enter — anything from small matches to the Davis Cup.

Pro Tennis Tour 2 offers lots of new options. You can tailor your player's performance by adjusting the relative strength of his serve, backhand, and so on. You can also adjust the skill of your computer opponent, making him a little less





1 *Pro Tennis Tour 2*: Now you can play doubles! This is a typical asphalt court.

2 Women players are a new feature of *Pro Tennis Tour 2*. Notice the grass court.

3 This options screen allows you to tailor a player's abilities and characteristics.

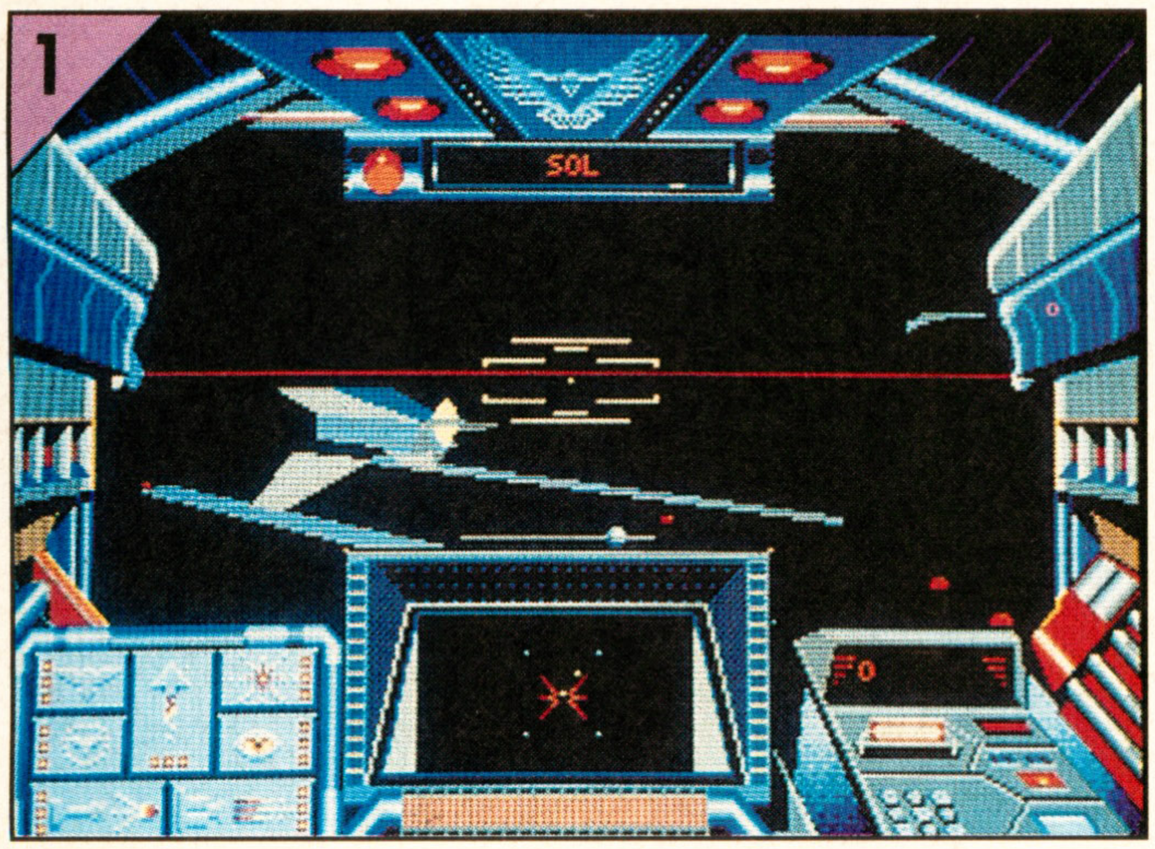
invincible if you wish. Other new options include doubles matches, two-on-one matches, and your choice of male or female players.

In character mode, you can develop custom players and save their profiles on disk. As your players compete in matches, you can view their statistics and actually improve their abilities over time.

As with the original game, *Pro Tennis Tour 2* can be installed on a hard drive, and it takes advantage of extra memory to provide additional sound effects and less frequent disk access.

Stellar 7

If you're looking for some light summer entertainment, you won't need hours of study to get started with *Stellar 7* — but you *will* have to develop skill and strategy to reach the higher levels. This shooter is the latest title from Dynamix,

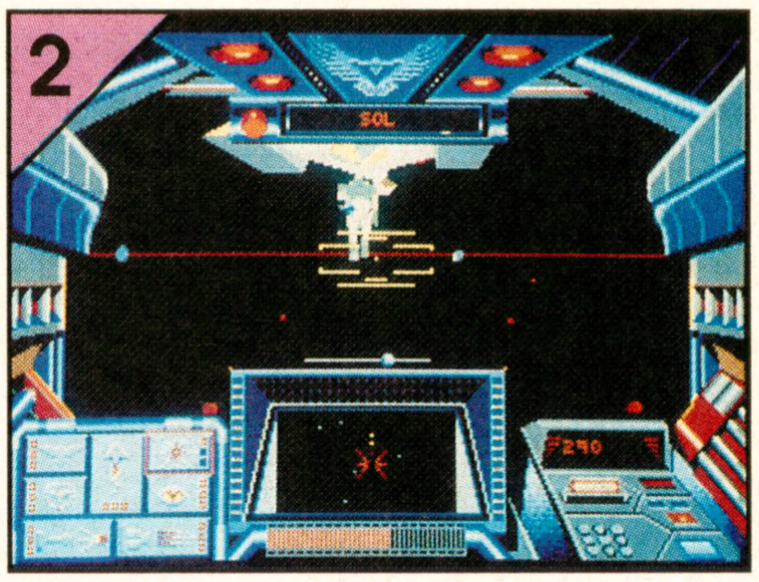


1 *Stellar 7*: A Sandsled is about to come into your sights.

2 At the end of level 1, this enemy ship drops a giant green robot to make your day. Shoot it early and often with your super cannon.

3 Once your shields are depleted, you're treated to a bird's-eye view of your own destruction.

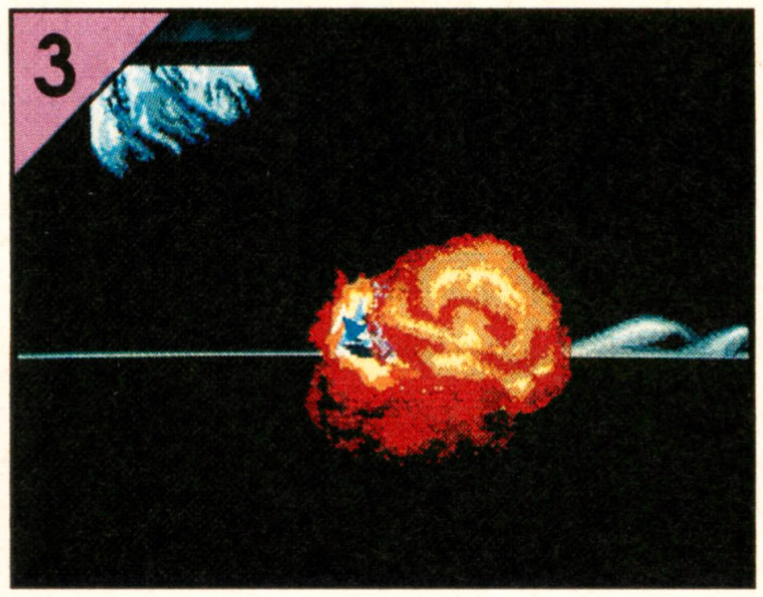
AMIGA PLAYERS



whose *Arctic Fox* tank game was one of the first games for the Amiga. Although *Stellar 7* is set in a fantasy world of the future, it's still a tank game at heart.

Your Raven antigravity tank comes with shields, radar, and a number of interesting power modules which are good for one use each. These include a cloaking device, anticloaking radar, an offensive shield that lets you ram an enemy, thrusters to provide a temporary burst of speed, and a super cannon. You'll need every weapon as you face an assortment of tanks, smart bombs, cannons, sleds, and hovercraft on seven different planets. When you finish off your regular opponents, each planet has a super-tough Guardian you must defeat to move to the next level.

Although you can play by

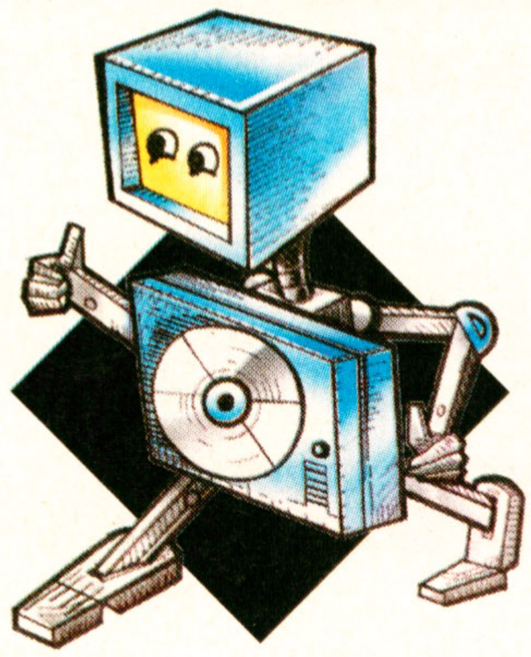


shooting at anything that moves, learn to distinguish among your opponents and adopt different tactics for each one. For example, it's somewhat futile to chase the birdlike Skimmers — it's easier to back away from them, turn, and shoot into their path. Learning how to use your power modules is important, too. Save the super cannon for the Guardians, and use your invisibility cloak sparingly. You can replenish the cloak only at the docking stations on levels 3 and 6.

The animation, music, sound effects, and title screens raise *Stellar 7* far above the early tank games. Another outstanding feature is that it can be installed on a hard drive with no annoying copy-protection questions to answer at the beginning of each game — an approach that's common with PC games, but almost unheard-of on the Amiga.

Although the animation in *Stellar 7* seems a bit slow on a standard 68000-based Amiga, an options screen lets you speed it up quite a bit by reducing the level of graphics detail. And while you can't save a game on disk, it's possible to skip some levels by finding the hidden warp fields on levels 1 and 4. (Hint: Turn on your eel shields and ram a certain obstacle four times.)

GP



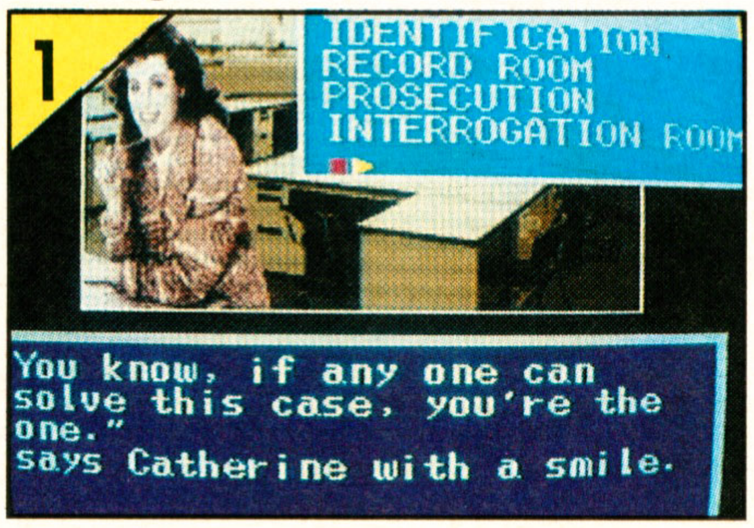
TURBO PLAYERS

J.B. Harold Murder Club

Neil Randall

Another CD game! What's going on? In the past several issues of *Game Player's*, we've covered a bunch of new CD titles, including *Ys Book I & II*, *Valis II*, *Jack Nicklaus Turbo Golf*, *Magical Dinosaur Tour*, *Final Zone II*, and *Sherlock Holmes: Consulting Detective*. Now there's *J.B. Harold Murder Club*. While we're excited about NEC's growing lineup of CD games, don't get the impression that we're concentrating on them at the expense of regular cartridge games. The fact is, NEC hasn't released many carts this year. About half of the games scheduled to appear in 1991 are on CD.

That helps make up for the shortage of CD titles in 1990, but it



also makes us wonder about all the people who don't have a TurboGrafx-CD player and are combing the stores for new carts. Apparently, the sudden rush of CD games is NEC's way of emphasizing the main difference between the TurboGrafx-16 and competing videogame systems — nobody else has a CD player (yet). It's been one of NEC's biggest selling points.

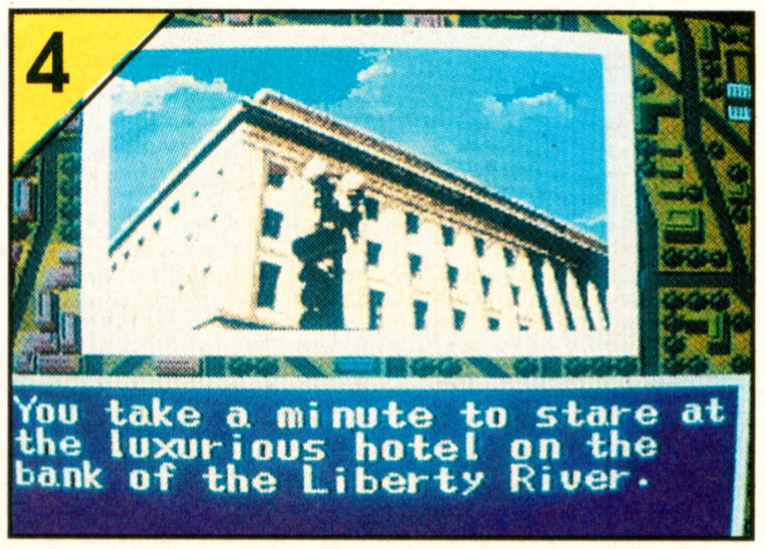
Now NEC has another strong selling point: The TurboGrafx is the lowest-priced 16-bit videogame system on the market. In May, just weeks before Nintendo officially unveiled the Super NES in the United States, NEC slashed the price of both the Turbografx-16 and the TurboGrafx-CD player. As you probably know if you've been shopping recently, the TurboGrafx

is now available in two different packages. The basic package — which includes the game machine, one controller, and *Keith Courage in Alpha Zones* — is priced at $99.99. The other package, called the Bonk SuperSet, includes the game machine, two controllers, a TurboTap adapter that lets you plug in as many as five controllers at once, *Keith Courage*, and *Bonk's Adventure* (NEC's best-selling cart). The Bonk SuperSet is priced at $149.99. In addition, the TurboGrafx-CD player was reduced in price from $399 to $299.

The new prices undercut both the Sega Genesis and the Super NES. In fact, these prices put the TurboGrafx in direct competition with eight-bit game systems, particularly the NES. It's clear that NEC doesn't want to be elbowed out of the market, and this is NEC's way of declaring war.

J.B. Harold

Following quickly on the heels of the superb *Sherlock Holmes: Consulting Detective* (see *Game Player's*, June 1991), *J.B. Harold Murder Club* is another strong murder-mystery game. While not as technologically



1 From the opening screen, you can go to various departments at police headquarters. Start by visiting the Records Room.

2 In the Records Room, you can find logs of past crimes and unsolved theft cases. All these files will prove useful to your investigation.

3 At the cemetery, you find someone wandering around. Maybe you should question him.

4 Screens like this appear whenever you visit a location. You'll have to venture inside to discover any clues.

1 The hotel manager offers some information about Bill Robbins. Seems he'd planned to stay at the Grand the night of the murder. Hmmm....

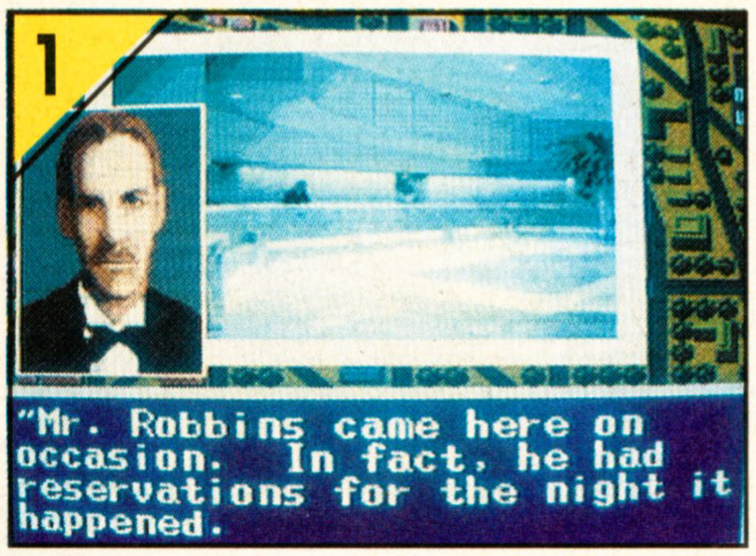
2 Stanley Howard is worth a visit—just to see what he's all about.

3 Well! The title of Stanley's book certainly raises your eyebrows. And later, you can find out that he's been spending money like crazy.

4 When you start the game, the analysis screen is almost empty. You have many locations and people to visit.

impressive as *Sherlock Holmes* (there are no digitized movies here), it actually plays better in several ways.

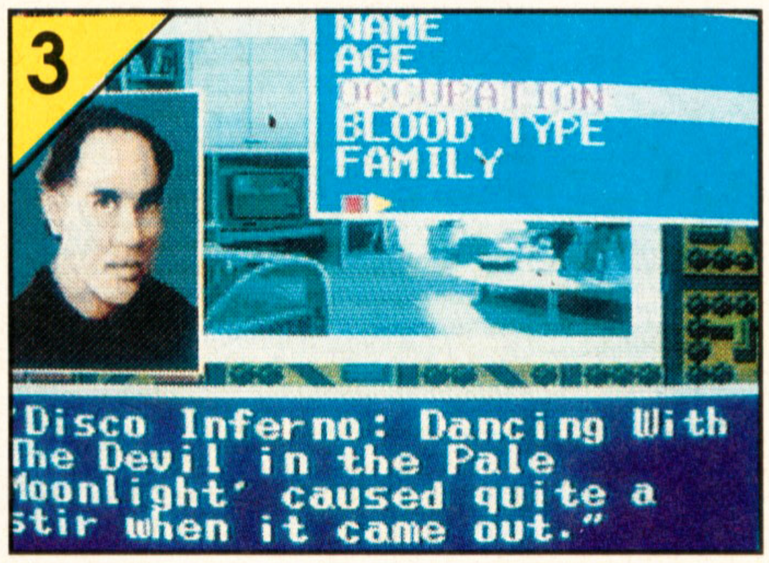
The plot is simple — at least at first. Bill Robbins, chairman of the board of Robbins Training Company, has been stabbed to death.



His father, Edward Robbins, has taken over as chairman. You play the role of detective J.B. Harold, and you've been assigned by the police department to investigate the murder.

At your disposal are various police files, a helpful identification officer, a not-so-helpful district attorney (he's tough!), and your own wits. You have to work your way through Liberty Town, visiting all the possible suspects and talking to anyone who might provide a clue. With two dozen locations to visit and more than two dozen people to talk to, this investigation could take some time.

You start the game inside police headquarters. Button I brings up a menu with several choices. You can enter the police records section, head for the identification labs, ask the district attorney (in the prosecution department) for search warrants and arrest warrants, or leave headquarters and head for the streets. You can also choose an option called "investigation rest," which allows you to save your place in the game, continue a previously saved game, or look at two screens



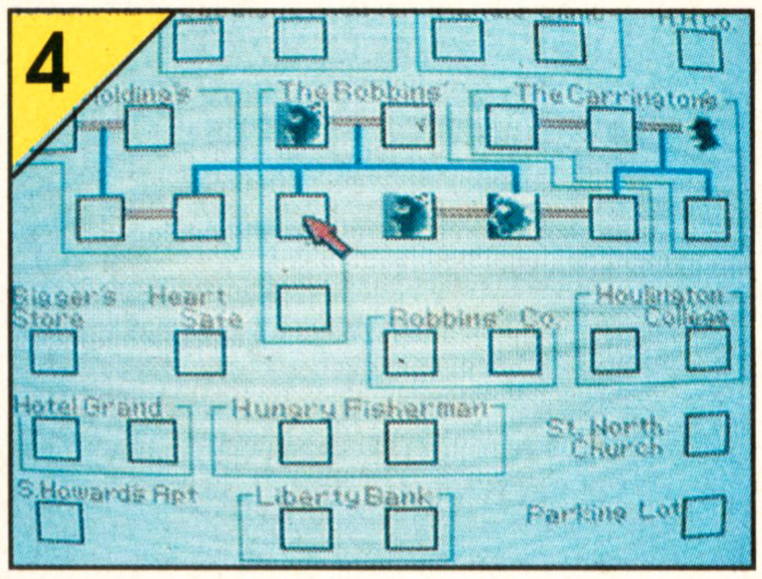
that show your progress. You can also switch the text between Japanese and English, and you can choose whether the narration will be spoken aloud in digitized voices or simply printed on the screen.

Button II closes the menu, and the Select button calls up a list of locations you can visit. Once you leave a building, you see a map of the town, but the only way to travel to a new location is to hit the Select button and choose one of the destinations. Eventually you'll be able to visit several locations by moving a pointer to those spots on the map, but at first only police headquarters can be reached that way. This is really the only clumsy part of the game.

The district attorney isn't about to grant search warrants or arrest warrants without evidence, so you'll have to visit several locations before asking him for anything. Hint: A good place to start your investigation is a bar known as the Hungry Fisherman, where Bill Robbins was last seen.

After you select this location, a picture of the Hungry Fisherman appears on the screen and you can choose from three actions: enter, look, and move. The Move command lets you exit the bar; Look lets you see certain features (you'll need it later); and Enter takes you into the bar, where you'll encounter Paul Davis, the owner.

Several more actions then ap-



pear on the menu. You can look around, say hello, or begin asking questions. You can also ask to see another person in the bar (there's only one other person there), or you can leave. Sometimes another choice appears on the menu, allowing you to show a search warrant if you have one.

There are three general kinds of questions you can ask, beginning with "What is...," "What about...," and "Do you know...." After you choose one of these, another menu appears. "What is..." can be followed by such specifics as name, age, occupation, hobby, and so on. These are the most important questions during the early stages of your investigation, as you try to determine who's who in this town.

Soon, though, the "What

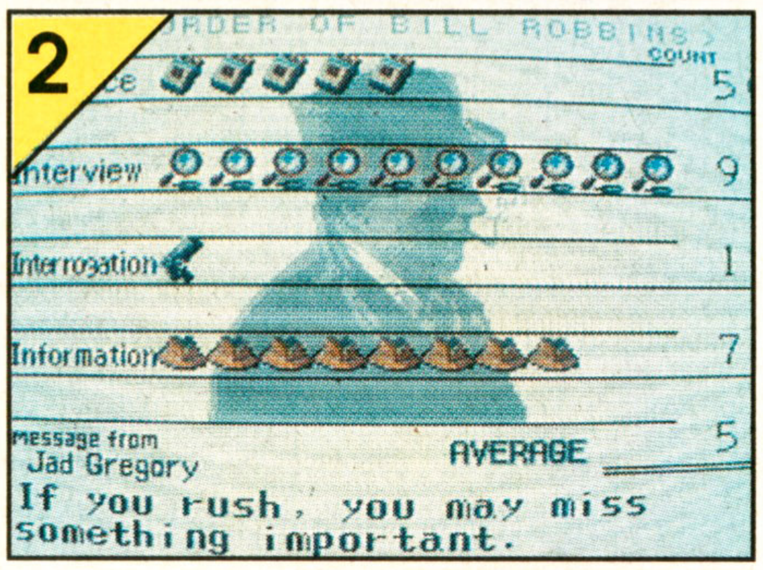
1 Near the end of your investigation, the analysis screen is almost full. Selecting one of the boxes calls up a picture of a person you've visited.

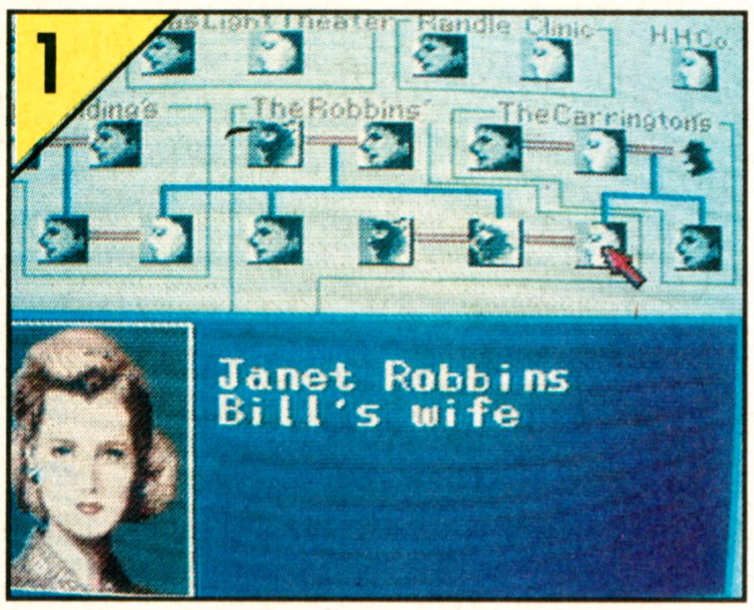
2 The investigation screen shows your progress. Obviously, you've got much more interrogating to do, but the evidence is falling nicely into place.

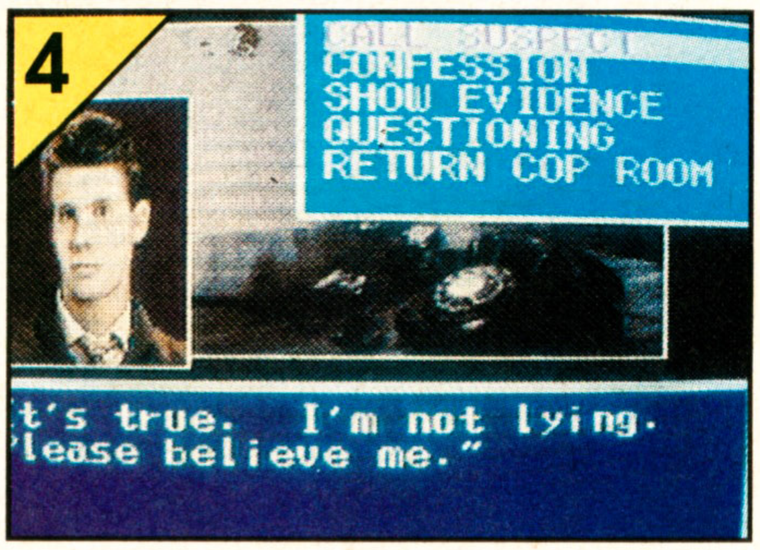
3 Getting warrants from the prosecutors is very tough indeed. Make sure you've done all the investigating you can before even bothering to ask.

4 Interrogating Fred Robbins (Bill's brother) reveals that he's scared, and that the two of them had a fight. But you'll need much more evidence before this case is wrapped up.

TURBO PLAYERS







locate precisely the right character.

When you have some evidence, turn it into the identification group and head for the prosecution section. Then you can ask for search warrants and arrest warrants. Search warrants let you revisit a location and try to find more evidence. Arrest warrants let you bring in suspects for interrogation. The interrogation menus let you show evidence and extract a confession from the suspect. Eventually you'll sort it all out and arrest the killer, and then your case is finished.

J.B. Harold Murder Club is a rich, enjoyable mystery game. The guilty party isn't at all obvious, and your penalty, though, so keeping notes isn't completely necessary. However, it's not easy to remember who told you what, so some note-taking is recommended.

There's also an analysis screen to help you keep track of which locations you've visited and whom you've talked to. It shows all of the various locations, with empty boxes to represent characters. If you've visited a particular location and have spoken with the inhabitants, the empty boxes will be filled with faces. By moving a pointer to a face and pressing a button, you can view the name and picture of that character. This screen is extremely useful later in the game, especially when you're trying to locate precisely the right character.

about..." questions take on greater importance. When you select this category, another set of choices appears. These choices depend on what you've discovered so far. If you've found the pistol, for instance, the word "pistol" might be added to the menu, which means you can ask about it. You can also ask anyone about their alibi, and you can inquire if they want to say anything else about the case. Some do; others don't.

The "Do you know..." questions are also extremely important at the beginning of your investigation. In fact, they'll probably be your best sources of information. People will tell you all kinds of things about all kinds of people, and you're well advised to write some of it down. The game lets you return to each character without

When you have some evidence, turn it into the identification group and head for the prosecution section. Then you can ask for search warrants and arrest warrants. Search warrants let you revisit a location and try to find more evidence. Arrest warrants let you bring in suspects for interrogation. The interrogation menus let you show evidence and extract a confession from the suspect. Eventually you'll sort it all out and arrest the killer, and then your case is finished.

J.B. Harold Murder Club is a rich, enjoyable mystery game. The guilty party isn't at all obvious, and your penalty, though, so keeping notes isn't completely necessary. However, it's not easy to remember who told you what, so some note-taking is recommended.

There's also an analysis screen to help you keep track of which locations you've visited and whom you've talked to. It shows all of the various locations, with empty boxes to represent characters. If you've visited a particular location and have spoken with the inhabitants, the empty boxes will be filled with faces. By moving a pointer to a face and pressing a button, you can view the name and picture of that character. This screen is extremely useful later in the game, especially when you're trying to locate precisely the right character.

When you have some evidence, turn it into the identification group and head for the prosecution section. Then you can ask for search warrants and arrest warrants. Search warrants let you revisit a location and try to find more evidence. Arrest warrants let you bring in suspects for interrogation. The interrogation menus let you show evidence and extract a confession from the suspect. Eventually you'll sort it all out and arrest the killer, and then your case is finished.

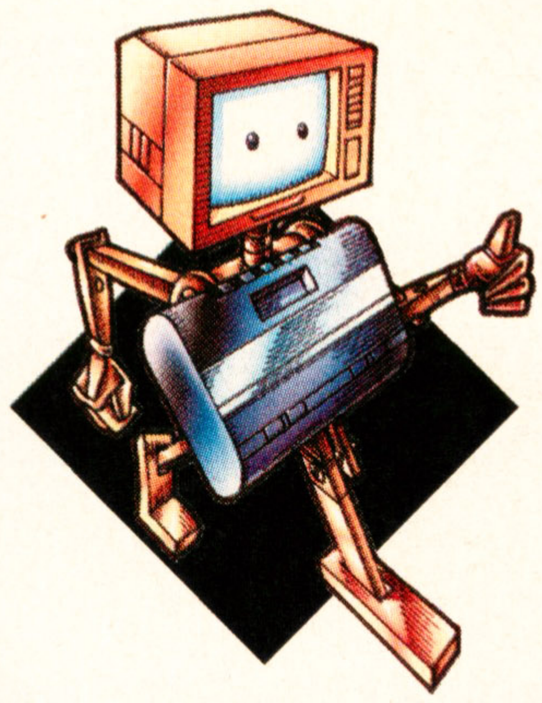
J.B. Harold Murder Club is a rich, enjoyable mystery game. The guilty party isn't at all obvious, and your penalty, though, so keeping notes isn't completely necessary. However, it's not easy to remember who told you what, so some note-taking is recommended.

There's also an analysis screen to help you keep track of which locations you've visited and whom you've talked to. It shows all of the various locations, with empty boxes to represent characters. If you've visited a particular location and have spoken with the inhabitants, the empty boxes will be filled with faces. By moving a pointer to a face and pressing a button, you can view the name and picture of that character. This screen is extremely useful later in the game, especially when you're trying to locate precisely the right character.

When you have some evidence, turn it into the identification group and head for the prosecution section. Then you can ask for search warrants and arrest warrants. Search warrants let you revisit a location and try to find more evidence. Arrest warrants let you bring in suspects for interrogation. The interrogation menus let you show evidence and extract a confession from the suspect. Eventually you'll sort it all out and arrest the killer, and then your case is finished.

J.B. Harold Murder Club is a rich, enjoyable mystery game. The guilty party isn't at all obvious, and your investigation is absolutely necessary. Even if you think you know the murderer's identity, you still have to collect enough evidence to arrest him (or her), and then you have to get the confession. It's tough, but enjoyable, and the investigation has a very good feel. Let's hope there's a *Murder Club 2*.

GP



ATARI SAFARI

Robotron: 2084

Tom R. Halfhill

Remember the last time you found yourself in a *really huge* crowd of people? Maybe it was at a ball game, a circus, a pep rally, or a festival. Now, imagine that nearly all of the people in that crowd suddenly turned into hideous creatures — robotic hulks and walking brains. Imagine they're armed with all kinds of fearsome weapons, such as energy pulses and guided missiles. Their slightest touch means instant death, and every single one of them is after *you*.

That's *Robotron: 2084*. If crowds make you nervous, this game is your worst nightmare come true.

Robotron: 2084 takes place almost a century in the future, when humans have created a species of advanced creatures known as Robotrons. Trouble is, the Robotrons are *too* perfect. One day they look around and conclude that human beings are nothing but inefficient little brutes who are cluttering up the planet. Actually, this has been common knowledge for a long time, but the Robotrons decide to do something about it. They go on a rampage, destroying human life with every means at their disposal.

There are several varieties of Robotrons, and they're all deadly. For instance, the Grunts are humanoids who relentlessly follow you wherever you go; they zap you by playing "tag." The Indestructible Hulks are large, green androids that can't be destroyed; all you can do is slow them down. The Spheroids are throbbing red circles that float around and spawn Enforcers. The Enforcers, in turn, are robots that either hunt you down or shoot you with spinning X-shaped projectiles.

Then there are the Tank Robotrons. These slow-moving machines sometimes track your movements, and sometimes fire deadly Orbs that ricochet off the walls. The Tanks are created by Quarks, pulsing cubes that roam around the screen.

But the most wicked Robotrons of all are the Brains. These oversized walking heads spend their time hunting down defenseless humans and changing them into Progs — reprogrammed people who cannot be saved. If you encounter a Prog, you have little choice but to destroy it. And if the Brains can't find any more victims to reprogram, they'll come after *you*, sometimes firing cruise missiles.

As if all that weren't enough, you also have to watch out for Electrodes — stationary objects that explode on contact.

You're the only person on Earth who can stand up to the Robotrons. Luckily, due to a genetic engineering error, you have superhuman powers. At least, that's what the game instructions say. Actually, your "powers" consist mostly of the ability to fire unlimited numbers of shots in any direction. By videogame standards, it ain't much.

In fact, some players may find that even on the easiest setting (there are five), *Robotron: 2084* gets too difficult too fast. By the sixth or seventh level, the screen is as crowded as the Tokyo subway at rush hour. There's barely enough room to move around, much less defend yourself.

What makes this worse is the small size of the objects on the screen. *Robotron: 2084* is a scaled-down version of an arcade game from the early 1980s, and characters that were easy to see on the full-size video screen are downright tiny on the Lynx. On the busiest levels, for instance, it's not always easy to tell the deadly Grunts from the friendly humans you're trying to save.

Despite these problems, *Robotron: 2084* is still worth a try if you like pure shooters. There aren't any fancy frills or complex strategies to worry about — nothing but nonstop action. Even when the screen is filled with moving objects, there's never any flicker. Options let you turn the sound on or off, select from three different firing modes, and make the game even more challenging. But it's definitely not a game for the claustrophobic!

GP

1 Robots who are bent on your destruction swarm all over the screen in *Robotron: 2084*, the first Atari Lynx title from Shadowsoft.

The ROCKETEER

NINTENDO GAME of the MONTH

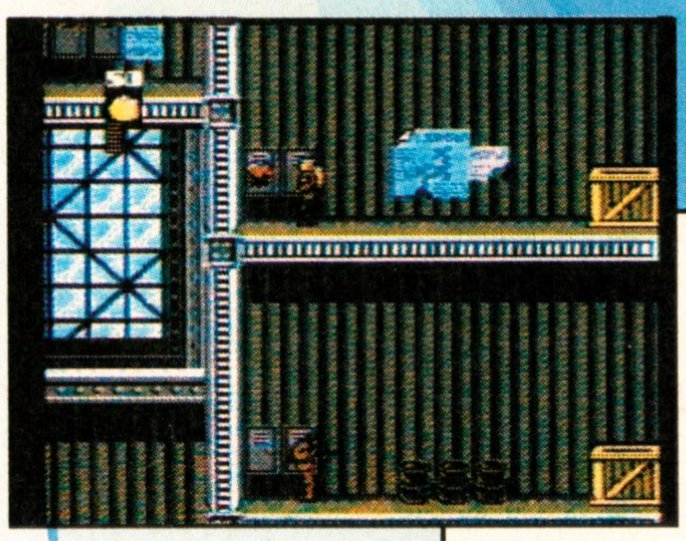
Jeff Lundrigan

Bandai America, 12851 East 166th Street, Cerritos, CA 90701.

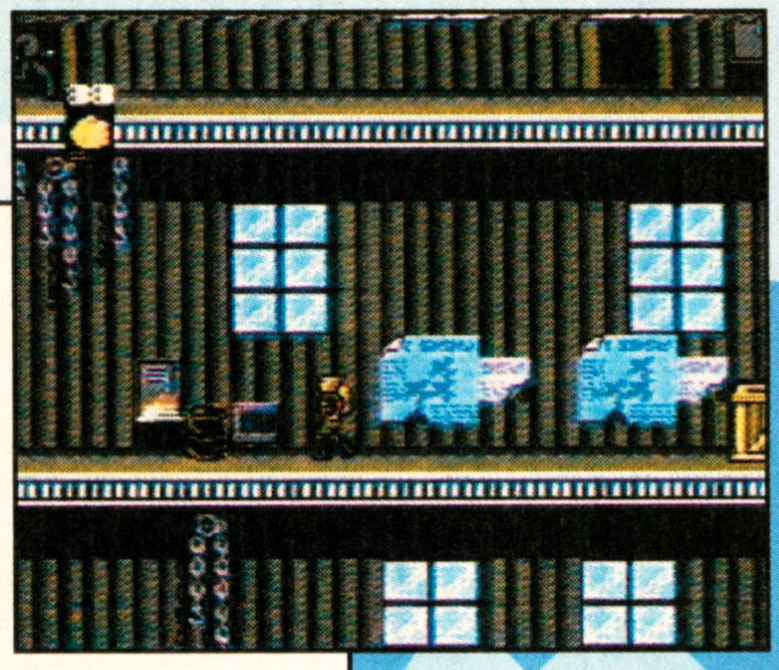
Cliff Secord was an ace stunt pilot, but otherwise he thought of himself as an ordinary guy. His life took a dramatic turn, however, when his stunt plane was all but destroyed in a shootout between FBI agents and a particularly vicious gang of thugs.

Sorting through the wreckage from the air battle after the smoke cleared, Cliff came across a mysterious device stashed in one of the planes. It appeared to be some kind of self-contained rocket, but it was very small,

Cliff Secord and his mechanic, Peevey, find a mysterious device hidden in one of the planes. What is it and where did it come from?

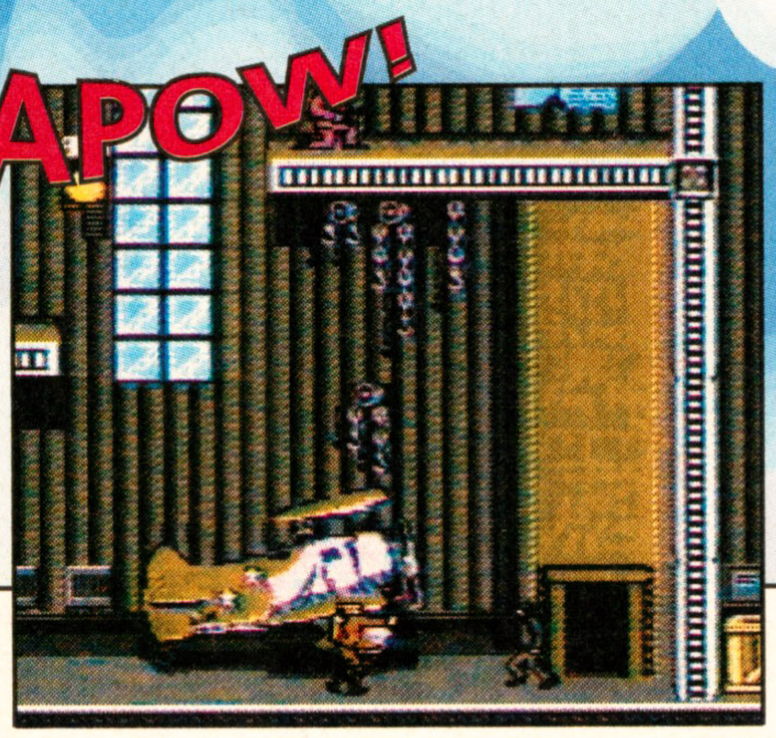


Punch open these lockers — some of them contain bonus items. More items can be found in similar places throughout the game.



Shrapnel bombs always detonate at the level of your head. But if you wait until they explode *before* ducking, the slow-moving shrapnel will fly harmlessly over you.

KAPOW!



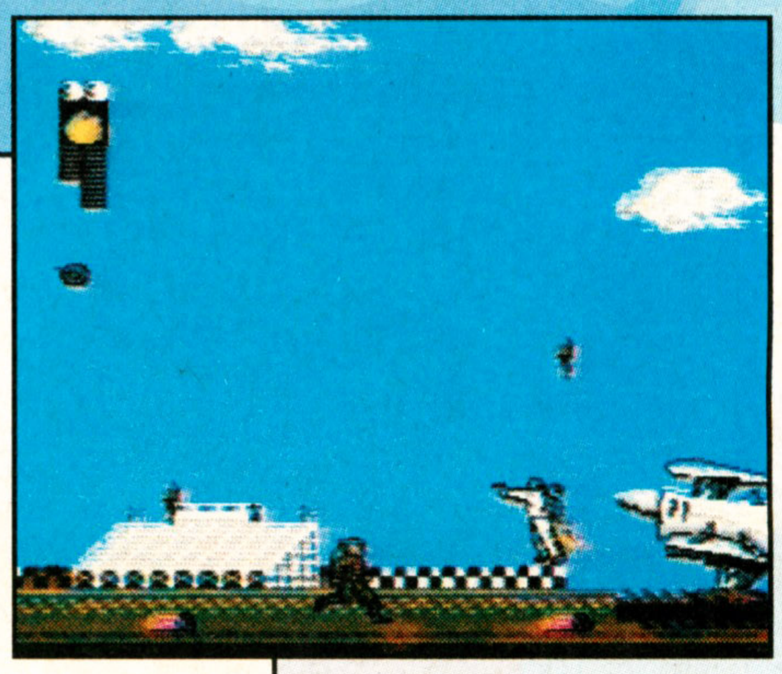
Brawlers never stop coming out of this elevator, and most of them carry bonus items, such as fuel, so stand here and keep punching. You can do the same thing at several other doorways throughout the game.

The Rocketeer definitely has the look of a 1940s movie serial, as seen on this title screen.

and it was fitted with shoulder straps. Where had it come from, and to whom did it belong?

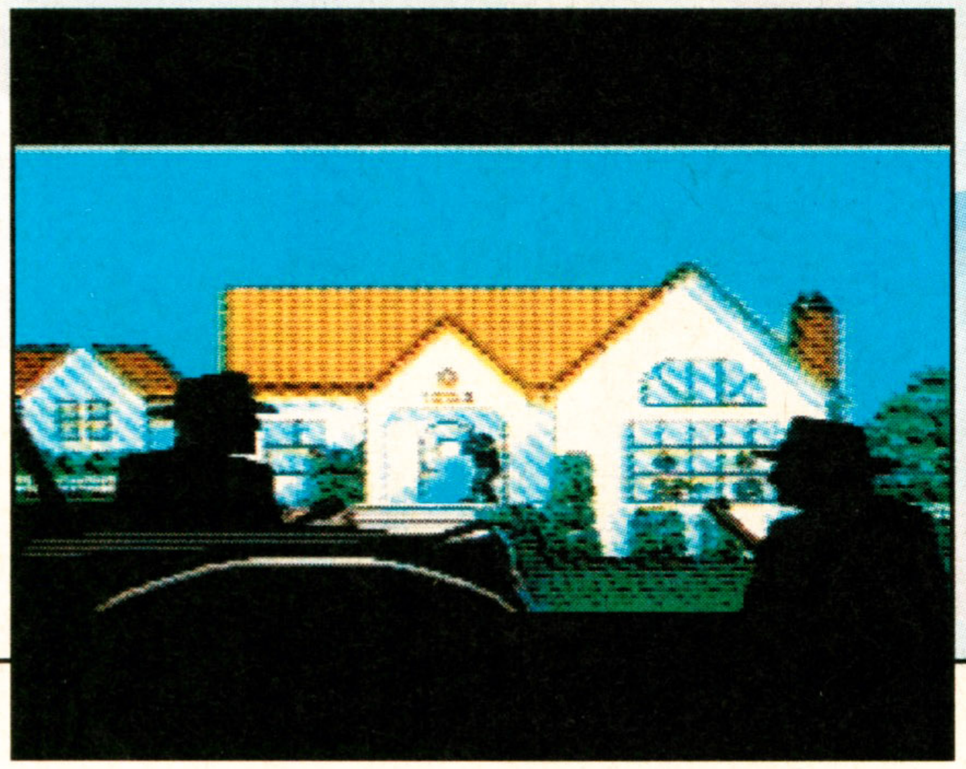
Then trouble struck. The crooks' leader, a famous movie star and secret Nazi collaborator named Neville Sinclair, kidnapped Cliff's girlfriend, Jenny. Now Sinclair wants the rocket pack returned, but Cliff knows he can't let it fall into enemy hands. So he dons the pack and flies after Sinclair and Jenny, determined to save his girlfriend and discover who the pack really belongs to.

Once you're completely fueled up, it's time for your first flight — although it's a short one. Fly straight up and over, and don't bother to tangle with enemies on the way.

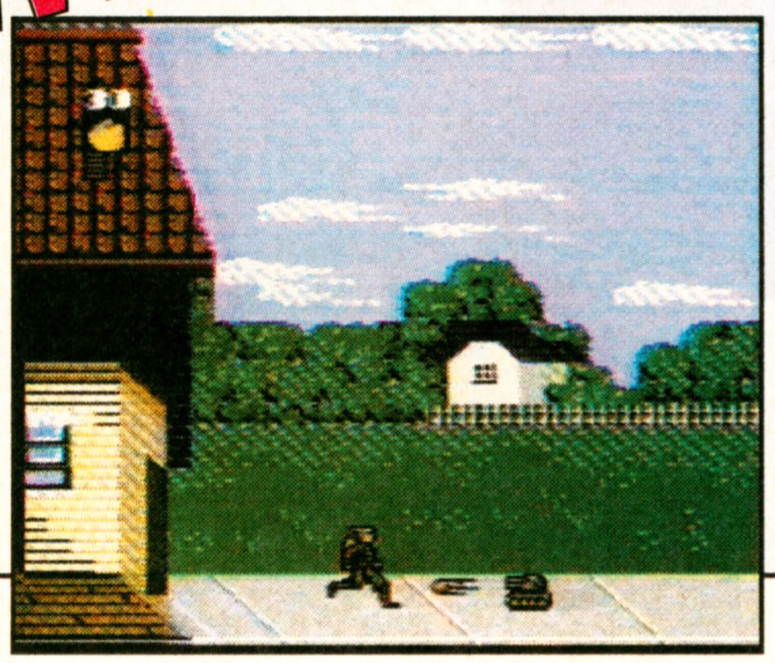


Now run across the airstrip and make your escape. You can fly if you want to, but watch out for air mines and enemy rocketmen. Running on the ground might be easier.

The gyrocopter waits at the end of the airstrip. Brawlers will keep jumping out of it, just as they did at the elevator. Stay in the corner of the screen until you're powered up, then go after the copter.



After making your way to Peevey's house, Sinclair's thugs track you there and surround the place.



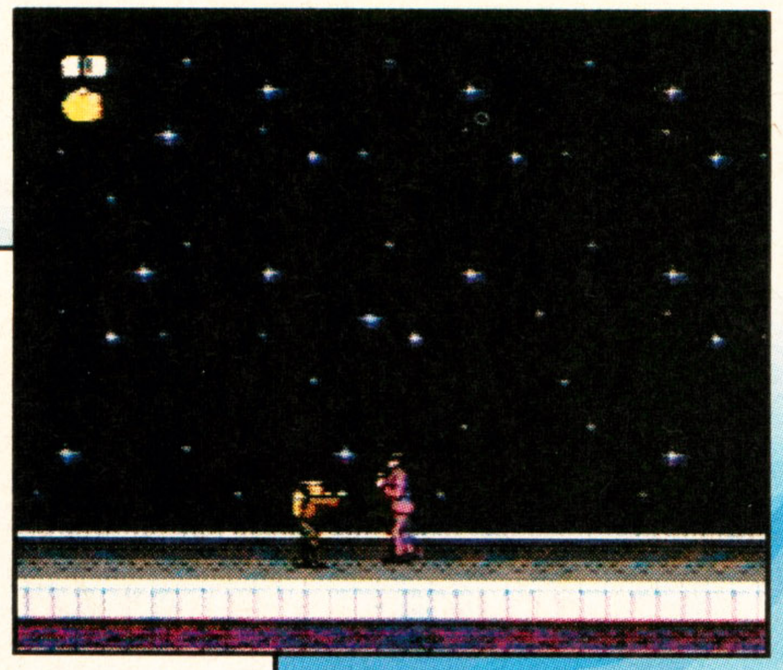
While escaping from Peevey's house, you'll be attacked by RoboTanks. Jump over the first shot, then leap over the tank and attack it from behind.

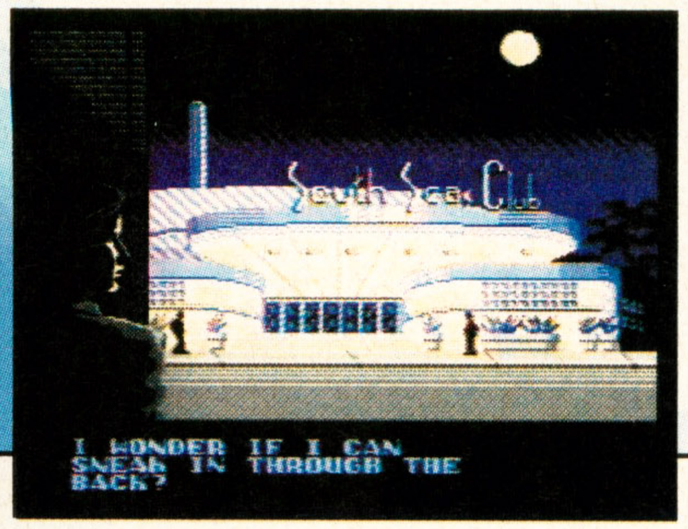
As you make your way across town, watch out for enemies throwing grenades from windows. If you keep moving, they shouldn't be much of a problem.

