

FDC 50080

# Video Games & Computer Entertainment™

January 1990

**INTRODUCING DESTINATION ARCADIA—  
OUR NEW ARCADE COLUMN!**

U.S.A. \$2.95  
Canada \$3.95



**Take  
a Bizarre  
Trip Into  
Cyberspace!**

**Take  
to the  
Hardwood With  
Electronic  
Basketball!**

**Maps  
& Tips:**

**SNK's  
P.O.W.**

**Sega's  
Wonder  
Boy III**

**Work Those Brain Cells**

**VG&C  
Starts  
a New Year  
With a  
New Look!**

**Check Out Our Puzzle-Game Survey**



01

# BLOOD AND GUTS.

Introducing two new hits that are going to make your Game Boy™ scream with fear and excitement.

In Castlevania-The Adventure™ from Konami®, you'll journey with Simon Belmont on his third—and possibly most terrifying—quest through a maze of torture chambers and vampire crypts.

While in Motocross Maniacs™ from Ultra®, you'll get down and dirty in an off-road rad race where Nitro Turbo Boosts are the difference between popping wheelies and biting the dust.

So, all of you speed demons and daredevils, shift your courage into high gear and prepare to splatter your shiny new Game Boy with a little mud... and blood.

 **KONAMI®**

Nintendo, Game Boy and the Official Seal are trademarks of Nintendo of America Inc. © 1989 Nintendo of America Inc. Castlevania-The Adventure™ is a trademark of Konami Inc. Motocross Maniacs™ is a trademark of Ultra Software Corporation. Konami® is a registered trademark of Konami Industry Co., Ltd. Ultra® is a registered trademark of Ultra Software Corporation. © 1989 Konami Inc.



NEC

Where  
the system  
gets its  
energy.

**TurboBooster™ Audio-Video Enhancer**  
Working with your stereo TV or mono TV and stereo audio equipment, TurboBooster's special pre-amp function gives your game full stereo sound and sharper, clearer graphics through direct video input.

**TurboGrafx™-CD Game Interface and Compact Disc Player**

Brings CD sound and an even higher level of gameplay to the TurboGrafx-16 system—with more characters, more levels, and more challenge. Also plays regular audio and the new CD graphics (CD + G) discs.



**TurboTap™ Multi-Controller Adapter**

Now up to five friends can play specially selected games at once. Compete in head-to-head action or work together towards victory.



**Tons of Arcade-Quality Games.**

Packed with high-energy action, our TurboChip™ game cards bring you some of the best arcade-quality titles around. Adventure games like *The Legendary Axe*™

Action games like *Vigilante*™ and *China Warrior*™. Racing games like hard-driving *Victory Run*™. And, when you're ready, you can even expand your system to play

TurboGrafx-CD games, for even more excitement—with more characters and levels, real voices, CD music, animation, and more.



**TurboPad™ Controller**

Specially designed to help you control the amazing energy of the TurboGrafx-16 system, it's precise and fast, with three levels of "turbo" fire.



**TurboStick™ High-Performance Controller**

Lets you aim better and move quicker than you thought possible! Variable speed "turbo" fire gives you high-energy action—up to 16 shots per second. Or you can go into slow motion!

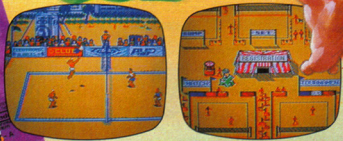
**TurboGrafx™-16 Entertainment SuperSystem**

The heart of the incredible TurboGrafx-16 system. With a custom 16-bit graphics processor that delivers an amazing 512 colors, a CPU that's four times faster and six stereo sound generators.



The higher energy video game system.

# LIFE'S A BEACH.

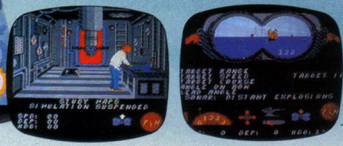
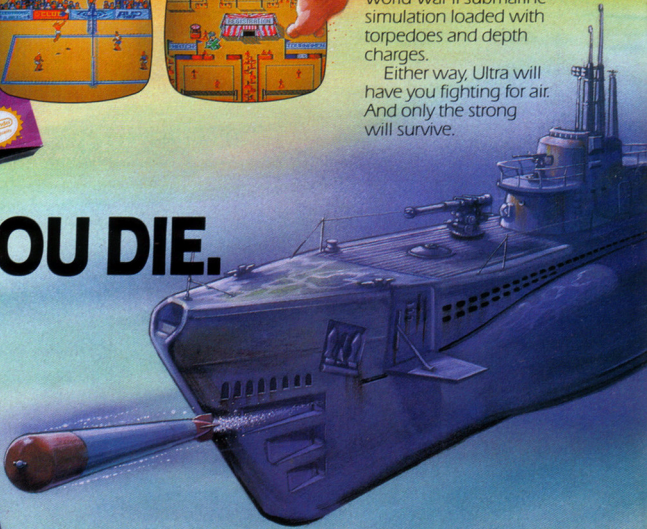


If you think things are tough now, wait till you get hit upside the head by Ultra's Kings of the Beach Professional Beach Volleyball™ for Nintendo. Up to 4 players can compete in this slam-fest, complete with spikes, digs, jump serves and a mighty Kong block that'll bury you in the sand.

But that's just the half of it! Because Ultra is also shipping you off to the South Pacific for some brutal combat in Silent Service™, the super-realistic World War II submarine simulation loaded with torpedoes and depth charges.

Either way, Ultra will have you fighting for air. And only the strong will survive.

# THEN YOU DIE.



Ultra™ and ULTRAGAMES™ are registered trademarks of Ultra Software Corporation. Kings of the Beach Professional Beach Volleyball™ is a trademark of Electronic Arts. Silent Service™ is a trademark of MicroProse Software Inc. Nintendo® and Nintendo Entertainment System™ are registered trademarks of Nintendo of America Inc.

# ULTRA®

GAMES

Cover: With the addition of arcade coverage in VG&CE (see the first installment of *Destination Arcadia* on page 90), we felt that the comic-book style of Atari's *Escape From the Planet of the Robot Monsters* would be a suitable subject. **Art: Alan Hunter**

# C O N T E N T S



JANUARY 1990



FEATURES

56

## IS IT LIVE, OR IS IT... CYBERSPACE?

by Maurice Molyneaux

*This innovative "looking glass" project pushes computer technology in wild directions—and may affect how we play video games in the future.*

72

## GOING FOR THE DRAGONS: WONDER BOY III STRATEGY GUIDE, PART I

by Clayton Walnum

*This detailed strategy guide will help you smooth over the rough spots as you take Wonder Boy through his third adventure on the Sega Master System.*

80

## LIFE IN WAR TIMES: P.O.W. STRATEGY GUIDE

by Andy and Bissy Eddy

*Are you feeling claustrophobic? Our maps, hints and tips should help you free yourself from the enemy prison camp and call your troops to pick you up.*

90

## DESTINATION ARCADIA

by Andy Eddy and Patrick J. Kelley

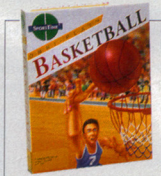
*This new column debuts with coverage of the 1989 AMOA show in Las Vegas and an in-depth look at Atari's *Escape From the Planet of the Robot Monsters*.*

108

## CHRIS CRAWFORD: THE DESIGNER'S DESIGNER

by Bill Kunkel

*Crawford is not only a designer of high-quality games, but he's also an outspoken critic of the industry. Peek in on a candid conversation with him about his views and visions.*



114

## ROUNDBALL SOFTWARE: THE LATEST IN COMPUTERIZED BASKETBALL

by Bill Kunkel and Arnie Katz

*Droves of electronic dribbling simulations have hit the shelves, and our experts open up their archives to show you how it started, what's out now and what to look for.*

124

## PUZZLING IT OUT: GAMES FOR THINKERS

by Joyce Worley

*If you're in the mood for an electronic brainteaser, this survey of mind-boggling games will set you on the right track.*

134

## COMPUTER-GAME STRATEGIES

by Frank Tetra

*In this issue, Frank guides you through Beyond the Black Hole, California Games and Firepower.*



REVIEWS

26

## VIDEO-GAME REVIEWS

Rastan, Guardian Legend, Magic Johnson's Fast Break, Clash at Demon Head, Bad Dudes, Sky Shark, Rescue, Ghouls 'N' Ghosts, and Magic of Scheherazade.

143

## COMPUTER-GAME REVIEWS

Heavy Barrel, Beyond the Black Hole, Dark Side, Gold Rush and Genghis Khan: A Study of Regal Principle.



DEPARTMENTS

Editor's Letter 6

Reader Mail 10

News Bits 16

Easter Egg Hunt 36

Yea & Nay 68

Inside Gaming 131

Advertiser Index 156

Game Doctor 159

# VideoGames & Computer Entertainment

Published by L.F.P. Inc.

**Editor-in-Chief**  
LEE PAPPAS

**Executive Editor**  
ANDY EDDY

**Associate Editor**  
PATRICK J. KELLEY

**Art Director**  
LAURIE FERGUSON

**Assistant Art Director**  
STEVE MELIN

**Managing Editor**  
DEAN BRIERLY

**Computer Entertainment Editor**  
ARNIE KATZ

**Computer Entertainment Associate Editor**  
BILL KUNKEL

**News Editor**  
JOYCE WORLEY

**Copy Chief**  
SARAH WEINBERG

**Copy Editor**  
NORMA EDWARDS

**Editorial Assistant**  
COLLEEN CREMORA

**Department Logo Design**  
MAXINE NAYLOR

**Computer Consultants**  
ODELL CHERRY  
FRANK COHEN

**Chief Typographer**  
DAVID BUCHANAN

**Vice-President, Production**  
DONNA HAHNER

**Production Assistant**  
STEVE HOPKINS

**National Advertising Manager**  
JEFFREY EISENBERG

**JE PUBLISHER'S REPRESENTATIVES**

Address all inquiries to:  
6855 Santa Monica Blvd., Suite 302  
Los Angeles, CA 90038  
(213) 467-2266

**For advertising inquiries only:**  
(800) 678-9321

**Advertising Production Director**  
JANICE ROSENBLUM

**Advertising Production Coordinator**  
GREGG MITCHELL

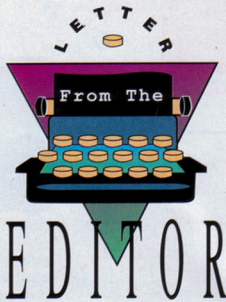
**Corporate Advertising Director**  
DEBBY EDEN

**Vice-President, Sales and Marketing**  
JIM GUSTAFSON

**Subscriptions**  
IRENE GRADSTEIN

**For subscription information call**  
(818) 760-8983.

**Editorial Offices**  
9171 Wilshire Blvd., Suite 300,  
Beverly Hills, CA 90210  
(213) 858-7100  
(213) 274-7985(Fax)



**t**hese last couple of

months have been pretty exciting for the staff of VIDEOGAMES & COMPUTER ENTERTAINMENT. We've seen the magazine grow in size for the holidays, I've made some television appearances on the Nickelodeon cable network (keep your eyes open Sunday mornings for reruns of the *Total Panic* programs featuring VG&E), and best of all, we've discussed how to make the magazine better for our readers. Among the many changes and additions we'll be implementing:

- An easier-to-read review section, featuring an overall grade in addition to ratings on various criteria
- A more colorful appearance, showing more of the games you are interested in
- A section, called *Destination Arcadia*, devoted to arcade games

This last item is one that we are really excited about. We've received a number of letters requesting the addition of coin-operated games to the pages of VG&E, and here they are. We recently (I'm writing this in late September) returned from the AMOA (Amusement and Music Operators Association) show in Las Vegas where we were exposed to all forms of coin-op machines—video games, pinball, jukeboxes, etc. The information we gathered at this show has been turned into a survey of the latest games that you'll be seeing in your neighborhood arcade over the next few months. (See page 90 for the whole story.) And in

coming issues, we'll be taking detailed peeks at the newest and hottest games, such as this month's look at Atari's *Escape From the Planet of the Robot Monsters*.

We are also following some other interesting stories for VG&E, such as the amazing *Cyberspace* project that our correspondent Maurice Molyneux covers in this issue.

The future of electronic entertainment takes on many forms, and we'll keep you informed of all developments that we get our hands on.

Lastly, we are making major changes in the way the magazine is put together: We're now using the powerful Macintosh computer and its desktop-publishing abilities to lay out pages. We expect some rough spots during the transition, but figure we'll switch over to this new technology quickly—a process that will make VG&E even better.

But, as we've said so often in the past, *you* are the final judge of whether or not we are successful. We do take the time to read all the letters that we receive from all over the world and use this input to make VG&E the best electronic-game publication. If you have any comments you wish to pass on to us, just drop a note to VG&E, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210.

As always, thanks for picking us up, and we look forward to hearing from you.

—Andy Eddy, Executive Editor



# JORDAN vs. BIRD ONE ON ONE™

Nintendo®



MB  
MILTON  
BRADLEY

## INCLUDES THESE THREE GAMES:

- JORDAN vs. BIRD ONE ON ONE
- MICHAEL JORDAN'S SLAM DUNK CONTEST
- LARRY BIRD'S 3 POINT SHOOT OUT

Official  
Nintendo  
Seal of Quality

SIMULATOR

# Joycard SSS™

SANSUI

## STEREO SIMULATOR SYSTEM

Hudson's Joycard Sansui SSS™ has Repeat Rapid-Fire function which shoots up to 15 shots/sec. and Stereo Simulator System which provides you a sensational sound shifting effects..

with RAPID-SHOOTER  
Max 15 shots/sec.

Another Dimension  
in Nintendo Fun



## ADVENTURE ISLAND™

Princess Leilani was kidnapped and taken to Adventure Island in the South Pacific. The island is thick with tropical forest, caves, ocean and mountains. Many dangerous demons and creatures are waiting for you. Are you up for the challenge?! Can you live through Adventure Island to save Princess Leilani?



## Milon's Secret Castle

In pre-historic times, where ancient dinosaur creatures ruled, the adventures of Dino-Riki began. A courageous young man, Dino-Riki is determined to establish mankind's future in this violent age. Dino-Riki must fight his way through lotus swamps, dark caverns, deep canyons, deserts and giant dinosaur bosses.



## BOMBERMAN™

Bomberman has been put to work in an underground compound at the center of the Earth. One day he learned that he can become a human by escaping from the center of the Earth and make it to the surface. He can only rely on bombs of his own production for his defense. Will Bomberman ever make it to the surface?



## ADVENTURES OF DinoRiki™

If you think you have played the hardest of all video games, try this one. Each level has a different challenge; the higher the level, the tougher the challenge! Can you beat the monsters?! How many coins can you collect?! Are you ready for the challenge of your game playing career? This is it!!!



LICENSED BY NINTENDO  
FOR PLAY ON THE

**Nintendo**  
ENTERTAINMENT SYSTEM™



HUDSON GROUP  
**HUDSON SOFT™**

601 California Street, Suite 2004  
San Francisco, CA 94108

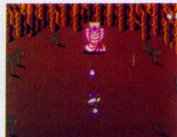
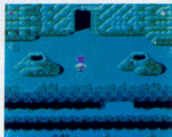
For questions, call (415)495-HINT





The adventures of Dino-Riki began in pre-historic times when ancient dinosaurs ruled the earth. Dino-Riki is determined to establish mankind's future in this violent age by exploring and fighting his way through deserts filled with quicksand, sinking lotus swamps, dark caverns and deep canyons. In his quest, Dino-Riki is armed with a shooting weapon that will change and progress from rocks to axes, to boomerangs and to fiery torches. There are many hidden items that will help Dino-Riki to increase his strength, extend his life, fly like an eagle and one that will change Dino-Riki to "Macho-Riki", the ancient warrior, etc... Dino-Riki will need all the ancient knowledge and items he can find before facing the dinosaur bosses: Tyrannosaurus, Pteranodon, Monster Fly and Giant Cobra.

*Play with Joycard Sansui SSS™ for maximum sound effects.*



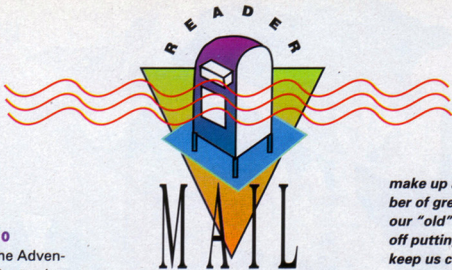
LICENSED BY NINTENDO  
FOR PLAY ON THE  
**Nintendo**  
ENTERTAINMENT SYSTEM™



HUDSON GROUP  
**HUDSON SOFT**®

601 California Street, Suite 2004  
San Francisco, CA 94108  
For questions, call (415)495-HINT

CIRCLE #105 ON READER SERVICE CARD.



## Infocom Info

Your article entitled "The Adventure Revolution" (VG&E, September 1988) is both misleading and seriously flawed.

First, you make it sound as if Infocom is out of business. A call to Mediagenic verified that they are alive and well and will continue to release new titles.

Secondly, you claim that text adventures are passe. Well, they certainly do not have the flash of arcade-type games, but they continue to provide the archetype for a majority of the multiuser games and single-user systems. It is a genre unto itself. Just as radio did not become obsolete with the advent of television, and just as Archie Bunker did not replace *The Honeymooners*, interactive text adventures will remain a profitable medium for the game designers of the future.

—Martin Green  
Newark, New Jersey

In your September issue you stated that Infocom was finished as an independent entity. I was heartbroken! I love a great graphics game, but nothing beats a super text adventure. I called the number in the Infocom magazine and asked if they had gone out of business. They said no and laughed. Maybe I misinterpreted the article. Could you please clear up my confusion?

—Greg Johnson  
Irvine, California

*To date, we've received quite a few letters from devoted Infocom fans wondering what the story was about. We contacted Loretta Stagnitto of Mediagenic, Infocom's parent company, for the straight scoop. As we go to press, Infocom*

*has relocated its operations to Mediagenic's West Coast headquarters. This move is designed to accomplish two things.*

● *First, Infocom's programmers will be able to more fully utilize the resources of its parent company. (With the new turn toward graphics in their games, Infocom can benefit from Mediagenic's expertise.)*

● *Second, the move is a cost-cutting measure designed to curb the operating losses that Infocom has posted since 1986, when they were acquired by Mediagenic. Stagnitto explained that the company will continue to produce their high-quality interactive adventures and that the relocation is seen as a positive step in the company's evolution.*

## 16-Bit Booster

First, let me say that your magazine is the best video-game magazine available on the newsstands of America, and I look forward to it every month. However, now that the 16-bit game systems are appearing on the market, why do you devote so much space to the old 8-bit games? Who would prefer to drive a VW when for a little more you can own a Porsche? Let's pay more attention to the 16-bit future than the 8-bit past!

—Mark D. Shark  
Dallas, Texas

*Thanks for writing, Mark. We're very excited about the new machines as well and can't wait to see what's in store. But you can't ignore the fact that the 8-bit machines are still a major force in the marketplace and*

*make up a big share of users. A number of great games can still be had for our "old" machines—enough to hold off putting them out to pasture and keep us coming back for more.*

## Complaint Department

I think your magazine is great, but I have a major complaint concerning your monthly *Easter Egg Hunt* section. I spend my precious time and energy finding hints in games and sending them to you, but do I ever get printed? No! Instead, I see tips printed that people have obviously read somewhere else. Get with it! I've written letters often and sent in lots of tricks, but I still haven't gotten printed. You published one that I think was mine, but I never got a \$10 check or saw my name in your magazine.

—John Sammons  
Halls, Tennessee

*Sorry that you feel slighted, John. We're grateful for the support and information that we get from our readers, especially the gaming tips.*

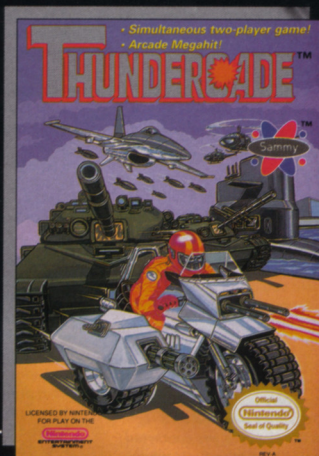
*Unfortunately, we have neither the space nor money to print and pay for all of the duplicate tips that we get. We try to be fair and print the first tips as they come in. Many times we get dozens of duplicate tips from our readers, so in fairness we must go with the one who gave us the scoop first.*

*With regards to people sending in hints from other publications, we don't require people to find the hints themselves, since most of these sequences aren't the type that you're likely to find out on your own. We also figure that many of our readers read VG&E exclusively, so the tips we print are new to them.*

*Don't be discouraged—we're always searching for those types of things and hope that you'll continue playing away. With all of the new*

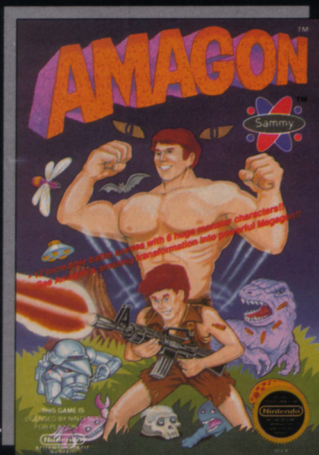
# ACTION ACTION ACTION

- Featuring 2 Player Interactive Motorcycle Battle.
- 6 Powerful Sidecars Weapons.
- 5 Treacherous Zones of Military Action.
- Bonus Stages with Extra Items and Power-Ups.
- Hit / Miss Ratio Screen Displayed after each Stage.



# ADVENTURE ADVENTURE ADVENTURE

- Challenging Island Adventure with 12 Zones.
- Megaeye Changes Amagon into The Powerful Megagon.
- Featuring an Army of Enemies, Including 6 Large, Deadly Bosses.
- Brilliant Mega Chip Driven Color, Graphics, and Sound.



**American Sammy Corporation**

2421 205th Street, Suite D-104, Torrance, California 90501

Phone: (213) 320-7167

CIRCLE #106 ON READER SERVICE CARD.

games that are constantly being released, the opportunity still exists to get your name in print and pass on a helpful hint to your fellow game players out there.

### Apple Pickings

Help! I own an Apple IIGS computer system with a 3 1/2" disk drive. I'd really love to purchase games for it, but I have yet to see any in that size format. Do any companies make them in that size for the Apple IIGS? If so, would I have to special order them? Any help you could give me would be most appreciated. I'm almost ready to give up!

—Corey Sent  
Leavenworth, Kansas

**Don't give up yet, Corey—there are a lot of games released on 3 1/2" disks. For example, we contacted Anita Deiter of Taito Software in Canada, who gave us the following titles that they distribute in your format: Qix, Arkanoid II: The Revenge of Doh, Rastan and Renegade. Get in touch with some of the big computer-software stores in your area, and get a listing of the other games that they sell. I'm sure that with a little footwork, you'll discover that finding games in your format is easier than you think.**

### Complaints, Part II

I know that most of your readers write to you with positive letters, but I have a small complaint. I'm an Atari 7800 owner, and what got me started reading your magazine was the Atari banner you have on the cover. On closer examination, I have seen only three Atari XE reviews and no 7800 reviews. Now, I realize that Nintendo is the hot machine and Atari's grip on the video-game market is slipping, but please don't let it be that way in your magazine. I do hope that you can include more Atari news in future issues, because Atari is still very much alive.

—Chohong Choi  
Ridgewood, New York

No doubt about it, Atari is still very much alive in the gaming world. (The name Atari actually exists in two separate companies: Atari Corp. is the company responsible for the ST line of computers and the Lynx, and Atari Games not only creates coin-operated machines for the arcade but also brings out game cartridges through Tengen. They are in no way related to each other.)

With the release of their new Lynx machine, Atari Corp. is still a force to be reckoned with in home video games.

Also, see the feature elsewhere in this issue on another hot product with the Atari name on it, Escape From the Planet of the Robot Monsters. Atari Games' new coin-op, S.T.U.N. Runner, will pick up in popularity where Escape leaves off.

Sadly, while we'd like to cover Atari products more extensively, we have to cover the products that are favored by the majority of our readership. You'll notice that NES products (on the video-game side) and IBM PC games (on disk) find their way onto our pages more than any others.

If Atari XE or 7800 systems become popular again, you can be sure that we'll be there to write about it. We're banking on Atari Corp. to start the ball rolling again with Lynx and their yet-unannounced 16-bit system.

### No Complaint Department

I really admire the fact that you cover everything in your magazine. Sure, I own a Nintendo Entertainment System, but I also have a Sega Master System, an IBM PC and an Amiga. I say, cover them all—don't just go for what's popular or trendy. You guys are doing a great job keeping us tuned in to what's happening out there, and your tips can't be beat. While other magazines concentrate on "Wow! Nintendo!" you offer balanced coverage.

—Cliff Ogden  
Foley, Alabama

**Thanks! It never fails to swell our heads to hear praise like that, but it**

also tells us that we are doing our jobs. Keep reading VG&CE, and we won't let you down.

### Future of Gaming

I would like to commend you on a very well-put-together magazine. From the *News Bits* column to *Easter Egg Hunt*, I can tell that you guys really know what you are doing.

Lately, I've been somewhat disappointed by most of the games that I've purchased—namely their lack of challenge, fun and interesting endings. This has made me lose faith in the future for finding exciting games for my NES.

But you've really shed light on the future with your recent articles on the Sega Genesis and the NEC TurboGrafx-16. I never dreamed that the change in gaming could happen so soon!

I do have one request to make, however. Please give the arcade scene more in-depth coverage. There are many great coin-op games out there like *Narc* and *Turbo Outrun* that many people have never heard of and would greatly enjoy. Thanks for making the magazine as great as it is!

—Tjarren James  
Lee's Summit, Missouri

Your request comes at a good time, Tjarren. You can now check out the magazine on a monthly basis to find out what's new, what's hot and what's not in our new *Destination Arcadia* column, devoted exclusively to coverage of the arcade industry.

Letters to be considered for publication should be addressed to Reader Mail, VIDEOGAMES & COMPUTER ENTERTAINMENT, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210. Letters may be edited for style, clarity and space considerations. We regret that we cannot respond to all the mail we receive.



# 25 Tons of Flying Mass Destruction

## Experience the A-10 Thunderbolt II

Dynamix™

# A-10 TANK KILLER™

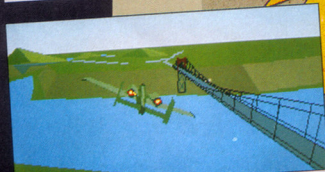
Actual 256 Color Mx-DOS Screen



Actual digitized A-10 cockpit and realistic controls really put you into the action!



Easy-to-use strategic maps show troop location and movement, intelligence reports, goals and terrain.



3Space™: 256 color, light source shaded 3-D. Includes mountains, rivers, canyons, animating vehicles and gradient fill skyline.



## How Much Can You Handle?

- Visual Heat through Full VGA support.
- Six different missions in solid-filled 3-D.
- Complex character intelligence system.
- Unique character interaction system.
- Incredible Explosions! Big tanks make a big boom.
- Easy-to-use control system. Grab the joystick and go!
- 10 camera viewpoints.
- Full musical score with Roland and AdLib support.

Circle #197 on Reader Service Card.

Available for IBM PC and 100%  
mythbusters.com, Sandy, TN, SL, TL.

# CLASH™ DEMONHEAD



**Challenge.** Defeat the grotesque and wild keepers of the medallions!

**Challenge.** Escape the molten lava pits and searing heat beneath the earth's crust!

**Challenge.** Speed through labyrinthine caverns and subterranean springs!

**Challenge.** Solve the riddle of the medallions!

**Challenge.** Disarm the Doomsday Device that looms over Demonhead!

MAIL THE COUPON BELOW FOR INFORMATION  
AND A CHANCE TO WIN A FREE GAME

## VIC TOKAI SWEEPSTAKES

22904 Lockness Ave., Torrance, CA 90501

Name \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_

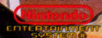
State \_\_\_\_\_ Zip \_\_\_\_\_

Telephone (\_\_\_\_) \_\_\_\_\_

Send More Information

Enter My Name in the Sweepstakes

THIS GAME  
IS LICENSED BY NINTENDO®  
FOR PLAY ON THE



ENTERTAINMENT SYSTEM™



## VIC TOKAI INC.

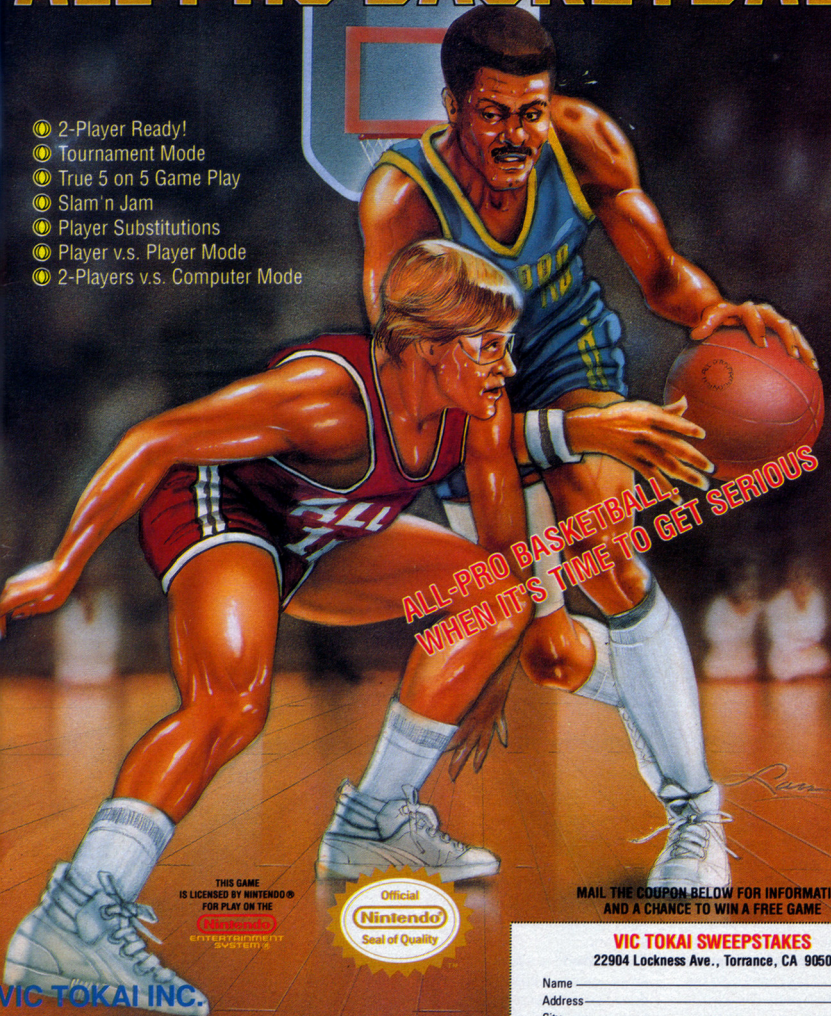
22904 Lockness Ave., Torrance, California 90501 / TEL: (213) 326-8880

Nintendo® and Nintendo Entertainment System® are trademarks of NINTENDO OF AMERICA INC.  
Clash and Demonhead is a trademark of VIC TOKAI, INC.

CIRCLE #135 ON READER SERVICE CARD.

# ALL-PRO BASKETBALL™

- 2-Player Ready!
- Tournament Mode
- True 5 on 5 Game Play
- Slam'n Jam
- Player Substitutions
- Player v.s. Player Mode
- 2-Players v.s. Computer Mode



ALL-PRO BASKETBALL.  
WHEN IT'S TIME TO GET SERIOUS

THIS GAME  
IS LICENSED BY NINTENDO®  
FOR PLAY ON THE  
**Nintendo**  
ENTERTAINMENT  
SYSTEM™



MAIL THE COUPON BELOW FOR INFORMATION  
AND A CHANCE TO WIN A FREE GAME

### VIC TOKAI SWEEPSTAKES

22904 Lockness Ave., Torrance, CA 90501

Name \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_

State \_\_\_\_\_ Zip \_\_\_\_\_

Telephone (\_\_\_\_) \_\_\_\_\_

Send More Information

Enter My Name in the Sweepstakes

VIC TOKAI INC.

22904 Lockness Ave., Torrance, California 90501 / TEL: (213) 326-8880  
Nintendo® and Nintendo Entertainment System® are trademarks of NINTENDO OF AMERICA INC.  
All-Pro Basketball is a trademark of VIC TOKAI, INC.

CIRCLE #136 ON READER SERVICE CARD.

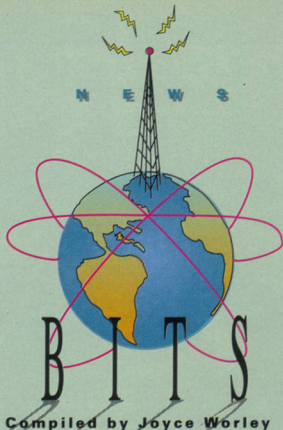
## Epyx Exits Publishing

Epyx, a longtime marketer of home computer games, has announced that it is leaving the publishing field. The California-based outfit plans to remain active in the program development area, according to a mid-September announcement. Accompanying this abrupt change of direction was a mass firing that reduced Epyx's staff to 12 people.

Epyx began its corporate life in the early 1980s as Automated Simulations. After some initial success with *Temple of Aphai* and *Star Warrior*, the company seemed to lose momentum. The arrival of Mike Katz from Coleco to head the renamed Epyx ushered in its most successful era. During the last five years, Epyx became especially well-known for its multi-event, action-strategy sports anthologies.

Some of Epyx's top hits included *Jumpman Jr.*, *Summer Games*, *Winter Games*, *World's Greatest Baseball Game* and *California Games*. Epyx also issued *Impossible Mission*, which became one of the most popular and influential games in the United Kingdom.

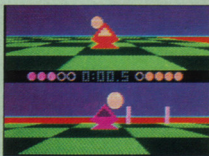
Although considered one of the "big four" publishers, Epyx experienced a succession of problems over the last few years. The ill-starred venture into VCR



games, generally derivative product and the expense of developing the Lynx portable video-game system all contributed to Epyx's shaky position.

## EA Lures Labels From Mediagenic

Electronic Arts has written the latest chapter in the unending tug-of-war among publishers for the prime affiliate software labels. The country's leading computer game creator has lured a pair of high-quality affiliates, New World Computing



and Lucasfilm, to its banner. Prior to these new agreements, both were part of Mediagenic's affiliated-label program.