You arrive at the Bulldog Cafe, where you learn that Sinclair has kidnapped your girlfriend, Jenny! You've got no choice now — you have to go after him.

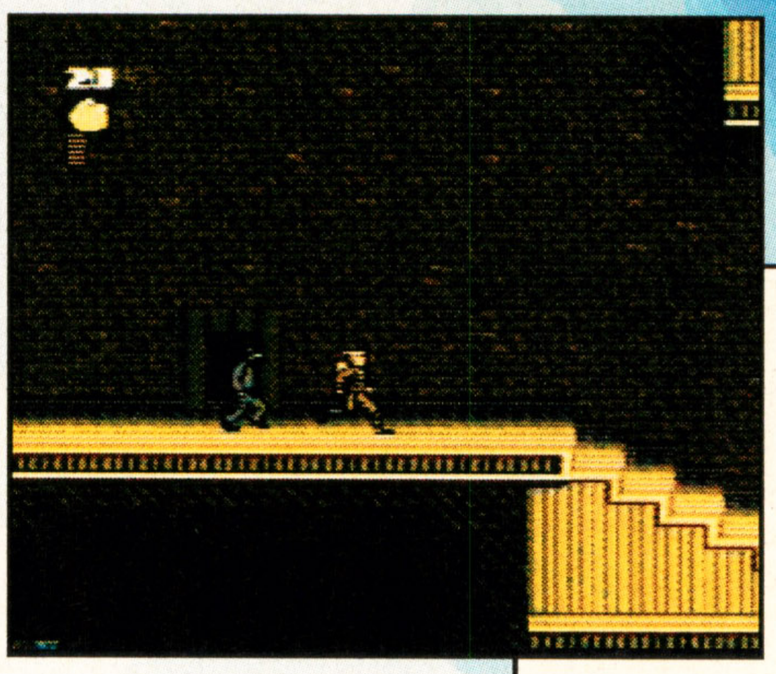
Fly over the rooftops of the city and follow Sinclair to the South Seas Club. But watch out for enemy rocketmen, homing mines, and mortar launchers.

On the roof of the South Seas Club is Lothar — a bigger, meaner brawler than the ones you've fought before. Wait until he attacks, then hit him before he can hit you.

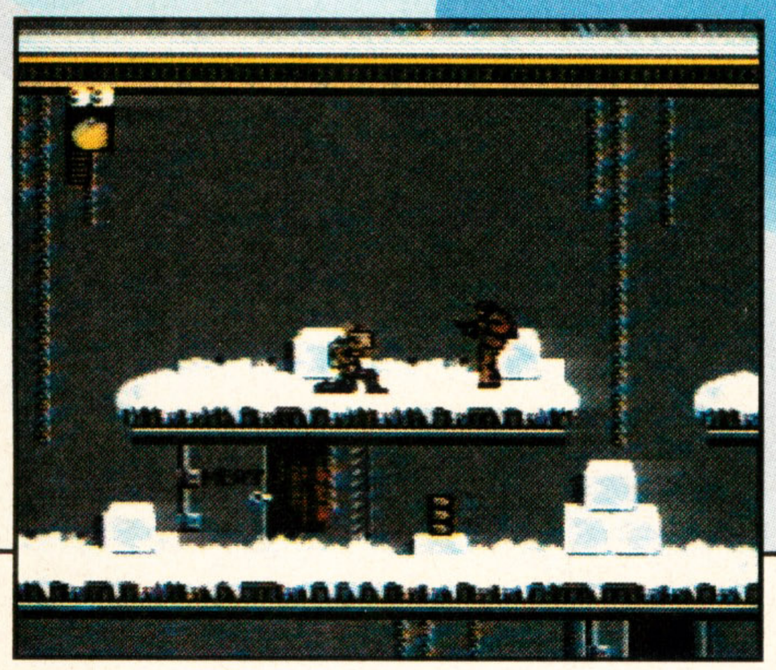




After defeating Lothar, make your way inside the club.



Always be cautious around doorways, because brawlers often use them to ambush you — especially after you've passed by.

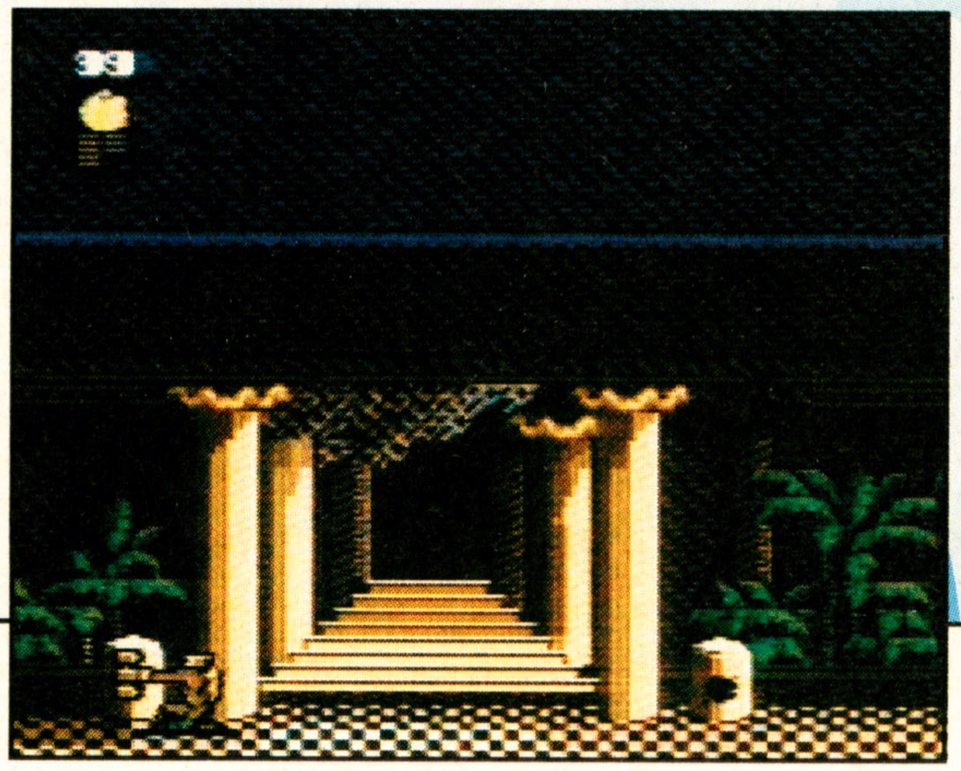


The South Seas Club seems to be the home of the world's largest indoor freezer. Sneak up on these standing shooters between shots and punch them, since using your fists conserves ammo.

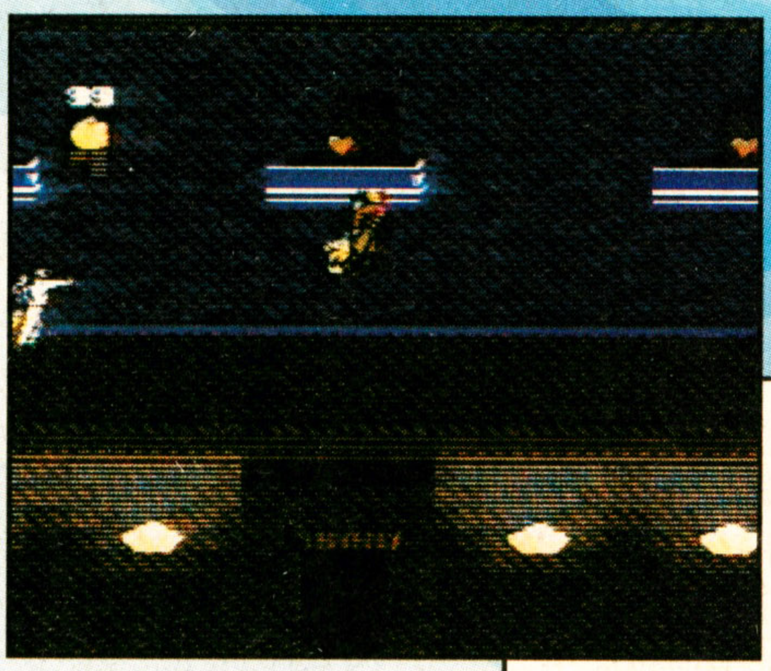
Sinclair sees you coming, so he grabs Jenny and heads for the door, ordering his thugs to stop you from following him.

He doesn't want to be a hero, but it doesn't look like he has a choice. Now he's the Rocketeer!

The Nintendo version of *The Rocketeer* is based on this summer's movie from Walt Disney Pictures. But a similar character first took to the skies in a Republic serial called *King of the Rocketmen* that appeared in theaters back in 1949. Then, in 1982, the character of Cliff Secord was created by Dave Stevens for a new series of comic books called *The Rocketeer*. Not many videogames can trace



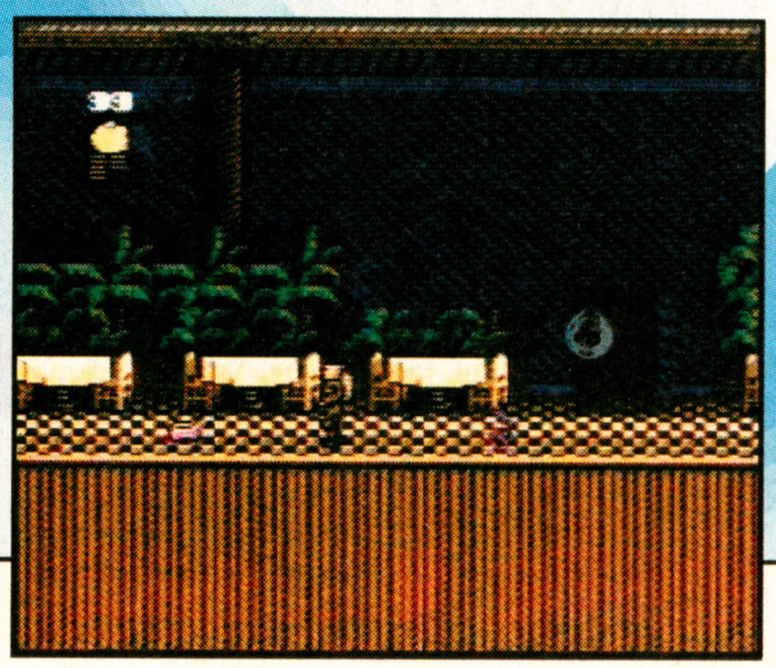
These two posts at the club's entrance both contain bonus items. Punch them open and grab what's inside.



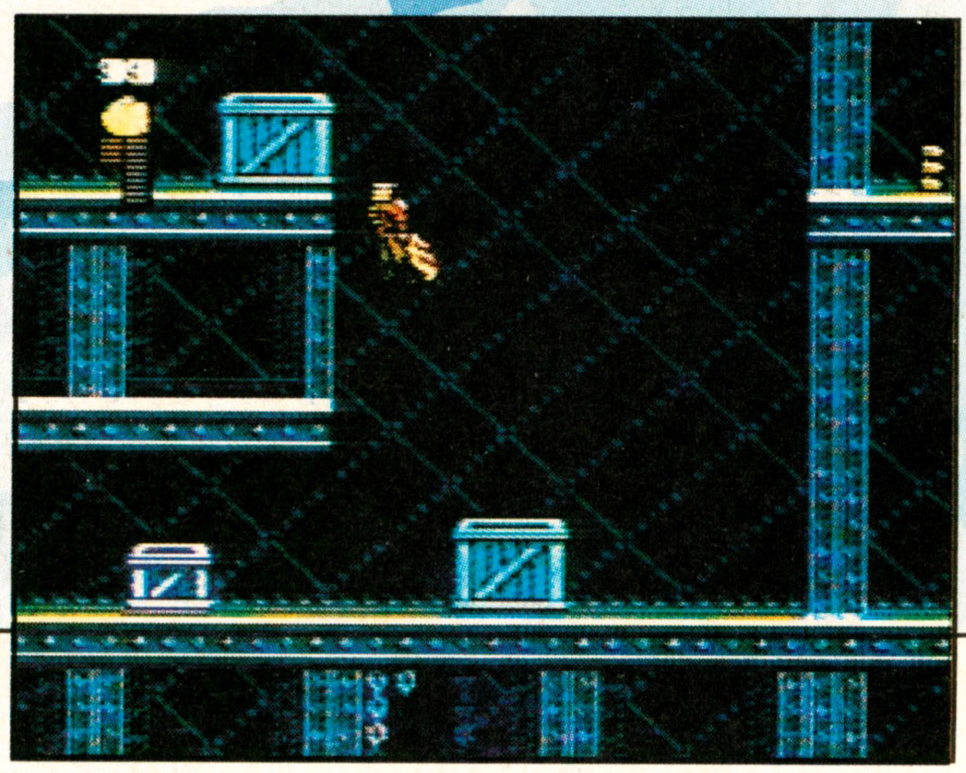
Flying through the club is your best bet. It's a little less dangerous, and there are platforms with bonus items near the ceiling.

SKRACK

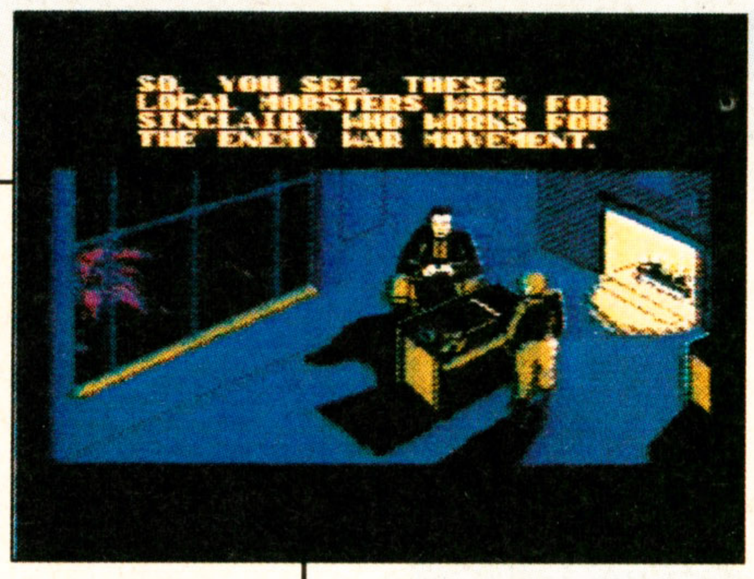
The skylight is the only way out. You've lost Sinclair's trail, but someone else has found *you*.



This flashing fuel can is your ticket out if the club. When you grab it, the stage ends and you automatically make your getaway.



Sinclair's men have followed you. It'll take some flying to escape the millionaire's hangar, because some platforms are too high to reach by jumping.



You're brought to the home of an eccentric millionaire industrialist. It turns out that he invented the rocket pack, and he has something to tell you about Sinclair.

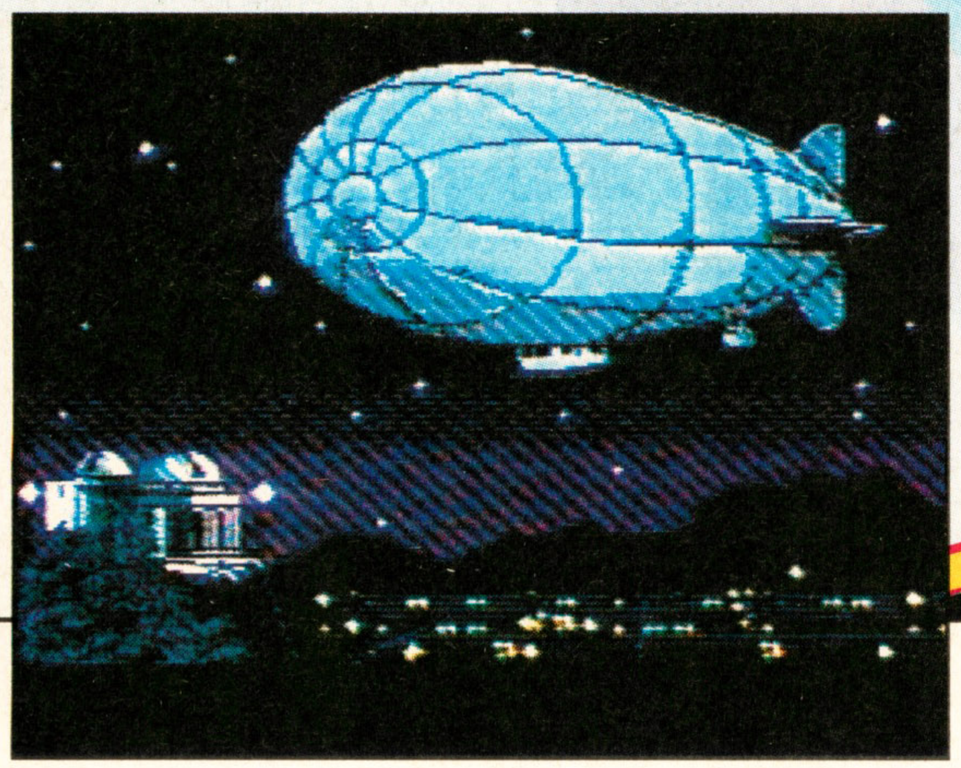
In the woods outside the hanger, you'll face a new enemy: swarms of deadly killer bats.

Move up these hills by jumping from cliff to cliff. If you have enough fuel, it's a lot easier to fly, but look out for enemies along the way.

FWOOSH

Be careful in the woods — these heavy tree branches can fall on you. Sometimes you can avoid them just by running quickly past.

You've managed to track Sinclair to the observatory. Brawlers will come at you again, but don't attack until you've got enough ammunition. After you destroy three guns, you're in.

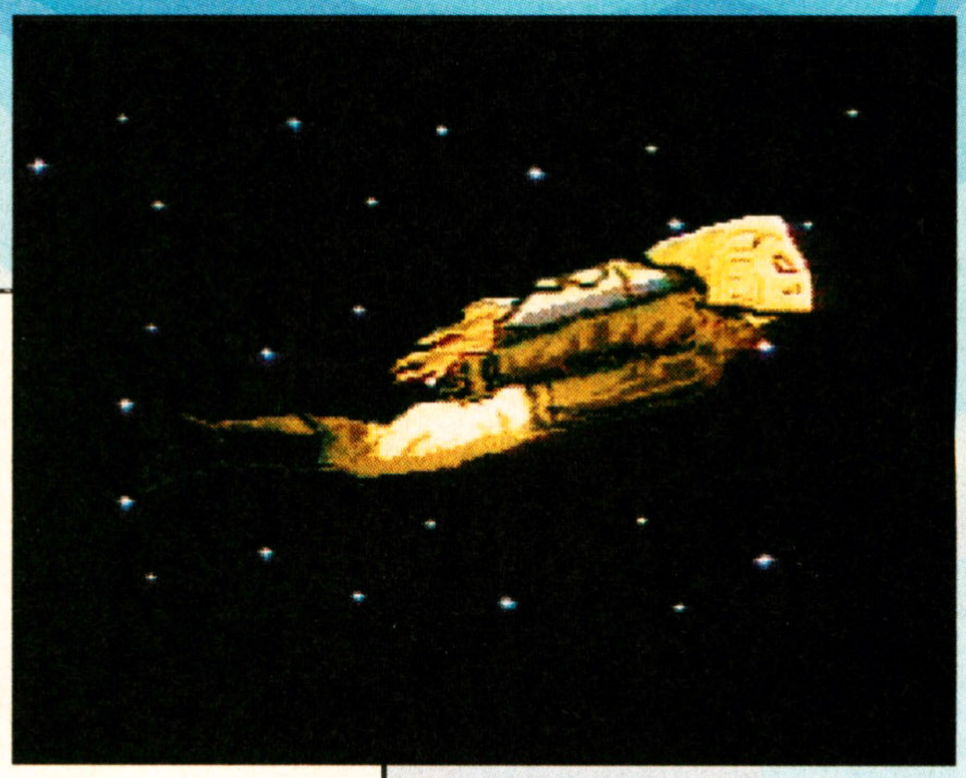


Sinclair springs another surprise, calling in his armored zeppelin to make his escape.

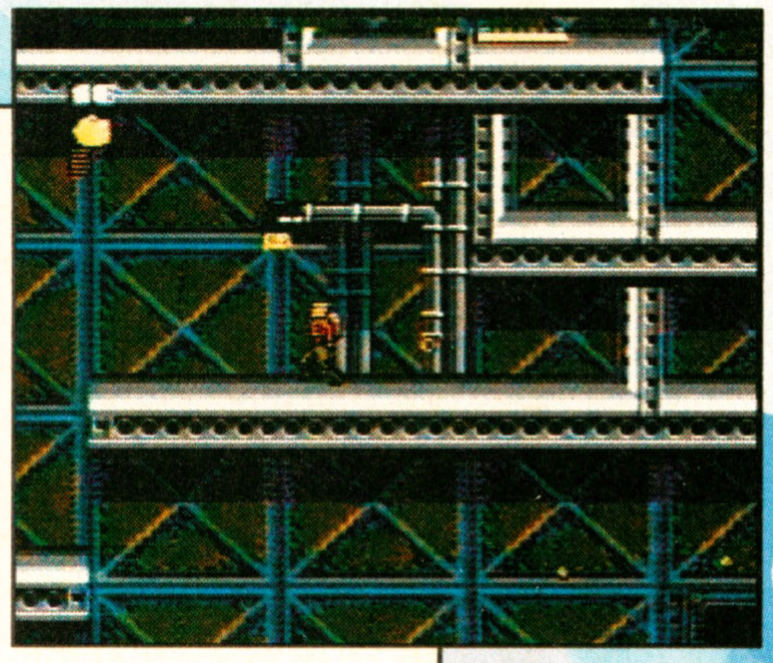
their heritage back to the pulp books and movie serials of the 1940s. (One other example is Kemco-Seika's *Rocket Ranger*.)

The Rocketeer has survived the transition well. It looks good, with sharp graphics, smooth animation, and practically no flicker. The storyboard screens in particular are excellent. Although *The Rocketeer* may not be the most original game you've ever played, it's challenging enough to be enjoyable without being too difficult.

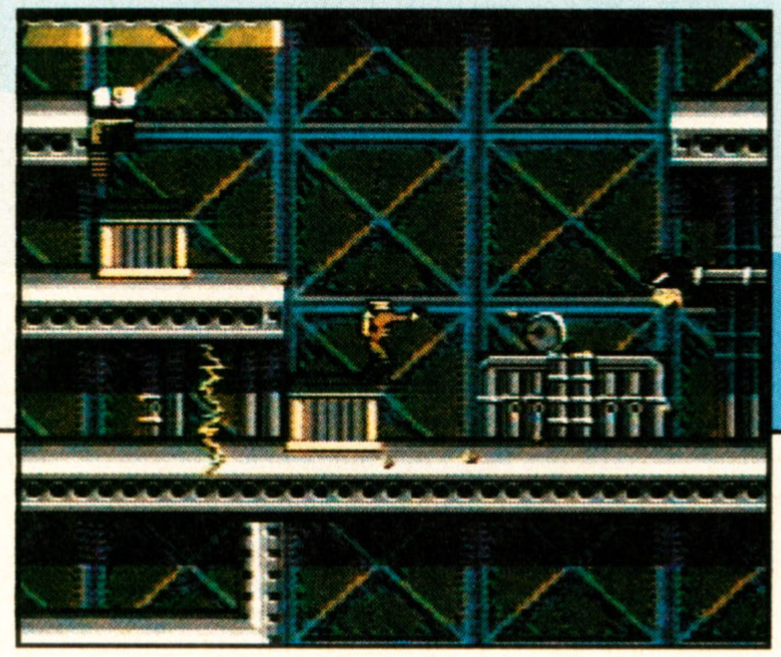
Before you can stop him, Sinclair grabs Jenny (again) and climbs aboard the zeppelin.



Using the last of your fuel, you follow the zeppelin into the sky. Sinclair might think he's safe, but he's got nowhere left to run.



The machine guns have impressive firepower, but they're slow, and they can fire only at certain angles. Stand in their "blind spots" and then quickly run past.



This radar dish controls the electrofield barriers. By destroying it, you can shut off the barriers. You can't continue until they're gone.

Finally, you face Sinclair. He shoots so fast that if you duck, you'll never get a chance to stand up again. Stay on your feet to win this battle!

GP

SEGA GENESIS GAME of the MONTH

Richard Lashley
Chris Slate

Unlike many role-playing games, Sega of America's newest RPG doesn't begin with a lot of hocus-pocus fireworks. In *Phantasy Star III*, the story opens with the quiet rush of high tide onto a sandy beach.

Countless high tides — more than a thousand years' worth — have rolled in since Laya launched her Devastation War in *Phantasy Star II*. But this tide is different. As it washes up on the shores of Landen, it carries a mysterious young woman who, miraculously, is still alive. Her name is Maia, but of her past life she remembers almost nothing.

Maia soon meets Prince Rhys of Landen, and almost immediately they decide to marry. However, their wedding is interrupted by an uninvited guest in the form of a flying dragon, which swoops down and whisks Maia away to an island cave.

Prince Rhys chases after them, and this is where your mission begins. Seven worlds, two moons, and miles of twisting labyrinths lie ahead of you — and the three generations of characters which follow. The decisions you make throughout the game (whom you marry, whom you trust) will follow you to the very end.

Phantasy Star enthusiasts should enjoy seeing what happens to characters carried over from past adventures, and the last boss will be very familiar.

The adventure begins at the wedding of Maia and Prince Rhys of Landen.

Maia's golden wedding ring is perfect — except for a dark shadow that suddenly spreads over it. A flying dragon dives out of the sky, plucks Maia from the ceremonies, and then disappears over the horizon.

But whether you're an old fan or a newcomer to this RPG series, you'll have to do a lot of traveling, fighting, and spell-casting to achieve the next thousand years of peace.

Sega of America, 573 Forbes Blvd., P.O. Box 2167, CA 94080.

To cool your temper after you're left at the altar, the king confines you in a damp dungeon cell. This isn't a waste of time, however, because lying in the cell is some *meseta* (money), a *monitor* (map guide), and a knife you can use in your dragon hunt.

After settling down, you're set free and the chase begins. Visit Landen's armory before you leave and buy a short sword. In this troubled land, it's wise to be well-armed.

South of Landen, you'll find the coastal town of Yaata. You can commandeer a boat here, but not until you have a cyborg in your party.

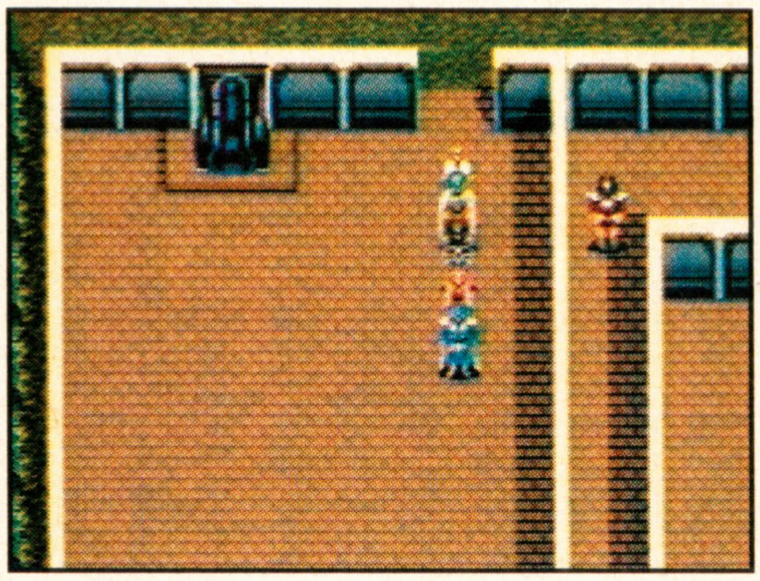
The townsfolk of Ilan are quite knowledgeable, especially about the location of a female combat cyborg. Search in the mountains to the northeast for your pass onto the boat.

A misty lake, concealed by a ring of mountains, is the resting spot for the cyborg, Mieu. A remnant of the Devastation War, Mieu has been waiting more than a thousand years for another fight.

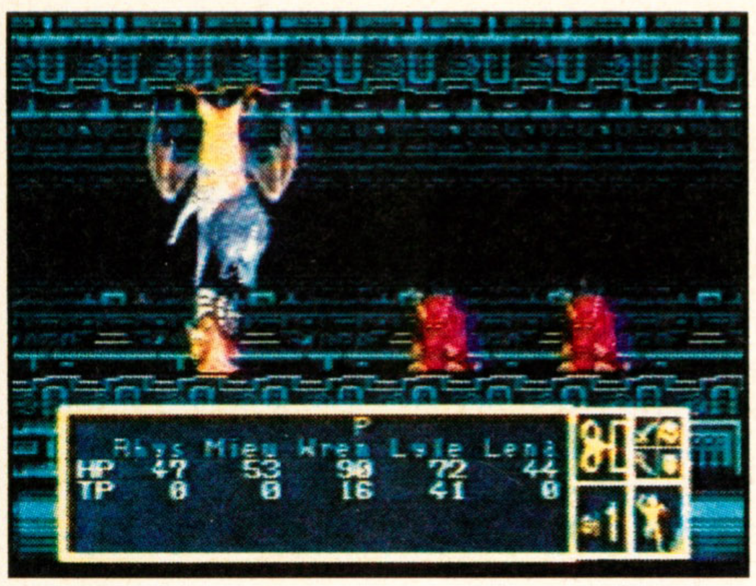
After Mieu joins your party, backtrack to Yaata, where the captain will be more than happy to sail with you now. Following a voyage through the south seas, your ship arrives at a beautiful island.

On the tropical island is a cave where you'll get the Sapphire Key from Lyle (whom you encounter throughout the game). The key allows you to enter locked caves.

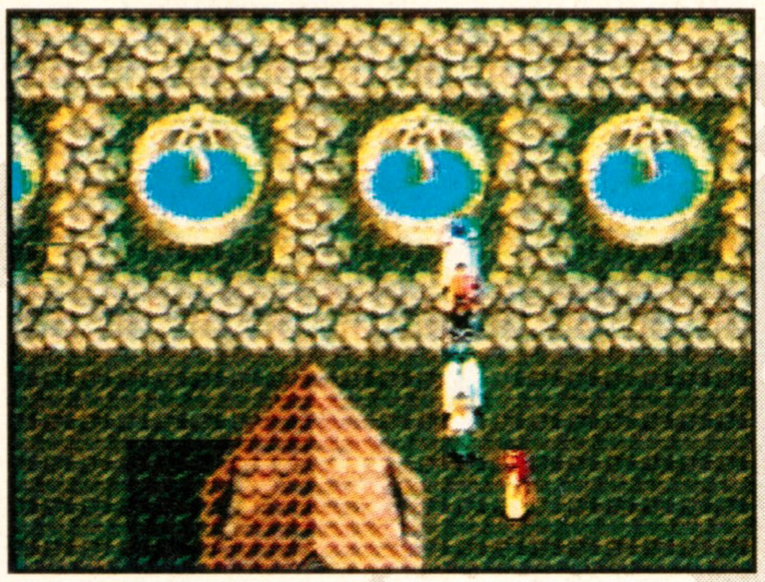
Another cyborg, Wren, joins your party, and your travels lead to a castle in the town of Shusoran. Lyle appears again, but the only thing he gives you this time is a fight. He's impressed when you defeat him, and he joins your party, too — along with Lena, who freed you from the dungeons in Landen.



Could Maia be on the island of Cille, south of Shusoran? To find out, go to the weather control tower on the planet Aridia. Use Lyle's Moon Tear and Lena's Moon Stone to activate the satellite control system, then move the moons into their proper orbits. This causes a tidal shift, uncovering a hidden sand bridge between Cille and Shusoran.

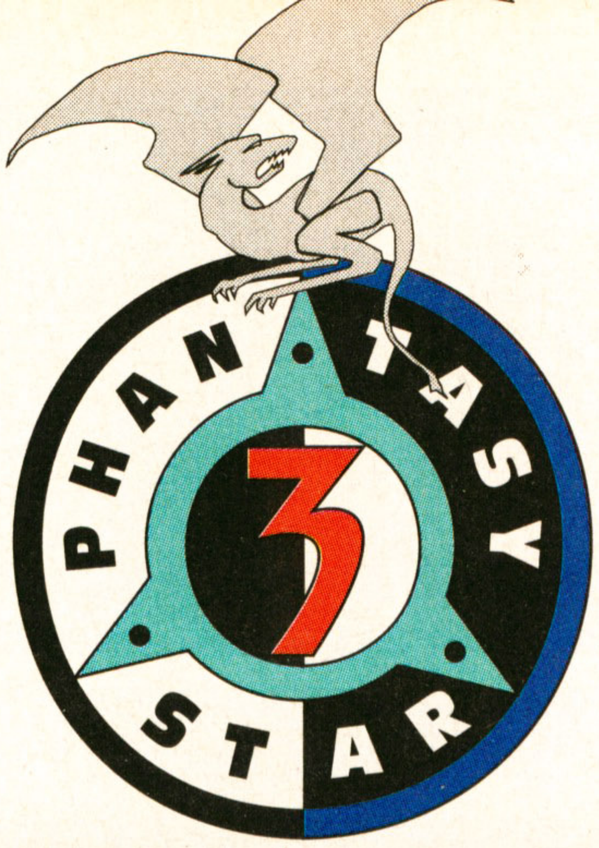


These horrible monsters eventually become routine. To make the fights easier, stick to one area and fight the same monsters several times. This increases your experience level. Be sure to have plenty of Trimate (healing potion) on hand, too.



To reach Maia, you'll have to drop down through these fountains into the dungeons. Before you get wet, though, talk to the villagers and learn what they know.

At the castle in Shusoran, you'll find the sand bridge to Cille — but it's a long walk.



Prince Rhys's last battle is with the king of Cille. The cyborgs, however, will join the next generation's group, so load them with all the potent weapons. Otherwise, you'll lose your arsenal and cripple the future adventurers.

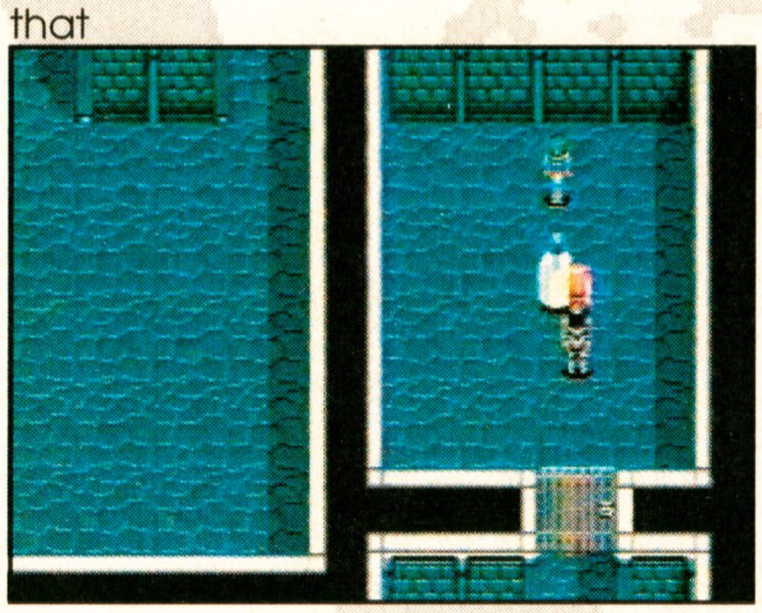
At the end of each mission, spark the next line of warriors by marrying one of the two brides. After coming all this way for Maia, it would be silly not to marry her, right?

Years after Prince Rhys and Maia settle down on Cille, waves of vicious cyborgs attack the couple's peaceful island. Prince Ayn, the son of Rhys and Maia, must now pick up where his father left off.

With each new generation of characters, revisit the towns and talk to the same people you did before. You might uncover new information that helps your quest.

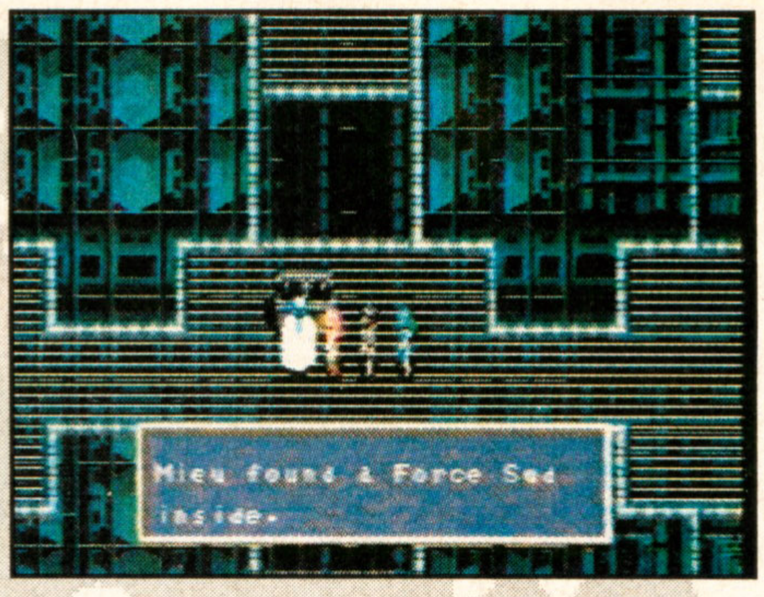
The tides of war turn against Cille. For protection, your party retreats to the caves of the desert planet Aridia.

Deep in Aridia's caves, Lyle gives you the Dragon Tear, a powerful key. It makes traveling a lot easier, because it opens doors previously closed to you.

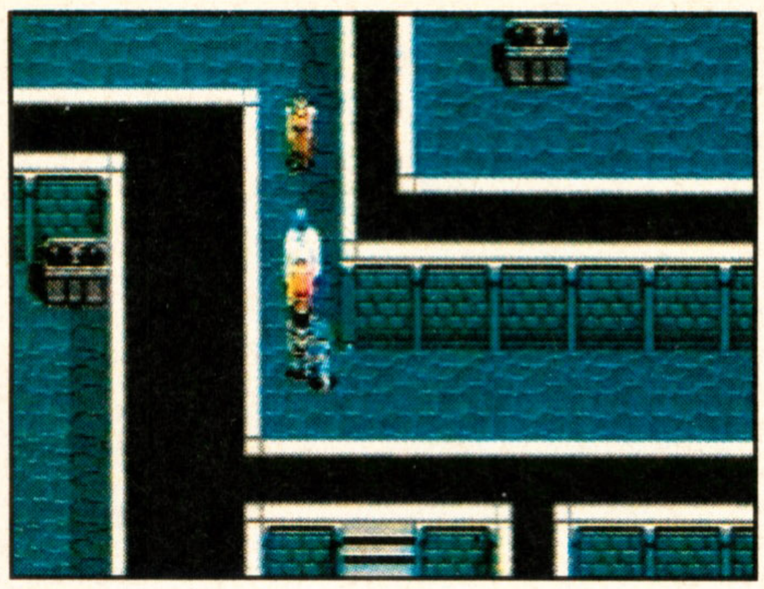


Quite a few helpful items and people are hidden in the chilly underground caves of Aridia. In the dungeons you'll find Thea, who holds the Twins' Ruby for you. It's especially useful for cracking open locked caves.

Next, you travel over the hot, sandy surface of Aridia to another cave, due south of the town of Hazatak. The power of the Twins' Ruby unlocks the spell blocking the cave's entrance.

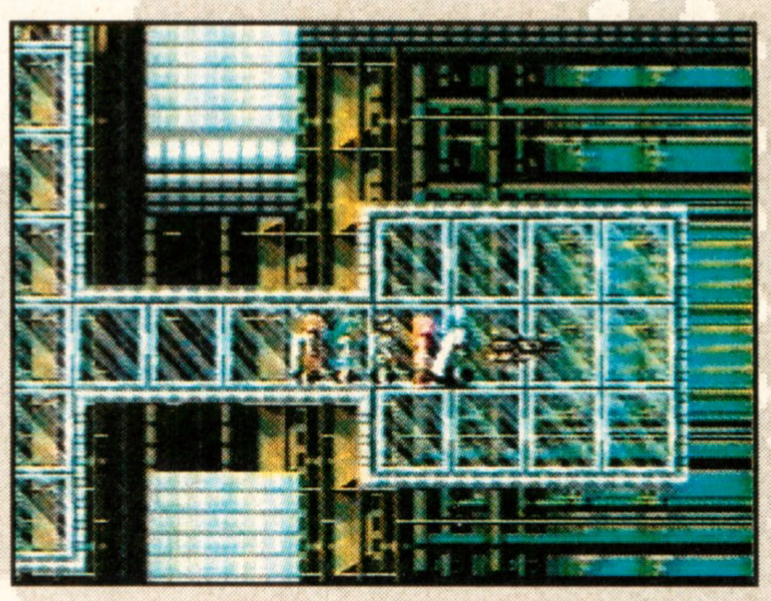


Inside the cave, grab the Force Sword, then head for the exit. When you leave, you'll find yourself in a different world.

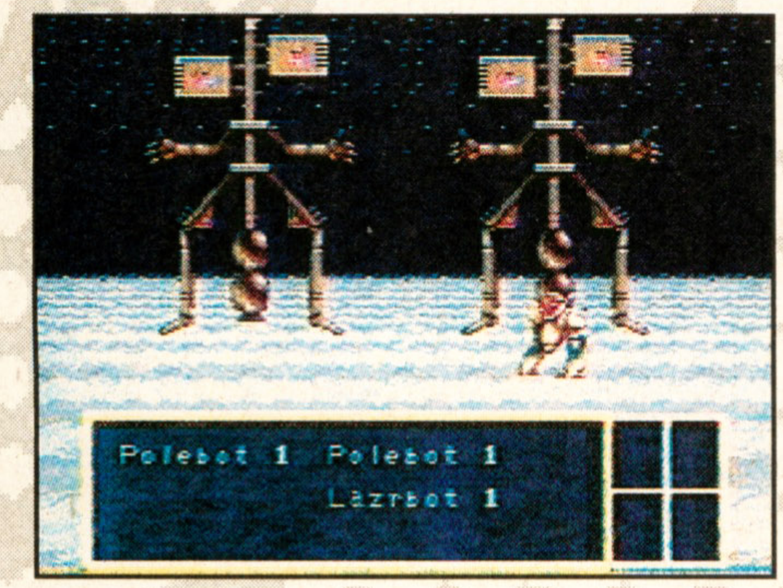


One of your first battles in the new world is with Lena's daughter, Sari. If you defeat her, she'll join your team and give you the Power Topaz.

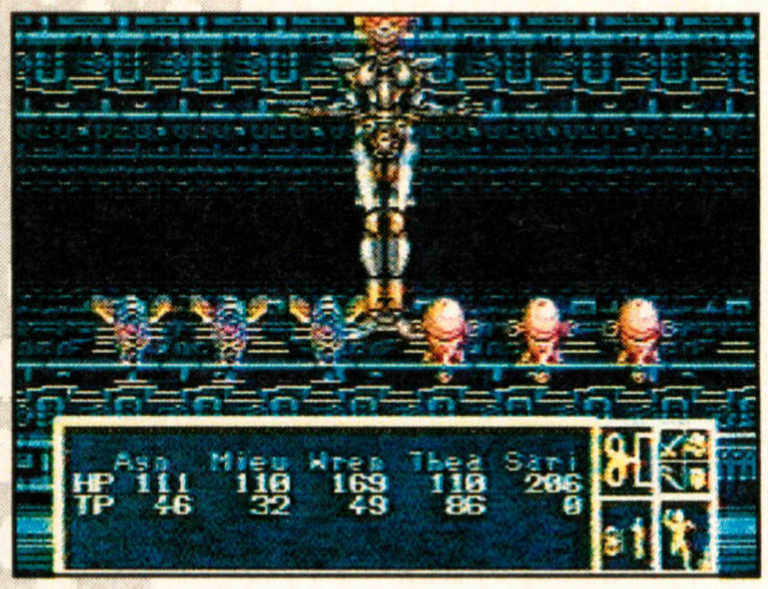
On Dragon Spine Peninsula, hop aboard a passing dragon to fly away from this scorched slab of land, then flap over to Techna Island. When you arrive, search for a spaceship so you can leave this planet.



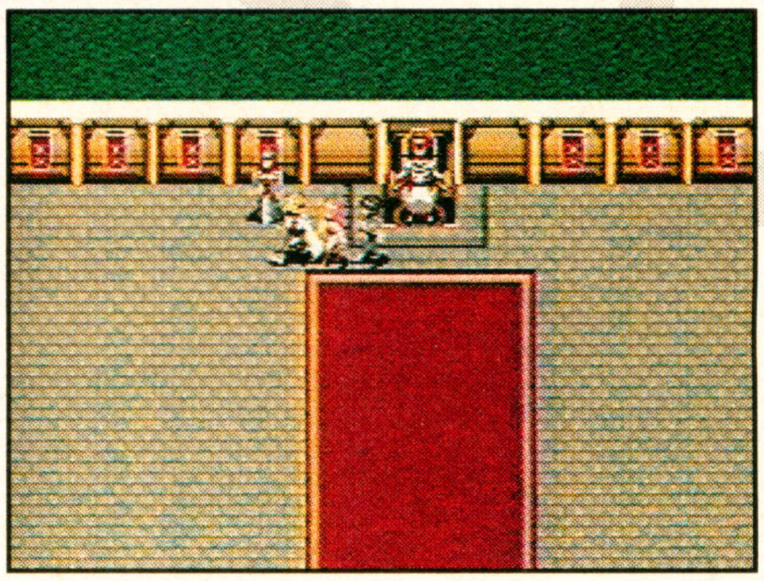
In the maze of the Castle of Power on Techna, you can find the rocket ride you need to reach Satellite, the cyborg's base. But the search won't be easy in this complex maze of glinting steel and whirling gears.



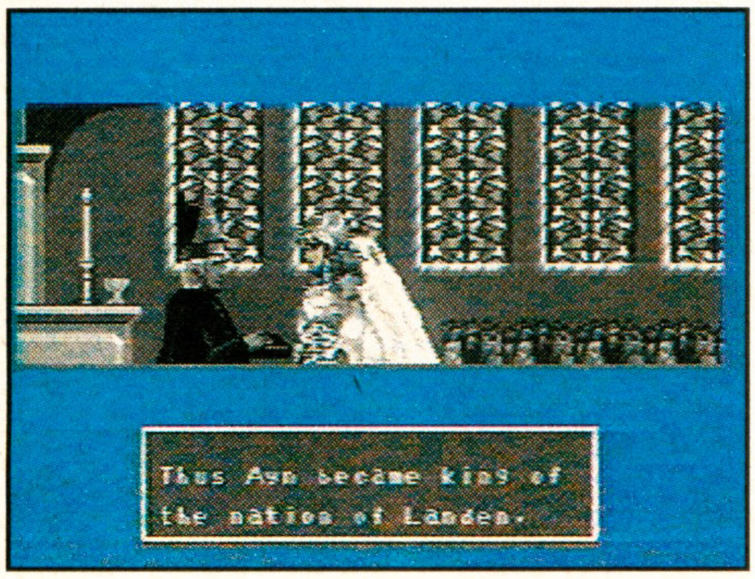
These Polebots, and their guardian Lazrbot, provide your first taste of combat on Satellite.



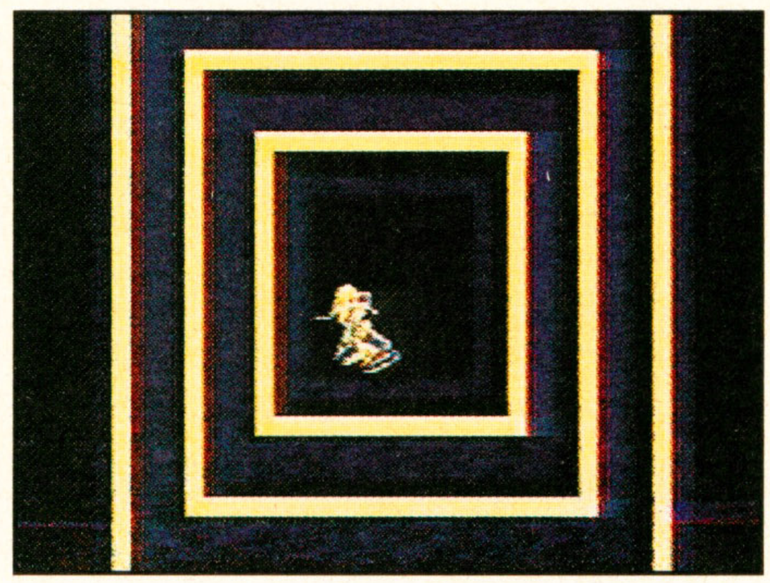
Siren, the leader of the cyborgs, waits for you in the labyrinth. His metallic shell is tough to crack open. And even if you defeat him, his mechanical works can easily be repaired.



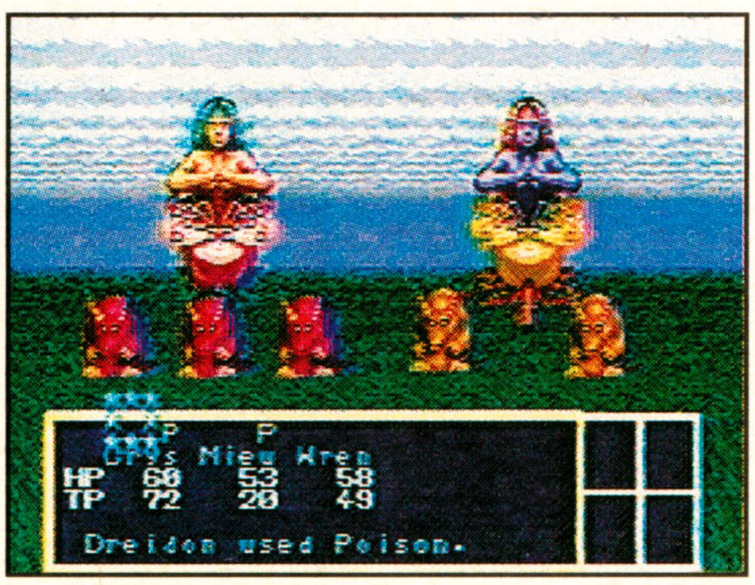
Years later, after his dents are banged out and a few loose screws are tightened, Siren is back to start more trouble. Satellite, the new home of Ayn and Sari, is actually an ancient spacecraft, and Siren plans to propel it into the sun. Prince Crys, along with his family's trusted cyborgs, begins the final battle to end the evil plaguing his home.