New World is a fairly small company, but it has done very well with its two fantasy role-playing pro-

grams, *Might & Magic* and *Might & Magic II*. Adding New World to the EA fold appears to be an attempt to fill the gap caused by the 1988 move of Interplay Productions, creator of the *Bard's Tale* series, to Mediagenic.

Lucasfilm produces a fairly good volume of new releases annually. Major titles include *Battlehawks 1944*, *Maniac Mansion* and *Rescue on Fractalus*. It recently released *Indiana Jones and the Last Crusade*, developed as a co-venture with US Gold.

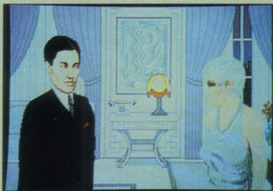
A Mediagenic official, reached for comment by VG&C, said that the affiliate realignment signals Mediagenic's renewed faith in its in-house development capabilities. The company, which distributes games under the Activision and Gamestar brands, plans to concentrate marketing and sales efforts on its own titles in the

future. Mediagenic has no immediate plans to replenish its affiliate lineup.

## Cinemaware Returns to Affiliate-Label Status

Cinemaware is going full circle. The prestigious publisher began life as an affiliate label (with Mindscape) and is now returning to that status, this time with Electronic Arts. The move caught many by surprise, because Cinemaware has had strong earnings both in the United States and Europe.

Founder Bob Jacob, in an exclusive interview with VG&C, put the move in terms of resource allocation. "We'll concentrate on



what we do best," says Jacob. "We'd rather develop products and have



# STRAP IN FOR FULL THROTTLE ACTION.

SKY SHARK® FOR YOUR NINTENDO ENTERTAINMENT SYSTEM®

**TAITO**

NOBODY EVER SAID IT WOULD BE EASY...

Deep in enemy territory, you've got to fly your P-40 on a dangerous top secret mission. The skies are thick with a deadly rain of armor-piercing fire. They chose you for one reason. You're the best there is. You know the score, so aim right and fly tight. The skies are anything but friendly tonight.

## SKY SHARK

Licensed by Nintendo for play on The  
**Nintendo**  
Official  
**Nintendo**  
Seal of Quality  
REVA

The Original Arcade Hit Is Here Now!

Get ready for the flight of your life with the awesome WW II air battle, Sky Shark®. Pilot your P-40 fighter plane over a scrolling landscape of dangerous enemy territory. Use your machine guns, bombs and pilot skills to knock out attacking tanks, anti-aircraft guns and an armada of deadly battleships and aircraft carriers. The final fight brings you face to face with a massive flying fortress.

Now this white knuckle arcade thriller from Taito® is ready to fly on your Nintendo Entertainment System®. You won't believe the five incredible levels of action.

We bring even more arcade excitement into your home with other action packed hits like Bubble Bobble™, the addictive dinosaur romp, Operation Wolf®, the awesome prisoner rescue mission, and Renegade™, the knock-out street-style karate brawl.

Take off for the guts and glory of taming the skies with the high flying action of Sky Shark®. Don't be left on the ground.

**TAITO**  
THE ONLY GAME IN TOWN.™

**Nintendo** has evaluated the quality of these products. Licensed by Nintendo® for play on the Nintendo Entertainment System® Nintendo® and Nintendo Entertainment System® are trademarks of Nintendo of America Inc. Taito® Sky Shark® Renegade™ Bubble Bobble™ and Operation Wolf™ are trademarks of Taito America Corporation. Copyright © 1989. All rights reserved. Advertisement by: Quality & Company, Inc. (Chicago).

CIRCLE #109 ON READER SERVICE CARD.



someone else market them."

What is not known at this writing is what effect the change in status will have on the affiliates and design groups that Cinemaware has established in the last 18 months, including Spotlight. It appears these operations will continue under the Cinemaware umbrella distributed by Electronic Arts, but there has been no official statement.

Cinemaware's extensive line of arcade adventures includes *Defender of the Crown*, *Rocket Ranger*, *Lords of the Rising Sun* and *It Came From the Desert*. It started a sports simulation line in 1988 that now consists of *TV Sports: Football* and *TV Sports: Basketball*.

## SPA Establishes Piracy Hot Line

The Software Publishers Association (SPA) has installed a free number for use in reporting cases of software piracy. The new service is for use by individuals wishing to finger unauthorized sales or duplication of software, hard-disk loading, internal corporate copying and electronic bulletin boards.

SPA Executive Director Ken Wasch explained the reason for the special phone number: "Until now, users and aggrieved individuals have had no clear vehicle through which they could report serious copyright violations. Now the 800 number will make it easy for individuals to report cases of software piracy." Mr. Wasch went on to explain that all reports

## Top Coin-Ops of September 1989

Figures courtesy of

*Replay* magazine, based on an earnings-opinion poll of operators.

### Best Upright Videos

1. *Off Road* by Leland
2. *Hard Drivin'* by Atari
3. *Operation Thunderbolt* by Taito
4. *WWF Superstars* by Amer. Tech.
5. *Crime Fighters* by Konami
6. *Arch Rivals* by Bally/Midway
7. *Turbo Outrun* by Sega
8. *Final Lap* by Atari
9. *Chase H.Q.* by Taito
10. *Mechanized Attack* by SNK

### Best Coin-Op Software

1. *Golden Axe* by Sega
2. *Ninja Gaiden* by Tecmo
3. *Strider* by Capcom
4. *Bottom of the Ninth* by Konami
5. *Splatterhouse* by Sharp Image
6. *Cabal* by Fabtek
7. *Wrestle War* by Sega

would be followed up by the SPA. "Hopefully, through 'cease and desist' letters, litigation against copyright violators may be avoided."

Pirates can expect strict penalties. The SPA has already filed over 20 lawsuits against dealers, mail-order operations, technical colleges and corporations for the sale or use of illegal software copies.

To report cases of software piracy, contact the Piracy Hotline at (800) 388-PIRS. For a copy of the SPA publication "Software Use and the Law," send a self-addressed, stamped envelope to Software Publishers Assn., 1101 Connecticut Avenue NW, Washington, DC 20036.

8. *Shinobi* by Sega
9. *Champ. Sprint* by Atari
10. *Roadblasters* by Atari

### Best New Uprights

1. *Gang War* by SNK
2. *Dynamite Duke* by Fabtek
3. *Crackdown* by Sega
4. *Escape From the Planet of the Robot Monsters* by Atari
5. *Dynasty Wars* by Capcom

## FCL Drops 800 Line, Starts Newsletter

FCL (Fujisankei Communications International, Inc.) has discontinued its 800 customer-support line and asked that calls go to its new phone-counseling number, (312) 968-0425. According to the video-game publisher, it experienced a dramatic increase in its number of calls when *Ultima* and *Hydlide* were introduced for play on the NES. It has since put in several more phone lines to make it easier for anxious gamers to reach their phone counselors.

FCL also announced the introduction of a newsletter. The first mailing was scheduled for pre-Christmas 1989, to be sent to over 10,000 consumers on the company's mailing list. The four-color newsletter will have hints, previews of upcoming releases and a general mix of information for NES gamers. Anyone not already on the FCL list can receive the newsletter by calling (312) 968-0425.

## Acclaim Has Total Recall

Acclaim Entertainment announced that it has signed a worldwide

licensing agreement with Carolco Pictures, Inc. for its next futuristic motion picture, starring Arnold Schwarzenegger.

Acclaim has exclusive rights to create software for NES and the Nintendo Game Boy portable based on the adventure-thriller *Total Recall*, directed by Paul RoboCop Verhoeven.

*Total Recall* is set in 2074: a time when two opposing governments rule a war-torn earth. The script, written by Ron Alien Shusset, is said to utilize some unique special effects. Tri-Star Pictures will release the film in June 1990.

## Williams' Flipper Cops Out

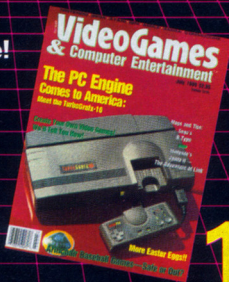
Williams' Electronics, coin-op's pinball king, features a clutch of features and an actual storyline in *Police Force*. The pinball machine introduces a moving police car that travels along a track, releasing locked balls back onto the playfield, and a center





# VideoGames & Computer Entertainment

Save over \$15 off the cover price!



# 12

## ALL COLOR ISSUES ONLY \$19.95

- GAME REVIEWS
- ARCADE ACTION
- STRATEGY GUIDES
- TECHNICAL REPORTS
- COMPUTER SOFTWARE

## VideoGames

And Computer Entertainment Magazine

P.O. BOX 16927, N. HOLLYWOOD, CA 91615

**Yes!** Sign me up for 12 issues for only \$19.95—I'll save over \$15!

Payment Enclosed — Charge My  VISA  MC NAME \_\_\_\_\_

# \_\_\_\_\_ EXP \_\_\_\_\_ ADDRESS \_\_\_\_\_

SIGNATURE \_\_\_\_\_ CITY \_\_\_\_\_ STATE \_\_\_\_\_ ZIP \_\_\_\_\_

Your first issue will arrive in 6 to 8 weeks.

CKNA4

Money back on unused subscriptions if not satisfied!

WATCH FOR IT!!

FOREIGN—Add \$10 per year.

OFFER EXPIRES MARCH 26, 1990

ramp that increases in value to a potential of unlimited million-point scoring. Another first claimed by the new coin snatcher is "take highest score." It lets players double the score by making two consecutive ramp shots on the last ball in play.

The plot turns the player into a police officer trying to get a group of no-goodniks into jail. The cast of villains includes an animalistic lot: Machine Gun

Croc,  
Loan Shark,  
Drug Rat  
and  
Diamond Weasel.



## NES Gets First Four-Play Action Game

Tradewest's release for the Nintendo Entertainment System, Ivan "Ironman" Stewart's *Super Off-Road*, claims to be the first video game for NESers that allows simultaneous four-player action. Originally



released in 1989 as a coin-op, the game has been redesigned for use with the NES

Satellite, a new peripheral that provides four independent controllers.

*Super Off-Road* has eight stadium courses, each of which has two configurations. Players drive trucks that must navigate jumps, mud holes and hairpin turns. The game can also be played by one or two gamers, using regular Nintendo controllers. In this case, four cars are shown on the track, but those not driven by humans are controlled by the NES.

Ivan "Ironman" Stewart started off-road racing in 1971 and has since won three Baja 500s, the Mint 400, the Gold Coast 300, four Score World Championships and dozens of other races. According to Tradewest President Byron Cook, Ironman had a great deal of input in the creation of the game, which was designed by Leland Corp. (a wholly owned subsidiary of Tradewest). Cook explained: "Our goal was to translate some of the danger and challenge of real-life racing to a video game. With help from Ironman, we were able to make *Super Off-Road* far more realistic than we'd thought possible."

## Taxan Contest for Star Soldiers

Taxan has a great prize for the top scorer of its new NES game, *Star Soldier*. The first-place winner will receive a free advance copy of every Nintendo game Taxan makes from now on. In addition, the high-scoring *Star Soldier* player will

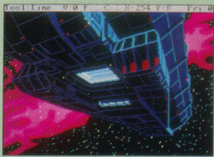
receive a Sony portable stereo CD player. The second-prize winner gets the next three Taxan software releases, and five third-place winners will receive advance copies of the next two Taxan titles. One-hundred fourth-place winners will get prototypes of the next game marketed by the software company.

Taxan must receive entries by January 30, 1990. Just send a Polaroid snapshot of your winning screen, along with your name and address, to Taxan, *Star Soldiers* High Score Contest, 161 Norteche Parkway, San Jose, CA 95134. Only one entry per person is allowed.

## Sierra Hint Line Goes Round-the-Clock

Sierra has a computerized game-hint line available on a 24-hour basis for players with a touch-tone telephone. Callers are instructed to press numbers on their phone for hints, a customer-support representative or a technical-support representative. If the hint line is selected, the gamer can select hints for the *Manhunter*, *King's Quest*, *Space Quest*, *Police Quest* and *Leisure Suit Larry* series or other games not listed. Whichever is chosen, a menu provides various selections.

The customer-support representatives are available 8 a.m. to 5 p.m. Pacific time, Monday through Friday, but the new



touch-tone hint system is online 24 hours a day by calling (209) 683-6858. Sierra installed this system in order to handle the over 4,000 calls per day that they receive through their 32 open hint lines.

## Board Games Remastered for Home Computers

Mastertronic is currently shipping new versions of some of the most well-loved family board games of all time, now programmed for play on most home computers. Included in the company's "Leisure Genius" line of games are remastered versions (to make them hard-disk installable) of *Scrabble*, *Risk*, *Monopoly* and *Clue Master Detective*.

*Scrabble* is available for IBM PC, Amiga, C-64, Atari ST, Apple and Macintosh. *Risk* is ready for the Commodore 64 and Apple II and *Monopoly* for the Commodore 64, IBM PC, Amiga and Atari ST. The newest title in the quartet is *Clue: Master Detective*, which the company plans to ship for Apple, IBM, Commodore 64, Amiga and Atari ST.

## Nintendo Plans Financial Services System

The folks at Nintendo aren't just playing around anymore. They're seriously interested in new uses for the Nintendo Entertainment System. Nintendo has



# "YOU STAND AT THE EDGE OF A DEEP CHASM. FROM THE DARKNESS BELOW RISE THE SCREAMS OF THE UNDEAD!"

Can you outwit and overcome the thoroughly-evil Warlock Lord? His mysterious spell holds Castle Shadowgate captive. Dozens of hidden pitfalls and nasty entities lurk in every corner.

Probe along menacing stone corridors looking for hidden passageways. Discover mysterious artifacts in dark chambers. Clues are there for those bold enough, and wise enough.

*Torches. Keys.  
Gemstones.*

Slay a dragon, cross a river of fire. But be careful. A wrong move could bring your quest to an untimely end.

A whole world of options are at your command with

dynamic graphics to bring the dark mysteries of the Middle Ages to life.

The question is...are you up to the challenge of Castle Shadowgate?

**KEMCO ▲ SEIKA**



# Shadowgate



SHADOWGATE™ is a trademark of ICOM Simulations, Inc., and is used with permission. Licensed in conjunction with JPL © 1987. 1989 ICOM Simulations, Inc. NINTENDO® and NINTENDO ENTERTAINMENT SYSTEM® are trademarks of Nintendo of America.

This official seal is your assurance that Nintendo® has approved the quality of this product. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.™

CIRCLE #110 ON READER SERVICE CARD.

reached an agreement with Fidelity Investments to jointly develop a system to bring financial services to NES



users. Under the terms of the agreement, the companies will manufacture and market a home online financial service for owners of the Nintendo Entertainment System in Canada and the U.S.A.

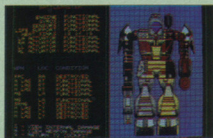
Nintendo plans to manufacture a modem and controller for use with the NES as the basis of an "NES Network." Like other online networks, this will provide entertainment, educational and informational services, plus interaction with other NES users. Fidelity is working on a special Nintendo-compatible cartridge for online NESers to do home-securities trading. Other services to be provided to video-game users will be personal portfolio management, access to financial-market information and real-time trading of securities and mutual funds.

Jerry Rutenbur, vice-president of network products at Nintendo, explained why his company is so excited about the new ven-

ture: "This is a critical step toward the evolution of the Nintendo Entertainment System beyond traditional home video-game play."

## More Mediagenic Magic

Mediagenic has released a lineup of new titles with the most diversified themes ever produced by this publisher. Activision's latest voyage into the bizarre unearthed *Tongue of the Fatman*, a futuristic hand-to-hand combat game against outre' life-forms. Players assemble their weapons, place their bets with the *WageMaker* and then face off against grotesqueries like *Colonoid*, a colony creature



made of thousands of life-forms, *Slasher*, who is made of blades and, finally, *Mundu the Fat*, host of the games.



Also from Activision is *Grave Yardage*, a football game starring goblins, ogres and ghouls. Players are armed with claws, knives, clubs and energy blasts. *Mech Warrior* lets gamers control combat robots as mercenary warriors in the 31st century.

*Deathtrack* has ten major-city tracks and customized vehicles. The racer is armed with lasers, rockets, spikes, machine guns and other weapons. *Die Hard* is based on the movie. The gamer has to overcome a gang of terrorists to save the hostages.

*Ghostbusters II*, based on the movie, gives gamers the goo to get the ghouls and ghosts out of New York City. Finally, Activision's magical exploration of *The Manhole* is now available for play on the IBM PC and its compatibles, Macintosh and also for CD-ROM.

Mediagenic's subsidiary Gamestar takes a more serious look at gaming, with a new sports simulation. *Face Off* is a hockey game where players set their lineup then battle for the Stanley Cup.

The latest release from



Infocom is *Mines of Titan*, a science-fiction mystery/adventure with head-on and overhead graphic views and menu-driven interface. In this role-playing game, the player is a stranded space pilot in a frontier settlement. He must assemble a team, descend into the



mines, fight monsters and find clues.

## NEC Takes a Play Tour

In hopes of pumping up the public for their TurboGrafx-16 video-game system, NEC launched their

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

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

*RESCUE: The Embassy Mission.* The action comes fast and furious. Itchy-fingered enemy gunmen. A perilous rappel down the sheer face of the Embassy. If you survive that, don't get cocky. You've still got to out-manuever and out-think your opponents inside and mastermind the escape.

There are 15 levels of difficulty, from "Training Mission" to wickedly-fast "Jupiter Mission." Thrills are delivered in bold strokes, with super high quality graphics and animation.

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

KEMCO ▲ SEIKA



**RESCUE**  
THE EMBASSY MISSION



Exclusively distributed by SEIKA CORPORATION, USA. NINTENDO® and NINTENDO ENTERTAINMENT SYSTEM® are trademarks of Nintendo of America. Game-Pak (NES-GP) RESCUE™ is published under license from Infogrames. © 1989-1989. Infogrames™ is a trademark of Infogrames. Used with permission. All rights reserved. Licensed in conjunction with JP International. © 1989 KEMCO.

This official seal is your assurance that Nintendo® has approved the quality of this product. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.™

CIRCLE #111 ON READER SERVICE CARD.



"We want everyone to have fun," said Ken Wirt, NEC's vice-president of Home Entertainment, "as well as see what the revolution in video games is all about. It's clear there's lots of excitement about the TurboGrafx-16 system."

NEC is using the Play Tour not only to publicize their game system, but also to "audition" potential members for their TurboTeam. The first winner, 17-year-old Jim Hakola (shown in the picture above left), of Lakewood, California, scored 220,080 points on *Blazing Lasers*. Hakola's grand prize consisted of a TurboGrafx-CD player, a 19-inch NEC monitor and a Vision Wear skateboard, in addition to the TurboGrafx-16 system he won by making it to the finals.



## Movies, Wizards and Video Games

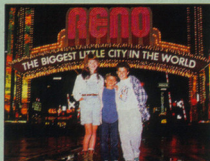
Universal Pictures recently released *The Wizard*, a film that features video games as a substan-



tial part of its storyline. The film, starring Fred Savage (star of TV's *Wonder Years*), Beau Bridges and Christian Slater, focuses on a family with problems so deep that it's falling apart. Corey Woods (Savage) runs off with his half-brother Jimmy, a withdrawn boy with the amazing ability to play even the most difficult video game, and enters Jimmy in the National

Video Games Championship in California.

The story, written by David Chisholm, is based on actual fact. "A neighbor's son had extreme trouble relating to other people and also suffered from poor hand-eye coordina-

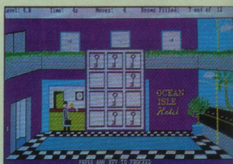


tion," Chisholm said. "The father brought the boy several home video games and... the result was that he showed great interest in the games, and his hand-eye coordination dramatically improved. He began feeling better about himself, and, ultimately, it gave him something he could talk about to his peers."

(Rumor has it that if you look carefully, *Wizard* watchers may see a copy of VG&E lying around in a scene or two. Keep your eyes open.)

## Dr Joyce Brothers Recommends Neurobics

Leading psychologist Dr. Joyce Brothers had a few choice words to say about *Neurobics*, the puzzle-package introduced in 1989 by Ocean Isle Software. Brothers expressed confi-



dence that it would help players develop mental fitness, saying: "I am genuinely impressed by Ocean Isle's new software program. *Neurobics* represents a new category of entertainment-educational software that provides exercise for the brain."

*Neurobics* is a set of six deductive- and inductive-reasoning puzzles to exercise the pathways between these areas of the brain. Each puzzle has over 25 levels of play and is said to test and improve concentration, short-term memory, reasoning and spatial abilities. *Neurobics* is available for Apple, IBM and IBM compatibles for \$44.95 direct from the company: (800) 882-8664.

## Covox Sound Master PC Gains Game Support

Covox announced that its music-sound enhancement card for PCs is gaining support among micro-computer software developers. Over 60 major developers and publishers have received kits to incorporate sound files for the *Sound Master PC* into upcoming titles.

Recent titles that support the sound board include IBM and IBM-compatible versions of *Windwalker* from Origin, *Sim-City* by Maxis and ABC's *Monday Night Football* by Data East. 🗑️



Play Tour Challenge. This six-city series of events—featuring over 250 TurboGrafx-16s for playing, as well as music, video and sports exhibitions—gives the audience a chance to see what the TurboGrafx-16 and its new games look like. Through the months of October, November and December, NEC brought the Play Tour to Los Angeles, California, Trumbull, Connecticut, Villa Park, Illinois, Wayne, New Jersey, Marlborough, Massachusetts, and Atlanta, Georgia.

The Los Angeles Play Tour saw over 5,000 people compete in the Challenge, with winners receiving TurboGrafx-16 systems, Murray bikes and Vision Street Wear skateboards and T-shirts.



# Turn Your Used Video Game Cartridges Into Cash!



- We pay the highest prices for your used video game cartridges: Nintendo, Sega, Genesis, Turbo Grafx-16 and Game Boy.
- We sell used video game cartridges. We also sell the hottest new video game cartridges.
- Largest used video game dealer in the world.
- Join our game club!
- Send self addressed stamped envelope for current titles and prices.

Place your  
Holiday order early!

SEGA is a registered trademark of Sega Enterprises, Inc.

NINTENDO is a registered trademark of Nintendo of America, Inc.

GENESIS is a registered trademark of Sega.

TURBO GRAFX is a registered trademark of NEC.

GAME BOY is a registered trademark of Nintendo.

**Video**   
**Replay**   
INC.

97 Sherwood Ave., Dept. CE1  
Farmingdale, NY 11735

# VIDEO GAME REVIEWS

## Rastan

SEGA

For the Sega Master System  
(\$44.95)

### RATINGS:

Sound/Music	5
Graphics	6
Playability	6
Overall	6

The king's daughter has just been kidnapped, and Rastan, the barbarian bounty hunter, is called upon to rescue her. Because the princess is being held in Semia, a region infamous for its horrible evil, Rastan knows that his quest will not be an easy one. Nevertheless, he sharpens his blade of steel and begins his journey.

If the above scenario sounds familiar, don't let it bother you. It seems that these days, virtually every video game is based on the kidnapping of someone's daughter, sister or girlfriend. (Why is it always the females that get kidnapped? I'd think a king would command the highest ransom.) Not to mention that just about every video game is a slicing, jumping and ducking contest in which the hero must travel through many dark lands, vanquishing the enemy as he goes.

For some reason we never seem to get bored. I suspect it's because we can't wait to see what beautiful lands and nasty creatures await us around the next bend.

At any rate, *Rastan*, from Sega, is not the best game in this genre nor is it the worst. Those who yearn for new lands to discover and strange castles to explore will probably find *Rastan* to be a suitable adventure. However, if you're looking for something original, you won't find it here.

*Rastan* is made up of seven rounds, each containing three scenes. In the first scene of each round, you control Rastan as he fights his way past many creatures outside the entrance to a castle. In these scenes, Rastan will find tunnels that lead to underground passages; ropes on which to climb and swing; and rafts, bridges, floating rocks and other items that will allow him to cross treacherous waterways.

As Rastan fights, he will sometimes be awarded bonus items that include medicine (restores life), poison (takes away life), the

golden sheep (completely restores Rastan's life), rings (double points until the effect wears off), rods (increase the length of time defensive objects are effective), necklaces (increases the length of time offensive objects are effective) and cloth (which for some reason destroys every enemy on the screen). Jewels, worth varying amounts of points, are also sometimes awarded.

In addition to these bonus items, Rastan may find different types of weapons, shields and armor, some more effective than others. The most powerful weapon, for example, is the fire sword, which shoots fireballs at the enemy.

Once Rastan makes it to the castle entrance, he will be able to enter and find his way through the corridors to the exit. The castles are not only swarming with enemies, but are also filled with booby traps: spears suddenly protrude from walls and floors; icicles and spiked blocks drop from ceilings; boulders roll down inclines.

When Rastan reaches the exit, he will enter the final scene in the round and must defeat the boss creature for that level. The bosses are tough, of course, but usually you can discover a pattern or trick that will help Rastan win the battle.

*Rastan's* graphics and sound are about average, pleasing enough to make for a decent game, but not extraordinary. The creatures and scenes are fairly well-rendered, but lack detail.

As with many Sega games, your on-screen character (Rastan, in this case) seems sluggish at times, especially when you need to turn him quickly in order to face an enemy. In addition, it is difficult to get used to this game's jumping mechanism. Only two types of jumps are available: a short jump and a long jump. Neither allow the player to control the figure in the air. All you can do is leap and hope you land where you want to. Interestingly enough, you can perform multiple jumps, such as leaping from the ground to a wall and then off the wall to a higher platform.

To summarize, *Rastan* is an average game that will keep most players interested long enough to make it worth the price. If



You're the only one who can save the king's daughter from her kidnappers in Sega's *Rastan* for the Master System.



# FACE THE FIRE

*Weapons of fury.*

*It's the next century in FORGOTTEN WORLDS, and you're the only one left who can save Mother Earth from savage aliens. Your space-age weaponry is awesome but so are your obstacles! Armed with an anti-gravity device you can fly through enemy defenses and eradicate the alien bases. But watch out! Missiles, monsters, dragons, robots and laser guns are bombarding you from every direction!*

*If you're ready to save Earth's defenseless men, women and children, see your favorite software retailer or call Capcom U.S.A. at 408-727-1665*



*There's havoc in the factory as you blast away the invaders.*



*The Bronze Dragon is a formidable foe. You never know when it will strike!*

**CAPCOM®**  
**USA**

you're a fan of the rescue-the-princess-arcade/adventure-type game, you'll probably enjoy it. Didn't you always want to know what it was like to be a barbarian?

**Secret hint:** In order to get unlimited men, try this trick. When the Sega logo appears on the screen, hold down the lower-left arrow on the arrow pad simultaneously with Button 1 and Button 2. Hold the buttons down until the title screen appears. The word "Rastan" will be blue if you did it correctly.

—Clayton Walnum

Sega of America, 573 Forbes Boulevard,  
South San Francisco, CA 94080; (800) USA-  
SEGA.

## The Guardian Legend

BRODERBUND

For the Nintendo Entertainment  
System (\$39.95)

### RATINGS:

Sound/Music	8
Graphics	7
Playability	7
Overall	7

It's a shoot-'em-up! No, wait—it's an adventure game! Somehow, *The Guardian Legend* manages to be both.

As the lone guardian of Earth, it's up to you to stop the evil-infested world of Naju from completing its long journey to our planet. This can only be accomplished by activating the ten self-destruct mechanisms that have been hidden deep within Naju's alien labyrinths. Naturally, the guardian's mission is complicated by Naju's inhabitants: hordes of bizarre creatures who don't take kindly to intruders.

Fortunately, the guardian is no pushover: A "highly sophisticated aerobot transformer," it takes the shape of a sleek fighter aircraft during the shoot-'em-up sequences and reverts to a humanoid form when exploring the surface of Naju. You're also equipped with automatic, protective shields and a neat little blaster that never runs out of ammunition. Some of your enemies, however, are nearly immune to your main firepower. For them, you'll need the optional weapons that can be found in the labyrinths or purchased from Naju's friendlier (and more enterprising) residents.

The opening sequence of *The Guardian Legend* is sure to give a thrill to fans of the "shoot on sight" school of video gaming: a vertically-scrolling alien landscape paves the way for a furious flurry of attackers, and you quite literally "shoot 'em up." It's one of

Though it starts out as a hot space blast-'em-up, Broderbund's *Guardian Legend* leads into an exciting adventure battle on futuristic Earth.



the fastest-moving video battles you'll ever experience. But it's not long before things settle down as the guardian sets out on foot to explore Naju in detail. In fact, the majority of playing time is spent walking around; the flying scenes only occur when the guardian enters one of the locked corridors that lead to the "master monsters." This might be a disappointment to some, but the game really takes on some depth during the exploring segments, and that's when *The Guardian Legend* starts to shine.

This part of the game is noticeably derivative of Sunsoft's *Blaster Master*, right down to the pyramid-shaped obstacles that block your path or are blown away for points and energy. Fortunately, the similarities end with visual appearances. There are lots of things to discover: hidden power-ups, special weapons and locked passages—ways—with the keys to open them. You'll also find messages and tips that were left behind by the last surviving Naju native. Apparently, Naju was once a peaceful world, but after it was conquered by evil invaders, this poor fellow had set out to activate the self-destruct mechanisms himself. It's an interesting plot twist, the likes of which keep *The Guardian Legend* above the average level of mindlessness.

The shoot-'em-up sequences aren't bad either. Though the backgrounds tend to get a bit repetitious, the barrage of attacking life forms should distract you from this minor shortcoming. The "master monsters" at the end of each corridor are suitably large and menacing, but they're not unbeatable—the game's difficulty level is well-balanced.

For those of us who may not have invested in a controller with rapid-fire, *The Guardian Legend* allows you to fire repeatedly simply by holding the "B" button down. I'm surprised this feature isn't more common in the NES library of games. It was a staple of many of the Atari 2600 cartridges of the early '80s.

Admittedly, using a rapid-fire controller will make the guardian fire a bit quicker, but this is still a nice touch.

I've been having a lot of fun with this one. A shoot-'em-up, by my definition, is a game that doesn't really require a great deal of brainpower to play. In fact, I've always thought of the genre as kind of a therapeutic

# BAD TO THE BONE

These are the streets. And there are no rules when you do battle here.

STREETFIGHTER is strictly survival of the fittest against 8 of the baddest dudes from around the world. Watch out for flying scissor kicks, lethal Ninja weapons, and other evil tricks. Block their attacks while you counter with jabs and roundhouse kicks. Don't drop your guard cause these guys aren't just b-b-b-bad. They're "Bad to the Bone."

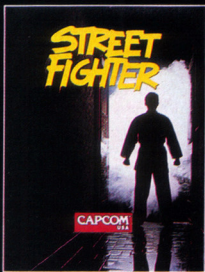
So see your favorite software retailer or call Capcom U.S.A. 408-727-1665. You don't want to keep these guys waiting!



Try a roundhouse kick against an English street tough.



Dodge the lethal Ninja weapons of Geki.



**CAPCOM**<sup>®</sup>  
USA

way to blow off steam. You know the type: just fry anything that's unfortunate enough to wander anywhere near your character. Don't worry about any kidnapped princesses or magic spells, just fire at will. But this game is a pleasantly advanced variation on the shoot-'em-up theme—it sort of forces you to think about what you're doing and why you're doing it. It's not mindless violence, it's... well, it's conscious violence. You're on an important mission, and the safety of the planet Earth is in your hands. Somehow, having good intentions makes it okay to be a trigger-happy maniac. (But not in real life, of course!)

The game's best feature is the transformation of the guardian from its humanoid shape to the jet fighter. It's a beautiful, smoothly animated sequence: The guardian spins around slowly, then faster as its insect-type battle armor shifts around, folding and stretching to take the form of a futuristic spacecraft with blue flame erupting from its tail.

Unfortunately, each best feature usually is accompanied by a worst feature, which in this case is *Guardian Legend's* password system for continuing your game. Don't get me wrong—I appreciate the fact that I don't have to play the whole game from the beginning each time I plug it in, but is it really necessary for the password to be 32 characters long, with a choice of over 60 characters to occupy each space?

*The Guardian Legend* is basically a rehash of two or three unoriginal game concepts. However, it's not easy to be subtle about incorporating multiple themes into a single game, and the results are pretty good. Try before you buy, if possible, because this one's not for all tastes—but with most new releases retailing in the \$40-\$60 range, that rule should apply to *all* games.

—Chris Bieniek

Broderbund Software, Inc., 17 Paul Drive,  
San Rafael, CA 94903-2101; (800) 521-6263.

## Magic Johnson's Fast Break

For the Nintendo Entertainment System (\$44.95)

The final seconds are ticking off the clock, the shot clock has nearly expired, the roar in

the stadium is deafening and your team is down by two points. After a quick cut to the right, back to the left, a pivot outside the three-point line, a jump—with a brief instant of hang time before an effortless, graceful pump—the globe is unleashed in a perfect arc. The buzzer sounds, and the crowd's roar is suddenly silenced as the fans realize that you have pulled off the upset of the century. Swish!

A perfect three-point play has unexpectedly shut down Magic Johnson's two-man army. It's just another victory for the armchair NES athlete playing *Magic Johnson's Fast Break*.

With the assistance of the NES Satellite adapter, up to four players compete in a friendly game of basketball, complete with an NBA referee. One player competes against the NES-controlled opponents while still playing two-on-two. The "B" button toggles selection of the current player controlled by the joystick. The "A" button is used to pass the ball inbounds, shoot for points, jump for rebounds and attempt to steal the ball from the opposing team.

*Magic Johnson's Fast Break* begins with some nice music and graphic effects, including a stunning

likeness of Magic Johnson himself. During game play Magic will appear after a particularly good shot and offer a nice compliment. An impressive effect at first, it tends to interrupt the flow of heated competition after a while.

From the first menu, a one- or two-player game is selected. Unfortunately, two players cannot team up against the computer-controlled team. In the four-player mode, each player controls one man on the court, which makes for some pretty rowdy competition.

In a one-player game, the computer's skill level, from "rookie" to "professional," is selected from the five available. The game is played in four quarters, each three minutes long. Between each quarter a detailed set of statistics is displayed for each team, such as shooting percentage, total free throws, total three-point plays, fouls and more. At the end of a game, the winning team may be awarded a bonus salary. The object is to beat the

RATINGS:	
Sound/Music	6
Graphics	8
Playability	8
Overall	7



Count on the Magic Man to give you a pat on the back when you are doing well in Trade west's Magic Johnson's Fast Break.