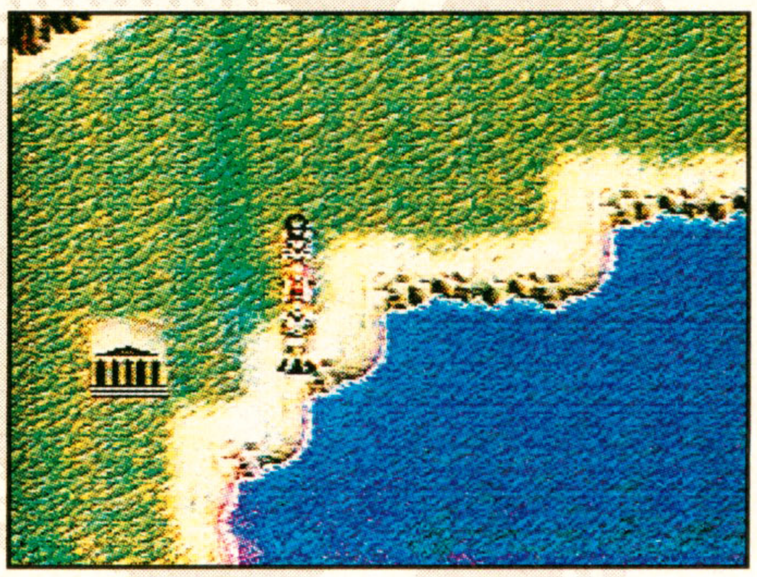
After Siren and his clanking legions are silenced, it's time for Prince Ayn to marry either Thea or Sari. If you marry Sari, you'll have a son, Prince Crys, and the adventure continues.

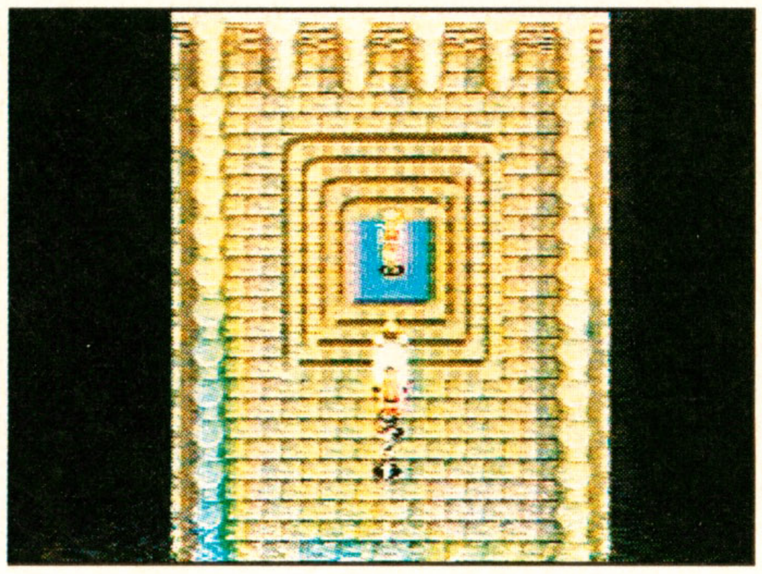


Back on the dusty planet of Aridia, take a cooling plunge into this lake to reach a hidden world at the bottom. (But first, make sure Wren has the proper equipment to transform into a submersible.)



The usual enemies you encounter during your travels become more difficult to beat in the third generation of the adventure. Luckily, Prince Crys enters the fray with a respectable number of hit points.

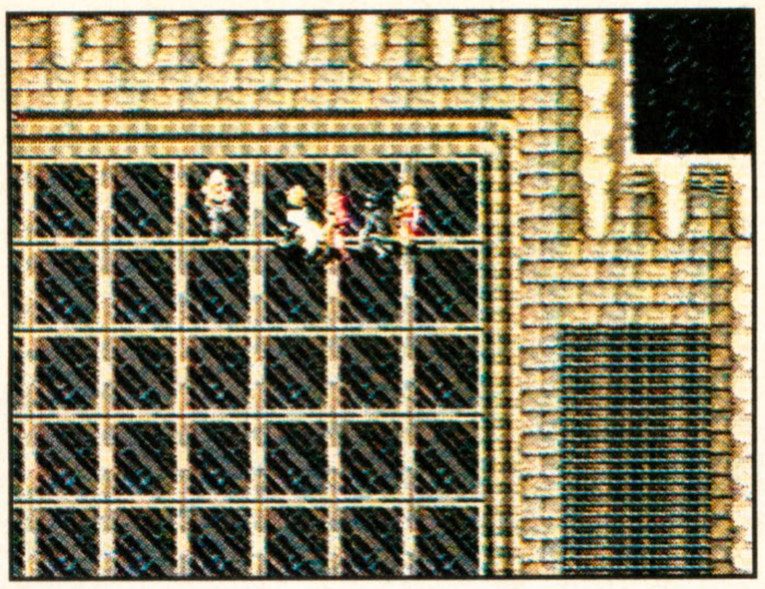




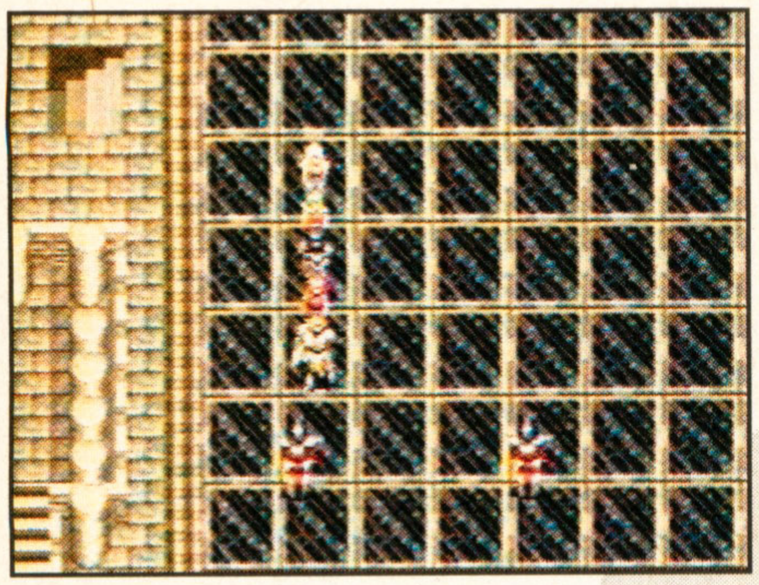
When you reach the bottom of the lake, search for the temple where Laya is hiding. (This isn't the sinister Laya who started the Devastation War — it's her peaceful daughter.) With Laya in your party, you can teleport from the temples, reaching remote destinations amazingly fast.

While teleporting your way across the land, stop at a castle. Inside, you'll find a chest containing the Layapendant. As you hold it, a haunting voice echoes in your head. The voice says the Layans and the Orakians should join forces against an evil presence in the universe — Dark Force.

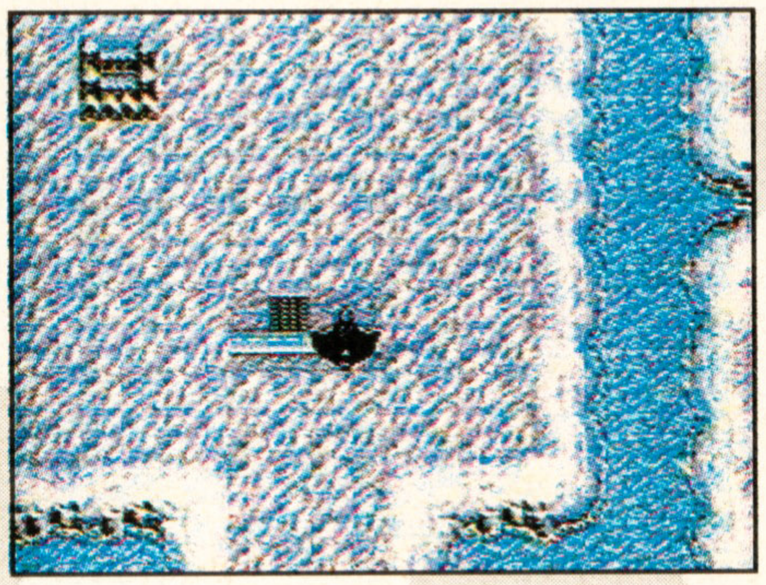
By exploring different paths, you can discover shortcuts to different lands and worlds. For instance, if you go east on this cobblestone path in Aerone, you can reach the planet Dahlia. That's *moving*.



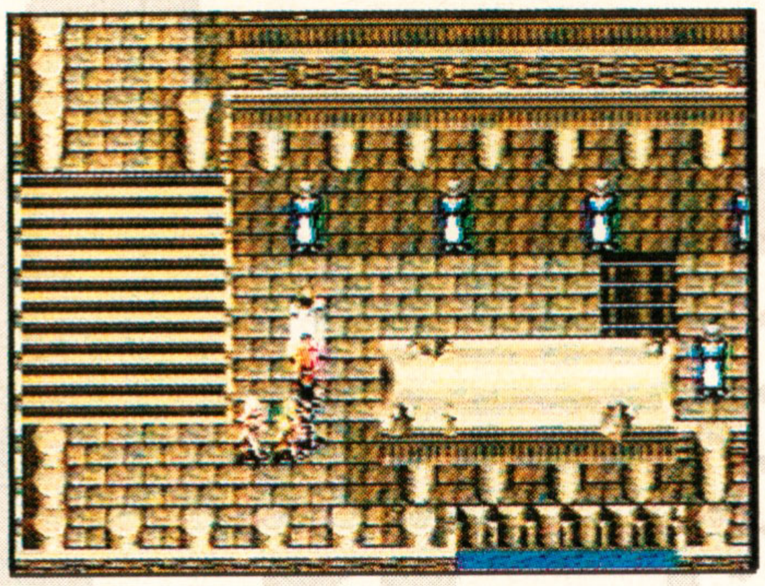
If you're going to face the ultimate evil in the universe, you'd better get all the help you can. In Aerone, Cara joins your team, and adds her talent of slinging the razor-edged Lune slicer.



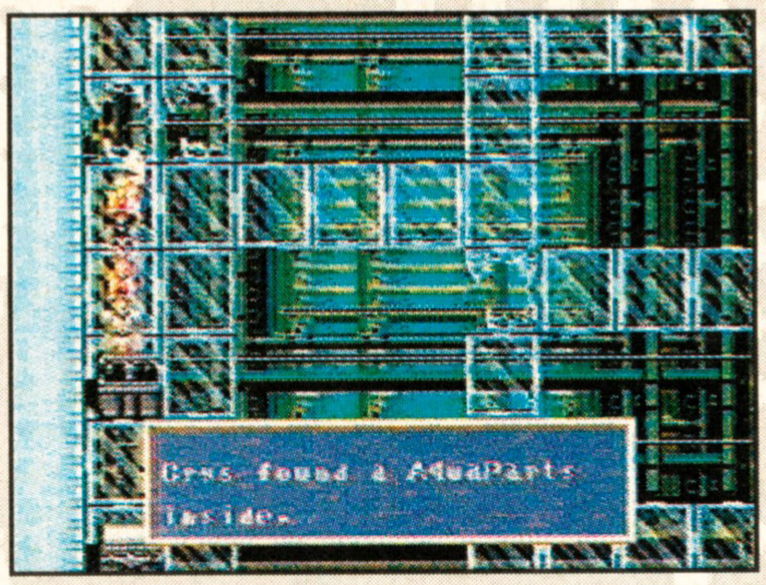
Instead of instantly zapping you on sight, some guards in the maze of Aerone try to help your cause. Before you leave this town, approach these two guards and listen to what they say.



All the information you've gathered points to Frigidia. It's a long trip, but if Wren has collected the Aeroparts, he can fly the team to Frigidia from one the airports scattered across the landscape.



When you're visiting strange lands, it's smart to say little and listen a lot. At the City in the Sky, these counselors have vital information that can help your mission.



Downstairs from the counselors' room, you'll find Aquaparts that Wren can use to boost your power. But even with your vast knowledge and incredible arsenal, you still wonder — is it enough? Can you defeat Dark Force, the ultimate evil in the universe?

GP

Computer Game of the MONTH

WHERE IN AMERICA'S PAST IS CARMEN SANDIEGO?

Gary Meredith

GAME PLAYER'S

Like everyone else at the Acme Detective Agency, the secretary is not exactly brimming with friendliness when you begin. She'll warm up to you after you've solved a few cases.

The duty roster lists all agents, their levels of achievement, the total number of cases they've solved, and their present status.

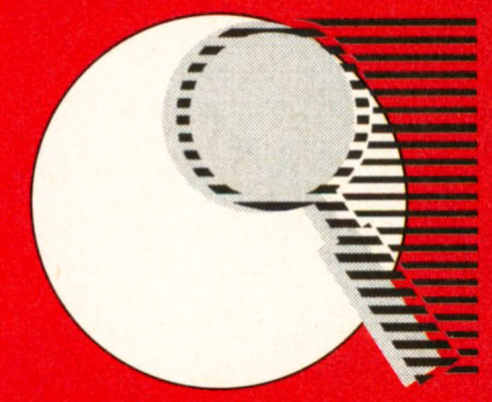
After you've solved six cases, the Chief finally knows who you are. Ol' Stretch no longer growls or threatens to bite you, so you must be doing something right.

You can't keep a good crook down — especially one as determined as the infamous Carmen Sandiego. In *Where in America's Past Is Carmen Sandiego?*, the master thief is out of prison and back to her old ways.

With her newly recruited members of V.I.L.E. (Villains' International Legion of Evil), the ever-resourceful Ms. Sandiego is out to snatch the gems of American history — from the Liberty Bell to the last Cadillac convertible. And, as always, the Acme Detective Agency is saddled with the task of tracking down the elusive Carmen and her gang.

As a novice investigator for Acme (yep, you get to start at the bottom again), you're equipped with the latest in time-travel technology: the Chronoskimmer 450SL. This fantastic machine has the very latest in crime-detection features. The travel mechanism may take you to any place in the 50 states and to any time period, from the earliest days of the New World to the present-day U.S. A sophisticated computer collates the evidence you uncover, selects the most likely suspect from its databank files, and issues an arrest warrant. Advanced technology lets you not only question witnesses directly, but also monitor other conversations. There's even an electronic mail feature that can provide valuable clues regarding a suspect's appearance, habits, and interests.

You begin each case with an alert from Acme which reports the crime committed and the suspect's gender. Starting with that meager information, you must use your powers of deduction and your knowledge of American history to track down the offender and put him or her away for good. If you jail enough henchmen, you may get a crack at bringing in Carmen Sandiego herself.



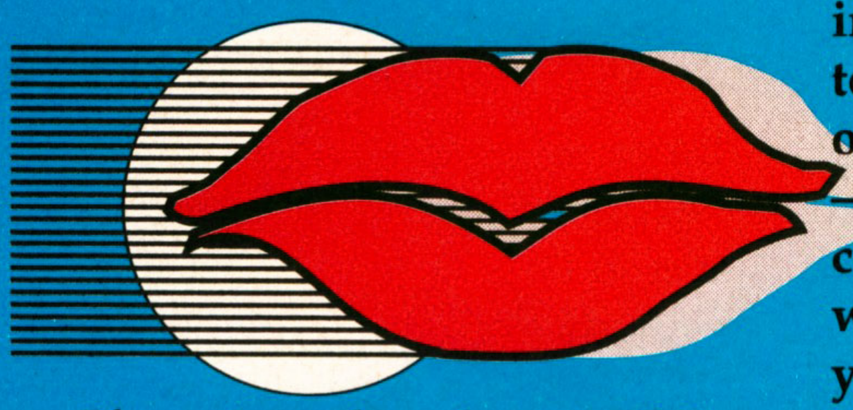
You have a certain number of hours in which to apprehend each offender. The time limit varies with the complexity of the case, and the cases grow more difficult as you solve more and more of

Your primary goal is to track down each of Carmen's henchmen and return the national treasures they've stolen. Learning new things about American history is just one of the fringe benefits.

Don't spend too much time congratulating yourself on closing a case. In the time-detective biz, there's always another case waiting for you.

You've got a destination and a time period, but still no description of the suspect. Fortunately, the electronic mail system comes through with your first physical clue.

them. Continued success also wins you promotions within the Acme Detective Agency. You progress from Tenderfoot to Junior Birddogger and so on until you qualify for the Acme Hall of Fame. As a bonus, you're also on increasingly better terms with Stretch, the agency's tracking hound.



If you've played any of the four previous entries in the Carmen Sandiego series, this one presents few surprises. The procedure for solving crimes is the same, and the only real differences are the graphics and player-interface refinements.

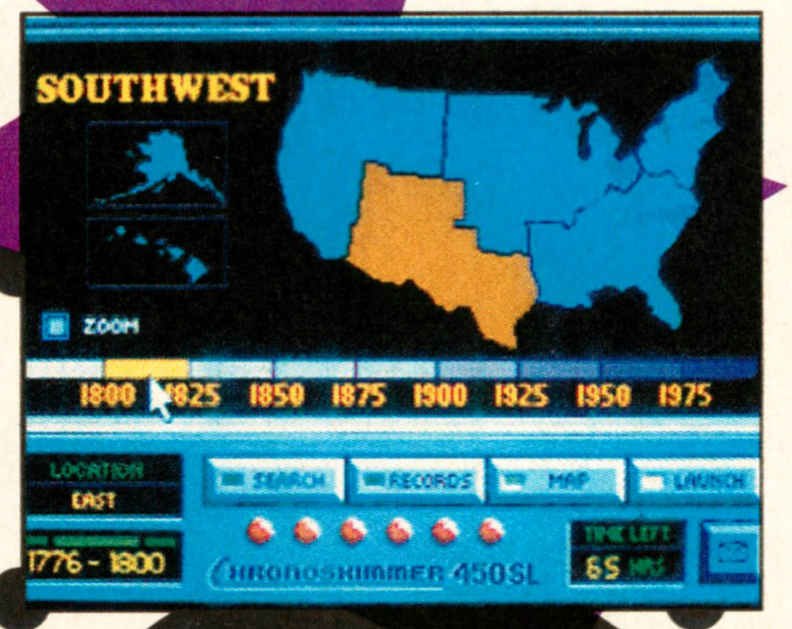
To make the game move more quickly, Broderbund appears to have sacrificed some of the graphics splendor found in its most recent VGA games (including the deluxe edition of *Where in the World Is Carmen Sandiego?*). For instance, the backgrounds seem to be rendered in 32 colors instead of 256. But the game does run faster — indeed, by using a mouse, you can really zip through a case, which is both good and bad. If you're *too* quick with the mouse button, you can find yourself pursuing a dead end. Because of the time limits, this may prove to be your undoing.

Figuring out exactly where you need to go next is made even more challenging by the new, open-ended travel menu. In earlier games, you were confined to only a few possible destinations for each time hop. But *Where in America's Past Is Carmen Sandiego?* offers 45 destinations for every hop (five geographical areas in each of the nine different time periods).

Ultimately, it may be the time limits that have you pulling out your hair. In the earlier stages, you'll have more than adequate time to solve a case, even allowing for a few missteps. As you progress through the Acme hierarchy, however, your cases become much more involved and your time is at a greater premium. Later cases also require you to

It's always a good idea to enter a physical clue into the computer as soon as you receive it. In your early cases, you can usually get an arrest warrant issued with only three clues.

Your Chronoskimmer 450SL's advanced monitoring systems let you pick up even the slightest rumors. Now you know that your quarry is headed for the southwestern U.S.

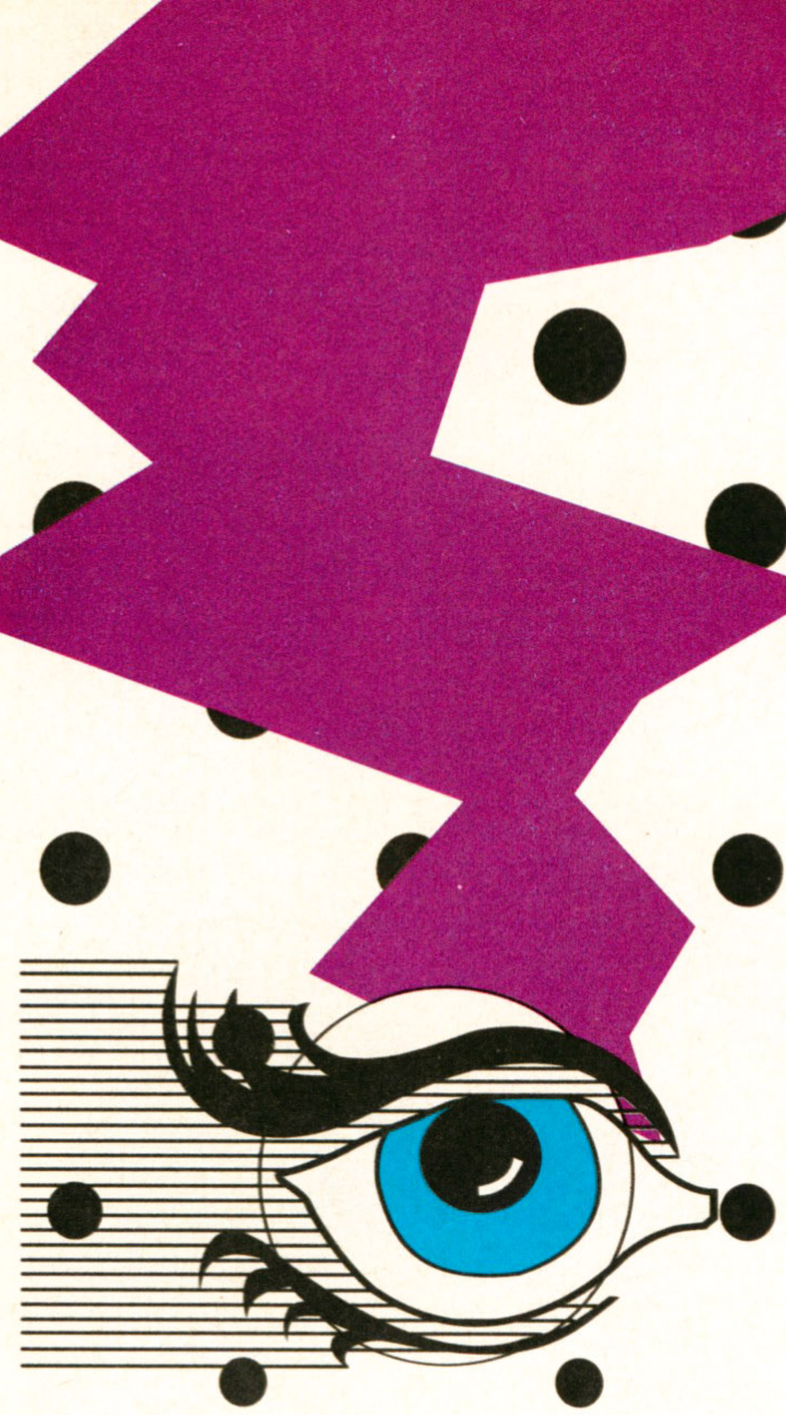


The Chronoskimmer's travel menu allows a wide range of choices—which, in turn, allows a wide probability of error, unless you're really up on your American history.

You can zoom into the map for each section of the country. This is especially helpful when you're stuck for a destination, but have been given a clue pertaining to the dates that certain states entered the Union.

In the Southwest, you're confronted with the first indication that you're onto something. If you don't see one of these characters when you first arrive, you know you've taken the wrong trail.

Your travels through time present you with both the famous and infamous chapters of American history. As you can see here, history does have a way of repeating itself.



Once you've picked up a third clue — that the suspect keeps a bald eagle as a pet — you've got enough evidence to get an arrest warrant.

You've got your warrant, but you still have to track down your prey. One rumor has her heading for the South — but do you have the right time period?

After regaining your time bearings, you head for the South of our time, a period of resurgence when the Sunbelt states lead the nation in growth and development.

Your quarry is indeed elusive, but her trail is all too easy for an experienced time-detective to follow. Her capture is now a *fait accompli*.

The mid-19th century was a time of great expansion for the Southwest. With the railroads came new opportunities for commerce, such as the shipment of beef cattle back to a voracious eastern U.S.

The members of V.I.L.E. are really getting nervous now. They've gone all out to stop you, but the presence of their agents only bolsters your determination to continue.

The end of the trail is definitely in sight. V.I.L.E. will stop at nothing to save its agent, including sending vultures to feast on your remains.

Once you've cornered your prey, it's time to tell Stretch to sniff out the henchman's final hiding place. Now you can serve the arrest warrant and send this villain to the slammer.

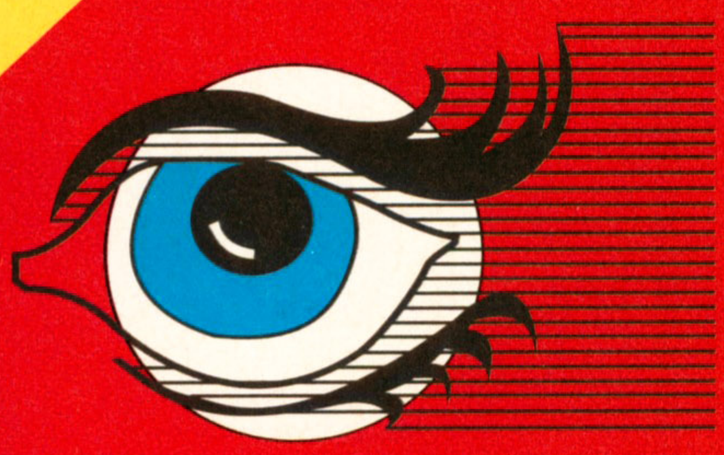
uncover more personal data on your suspect before an arrest warrant can be issued. The game has a maddening tendency to withhold that data until the very last moment, so you may end up letting a criminal go free because you don't have a warrant.

Another complication is that the Chronoskimmer seems to be somewhat arbitrary about the amount of time it uses for each time hop. You may think you have enough time to make an arrest, only to come up one or two hours short. Learning to budget your temporal account wisely is an extremely important facet of the game.

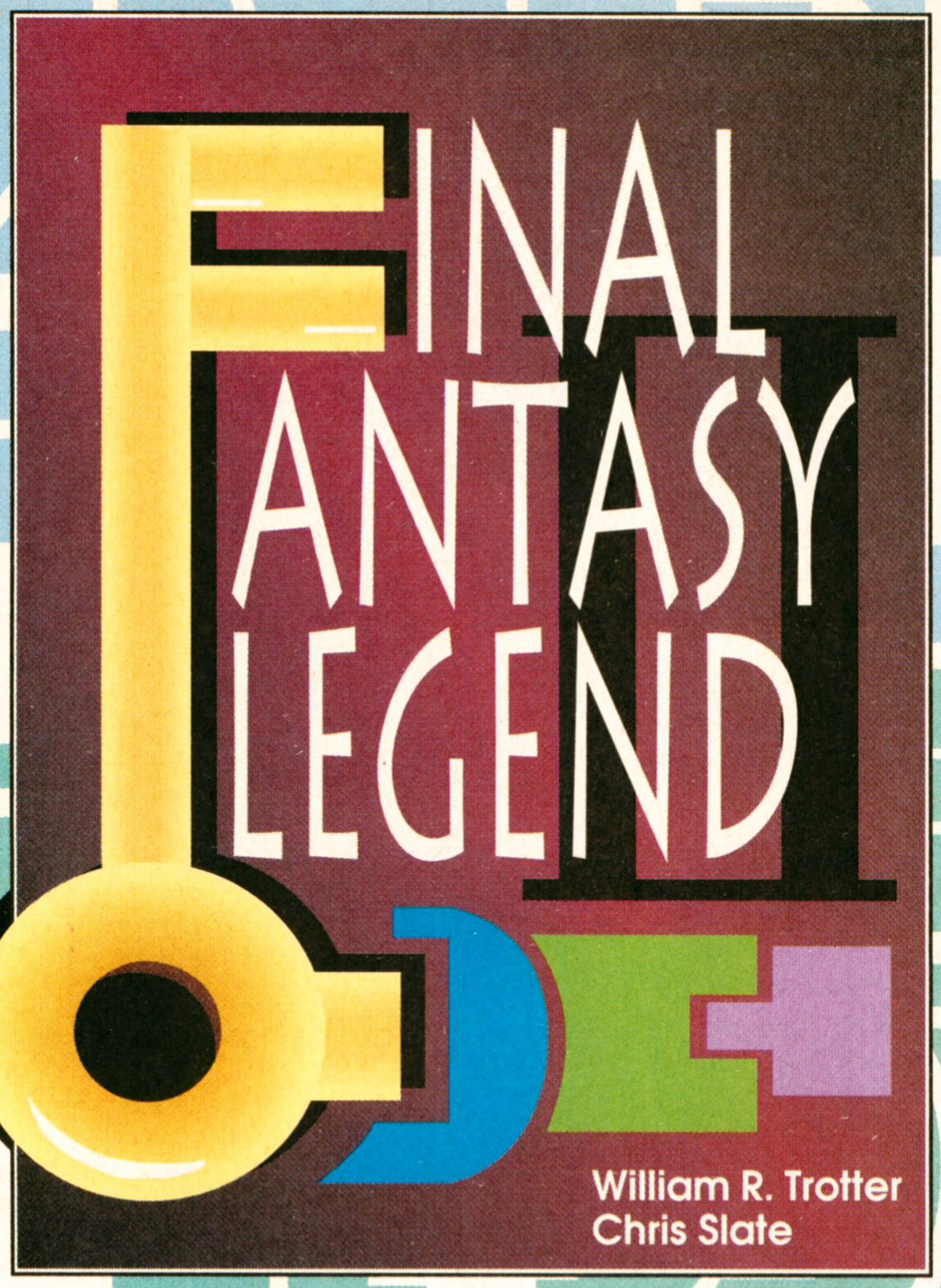
Like its forebears, *Where in America's Past Is Carmen Sandiego?* is probably destined to spend a long time on the industry's top-ten lists. Although there's nothing really new about the game, it represents the continued evolution of Broderbund's flagship game series. Despite the pared-down graphics, the screens are still stunning, and you'll recognize works by such noted American masters as Frederic Remington. The music and sound effects are very good, and the game has the smooth, logical player interface we've come to expect from the series. For those who might need a refresher course in American history, Broderbund even includes a copy of *What Happened When*, a 1,300-page encyclopedia.

Making a game both educational and entertaining is a daunting task — but once again, Broderbund has proven it can meet the challenge.

GP



For IBM, Tandy, and compatibles; 640K minimum memory; MCGA or VGA graphics; hard drive required; mouse optional but recommended. Broderbund, 17 Paul Drive, San Rafael, CA 94903-2101.



Two years ago, when the Game Boy was still fairly new, it seemed impossible that a really deep and satisfying fantasy role-playing game could be made to fit such a small machine. Then came *Final Fantasy Legend*, and the Game Boy's possibilities suddenly expanded.

Final Fantasy Legend II not only improves on the original game, but actually pushes those possibilities still further. And it offers a highly desirable feature that's still rare, even in computer role-playing games: a "memo pad" that automatically stores any information that appears on the screen. This allows you to quickly go back and check on names, places, and clues you encountered earlier in the game — without having to jot down your own notes. The memo pad feature reduces the drudgery of playing a large role-playing game and should be standard on *all* RPGs, whatever their format. Square Soft deserves applause for including it in *Final Fantasy Legend II*.

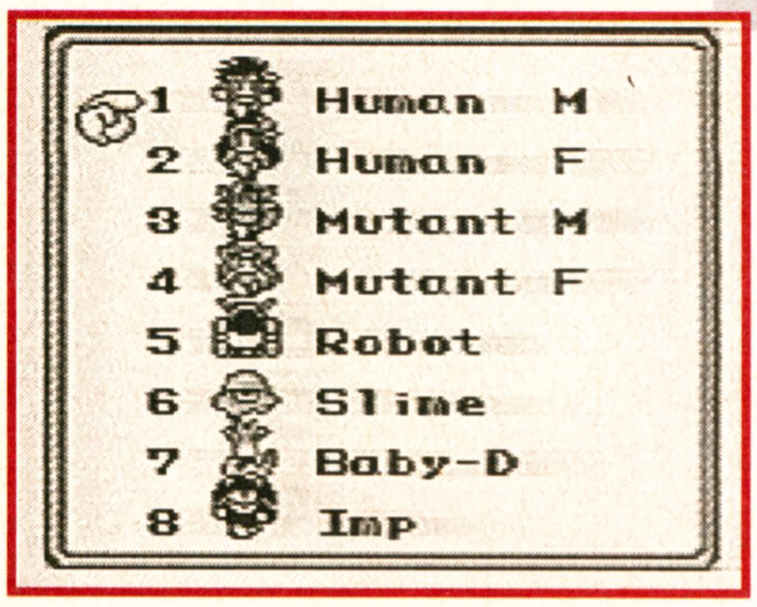
The story of this new adventure hearkens back to ancient times, when the old gods left behind a mysterious source of vast power called magi. Before the gods left our world, they divided magi into 77 pieces and scattered them far and wide. Any adventurer who is brave and persistent enough to assemble all the pieces will attain tremendous powers.

You start the game with only a single piece of magi, given to you by your father just before he vanished on a mysterious quest of his own. By finding the remaining 76 pieces, you hope not only to win glory for yourself, but also to find your dad. There are nine huge world-levels to explore, with many surprises along the way and a host of enemies — some of them quite imaginative.

The graphics in this pocket-sized epic are sensationally good (better than you can see, actually, unless you have a magnifying screen for your Game Boy). The tone of the game is occasionally quite zany, especially in some exchanges of dialogue between the little animated characters.

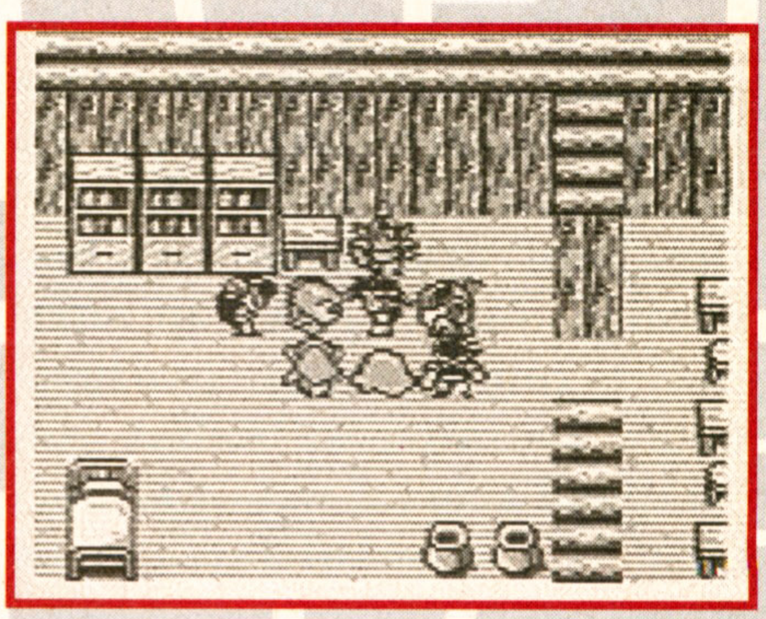
So far, *Final Fantasy Legend II* is the largest and most inspired game we've seen for the Game Boy. It's a winner in every department.

Square Soft, 8347 154th Avenue, N.E., Redmond, WA 98052.

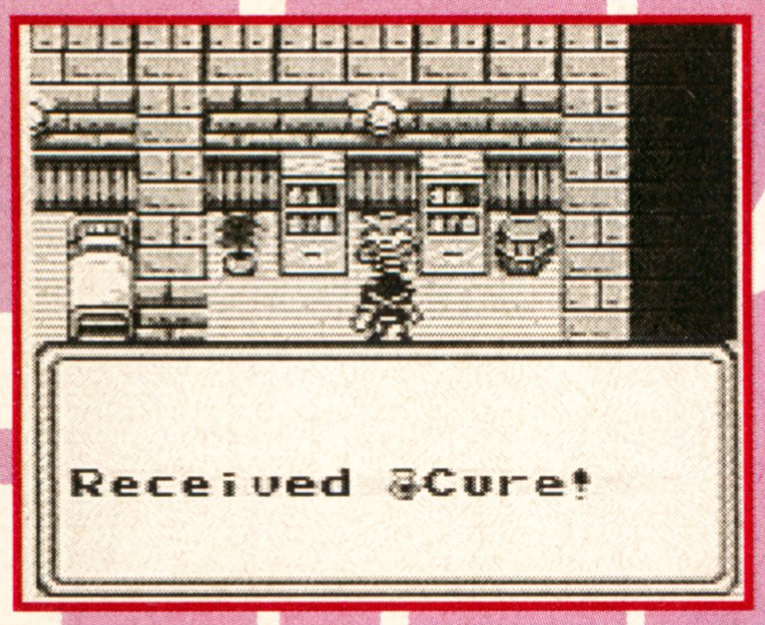


Start by selecting the leader of your party. A combination of humans, mutants, and robots makes the strongest and most versatile group.

Your father gives you your first piece of magi (a prism) and then leaves on his own mysterious quest. You can use the prism to find out how many pieces of magi are still to be found on each world-level of the game.

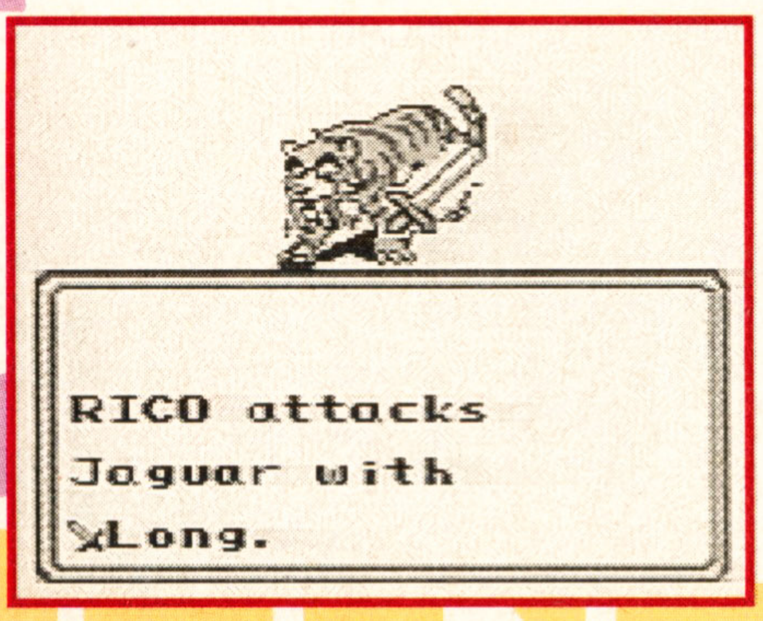


Recruit the members of your party at your school. All the races and species you can recruit are here, but additional characters who don't belong to your party will sometimes follow you for a while throughout the game.

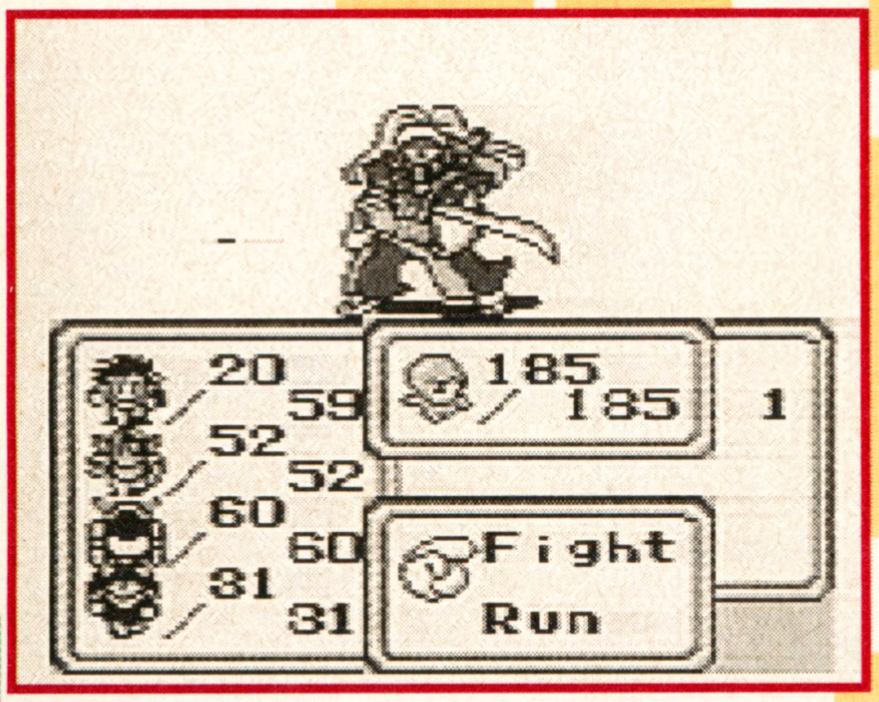


Before leaving home, go around and talk to all the townspeople. They'll give you items that will come in handy during the first stages of your journey.

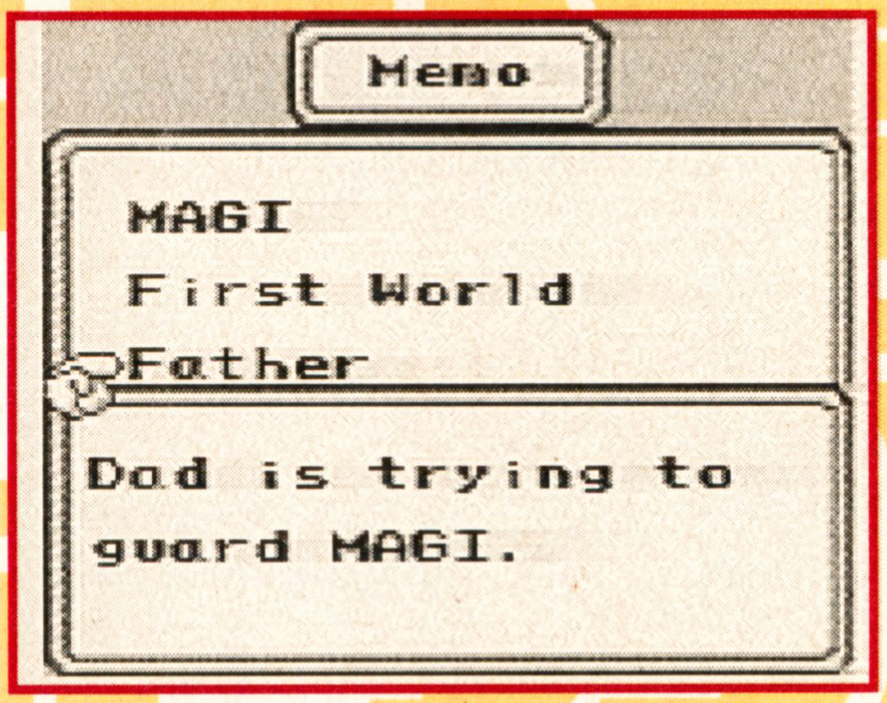
Just before you leave town, Mister S., a teacher, joins your party as a temporary member. He's useful in combat, and temporary members also give you tips if you press the B button while they're with you.



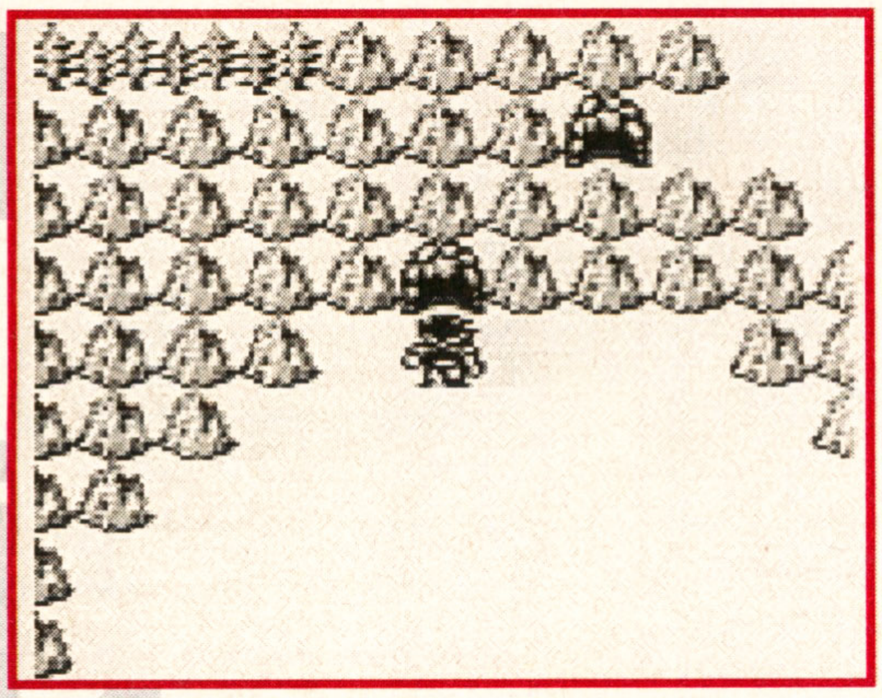
Although the first enemies you encounter are not very powerful, neither are *you*. Use your cure potions to repair damage, or else your adventure may have a premature ending.



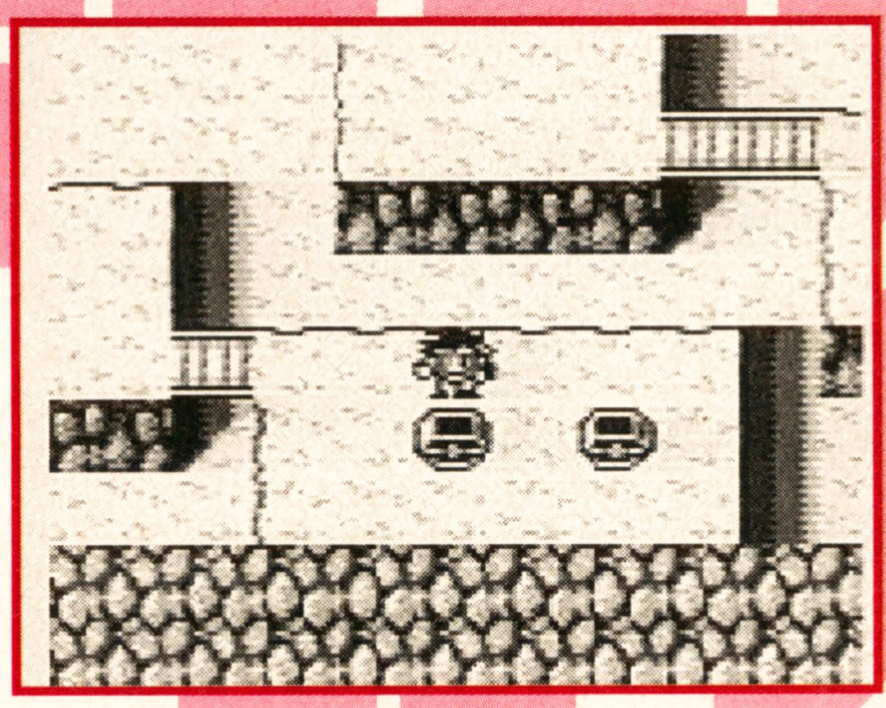
In normal combat situations, you always have the option to run. But if you avoid fighting too often, you won't build up enough powers, and you'll pay a heavy price later.



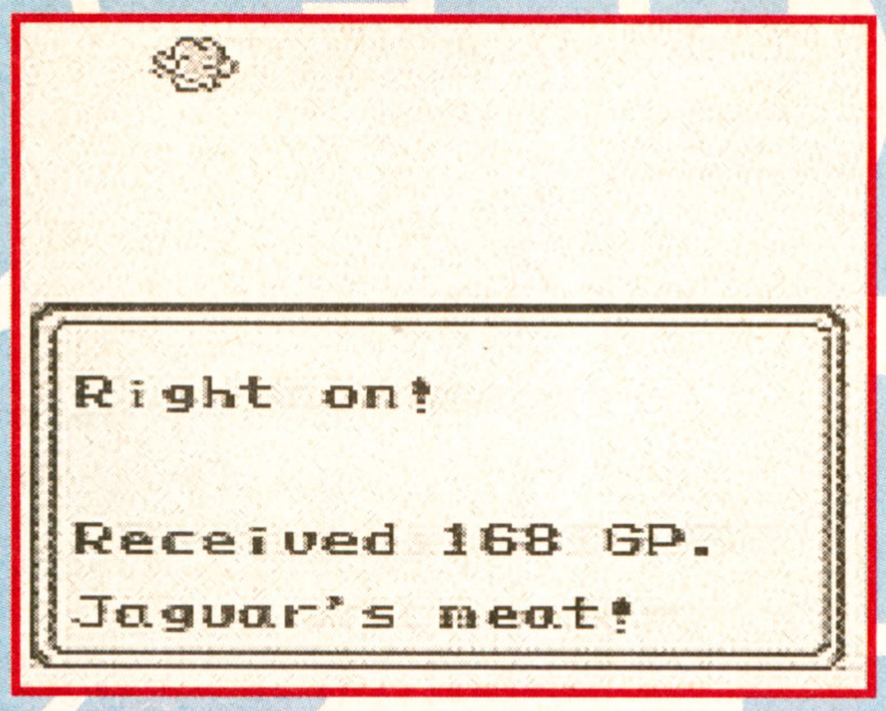
Select *Memo* to view a record of all the vital information you've gathered so far.



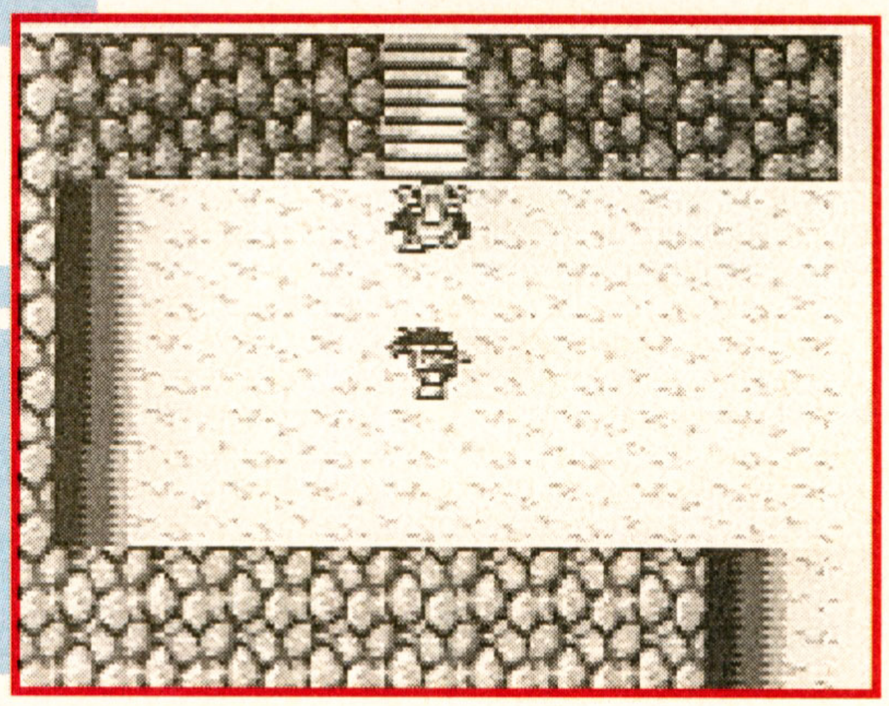
Your first destination in World 1: a cave to the north. Bring lots of cure potions, save your game before going in, and keep saving your games in different files as you explore.



Caves and dungeons contain the most powerful items and richest treasures—always in little chests like these.

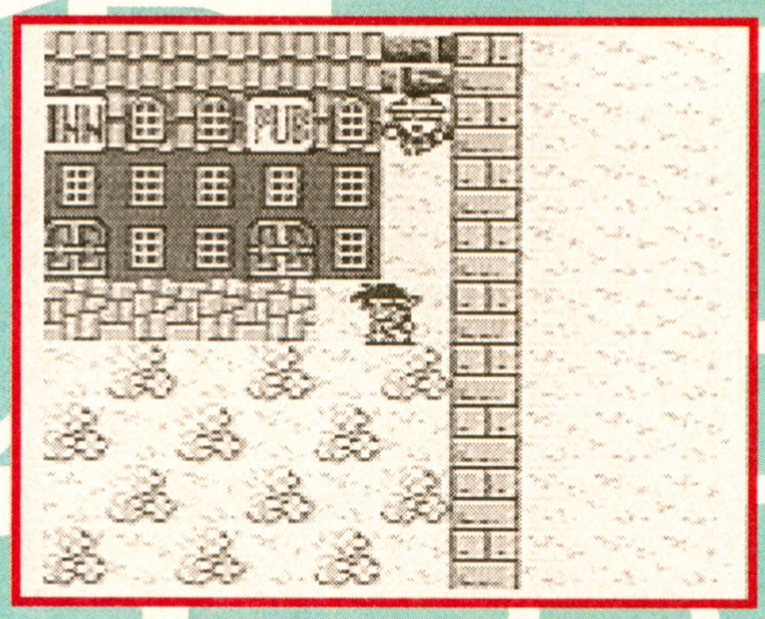


If there are monsters in your party, they can devour the meat of vanquished foes and turn into *different* monsters. The higher the world-level, the stronger the effect. But the changes are random and may not always be for the better, so always save your game first — in case you want your original monster back.



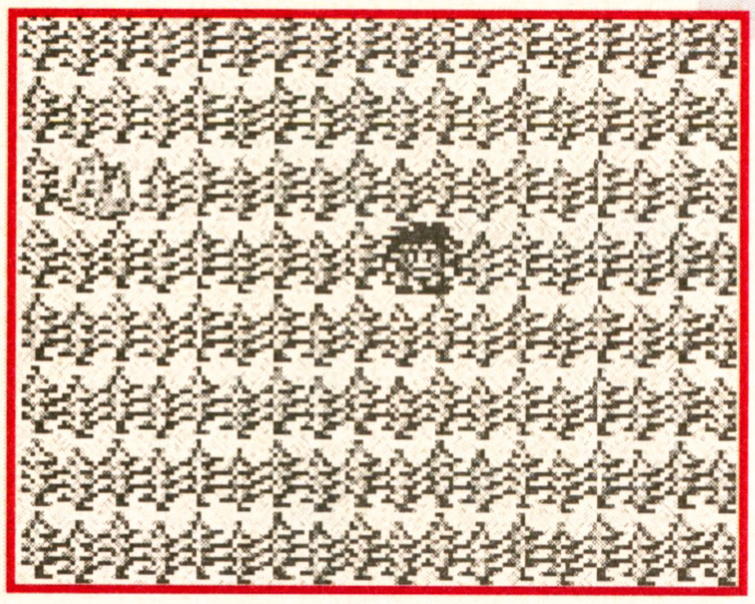
Whenever you meet an enemy monster you can see at a distance, you *must* engage it in combat. These battles usually mean you have reached an important point in the game.

When you leave the cave, be prepared to say goodbye to Mister S. You'll never see him again.



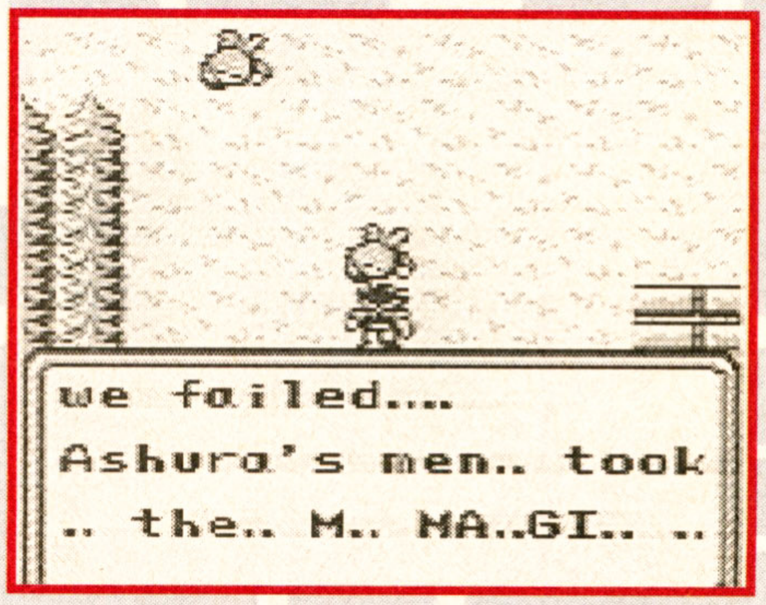
Just north of the cave, there is a town where you'll meet a man who looks like your father. He isn't your dad, but he does have a good tip for you.

West of town is a temple where Ki will heal your injuries, give you information about your father, and tell you an important clue.



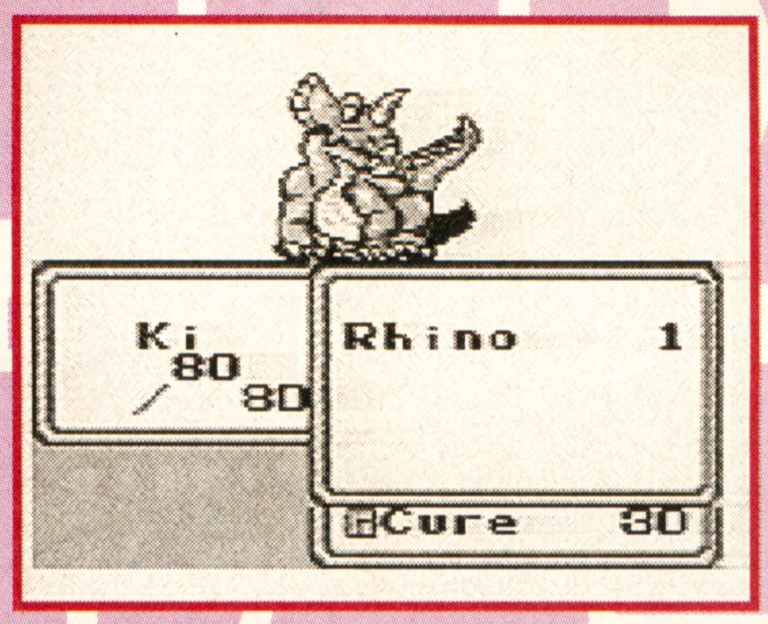
South of the temple is Big Rock. Southeast of Big Rock is a secret entrance to some ruins where you'll find magi, weapons, and other goodies.

If you die, you'll be resurrected by Odin — but only if you agree to fight him later, near the end of the game. The more often he resurrects you, the tougher that fight will be, so avoid dying whenever possible.

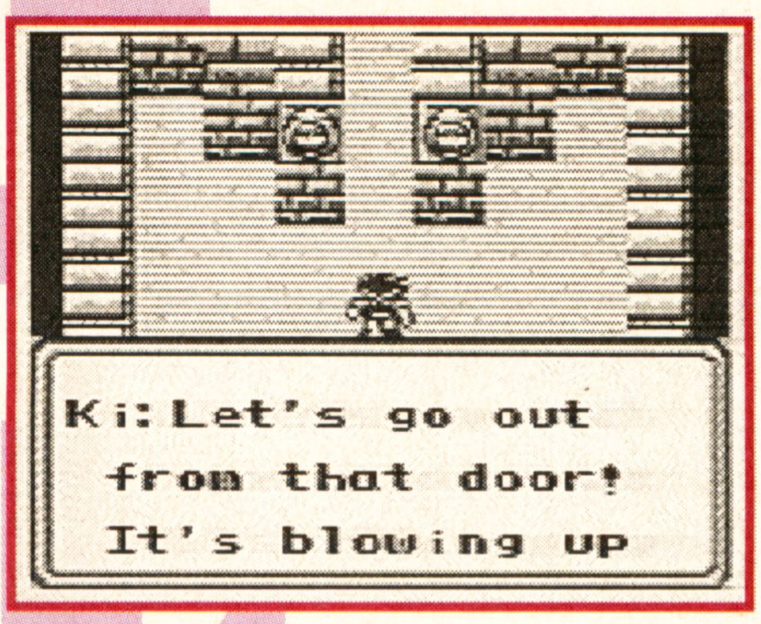


When you exit the ruins, you'll encounter some magi guardians who were beaten and robbed by the evil Ashura. You cannot heal them, but you should talk to them.

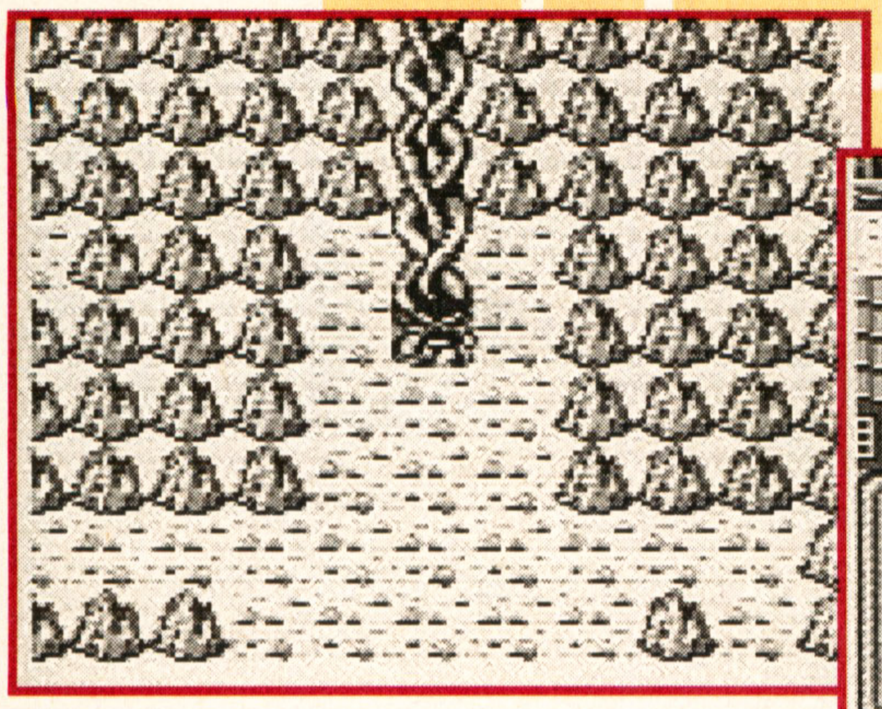
After your encounter with the guardians, return to the temple. Ki will join you to fight Ashura, and you'll need her to reach him.

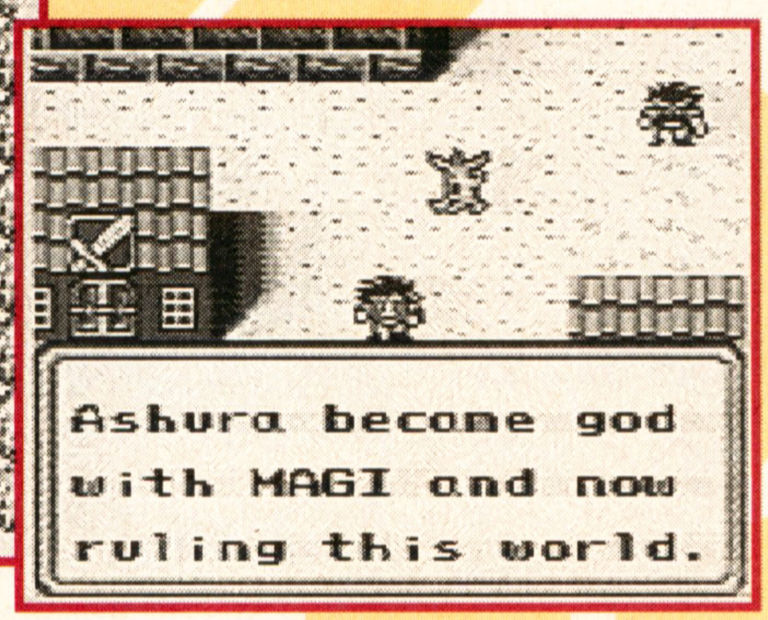


Just when you've got Ashura cornered, this rhino attacks and gives him a chance to escape. For the quickest victory, use your blizzard weapon on the rhino.



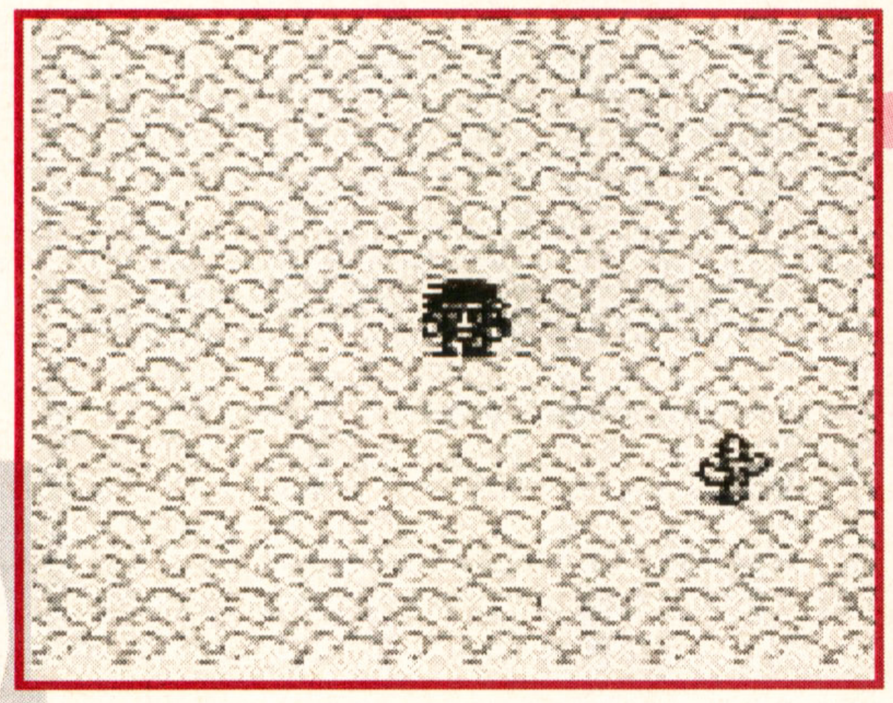
Once you defeat the rhino, get out quick—the castle is about to collapse.

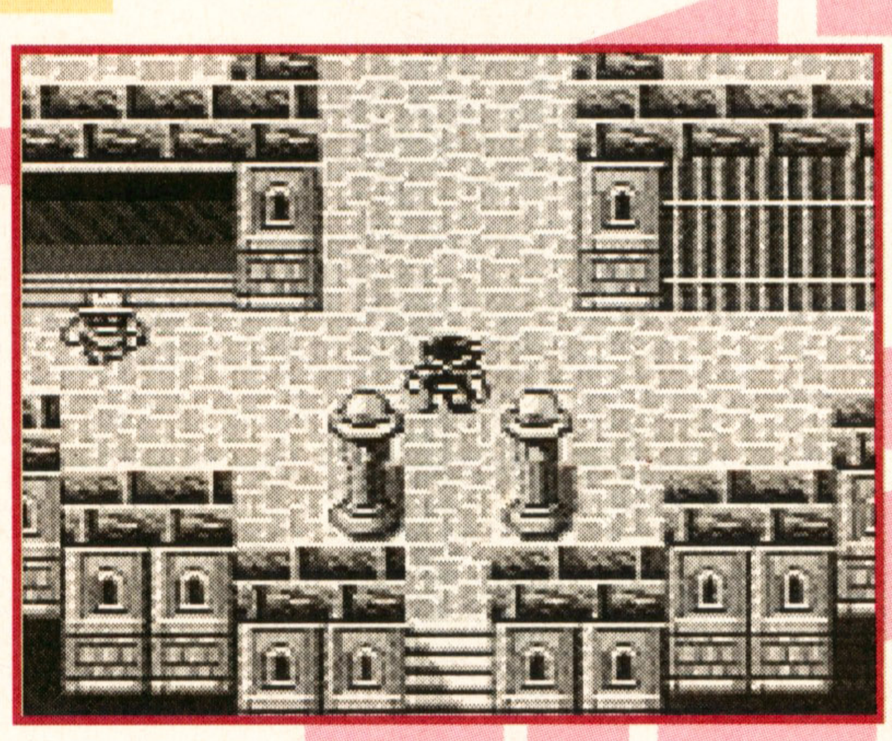




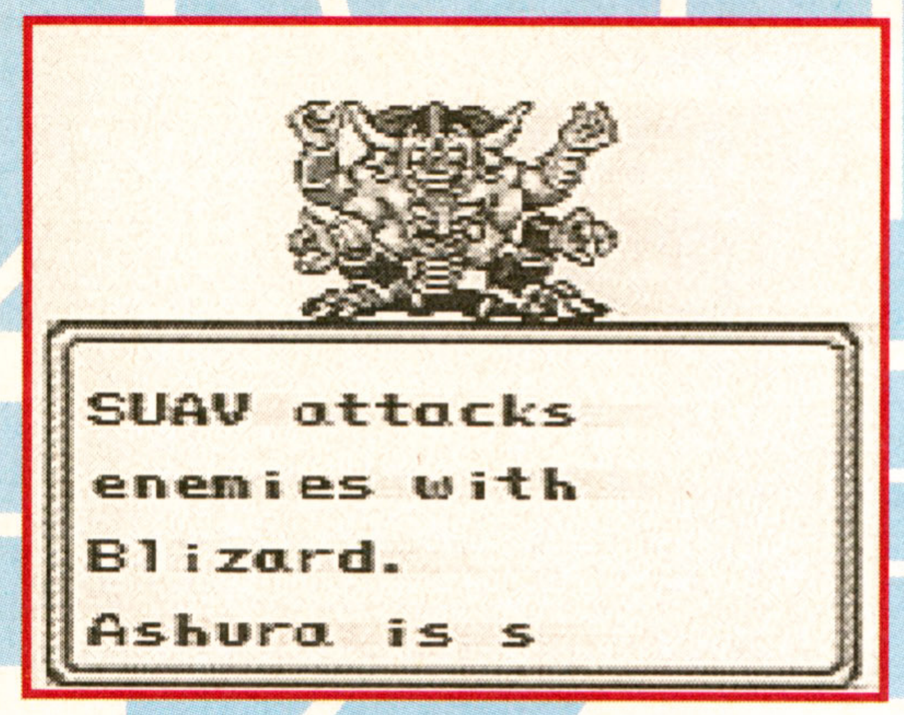
Just north of the fallen castle is a beanstalk that takes you to the second world, where you'll discover that Ashura has used the stolen magi to set himself up as the local deity. Now he's really going to be tough to handle!

Starting in World 2, you can freely converse with bartenders in the taverns. If you buy a drink from them, you'll get an especially valuable tip.

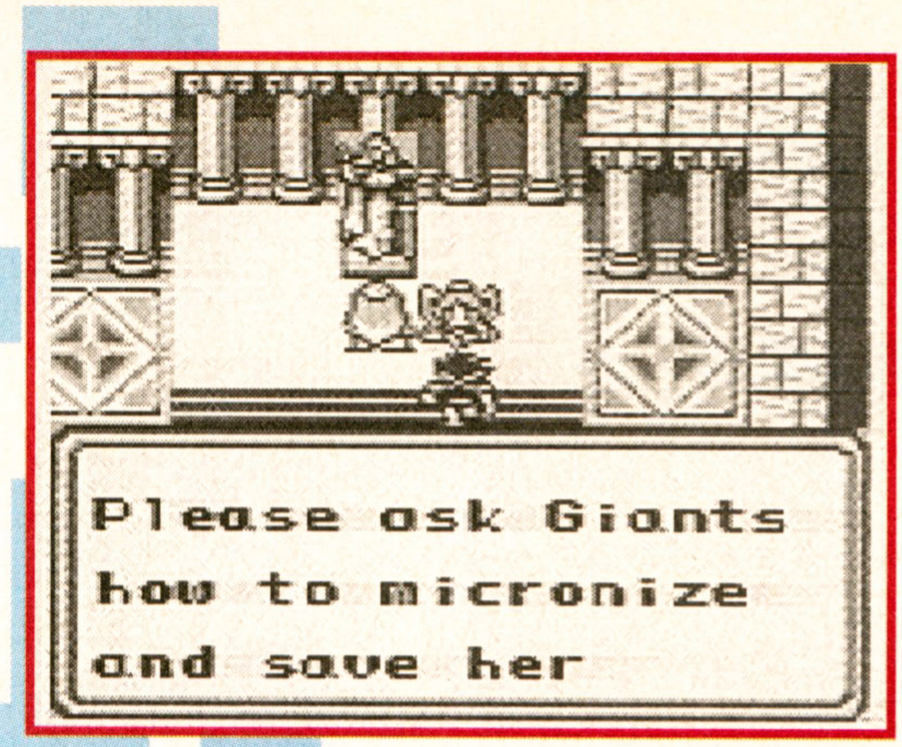




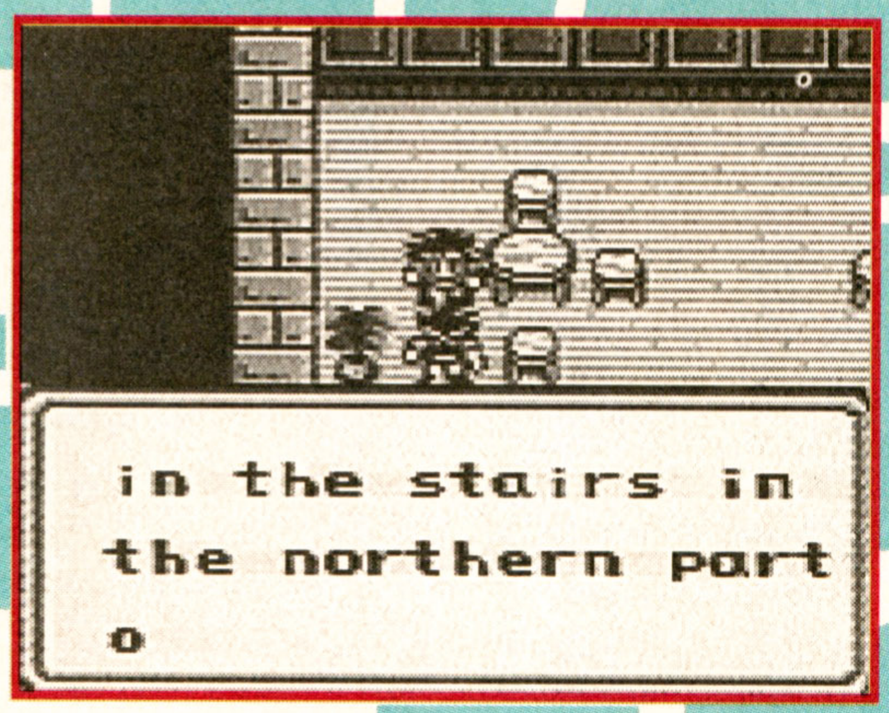
In the desert south of town, you'll have to pass through a sandstorm. Keep moving south until you reach a temple. Inside, you'll free a stranger who looks vaguely familiar, even though he's masked. He joins you to help fight Ashura.



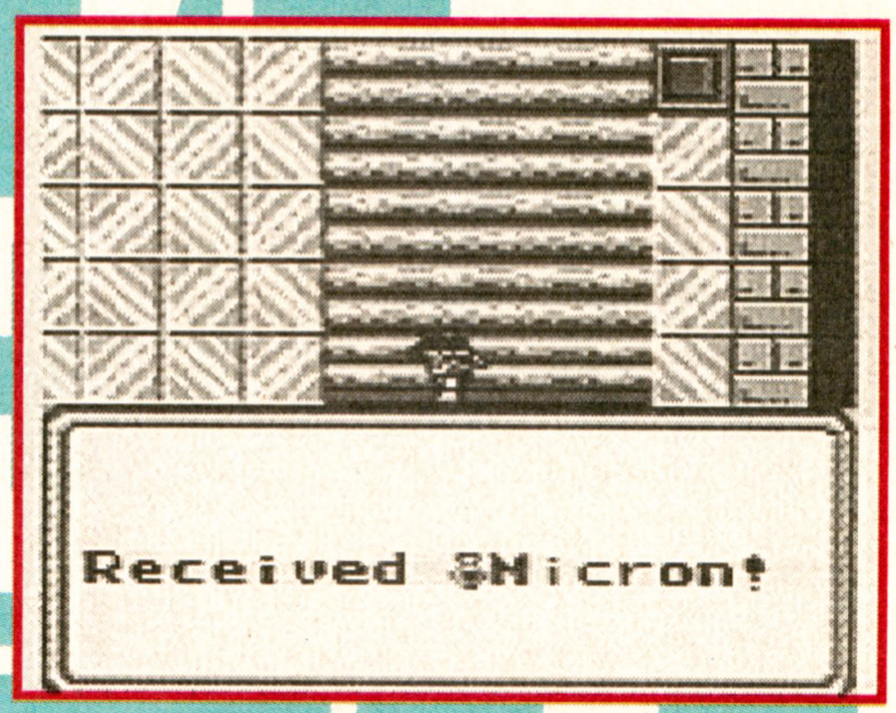
Ashura waits at the top of the temple. Don't bother to use your blizzard weapon (he's well-protected against that). Instead, try your Colt gun and your hammer.



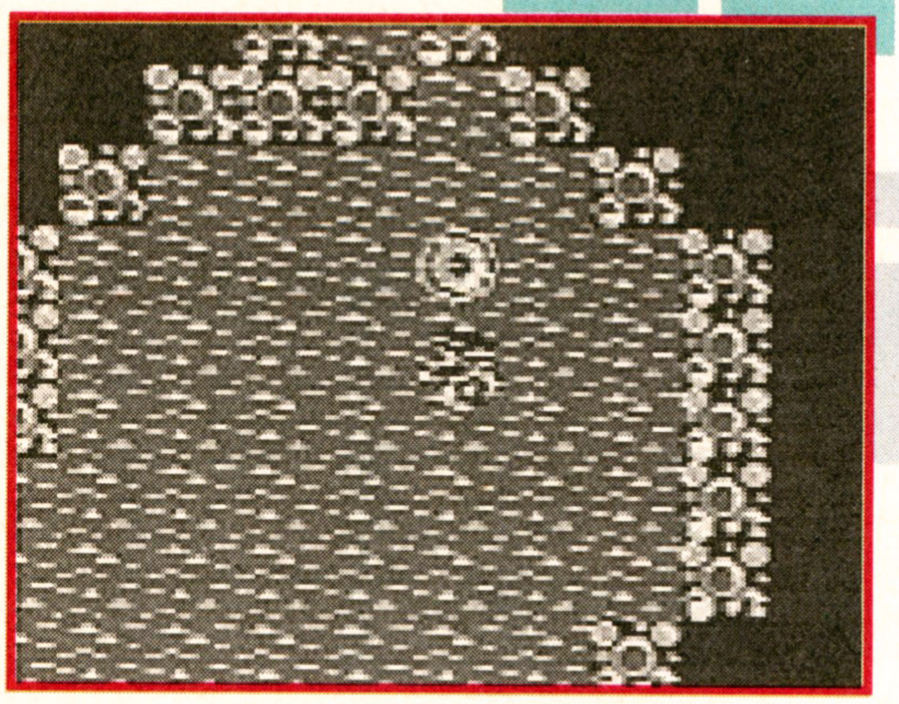
Now you must rescue Ki. Return to the temple, then go to the land of the giants (World 3). Ask the giants how to "micronize" yourself so you can enter Ki's bloodstream and destroy the evil forces Ashura put there.



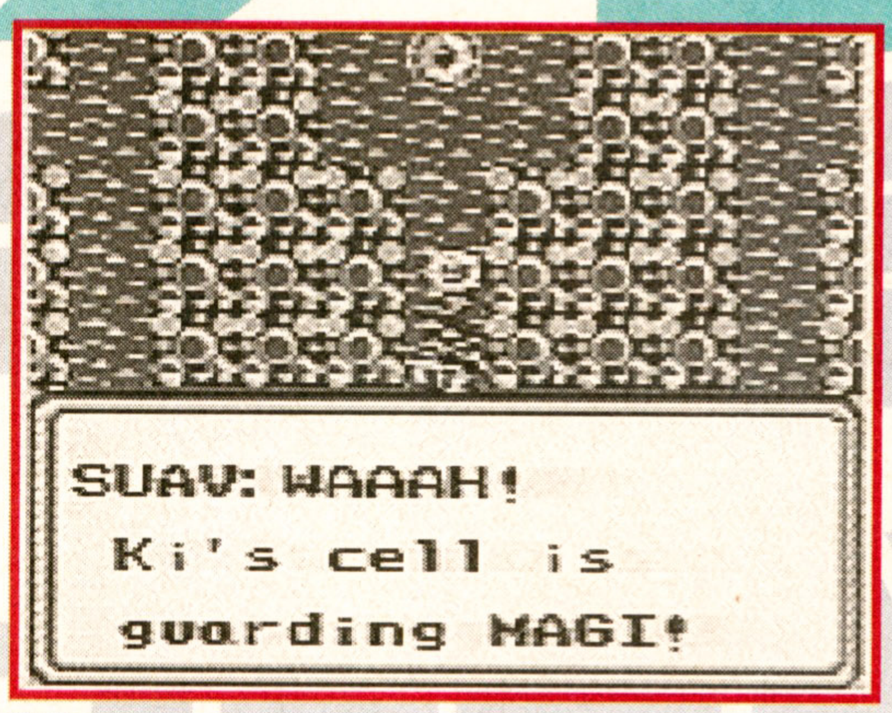
When you talk to Johnny the *second* time (inside the tavern), he'll tell you a secret way to get past the giant's staircase.



Inside one of the giant's houses, climb on the shelves to the top of a ledge that looks like it's made of logs. That's where the micronization potion is hidden.

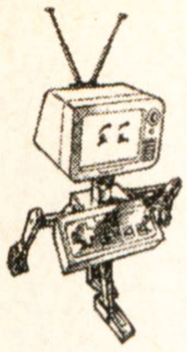
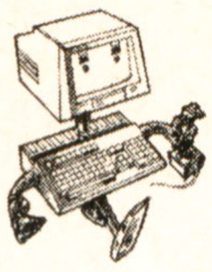
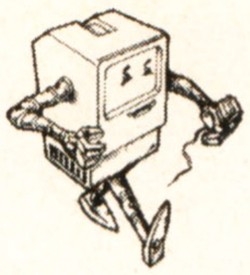


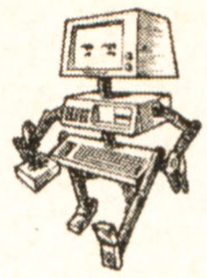
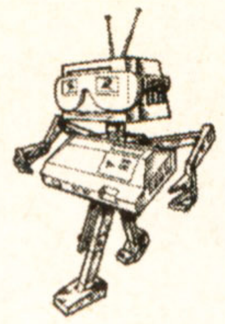
Once you're inside Ki's bloodstream, notice that the maze is shaped like a human body. Visit the major organs (heart, lungs, etc.) to collect magi. When you have all the available pieces, you can enter Ki's brain.



Inside the brain, you'll battle phagocytes — as many as eight may attack you at once. Keep saving and restoring your game at this point until you face the least number of opponents (probably four). This very important battle will then be much easier for your party.

GP

NINTENDO REVIEWS

WAYNE GRETZKY HOCKEY

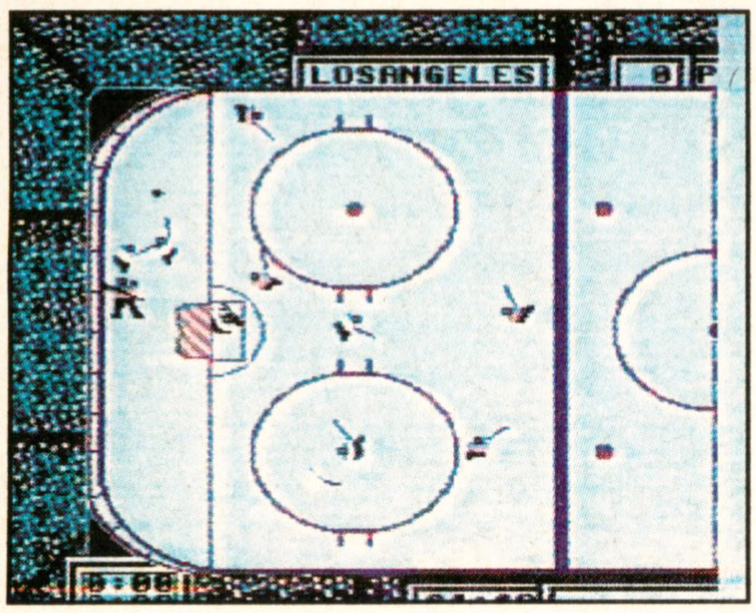
Stephen Poole

Version reviewed: Nintendo. THQ, 5000 N. Parkway Calabasas, Suite 305, Calabasas, CA 91302. Also available for IBM PC, Tandy, and compatibles; Amiga; Macintosh; Commodore 64; and Atari ST. Bethesda Softworks, 15235 Shady Grove Road, Suite 100, Rockville, MD 20850.

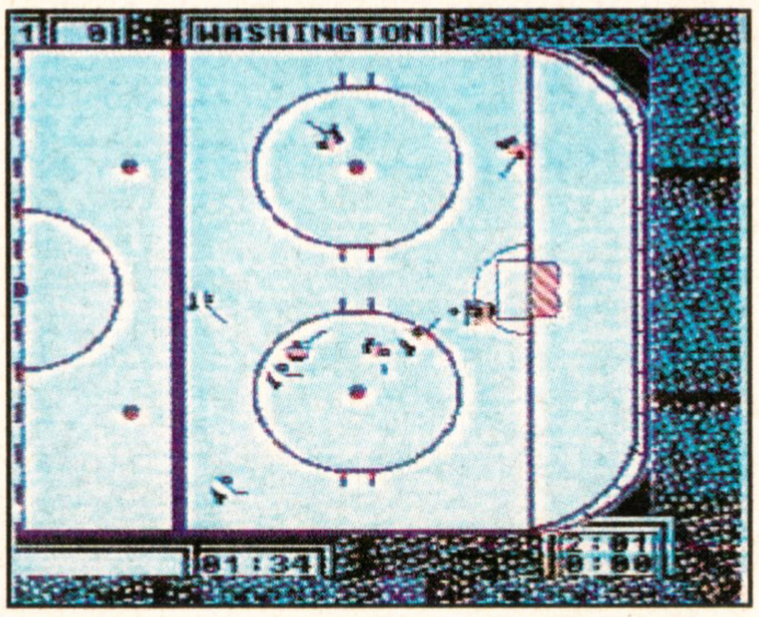
Of all the different kinds of sports translated into games for the NES, hockey is probably the most neglected. Until recently, only one hockey game — *Blades of Steel* — was available for Nintendo.

Now *Wayne Gretzky Hockey* has hit the ice, and the name alone is good reason to expect a top-notch simulation. After all, it's endorsed by the "Great One" himself, and Gretzky (along with other hockey pros) aided in the game's development.

Wayne Gretzky certainly aims for realism. You can choose your team from one of ten National Hockey League franchises, and you can check each team's complete roster before making your pick. When the game starts, you view the action from an overhead perspective, which makes it easy to see all your players. But don't expect finely detailed graphics — each player appears as little more than a colored figure and a stick.



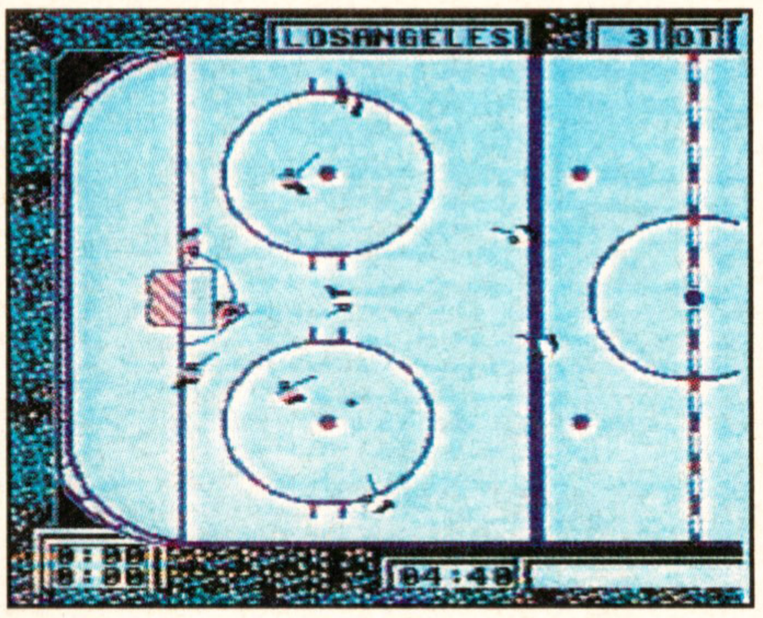
When a player goes down — especially near the sides of the rink — a penalty is almost certain to follow.



If one or more defenders wind up away from the action, it's the perfect time to take a shot.

All hockey rules are in effect, including penalties for tripping, high-sticking, roughing, and holding. When an individual player is called for a penalty (as opposed to more general penalties for icing, offside, and two-lining), he has to cool off in the penalty box for up to five minutes. This is more realistic than *Blades of Steel*, where the only players sent to the penalty box are those who lose a fight.

But despite all the attention to realism, you may quickly tire of *Wayne Gretzky* — unless you're a die-hard hockey fan who doesn't mind spending a lot of time mastering the basics. Even after hours of practice, this game is difficult to play. Some people may lose patience and find that it's just not that enjoyable.

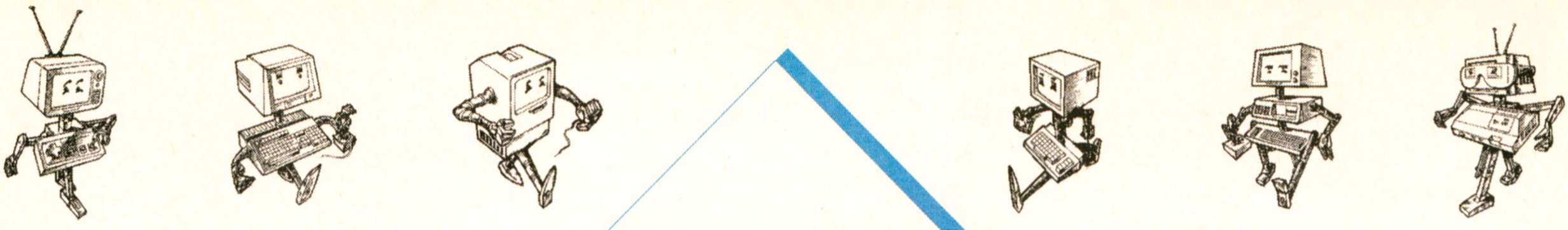


Just as in real hockey, you stand a better chance of scoring a goal on a power play.

There are no planned plays, so on offense you just keep passing until someone gets open. Unfortunately, both shooting and passing are controlled by the directional pad, so you have to face the player you're passing to — not very realistic. And although the overhead perspective gives you a good view of all the players, you'll wish for a different angle when you see 11 tiny players scrapping for the puck near the goal.

Wayne Gretzky Hockey may fire the imaginations of some devoted gamers, but others will gladly settle for another round of *Blades of Steel*.

GP



SEGA REVIEWS

BLOCKOUT

Tom R. Halfhill

Version reviewed: Sega Genesis. Electronic Arts, 1820 Gateway Drive, San Mateo, CA 94404. Also available for Atari Lynx from Atari Corp., 1196 Borregas Avenue, Sunnyvale, CA 94086.

Falling-block puzzle games seem to be multiplying as fast as the falling blocks in falling-block puzzle games. And if you can puzzle out that sentence, you're probably the type who appreciates a good falling-block puzzle game.

It all started with Alexey Pajitnov's *Tetris*, which spread from computers to Nintendo to the Game Boy. Pajitnov followed with three sequels: *Welltris*, *Faces...Tris III*, and *Hatris*. These in turn inspired numerous variations, including Tengen's *Klax* and Sega's *Columns* for the Genesis.

The latest *Tetris* offspring is *Blockout* from Electronic Arts. Actually, *Blockout* was born as a computer game from California Dreams in 1989, and only now is appearing on the Atari Lynx and Genesis.

Blockout is basically three-dimensional *Tetris*. (In fact, it's superior to Pajitnov's own 3-D *Tetris* spin-off, *Welltris*.) In *Tetris*, you guide 2-D blocks toward the bottom of a flat screen to form solid rows. In *Blockout*, you guide 3-D blocks toward the bottom of a pit to form solid layers. It's like paving the bottom of a well with bricks, except the bricks are complex shapes made of wire-frame cubes.

This simple, logical twist makes an enormous difference. In *Tetris*, you can rotate the falling blocks in only two directions: clockwise and counterclockwise. But in *Blockout*, you can also rotate the blocks around the third axis.

The options screen lets you change the starting level, the size of the pit, the shape of the blocks, and other settings.

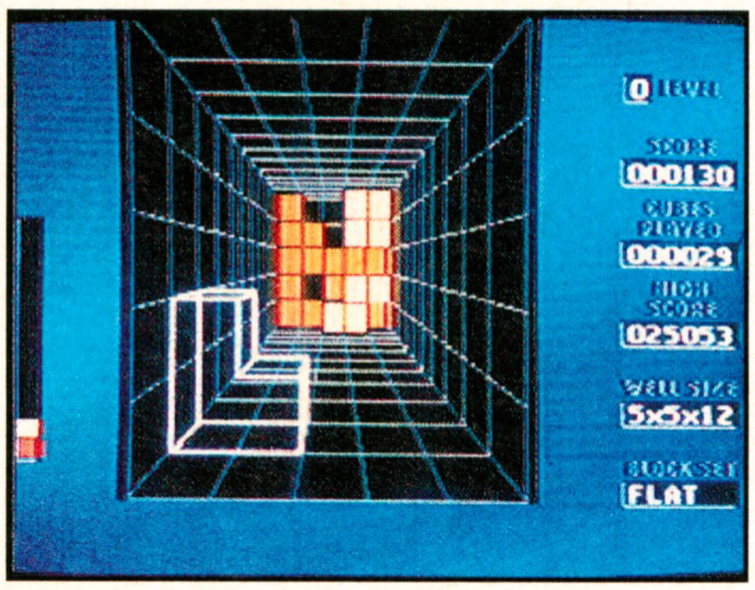
The A, B, and C buttons each rotate the blocks around a different axis; the directional pad lets you steer the blocks right, left, forward, or backward; and the Start button instantly drops a block to the bottom of the pit (a time-saver during early stages, when the blocks descend very slowly).

An options screen lets you vary the blocks' speed of descent, choose from three different sets of block shapes, and significantly alter the size of the pit.

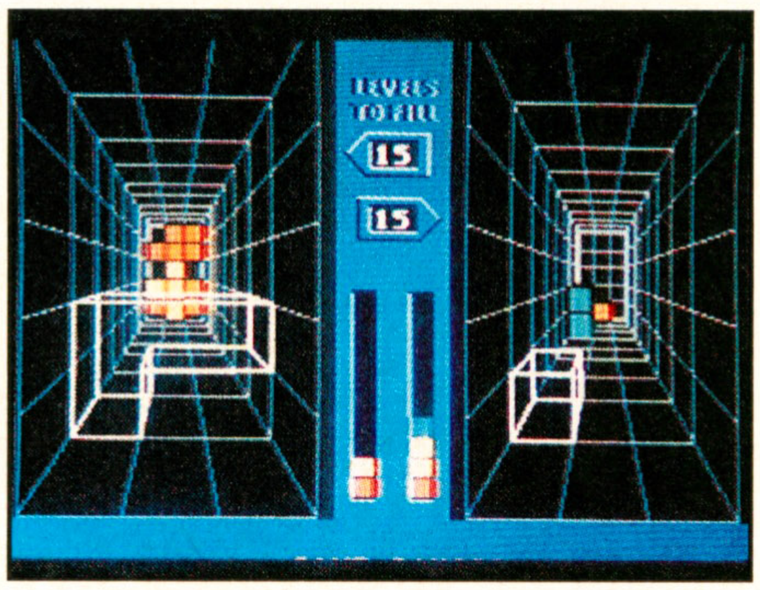
Although the wire-frame blocks rotate very quickly and smoothly, the graphics in *Blockout* are otherwise nothing special. The sound effects are better, and seem to have been inspired by a 1950s science-fiction movie.

If you'd like to add another dimension to your puzzle gaming, try *Blockout* — it's a real mindbender.

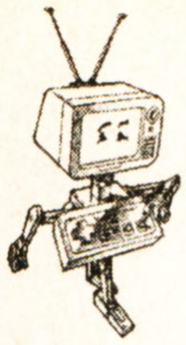
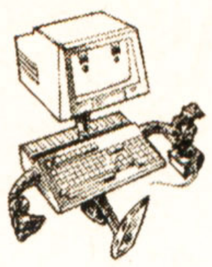
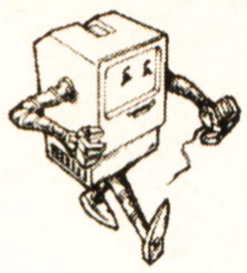
GP



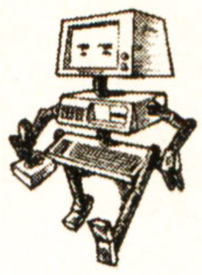
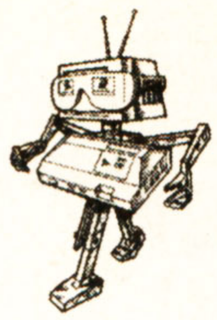
Each time you complete a solid layer of blocks at the bottom of the pit, the finished layer disappears and the remaining blocks drop downward.



The two-player option lets you compete head-to-head against a friend. To keep things fair, the falling blocks are identical for both players.

NINTENDO REVIEWS

BATTLETOADS

Jeff Lundrigan

Version reviewed: Nintendo. Tradewest, 2400 S. Highway 75, Corsicana, TX 75110.

It would have been difficult, if not impossible, to produce a game equal to the hype that's surrounded *Battletoads* — but Tradewest comes pretty close. This game has humor, colorful graphics, and enough different kinds of action to keep you interested throughout all 12 of its levels. That is, if you can make it through all 12 levels.

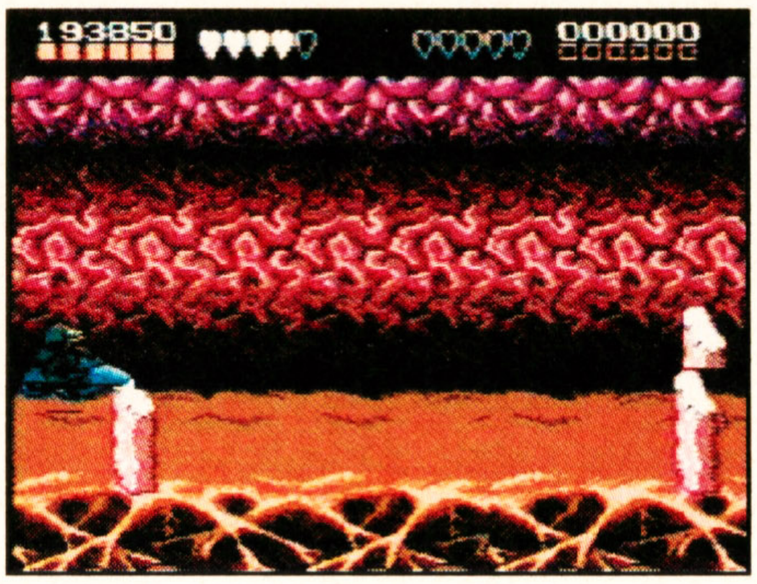
The Battletoads — charmingly named Zitz, Pimple, and Rash — were escorting Princess Angelica back to her home planet when they were suddenly attacked by the Dark Queen. The princess was kidnapped, and to rescue her

Although you can't select the Toads' fighting moves, they're still fun to watch. Rash is clobbering this enemy with a Turbo Thwack, and his fist gets *really big*.

(sound familiar?) you must lead the Toads through the Dark Queen's home world of Ragnarock. This journey takes you beneath the planet surface through ice-coated tunnels and many other dangerous places before your final assault on the queen's tower.