# WHEN JOHNNY COMES MARCHING HOME

1943. The battle of Midway isn't history. It's now. And the fate of the free world rides on the wings of your P-38X Lightning. Perform daring dives and loops to evade enemy assaults. Then retaliate with a barrage of machine-gun fire and super shells that can down more than enemy aircraft.

Hear your call to action and respond to the challenge of a lifetime. Only then can you return to a hero's welcome.

Fly into battle at your favorite retail software outlet. Or call Capcom U.S.A. at 408-727-1665. It's never too late to earn your wings.



Use all the firepower of your P-38 against the famous enemy squadron.



Take down an enemy super bomber. Watch out for those gun turrets!

**CAPCOM**<sup>®</sup>  
USA

computer or human opponents, of course, and also to earn as much money as possible. Impressive players can add their initials to a high-score screen, though it's forgotten each time the NES is powered down.

The controls for *Magic Johnson's Fast Break* are logical and fairly easy to master. Confusing the pass and shoot buttons is almost always costly, however, and takes a bit of getting used to. The action is fast-paced, but always fun for multiple players. Contests against the computer are generally a foregone conclusion. Even in the easier levels, "Team Nintendo" almost always wins.

The game does imitate the basic mechanics of basketball. The referee is there, and he'll award foul shots when pertinent. The three-point play can be a real equalizer during the final seconds of a tight game. Scoring shots are not entirely "random," although that element is obviously present. Shot accuracy also seems to be based on the player's timing. Pressing the fire button initiates the jump for the shot, and releasing the button at just the right moment does seem to improve the shooting percentage. The computer's team seems to shoot a pretty solid 50% and seldom tries for a three-point play.

*Magic Johnson's Fast Break* does have some notable flaws, however. Every player always runs at exactly the same speed, whether he has the ball or not. Logically, you would expect the man dribbling the ball to run a bit more slowly, an element not simulated in this game. So, after a turnover, the player must prepare early and always stay a few steps in front of the opponent. Once a half step behind, a player can not catch up until the opponent pulls up for a shot.

On defense, the fire button is used to attempt a steal or to jump for a rebound. The attempt to jump and block a shot doesn't appear in this simulation, a major flaw. When the opponent is ready to shoot, pressing the fire button still attempts a steal move instead of a "jump to block." A jump response to the fire button seems to occur only when the basketball is rebounding from the rim or backboard.

The players have no personalities of their own. Each player seems to have the same skills, with no variation in play. Other popular basketball simulations simulate a particular player's preference (and increased probability for scoring) for the outside shot or a drive down the lane, for example. This lack

of depth makes playing against the computer a pretty uninteresting struggle. Playing against human friends depends on genuine skill more than the computer; although, even here, the player not currently under joystick control is manipulated by the computer. A rousing game of one-on-one, with no second player on each team, would have been a nice play option for this game.

*Magic Johnson's Fast Break* sports superior graphics, good sound effects and excellent, smooth animation of the players and the basketball. The player movements are fluid and natural looking. The mechanics of game play are simulated nicely, but it does lack some depth. It is best suited as a multi-player game, using the player vs. computer scenario primarily as a rote drill practice for your next big tournament against a friend.

—Matthew J. W. Ratcliff

Tradewest, P. O. Box 1796,  
2400 South Highway 75,  
Corsicana, TX 75110; (214) 874-2683.

## Clash at Demonhead

VIC TOKAI

For the Nintendo Entertainment  
System (\$44.50)

RATINGS:	
Sound/Music	5
Graphics	6
Playability	6
Overall	6

I guess that the life of a debonair swashbuckler is never easy. One minute you're lounging on the beach, a cool, salty breeze in your hair, the next you're on your way to save the planet. Welcome to the world of Sgt. Billy "Big Bang" Blitz, the hero of Vic Tokai's new game *Clash at Demonhead*.

The action gets off to an eerie start with a call from your superiors. It seems that world-famous Professor Plum is missing, along with the plans for his top-secret doomsday device. If it falls into the wrong hands, the very future of the free world will be in jeopardy. You must suit up and take on the nefarious lawbreakers, penetrate their stronghold and rush to the summit of Demonhead Mountain to free the poor professor. Yes, it's an awfully busy agenda for anyone, superhero or not.

*Clash* is a combination adventure/strategy/shoot-'em-up game that takes you on a wild ride. As Sgt. Blitz, you must make your way past a myriad of enemies and bosses to get to the objective at

(continued on page 44)

In Vic Tokai's *Clash at Demonhead*, you take the role of Sgt. Billy Blitz and try to traverse the roads that lead up Demonhead mountain.





# The response to Pipe Dream™ has been admirably restrained.



Fortunately, it's not necessary to physically restrain *everyone* who contracts *Pipe Dream* fever. But frankly, we're surprised that the Surgeon General hasn't ordered us to put a warning on the box.

*Pipe Dream* is Lucasfilm's fast-flowing new computer game of skill, strategy, and plumbing. And while the devilishly simple concept makes *Pipe Dream* easy to learn, it's mad-dameningly tough to master.

Imagine playing chess in the middle of a pie fight.

*Pipe Dream*'s objective is simple enough: Just piece together a pipeline from plumbing parts

that appear on the side of the screen. But after eight seconds, the flood gates open. The plot thickens. And quickens.

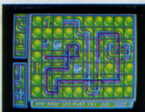
Suddenly, you're scrambling to lay pipe ahead of the flow. You've got to think strategically. But act instinctively. One wrong move, brief hesitation, or misplaced pipe part and you're sunk in a sea of soggy sewage!

**Learn why plumbers earn \$75 an hour.**

Of course the better you get, the faster the flow. And the 36 levels get progressively trickier, with special bonus tubes worth extra points. Reservoir sec-



*The better you get, the trickier it gets. But one false move, and you're swamped!*



*Two plumbers can play this game.*

tions that slow the flow of sludge. Unexpected obstacles appear. So do mandatory finishing points. And other trials to drive the deftest pipe-layer daffy.

Choose a *Pipe Dream* play mode to suit your skill: basic, expert, or two-plumber challenge. And when no one's looking, use the training mode to glimpse advanced level screens that you might otherwise never see.

**Test your plumbing skills before you buy.**

For a sample version of *Pipe Dream* look on specially marked boxes of Kao diskettes, or send \$2.00 for postage and handling to: Pipe Dream Offer, Kao Infosystems Company, 41444 Christy St., Fremont, CA 94538. State diskette size (3 1/2" or 5 1/4") and system type (PC or Macintosh only).

Once you've contracted *Pipe Dream* fever, move up to the full-blown version and really test your pipe-fitting prowess. If you're lucky, the only thing they'll have to restrain will be your enthusiasm.

**LUCASFILM™  
GAMES**



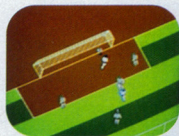
Available for IBM®/Tandy® Macintosh™ Amiga™ Atari ST™ and Commodore 64™ personal computers. Order direct by calling 1-800-STARWARS (1-800-782-7397). © 1989 Lucasfilm Ltd. All rights reserved. Lucasfilm Games and Pipe Dream are trademarks of Lucasfilm Ltd. IBM is a trademark of International Business Machines, Inc. Tandy is a trademark of Tandy Corp. Commodore 64 is a trademark of Commodore Electronics, Ltd. Amiga is a trademark of Commodore Amiga, Inc. Atari and ST are trademarks of Atari Corp. Macintosh is a trademark of Apple Computer, Inc.



# Sudden Death.

If you thought soccer was a game for the rest of the world, here's America's answer. A fanatical crowd, a full team of 11, and action so precise, so powerful, so *awesome*, you can almost taste it. Win or lose, one thing's certain: GOAL!™ will win you over.

At your favorite video game store now!



Serious sports.  
 For serious players.

Jaleco™ and GOAL!™ are trademarks of Jaleco USA, Inc.  
Nintendo® and Nintendo of America® are registered trademarks  
of Nintendo of America. © 1989 Jaleco USA, Inc.  
CIRCLE #117 ON READER SERVICE CARD.

Tips are graded on a scale of one to five joysticks.

Have you found any interesting gems buried in the games you play? If so, you can make some cash by sending them to us. Just put them on a piece of paper, and send them to VG&CE, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210, ATTN: Easter Egg Hunt. The author of each new tip we use will receive \$10. Write neatly, and be sure to include your name and address!

Here's a key to the abbreviations:

U = Up  
D = Down  
L = Left  
R = Right  
A = "A" button  
B = "B" button



## RAMBO

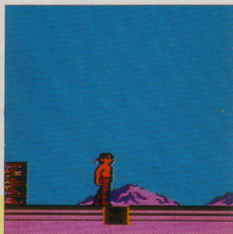
(Acclaim for the NES)

4 Joysticks

The programmers of this war epic have left a neat little egg that gives you unlimited energy. Enter this password:

H800 I bW2 kG4Q KwKc  
66WH Q bW2 0F1D G19D

Though nothing will appear to be any different from a normal game, when Rambo's energy meter gets down to zero, he'll still be alive and well.



## Othello

(Acclaim for the NES)

1 joystick  
Did you know there is a secret slot mode in this game? Well, if you start up a game using **SELECT** and **START**, the mode will be displayed as "slot."



Play through the game normally, but when it prompts you to hit **START** to count the final number of chips, hit **SELECT** and **A**. A strange display will appear, and you'll have a chance to get some extra chips on your side.



# DRAGONS OF FLAME

Advanced  
Dungeons & Dragons  
COMPUTER PRODUCT



Tanis confronts a troll before the throne in the Hall of Ancients.



Traveling through the wilderness, Sturm encounters a Draconian.

Set in the legendary DRAGONLANCE® game world, DRAGONS OF FLAME explodes with red-hot action.

You control up to ten Companions, one at a time.

Your quest: rescue slaves held by the ravaging Dragonarmies in the foul fortress of Pax Tharkas.

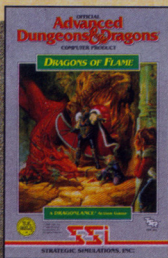
Your wits and reflexes better be sharp. In this game, you're either quick...or you're dead.

Each Companion possesses specialized skills. Use these skills to evade evil Draconian patrols. Keep one step ahead of the Dragonarmies while battling scores of deadly monsters.

All the terrors of the journey, however, pale in comparison to the horror of your destination. The fortress of Pax Tharkas looms before you, crackling with vile energy.

Can you stand the heat?

## CAN YOU STAND THE HEAT?



Coming  
Soon:  
IBM PC  
C-64/128  
ATARI ST  
AMIGA

TO ORDER:  
Visit your  
retailer or  
call  
1-800-245-  
4525 to  
charge on  
VISA/MC.

To receive SSI's complete product catalog, send \$1.00 to: SSI, 675 Almanor Avenue, Sunnyvale, CA 94086.



ADVANCED DUNGEONS & DRAGONS, AD&D, DRAGONLANCE and the TSR logo are trademarks owned by and used under license from TSR, Inc. ©1989 TSR, Inc. ©1989 Strategic Simulations, Inc. All rights reserved.



STRATEGIC SIMULATIONS, INC.®

## Rampage

(Sega for the SMS)

3 Joysticks

Steve Pestana of Coral

Springs, Florida, has informed us of a way to continue this mutant battle. In two-player mode, after you shrink down to your human form, all you have to do is press button No. 2 to bring your monster back to life. Thanks, Steve!



## Ring King

(Data East for the NES)

3 joysticks

The tip team of Aaron Field and Brook Francisco from San Francisco, California, have given us an involved hint for receiving unlimited stamina, but it takes two controllers to accomplish. In the training gym, do the following sequence:

- On controller No. 2—A;
  - controller No. 1—A, SELECT, then A;
  - controller No. 2—B;
  - controller No. 1—SELECT;
  - controller No. 2—A and B simultaneously;
  - controller No. 1—B twice.
- Great job, guys!



## DOUBLE DRAGON

(TRADEWEST FOR THE NES AND SEGA FOR THE SMS)

2 JOYSTICKS

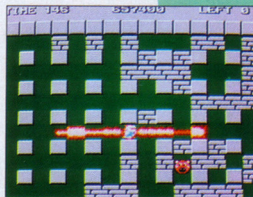
WHEN A CHARACTER COMES OUT HOLDING A STICK OF DYNAMITE, YOU CAN MAKE HIM BLOW HIMSELF UP INSTEAD OF YOU. MIKE STRANE OF PENN HILLS, PENNSYLVANIA, SAYS TO STAND ON THE SAME VERTICAL LINE AS THE CHARACTER AND START WALKING BACKWARD WHEN THE BAD GUY TOSSES THE DYNAMITE. IF ALL GOES CORRECTLY, YOUR OPPONENT WILL STROLL TOWARD YOU—RIGHT INTO THE EXPLOSION. GOOD STRATEGY, MIKE.

## Bomber Man

(Hudson Soft for the NES)

4 joysticks

Bryan Datu of Daly City, California, has informed us of a way to get invincibility from your own bombs in



STAGE 30

this intense chase game. The hardest part of this egg is that you have to get to Stage 30, but once there, there is a special icon that will appear (as shown above). Pick it up and if you hold down A, you'll be able to stand by while the bombs blow up everything around you! Way to go, Bryan.

# GO HEAD-TO-HEAD, WIRELESS!

With The Nintendo® Double Player™  
Wireless Head-To-Head System From Acclaim™



Playing games on the Nintendo Entertainment System® will never be the same with Acclaim's new DOUBLE PLAYER™ System — the two player set of wireless controllers that really gives you and a friend the power to move when playing your favorite video games — especially games with head-to-head, 2-player action!

Officially approved by Nintendo®, the DOUBLE PLAYER™ System scores BIG with score-raising features like twin turbo rapid-fire, slow-motion, and pin-point accuracy from up to 30' away. Get the winning edge.

THE HEAD-TO-HEAD WIRELESS winning edge!



Licensed by Nintendo  
for use with the  
**Nintendo**  
ENTERTAINMENT  
SYSTEM™

**Acclaim**™  
entertainment, inc.  
Masters of the Game™

Double Player™, Masters Of The Game™ and Acclaim™ are trademarks of Acclaim Entertainment, Inc. Hulk Hogan™ is a trademark of the Marvel Comics Group, licensed exclusively to TitanSports, Inc. All other wrestlers' names and character likenesses are trademarks of TitanSports, Inc. © 1989 TitanSports, Inc. Nintendo® and Nintendo Entertainment System™ are trademarks of Nintendo of America, Inc. © 1989 Acclaim Entertainment, Inc.

CIRCLE #118 ON READER SERVICE CARD.

Licensed by Nintendo  
for play on the  
**Nintendo**  
ENTERTAINMENT  
SYSTEM™

# KNIGHT RIDER™

**MISSION:** Retrieve top secret weaponry stolen by terrorists.

**VEHICLE:** KITT, the Knight 2000 supercar.

**WEAPONS:** High-impact missiles, Machine guns, Reflex lasers.

**SPECIAL FEATURES:** Continue mode, Protective shields, Turbo boosters.



The Ultimate  
Driving Game!



**ON THE GROUND  
AND IN THE AIR...  
ACCLAIM'S GOT  
THE ACTION!**

# AIRWOLF™

**MISSION:** Rescue American prisoners.

**VEHICLE:** Airwolf, the Mach 1 jetcopter.

**WEAPONS:** 33 mm Machine guns and Copper-head missiles.

**SPECIAL FEATURES:** Fully functional cockpit, On board computer.



Command the  
State-of-the-Art  
Flying Weapon!



Official  
**Nintendo**  
Seal of Quality

**Acclaim™**  
entertainment inc.  
Masters of the Game™

Acclaim™ and Masters of the Game™ TM Acclaim Entertainment, Inc. Knight Rider™ and Airwolf™ TM & © 1982, 1984 Universal City Studios, Inc. Nintendo™ and Nintendo Entertainment System™ are trademarks of Nintendo of America, Inc. © 1989 Acclaim Entertainment, Inc.

CIRCLE #119 ON READER SERVICE CARD.



# AKkaim™

PRESENTS

# CYBEROID™

## THE FIGHTING MACHINE

3 SKILL LEVELS!  
MULTIPLE SCREENS!



Explosive graphics  
and sound effects!



Battle hostile  
space bandits!

MAN THE ULTIMATE  
FIGHTING SPACECRAFT!



The International Chartbuster  
Is Now Playing On NES!



Licensed by Nintendo  
for play on the  
**Nintendo**  
ENTERTAINMENT  
SYSTEM™

**Akkaim™**  
entertainment, inc.  
Masters of the Game™

Akkaim™ and Masters of the Game™ are trademarks of Akkaim Entertainment, Inc. Cyberoid™™ & © 1989 Grimm Graphics, Inc.  
Nintendo™ and Nintendo Entertainment System™ are trademarks of Nintendo of America, Inc. © 1989 Akkaim Entertainment, Inc.

CIRCLE #120 ON READER SERVICE CARD.



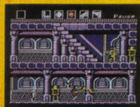
Features Unique  
Cooperative  
2-Player Simultaneous Mode!  
Contains Password  
Level Select!

**TAXAN**  
Consumer Division

Introducing

# 8 EYES

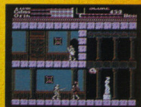
Control man and bird in a fight for the eight jewels of power!