The fighting in *Battletoads* is more like the combat in *Golden Axe* than the martial-arts action in such games as *Double Dragon*. You can choose between standing attacks and rushing attacks, but mostly you just keep hitting the control button while the Toads execute whatever moves they want. Even if you don't have precise control over the Toads, however, they fight well, and they're hilarious to watch.

The game isn't all fighting, though. Each section presents its own set of challenges. Sometimes

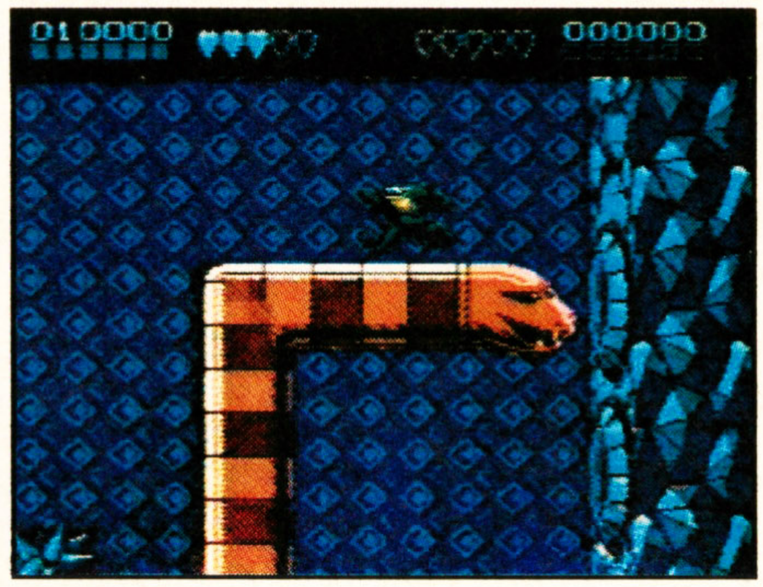


Be ready to spend some time in level 3 racing through the turbo tunnel. These kinds of sections are among the most difficult in the game.

you must race along at breakneck speed while avoiding various obstacles. In one of the most unique action sequences to come along in quite a while, you have to jump and climb your way over a series of constantly moving airborne snakes.

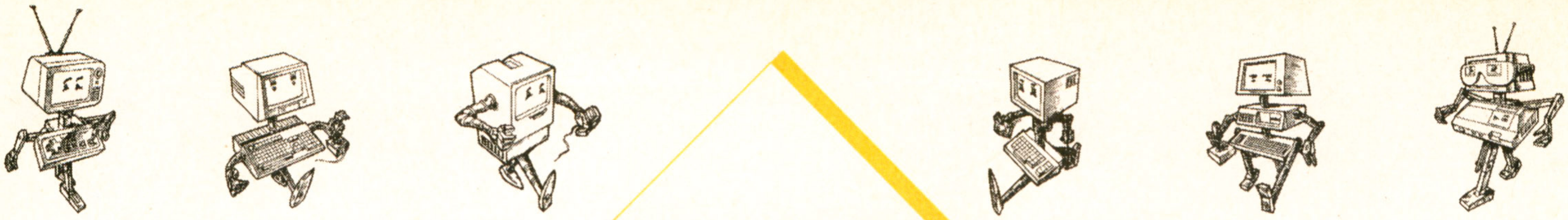
Although *Battletoads* is entertaining, it's also *really* difficult. Most sections are very long and have repetitious patterns, requiring you to play them many, many times before they're beaten. You get a few continues, but not nearly enough. And unlike some other games, *Battletoads* is even more difficult in the two-player mode. If *either* player loses all his lives, you both have to start over at the beginning of the level. The better player keeps any leftover lives, but you both have to go back.

Battletoads is undoubtedly one of the best games of the year. It looks great and it's funny, but it can also be frustrating, especially for younger players. You may find it much more demanding than you expected.



Making your way through Karnath's Lair requires you to ride, climb, and cling for dear life to a bunch of twisting, flying snakes.

GP



NINTENDO REVIEWS

HIGH SPEED

William R. Trotter

Version reviewed: Nintendo. Tradewest, 2400 S. Highway 75, Corsicana, TX 75110.

When videogames first swept into America's arcades in the early 1980s, it looked for a time as if classic pinball would soon become extinct. Played only by a handful of loyal devotees, pinball machines gathered dust in remote corners.

These days, however, computerized technology has resurrected pinball and restored it to new heights of popularity. Today's pinball machines offer dazzling playing features that go far beyond the spring-loaded knock-down targets and bonus bumpers of yore.

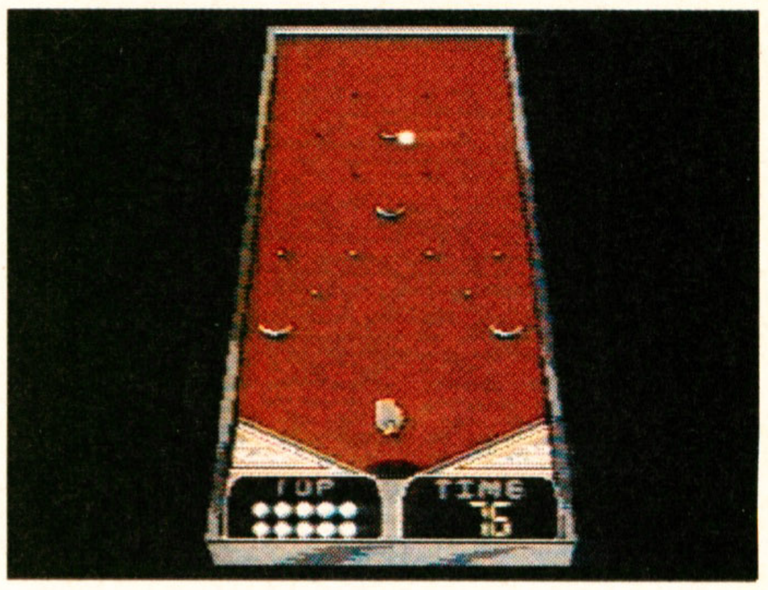
For sheer glitz and flash, few pinball games in recent years can match *High Speed* by Williams Electronics Games (the General Motors of pinball). Now there's a successful Nintendo version from Tradewest.

The screen in *High Speed* scrolls almost constantly, so you can always see both your ball and the flippers. Earlier video pinball games featuring this split-screen design (Nintendo's *Pinbot* comes to mind) were not wholly successful. But in *High Speed*, the concept works just fine. The graphics are sharp and the scrolling is effortlessly smooth.

The smooth split-level scrolling shows the ball and the flippers simultaneously.

All the features of the hot arcade version are included, along with some new ones. There's the Freeway Frenzy, the Ramp Race, and Running the Red (which gives you a shot at multiball play if you hit a sequence of green, yellow, and red stoplight targets).

There are two types of bonus levels, and they come into play when you score three hits on one of two different knock-down targets (the helicopter or the target labeled SAFE). If you're successful at two pachinko-style rounds, or if you place first or second in three different races, a fireworks display lights up the screen and you can get special bonuses, such as the Lightning Bomb.



There are two bonus levels, and the first is a classic pachinko game.

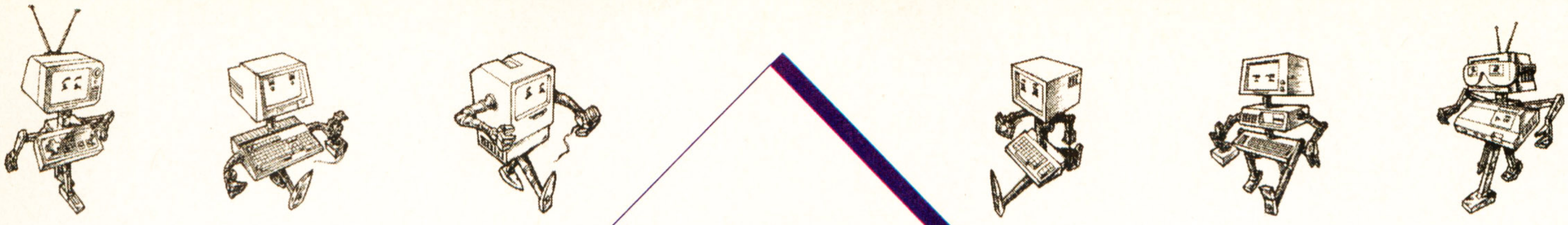
The second bonus is an entertaining car race around a very small track.

You'll need the Lightning Bomb to defeat some of your enemies — including the Acid Patch, which dissolves your ball; the Tumbleweed, which picks up your ball and sadistically drops it down the drain between the flippers; or the dreaded Heli-Bombs, which destroy your flippers.

As the perfect complement to all the rapid-fire action, *High Speed* has a terrific soundtrack. You'll hear wailing sirens, crackling police-radio messages, and furious chase music.

High Speed is one of the hottest pinball simulations around — no flipper fan should miss it.

GP



GAME BOY REVIEWS

SNEAKY SNAKES

Richard Lashley

Version reviewed: Game Boy. Tradewest, 2400 South Highway 75, Corsicana, TX 75151. Also available for Nintendo as *Snake Rattle N Roll* from Nintendo of America, 4820 150th Avenue N.E., Redmond, WA 98052.

There is something mysterious, even sinister, about snakes. Whether it's their hard, unblinking eyes or their cold, coiling bodies, they have a creepy effect on some people. However, you won't find anything creepy about the charmingly cute heroes of *Sneaky Snakes*.

In this Game Boy version of Nintendo's *Snake Rattle N Roll*, two snakes named Attila and Genghis must slither through 16 stages to rescue their friend, Sonia. A dangerous journey lies ahead for these two knights in shining scales. Sonia has been kidnapped by Nasty Nibbler and imprisoned in his treacherous Nibbley Nest.

Predictably, *Sneaky Snakes* has much simpler screens than the NES game. Most of the stages in *Sneaky Snakes* are basically alike, but each has some unique booby traps. The repetition makes the game a little less challenging, but younger players may find it just right.

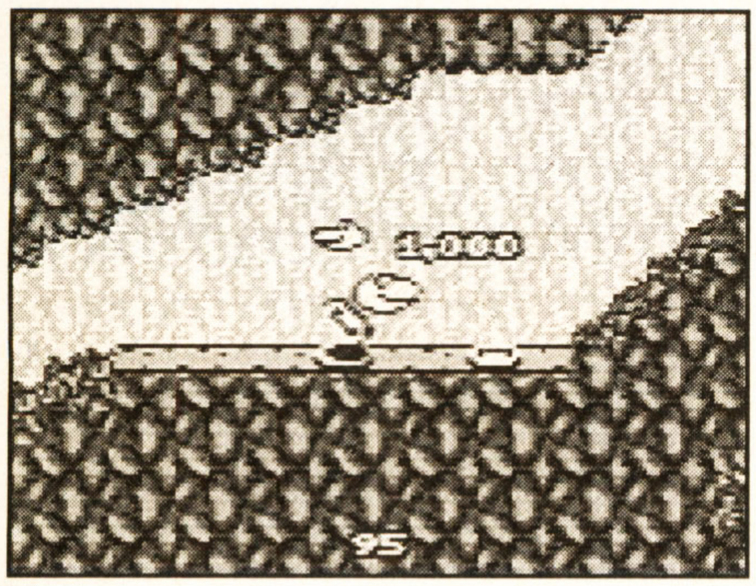
In the one-player game, you play Attila; in the two-player mode, you can play either snake. Racing against a clock, you must locate the Nibbley Dispensers, which contain food items known as Nibbleys. The Nibbleys change shape from stage to stage, ranging from Nibbleybats to Nibbleysquids. Some are quite elusive, so grab power-ups that extend your tongue and increase your speed.

Most of the game is easy to navigate, but don't get too comfortable — sometimes you'll encounter surprises. In stage 9, for instance, you can reach the Nibbley Dispenser only by riding an elevator up a damp, narrow shaft. Blades stab through the slippery walls, and there's little room to dodge. Occasionally, you must jump onto slim ledges and wait for another lift. That can get very tedious, and this is one area where *Sneaky Snakes* can become quite difficult, even for experienced players.

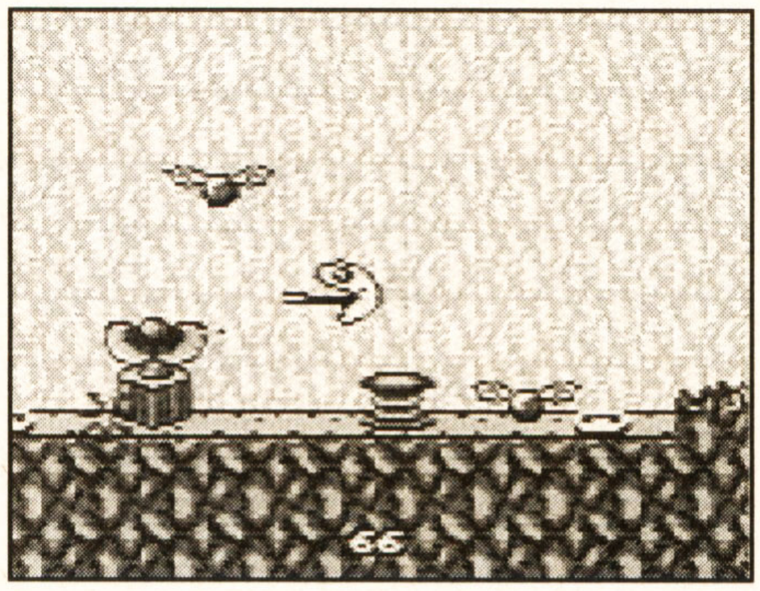
Because of your snake's constant movement, the Game Boy's ghosting effect (the blurring of characters against the background) could have been a problem. However, the simple backgrounds allow fluid movement.

Sneaky Snakes has a certain charm in its simple, yet entertaining, screens. The action is clear, and the characters are undeniably cute. But most importantly, this game is fun to play.

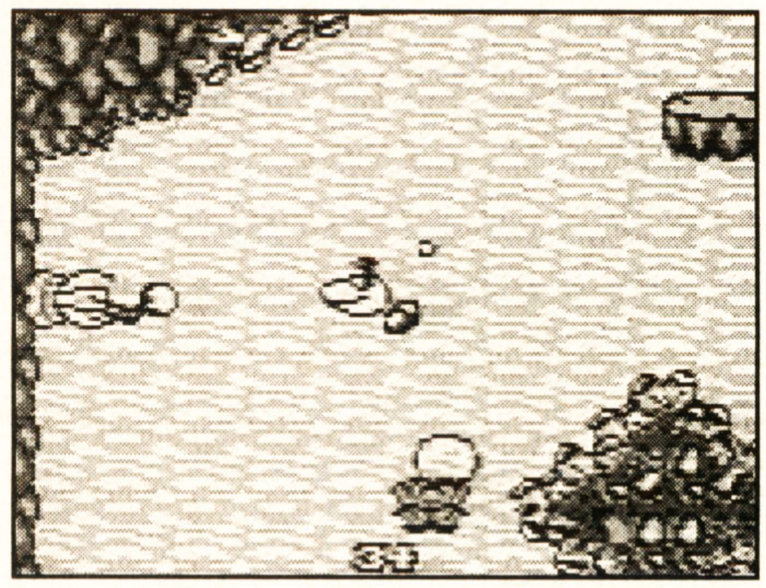
GP



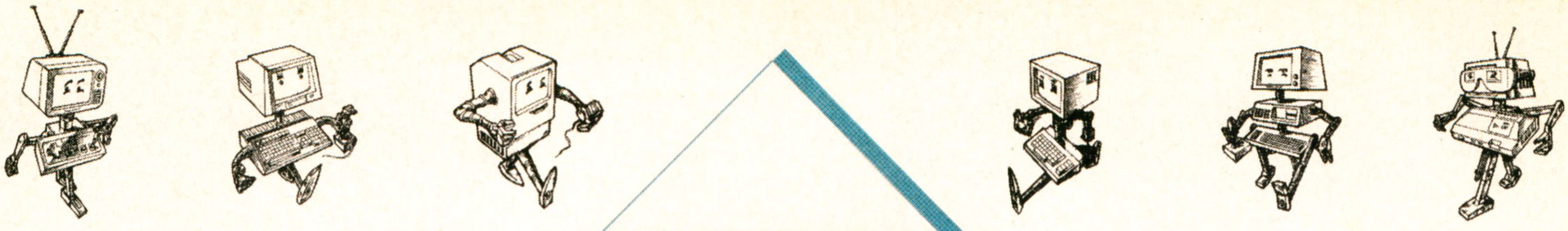
This extra snake explodes when it hits the ground, so grab its head in midair.



Reaching the Nibbleybats in stage 4 is a lot easier if you can find a tongue extender.



In stage 7, hover in front of the Nibbley Dispenser and grab the tads as soon as they squirt out.



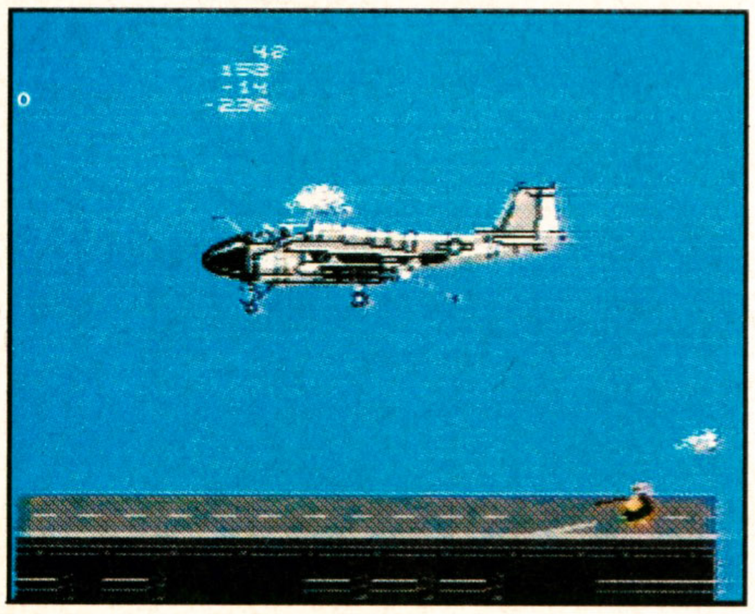
NINTENDO REVIEWS

FLIGHT OF THE INTRUDER

Gary Meredith

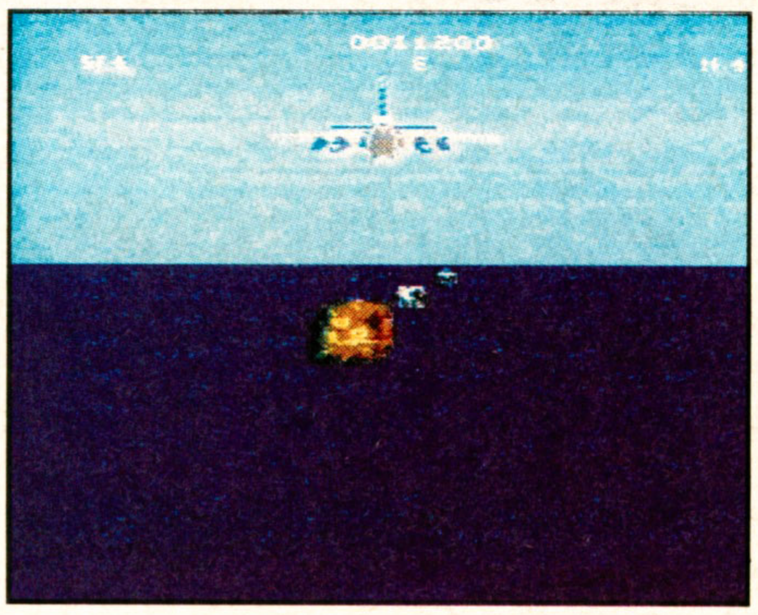
Version reviewed: Nintendo. Also available for IBM, Tandy, and compatible computers. Mindscape/The Software Toolworks, 60 Leveroni Court, Novato, CA 94949.

It's 1972, and the United States is engaged in a stubborn war between South Vietnam and North Vietnam. In an attempt to short-circuit the supply lines carrying weapons to guerrillas in the South, the U.S. Navy starts a bombing campaign against the North. Most of the raids are concentrated on Haiphong, the major harbor, and Hanoi, the capital.



The carrier takeoff is fairly straightforward. It's the landing at the end of each mission that'll really bring on the white knuckles.

The Nintendo version of *Flight of the Intruder* is based on a popular novel, movie, and computer game. True to form, it lets you fly two different planes on a joint mission to cut enemy supply lines. First, you clear the way for the bombers in an F-4 Phantom II, a beast of a plane that's so ungainly it was once called "a triumph of thrust over aerodynamics." Then you finish the job with low-level bombing runs in an A-6 Intruder, the U.S. Navy's versatile jack-of-all-trades. (Incidentally, Phantoms and Intruders were still going strong 19 years later in Operation Desert Storm.)



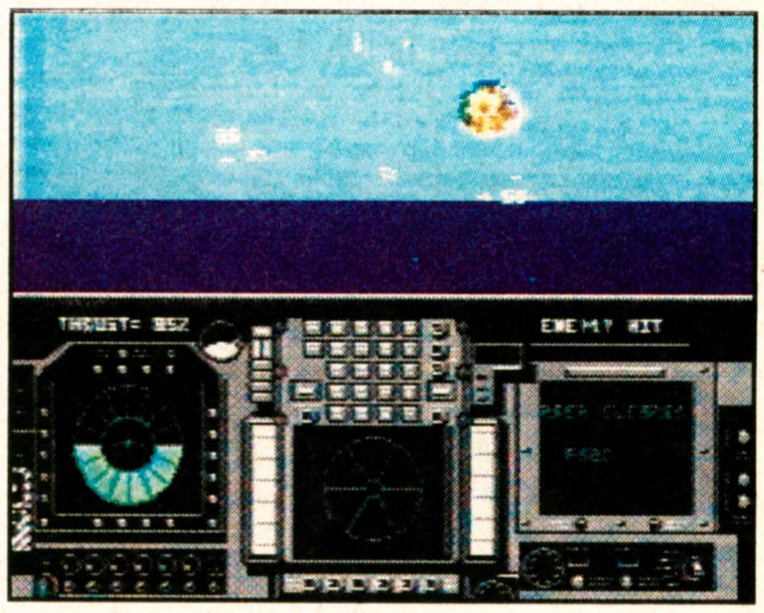
You'll soon discover that MiG-21 jets are not the only enemies to worry about. North Vietnamese gunboats can often down you with a lucky shot.

The game features 12 missions, each with one or more ground targets. You might start a mission in the F-4 Phantom, switch to the A-6 Intruder at the first target, then change back to the F-4 for cleanup operations. You can also earn bonus points for promotions by destroying the various air and ground targets that are trying to destroy *you*. Usually these targets are Soviet-built MiG-21 jet fighters, deadly surface-to-air (SAM) missile launchers, ammo dumps, and surface ships.

Although there are certainly enough unfriendlies taking potshots at you, another part of the game may prove even more difficult: landing your plane back on the aircraft carrier at the end of each mission.

Flight of the Intruder is by no means a flight simulator. You have only the simplest control over your aircraft, and you can't significantly alter your flight path. But it's a good shooter with nice graphics—and it's a bit more challenging than the usual flight-combat game.

GP



The F-4 Phantoms try to clear the way for the following A-6 Intruders. Here's one enemy MiG that won't cause any more trouble.

REVIEWS

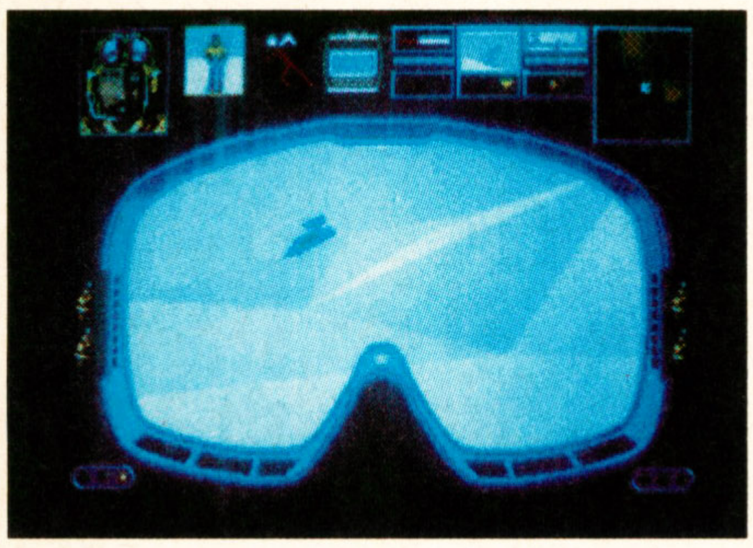
MIDWINTER

William R. Trotter

Version reviewed: IBM, Tandy, and compatibles. Microplay (MicroProse), 180 Lakefront Drive, Hunt Valley, MD 21030.

idwinter is set in the year 2099, during a new ice age caused by the impact of a giant meteorite. Little of the Earth remains habitable, and the only place where an organized society has managed to flourish is on Midwinter Isle.

There, scattered settlements have tapped geothermal power sources to create the rudiments of industry. The settlements have been at peace for many years, and their only armed forces are the handful of constables who make up the Free Villages Peace Force.



Here's a ski-guerrilla's view of an enemy snowmobile. Hit-and-run tactics are a must if the invaders are to be defeated.

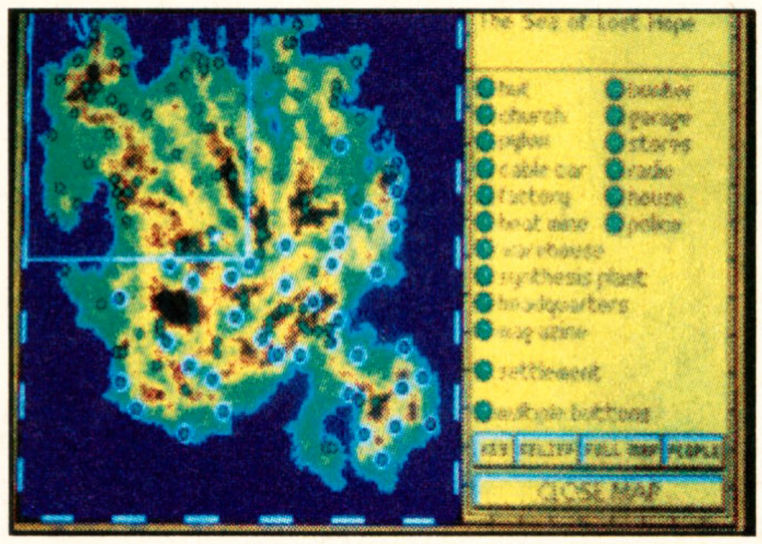
As the game opens, the settlements face an invasion by a vicious megalomaniac named General Masters. His mechanized columns (armed snow buggies and supply vehicles) are fanning out rapidly and have caught the scattered Peace Force by surprise.

You play Captain John Stark, leader of the Peace Force, who suddenly finds himself under attack in a remote wilderness location. You must contact other citizens of the Free Villages — constables and civilians alike — to organize resistance.

Your defenders can travel on skis, snow buggies, and hang gliders. You must improvise your military tactics, depending on who and what is available from one location to the next. By using sabotage, ambushes, and scorched-earth tactics, you can slow down the invaders and whittle down their strength until the time is ripe for a counterattack.

You can recruit up to 32 characters, all with their own attributes, friendships, and enmities. Some characters work well together, but some loathe one another and are virtually useless until matched with someone compatible. One of the major challenges in *Midwinter* is to make the best use of your people as well as your firepower.

Much of the action takes place



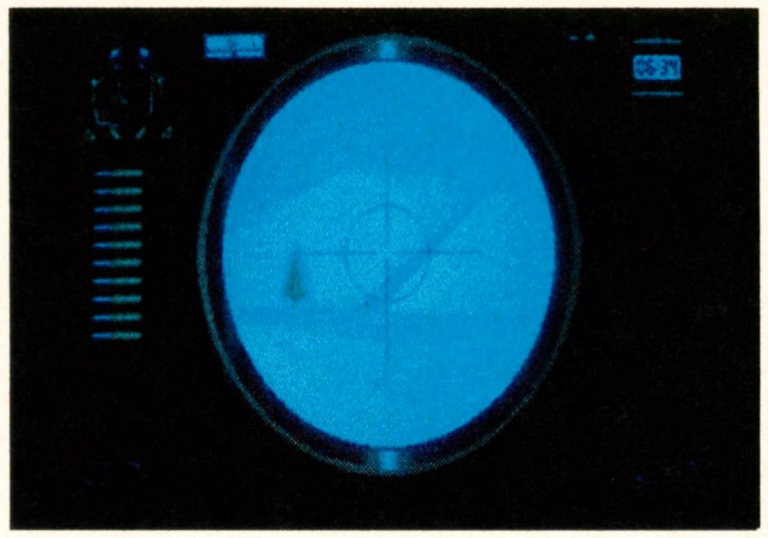
Midwinter has a vast playing area — 160,000 square miles, most of it mountainous.

from a first-person, eye-view perspective as the characters ski, drive, or fly across the craggy arctic landscape. The fractal-generated graphics are striking.

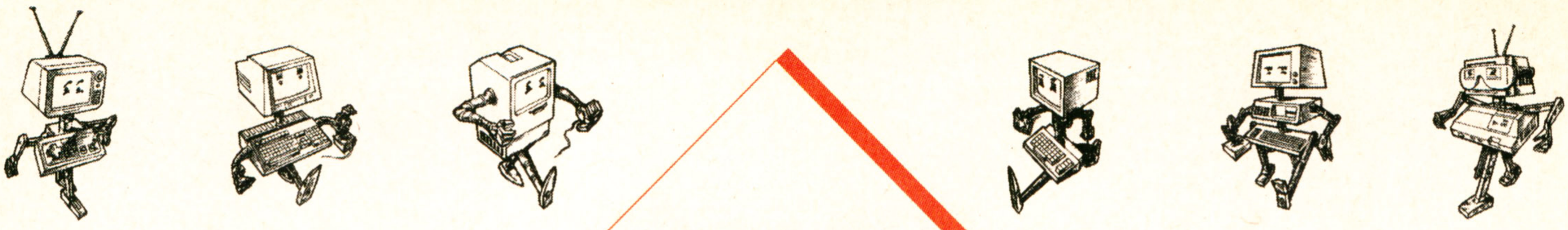
The strategic choices are virtually limitless, since each new game is slightly different. Yet the player interface keeps the game manageable, and the documentation is excellent.

Midwinter is a very difficult game to win. It calls for bold risks and unorthodox tactics. This is a war game that will appeal most to players who have fantasies of becoming intrepid guerrilla chieftains ("Lawrence of Iceland"?), and its blend of strategy and role-playing is gripping.

GP



Church towers make excellent vantage points for snipers.



NINTENDO REVIEWS

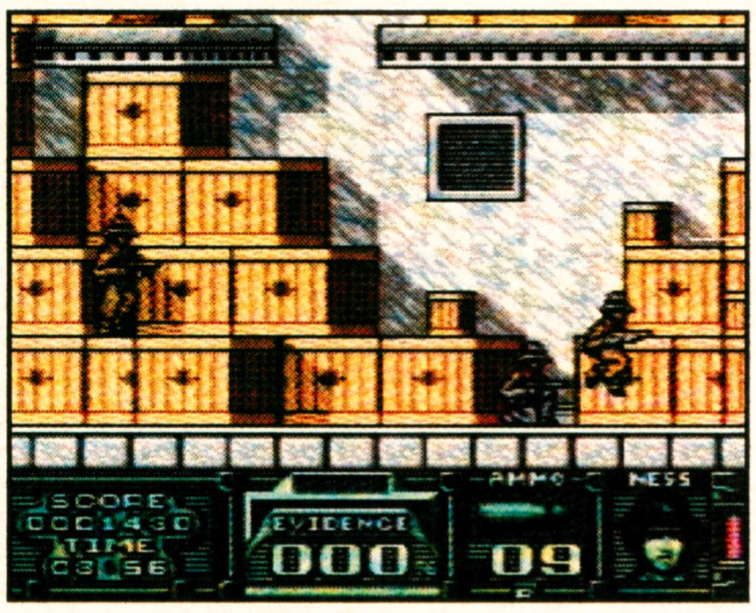
THE UNTOUCHABLES

Richard Lashley

Version reviewed: Nintendo. Ocean, 1855 O'Toole Avenue, Suite D-012, San Jose, CA 95131.

A cold, icy wind whips through the streets of downtown Chicago. From a basement nightclub, a new kind of music drifts into the night — jazz. It's the 1920s, the "Roaring Twenties."

But tonight, other sounds are heard on the streets — the rumble of a passing car, the rasp of a Tommy gun, the crash of bullets shattering glass. Suddenly the music stops. That'll be the last time one unlucky club owner neglects to pay his debts to Chicago's crime boss, Al Capone.



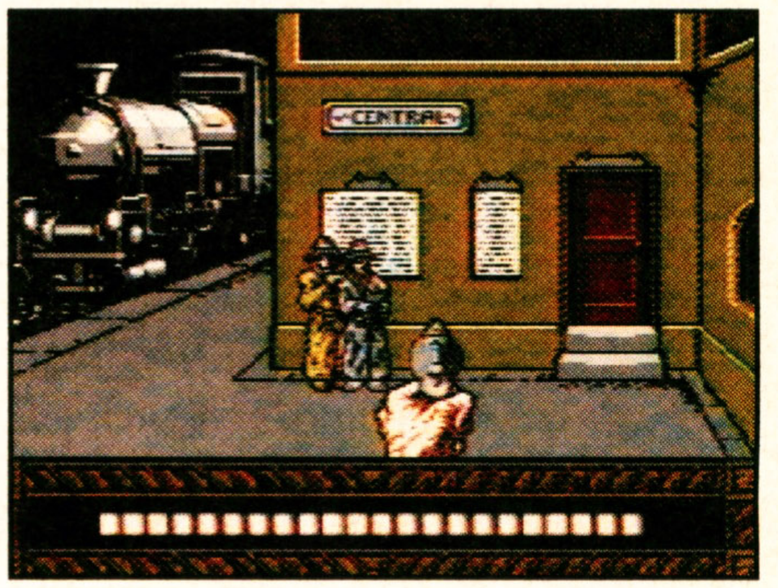
With limited ammo and just one character (you can't switch cops here), you must chase down Capone's crooked accountants to gather evidence.

In alleyway gunfights, you must shoot a certain number of thugs within the time limit. Switch cops frequently to conserve energy.

It's the era of Prohibition and gangsters, and someone needs to clean up Chicago. In *The Untouchables*, based on the movie, you join the elite crime-fighting team spearheaded by federal agent Eliot Ness. You're waging a war against Capone and other ruthless criminals, and your battleground is the streets of Chicago. Your marksmanship will be tested through seven levels of warehouse raids and alleyway gunfights as you race against a time limit.

To get to Capone, you need to be a *real* good shot. Several stages feature shooting-gallery action with Capone's thugs as the targets. The cross hairs of your gun move rather slowly, but it's still quite possible to stop the bad guys.

With all that hot lead flying, naturally you're going to suffer a few hits. Luckily, you can switch your character between four of Chicago's best cops: Eliot Ness, George Stone, Oscar Wallace, or Jim Malone. This lets you recharge one character's energy while you're using another.

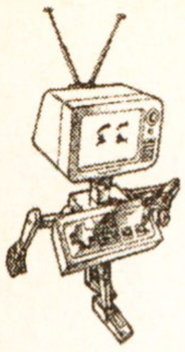
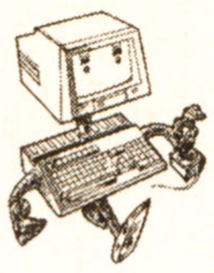
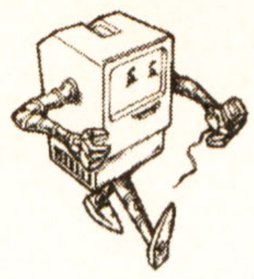


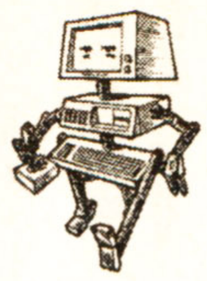
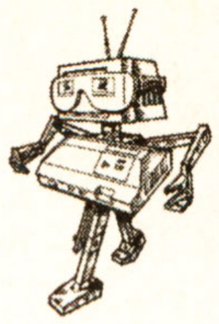
George Stone is an expert marksman. In stage 6, you'll need his skill to shoot off the *hat* of this gangster, who's holding a hostage.

In some scenes, however, the scrolling is terribly jerky, which can make things very confusing. In stage 2, for instance, you're chasing some of Capone's crooked accountants through a warehouse. When you clamber up some crates to the second floor, the scene changes so abruptly that you'll often lose track of your quarry. And that's a problem, because in the brawls leading up to Capone's arrest, you can't afford to lose sight of your opponents — not even for a second.

Aside from the occasionally rough graphics, *The Untouchables* does well. The shooting-gallery sequences are challenging, and the ability to switch characters makes the game worth a trial run.

GP

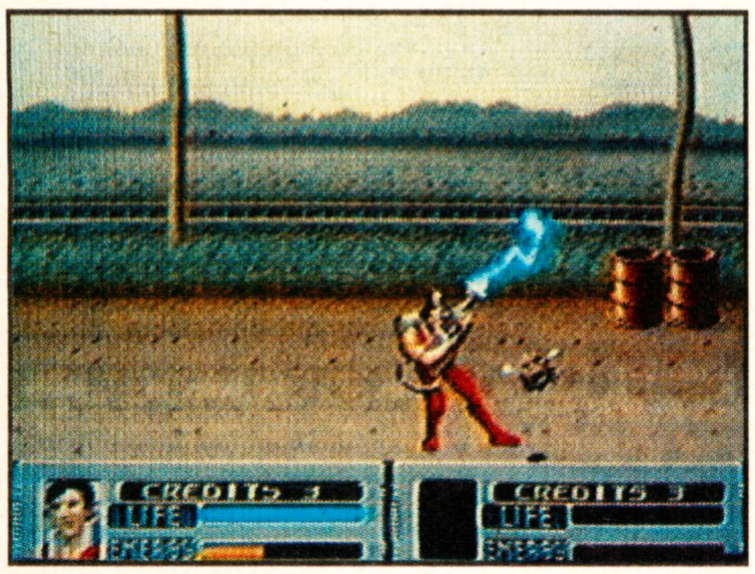
SEGA REVIEWS

ALIEN STORM

Matthew A. Firme

Version reviewed: Sega Genesis.
Sega of America, 573 Forbes Blvd.,
South San Francisco, CA 94080.

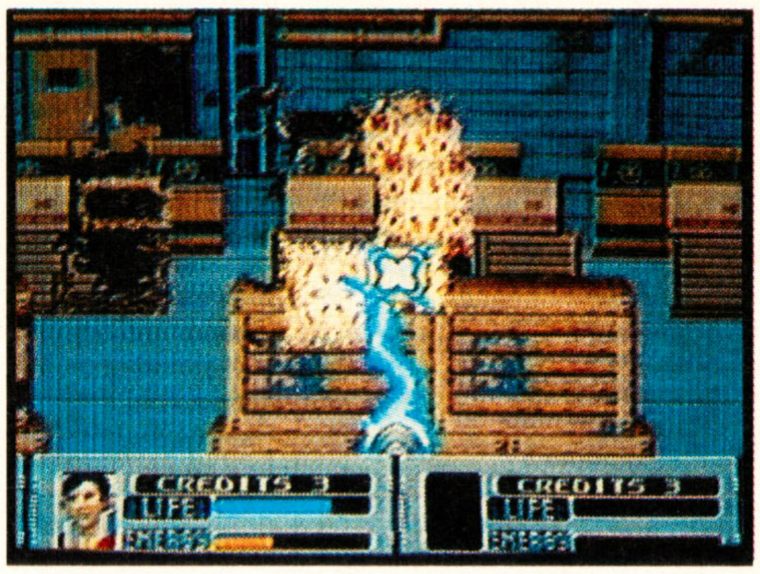
This time, the alien infestation is *really* bad. Forget about intercepting the alien fleet far away in outer space — the aliens have already landed. They occupy homes and stores, and they've even taken on human form. They're everywhere!



Your weapons have a limited range, so every encounter feels like hand-to-hand combat. Shoot this tiny alien head to get a battery.

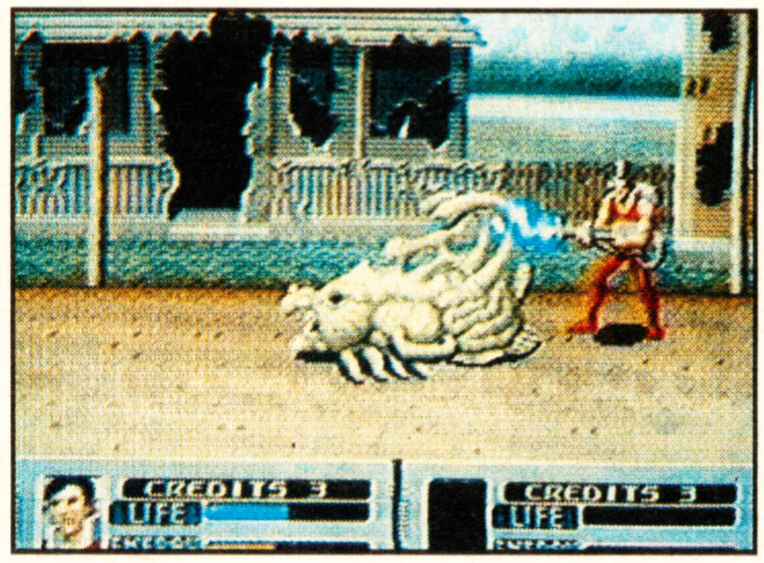
Alien Storm throws you right into the middle of this invasion. As one of three characters (a burly Elvis lookalike, a blonde woman, or a big robot), you'll march into Anytown USA and begin bashing monsters. And bashing and bashing. The aliens really *are* everywhere, and you'll do a lot of fighting before you're done.

This game looks and plays a lot like *Golden Axe*. You've got a similar choice of three characters, and each character can attack with conventional weapons or magic — although this time, the magic is more like a scientific superweapon. As in *Golden Axe*, your character performs any one of several different attack moves when you press the attack button. He or she might zap the alien with an energy rifle, smash the alien with a gun butt, or shoot the monster with a pistol. You can also perform running and leaping attacks, as in *Golden Axe*. But no matter which form of attack you choose, all are of such short range that you might as well be swinging an axe.



The first-person scenes are like a shooting gallery. Blast everything you can to uncover extra batteries and first-aid kits.

Unlike *Golden Axe*, though, *Alien Storm* isn't all side-scrolling action. At the end of each mission, it switches to a first-person shooting game. You control a gun sight, moving it around the screen to shoot aliens. One of these scenes takes place in an electronics store, and as you blast the aliens, you'll also blow up televisions, stereos, and neon sales displays.

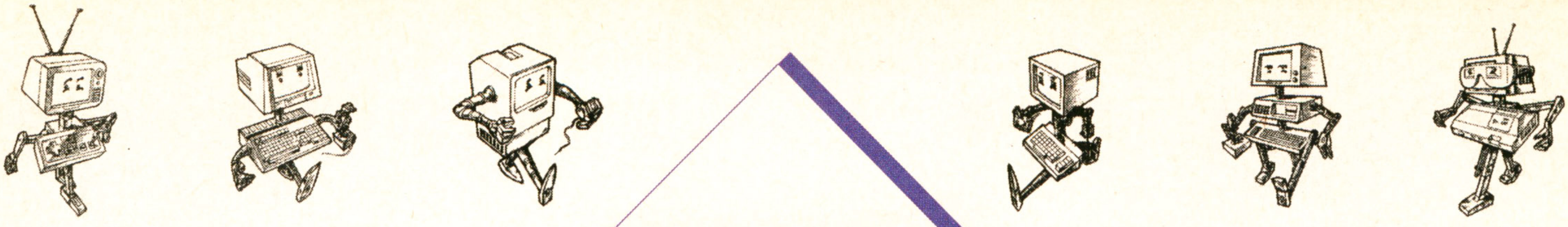


Try not to waste your special weapons on this alien boss — he's tough, but much tougher monsters await you.

The most outstanding feature of *Alien Storm* is its graphics. Like most games designed by Sega, it looks great and really takes advantage of the machine's capabilities. The game play, though, is average. Occasionally a large alien boss will march onto the screen, and sometimes the aliens all begin running to the right, and you'll find yourself speeding after them. Toward the end of the game, you'll board the Mother Ship. But aside from these few scenes, there's not much variety in the action or the enemies. Most of the time you battle a screen full of aliens, zapping them and moving on.

Alien Storm is a good-looking game, but ultimately it falls victim to a repetitive, walk-and-shoot routine.

GP



NINTENDO REVIEWS

POWER BLADE

Gary Meredith

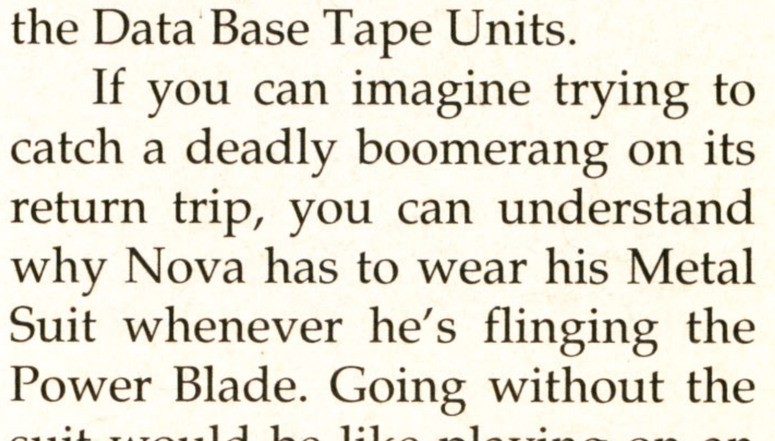
Version reviewed: Nintendo. Taito, 390 Holbrook Drive, Wheeling, IL 60090.

Earth is glowing with peace and prosperity by the late 22nd century. The Master Computer has brought order to the chaos that so often threatened to destroy the works of mankind. But this paradise can't last for long — at least, not in the world of videogames.

In *Power Blade*, the paradise is shattered when alien terrorists gain control of the Master Computer. Somehow, the six different Data Bases within each of the computer's six sectors must be reintegrated. To do this, someone must collect the Tape Units which contain the Master Computer's control programs. But who can tackle the job? Fortunately for humanity, there's *you*, Nova, and your fantastic weapon, the Power Blade.

The Power Blade can best be described as a super boomerang. Although it's always deadly, its power depends on the readings on your power meter. Power-ups can be found throughout the computer control sectors, but they don't last long, so you'd better grab them quickly.

You can also upgrade to the more powerful Boomer 2 and Boomer 3 Power Blades, and even control more than one blade at the same time. Other items to look for include grenades, which can clear out bad guys on a wholesale basis, and burgers, which replenish your strength. Strength is important, since you'll need all you can get to battle the guards who watch over the Data Base Tape Units.



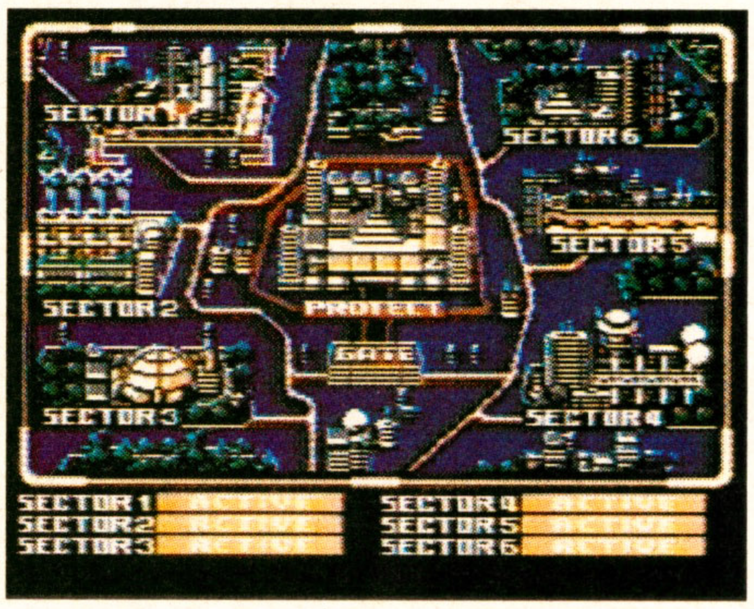
A full power-meter reading is necessary before taking on this guard. The direct approach — a frontal attack — is best. Maneuver to keep the guard in front of you.

If you can imagine trying to catch a deadly boomerang on its return trip, you can understand why Nova has to wear his Metal Suit whenever he's flinging the Power Blade. Going without the suit would be like playing on an Olympics javelin-catching team.

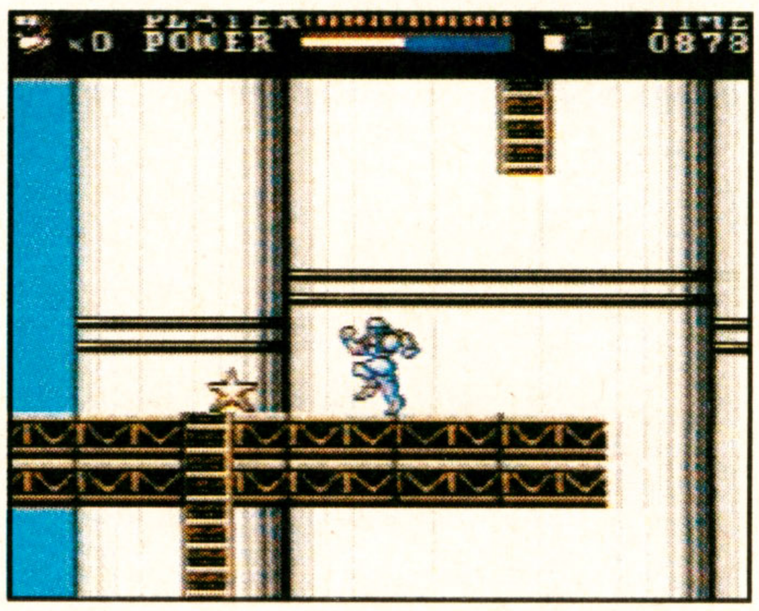
If you think that mastering the Power Blade is everything in this game, think again. Jumping is also an art to be developed. And it's crucial to make your way through each sector as quickly as possible, because there's a time limit. It varies from 999 seconds in the game's "normal" mode to only 300 seconds at the "expert" setting.