After eons of chaos, mankind has finally emerged from the ruin brought on by nuclear war. The world has flourished once again under the guidance of the Great King, who has harnessed the power of the 8 Eyes to rebuild the planet.

The 8 Eyes — strange and powerful Jewels — were formed in the stellar centers of eight thermonuclear blasts. To possess them is to possess all earthly power.

Now, a loose confederation of dukes has through treachery banished the Great King and seized the 8 Eyes in a bid for power. And already their petty infighting has the world trembling



on the jagged edge of atomic war.

The task of retrieving the Jewels falls to you, Orin the Falconer — the bravest and mightiest of the King's Guardsmen. With your fighting falcon, Cutrus, you must penetrate the donjon keeps of each of the faithless dukes. There you will face the ducal mercenaries — and battle living skeletons, giant wasps, mud men, and other mutated horrors. You must defeat the monstrous Boss of each fortress to retrieve the Jewel he guards. If you are able to return the 8 Eyes to the Altar of Peace, the Earth will pass into another millennium of peace and plenty. If not...



© 1989 Taxan USA Corporation. Taxan is a registered trademark of Taxan USA Corporation. Nintendo and Nintendo Entertainment System are registered trademarks of Nintendo of America, Inc. 8-Eyes is a registered trademark of Seta/Thinking Rabbit, mfd. under license by Taxan USA Corporation.

CIRCLE #121 ON READER SERVICE CARD.



(continued from page 32)

Demonhead and free the aforementioned Prof. Armed with only a machine gun at first, you're given the opportunity to upgrade your weaponry by buying additional items. Funds are increased after you blast certain enemies, who turn into dollar signs for you to collect.

Moving throughout the screens of *Clash*, you must best a variety of terrains, including gorges, flatlands, peaks and the deep jungle. As you might expect in a search game of this type, *Clash* provides you with plenty of opportunities to rack up points by blasting the minions of the lawbreakers, such as robot drones, leaping, toothlike creatures and, my personal favorite, little cruise missiles that follow you around until they pop you (or vice versa).

At various junctures throughout your quest, you will be presented with opportunities to take various routes to the top of Demonhead. A map will appear periodically to help you find the best route to the final battle. If you don't accumulate a large amount of cash, you'll have a hard time surviving—money is paramount for replenishing lives and upgrading gear.

Now a word about our hero, Sgt. Blitz. As the head of the Special Assault Brigade For Real Emergencies (S.A.B.R.E.), you'd expect him to be a big, burly-looking guy packing a flak jacket, sporting a crewcut, scowling all the way up the mountain. But Sgt. Bang doesn't quite live up to his name, I'm afraid. With his quick, bouncy steps and mop-top hair, Sgt. Blitz looks like a refugee from a Partridge family reunion. Granted, the tone of this game is lighthearted, but I guess I expect more out of guys named Blitz.

All things considered, *Clash at Demonhead* is an enjoyable game, full of colorful characters and fast-paced action. Game play requires a great deal of precision, and the graphics and sound support the storyline very well. Be prepared to spend some time behind the controller pad, however. *Clash* is more than willing to throw large numbers of adversaries and pitfalls your way. Keep a cool head about you and blast away. This is a game of varied adventures to keep you coming back for more, provided Sgt. Blitz doesn't have another more pressing mission.

—Patrick J. Kelley

Vic Tokai, 22904 Lockness Ave,  
Torrance, CA 90501; (213) 326-8880.

## Bad Dudes

DATA EAST

For the Nintendo Entertainment  
System (\$44.95)

RATINGS:	
Sound/Music	4
Graphics	7
Playability	7
Overall	7

*Bad Dudes* is the tale of, well, two bad dudes named Blade and Striker. They are experts in hand-to-hand combat, and their mission is to rescue the President, who has been kidnapped by ninjas. Your mission is to battle the henchmen of the Dragon Ninja as you proceed through seven scenes to the final battle and subsequent rescue of the President.

The first screen lets you choose whether you want to be Blade or Striker. There doesn't seem to be any difference between them, so you don't have to waste a lot of time choosing. If you select a two-player game, you must take turns—you can't have both bad dudes on the screen at the same time. The action starts when

you enter the first scene, called "the city." Control of your dude is simple. First of all, you can punch or kick by pressing the "A" button. The punch or kick is unleashed in the direction the stick is pressed (including straight up). You can jump into the air by pressing the "B" button, which also allows you to drop to a lower level (if one is available) by pressing the stick down simultaneously. Your bad dude moves in the direction you press the stick or control pad and can also duck.

The enemies are numerous and varied, although they are all variations on a ninja theme. The blue ninjas appear the most often, and they can be dispatched with a single hit. White ninjas are tougher. They require two hits and throw knives. Other enemies include a lady ninja, red ninja (uses a sword), samurai (nasty with a stick) and other assorted creatures, including rabid dogs. As per usual, at the end of each scene, a super warrior appears who can take a lot of punishment and usually has some special weapon that makes your job tougher. For example, the super warrior at the end of the city breathes fire but can be defeated by simply slugging him a few times, jumping to a different level while he breathes fire and repeat-

The President has been kidnapped by the nasty Dragon Ninja, and it's time to call in *Bad Dudes* to save him.



# Something Deadly in the Air.



**T**he Stealth Advanced Tactical Fighter. America's most guarded military secret. And now you're in the cockpit, ready to unleash the explosive power of the F-117A on rival forces around the world. The mystery is over. And the enemy is toast.

**The Best Flying Game Ever for the NES.**

- Full F-117A aerodynamics. Barrel rolls, 360 degree loops, nose-bleed dives, and screaming banks.
- Awesome 2-player dogfights.
- "Stealth mode" makes you invisible to enemy radar.
- Over 100 deadly missions around the globe.



*Better get your bird off the ground or you'll be shining shoes for the general.*



*You won't be alone if you hit water. Underfed sharks are sure to attend your burial at sea.*



*Your stomach just made an illegal U-turn after that last 6g roll. Kick into "stealth mode" and blast that boogey squadron into scrap metal.*

**See your local retailer or call  
1-800-227-6900 to order.**

**ACTIVISION**

ing this cycle until he keels over. Other warriors are tougher, though.

You have three lives and lose one each time you get hit ten times. A "hit" can be from an opponent or from the environment. For example, in the third level, falling into the sewer water diminishes you (as you can probably imagine). A game can be continued three times, then it's over, but you can replenish your life force (so you can take a full ten hits again) by picking up the energy canisters dropped by certain opponents. You can also pick up weapons such as nunchaku or a knife when opponents drop them, which makes you a more powerful warrior. Also, each level must be completed in a certain length of time, but this period can be increased by picking up clocks. Picking up objects is a little difficult in the heat of battle, since you must kneel down and press the "A" button.

Each scene presents additional challenges. The city is pretty straightforward, but by Scene 2 (the big rig), you must jump from one trailer to another without falling to the roadway, since that costs you hit points. When you get to the forest (Scene 4), you must be agile enough to walk along the tops of tall hedges, since rabid dogs pursue you across the forest floor. The adventure continues through the freight train (don't misstep when jumping from car to car); the cave, which leads into the Dragon Ninja's fortress (heavily guarded and loaded with loose stalactites); and, finally, into the factory, where you must deal not only with multiple super warriors, but leap aboard the Dragon Ninja's helicopter and do battle with the main man himself.

Data East's ads for *Bad Dudes* proclaim the high quality of the graphics, and the backgrounds are very nice—high resolution with lots of color and realistic scrolling. However, the animation is jumpy for all the characters, and whenever more than a couple of enemies appear, they all start to flicker distractingly. Because of the flicker it's sometimes hard to tell how many enemies are attacking you.

*Bad Dudes* is not especially different from other Karate adventures, including *Double Dragon*. The figures are larger, and the background graphics are of higher quality, but the play action is pretty simple. There are none of the fun touches of *Double Dragon*, such as picking up an oil can and bowling over your opponents with it or whipping them into submission (well, maybe I'm a little twisted). If you already own one of these games, *Bad Dudes* doesn't offer much that is new, but if you are still looking to add one to your collection, check it out.

—David Plotkin

Data East, 1850 Little Orchard Street,  
San Jose, CA 95125; (408) 286-7080.

## Sky Shark

TAITO

For the Nintendo Entertainment  
System (\$44.99)

### RATINGS:

Sound/Music	6
Graphics	7
Playability	8
Overall	8

*Sky Shark* is a scrolling shoot-'em-up that combines furious action with good graphics to provide an exciting, if not especially original, gaming experience. In it, you are in control of a single-engine fighter equipped with two types of weapons. First of all, you have multi-firing machine guns mounted on both wings, activated by the "A" button. These have unlimited ammunition but are only totally effective against other small aircraft and tanks. You can power-up the guns by blasting an entire wave of red enemy planes, which leaves behind a gun token you can fly over to double your fire power.

The other weapons are your bombs, activated with the "B" button. A bomb is a much more effective weapon than the machine gun, clearing a fairly large area of most obstacles on both the ground and in the air. Your plane starts out with three bombs, but it can acquire more by blasting certain targets and flying over the bomb token that appears. Bombs should definitely be saved because there are some large targets that can only be taken out with them.

The scrolling landscape is gorgeous, with buildings, beaches, jungles and mountains visible below your plane. The enemy vehicles include tanks, planes, ships and some sort of gun platform that sails along on the water. Virtually all of these shoot at you, and most can be destroyed with a single hit from your guns. Some, however, need multiple hits, and others can only be destroyed by several bomb hits. A huge tank as well as a large airplane show up from time to time. You had better have some bombs left when they appear, or be prepared to do some fancy flying to avoid the volleys of shots that pour out of these awesome craft. Bombs can also be useful when a large number of enemies appear all at one time, and you need to clear a flight lane. One handy trait of the bomb is that it defuses all shots that are in the air, so launching a bomb can be a last desperate measure if you are about to be hit. A single hit destroys your plane, costing you one of your four lives and any power-ups you may have (including any extra bombs).



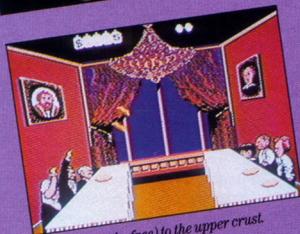
Take to the sky in your tough fighter plane and conquer the enemy in Taito's *Sky Shark*.

# Painfully Funny.



**G**et ready for punching, slapping, poking, pie-in-the-face fun with Moe, Larry, and Curly. Join these legendary loonies as they turn your NES into a classic Stooges movie, with *you* as the star!

- Ten games-within-a-game, including Stooges trivia.
- The best graphics and sound ever for your NES. Hear the Stooges' actual voices!
- Nyuk! Nyuk! Relive a scene from your favorite Stooges movie.



Serve pie (in the face) to the upper crust.



Can this zany trio save the orphanage from the clutches of an evil banker? Why soy-ten-ly!



Go crackers with Curly as he battles nasty oysters in his chowder.



See your local retailer or call  
1-800-227-6900 to order.

ACTIVISION

The Three Stooges™ © 1987 Norman Maurer Productions Inc. - Columbia Pictures Industries, Inc. Game © 1988 Cinemaware Corporation. Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America Inc. CIRCLE #123 ON READER SERVICE CARD.

As you can imagine, *Sky Shark* gets progressively harder, and it isn't just that there are more enemies that shoot faster. Huge battleships and aircraft carriers show up, and each gun emplacement on a ship requires multiple hits to destroy. It is more than a little helpful to have access to powered-up machine guns or have a good store of bombs at this point. Also, the enemy begins to take advantage of cover—tanks emerge from under rocks and hide in the dense foliage of the jungle. Clever, they are.

*Sky Shark* is split into levels, and your plane lands at an airfield between each one. You get a complete restock of bombs when you land, which is very helpful. There is, unfortunately, no game-save or password feature, although you may continue from where you lost your last life. In what I consider to be a terrible design decision, you must press the START button to continue after losing your last life—pressing the "A" button (which you do to continue after losing a plane) ends the game! I don't know how many times I have meant to continue and accidentally ended the game instead. Wanna know how far you can throw an NES cartridge? I can tell you.

*Sky Shark* has so many similarities to other scrolling shoot-'em-ups, especially Capcom's *1943*, that if you own one you will not find much new or different. But if you don't, this cartridge is challenging and fun—and just a bit frustrating.

—David Plotkin

Taito, 267 West Esplanade, Suite 206,  
North Vancouver, B.C., Canada V7M 1A5;  
(604) 984-3344.

## Rescue

KEMCO/SEIKA

For the Nintendo Entertainment System (\$39.95)

### RATINGS:

Sound/Music	5
Graphics	6
Playability	6
Overall	6

It's a familiar turn of events: Terrorists have seized yet another embassy and are holding hostages. Demands are made and deadlines are set. Innocent lives hang in the balance as leaders decide on a desperate course of action. It's up to you to raid the captured embassy, knock out resistance, neutralize terrorists and free the staff. Kemco/Seika has taken this page directly from the evening news with their new title, *Rescue*, a

challenging game.

Actually, having *Rescue* is like having two separate games on one cartridge.



In the first segment of the game, you must maneuver your three-man sniper team into position around the embassy compound. Selecting your sniper from an overhead map, you must move him through the embassy grounds and into his predetermined "kill" zone. The action begins as you weave your way toward the target, constantly avoiding probing searchlights. Anyone unlucky enough to be pinned by the roving beam will be cut down by off-screen terrorists. You must constantly be on the move—rolling, ducking behind walls and crouching in doorways are the only ways to avoid the searchlights and keep the target alive.

Once you have your snipers in position, the action shifts to a view through their telescopic gunsights. Your next job is to sweep the lit windows of the embassy with the scope and cut down any terrorists lurking in the windows with rifle fire. The little silhouettes representing the terrorists moving behind the window shades is a nice touch. A shot through a window will reward you with a gaping hole and the crash of breaking glass.

The second phase of play begins when a four-man squad is dropped to the roof of the embassy by helicopter. You then control them on their way in. After selecting a team member, you must rappel him down the side of the building and swing him into position through one of the shot-out windows. This is a part of the game that requires patience and skill to master. The control for activating the rappel feature is very sensitive, and on the first few tries I had trouble mastering it (quite often my character propelled himself off into space, instead of through the window).

Once inside, you must search the various floors of the embassy for your hostages. A small map in the lower corner of the screen will aid you by showing your position, a floor plan and the position of the terrorists. As you make your way down the hallways, the point of view is over your shoulder and down the barrel of your

**Terrorists have taken over the embassy and many lives hang in the balance. Can you Rescue them?**



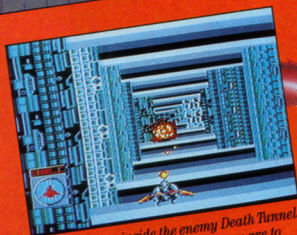


# Graphics That Will Kill You.



## CAUTION: FOUR MEGA POWER.

Not double, not triple, but four times the playing power of a regular cartridge. You get the hottest space combat, the baddest explosions, and the coolest sounds ever!



Gut check time inside the enemy Death Tunnel. You're now as close to victory as you are to your last breath.



Rush hour traffic in the Junos Galaxy. Don't honk, just shoot.



The friendly folks on the Fire Planet love a barbecue. You're on tonight's menu as a Galactic Grilled Special.

See your local retailer or call  
1-800-227-6900 to order.

ACTIVISION

machine gun. All the terrorists you encounter must be shot as you sweep the embassy, but be on your guard—too quick on the trigger finger and you'll wind up shooting a hostage instead. The operation ends when all of the terrorists are killed and the hostages freed. Your abilities are assessed when the level where you are told how you fared, your casualty list, etc., ends.

*Rescue* moves along at breakneck speed as you race against an on-screen timer to fulfill your mission. There are three levels of difficulty and five separate missions ranging from the entry level (training) to the mission code-named Jupiter. *Rescue* keeps you on the edge of your seat all the way through, aided by great graphics and a catchy musical score. Game play is challenging even for experienced gamers and should keep this game from ending up on the "played it once, played it a thousand times" list.

So, for all you aspiring Delta Force leaders, Kemco/Seika's is just the ticket.

—Patrick J. Kelley

Kemco/Seika, 20000 Mariner Avenue, Suite 100, Torrance, CA 90501; (213) 373-0404.

## Ghouls 'N' Ghosts

SEGA

For the Sega Genesis (\$44.95)

RATINGS:	
Sound/Music	10
Graphics	9
Playability	10
Overall	9

It didn't take long for Sega to produce a game worthy of the power of their new Genesis system. *Ghouls 'N' Ghosts* is a faithful replication of the arcade game upon which it's based. The graphics are extraordinary, the music is delightfully atmospheric and the game play is tough and addictive.

You, the player, control the actions of Sir Arthur on a mission to rescue your regal girlfriend from the clutches of the evil Prince of Darkness. He's taken her captive and terrorized the countryside with his hideous creatures: Angels of Death, gigantic skull-spitting plants, tentacles that beckon you from underground, birds of prey and dozens of others. Unfortunately, your defenses are thin: a coat of armor and a single weapon. One successful attack from an enemy and you lose your armor, leaving you to roam the countryside in your underwear—an odd sight, to be sure. One more attack and

Beautiful graphics and fantastic sound highlight *Ghouls 'N' Ghosts*, a high-quality arcade translation for the Sega Genesis.



you're just another pile of adventurer's bones.

Scattered along the way are treasure chests, some containing demons and some holding armor or weapons. Should you find one with armor when you're already fully suited, you'll gain magical powers of exceptional effectiveness. Using magic requires a three-second power-up period each time, so you can't always use magic when dodging a tight situation.

There are six types of weapons, each with its own magic. The weapons—swords, axes, fire water, discuses and daggers—have different properties and are useful for various situations. Some must be used in close quarters, and some can be thrown short or long distances. At the end of each of the levels is a "boss monster," and usually there's one or two

weapons that are most effective at destroying him. In fact, some of them can only be dispatched with a certain weapon. Deducing which weapon is needed is strictly trial-and-error.

The graphics in *Ghouls 'N' Ghosts* are extraordinary. The backgrounds

move at a different rate than the foregrounds, giving a 3-D appearance that the Genesis is noted for. The game scrolls sideways, vertically, diagonally, up and down and ways you've never seen before.

Each level features more sophisticated graphics than the last, with a near-photographic quality at times. But it's the dozens of minor details that really make the game special: attacking characters peek around the tall grass before approaching, feathers fly when the vultures are killed, trees sway, leaves spiral though the wind, thunderstorms and earthquakes rock the scenery and more. All of this is accompanied by a series of intense and catchy musical scores, funky yet sinister, vaguely reminiscent of Lurch's harpsichord from *The Addams Family*. The sound effects are also outstanding, especially the metallic clank of the blood-thirsty guillotines that pepper the first level.

# Will they call you "Tinkerbell" or "Deadeye"?



Take on the best pilots in one-on-one dogfights at the Naval Fighter Weapons School to find out who is the real top gun.



You don't know what a good chewing out is until you've ticked off Admiral Hawk. Wipe that smirk off your face, Lieutenant.

Find out, on the toughest fighter training ground in the world. In *F-14 TOMCAT*. Master the fine points of aerial combat. Move up the ranks in your tours of duty aboard the carrier *U.S.S. Nimitz*. And test your dogfighting skills against the most elite pilots in the world.

*F-14 TOMCAT* features 80 randomly assigned missions in five theaters. 1st-person in-the-cockpit realism. And feel-it-in-your-gut aerial maneuvers. It's the best-selling combat flight simulator on the Commodore today.

Think you're a "Top Gun"? Then prove it, hot-shot, in *F-14 TOMCAT*.

*"F-14 TOMCAT is one of the best combat flight simulators for the 64. Graphics, sound, and action are excellent, and the framework of a career scenario adds a sense of realism and purpose."*  
— *Compute's Gazette*

*"F-14 gives you a shot at being one of America's most elite fighter pilots."*  
— *Computer Gaming World*

## ACTIVISION®

See your local retailer, or call 1-800-227-6900 to order.

© 1989 ACTIVISION. All brand names and trademarks are the property of their respective holders.

CIRCLE #125 ON READER SERVICE CARD.

With the various options available in the option screen, you can sample all of the musical licks and sound effects. Despite the misleading "1 Player" notation on the back of the box, the game has a two-player mode as well (which can be played with only one controller, if you wish). The nicest feature is the presence of two modes, practice and professional. In professional mode, there are more villains and they are quite a bit tougher than in practice mode. In either mode, you have unlimited continues that let you pick up the game close (to the nearest half a level) to where you left off.

All in all, *Ghouls 'N' Ghosts* is the most addictive and absorbing release for the Genesis to date. Even fans of the arcade version will be forced to admit that this is a near-perfect reproduction. It's one of the few totally satisfying video games I've had the pleasure to play.

—Joshua Mandel

Sega of America, 573 Forbes Boulevard,  
South San Francisco, CA 94080; (800) USA-  
SEGA.

## The Magic of Scheherazade

CULTURE BRAIN  
For the Nintendo Entertainment  
System (\$49.99)

RATINGS:	
Sound/Music	5
Graphics	6
Playability	6
Overall	6

Simply put, Sabaron is a bad magician and you are a good one. The problem is that you can't remember anything, and you don't know how to find Sabaron.

To make things worse still, Sabaron has kidnapped your girlfriend, Scheherazade, her sisters and her father, the king. In order to save the king and his daughters, you'll have to travel through five worlds and several time zones, learn magic, enlist the help of a small group of allies and learn the use of swords, magic wands and various spells.

*The Magic of Scheherazade* is a role-playing game, which means basically that you play the main character and that he starts out weak and practically defenseless and gets stronger as you successfully play the game. There are also lots of puzzles in this game, but none of them are extremely hard to solve.



Culture Brain's *Magic of Scheherazade* hands you the magic wand to save your girlfriend from the clutches of Sabaron.

This Arabian adventure spans various towns, forests, lakes, swamps and other natural locations. In the towns, you can talk to the natives to discover clues, visit the shops to buy important items, rest in hotels (to recover your strength) and visit mosques for various purposes (such as resurrecting a dead ally, finding the latest passport in case you need to restart the game later or changing your character's class to fighter, saint or magician). You will have to play as each of these character classes at least once during the course of the game. The towns also house special characters and other surprises.

Outside the towns, life is not so easy. Everywhere you go you'll encounter enemies. At first, these enemies are difficult to beat, but you can obtain money and experience points. Later in the game, these outside characters can be a nuisance, so you'll learn a spell that keeps them away.

As role-playing games go, *The Magic of Scheherazade* is pretty easy. However, it should be fun for beginning and intermediate role players. Experienced players may whip through this game in record time, but there are still enough plot twists and interesting challenges to make the game fun to play. For instance, you can reap a great harvest if you plant a Rupia seed in the past during the Alalart Solar Eclipse (a regularly occurring event in this world), then travel to the future and check out the result.

This game basically occurs in five acts—the water world, the desert world, the winter world, the flower world and the final challenge. Each world has some subtle differences, though the action is basically the same from one level to the next.

Typically, you'll spend some time exploring the countryside, occasionally casting the Oprin spell to reveal hidden doors. You'll use your sword or the magic rod to fight enemies, and you'll make frequent visits to towns to gather information, enlist help or stock up on supplies. Less frequently, you'll explore dungeons or palaces where you'll encounter still more potent enemies. Ultimately, on each level you'll have to meet and defeat a boss character—one of Sabaron's minions. In most cases an all-out, no-holds-barred approach works best.

In some ways, this game may remind you of *The Legend of Zelda*, but it has its own

(continued on page 156)

# Bustin' Makes You Feel Good!



Who ya gonna call? The Ghostbusters—again. Clear the courtroom of ghouls and get back in business. Bust your pals out of the insane asylum. Trap ghosts around New York City, then turn the slime to your side and march the Statue of Liberty across town to the Museum. If you've got the slimeblower, wasting the evil Vigo should be easy.



Get Ready to Believe Them.



Launch Miss Liberty on a rescue mission.

## ACTIVISION

See your local retailer, or call 1-800-227-6900 to order.

©1989 Activision Software. Software ©1989 Dynamix Inc. Ghostbusters™ II logo ©Columbia Pictures Industries, Inc. All rights reserved.

CIRCLE #126 ON READER SERVICE CARD.

# You Can't Take It With You!



## Revenge of the Gator™

'Gators galore! Eight scrolling screens—secret entrances to bonus areas—hungry 'gators that unexpectedly swallow your ball and move it to a new screen—all in a package you can slip into a pocket and take with you anywhere. You'd need a pinball machine the size of the Everglades to hold all this excitement, but Hal America and Game Boy™ make it portable.



## SHANGHAI™

The game that took over 2500 years to develop—and at least that long to master! A seemingly endless number of variations of the playing board, each with five increasingly difficult stages to unravel. Play the original version, using Mah Jongg tiles, or the updated version using the alphabet. We can teach you how to play the game, strategies, even how to read the Chinese characters—the only thing we can't teach you is how to quit!

Licensed by



HAL AMERICA INC.

The Funicular Specialists™



7873 S.W. Cirrus Drive, Building 25F • Beaverton, Oregon 97005 • Tel 503/644-4117 • Fax 503/641-5119  
Nintendo, Game Boy and the Official Seal are trademarks of Nintendo of America Inc. ©1989 Nintendo of America Inc.

©1989 HAL AMERICA INC.

CIRCLE #127 ON READER SERVICE CARD.

# HAL America Brings You 3 Hot New Games!



**AIR FORTRESS™**—Our shoot-em-up with a difference! While battling your way through enemy defense forces, you must pick up the energy and weaponry items you'll need for the coming challenge. Then into the body of the Air Fortress itself, where you must find your way through the mazes to the reactor, then plot your escape before the energy supply is depleted. The perfect combination of high-energy arcade action and brain-teasing problem solving.

ADVENTURES OF **LOLO** There's no macho warrior armed with the latest destructive technology in this game—only our valiant little Lolo, taking on all challenges armed only with ingenuity and patience. A game for adults as well as children, **The Adventures of Lolo** contains fifty different mazes of increasing difficulty that must be defeated, not by force, but by wise use of the tools at hand. This is the game we play when the boss isn't around!

**ROLLERBALL**™ The classic pinball game of the '50s, updated with the technology of the '80s—you've never seen a pinball game like **ROLLERBALL**. Two game options, the four-screen scrolling excitement of Skyscraper and the one-on-one competition of Matchplay, bring a brand new challenge for old hands and novices alike. At last, a video game that gives Dad a chance to win! And, **ROLLERBALL** won't tilt!



HAL AMERICA INC.™

*The Funatic Specialists™*

Licensed by Nintendo for play on the



7873 S.W. Cirrus Drive, Building 25F • Beaverton, Oregon 97005 • Tel 503/644-4117 • Fax 503/641-5119

HAL is a trademark of HAL America Inc. Nintendo® and Nintendo Entertainment Systems® are trademarks of Nintendo of America Inc.

©1989 HAL AMERICA INC.

CIRCLE #128 ON READER SERVICE CARD.







Is It Live or Is It...

# CYBERSPACE?

by Maurice Molyneux



I turned the racket in my hand, then took a few experimental swings with it. A moment later, I saw the ball. I raised the racket and took a swing. *Whack!* I hit the ball. It hit the far wall and came back toward me. *Whack!* As it bounced off the wall again, a disembodied voice on my right distracted my attention. I looked that way, but saw no one there. The forgotten ball went past my right ear, and I turned around to watch it ricochet off the back wall of the racquetball court.

Someone I couldn't see took my racket, and I reached up and pulled off my goggles. Suddenly, I was no longer in the racquetball court, but standing in a dimly lit office with equipment lining the walls and about half a dozen people standing around. I had stepped back into normal reality after a taste of "virtual reality," a medium known as *Cyberspace*.

Currently, when you play a video game or do work on a computer, you view everything through the "window" of your TV set or monitor. In *Cyberspace* you actually seem to be *inside* the computer simulation. You stand in it just as you do in the real world. If you turn your head to the right, you see what's to your right. You can turn around, tilt your head, do anything you can do in the real world. . . . except that in *Cyberspace*, everything looks like computer graphics!



*Cyberspace* is a project currently under development at Autodesk Inc., one of the largest computer-software publishers in the country. The project is aimed at creating a system whereby users can enter a virtual reality and thus do things with computers that were previously impossible. For example, Autodesk's main software product is *AutoCad*, the de facto standard in CAD (computer-assisted design). An architect who designs a building with *AutoCad* could then use *Cyberspace* to actually "tour" the building. He or she could "walk" through it, seeing it as if the building were real! Prospective homeowners could take a walk through their as-yet-unbuilt house, arranging furniture and fixtures long before any real foundations are poured!

The potential uses for *Cyberspace* go far beyond architectural visualizations and into the realms of training, social interactivity and entertainment. The *Cyberspace* team has already programmed the aforementioned racquetball game—complete with adjustable gravity. Imagine a racing-type game played in this manner. You can turn and look around the car through various windows and see the landscape screaming by from any view you want! No more just looking straight ahead into a screen.

To enter *Cyberspace* requires that you don a pair of goggles known as "Eye-Phones." These Eye-Phones, manufactured by VPL Research of Redwood City, California, contain two video displays, each showing a distinct image for each

eye. This left- and right-eye separation creates a real sense of depth, so you can instinctively tell how close or far away an object is. The headgear supporting the goggles contains special equipment that can be tracked by a sensor in the room that can determine where your head is and in what direction you are looking. This information is sent to the computer, which draws appropriate graphics, allowing you to see this computer-simulated world in the same way you look at the real

## The *Cyberspace* team has already programmed a racquetball game complete with adjustable gravity.

world. If you turn around 360 degrees, you'll see your *Cyberspace* surroundings in the same way.

The sensors can also detect other appropriately equipped items, such as the previously mentioned racket. When playing racquetball in *Cyberspace*, you swing the real racket in the air and see a computer-generated racket doing the same, via the goggles. If you roll the racket in your hand, the *Cyberspace* racket does likewise. The racket in virtual reality moves

exactly like the real racket, allowing you to play a very realistic game of racquetball—even in a crowded office. (Just be careful not to get carried away and hit anyone!) There's no real court nor even a real ball. The only "real" elements in the game are you and the racket. The computer creates all other elements in this virtual reality.

### What's Working So Far

Although full-blown *Cyberspace* systems and applications probably won't hit the market for at least a few years, the potential hinted at by the groundwork set today is staggering. The development team had a number of test *Cyberspace* programs working at the time I visited their offices. The first was the racquetball game, the second was a demonstration of how you can manipulate and move around in your virtual environment and the third was a bicycling simulation called "Hicycle."

The racquetball game is pretty simple. The user simply swings the racket into the path of the ball and hopes to connect. Running after the ball is *not* recommended, because while the player seems to have plenty of room in *Cyberspace*, he is probably standing in a much smaller room. With the goggles on, you can't see the real environment.

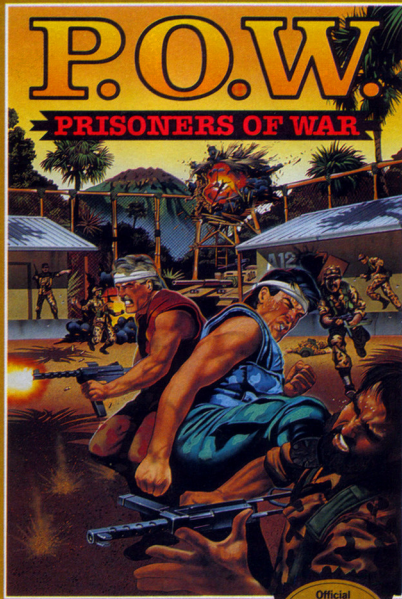
The second demonstration allows you to safely move around *Cyberspace* without any risk of breaking your neck. You put on a special sensor-equipped glove, and when you enter *Cyberspace*, you see a floating hand in space, in front of you. If you

# ESCAPE

## FROM THE PRISON CAMP OF ORDINARY GAMES!



# SNK



LICENSED BY NINTENDO FOR PLAY ON THE

**Nintendo**

ENTERTAINMENT SYSTEM™



Surrounded . . . Captured . . . Imprisoned in an enemy war camp! You'll have to fight your way to freedom with your bare fists. But if you can break into the ammunition depot, you'll find grenades, knives, and M-16's to tilt the odds in your favor. This is the prison camp they called "escape-proof." But they've never had to reckon with this P.O.W.!

# SNK

SNK Corporation of America, 246 Sobrante Way, Sunnyvale, California 94086.  
Call (800) PLAY SNK.

© 1989 SNK CORP. OF AMERICA.  
NINTENDO AND NINTENDO ENTERTAINMENT SYSTEM ARE TRADEMARKS OF NINTENDO OF AMERICA INC.

CIRCLE #129 ON READER SERVICE CARD.



**BAN  
DAI**

# Hyper Lode Runner™



## The Labyrinth of Doom

Earthdate: 2264. These are troubled times for the planet. After centuries of peace, the renegade Red Lord of Darkness has led his cyborg fanatics in a bloody revolution that has overthrown the United World government. Millions of political prisoners are being tortured in his infamous Labyrinth of Doom far beneath the surface of the planet. Very little is known about this subterranean maze of brick-walled catacombs. Just vague rumors about the hidden millions in stolen gold guarded by a ruthless army of mutant cyborg zombies commanded by the merciless General Zod, governor of the Red Lord's death camps. Only one thing is sure...none of your predecessors have ever come out of this dreaded place alive. But, you must find a way out with a lode of gold big enough to launch the counter-revolution. You are the last hope; the last of the great Lode Runners.



Licensed by Nintendo® for play on the

**Nintendo ENTERTAINMENT SYSTEM™**

Bandai is a registered trademark of Bandai America, Inc.  
**LODE RUNNER** is a trademark of Broderbund Inc.  
 © 1983 Doug Smith © 1989 Bandai America, Inc.  
 All Rights Reserved

Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America Inc.

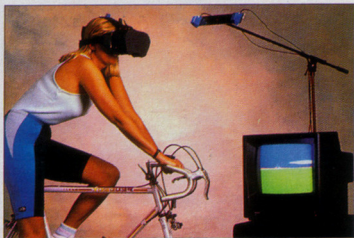


CIRCLE #130 ON READER SERVICE CARD.

turn or move your gloved hand, your "virtual" hand will do likewise. To move in any given direction, you merely have to point that way. The neat thing about this particular demonstration is that you can actually manipulate objects in the virtual reality. For example, if you move your virtual hand to one of the books in the "office," you can pick up the book simply by making a fist. Then carry the book around with you, drop it wherever you please or even throw it!