Power Blade is all-out action from beginning to end. The graphics are great, and there's enough challenge to satisfy any veteran gamer without discouraging novices. This looks like another arcade-action winner for Taito.

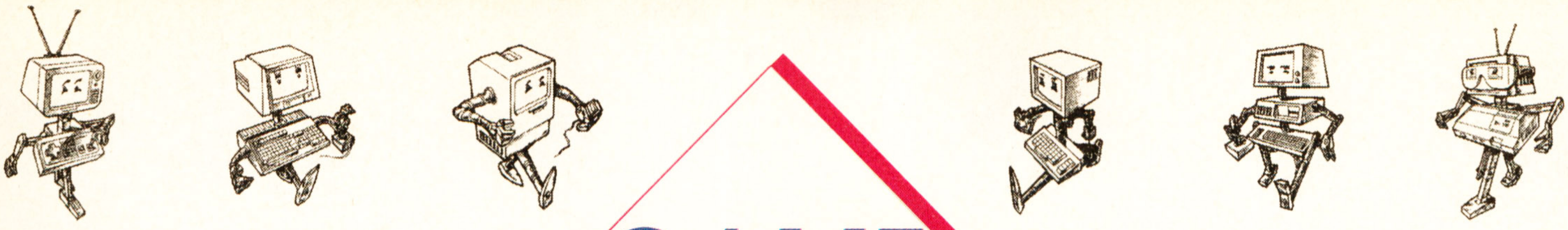
GP



Each sector of the Master Computer contains Data Base information on a special Tape Unit. You must recover all six units to regain control of the computer.



You're going to need all the energy you can muster for your Power Blade, so don't pass up any of the power-ups you come across.



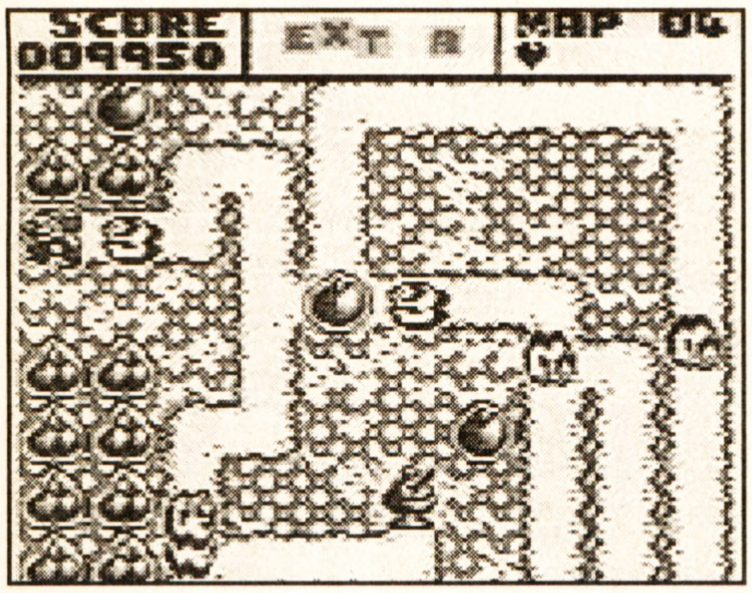
GAME BOY REVIEWS

MR. DO!

Phill Powell

Version reviewed: Game Boy. Ocean of America, 1855 O'Toole Avenue, Suite D-102, San Jose, CA 95131.

Mr. Do has a rocky and treacherous path ahead of him, and we're not referring to the little tunnels he digs while looking for cherries to eat. Although the title character of Ocean's *Mr. Do!* faces a number of dangers, the greatest threat comes from *outside* his own game. That's where Mr. Do has to compete with a crowded field of Game Boy games that are packing more and better action into their small dimensions.



This enemy is fast on your trail. You'd better start hustling away from him or be prepared to lose a life.

Mr. Do! is by no means a *bad* game. There's definitely some fun in helping the busy Mr. Do stay a step ahead of the tiny terrors following him. The game may even find some fans among younger, less experienced, players.

It's doubtful, however, that *Mr. Do!* will attract the same crowds which made the original game an arcade hit in the early 1980s. The world of videogaming is like a bakery — customers want their games hot and fresh.

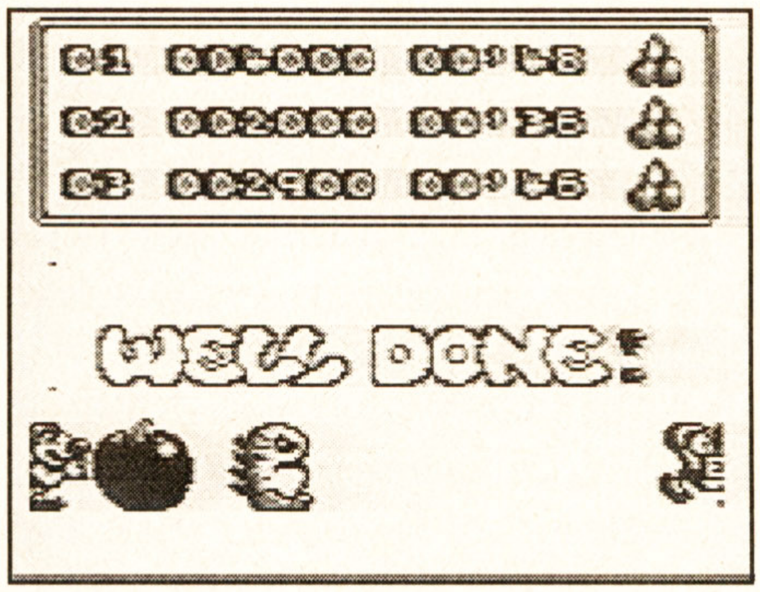
In all fairness, the designers have tried to update *Mr. Do!* by adding improvements that certainly make the game easier to play. The best addition is a map screen that shows the entire layout of a playing field. Normally you'd only see a portion of the field, so the map is a real plus.

Players who like to get into a new game right away without reading complicated instructions may enjoy *Mr. Do!*, because it's a simple game that doesn't require much explanation. Mr. Do is a little man who tunnels through a series of fields, and his main job is to collect the cherries scattered everywhere. Various enemies follow him through the network of tunnels he leaves in his wake.

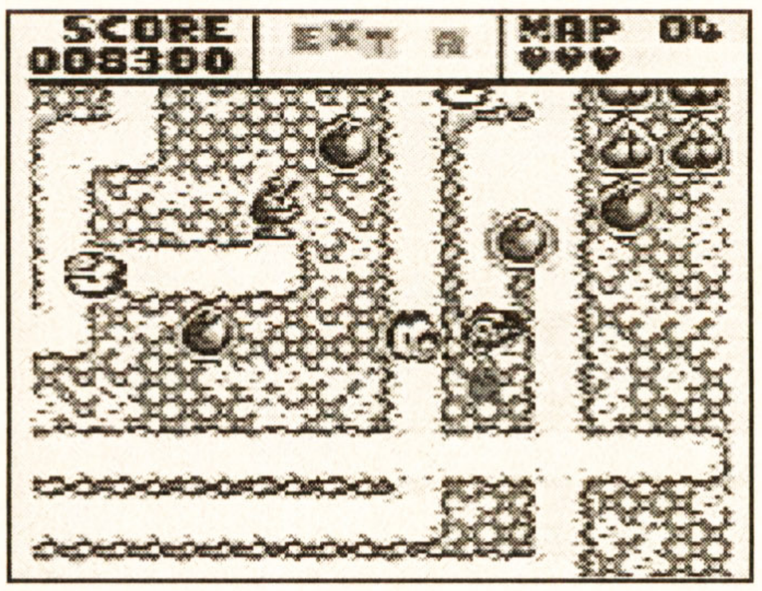
To defend himself, Mr. Do has a few "smart bombs" that'll clear out everything within a small area. Another way to destroy enemies is to lead them up a vertical tunnel, then dislodge one of the many boulders lying around. It'll fall and crush the enemy below.

If *Mr. Do!* reminds you of *Pac-Man* or *Dig Dug*, you're right on the money. Elements of both games are mixed together here, and that may be part of the problem. A game doesn't have to be dazzling, tricky, or exceptional to be fun, but it does have to contain something interesting and original to stand the test of time. Unfortunately, *Mr. Do!* doesn't.

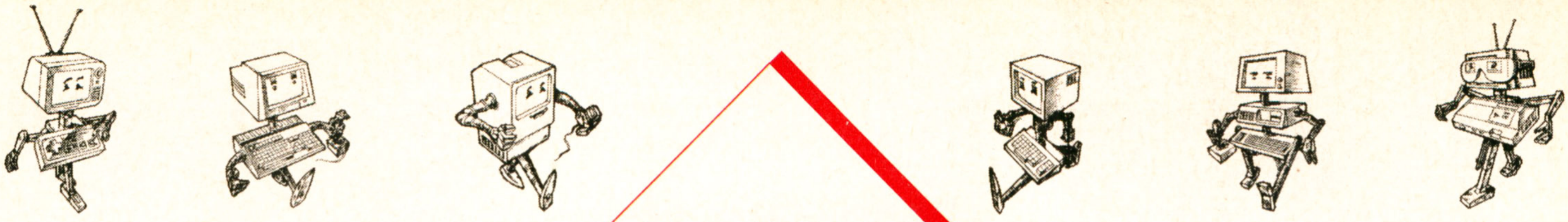
GP



After you complete the first three levels, you'll be congratulated by a parade of the game's lighthearted characters.



In addition to crushing enemies, dislodged boulders can knock Mr. Do out of the game, too.



NINTENDO REVIEWS

SUPER CARS

Richard Lashley

Version reviewed: Nintendo. Electro Brain, 573 East 300 South, Salt Lake City, UT 84102.

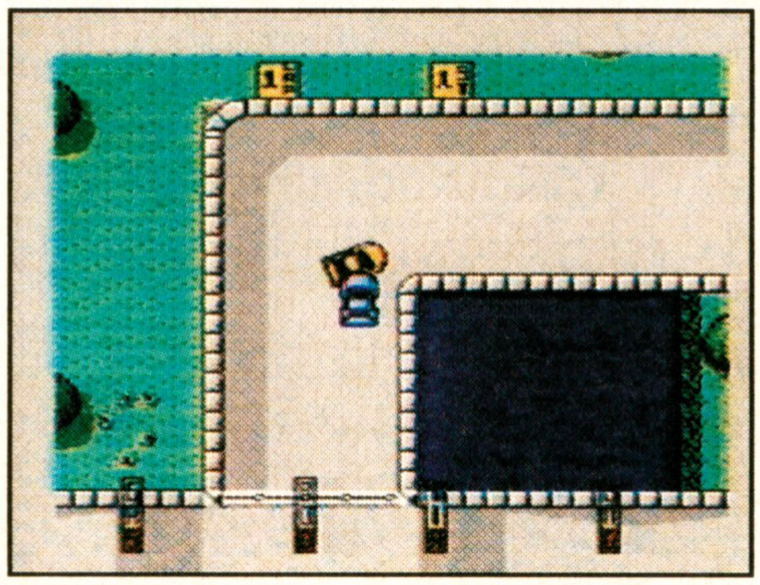
Fact and fantasy—sometimes they can be blended, as they are in a racing simulator. Some people dream of racing cars, but lack the money or the nerve to drive 200 miles an hour down a stretch of asphalt through a pack of competitors. A game like Electro Brain's *Super Cars* offers a chance to race but is a lot safer than reality.

Super Cars offers nine different racetracks. If you conquer all nine, you'll enter a new season of racing with an even faster car.

First, however, you should visit the garage to buy such items as turbochargers, super brakes, and even missiles. In addition to these basics, the garage also sells a few helpful options. For instance, you'll find that your car handles like a brick around sharp turns, so it's wise to invest in power steering. But even with this option, passing other cars is tedious because the game's steering can cause you to lose control unpredictably.

Success rides on the decisions you make at the garage. Depending on how much cash you have, buy such basics as gas and tires, then splurge on some options.

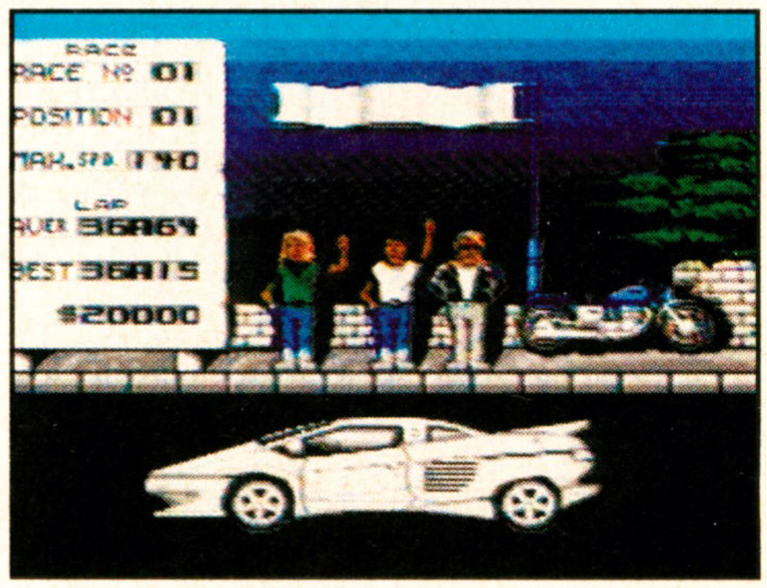
When the green flag drops, your foot crunches down on the accelerator and you're off. If this is your first race, even the most skilled players are wise to select track 1.



Your car has four gauges to watch — and *don't* ignore them. After a collision, the gauges show the extent of the damage.

This course is more tolerant of your mistakes, and it's a preview of the more difficult tracks to come.

From your overhead view in *Super Cars*, the bland scenery surrounding the different courses never changes. On the advanced courses, however, you'll see more oil slicks, ice patches, and tricky curves. Unfortunately, the advanced tracks may test your patience more than your skill. If you don't place at least third in every race, you must begin your career all over again, which can be frustrating. And the repetitive turns on the tracks can become monotonous after a while.



After the checkered flag waves, it's time to check the status board to see your final position.

Your highly tuned car is the key to your career, so try to keep it in peak condition. This isn't easy, because proper maintenance costs a fortune, and only the top three drivers in each race win cash. If you can't afford to maintain your car, it might explode during a race.

Super Cars probably won't attract any new players to driving simulators. However, those who already enjoy racing games may like the strategy that's required to build a successful career. Nonetheless, it's wise to check under the hood before driving this game home.

GP

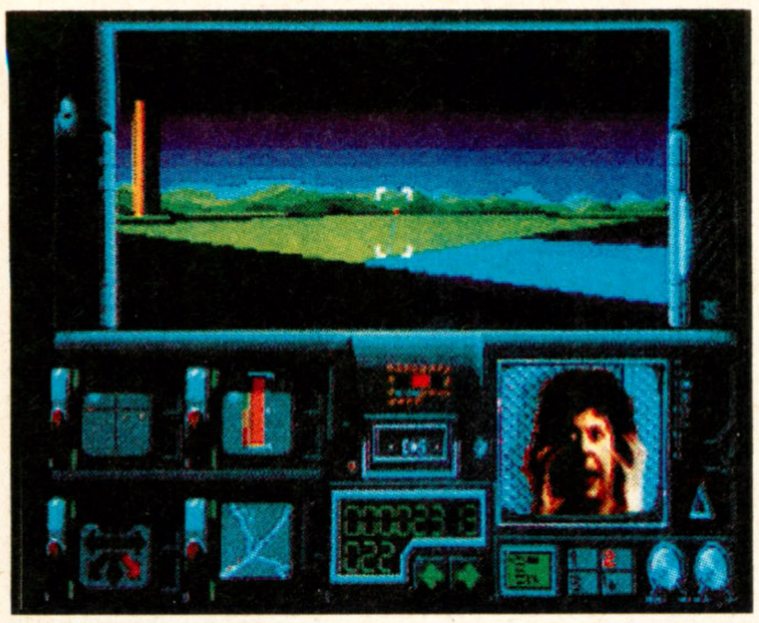
REVIEWS

HOVERFORCE

Stephen Poole

Version reviewed: IBM, Tandy, and compatibles; 640K minimum memory; hard disk optional but recommended; EGA, VGA, or Tandy 16-color graphics; supports Ad Lib, Soundblaster, Roland MT-32, and LAPC-1 sound boards; mouse and joystick optional. Accolade, 550 S. Winchester Blvd., San Jose, CA 95128.

Action games for PCs can be a mixed bag. On the one hand, they usually sport superior graphics, greater depth, and better save-game features than videogames. But fumbling around on a keyboard or pushing a mouse around your desktop just doesn't come as naturally as using a control pad or a joystick, and PC games often can't match the smooth, fast-paced animation of videogames.

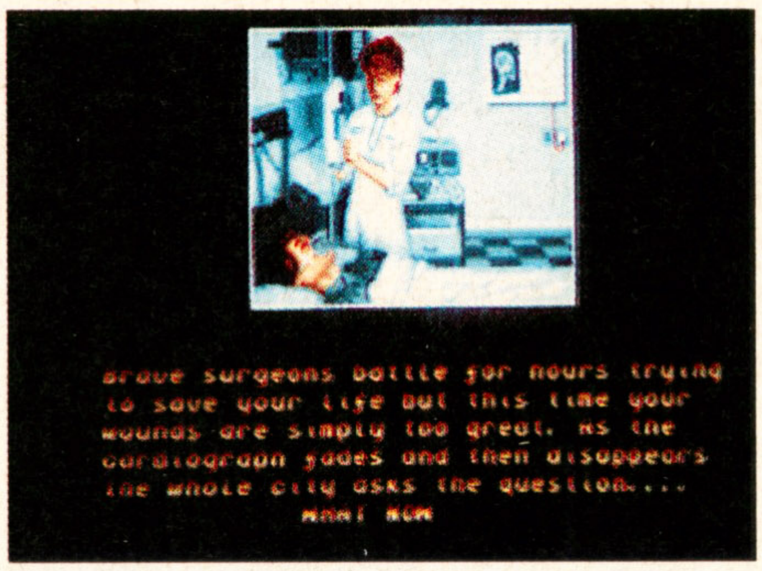


Destroy a smuggler's ship to wipe the smiles off the faces of the top drug lords in the city.

Hoverforce will change the notion that you have to hook up a videogame system to get a blast of high-octane action.

The premise of *Hoverforce* is simple. As a member of the elite Red Wasp Unit, it's your job to stop the distribution of a biotech serum called Aftershock. Aftershock is so addictive that users will gladly kill to protect the crime lords who distribute the drug.

You pilot a Hoverkill 1000, a hovercraft so fast that its pilots must be biotechnically enhanced. Your mission is to interdict drug runs, which means destroying enemy crafts and gathering evidence which will eventually put the four drug lords out of business.



Fighting crime in the 21st century is no cakewalk — not even for a member of the Red Wasp Unit.

You'll need more than skill for this job — you'll also need money for repairs and upgrades to your craft, so grab the payoff money that's dropped when you destroy a ship. (You also get credit for confiscating Aftershock.) If you successfully stop a drug run without grabbing all the possible money and drugs, you may suffer a fatal shortage of cash later.

You can add a plasma cannon and guided missiles to your hovercraft's weaponry, but they don't come cheap.

Some of the graphics are exceptional, especially the digitized photos of the bosses and the scenes after the death of a drug runner (or *you*). The graphics on your ship's viewscreen aren't quite as impressive, but you're moving so fast there's no time to admire the scenery, anyway.

Whether you pilot your hovercraft with the keyboard or a combination of a mouse and the keyboard, you'll hold on for dear life as you zip just above the streets and landscapes, blasting anything that moves. For its pedal-to-the-metal animation, double-barreled action, and crisp graphics, *Hoverforce* deserves an A-plus — and moves to the top of the class of arcade-action games for PCs.

GP

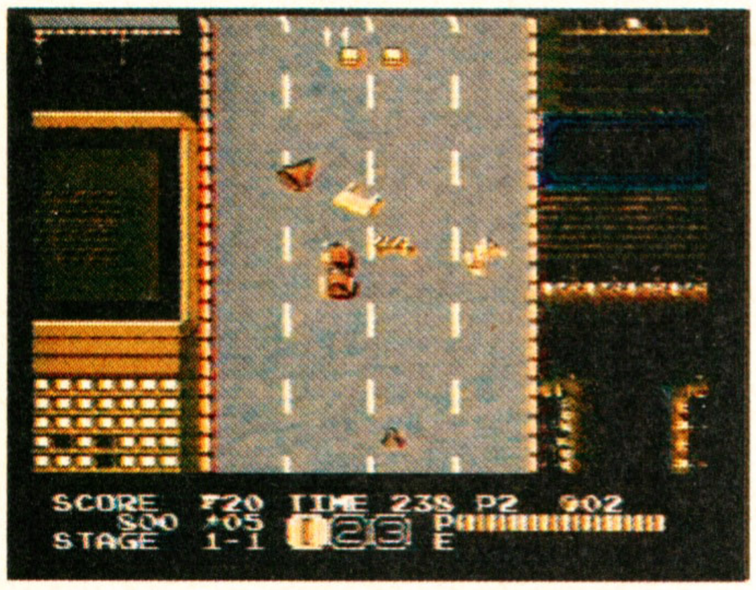
NINTENDO REVIEWS

VICE: PROJECT DOOM

Richard Lashley

Version reviewed: Nintendo. American Sammy, 2421 205th Street, Suite D-104, Torrance, CA 90501.

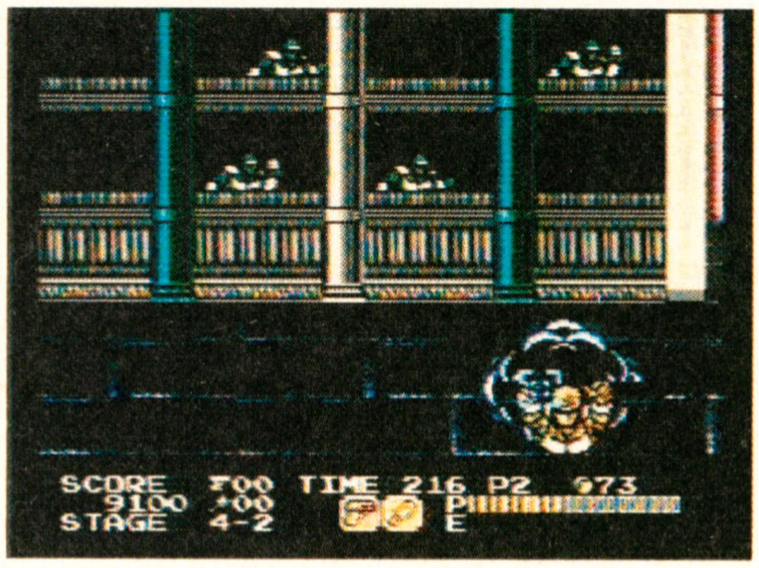
Like obnoxious relatives who just won't leave your house, the space aliens in *Vice: Project Doom* have decided to stay and set up shop on Earth. They've even gone into business. Their company, BEDA Corporation, produces Gel, a drug they need to survive in the Earth's atmosphere. Gel is a big hit with humans, too — it makes people feel on top of the world. Then they die.



You have to weave Hart's car through these cluttered city streets. The roadblock signs and polycones can't hurt you, but be sure to attack the other cars as well as the large pieces of trash lying in the road.

Our alien "guests" must be stopped, but how do you fight super-powerful creatures who regard our laws and weapons with mere amusement? Answer: Call in Vice Officer Quinn Hart. This lone supercop has to fight his way through 11 stages to destroy the biggest drug empire in the world.

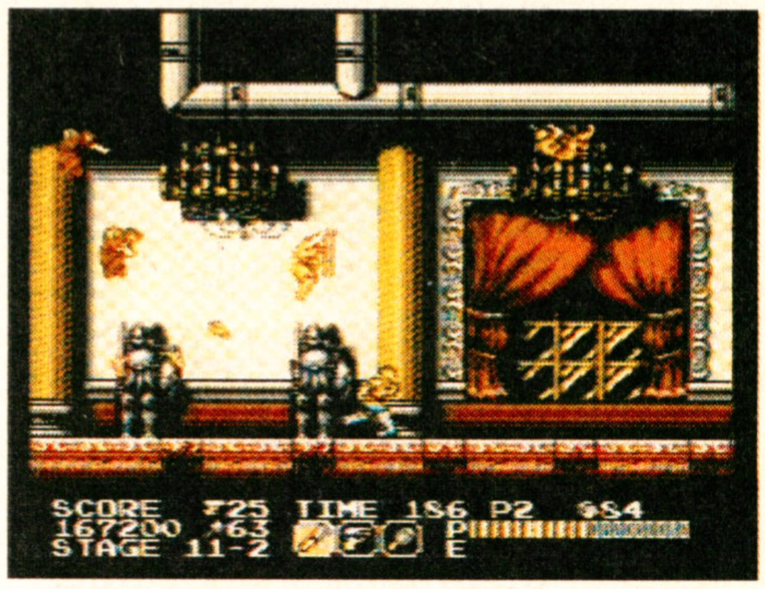
At first, the graphics in *Vice* might remind you of *Ninja Gaiden II*. There's even a familiar battle atop a speeding train. However, *Vice* goes one step further, not limiting you to the typical side-scrolling action. Thanks to an overhead view of the car chases and a first-person, behind-the-gunsight view of the shootouts, *Vice* never becomes visually monotonous — even though the colors are rather plain.



In stage 4-2, use the cross hairs of Hart's gun to aim at the aliens, then blast away. When a dead enemy leaves behind a power-up, grab the item by shooting it.

Hart's standard-issue weapon is a whip (which actually looks more like a sword). Along the way, you'll also find grenades, life power-ups, and bullets for your gun. The whip is effective against ordinary enemies, but you'll need other weapons for blasting the stage bosses.

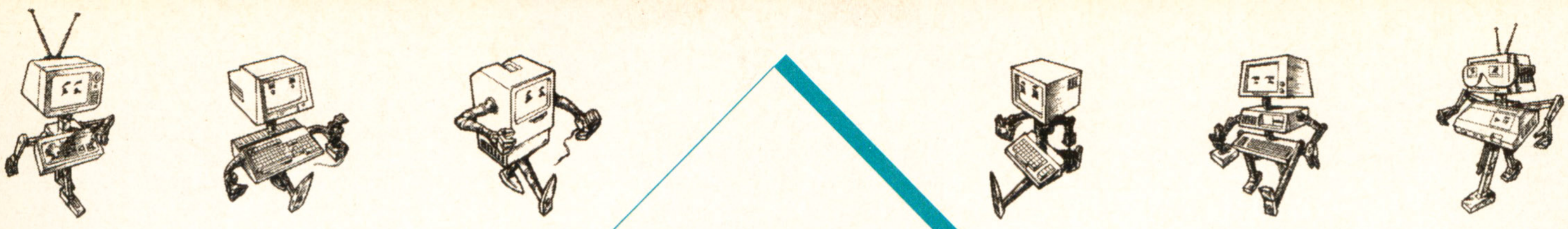
You can also use Hart's armed speedster to blast alien drug-runners off the road. The scrolling during these scenes is surprisingly smooth. It's so real that when you ram the polycones and roadblock signs, you'll almost duck for cover as the objects fly up at you. But sometimes you can't trust what you see, especially near the end of the mission when the alien drug lord reveals a shocking surprise about Hart. (Does Hart have something in common with Robocop?)



In stage 11-2, this alien stronghold is patrolled by wall-climbing orange ninjas and magical red ninjas who conjure up devastating spear volleys.

Vice: Project Doom is an entertaining game. While the plot isn't terribly original, the different perspectives keep you entertained to the end — whatever *that* might be.

GP



NINTENDO REVIEWS

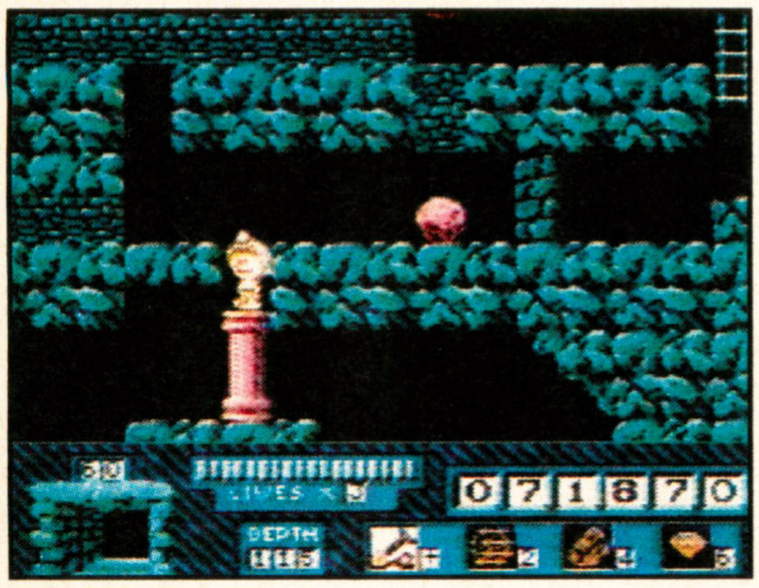
DIGGER T. ROCK

Lisa M. Bouchey

Version reviewed: Nintendo. Milton Bradley, 443 Shaker Road, East Longmeadow, MA 01028.

For years, Digger T. Rock has dreamed of burrowing deep underground to find a lost city filled with treasure. Now he has unearthed a sign pointing the way to the buried city — but he's also having second thoughts about moving enough earth to uncover it. With your help, Digger T. can tunnel through eight mysterious caverns on his quest to find the hidden riches in *Digger T. Rock: The Legend of the Lost City*.

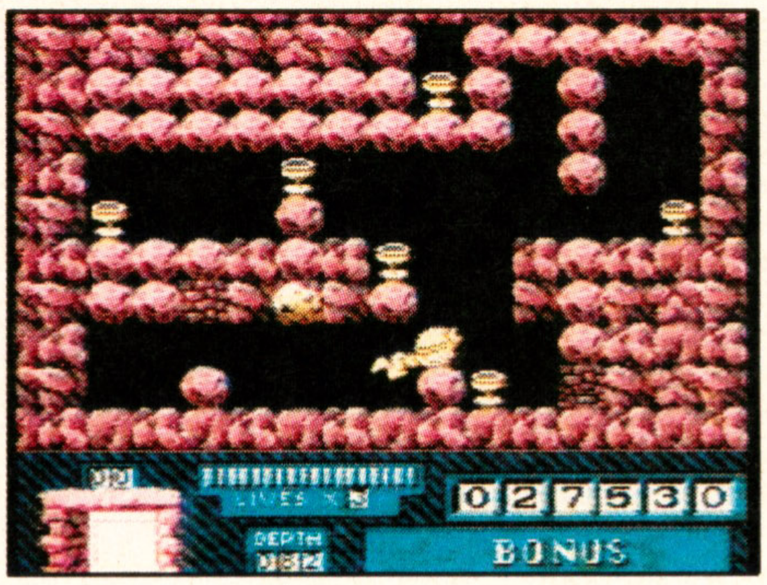
In each cavern, you must locate a hidden pillar and push it down to open a secret exit. After the exit door opens, you have 60 seconds to escape the cave. If it looks like you're not going to make it, return to the pillar, push it down again, and make another dash for the exit.



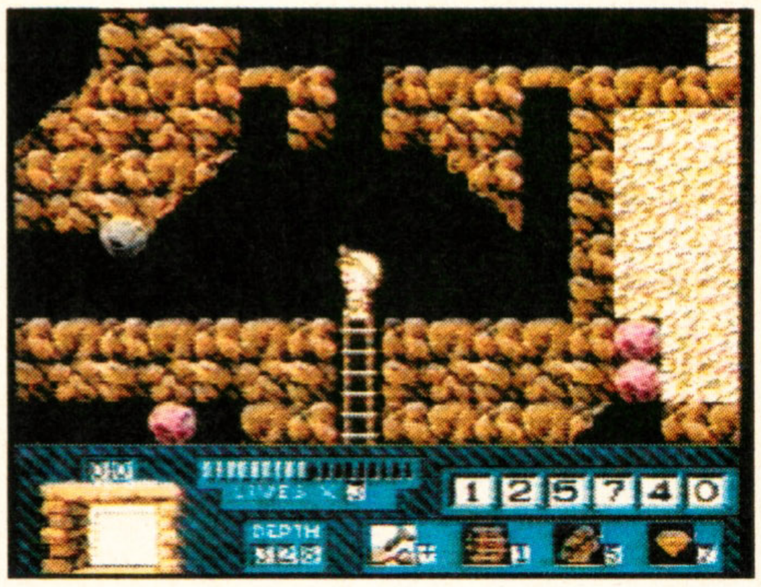
Pushing down the secret pillar will open the exit door for 60 seconds. Don't waste time — when you leave a cavern, you earn points for every second left on the clock.

Keep an eye out for enemies and supplies as you burrow underground. Your shovel is handy for swatting the enemies, but to hit them from a distance, you'll need rocks to throw. You can find special throwing rocks by digging into the walls of rock above you.

The only supplies you can carry are rope ladders, dynamite, and jewels, so pick up extras whenever you stumble across them. Rope ladders can be dropped from certain places to make your climbing safer, and dynamite is necessary to blast some enemies and obstacles off the screen.



When you exit a cavern, you'll find yourself in a bonus room. Collect eight treasure cups before time runs out to earn an extra life, but don't get trapped by falling boulders.

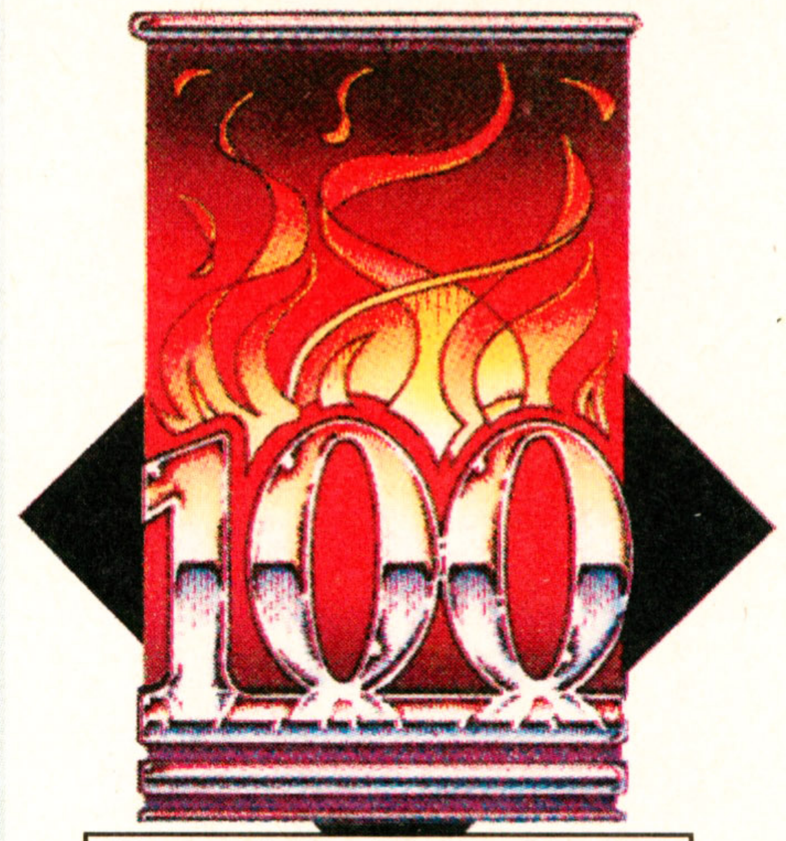


Learn the layout of each cavern so you'll know where you can jump safely and where you need to drop a rope ladder. Sometimes you won't need the ladder to get down, but you might need it to climb back up.

Some caverns contain towns and trading stations where you can barter your jewels for extra supplies. One jewel will buy you eight rope ladders, eight sticks of dynamite, or 26 throwing rocks. You'll need plenty of explosive power to clear the lower levels, but if you make it safely through the door of the deepest cavern, Digger T. will see a dream come true.

Colorful characters and a simple story make *Digger T. Rock* a good game for younger players, but the tricky game play and complicated mazes will slow down even experienced gamers. Don't be surprised to find yourself frustrated the first few times you play. But if you dig deeper, *Digger T. Rock* is worth the effort.

GP



GUIDEPOST

THE HOT 100

The Hot 100 is a list of video and computer games covered in recent issues of *Game Player's*. The ☆ symbol indicates games added in this issue.

KEY TO VERSIONS: **NES** (Nintendo Entertainment System); **Game Boy** (Nintendo Game Boy); **SMS** (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); **CDTV** (Commodore Amiga/CDTV); **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.*

☆ **The Adventures of Lolo III** is the latest, biggest, and best installment yet. Again, the emphasis is on logic, not violence, as you guide Lolo (a little round guy with big feet) through a series of puzzle rooms in a castle. But this time, your mission isn't to rescue Princess Lala; playing as either Lolo or Lala, you're out to rescue your friends, who have been turned to stone. *Lolo III* is top-notch family entertainment. HAL America, for NES.

Arch Rivals is a basketball game that might better be called *Michael Jordan's Punch-Out.* Are you up against a tough opponent? No problem — just deck him with a rabbit punch and steal the ball. There's no such thing as fouls in *Arch Rivals.* Yet despite the free-for-all rules, you can still dribble, pass, fake, shoot, steal, snatch rebounds, block your opponent's shots, and perform slam-dunks. Fast-moving and entertaining. Acclaim, for NES.

Balance of the Planet is game designer Chris Crawford's expansive follow-up to *Balance of Power.* This time you play a United Nations high commissioner who controls all decisions affecting Earth's environment. It's an awesome job, because you soon learn the complex relationships between scientific research, industrial and agricultural production, pollution, conservation, family planning, overpopulation, and much more. Not just a game, it's really a first-class educational tool that's also interesting to play. Chris Crawford Games (distributed by Accolade), for PC, Mac.

Balloon Kid is a charming, nonviolent game in which you play a girl named Alice in search of her lost brother. Following a trail of balloons, and taking to the air with a balloon of your own, you must zip through clouds, dodge under platforms, and avoid many strange creatures. It's a good game, but only if you've got the patience — the upper levels are extremely difficult, and there's no password feature. Nintendo of America, for Game Boy; NES version called *Balloon Fight.*

Bane of the Cosmic Forge is actually *Wizardry VI* with a new, improved look and feel. It continues the fantasy role-playing adventure that started nearly a decade ago with the original *Wizardry*, but with jazzier graphics and an easier-to-use player interface. The combat gets a bit heavy as you move deeper into the game, and the puzzles can sometimes be frustrating, but overall it's a good effort. Sir-Tech, for PC.

Base Wars is futuristic baseball with artificial athletes. Team rosters include robots, flybots, cyborgs, tanks, and intelligent motorcycles. The computerized pitchers can throw incredible curves and supersonic fastballs. But these players don't stop swinging when they drop the bat — they duel for extra bases and fight over close calls, sometimes destroying each other in the process. A pleasure to watch and fun to play. Ultra, for NES.

☆ **Batman** is patterned after the hit movie of 1989. As the Caped Crusader, you must fight your way past hundreds of thugs to reach the Joker, who plans to unleash his disfiguring nerve gas on innocent citizens during Gotham City's bicentennial celebration. Dark, brooding graphics and top-notch animation make this action game a real standout. Sunsoft, for Genesis, NES, Game Boy.

☆ **Blockout** is a fast-action puzzler that's based on a 1989 computer game from California Dreams. It's actually *Tetris* in three dimensions — you can rotate oddly shaped wire-frame blocks around all three axes as you guide them to the bottom of a pit to form solid layers. If you like *Tetris*-style games, you'll find that *Blockout* adds a whole new dimension to an old favorite. Atari, for Lynx; Electronic Arts, for Genesis.

Bonk's Adventure is NEC's answer to Nintendo's popular *Super Mario Bros.* series. The star is a cute caveman named Bonk who subdues enemies by bashing them with his rock-hard head. Bonk is on a quest to save Princess Za from the evil King Drool, and he encounters numerous prehistoric obstacles. A charming, cartoonlike game for all ages. NEC, for NEC.

Castelian isn't for anyone with a short fuse. Your goal is to scale a series of towers swarming with various guard machines and then demolish the structures by planting bombs. The nonstop action can be frustrating and unnerving, even for experienced game players. But the graphics are cute, and the rotating towers give the game a unique look. Triffix, for NES.

Castle of Illusion: Starring Mickey Mouse features the world's favorite rodent on a quest to rescue Minnie Mouse from the clutches of a wicked witch. Five doors in a castle lead to five different worlds, and Mickey must make his way through all of them. Violence is downplayed, and the spectacular graphics would almost be at home on a movie screen. Recommended for all ages. Sega, for Genesis.

Castlevania III: Dracula's Curse goes back in time to the beginning of the Belmont family and the start of their troubles with Dracula. As Trevor, an ancestor of Simon (the star of *Castlevania* and *Castlevania II*), you must stop Dracula from conquering all of mankind. Good graphics and action make this "prequel" a worthy addition to the *Castlevania* series. Konami, for NES.

The Chessmaster is an extremely versatile chess opponent who's always ready to play. An unusually wide variety of options let you fine-tune the game to your own skills. You can tell the computer how much time it gets to think about its next move, take back and replay any number of moves, set up the board any way you want, and much, much more. Hi Tech Expressions, for Game Boy; The Software Tool works, for PC, Amiga, ST.

☆ **Conan** is a barbarian who decides it's his destiny to rule the land of Aquilonia. But this means recovering four lost burial urns, a quest that takes him on a dangerous journey against hordes of skeletons, dragons, and other enemies. Though its mix of action and puzzle solving is somewhat interesting, the game also has a few flaws that generally keep it from working very well. Mindscape/The Software Toolworks, for NES.

Continuum is an unusual action-puzzle game whose spinning, whirling graphics are almost enough to make you dizzy. You control a craft called a Mobile, and your goal is to bounce off colored platforms to make your way through more than 250 different rooms. The sweeping "camera angles" and realistic 3-D effects combine to make *Continuum* a unique mental challenge. Data East, for PC.

☆ **Death Knights of Krynn**, the latest installment in SSI's Advanced Dungeons & Dragons series, differs from other fantasy role-playing games — it starts you at a relatively high level, so you'll meet nary a cheap victim in this well-crafted adventure. In *Death Knights*, which picks up where *Champions of Krynn* left off, you try to rescue the dead Sir Karl. Although *Death Knights* doesn't sustain its plot as well as *Champions*, its higher levels make you feel more powerful. SSI, for PC.

Double Dragon III: The Sacred Stones once again stars Billy and Jimmy Lee, two brothers who are expert martial-arts fighters. This time, their beautiful friend Marion has been kidnapped by a brutal gang of ninja thugs. To rescue her, you must fight your way from the alleyways of America to the Egyptian desert. Lots of action, good graphics, and a two-player mode make this sequel another winner. Acclaim, for NES.

Dr. Mario relegates the Italian plumber of *Super Mario Bros.* fame to a bit part — a doctor who tosses colored vitamin capsules into a jar of unruly viruses. Only by aligning the capsules to match colors can you eliminate the viruses and save Dr. Mario's runaway medical experiment. Like *Tetris*, its inspiration, *Dr. Mario* is fun, fast-paced, and very, very addictive. Nintendo, for NES, Game Boy.

Dragon Warrior II is a gripping role-playing adventure — the second installment in the most popular series of Nintendo games in Japan. As the descendant of Erdrick the Great, you have to free a stricken land from the evil sorcerer Hargon. One of the largest and most complex RPGs available for Nintendo. Enix, for NES.

Dragon's Lair, an arcade classic, now comes to the NES as an action game with kick. As Dirk the Daring, you descend into the domain of Singe the dragon to rescue the beautiful Daphne. State-of-the-art graphics and animation make a challenging game that's recommended for experienced players. CSG Imagesoft, for NES, Game Boy.

☆ **The Dream Team** lets you play 1-on-1, 2-on-2, or 3-on-3 with some of the NBA's top stars, including Patrick Ewing, Dominique Wilkins, and Joe Dumars. You can pass, shoot three-pointers, and go for lay-ups and dunks. You can play a tournament against seven other teams, and a two-player mode lets you join or compete against a friend. It plays quickly and well, and the VGA graphics are very appealing. Data East, for PC, 64.

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, Game Boy.

Eye of the Beholder is the first in a new series of graphics-based Advanced Dungeons & Dragons games from SSI. It takes you into the dark recesses of ancient Waterdeep, a city from the Forgotten Realms series of role-playing games. Thanks to its vast scope, stunning graphics, and great soundtrack, this game should satisfy hard-core AD&D fans and provide the perfect introduction for new players as well. SSI, for PC.

☆ **F-1 Race** is a simulation of futuristic Formula One car racing. You can choose between two different cars souped up with nitro jets, and you compete on a 14-track circuit in 13 countries. The graphics and sound are exceptional, and this is the first game that works with Nintendo's four-player adapter. The Time Trials and Grand Prix competitions deliver high-octane fun, too. Nintendo of America, for Game Boy.

Flying Warriors pits an elite team of kung fu masters against Demonyx, Earth's most ancient enemy. After escaping his magical prison and exile in space, Demonyx returns for revenge. *Flying Warriors* is a big game, and it offers a nice blend of role-playing and martial arts. But restrictions on flying and on using *all* of your characters might keep it from getting off the ground. Culture Brain, for NES.

G.I. Joe makes you a member of an elite team of super-commandos, ready to defend the world against the evil terrorist forces of Cobra. In this six-level action game, you get to pick your own three-man assault squad and destroy Cobra's hidden bases. Colorful graphics, fast-paced action, and an interesting element of strategy combine to make it a winner. Taxan, for NES.

Gremlins 2: The New Batch follows the action of the movie pretty closely. As Gizmo, you must save Clamp Center from certain doom at the hands of a horde of evil Gremlins. This game has some of the best graphics around in a scrolling action game for the Game Boy, and even experienced gamers will find the last two stages challenging. Sunsoft, for Game Boy, NES.

HAL Wrestling gives you the chance to use many of the same moves as pro wrestlers — without having to put on a silly costume. You can choose from a number of different wrestlers, each with his own set of moves. The wrestlers are all distinguishable and their moves show a flair for the dramatic. Players of all skill levels should find this game a challenge. HAL America, for Game Boy.

Harlem Globetrotters lets you control either the 'Trotters or the Generals, their regular opponents. Using an adapter, up to four people can play, with one or two players per team. Almost all the rules of real basketball apply, but your control is limited. You can run, pass, shoot, block, and steal, but stunt moves are randomly chosen for you. A little more attention to this part of the game would have gone a long way. GameTek, for NES.

☆ **Hardball!** serves up an uncluttered, uncannily realistic game of baseball while capturing much of the flavor and aura of an afternoon at the ballpark. Most remarkable is the ability to duplicate the mind games that are a vital part of the pitcher-batter match-up. One drawback is the generic personality of the ballpark and the players, but *Hardball!*'s imperfections shouldn't threaten its status as a great game. Ballistic (Accolade), for Genesis, PC.

☆ **Hoverforce** is a futuristic hovercraft simulator that sends you on a wild chase after drug dealers and their henchmen. You view the action from a first-person perspective, and the rules are simple: If it moves, shoot it. The graphics are extremely fast and smooth, and the controls are very responsive. Even if you're not a fan of shooters, this game is instantly addictive. Accolade, for Amiga, PC.

The Hunt for Red October puts you in command of a Soviet nuclear submarine trying to escape to America. As you zigzag your way across the Atlantic Ocean, the entire Soviet Navy tries to stop you. To fight back, your sub has guided missiles, torpedoes, and other high-tech defenses. Fun for one or two players, this game is an exceptionally well-designed shooter. Hi Tech Expressions, for Game Boy, NES.

Ikari Warriors III continues the story of Paul and Vince, this time on a mission to rescue the president's kidnapped daughter from an evil organization known as Crime Ghost. But Paul and Vince have lost their weapons, turning this installment into a punch-and-kick game instead of a shooter. A limited range of moves puts a dent in the action, but it's still a worthwhile game. SNK, for NES.

Imperium is a strategy game in which you strive to make Earth the most important world in the galaxy. You have to manage the economy (both domestic and interplanetary); compete both militarily and diplomatically against rival empires; expand through colonization and conquest; and keep yourself alive by finding supplies of the galaxy's life-extending drug. A highly detailed but complex game. Electronic Arts, for PC.

☆ **Indiana Jones and the Last Crusade** closely follows the hit movie. As Indy, archaeology professor and adventurer, you have to rescue your father (who has been kidnapped by Nazis) and find the Holy Grail (the legendary cup used at the Last Supper). In the game, however, you can play through the events in any order you want. Excellent graphics and smooth, no-flicker animation top off this genuinely interesting game. Taito, for NES; Lucasfilm, for PC, Amiga, Mac, ST, 64.

Jack Nicklaus' Greatest 18 Holes of Major Championship Golf unites 18 of the Golden Bear's favorite holes into one ultimate course. From St. Andrews to Augusta National to Pebble Beach, it does a great job of simulating pro golf. Wind conditions, hazards, and the club you choose all play a part. Although the lack of an overhead view makes putting more difficult, this is a first-class golf game. Konami, for NES; Accolade, for PC, 64, Amiga, IIGS.

Jack Nicklaus Turbo Golf is available for the TurboGrafx-16 as both a cartridge and a CD. The two versions are nearly identical, except the CD has five courses instead of one, plus Jack's digitized voice and two more musical soundtracks. Either way, you can't go wrong. Unlike NEC's *Power Golf*, this is a true simulation that adheres closely to the computer version — it's more realistic *and* more difficult. Accolade, for NEC.

☆ **James Pond: Underwater Agent** is a takeoff on the James Bond movies, but this secret agent is a fish who's trying to stop the evil Dr. Maybe from polluting the ocean. Your mission involves a search through underwater caverns for bonus items while fighting various aquatic enemies. Although the theme and graphics should appeal to players of all ages, the relatively simple game play makes it better for beginners. Electronic Arts, for Genesis.

John Madden Football is probably the best football simulation around. You can choose from 17 different NFL teams, each with real-life strengths and weaknesses. Unequalled graphics, bone-crunching sound effects, and a perfect blend of strategy and action make this game a real winner. Electronic Arts, for Genesis.

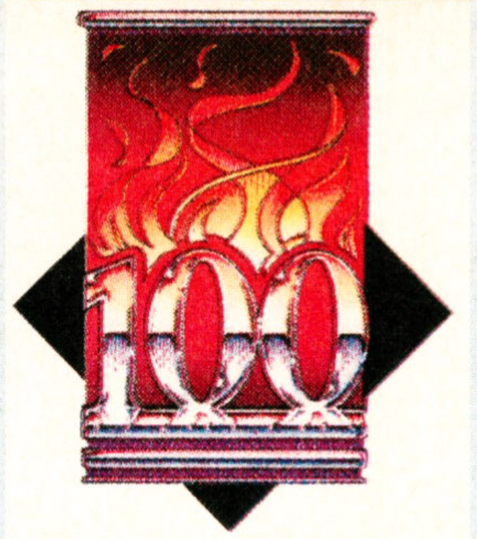
Jordan vs. Bird lets you step into the basketball shoes of either Michael "Air" Jordan or Larry "Sharpshooter" Bird for a climactic one-on-one match, a slam-dunk contest, or a three-point shootout. Your opponent is controlled by either the computer or a friend. The three-point shootout is a bit tiring, but the one-on-one match is the highlight of the game. Milton Bradley, for NES; Electronic Arts, for PC, 64.

Kabuki — Quantum Fighter takes place inside Earth's defense computer, which has been invaded by an alien virus. To fight the invader, scientists convert a soldier into raw data so he can enter the computer. But as an odd side effect, he's also transformed into a Japanese kabuki actor who can destroy enemies with his waist-length red hair. Despite the bizarre story, this game has dynamite action and graphics. HAL America, for NES.

King's Quest V: Absence Makes the Heart Go Yonder is the latest chapter in Roberta Williams's long-running saga. This time, King Graham has returned from a pleasant walk in the woods to find that his castle has completely disappeared. It's your job to solve the mystery. This is the first Sierra game to feature VGA graphics, and although the screens load very slowly, they're simply amazing. Sierra, for PC.

KlashBall is a futuristic sports game based on soccer, basketball, and hockey. In an arena filled with space-age twists, two squads of armored gladiators try to knock a ball into their opponent's goal — a four-foot hole in the back wall. You can play against the computer or another person. Crisp graphics and clear ball movement make *KlashBall* an entertaining addition to any game collection. SOFEL, for NES.

☆ **The Krion Conquest** pits you against alien robots who have invaded Earth and overwhelmed even the strongest armies. Desperate, the people of Earth turn to you — a powerful witch named Francesca. By casting spells, you battle your way through five rounds of action in various surroundings. Although *The Krion Conquest* resembles



such games as *Mega Man*, it's not quite up to the same standards. Vic Tokai, for NES.

☆ **Laser Invasion** is the first game designed for Konami's Laserscope, though it also works with a Zapper light gun. The plot is routine — you must infiltrate several enemy bases and recover top-secret information to stop a power-mad, oil-rich sheik. The action includes aerial combat, ground fighting, and searching through mazes, which gives the game variety, though not much depth. But overall, it's solid and enjoyable. Konami, for NES.

The Last Ninja gets off to an unusual start when two powerful ninjas (one good, one evil) are magically transported centuries into the future to present-day Manhattan. Although the emphasis is on action, you also have to find and use hidden objects, weapons, and passages on your way to a final showdown with the evil ninja. The puzzle solving adds a twist to what otherwise would be a routine action game. Jaleco, for NES.

Lemmings is an instantly addictive and incredibly cute action-puzzle game. Large numbers of harmless but stupid creatures will blindly march to their doom unless you guide them to safety. By turning a few lemmings into roadblocks, tunnelers, carpenters, and even parachutists, you can try to save the others. Each level gets more difficult until it finally seems impossible — but there's always a solution. Psygnosis, for Amiga, PC, ST, Mac; coming soon for the NES and 16-bit Nintendo from Sunsoft.

Links clearly attempts to be the golf simulation to end all golf simulations. The graphics are absolutely stunning — although they *do* take quite awhile to load. The simulation itself rewards real golfers without being too difficult for non-golfers to play. Access, for AT.

☆ **The Little Mermaid** picks up the story of Ariel shortly after the end of Disney's hit movie. To stop the evil witch Ursula from taking control of the ocean, Ariel discards her human form and returns to the sea. Once there, she must swim through five underwater stages filled with enemies and hazards. Sparkling graphics, colorful characters, low-key violence, and an enchanting story make this a good family game. Capcom, for NES.

Little Nemo: The Dream Master is a gentle game starring a turn-of-the-century comic-strip character. As Little Nemo, a sleeping kid in a nightshirt, you journey through an odd fantasy world, dealing with enemies by tossing candy at them or turning yourself into various animals. Recommended for intermediate players; experienced gamers will probably consider most of the game a warm-up. Capcom, for NES.

☆ **Little Ninja Brothers** is a sprawling action-adventure that takes a charming, lighthearted approach to its blend of questing and karate chopping. To save the world from a deranged dictator, the twin ninja brothers Jack and Ryu must recover the seven Bells of Prism. The game plays much like *Zelda*, but with more action. The simultaneous two-player mode and mini-Olympics competition are fun, too. Culture Brain, for NES.

The Lone Ranger combines simple role-playing with two kinds of action. As the Lone Ranger, you ride from town to town, questioning locals about outlaws. This leads to numerous shootouts, with scrolling action and first-person shooting gallery screens. Some of the action is frustrating, and the game has some odd touches (ninjas and computers), but the excellent graphics and varied game play keep things fun. Konami, for NES.

Loopz presents you with straight and curved pieces of track in varying shapes and lengths, and your job is to place them on the screen to form continuous loops. The longer loop you build, the more points you win, but the longer you go without finishing a loop, the more crowded the board gets. The graphics and sound are average at best, but *Loopz* makes up for it with several variations and great playability. Mindscape, for Amiga, NES, Game Boy.

Magical Dinosaur Tour isn't really a game — it's a dinosaur encyclopedia on a compact disc. As the first educational program for the TurboGrafx-16, it sets a high standard. You can call up information, pictures, and even animated cartoons of your favorite dinosaurs. Attractive graphics and an easy-to-use interface make it entertaining as well as educational. NEC, for NEC.

☆ **Mario Andretti's Racing Challenge** successfully translates Andretti's incredible expertise into a sophisticated but playable game. You start out as a rookie dirt-track driver and gradually move up to modifieds, stock cars, prototypes, Formula Ones, and, finally, Indy cars. Each track represents its real-life counterpart in great detail. This game will please action fans, simulation buffs, and role-playing enthusiasts. Electronic Arts, for PC.

Mega Man 3 follows the same winning formula as the first two installments. The android Mega Man travels from world to world, defeating enemy robots and capturing their weapons for his own use. This time, though, the evil Dr. Wily has turned good (or has he?). Its great story, outstanding graphics, and exciting game play make it the best Mega Man game ever. Capcom, for NES.

Mercenary Force is an arcade shooter set in 19th-century Japan. You must pick your four-man team from different types of mercenaries and select their formations as you battle across 72 different screens with more than 50 kinds of enemies. This game is one of the most complex and elaborate shooters available for the Game Boy. Meldac, for Game Boy.

MetalStorm is a side-scrolling shooter with a twist. By pushing a button, you can reverse the pull of gravity and allow your warrior to "fall" upward and walk on the ceiling. This comes in handy when moving through the game's well-designed layouts of platforms and barriers. Dynamic boss enemies, outstanding graphics, and attention to detail put this game head-and-shoulders above the average shooter. Irem America, for NES.

Mickey's Dangerous Chase stars Mickey Mouse in a gentle action-adventure with G-rated violence. Mickey's goal is to track down Big Bad Pete, who stole a gift that Mickey gave to Minnie Mouse. Although most of the game is suitable for younger players, the final stages will challenge experienced gamers, too. A bouncy soundtrack and nice graphics add to the fun. Capcom, for Game Boy.

☆ **Microleague Baseball: The Manager's Challenge** upgrades the original *Microleague Baseball* with animated graphics, additional player statistics, and a menu system that offers more play possibilities. The result is a game that's more colorful and more realistic, but inevitably a little slower to play. It still doesn't offer VGA graphics, but overall,

the game has improved considerably. Microleague Sports, for PC; coming soon for Mac and Amiga.

NBA All-Star Challenge lets you choose from four different variations: a one-on-one match between two NBA players; an accuracy shootout; a friendly game of H-O-R-S-E; or a free-throw contest. *NBA All-Star* does a fine job of squeezing these tall guys onto the Game Boy's tiny LCD screen, although the court is a bit small. Authentic and fun. LJN, for Game Boy.

Ninja Spirit is a large martial-arts adventure that is NEC's answer to *Ninja Gaiden* (NES) and *Revenge of Shinobi* (Genesis). Your goal is to find and destroy the half-man, half-wolf creature that murdered your father many years ago. The action moves horizontally as you fight enemy ninjas and creatures while picking up weapons and power-ups. All of the screens are extremely detailed, with dark, brooding backgrounds. One of the best martial-arts games available for any system. NEC, for NEC.

Operation C stars Scorpion, the trigger-happy hero of *Contra* and *Super C* on the NES. In this game, Scorpion must fight his way through five stages on a lush tropical island to defeat the Black Viper, an evil alien who wants to conquer Earth with an army of mutant creatures. Thanks to excellent graphics, sound, and action, *Operation C* is a true marvel. Ultra, for Game Boy.

Overlord is a fast-moving strategy game in which you must defend your position as supreme ruler of the universe by defeating four newly discovered enemies. You accomplish this goal by colonizing planets, building up your economy, equipping your military, and launching attacks. There's lots to do in this game, and keeping tabs on your empire is almost as demanding as conquering your adversaries. Virgin Games, for PC, Amiga.

PGA Tour Golf has some features not found in many other golf games, such as fly-by hole previews, TV-style announcers, and instant replays. You can play an entire PGA season against champion golfers, and the game saves your progress automatically. It isn't perfect, but it's faithful to the look and feel of real golf — complete with all of the frustrations and triumphs. Electronic Arts, for Genesis, PC, Amiga, Mac.

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 one of the best titles available for the Genesis. Sega, for Genesis.

Pick'N Pile is a fast-paced puzzle game in which colored balls and other objects fall out of the sky. You have to make the balls disappear by stacking them up by color at the bottom of the screen. You're working against a time limit, and often you have to deal with rapidly spreading flames and other hazards. Although *Pick'N Pile* doesn't particularly show off the Amiga's capabilities, it's both frantic and addictive. Ubi Soft, for Amiga.

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, NES, Game Boy.

Powermonger borrows many of the concepts in *Populous* but takes them a step further. To rule the world, you must conquer 195 different lands one by one, contending with rival warlords, bad weather, and starvation along the way. Excellent graphics and sound effects combine with challenging strategy to make this game a real winner. Electronic Arts/Bullfrog, for Amiga, PC.

Prince of Persia is an action-adventure straight out of the 1001 Tales of the Arabian Nights. You play a sword-swinging swashbuckler who's trying to save a beautiful princess from the clutches of an evil vizier. What sets this game apart, though, is the remarkable cartoonlike animation, which is based on motion studies of real people. It's fun to watch and to play. Broderbund, for Amiga, PC, Apple II.

☆ **The Punisher** is based on a Marvel Comics character who seeks perpetual revenge for the murder of his family. But this game is really a carnival-style shooting gallery. Your targets are drug lords and gun-toting thugs, and everything is seen from a first-person view as you move a gun sight around the screen. If the high body count doesn't bother you, this is one of the best shooting games around. LJN, for Game Boy, NES; Paragon, for PC.

Railroad Tycoon is a truly exceptional game that combines rich historical accuracy with the fun of Monopoly. Starting in the early

19th century, you begin building your railroad empire from scratch. The simulation encompasses everything from rate wars and corporate takeovers to train-dispatching and urban development, yet is amazingly easy to play. A real standout. MicroProse, for PC.

Red Baron is one of the best World War I flight simulators we've seen. Rather than bogging you down in historical and aeronautical detail, it lets you control almost every variable so you can add as much realism as you want. You can fly single missions or a whole campaign in a variety of aircraft on either side. You can even duel such famous aces as Georges Guynemer or Baron von Richthofen. Dynamix/Sierra, for PC.

Robocop 2 continues the crusade of Frank Murphy, a severely wounded Detroit policeman who has been rebuilt as a cyborg. This time, Robocop is after Cain, a criminal mastermind who is ravaging Detroit with a new drug called Nuke. In each stage, you have to stomp on Nuke canisters while fighting numerous bad guys. Good action and graphics make this game a successful sequel. Data East, for NES.

S.C.A.T. pits the Special Cybernetic Attack Team against Vile Malmort, an alien conqueror whose mutant armies are invading Earth. Five stages begin in the ruins of New York and end up in the heart of Malmort's spaceship. Two people can play simultaneously, choosing from male and female characters. With its remarkable graphics and action, this challenging shooter looks and plays more like a 16-bit game than an 8-bit game. Natsume, for NES.

Shadow Blasters is a martial-arts game in which four heroic humans challenge the soldiers of Ashura, the King of the Evil World. One or two people can play at once, and you can freely switch your character among all four heroes. Thanks to dynamic bosses and handsome graphics, this isn't just another slash 'em, trash 'em ninja game — it's very rewarding to play. Sage's Creation, for Genesis.

Shadow Dancer: The Secret of Shinobi is the third installment in the popular Shinobi series (the second for the Genesis). This time, ninja hero Joe Musashi dons his Shinobi uniform to battle the Union Lizard, a criminal gang which is terrorizing New York. Shinobi, accompanied by Yamato, a faithful dog, punches and kicks his way through several stages of enemies while rescuing kidnapped children. An excellent continuation of the Shinobi series. Sega, for Genesis.

Sherlock Holmes: Consulting Detective is a landmark CD game that offers full-motion video and sound with real actors and actresses. You have three different cases to solve, and you can draw on such diverse sources of information as the *London Times*, the Baker Street Irregulars, and interviews with witnesses and suspects. It's more like taking part in a movie than playing a videogame. *Sherlock Holmes* is a must-see for all electronic gamers. NEC, for NEC (CD); coming soon for CDTV.

SimEarth puts you in charge of a planet from its birth to its death. You control everything from its water distribution and plate tectonics to the beginning of life and evolution. You can start with a new planet or tackle an existing world gone awry. Ecological issues such as global warming, the ozone layer, and pollution suddenly become more than abstractions in this complex and intriguing simulation. Maxis, for PC.

The Simpsons stars America's rowdiest brat in his very own Nintendo game. Space aliens are invading Springfield, but only Bart Simpson — with his X-ray glasses — can see them. Unable to convince skeptical adults, Bart begins a one-boy battle against the creepy mutants. Cartoonlike graphics and lots of action make Bart's first videogame a success. Acclaim, for NES.

Sinistron is a futuristic shooter in which you pilot a tiny spacefighter against a huge, living spaceship that has an appetite for planets. You've got to fight your way to its evil brain before it can gobble up the whole solar system. There's nothing new here, but *Sinistron* is a demanding shooter with colorful graphics and plenty of action. IGS, for NEC.

Skate or Die 2 begins after you accidentally run over the mayor's wife's poodle with your skateboard. In retaliation, the city demolishes your skateboard ramp, and now you have to earn enough money to build another. Your quest takes you to shopping

malls, city streets, and beaches. A much-improved and worthy successor to a million-copy bestseller. Electronic Arts, for NES.

Skate or Die: Tour de Thrash lets you choose between two kinds of skateboarding — ramp stunts or speed-racing through giant sewer pipes. The Retro-Rocket Ramp allows free-form stunts with points awarded for flashy execution of tricky moves. The Stale Fish Tour consists of timed races through sewer pipes in eight different cities. All of the action is realistic and a heckuva lot of fun. Electronic Arts, for Game Boy.

Slime World raises slime to an art form. On a putrid planet awash in scum and sludge, you can choose from six different missions. Most require you to escape from mazelike caverns dripping with goo and haunted by slimy creatures. Some missions demand arcade skills; others emphasize exploration. Up to eight Lynxes can be hooked together for multiplayer games. Delightfully disgusting. Atari, for Lynx.

☆ **Space Quest IV: Roger Wilco and the Time Rippers** brings our hero back to his home planet, Xenon. But it's not the Xenon that Roger remembers — he's been dumped into another time period, and his planet is devastated. Suspecting that his old nemesis Sludge Vohaul is to blame, Roger sets off to set things straight. The result is a difficult but hilarious adventure that even jumps forward to *future* Space Quest sequels. Sierra, for PC.

Star Control is a science-fiction war game that pits the Alliance of Free Stars against the Ur-Quan Hierarchy. They do battle with 14 different types of space vessels, each built and manned by a different alien race. With its combination of arcade-style dogfighting and intergalactic strategy, *Star Control* lives up to its space-opera proportions. Ballistic (Accolade), for Genesis, PC, Amiga.

StarTropics combines action with fantasy role-playing on a chain of tropical islands in the Coral Sea. As a teenage adventurer, you embark on a dangerous search for your missing uncle, an archaeologist. Numerous enemies and hazards block your path, but you're armed with a lethal yo-yo, and you can find more powerful weapons and magic spells along the way. Lots of fun and lots of surprises. Nintendo, for NES.

Super C is the sequel to *Contra*, one of the most popular Nintendo shooting games of all time. Once again, Sergeant Bill Ko and his comrade, Corporal Lance (alias Scorpion and Mad Dog) face a showdown with their old enemy, Red Falcon. Defeating him is easier if you tackle this one- or two-player game with a friend. The graphics and action are top-notch. Konami, for NES.

Super Mario Bros. 3 is the latest and most eagerly awaited chapter in the adventures of Mario and Luigi. Once again you must rescue Princess Toadstool from the clutches of the evil Bowser and free the Mushroom Kingdom from domination. Elaborate worlds, pipes, warp zones, and power-ups justify the unprecedented popularity of this massive game among Nintendo fans. Nintendo, for NES.

The Sword of Hope is the largest and most complex role-playing game available for the Game Boy. As Prince Theo of Riccar, you must find the fabled Sword of Hope to free the kingdom from an evil dragon. This game delivers a role-playing experience as satisfying and expansive as most role-players for the NES, and is certain to broaden the Game Boy's horizons. Kemco-Seika, for Game Boy.

☆ **TaleSpin** is the latest example of a popular TV cartoon that's been made into a videogame. Baloo the bear is on a treasure hunt, and he needs to locate five pieces of a map. Each piece is hidden in a different area, including an aerodrome, an arctic landscape, a jungle, and an underwater grotto. The graphics are great — but oddly, the game may be too difficult for the younger players it's intended for. NEC, for NEC; coming soon for NES from Capcom.

Teenage Mutant Ninja Turtles: Fall of the Foot Clan brings the famous foursome of Leonardo, Donatello, Michelangelo, and Raphael to the Game Boy. Once again, the nefarious Shredder has kidnapped the beautiful April O'Neill, and the Turtles are rushing to her rescue. Incredibly, the graphics are even better than in the original NES version, and the stereo soundtrack is superb. Ultra, for Game Boy.

Teenage Mutant Ninja Turtles — The Arcade Game is a bodacious sequel that's patterned after the arcade version rather than the original Nintendo version. All your favorite characters are here: the four Turtles, April, Splinter, and Shredder. This time the Turtles must rescue April and Splinter from the grip of brainwashed ninjas working for Shredder and a new villain, Krang. As action-packed and as much fun as ever. Ultra, for NES.

Test Drive III: The Passion puts you behind the wheels of three supercars — the Lamborghini Diablo, the Pininfarina Mythos, and the Chevrolet CERV III. Sit back and enjoy the northern California scenery as you compete in a road rally. New features include inclement weather, working wipers and headlights, and even off-road driving. But watch out for the cops! A must for auto nuts. Accolade, for PC.

Ultimate Basketball is the first NES basketball game to put a full ten players on the court. All ten have their own statistics, and you have to keep them in mind when selecting plays. Although it's not really the *ultimate* basketball videogame, it is a very realistic one. American Sammy, for NES.

WarBirds is a breakthrough — the first true flight simulator for a home videogame system. This World War I combat game lets you perform almost any maneuver that a real pilot can, including climbs, dives, turns, loops, and rolls. Your plane has real instruments, and you can look in any direction. You can duel the computer or hook as many as four systems together for wild multiplayer dogfights. *WarBirds* blows everything else out of the sky. Atari, for Lynx.

Warlords is a strategic war game set on the mythical world of Illuria. Eight nations are vying for supremacy, and they go to war with such fantastic forces as wolf-riding cavalry and flying dragons. Economic factors and terrain features play a major role, and there are also supernatural weapons to be found. You can play against the computer or as many as seven people. Action-packed and high-spirited. SSG, for PC.

☆ **Wayne Gretzky Hockey II** is an enhancement rather than a sequel. New features include better menus, support for sound boards, the ability to show goal highlights at the end of the game, referees of different temperaments, and a play-creation system. Also, the computer is now a better player. The so-so graphics are unchanged, however. Still, it's a significant improvement over an already brilliant game. Bethesda Softworks, for PC; coming soon for Amiga.

☆ **Whomp 'Em** stars a young Indian brave named Soaring Eagle, who's on a quest to a mysterious mountain where a wicked dictator is threatening his tribe. Soaring Eagle's quest takes him through seven mystic worlds filled with strange creatures, special weapons, and magical objects. This lighthearted action-adventure borrows heavily from *Super Mario Bros.* and *Mega Man*, but

the result easily stands on its own. Jaleco, for NES.

Wing Commander lets you pilot four different types of spacecraft and pits you against the might of the Kilrathi empire. The course of the entire war rests with you. Simply the best space-combat simulation ever made for PCs, *Wing Commander* combines the tense excitement of an arcade shooter with a role-playing story of surprising depth and swashbuckling melodrama. Origin, for PC.

GP

NATIONAL ADVERTISERS INDEX

Acclaim	5, 15
American Sammy	7
Bignet	13
Electronic Arts	11
Funco	91, 95
Jaleco	3
Marketplace	94
Ocean	BC
Pandemonium	19
Renovation	IFC-1, IBC
Sega	8-9
Telegames	93
Tokyo Video	94
Ultimate Game Club	92
Visco Enterprises	96
Game Player's Subscription	16
Game Player's Strategy Guide to Nintendo Games	25
Game Player's Sega Genesis Strategy Guide	21
Pro-Tip HotLine	23
Official Sportswear	92

AND PREVIEWS

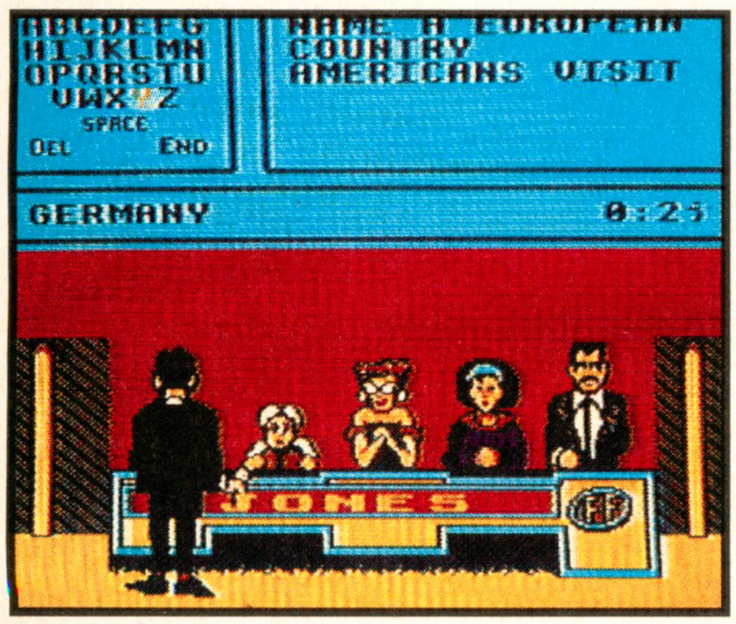
FAMILY FEUD FOR NES

Show off your knowledge and compete for prizes in GameTek's *Family Feud* for Nintendo. Based on the syndicated TV game show, *Family Feud* lets you compete against either another player or a computer family.

Game play is almost identical to the TV show. You and your opponent try to guess the answers which average Americans gave to such questions as, "What do Americans like to eat for breakfast?"

If you're good enough, you'll get a chance to advance to the Fast Money Round. Two family members separately answer five survey questions, with no duplicate answers allowed. If at least 200 people surveyed answered the same way you did, your family wins $5,000.

Controllers are used as buzzers, and you spell your answers on the screen with the directional pad. Poor spellers can breathe a sigh of relief: *Family Feud* recognizes many variations of commonly misspelled words.



If you can match America's answers, you'll be a game show champion with GameTek's *Family Feud*.

MILITARY SIMULATION FOR NES

Strive to become the ruler of China in *Romance of the Three Kingdoms II* from Koei.

The Second Han Dynasty is collapsing, and all of China is plunging into anarchy. A ruler must be found who is strong enough to unite the country's 41 provinces. In Koei's *Romance of the Three Kingdoms II* for Nintendo, you are one of 350 generals vying to become leader of China.

As a general, you must juggle a variety of duties. You can practice diplomacy, form allegiances with other warlords, trade goods for food and weapons, and feed and tax the peasants you control. You can also recruit and train soldiers, make war, and deploy spies.

Romance of the Three Kingdoms II has several improvements over the original game. Up to 12 players can choose from six historical scenarios, and combat options include ambush, retreat, reinforcement, and waiting modes. Koei says the game also has better graphics and other new features.

In addition to the NES version, *Romance of the Three Kingdoms II* will also be released in September for PC-compatible computers and the Amiga.

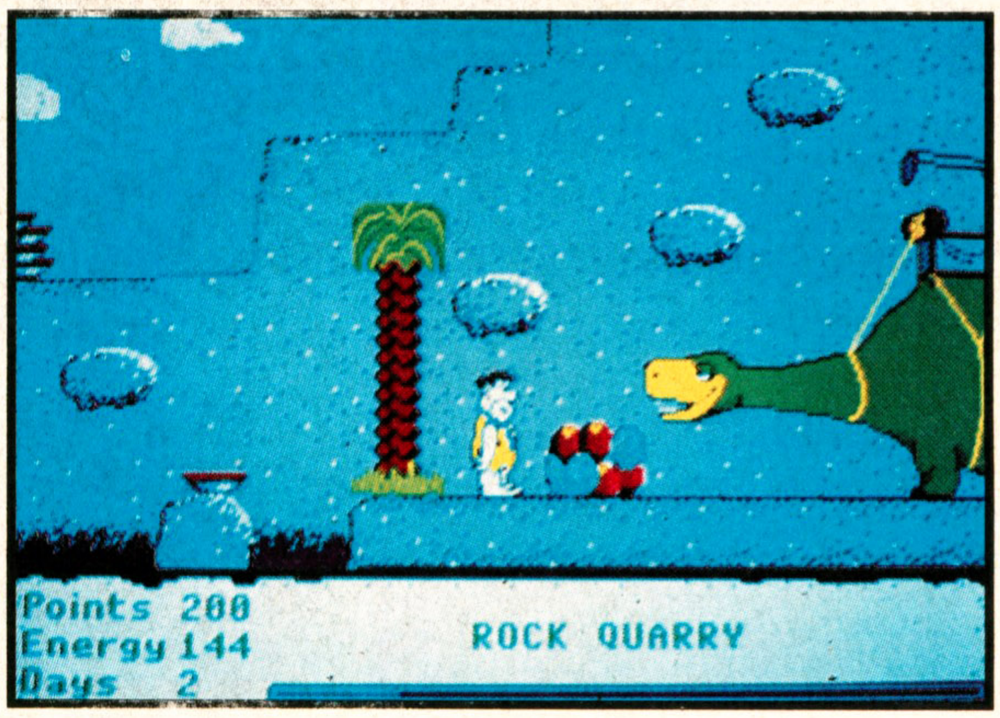
INDY COMES TO CDTV

Three of Lucasfilm Games' most popular titles — *Indiana Jones and the Last Crusade*, *Loom*, and *The Secret of Monkey Island* — will soon be available on five-inch laser discs for CDTV (Commodore Dynamic Total Vision). CDTV is an Amiga-compatible computer with a built-in CD-ROM player and a wireless remote control. The titles are being developed by Lucasfilm Games for Commodore, and are scheduled to be on sale by late this year.

AND PREVIEWS

CARTOON HEROES ON PC

Meet George Jetson and his automated maid Rosie in *The Jetsons: By George, in Trouble Again*.

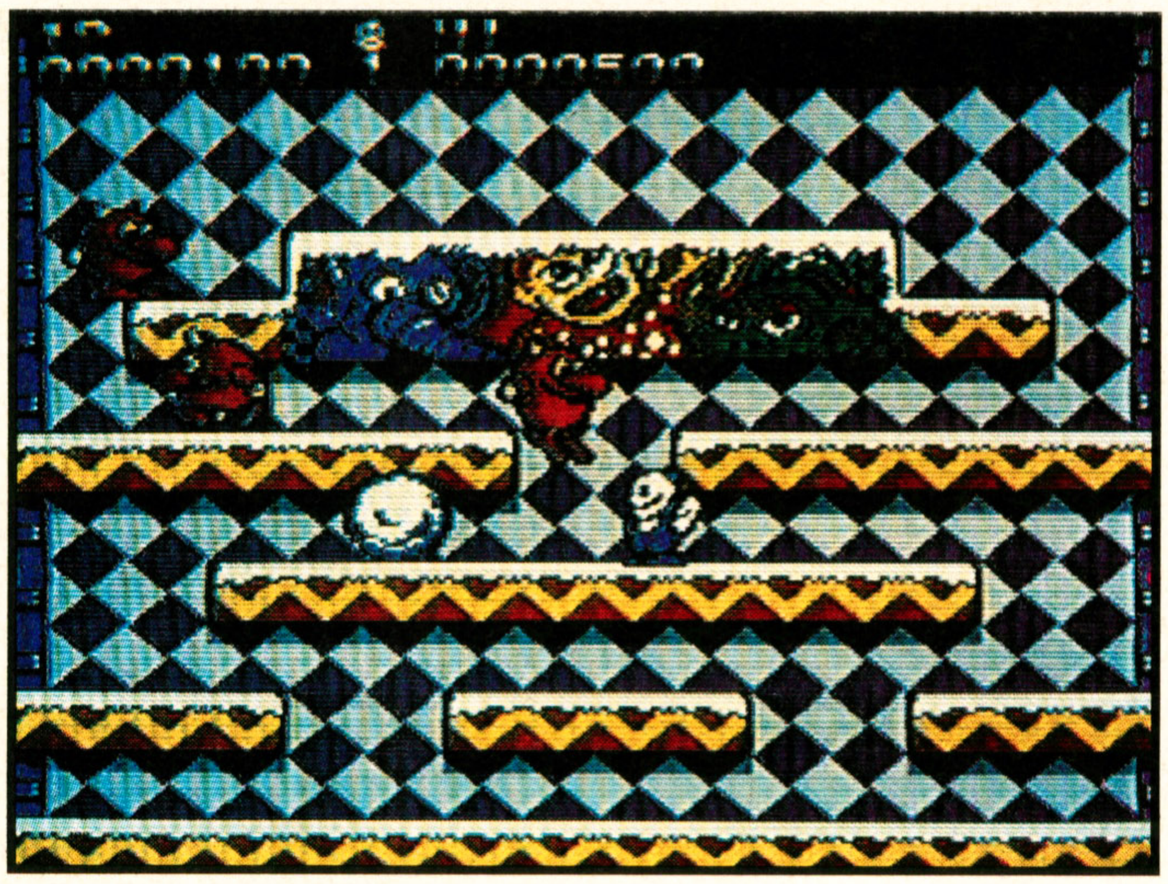


Fred gets help from the strangest creatures as he searches for Dino in *The Flintstones: Dino, Lost in Bedrock*.

Hi Tech Expressions is bringing the adventures of Hanna-Barbera favorites George Jetson and Fred Flintstone to PC compatibles. In *The Jetsons: By George, in Trouble Again*, you'll travel to the Cosmic Apartment Complex and the Milky Way Mall in pursuit of greedy robotic space pirates who looted the lunar branch of Spacely Sprockets. If you keep your eyes peeled, you'll find important clues and valuable galactic wormholes.

At the opposite end of the space-time continuum, you can join Fred, Wilma, and the Rubbles in *The Flintstones: Dino, Lost in Bedrock*. As Fred searches for the family pet, he must brave such obstacles as La Stickum Tar Pits, Stonebad Cave, the Sloggy Glades Swamp, rock slides, quicksand, and saber-toothed tigers.

COOL ADVENTURE FOR NES AND GAME BOY



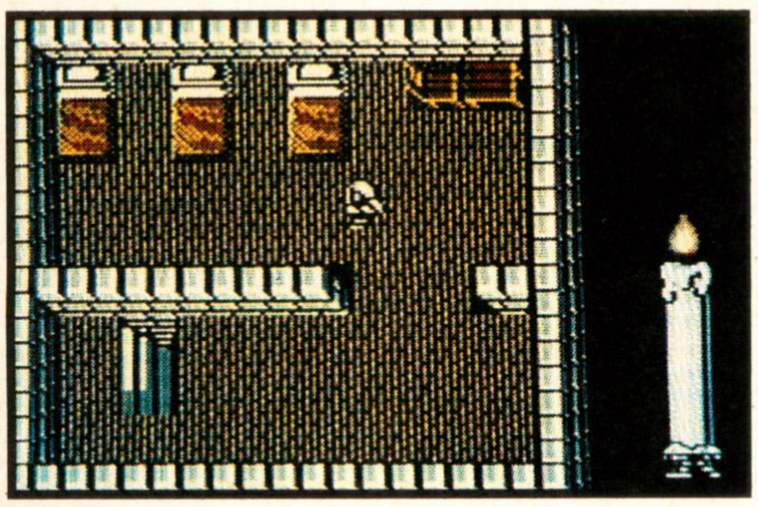
Give your opponents the cold shoulder in Capcom's *Snow Brothers*.

In *Snow Brothers*, Capcom's latest title for the Nintendo and the Game Boy, you're one of a group of ninja-like creatures harassed by a crowd of big-nosed monsters. But you and your icy siblings have a secret weapon: snowballs. Several hits will turn the monsters into gigantic iceballs. After your enemies are frozen, you can use them to jump onto high ledges and smash other monsters standing in your way. But it takes ten giant snowballs to clobber the bosses.

Some monsters leave behind power-ups, including sushi (which replenishes your energy) and snowball enhancers. And to get very far, you must learn to use each Snow Brother's unique throwing and jumping abilities to your best advantage.

AND PREVIEWS

NES ROLE-PLAYING GAME FROM TOHO



Find treasure in the most unlikely places in *Times of Lore*.

Many years ago, the High King Valwyn of Albareth left his kingdom to visit a land far across the sea. He named Elder Dariel to rule in his absence. But the king never returned, and only chaos reigned in Albareth. Lords fought petty feuds, peasants were driven from their farms, barbarians roamed the countryside, and a cult of evil witch doctors cast dark spells. Only the Powers of the Kingdom — the Foretelling Stones, the Tablet of Truth, and the Ring of Archmage — can save the land. But the Powers are missing, and their keepers plead for help.

In Toho's *Times of Lore*, a role-playing game for Nintendo, you are the brave soul who goes on a quest to find the Powers. By following map clues and interacting with the characters you meet, you track down the Powers while fighting skeletons, ghouls, and other creatures. Your magical scrolls, sacred books, daggers, axes, and potions will help you defeat them.

TANK WARFARE FOR GAME BOY

One day the Republic of Akuda attacks its peaceful neighboring country, destroying villages and killing many people. But within the vanquished nation an active resistance movement grows. Armed only with an outmoded tank, the rebels set out the defeat the invaders.

In *TRAX*, from HAL America, you play a resistance fighter who's trying to destroy the enemy headquarters in Capitol City. You drive your TRAX tank through four stages: the Grassland, the Saboten Desert, the Mountain Cave, and Capitol City. There are enemy snipers and bosses throughout the first three stages, and all of them reappear during the final showdown in stage 4.

Destroyed enemy troopers and machinery sometimes yield important power-ups, including armor-piercing bullets, tri-bombs, double turrets, gasoline, and extra lives.

SEGA GENESIS™

We Pay You/We Sell		We Pay You/We Sell	
*Abrams Btltnk	$24/$44	Mystic Defender	$10/$22
After Burner II	16/29	*Paperboy	28/54
Air Diver	16/29	Pat Riley Bsktbl	8/16
Airbuster	24/44	*Pend Laird	24/44
Alex Kidd	12/24	PGA Tour Golf	22/42
*Alien Storm	24/44	Phantasy Str II	16/42
*Arcus Odyessy	24/44	*Phantasy Str III	24/44
Arrow Flash	24/44	Phelios	10/26
Atmc Robo Kid	10/39	Populous	22/39
*Attack Sub	24/44	*Power Ball	24/44
Battle Squadron	14/26	Rambo III	12/24
*Battle Tank	24/44	*RBI III	24/44
*Beanball Benny	24/44	Revenge Shinobi	10/32
*Bimini Run	24/44	*Road Blasters	24/44
*Block Out	24/44	*Road Rash	24/44
Budokahn	14/26	Sagaia	24/44
Burning Force	12/22	Shadow Blaster	10/26
Bustr Doug Bxg	12/32	Shadow Dancer	22/39
Colums	8/16	Shove It	4/19
*Crack Down	24/44	*Skl/Crossbns	24/44
*Cross Fire	22/39	Soccer	12/24
*Curse	20/36	*Sonic Hdghog	24/44
Cyberball	12/22	Space Harrier II	6/16
D.J. Boy	6/19	*Space Invaders	24/44
*Dando	24/44	*Spiderman	26/49
*Dark Castl	24/44	*Storm Lord	24/44
Dick Tracy	16/32	Strider	28/54
*Dinoland	24/44	Supr Hang On	12/24
Dyn Duke	14/26	Supr Hydlide	16/29
E-Swat	10/26	Supr Monoco GP	16/29
Final Zone	12/24	Supr Thndr Bld	14/26
Fire Shark	20/36	Supr Vlybl	22/39
Flicky	14/24	*Swampthing	24/44
Forgotten Wrlds	12/22	Sword Sudan	18/32
Ftl Labyrinth	10/36	Swrd Vermillion	14/44
Gain Ground	24/44	T Lasorda Bsbl	10/34
Gaires	24/42	Target Earth	2/14
Ghost Busters	10/22	Techno Cop	22/39
Ghouls Ghosts	10/22	Thndr Force II	10/19
Golden Axe	18/36	Thndr Force III	26/49
Golf	14/26	Trmpln Terror	16/29
Granada	10/24	Truxton	14/26
Hard Driven	12/36	Valis III	24/44
Hell Fire	14/29	*Wardner	24/44
Herzog Zwie	20/36	*Warriors of Rome	24/44
Insector X	20/36	Whip Rush	14/26
Ishido	16/36	Zany Golf	10/22
James Pond	22/39	Zoom	6/16
*Jessie the Body	24/44	**ACCESSORIES**	
Joe Mntana Ftbl	12/42	Cleaner	$14.95
John Madn Ftbl	22/36	Control Deck-New	179
*Kage Ki	24/42	**Control Dk-Used**	**100/149**
*Kings Bounty	24/44	Controller	10/19
KLAX	16/32	Controller (NEW)	24
Lakers Celtics	26/49	Misc Joystick	4/12
Last Battle	10/19	Power Joystick	26/49
M Jcksn Mnwlkr	12/24	Pwrbse Converter	14/24
*Maze Hunter	24/44	Scope Glass	10/19
Mcky M. Castle	22/44	**GAME GEAR**	
*Mcky M. Fantasia	18/39	GAME GEAR	$70/$129
*Mdnght Resist	24/44	Dragon Crystal	14/26
*Might & Magic	24/44	G-Loc	14/26
*Missle Defense	22/39	M. Mouse Castle	14/26
*Mondus Fght Palce	28/54	Psychic World	14/26
*Ms. Pacman	24/44	Revenge Of Drancon	14/26
Musha	24/44	Super Monaco GP	14/26

CALL TO ORDER **(612) 533-8118**

FUNCO, INC.

MOST GAMES DELIVERED WITHIN 2 BUSINESS DAYS (When ordering by Credit Card)

All Games Come With A 90-Day Warranty

FREE MEMBERSHIP— Just fill out coupon and mail in. You will receive "The Fun Club" catalog.

THE FUN CLUB

4948 Highway 169 North, New Hope, MN 55428

Name _____

Address _____

City _____

State _____ Zip _____

GPL8/91

AND PREVIEWS

JACK NICKLAUS ADD-ON DISKS

Computer golfers can get a new course disk for Accolade's *Jack Nicklaus' Unlimited Golf and Course Design* and *Jack Nicklaus' 18 Holes of Major Championship Golf*. The fifth add-on disk in this series is *Jack Nicklaus Presents the Major Championship Courses of 1991*. It includes three courses: the Hazeltine National Golf Club in Chaska, Minnesota; the Royal Birkdale Golf Club in Southport, England; and the Crooked Stick Golf Club in Carmel, Indiana.

Tee off on some of the world's greatest golf courses in *Jack Nicklaus Presents the Major Championship Courses of 1991*.

Hazeltine (site of the U.S. Open) boasts many tough water hazards and large wooded areas. The Royal Birkdale (site of this year's British Open) is considered by many pros to be the finest 18 holes in England. It has abundant willow shrubs and dominating dunes. The Crooked Stick (site of the 1991 PGA Championship) features an infamous layout of pot bunkers and scottish moundings.

All *Jack Nicklaus* add-on disks are available for PC compatibles, the Amiga, the Macintosh, and the Commodore 64.

AVAILABLE NOW!

OFFICIAL GAME PLAYER'S™ SPORTSWEAR

YES!

Please send me:

Quantity		Price	Total
☐	Official Game Player's T-shirt ☐ small ☐ medium ☐ large	$7.50 ea.	_____
☐	Official Game Player's Cap	$7.50 ea.	_____
	Subtotal		_____
	Shipping		*+ $2.50*
	Total		_____

☐ Check enclosed ☐ Visa ☐ MC ☐ Amex

Card #_____ Exp. Date_____

Name_____

Address_____

City_____ State____ Zip_____

Signature_____

Telephone (___)_____

Get Ready To Look And Play Like A Winner!

*Under 12, please have parent or guardian sign this coupon.

Send Today to: Game Player's Sportswear, P.O. Box 29364, Greensboro, NC 27499

GUNBOAT BRINGS RIVER COMBAT TO AMIGA

Accolade's river combat simulation is now available for the Amiga. In *Gunboat*, you're stationed on a U.S. Navy Patrol Boat Riverine (PBR) — a high-speed craft that can do 35 knots and turn on a dime. You can choose from more than 20 dangerous jungle missions, including rescuing POWs in Vietnam, stopping drug runners in Colombia, and capturing rebels near the Panama Canal.

You can play as the PBR's commander, gunner's mate, midship gunner, or aft gunner. Your arsenal includes .50-caliber machine guns, rapid-fire Gatling guns, mortars, and grenade launchers. You're going to need this heavy firepower as you face ambushes, close-quarters combat, and crossfire from enemy soldiers, helicopters, and sampans.

Gunboat uses filled-polygon graphics — a technique commonly used in flight simulators — as well as bit-mapped graphics. Such details as wave motion and wake turbulence are simulated, and you can watch your missions from either a first-person or chase-boat perspective.

Gunboat was previously released for IBM, Tandy, and compatible computers. **GP**

Ultimate Game Club
1491 Boston Post Road
Old Saybrook, CT. 06475

Ultimate Game Club

Call 1-900-TIP-LINE **1-800-Buy-At-Game-Club**
For the latest Hints, Tips, Strategies, Passcodes, a Free Membership, New Games, New Release Dates and more...

1-800-289-2842
or 1-203-388-6741
or Fax 1-203-388-0084

We promise:

1. We'll match any price any time on in stock merchandise.

2. We'll ship any game to you faster then anyone else; sometimes that same day!

3. We stock more games, been in business 11 years, & satisfied over 100,000 customers.

4. If your order is over $50 you won't pay more for UPS Ground or US Mail shipping than your local sales tax.

5. If you buy over $200 worth of games you'll recieve up to a 20% discount, free shipping & a free Ultimate Hint Book.

6. If you order over $500 worth of games you'll recieve up to a 30% discount.

7. If you don't recieve your game in 30 days you have the right to cancel your order and get a prompt refund.

8. We sell only authorized licensed legal products.

9. Our Mega Drive adapter converts Mega Drive games to play on Genesis for only $29.99. Our PC Engine converter lets you play PC Engine games on your Turbo Grafx for only $69.99. And both are guaranteed for life!

This Month Everything's Free!

Specials This Month Expires 9/30/91
1. Free Genesis System when you buy 10 Mega Drive games & a Mega Drive Adapter!
2. Free Turbo Grafx System when you buy 10 PC Engine games & PC Engine Converter!
3. Free Super Famicom System when you buy 15 Super Famicom games!
4. Free Super Grafx when you buy 5 Super Grafx games & 10 PC Engine games!
5. Free Neo Geo game when you buy 5 games and a Neo Geo Gold!
6. Free New Mega Drive game when you buy 2 new ones!
7. Free New CD Rom game when you buy 4 new ones!
8. Free New PC Engine game when you buy 2 new ones!
9. Free Used Turbo Grafx game when you buy 3 new or used ones!
10. Free used Nintendo game when you buy 3 new or used ones!
11. Free Mega Drive adapter when you buy 2 new Mega Drive games!
12. Free Ultimate Hint Book with any order over $100!
13. Free used Lynx game when you buy 3 new ones!
14. Free used Gameboy game when you buy 3 new ones!
15. Free Super Famicom game when you buy 3 new ones!
16. Free Sonic The Hedge Hog with every Genesis System only $149.99 Now!

Prices & policies subject to change. Sale is subject to availability. Call for details!

The Video Game Specialists

OVER 30,000 CARTRIDGES IN STOCK

SEGA™
2600™
ADAM™
ATARI 7800™
COLECOVISION™
ATARI 5200™
GAME BOY™

24 HOUR ORDER/INFO LINE
(214) 218-5800

We can accept VISA and MASTERCARD orders by phone. Money orders can be mailed to us for prompt processing. In stock games ship within 24 hours. All games are brand new, although our prices resemble other's charges for used games. UPS shipping and insurance is 50 cents per game cartridge and $5 per game system. Texas residents must pay 7.25% sales tax. A single $3 processing charge is assessed per order. Prices subject to change. New releases subject to availability. We are a member of the Better Business Bureau of Dallas, and have been serving our customers since 1986. Compare our service and selection with *ALL* others.

Nintendo™
LYNX™
SEGA GENESIS™
Personal Arcade™
ATARI XE™
TURBO 16 GRAFX™
JOYSTICKS
ACCESSORIES
HAND HELDS
INTELLIVISION™

FOR A COMPLETE CATALOG
SEND YOUR NAME, ADDRESS, AND MACHINE TYPE
PLUS $1 FOR POSTAGE AND HANDLING TO:

TELEGAMES USA
BOX 901S • LANCASTER, TEXAS 75146

JAPAN VIDEO GAMES

- Exclusively and Specialize in Japanese Games & Systems!
- We get every new Japanese game "WITHIN ONE WEEK" after they are released!
- We carry the most complete line of accessories and game of each system!
- Dealers are welcome!
- Please call for details or for a free List!

Mega Drive Neo Geo Super Famicom PC Engine Game Gear

For orders call: 818-287-3121 or fax: 818-451-5839

MARKETPLACE

CALL TOLL FREE
1-800-848-1482

BUY-SELL-TRADE USED GAMES
Nintendo-GameBoy
-Sega Genesis-TurboGrafx 16
Thousands of Games in Stock
Call for Current Buy/Sell Quotes
MC/Visa Accepted
TJ's--23 Chestnut St.--Suffern,NY 10901

SEGA GENESIS

Used Cartridges for $19.95!!!

Afterburner II - Battle Squadron - Budokan - Columns - DJ Boy
Forgotten Worlds - Ghostbusters - Ghouls 'N Ghosts - Herzog Zwei
Last Battle - Mystic Defender - Pat Riley Basketball - Rambo III
Space Harrier II - Super Thunder Blade - Thunder Force II - Truxton

We also Buy and Sell Used cartridges for Genesis, Nintendo, and TurboGrafx 16. Send Name and Address for **FREE** Complete Price List. Add $5.00 S/H. Calif Res add 6.5% tax. Allow 21 days for personal checks to clear. Send Money Order for Faster Processing. 90 Day Warranty on Used Cartridges.

BRE Software
352 W. Bedford, Suite 104-GP6
Fresno, CA 93711
Credit Card Orders: (209) 438-4263
24 Hour Information Line: (209) 432-2644

VISA MasterCard

Call 1-800-999-7995 for FREE catalogue!

Your source for the latest in IBM entertainment software and accessories

- Same day shipping
- Gift certificates available
- Foreign orders given special attention

Check out these great deals:

- Sound Blaster *$155*
- CH Flight Stick with Falcon *$49*

Call Now!

THE BEST PRICES, SERVICES AND SELECTION

MISSION CONTROL
170 Broadway
Suite 201
New York, NY 10038
212-962-7168
Fax 212-962-7263

三悦 CCC ENTERTAINMENT
(Dealers Welcomed!)
VISA

JAPANESE GAMEs, MAGAZINEs & VIDEOs
SG-->MD, TG-->PC & NES-->FC Adapters
Mega Drive (GENESIS):Games-$69 / Deck-$179
PC ENGINE:Games-$59 / CDs-$69 / Core Grafx-$199
GAME GEAR / GAME BOY / NEO-GEO / CD-ROMs
SUPER FAMICOM (SUPER NINTENDO) OVAs, LDs
Tel:(718) 461-9293 * Fax (718) 919-2508 Tel:(212) 274-9593
135-17 38 Av Flushing,NY 11354 * 89 Bowery St NYC,NY 10002

GAME GENIE IS HERE!

WE'VE GOT THEM, THE HOTTEST NINTENDO ACCESSORY. GIVE YOUR ON-SCREEN CHARACTERS UNLIMITED LIVES. SPECIAL POWERS, AND SELECT STAGES. SEND CHEQUE OR MONEY ORDER FOR $99.95 PLUS FREE SHIPPING TO:
J.B. ENTERPRISES
P.O. BOX 309
ALBURG. VT. 05440 VT. res. add 4% tax.

OVER 100 NINTENDO (NES)
U-D-R-L-A-B
SELECT & START CODES
THAT HELP IN GAME PLAY
(NO SOUND TEST)
SEND $9.95 MONEY ORDER TO:
D W, P.O. BOX 2911
KALAMAZOO,MICH. 49003

FINGER SPORTS GAMES™

New Sports Action

You think Nintendo and Sega are realistic wait 'til you play our games.
Basketball • Football
Hockey • Tennis
Each Game $12.75 + S/H $2.50
Lamgam, 3125 19th St. • Bakersfield, CA 93301

WE PAY YOU/WE SELL

10 Yard Fight	$2/$12
1942	10/19
1943	16/29
720	10/19
8 Eyes	8/16
Abadox	8/16
Adv. Byu Billy	2/12
Adv. Dino Riki	10/19
Adv. Island	18/32
Adv. Island II	28/49
Adv. of Lolo	16/29
Adv. of Lolo II	26/44
*Adv. of Lolo III	22/39
Adv. T Sawyer	8/16
After Burner	18/29
*Air Ball	22/39
Air Fortress	6/14
Airwolf	12/22
Al Unser	14/26
Alien Synd	10/19
All Pro Bsktbl	12/24
Alpha Miss	4/12
Amagon	6/14
Anticipation	4/16
Arch Rivals	26/44
Archon	12/24
Arkanoid-Ctrl	26/44
Arkanoid-Game	12/32
Arkistas Ring	10/22
Astyanax	8/16
Athena	2/14
Athletic World	6/14
Baby Boomer	24/44
Back/Futr	4/14
Back/Futr II & III	18/32
Bad Dudes	6/16
Bad News Bsbl	20/36
Bad Str Brawl	4/12
Balloon Fight	6/16
Band Kings Anc	32/59
*Bards Tale	22/39
Baseball	2/12
Baseball Smltr	20/36
Baseball Stars	24/44
Bases Loaded	8/16
Bases Loaded II	16/32
Batman	12/22
Battle Chess	12/24
Battle Olym	14/26
Battle Tank	26/44
*Beetlejuice	22/39
Big Bird Hd/Sk	22/39
Big Foot	16/29
*Bill/Ted Adv	26/44
Bionic Cmmnd	4/14
Black Bass	28/49
Blades of Steel	16/29
Blaster Master	4/14
*Block Out	22/39
*Bo Jackson	22/39
Bomberman	14/24
Boulder Dash	10/19
Boy / His Blob	10/19
Breakthru	4/14
Bubble Bobble	22/39
Bugs Bny	24/44
Bugs Bny Bthdy	22/44
Bump /Jump	10/19
Burai Fighter	8/16
Burger Time	12/22
Cabal	4/22
Calif Games	10/19
*Calif Raisins	22/39
Capt Comic	6/16
Capt Skyhawk	18/36
Casino Kid	14/26
*Castelian	22/39
Castle Deceipt	16/29
Castle Dragon	8/16
Castlequest	6/14
Castlevania	6/14
Castlevania II	4/14
Castlevania III	14/26
Cave Mn Gms	12/24
Chall Dragon	10/22
Champ Bowlng	18/34
Chessmaster	24/42
Chiller	14/26
Chubby Cherub	16/29
Circus Caper	8/16
City Connection	$6/$14
Clash/Dmnhd	6/14
Classic Cncnt	24/39
Clu Clu Land	6/16
Cobra Cmnd	8/16
Cobra Triangle	8/19
Code Nm Vpr	6/14
Commando	2/9
Conan	26/44
Conflict	24/44
Conq/Xtal Plce	18/36
Contra	12/24
*Crater Maze	22/39
*Cross Bow	22/39
Crystal Mines	22/42
Crystalis	20/36
*Cyberball	22/39
Cybernoid	4/12
Dance Arobcs	10/19
*Darc Seed	22/39
Dash Galaxy	2/9
Days Thndr	24/44
Deadly Towers	2/12
Death Race	16/29
Deathbots	16/29
Defend/Crwn	10/19
Defender II	10/19
Deja-Vu	20/39
Demon Sword	4/12
Desert Com	12/24
Dest. Erth Str	6/14
Dest/Emp	20/36
Dick Tracy	10/22
Dig Dug II	14/24
Digger	24/42
Dirty Harry	14/29
Disney Adv	20/36
Dnky Kng Math	22/44
Dnky Kong	8/19
Dnky Kong 3	14/26
Dnky Kong Clas	12/24
Dnky Kong Jr	8/16
Doubl Dare	16/32
Doubl Drgn	6/22
Doubl Drgn II	10/24
Doubl Drgn III	24/42
Doubl Dribble	8/19
Doubl Strike	16/29
Dr. Chaos	4/12
Dr. Jekyll/Hyde	6/14
Dr. Mario	22/39
*Drac Nite Out	22/39
*Drag Fghtr	22/39
Dragon Power	2/9
Dragon Spirit	4/12
Dragon Warrior	4/12
Dragon Warrior II	28/54
Dragon's Lair	26/44
Duck Hunt	1/3
Duck Tales	16/29
Dudes/Attitudes	16/29
Dungeon Magic	16/29
Dusty Diamnd	18/36
Dyno Warz	6/14
Elev. Action	14/24
Evrt/Lndl Ten	12/22
Excitebike	6/14
F-15	16/29
*Family Feud	26/49
Fantasy Zone	12/26
*Faria	24/44
Faxanadu	4/14
Fester's Quest	6/16
Fght Golf LT	24/42
Final Fantasy	14/24
*Firehs Rescue	28/52
Fist / No. Star	12/24
*Flght / Intrdr	22/39
Flyng Drag I	4/12
*Flyng Drag II	22/39
*Flyng Drag III	24/44
*Flyng Warriors	24/44
*Formula I	24/42
*Frankenstein	24/44
Freedom Force	6/14
Friday 13th	4/12
Fun House	24/44
G. I. Joe	24/42
Galactic Crsdr	20/36
Galaga	20/39
*Galaxy 5000	24/42

SWAP YOUR OLD NINTENDO FOR CASH OR NEW TITLES

Gauntlet	$6/$14
Gauntlet II	12/29
Genghis Khan	10/49
Ghost Bstrs	10/19
Ghost Bstrs II	16/29
Ghost/Goblins	4/14
Gilligans Isl	16/29
Goal	10/19
Godzilla	8/19
Golf	6/16
Golf Peble Bch	12/22
Golgo 13	6/14
Goonies II	4/14
Gotcha	6/14
Gradius	6/14
Gremlins II	20/36
Guardn Lgnd	6/14
Guerilla War	8/16
Gum Shoe	6/14
Gunsmoke	4/16
Gyruss	6/16
*H Glbtrttrs	26/39
*Happy Cmpr	24/44
*Hard Driven	26/49
*Hatris	22/39
Heavy Barrel	10/19
Heavy Shredin	20/39
*Hell Raiser	22/39
Heroes/Lance	16/29
Hogans Alley	10/19
Hollywood Sqs	12/22
Hoops	6/14
Hunt Rd Oct	24/42
Hydlide	2/9
I Cn Rmembr	24/42
Ice Climber	6/14
Ice Hockey	10/19
Ikari War	6/14
Ikari War II	6/14
Ikari War III	22/39
Image Fight	10/19
Immortal	24/42
Imp Mission II	18/32
Ind Jns Lst Crsd	26/44
Indiana Jones	10/19
Infiltrator	4/14
Iron Sword	4/14
Iron Tank	8/16
*Ishido: Stones	22/39
Isltd Warrior	22/39
J Chan Kg Fu	24/42
J. Nicklaus Glf	18/36
Jackal	4/12
Jaws	10/19
Jeopardy	14/26
Jeopardy 25th	14/26
Jeopardy Jr	16/29
John E. Qtrbck	4/14
Jordan/Bird	10/19
Journey Silius	14/29
Joust	2/16
Karate Champ	2/12
Karate Kid	4/12
Karnov	4/14
Kickle Cubicle	8/22
Kid Icarus	10/22
Kid Kool	10/19
Kid Niki	4/16
King Knight	2/12
King Neptune	16/29
Kings/Beach	10/22
*Kiwi Krayz	22/39
*Klash Ball	22/39
KLAX	16/29
Knight Rider	12/22
Krazy Krtrs	16/29
Krion Cnqst	22/39
Kung Fu	1/9
Kung Fu Hero	10/19
Last Ninja	20/36
Last Starfighter	16/29
Legacy/Wizzard	2/9
Legend Kage	4/12
Legend Wings	$2/$12
*Legnds/Dmnd	22/39
Life Force	4/14
Litl Lg Bsbl	12/26
Litl Nemo Dr Mstr	20/39
Litl Ninja Bros	22/39
Lode Runner	12/22
Loopz	18/36
*Lord Lightning	22/39
Low G Man	12/26
Lunar Pool	18/36
M Andretti G.B.	22/39
*M Ditka Bg Ftbl	26/49
M.U.L.E.	16/29
Mach Rider	2/9
Mad Max	4/14
Mafat Cnsprcy	10/19
*Mag Candle	22/39
Mag Darts	22/39
Mag Jhnsn Bskb	12/22
Mag Sherezade	10/19
*Mag/Shrzd II	24/49
Magician	22/39
Magmax	4/12
Maj Lg Bsbl	4/12
Maniac Mansion	16/32
MappyLand	14/26
Marbl Mdns	12/24
Mario Brothers	10/19
Marvels X-Men	10/19
Master Chu	18/32
*Match Bx Racers	22/39
Mech Attack	8/16
Mega Man	22/39
Mega Man II	12/24
Mega Man III	18/36
Menace Beach	22/39
Mendel Palace	16/29
Metal Fighter	16/29
Metal Gear	2/9
*Metal Mech	22/39
*Metal Storm	22/39
Metroid	6/12
Mickey Mouse	8/22
Might Bmb Jck	10/19
Millipede	12/29
Milon Sec Castle	8/16
Mission Cobra	8/16
Mission Imp	8/19
*Mnstr Trck Rlly	22/39
Monopoly	28/49
Monster Party	4/12
*Moon Ranger	22/39
*Motr Cty Ptrl	22/39
Ms Pacman	22/39
Muppet Adv	16/32
Muscle	4/12
Mystery Quest	8/16
NARC	8/16
Nascar Chllng	26/49
Natl Ftbl Lg	8/16
*New Zlnd Stry	22/39
Nghtmr Elm Str	12/26
Ninja Crsdrs	22/39
Ninja Gaiden	4/14
Ninja Gaiden II	12/22
Ninja Kid	10/19
Ninja Taro	22/39
Nobun Amb	18/34
*Nobun Amb II	22/39
North/South	22/39
Operation Wolf	4/12
ORB 3D	10/24
Othello	8/16
P.O.W.	8/19
*P Pan Pirates	22/39
Pacman	24/42
Pacmania	24/42
Palamedes	22/39
Paper Boy	18/34
*Paradikus	22/44
*Password	24/44
Perfect Fit	22/39
Pesterminator	$12/$24
Phntm Fighter	10/22
Pictionary	12/29
Pinball	12/24
Pinball Quest	16/29
Pinbot	16/29
Pipe Dream	10/22
*Pirates	22/39
Platoon	2/12
Play Act Ftbl	6/19
*Plce Academy	22/39
*Pool Radiance	22/39
Popeye	6/16
*Powr Pd Ftbl	22/39
Predator	10/22
Prncs Tomato	24/44
Pro Am Racing	8/16
Pro Wrestling	6/14
Punch Out	8/16
Punisher	18/36
Puss/Boots	14/24
*Puttmaster	22/39
Puzzle	18/29
Puzznic	14/32
Pyramid	22/39
*Pyross	22/39
Q-Bert	8/16
Qix	26/49
Quantum Fighter	22/39
Racket Attack	8/16
Rad Gravity	16/29
Rad Racer	8/19
Rad Racer II	16/32
Raid 2020	16/29
Raid Bungl Bay	4/12
Ralley Bike	16/29
Rambo	4/12
*Rambo III	22/39
Rampage	10/19
RBI Baseball	6/16
RBI Bsbl II	20/36
*RBI Bsbl III	22/39
Remote Cntrl	2/14
Renegade	2/9
Resce Emb Miss	4/12
Rescue Ranger	22/39
Ring King	12/24
Rivr Cty Rnsm	10/19
Road Blasters	14/24
Road Runner	12/24
Robo Cop	8/16
*Robo Cop 2	22/39
Robo Demons	12/26
Robo Warriors	2/9
Rock N Ball	6/19
Rocket Ranger	2/9
*Rocketeer	22/39
Roger Rabbit	10/19
Roller Ball	18/34
Roller Games	16/29
Rolling Thunder	4/14
Romnc/3 Kings	18/36
Rush N Attack	4/12
Rygar	8/16
*S.C.A.T.	22/39
*Samrai Cnflct	22/39
*Search King	22/39
Section Z	2/9
Seicross	2/9
Sesame Str 123	10/19
Sesame Str ABC	18/34
Shadow Ninja	14/29
Shadowgate	8/22
Shingen Ruler	12/26
Shinobi	12/22
Shock Wave	16/29
Shooting Range	14/26
Short Order	14/29
Side Pocket	24/42
Silent Assault	14/24
Silent Service	6/16
Silk Worm	10/22
Silver Surfer	16/32
Simpsons,The	24/42
Skate Or Die	2/12
Skate Or Die II	6/16
Ski Or Die	22/39
Skull/Crssbns	16/29
Sky Kid	12/22
Sky Shark	4/12
Slalom	4/12
Snake/Rattle/Roll	$12/$24
Snakes Revenge	6/14
Snpy Sily Sprts	18/32
Soccer	6/14
Solar Jetman	20/36
Soloman's Key	8/16
Solstice	14/26
Spelunker	12/22
Spot:Game	20/36
Spy Hunter	2/12
Spy Vs. Spy	4/12
Sqoon	10/22
Stadm Events	26/49
Star Force	6/16
Star Ship Hctr	4/19
Star Soldier	1/9
Star Tropics	22/39
Star Voyager	4/12
*Starblade	22/39
Stealth	16/29
Stinger	10/19
Street Cops	8/19
Street Fighter	6/16
Strider	6/16
Super Cars	22/39
Super Contra	12/22
Superman	14/26
Supr Ddge Ball	12/22
Supr Glve Ball	16/36
Supr Mario	1/5
Supr Mario II	12/24
Supr Mario III	24/39
Supr Mr/Dk Ht	1/7
Supr Mr/Dk/Trk	2/9
Supr Off Road	18/32
Supr Pitfall	12/22
Supr Spk Vlybl	14/24
Supr Sprint	4/12
Supr Tm Games	6/14
*Suprsushi Pnbl	22/39
*Swrd Mstr	22/39
Swrds/Serpents	8/22
T. M.N.T.	10/19
T. M.N.T. II	24/42
Taboo 6th Sense	2/9
Tag Team Wrst	2/14
Tagin Dragon	20/36
*Talespin	22/39
*Talkg Spr Pwrd	22/39
Target Rengade	2/12
*Targhan	22/39
Tecmo Baseball	10/19
Tecmo Bowl	18/44
Tecmo Wrld Wrst	12/22
Tennis	8/16
Terra Cresta	8/16
Tetris-Nintendo	24/39
Three Stooges	8/16
Thunderbirds	20/36
Thundercade	10/19
Thundr & Lightng	18/39
Tiger Heli	6/12
Tiles Of Fate	16/29
Time Lord	6/12
*Times Lore	22/39
*Titan Warrior	22/39
To the Earth	6/14
Tombs/Trsrs	18/29
Toobin	20/36
Top Gun	8/16
Top Gun II	18/32
Total Recall	10/19
Totally Rad	22/39
*Touchdwn Fvr	22/39
Town/Country	2/9
Track & Field	8/16
Track/Field II	6/14
Trick Shooting	12/24
Trojan	2/9
Twin Cobra	14/24
Twin Eagle	18/32
Ult. Basketball	26/48
*Ult Journey	22/39
Ultima	$12/$24
Ultima II	28/49
*Uninvited	22/39
Untouchables	22/39
Urbn Chmpn	4/10
Vegas Dreams	32/54
Vindicators	2/9
Volleyball	8/16
Wall Street Kid	10/19
*Wally Bear	22/39
*War vs Drugs	22/39
*War Wheels	22/39
Way Grtsky Hcky	16/29
Werewolf	12/24
Wheel /Fortune	18/32
Wheel /Frtn Fam	24/42
Wheel /Frtn Jr	22/39
*Where's Waldo	22/39
Wild Gunman	4/14
Willow	10/19
Win/Lose/Draw	12/24
Winter Games	2/12
Wizardry	24/42
Wizards/Wrriors	4/14
*World Champ	22/39
World Chmp Wrst	16/29
World Cls Tr Mt	4/14
World Cup Sccr	22/39
World Games	10/19
World Runner	2/9
Wrath Blk Mnta	2/9
Wrecking Crew	10/19
Wrestlemania	6/14
Wurm	22/39
WWF Challenge	24/42
Xenophobe	2/9
Xevious	4/14
Xexyz	4/14
*Xybots	22/39
Yo! Noid	16/32
Zanac	4/12
Zelda	8/16
Zelda II	8/16

Send Us Your Used Games and RECEIVE Up To $32.00 Per Game

***New Releases**
Please Call—These may or may not be out by the manufacturer.

NINTENDO® ACCESSORIES

AC Power Supply	$4/$15
Control Deck	**40/54**
Dbl Player Syst	16/29
Four Score	14/24
Game Cleaner	14.95
Light Gun	2/5
Misc. Joypad	6/14
Misc. Joystick	4/9
NES Max Joypad	6/12
Power Glove	8/22
Power Pad	8/19
RF Adapter	4/15
Satelite	18/32
Sgle Wrles Rem	8/16
U Force	10/22

NEO GEO

Control Deck	**$250/$499**
*Alpha Mission	90/179
*Blues Journey	90/179
*Burning Fight	90/179
*Ghost Pilots	90/179
*League Bowling	90/179
*Puzzled	90/179
*Super Spy, The	90/179
Baseball Stars	90/179
Cyberlip	90/179
Kings/Monsters	90/179
Nam 1975	90/179
Ninja Combat	90/179
Sengoko	90/179
Top Players Golf	90/179

FUNCO, INC.

CALL TO ORDER (612) 533-8118

MOST GAMES DELIVERED WITHIN 2 BUSINESS DAYS
(When ordering by Credit Card)

We Also Have *GAME BOY* ™ and Sega Genesis Games And Accessories

VISA MasterCard DISCOVER

All Games Come With A 90-Day Warranty

To Purchase: Send check or money order, or credit card number to **FUNCO, INC.**, 4948 Highway 169 North, New Hope, MN 55428. Please allow 3 weeks for personal checks to clear. Add $4.95 Shipping plus 50¢ per game. Add $1.00 per title if ordering by credit card. APO's, Canada, Alaska, Hawaii, please double shipping charges. MN residents please add 6% sales tax. WE DO NOT CHARGE YOUR CREDIT CARD UNLESS YOUR GAME IS IN STOCK. **(WE ARE NOT PART OF OR ENDORSED BY NINTENDO)**

To Sell Us Games: Call us first for current prices. Prices based on game, instruction manual and original box. Subtract $1.00 for missing manuals and $3.00 for missing boxes.
(Due to a 3 month lead time to place this ad, our sell or buy prices may be different) We reserve the right to refuse any purchase or sale.

GPL8/91

FREE MEMBERSHIP—Just fill out coupon and mail in. You will receive "The Fun Club" catalog.

THE FUN CLUB
4948 Highway 169 North, New Hope, MN 55428

Name _____

Address _____

City _____

State _____ Zip _____

WE PAY THE HIGHEST PRICES!!

TRADE-IN YOUR OLD TITLES FOR NEW GAMES NOW !!

WE SELL AT THE LOWEST PRICE !!

NINTENDO

GAMES	We Buy	We Sell	GAMES	We Buy	We Sell	GAMES	We Buy	We Sell	GAMES	We Buy	We Sell	GAMES	We Buy	We Sell	GAMES	We Buy	We Sell
A BOYS AND HIS BLOB	6.00	24.95	CONAN	18.00		ICE HOCKEY	3.00	6.95	NARC	16.00	32.95	SKYKID	3.00	14.95	WRECKING CREW	5.00	19.95
ABADOX	8.00	24.95	CONFLICT	15.00	36.95	IKARI WARRIORS I	3.00	12.95	NASC CHALLENGE	18.00	36.95	SLALOM	4.00	14.95	WRESTLEMANTA	4.00	16.95
ADVANCED DUNGEONS & DRAGONS	8.00	24.95	CONTRA	4.00	14.95	IKARI WARRIORS II	5.00	17.95	N. ZEALAND STRY	T.B.A.		SNAKE'S REVENGE	15.00	29.95	XENOPHOBE	4.00	14.95
ADV. IN THE MAGIC KINGDOM	8.00	27.95	CRYSTAL MINES	16.00	12.95	IMAGE FIGHT	16.00	32.95	NES PLAY ACTION FOOTBALL	18.00	36.95	SNOOPY SILLY SPORTS	16.00	34.95	XEVIOUS	5.00	15.95
ADVENTURES OF BAYOU BILLY	3.00	14.95	CRYSTALIS	20.00	34.95	IMPOSSIBLE MISSION II	16.00	32.95	NFL FOOTBALL	15.00	29.95	SOCCER	3.00	14.95	XEXYX	18.00	36.95
ADVENTURES OF LOLO	5.00	15.95	CYBERNOID	6.00	19.95	INDIANA JONES	5.00	15.95	1942	4.00	12.95	SOLAR JEIMAN	18.00	37.95	XYBOIS	16.00	34.95
ADVENTURES OF LOLO II	8.00	24.95	DANCE AEROBICS W/MAT	15.00	18.95	IMMORTAL	16.00	36.95	1943	15.00	29.95	SOLOMON'S KEY	4.00	16.95	YO'NOID	18.00	39.95
ADVENTURES OF TOM SAWYER	7.00	22.95	DASH GALAXY IN THE ALIEN ASYLUM	6.00	18.95	ISHIDO/SYONES	18.00	36.95	NINJA GAIDEN	6.00	19.95	SOLSTICE	16.00	32.95	ZANAC	7.00	21.95
ADVENTURE ISLAND	5.00	19.95	DAYS OF THUNDER	18.00		INDIANA JONES LAST CRUSADE	18.00	39.95	NINJA GAIDEN II	10.00	29.95	SPELUNKER	5.00	15.95	ZELDA	3.00	9.95
ADVENTURE ISLAND II	12.00	36.95	DEADLY TOWERS	3.00	36.95	INFILTRATOR	15.00	32.95	NINJA KID	5.00	15.95	SPOT THE GAMES	18.00	36.95	ZOMBIE NATIONS	18.00	36.95
ADVENTURES OF LINK	3.00	12.95	DEFENDER II	7.00	22.95	IRON SWORD	4.00	16.95	NIGHTMARE ELM STREET	18.00	36.95	SPY HUNTER	3.00	7.95			
AFTER BURNER	10.00	26.95	DEFENDER OF THE CROWN	5.00	19.95	IRON TANK	4.00	15.95	NOBUNAGA'S AMBITION	20.00	39.95	SPY VS. SPY	4.00	14.95			
AIRBALL	12.00	36.95	DEJA-VU	18.00	17.95	ISOLATED WARRIOR	18.00	36.95	OPERATION WOLF	4.00	14.95	STACK UP WITH ROBOT	5.00	15.95			
AIR WOLF	10.00	23.95	DEMON SWORD	6.00	36.95	JACK NICKLAUS GOLF	15.00	32.95	OTHELLO	6.00	18.95	SQOON	5.00	15.95			
AIR FORTRESS	4.00	15.95	DESERT COMMANDER	8.00	18.95	JACKAL	4.00	14.95	PACMAN	8.00	19.95	STAR FORCE	4.00	14.95			
AIR FORCE	6.00	18.95	DESTINATION EARTH STAR	10.00	25.95	JAWS	3.00	12.95	PAPERBOY	10.00	24.95	STAR SOLDIER	9.00	19.95			
AL UNSER JR.'S TURBO RACING	12.00	30.95	DESTINY OF EMPEROR	18.00	22.95	JEOPARDY	7.00	22.95	PHANTOM FIGHTER	15.00	36.95	STAR VOYAGER	3.00	12.95			
ALIEN SYNDROME	5.00	21.95	DICK TRACY	14.00	36.95	JEOPARDY JR.	16.00	32.95	PESIERMINATOR	18.00	37.95	STARSHIP HECTOR	16.00	34.95			
ALL PRO BASKETBALL	10.00	29.95	DIG DUG II	6.00	29.95	JEOPARDY! 25th ANNIV. EDITION	17.00	36.95	PICTIONARY	20.00	39.95	STEALTH ATF	14.00	26.95			
ALPHA MISSION	3.00	14.95	DIRTY HARRY	15.00	21.95	JOHN ELWAYS QUARTERBACK	3.00	12.95	PINBALL	5.00	17.95	STINGER	5.00	15.95			
AMAGON	4.00	17.95	DINO KIKI	8.00	29.95	JORDAN VS. BIRD	7.00	21.95	PINBALL QUEST	15.00	29.95	STREET COP	16.00	34.95			
ANTICIPATION	7.00	21.95	DONKEY KONG	3.00	17.95	JOURNEY TO SILIUS	14.00	32.95	PINBOT	15.00	29.95	STRIDER	6.00	19.95			
ARCADE TURTLES			DONKEY KONG JR. MATH	5.00	14.95	JOUST	4.00	15.95	PIPE DREAMS	18.00	36.95	SUPER CONTRA	10.00	29.95			
ARCHON	7.00	27.95	DONKEY KONG 3	3.00	16.95	KARATE CHAMP	3.00	7.95	PLATOON	3.00	12.95	SUPER DODGEBALL	12.00	26.95			
ARCH RIVAL	15.00	39.95	DONKEY KONG CLASSIC	8.00	14.95	KARATE KID	3.00	13.95	PALAMEDES	18.00	36.95	SUPER MARIO 1	3.00	5.95			
ARKANOID W/CONTROLLERS	20.00	42.95	DONKEY KONG JUNIOR	3.00	14.95	KARNOV	4.00	15.95	PIRATES	18.00	36.95	SUPER MARIO 2	3.00	15.95			
ARKISTA'S RING	10.00	26.95	DOUBLE DARE	13.00	12.95	KICLE CUBICLE	15.00	32.95	PRICE IS RIGHT	20.00	39.95	SUPER MARIO 3	18.00	37.95			
ASTYANAX	10.00	29.95	DOUBLE DRAGON	6.00	22.95	KID ICARUS	6.00	19.95	PUNISHER	18.00	36.95	SUPER MARIO/DUCK/GUN	6.00	18.95			
ATHENA	7.00	21.95	DOUBLE DRAGON II	14.00	18.95	KID KOOL	14.00	29.95	PUTTMASTER	18.00	36.95	SUPER OFF ROAD	15.00	34.95			
ATHLETIC WORLD W/MAT	8.00	24.95	DOUBLE DRIBBLE	3.00	29.95	KID NIKI	5.00	19.95	PUZZLE	18.00	36.95	SUPER PITFALL	4.00	15.95			
BABY BOOMER	7.00	21.95	DR. CHAOS	8.00	9.95	KING'S KNIGHT	5.00	14.95	POLICE ACADEMY	14.00	29.95	SUPER SPIKE VOLLEYBALL	9.00	24.95			
BABY GANGSTER	8.00	24.95	DR. JECKYL AND MR. HYDE	8.00	22.95	KINGS OF THE BEACH	10.00	22.95	POPEYE	5.00	17.95	SUPER SPRINT	10.00	19.95			
BACK TO THE FUTURE	6.00	24.95	DRAGON POWER	5.00	21.95	KIWI KRAYE	T.B.A.		PUZZNIC	18.00	36.95	SUPER TEAM GAMES	8.00	16.95			
BACK TO THE FUTURE 2	15.00	35.95	DRAGON WARRIOR	7.00	14.95	KLAX	16.00	32.95	PREDATOR	9.00	19.95	SUPER GLAVE BALL	18.00	36.95			
BACK TO THE FUTURE 3	T.B.A.		DRAGON WARRIOR II	18.00	19.95	KNIGHT RIDER	10.00	24.95	PRINCESS TOMATO IN THE SALAD	18.00	36.95	SUPER XEVIOUS	18.00	34.95			
BAD DUDES	5.00	24.95	DRIVING GAME	10.00	34.95	KUNG FU	3.00	9.95	PRISONER OF WAR	8.00	19.95	SUPERMAN	15.00	32.95			
BAD NEWS BASEBALL	15.00	33.95	DUCK HUNT WITH GUN	5.00	15.95	KUNG FU HEROES	5.00	19.95	PRO-WRESTLING	4.00	14.95	SWORD SERPENTS	18.00	36.95			
BAD STREET BRAWLER	12.00	32.95	DUCK TALES	12.00	29.95	KRION CONQUEST	18.00	36.95	PUSS N BOOTS	12.00	24.95	T & C SURF DESIGN	3.00	6.95			
BALLOON FIGHT	3.00	14.95	DUNGEON MAGIC	16.00	36.95	LAST NINJA	18.00	36.95	PYRO	18.00	36.95	TABOO 6TH SENSE	12.00	24.95			
BANDIT KINGS OF CHINA	15.00	36.95	DUSTY DIAMOND'S ALL STAR SOFTBALL	16.00	36.95	LEE TREVINO FIGHTING GOLF	T.B.A.		Q-BERT	6.00	16.95	TAG TEAM WRESTLING	4.00	16.95			
BARD'S TALE	T.B.A.		DYNOWARZ	14.00	34.95	LEGACY OF THE WIZARD	5.00	15.95	QUEST OF AVATAR	T.B.A.		TAGIN' DRAGON	18.00	36.95			
BARKER B'S TRICK SHOOTING	5.00	15.95	E-15 STRIKE EAGLE	T.B.A.	29.95	LEGEND OF KAGE	3.00	12.95	QUIX	18.00	36.95	TARGET RENEGADE	6.00	22.95			
BASEBALL	3.00	8.95	8 EYES	10.00	24.95	LEGENDARY WINGS	5.00	15.95	RACKET ATTACK	4.00	16.95	TECMO BASEBALL	8.00	22.95			
BASEBALL SIMULATOR 1,000	12.00	31.95	ELEVATOR ACTION	6.00	19.95	LIFE FORCE	4.00	14.95	RAD RACER	3.00	12.95	TECMO BOWL	16.00	32.95			
BASEBALL STARS	10.00	29.95	EMPIRE CITY	13.00	27.95	LITTLE LEAGUE BASEBALL	12.00	34.95	RAD RACER II	12.00	29.95	TECMO WORLD WRESTLING	14.00	29.95			
BASES LOADED	3.00	12.95	EVERT AND LEANDA TENNIS	10.00	28.95	LITTLE NEMO DR MSTR	16.00	36.95	RAID 2020	15.00	29.95	TEENAGE MUTANT NINJA TURTLES	4.00	21.95			
BASES LOADED II	12.00	29.95	EXCITE BIKE	3.00	8.95	LODE RUNNER	6.00	19.95	RAID ON BUNGLING BAY	6.00	17.95	TEENAGE MUTANT NINJA TURTLES 2	22.00	42.95			
BATMAN	8.00	29.95	F-1 BUILT TO WIN	T.B.A.		LOW-G-MAN	18.00	36.95	RALLEY BIKE	12.00	29.95	TEN YARD FIGHT	3.00	9.95			
BATTLE OF OLYMPUS	9.00	27.95	FANTASY ZONE	10.00	19.95	LUNAR POOL	9.00	24.95	RAMBO	3.00	7.95	TENNIS	4.00	15.95			
BEEPLEJUICE	18.00	36.95	FARIA	18.00	24.95	LAST STARFIGHTER	18.00	36.95	RAMPAGE	4.00	24.95	TERRA CRESTA	16.00	32.95			
BIG BIRDS HIDE AND SEEK	15.00	36.95	FAXANADU	8.00	36.95	LOOPZ	18.00	36.95	R.B.I. BASEBALL	8.00	19.95	TALKING SUPER POWER	18.00	39.95			
BIG FOOT	15.00	29.95	FESTER'S QUEST	8.00	19.95	LORD OF LIGHTNING	18.00	36.95	R.B.I. BASEBALL II	22.00	39.95	TETRIS (NINTENDO)	9.00	22.95			
BIONIC COMMANDO	3.00	18.95	FLYING DRAGON 2	20.00	19.95	MACH RIDER	3.00	14.95	R.C. PRO AM RACING	3.00	6.95	THREE STOOGES	12.00	24.95			
BLACK BASS	18.00	39.95	FLYING DRAGON 3	20.00	39.95	MAD MAX	15.00	34.95	RENEGADE	6.00	18.95	THUNDERCADE	6.00	19.95			
BLADES OF STEEL	8.00	21.95	FIGHTING GOLF	15.00	39.95	MAFAT CONSPIRACY	14.00	34.95	RESCUE EMBASSY MISSION	6.00	19.95	THUNDER BIRDS	18.00	36.95			
BLASTER MASTER	3.00	12.95	FINAL FANTASY	20.00	36.95	MAGIC JOHNSON'S FASTBREAK	15.00	29.95	RING KING	5.00	15.95	TIGER-HELI	3.00	7.95			
BOMBERMAN	10.00	26.95	FISHER PRICE: I CAN REMEMBER	12.00	39.95	MAGIC OF SCHEHERAZADE	20.00	39.95	RIVER CITY RANSOM	8.00	24.95	TIME LORD	15.00	32.95			
BATTLE CHESS	18.00	36.95	FISHER PRICE: PERFECT FIT	12.00	28.95	MAGMAX	4.00	15.95	ROAD BLASTER	6.00	19.95	TO THE EARTH	8.00	16.95			
BOULDER DASH	14.00	29.95	FIST OF THE NORTH STAR	10.00	29.95	MAJOR LEAGUE BASEBALL	3.00	12.95	ROAD RUNNER	9.00	24.95	TOMBS AND TRESURE	18.00	36.95			
BREAK THRU	4.00	14.95	FLYING DRAGON 1	8.00	22.95	MANIAC MANSION	16.00	34.95	ROBO COP	8.00	19.95	TOOBIN'	10.00	27.95			
BUBBLE BOBBLE	7.00	22.95	FORMULA 1 GRAND PRIX	15.00	24.95	MAPPY LAND	15.00	24.95	ROBO DEMON	14.00	29.95	TOP GUN I	4.00	15.95			
BUG BUSIER			FREEDOM FORCE	7.00	34.95	MAGIC OF SHEREZADE II	16.00	36.95	ROBO WARRIOR	8.00	17.95	TOP GUN II	8.00	24.95			
BUGS BUNNY	15.00	32.95	FRIDAY THE 13TH	3.00	21.95	MARBLE MADNESS	14.00	28.95	ROCK AND BALL	15.00	29.95	TOP SECRET EPISODE	16.00	32.95			
BUGS BUNNY BIRTHDAY	15.00	34.95	GAUNTLET II	18.00	9.95	MARIO BROTHERS	5.00	19.95	ROCKET RANGER	15.00	32.95	TOTAL RECALL TRACK AND FIELD	3.00	9.95			
BUMP 'N JUMP	5.00	19.95	GALACTIC CRUSADER	15.00	36.95	MARVEL'S X-MEN		29.95	ROGER RABBIT	8.00	24.95	TRACK AND FIELD II	4.00	14.95			
BURAI FIGHTER	10.00	29.95	GAUNLET	3.00	29.95	MASTER CHU & THE DRUNKHARD HU	15.00	32.95	ROLLER BALL	10.00	29.95	TROJAN	3.00	9.95			
BURGERTIME	6.00	18.95	GENGHIS KHAN	26.00	12.95	M ANDRETTI WORLD	18.00	36.95	ROCKET RANGER	15.00	32.95	TWIN COBRA	18.00	34.95			
CABAL	16.00	32.95	GHOSTBUSTERS	10.00	46.95	M. DITKA BG FOOTBAL	18.00	36.95	ROLLING THUNDER	7.00	19.95	TWIN EAGLE	18.00	36.95			
CALIFORNIA GAMES	15.00	29.95	GHOSTBUSTERS II	18.00	32.95	MECHANIZED ATTACK	18.00	36.95	ROMANCE OF 3 KINGDOMS	28.00	49.95	ULT. BASKETBALL	16.00	34.95			
CALIFORNIA RAISINS	18.00	36.95	GHOSTS AND GOBLINS	3.00	36.95	MEGA MAN	7.00	21.95	RESCUE RANGERS	20.00	39.95	ULTIMA	18.00	39.95			
CAPTAIN COMIC	5.00	15.95	GILLIGAN'S ISLAND	19.00	8.95	MEGA MAN 2	14.00	24.95	ROLLER GAMES	20.00	39.95	ULTIMA II	18.00	36.95			
CAPTAIN SKYHAWK	18.00	36.95	GOAL	14.00	38.95	MEGA MAN 3	22.00	36.95	RUSH'N ATTACK	3.00	9.95	ULTIMATE BASKETBALL	3.00	8.95			
CASINO KID	12.00	29.95	GODZILLA	14.00	28.95	METAL FIGHTER	16.00	32.95	RYGAR	3.00	8.95	URBAN CHAMPION	25.00	46.95			
CASTLE QUEST	3.00	12.95	GOLF-PEBBLE BEACH	10.00	24.95	METAL GEAR	3.00	8.95	SAMURAI CONFLICT	18.00	36.95	VEGA'S DREAM	18.00	37.95			
CASTLEVANIA	3.00	12.95	GOLF-NINTENDO	5.00	15.95	MENDEL PALACE	18.00	36.95	SECTION Z	3.00	9.95	VINDICATOR	10.00	24.95			
CASTLEVANIA II: SIMON'S QUEST	5.00	14.95	GOLGO-13	4.00	12.92				SEICROSS	8.00	19.95	VOLLEYBALL	5.00	14.95			
CASTLEVANIA III	18.00	36.95	GOONIES II	4.00	9.95	MATCH BX RACERS	T.B.A.		SESAME STREET 123	15.00	32.95	WALL SREET KID	18.00	36.95			
CAVE MAN UGLYMPICS	15.00	36.95	GOTCHA	14.00	9.95	METAL MECH	18.00	36.95	SESAME STREET ABC	14.00	29.95	WAR ON WHEELS	18.00	39.95			
CHAMPIONSHIP BOWLING	18.00	36.95	GRADIUS	3.00	12.95	METROID	3.00	5.95	720 DEGREES	4.00	16.95	WAR VS DRUGS	18.00	39.95			
CHAMPIONSHIP SERIES			GRAND PRIX	10.00	14.95	MICHAEL ANDRETTI'S GP	T.B.A.		SHADOW OF NINJA	20.00	39.95	WARE WOLF	18.00	36.95			
CHESSMASTER	18.00	36.95	GUARDIAN LEGEND	6.00	29.95	MICKEY MOUSE	7.00	19.95	SHADOW GATE	8.00	22.95	WWF CHALLENGE	18.00	37.95			
CHESIERFIELD			GUERILLA WAR	5.00	18.95	MIGHTY BOMB JACK	7.00	21.95	SHINGEN THE RULER	20.00	39.95	WHEEL OF FORTUNE	8.00	26.95			
CHILLER	8.00	16.95	GUM SHOE	5.00	15.95	MIKE TYSON'S PUNCH-OUT	4.00	16.95	SHINOBI	12.00	24.95	WHEEL OF FORTUNE JR.	15.00	32.95			
CHIP AND DALE	T.B.A.		GUN SMOKE	5.00	14.95	MILLIPEDE	5.00	15.95	SHOOTING RANGE	14.00	27.95	WHEEL OF FORTUNE FAMILY EDITION	15.00	32.95			
CHUBBY CHERUB	18.00	32.95	GYROMITE WITH ROBOT	5.00	14.95	MILON'S SECRET CASTLE	5.00	17.95	SHORT ORDER/EGGSPLODE!	14.00	27.95	WILD GUNMAN WITH GUN	5.00	15.95			
CIRCUS CAPER	14.00	32.95	GYRUSS	7.00	22.95	MISSION COBRA	18.00	36.95	SIDE POCKET	25.00	49.95	WILLOW	8.00	24.95			
CITY CONNECTION	5.00	18.95	HARD DRIVIN'	20.00	17.95	MISSION IMPOSSIBLE	16.00	32.95	SILENT ASSAULT	18.00	36.95	WIN, LOOSE OR DRAW	16.00	32.95			
CLASH AT DEMONHEADS	8.00	24.95	HEAVY BARREL	18.00	39.95	MONSTER PARTY	6.00	18.95	SILENT SERVICE	5.00	19.95	WINIER GAMES	4.00	12.95			
CLASSIC CONCENTRATION	12.00	29.95	HEAVY SHREDDIN'	18.00	36.95	MONSTER TRUCK RALLY	18.00	37.95	SILKWORM	18.00	36.95	WIZARDRY	15.00	35.95			
CLU CLU LAND	4.00	17.95	HOGAN'S ALLEY WITH GUN	5.00	36.95	MOTO CITY PATROL	18.00	36.95	SIMPSONS	24.00	42.95	WIZARDS AND WARRIORS	4.00	12.95			
COBRA COMMAND		15.95	HOLLYWOOD SQUARES	10.00	31.95	MS. PACMAN	16.00	32.95	SIVER SURFER	18.00	39.95	WORLD CHAMPIONSHIP WRESTLING	22.00	38.95			
COBRA TRIANGLE	6.00	15.95	HOOPS	5.00	27.95	M.U.L.E.	16.00	32.95	SKATE OR DIE	4.00	12.95	WORLD GAMES	6.00	18.95			
CODE NAME: VIPER	12.00	27.95	HUNT FOR RED OCTOBER	18.00	15.95	MUPPET ADVENTURE	18.00	36.95	SKATE OR DIE II	18.00	36.95	WORLD GP	5.00	15.95			
COMIC CAPER	8.00		HYDLIDE	3.00	36.95	MUSCLE	5.00	18.95	SKULL AND CROSSBONES	18.00	36.95	WORLD RUNNER (3-D)	5.00	14.95			
COM ANDO	3.00	12.95	ICE CLIMBER	5.00	15.95	MYSTERY QUEST	9.00	24.95	SKY SHARK	3.00	12.95	WRATH OF BLACK MANTA	8.00	24.95			

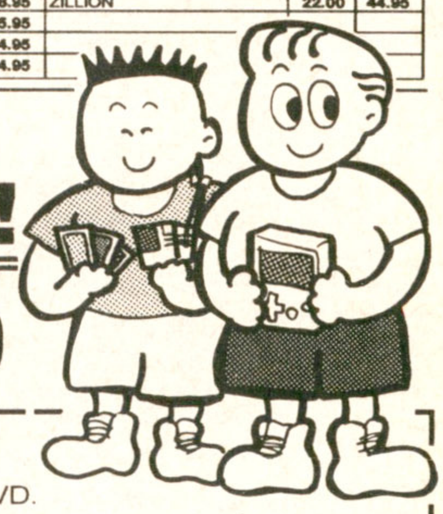
GENESIS GAMES

GAMES	We Buy	We Sell
AFTER BURNER II	16.00	39.95
AIR DIVER	9.00	29.95
ALEX KID	6.00	19.95
ALTERED BEAST	3.00	14.95
A. PALMER TOURNAMENT GOLF	10.00	22.95
ATOMIC ROBO KID	20.00	53.95
BIMINI RUN	18.00	42.95
BUDOUKAM	15.00	39.95
BURNING FORCE	18.00	42.95
CROSS FIRE	18.00	41.95
CURSE	18.00	39.95
CYBERBALL	20.00	42.95
COLUMNS	16.00	37.95
DYNAMIC DUKE	20.00	42.95
DICK TRACY	22.00	44.95
DJ BOY	22.00	44.95
DANDO	T.B.A.	
E-S WA.T	24.00	43.95
FORGOTTEN WORLDS	6.00	21.95
FIRE SHARK	20.00	36.95
GOLDEN AXE	13.00	37.95
GHOULS'N GHOSTS	4.00	21.95
GHOSTBUSTERS II	18.00	38.95
HARD DRIVIN'	22.00	42.95
HERZOG ZWEI	8.00	26.95
HELL FIRE	22.00	41.95
INSECTOR X	20.00	41.95
J. MONTNA FOOTBALL	18.00	39.95
JUNCTION	18.00	36.95
KNOCKOUT BOXING	24.00	42.95
KLAX	14.00	35.95
KA-GE-KI	24.00	44.95
LAST BATTLE	6.00	18.95
MISSLE DEFENSE	22.00	41.95
M. JACKSON'S MOONWALKER	20.00	39.95
MYSTIC DEFENDER	7.00	22.95
MICKEY MOUSE	24.00	42.95
MONDU'S FIGHT PALACE	20.00	39.95
MAZ HUNTER	22.00	41.95
OUT RUN	25.00	42.95
PAT RILEY'S BASKETBALL	24.00	43.95
PHELIOS	20.00	39.95
PHANTASY STAR II	18.00	41.95
POPULOUS	18.00	39.95
POWER DRIFT	22.00	42.95
PAPER BOY	22.00	42.95
PENDULUM LAIRD	24.00	43.95
RAMBO II	7.00	18.95
REVENGE OF SHINOBI	16.00	34.95
ROAD BLASTERS	22.00	42.95
STORM LORD	22.00	44.95
SPACE HARRIER II	6.00	17.95
SPIDER MAN	24.00	48.95
SHOVE IT!	12.00	39.95
SUPER HANG-ON	14.00	36.95
SUPER THUNDER BLADE	10.00	19.95
SUPER VOLLEY BALL	24.00	48.95
SUPER MONACO GP	22.00	44.95
SUPER HYDLIDE	15.00	39.95
STRIDER	25.00	49.95
SGT. SLAUGHTER WRESTLE WAR	22.00	44.95
SHADOW DANCER	24.00	48.95
SKULL & CROSS BONES	22.00	44.95
TOMMY LASORDA BASEBALL	16.00	38.95
THUNDER FORCE II	9.00	24.95
TARGET EARTH	18.00	36.95
TECHNO COP	22.00	44.95
THUNDER FORCE III	24.00	48.95
TRUXION	14.00	29.95
TRAMPOLINE TERROR	20.00	42.95
VERMILLION	16.00	39.95
WORLD CHAMPIONSHIP SOCCER	14.00	34.95
WHIP RUSH	24.00	42.95
WRESTLE WAR	20.00	41.95
ZOOM	12.00	29.95
ZAXON	24.00	48.95
ZILLION	22.00	44.95

and Much Much More!!

• Price may vary without notice. • Video Gameland reserves the right to turn down any order.

also IMPORTED GAME CASSETTES from **JAPAN!!**



TO ORDER **CALL** VIDEO GAME LAND **NOW!** **(213) 792-1190**

TERMS AND CONDITIONS

Prices may vary without notice. Video Gameland reserves the right to turn down any order. All orders of more than 20 or more titles and/or more than one of any title must call beforehand to verify. Check or Money Order only, no Credit Cards or C.O.D. For missing box or instructions we deduct $1 each. To buy box or instructions add $1 each. Shipping and Handling charges are: for up to three games $3.50, for each additional game add $1, for systems $8.50, plus $1 for each game. All orders shipped within 48 hours of receiving your order. All returned or defective orders will be charged the same shipping and handling rates. Video Gameland guarantees all merchandise for seven days after arrival. If ordering with personal check, print state driver's license number on check. Make check or money order payable to: Video Gameland, 1000 Torrance Blvd., Suite D, Redondo Beach, CA 90277. Video Gameland is not endorsed by manufacturers contained in this ad. Not responsible for misprints. All items subject to availability. Video Gameland is open 7 days from 10 a.m. to 8 p.m. PST. Call first for current prices. (213) 792-1190.

ORDER FORM

VIDEO GAME LAND
PLAZA 1000 #D, 1000 TORRANCE BLVD.
REDONDO BEACH, CA 90277

PLY

PLEASE CHECK ONE: ☐ I WANT TO BUY ☐ I WANT TO SELL

NAME *Please Print* _____ AGE _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

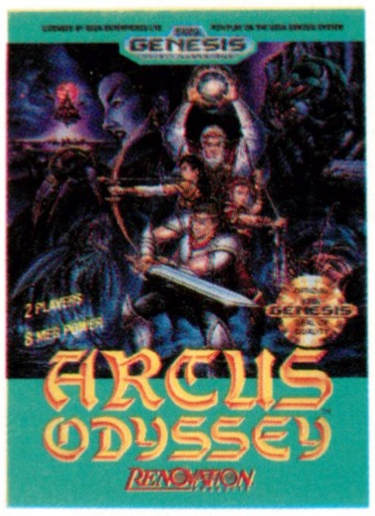
PHONE ( ) _____ SIGNATURE _____

OFFICIAL SEGA GENESIS SEAL OF QUALITY

IT'S TIME TO LEARN A THING OR TWO ABOUT FUN.

Professional gamer David Izat knows a lot about fun and games, especially with Arcus Odyssey.

Equipped with 8 meg graphic power, Arcus Odyssey is pure strategy. With up to four warriors (two warriors per game) work your way through daring levels and mind boggling mazes, and as you master each level, your weapons become stronger. Challenge your mind by finding hidden clues; reward yourself with hidden treasures. Now that you've learned the basics, ask the ultimate question; are you ready to learn a thing or two about fun?



RENOVATION™ PRODUCTS

987 University Avenue, Suite 10
Los Gatos, CA 95030 (408) 395-8375

You are America's Secret Weapon against Terrorism!

Your elite special forces team of NAVY SEALS must rescue a helicopter crew captured by terrorists. Their hideout: somewhere in Beirut. Find it, penetrate it, make your rescue— and discover a cache of stolen Stinger missiles while you're at it!

And that's just the beginning. You will storm ships, uncover decoys, track an informant, and carry out hair-raising missions, all before you can catch your breath!

As a SEAL, your training has been ultimate. You may practice each level again and again, but to win, you must make it through completely on your own. YOU are America's Secret Weapon!

NAVY SEALS™

BASED ON THE MOTION PICTURE FROM

ORION® PICTURES CORP.

Nintendo ENTERTAINMENT SYSTEM®

The name of the game

GAME BOY™

Official Nintendo Seal of Quality

ocean®

Ocean of America, Inc.
1855 O'Toole Ave., Suite D-102, San Jose, CA 95131

Orion's Licensing Representative: CLC
NavySeals © and TM Orion Pictures Corporation, All rights reserved. Nintendo®, Gameboy® and the official seals are trademarks of Nintendo of America, Inc.