A "portal" appears in the office; moving into it transports you to a space containing a beach umbrella and a swimming pool. You can move into the pool. Once under the virtual water, everything looks blue. If you carried an object in from the office, you can let it go while underwater and watch it zip up to the surface of the water, where it will float!

Then there's Hicycle: a prime example of how *Cyberspace* can be used to liven up what might ordinarily be a dull pastime. Hicycle mounts a standard bicycle on a



trainer (one of those devices that lets you bicycle in the comfort of your living room) and fixes a series of sensors to it. Next, you hop on the bike, don your Eye-Phones and start peddling. The *Cyberspace* system generates scenery for you, so you get the impression that you're no longer stationary in your living room, but riding through the countryside. You can steer, lean into turns and generally go just about anywhere you please.

But Hicycle is more than just a bicycle simulator. Since this is "virtual reality," we can do anything we want. Thus, the "Hi" in Hicycle refers to the fact that if you accelerate to over 20 mph, the bicycle will lift up off the ground, and you can fly it!

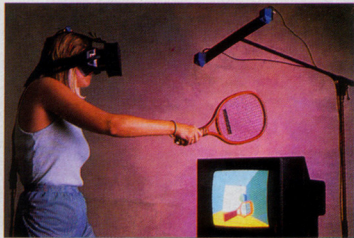
#### Cyber Hardware

Of course, *Cyberspace* wouldn't be possible without modern microcomputer technology. But, even as powerful as high-end personal computers are today, most simply don't have what it takes to make it

as *Cyberspace* "engines." The Autodesk *Cyberspace* system currently runs on 25- and 33-megahertz 32-bit 80386 PCs, one of the fastest and most powerful personal computer systems on the market, using hardware coprocessors to render the images (one coprocessor for each eye).

Rather than drawing a single screen, a *Cyberspace* system has to draw two at a time, one for each eye. It also has to draw the images as changing 3-D representations, taking into account the position of the user and the angle of his or her point of view. This puts great demands on even the best hardware, although as the software becomes more refined, it will probably become possible to implement *Cyberspace* on less powerful computers. Still, not every piece of computing hardware will be up to the challenge, so don't expect to see a *Cyberspace* system on your Nintendo anytime soon.

There are plans, however, to eventually port the *Cyberspace* system to as many machines as possible: Macintoshes, Ami-



gas, Atari STs and so forth—any machine that can do the job. Toward this end the *Cyberspace* programs are all written in C++ code, which is very portable and can be moved to many systems.

Autodesk hopes that *Cyberspace* technology will be affordable for public use, rather than just for major corporations and research centers. The main problem is the cost and complexity of the hardware. In the next few years the rate of advancing technology should make *Cyberspace* systems relatively cheap and affordable, though they are currently quite expensive.

To achieve affordability, the *Cyberspace* team is actively seeking established companies to participate in the development of the system, particularly the hardware. "Autodesk is not in hardware. We strictly do software," says *Cyberspace* architect Randal Walsler.

"One of the things we've tried to do from the beginning is stimulate competi-

tion amongst the hardware people. The 3-D engine people especially are falling over themselves to create faster engines for this. And the helmet people... we've talked to three different groups now that want to make lightweight, stylish headgear. A couple of interesting technologies [for the headgear] are fiber optics to pipe the images up to the eyes and holographic lenses." With both or either of those, says Walsler, *Cyberspace* "should have very lightweight lenses." The current Eye-Phones use Sony color-LCD (liquid crystal display) monitors, which are much too heavy for extended wear or mass consumer use.

Admittedly, *Cyberspace* can be viewed on a standard computer monitor, but it's not the same as viewing it via the Eye-Phones, which provide depth and the sense of actually being somewhere. Walsler smiled when I asked about this and commented, "I found it [the monitor] works, but not as well as having that thing right on your face. Because then

[with the Eye-Phones] you can look around, and your body just sort of says *Yeah! You're in there.*"

The *Cyberspace* team is looking for better sensors than those they are currently using and eventually hope to be able to go beyond just reading the position of the head and a gloved hand and move on to "whole body tracking": monitoring the movement of every body joint. Such tracking may be possible by using video cameras and special sensor patches, ultrasonics or magnetic sensors.

The prototype *Cyberspace* system uses Polhemus magnetic sensors, which work but are expensive and can be disrupted by magnetic fields and metal objects. Experiments using currently available consumer items as potential input devices are being explored. Autodesk has recently been experimenting with using a Power Glove (made by Mattel for the NES).

Since the idea is to simulate reality and natural response wherever possible, a

number of goals have been set to make the *Cyberspace* experience more "real." For example, there is discussion of feedback systems, which would allow the user to feel what he or she is doing. Thus a *Cyberspace* racquetball player might feel a simulated impact on the racket, or a Hyclec rider might find that it takes more effort to pedal uphill rather than down. (As we go to press, we have learned that the latter is now working.)

Moving around in *Cyberspace* has also been given considerable thought. One idea for circumventing the limitations of space imposed by most rooms is the use of treadmills. For example, an updated Hyclec could allow you to stop the bike, get off and walk around.



#### Where It Comes From . . .

If you read science fiction, you may find the term *Cyberspace* familiar. The name originated with author William Gibson, whose strange and surreal vision of a virtual reality was made famous in his writings, including the award-winning *Neuromancer*.

In Gibson's work, *Cyberspace* is a computer-generated reality. Rather than viewing with goggles and manipulating with high-tech gloves and other hardware, the user hooks himself up to a special terminal with electrodes. His mind receives direct input from virtual reality.

Gibson's *Cyberspace* simulates a vast network of computers and information: an enormous geometric landscape. This "grid" depicts computer systems and companies as abstract geometric forms, like buildings on a glowing graph. Information can be accessed by entering one of the structures.

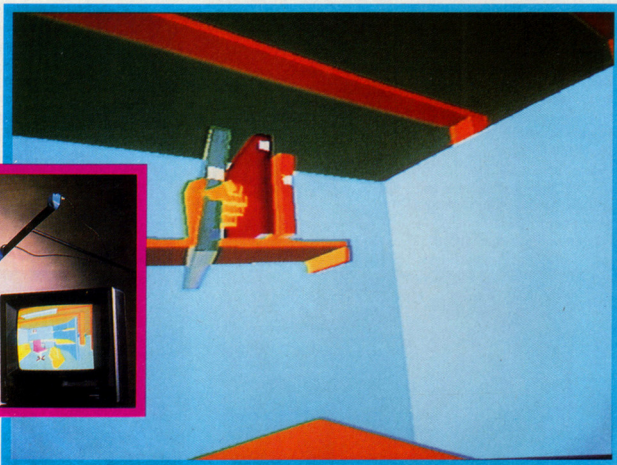
Of course, some structures are not open to just anyone, and many are guarded by a protection system called ICE. The worst part of Gibson's *Cyberspace* is that it can be a deadly place where a "console cowboy" who tries to break

through ICE can have his brain waves "flatlined" in the attempt.

Autodesk's version of *Cyberspace* is different in a number of ways, the most important being that there is no mental link between man and machine and no risk of an unwary user being "flatlined." ("Oh, we're working on that!" jokes Walser.) Otherwise, the Autodesk system could be used to represent computer networks in the same fashion as Gibson's

called *Cyber Ridge*. "It was quite ambitious," Walser recalls. "The idea was basically to do what we're doing here: put people in a space, a large space, which they are completely free to explore."

Walser and his colleagues traveled to Utah, found an appropriate ridge and spent about six weeks there photographing it with a 360-degree panoramic camera. They triangulated every strategically important point on the ridge. "The notion



works suggest and even go beyond that.

During my visit to Autodesk, I met a few members of the *Cyberspace* team: All of them radiated an infectious and palpable excitement about their work. The project falls into the department of Eric Lyons, director of new technology, who manages the CAD-related aspects of the *Cyberspace* project. Team members include Christopher Allis (research), Patrice Gelband, Ph.D. (programmer), Faan-Hoan Liu (digital interfacing), Gary Wells (3-D object modeling and design), Eric Gullichsen (whose card reads "Cyberpunk—Artificial Reality Technology") and, of course, Randal Walser (*Cyberspace* architect), manager of sports- and entertainment-related aspects of the *Cyberspace* project. It was Walser who wrote the basic framework of the *Cyberspace* system.

Walser's background before coming to Autodesk prepared him for the *Cyberspace* project. In the early '80s he worked for a subsidiary of Bally/Midway on a project that was to be a video-disk-based game

was that you could maneuver a vehicle around on that ridge and you could stop at certain "fire bases," as we called them, where the imagery became photo-realistic all around you," explains Walser. "At any time you could jump out into space and see a schematic view.

"It got pretty far along. We got the images [of the ridge], and we developed the game to the point where we could see things out there moving around. We built models of helicopters and tanks and weathered and photographed them from bunches of angles. It was all happening—and just about that time the games industry. . . ." This statement trails off into a throat-slashing gesture and sound.

The Bally subsidiary Walser worked for was closed completely, and he eventually ended up building simulations for an AI (artificial intelligence) company in Mountain View, California. Later, he got funded by the Army ("Of all people," Walser laughs) and worked on tele-robotics. "But it really was all related to this," he points out, "and this is what it's come to."

# THEY'RE BACK!



## ON A COMPUTER NEAR YOU

	IBM	APPLE II	MAC	C64	AMIGA	ATARI ST
SCRABBLE®	\$39.99	\$39.99	\$39.99	\$29.99	\$39.99	\$39.99
MONOPOLY®	\$39.99	DEC		\$29.99	\$39.99	\$39.99
RISK™	\$39.99	\$39.99	\$39.99	\$29.99	\$39.99	\$39.99
CLUE® MASTER DETECTIVE™	\$39.99	\$39.99		\$29.99	\$39.99	\$39.99

Monopoly® © 1935, 1985. Produced under license from Parker Brothers, division of Tonka Corporation. Risk™ © 1959, 1969. Used under license from Parker Brothers. Clue® Master Detective™ © 1988. Produced under license from Parker Brothers, division of Tonka Corporation, and Waddingtons Games Limited. Scrabble® Licensed by Selchow and Righter Company, a subsidiary of Coleco Industries, Inc. Scrabble board design © 1948 Selchow & Righter Company.



Distributed by:- VIRGIN MASTERTRONIC INTERNATIONAL Inc.  
18001 Cowan, Irvine, California 92714 U.S.A.  
Telephone (714) 631-1001 Telefax (714) 631-1004



## ... And Where It's Going

During our conversation, Walsler stressed that the main thing about *Cyberspace* is that it's a medium as opposed to a technology. The team has been comparing it to television, film and the telephone.

"Strangely, computers don't have a lot to do with it [from the user's perspective]," explains Walsler. "Computers are going to be sort of behind the scenes. We've gone out of our way to keep keyboards, mice and so forth out of the picture, just to make the point that what we have here is a very new paradigm."

There are a lot of plans for what *Cyberspace* can become and what it can do. One of the main goals in the minds of the Autodesk team is interactivity.

"We'll be getting multiple people into the spaces at some point," says Walsler. This means that not only can you have mere functional interactivity but, "you can have a social experience. You can do the kinds of things that one does in the ordinary world with [other] people. We plan to have a voice channel that is strictly for language. It's like a telephone, together with the channel for the spoken keywords, and we'll have a switch to flip between them.

We could talk. You could be in New York and I could be here [in California], but we could be in the same *Cyberspace*, next to each other."

Two or more people sharing an alternate reality? The possibilities are staggering. Imagine a group of artists sitting in a *Cyberspace* "room" holding a conference. One person could sketch on a virtual pad in *Cyberspace* and then

hand the drawing around to those sharing the virtual space with him! Or picture driving or Hicycling through a virtual city based upon a map of a real city. You could learn your way around town long before you ever traveled there.

"That's certainly possible sometime in the future," agrees Walsler. "Visualization is going to be one of the big, big markets for this. Training comes to mind. Education. Entertainment. We've always been

aware of that. But it's going to be big in general. It's going to cut across just about every market you can think of."

And what about games? The *Cyberspace* team is looking at a junction between leisure-time companies, theme parks, video games and fitness clubs. "Any kind of full-body involvement," says Walsler. "What I envision is kind of an alternative arcade. Or another way to think about it is as an alternative social gathering place. Instead of going to the bowling alley, you go to this virtual space. I like the social aspect. It suggests team sports. Imagine going to your fitness club and meeting your buddies afterward in a bar where the TV screens replay what you did. Whole new sports will be born from this."

For example, there are plans afoot to turn *Hicycle* into a true game rather soon. "We may even do something like dogfighting," Walsler smiles. "You can imagine, with two or three people in this space, dogfights or going after flag stations or whatever. It would be pretty incredible."

Indeed! When I finished playing racquetball in *Cyberspace*, the first thing I pictured was playing doubles in tennis with people anywhere else in the country!

objects were doing."

Thus, the ball could become a whiffle ball, a beach ball or a tennis ball and the paddle turned into whatever was needed!

When I asked about any other games the team might be planning, Gelband explained, "Right now we're writing a product. We're not really doing games at this point. Racquetball, to me, was the perfect way to show off. It's like 3-D Pong. It was the obvious thing to do. It's got all this simple physics and collision detection and everything you need to really get into *Cyberspace*: acting with bodies as if they were real three-dimensional objects with solid properties. I think that's what will give the video-game user the feeling that they're in there. They can then make that leap of faith and start believing all sorts of things you want to tell them about their world."

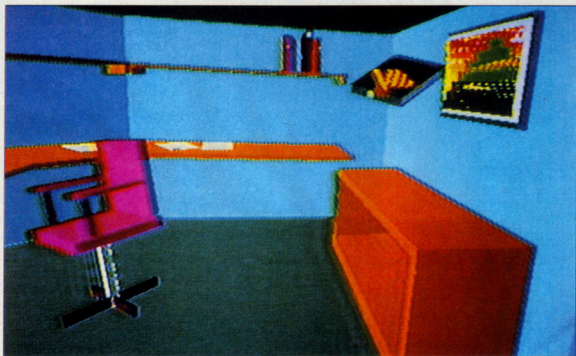
"It's all about illusion," says Walsler. "All we're trying to do is trick human senses. It's an artificial reality. The bottom line is how it feels to the patron."

"When all the interactions feel right and look right, you start believing it," adds Gelband.

And where is it all going? In a few years, playing a game on a TV screen might seem as boring as a board game seems compared

to a video game today. In that future, you can imagine that you're playing *Gauntlet VIII*, standing, sword and shield in hand, in a *Cyberspace* dungeon. You are accompanied by half a dozen fellow explorers who share the adventure with you, despite the fact that they are actually scattered almost anywhere in the world. One of them turns to face you, shouts a warning and points over

your shoulder. You wheel about to find a hideous troll looming over you, breathing down your neck. You are there! "This has the inherent ability, it seems, to grab people emotionally," Walsler sums up. "People have literally come out of [*Cyberspace*] with tears in their eyes, saying they never felt so liberated. It seems like this year, for some reason, it's in the wind everywhere. Everyone wants to get into it. It's just exploded."



Of course, just simulating mundane reality isn't all *Cyberspace* can do. Programmer Patrice Gelband told me, "With two lines of programming I could make this racquetball thing move continuously from a racquetball game to a paddleball game where you have a wooden paddle with an elastic band attached to the ball. And I could just hit the keyboard or whatever, and the game would just change, continuously. It would feel like that's what the



**BRING  
AN AMAZON  
WOMAN  
HOME TO  
MEET MOM.**

# INTRODUCING

## Arcade Levels:



Round 1: You fight through the forest to start your journey to the castle of the evil Death Adder.



Round 2: You enter Turtle Village and face axe wielding amazon women and fire breathing dragons.



Round 3: You cross the hard back of the turtle as he swims toward your destination and face fearsome knights.



Round 4: Crossing the Bridge of Fear, you throw enemies screaming to their death.



Round 5: Past the eye of the eagle, you battle your way closer to the dreaded inner sanctum.

## New Levels:



Round 6: Your magic earthquakes sprout mystically from the ground, blasting your enemies.



Round 7: Now at the evil Death Adder's castle, you must leap across the chasm to face killer skeletons.



**Altered Beast™**



**The Revenge Of Shinobi™**



**Space Harrier II™**



**Super Thunder Blade™**



**Super Hang-On™**



**Last Battle™**



**Arnold Palmer Tournament Golf™**



**Truxton®**



**Ghouls 'n Ghosts™**



**Rambo III®**

Altered Beast™, the Sega® arcade hit, comes with the Genesis system. TeleGenesis™ Modem, Power Base Converter™ and other games sold separately. Sega and Genesis are registered trademarks of Sega of America, Inc. Ghouls 'n Ghosts and Forgotten Worlds are licensed trademarks of Capcom, Inc. Rambo III is a registered trademark of Carolco International N.V. Thunder Force II is a trademark of Techno-Soft. Zoom! is a trademark of Discovery Software International, Inc. Truxton is a copyright of Toaplan Co., Ltd. Power Base Converter, TeleGenesis and all other game titles are trademarks of Sega of America, Inc.

# GOLDEN AXE.



The best home video game system just got better. With the introduction of Golden Axe. Because not only does Genesis™ bring you the same blockbuster gameplay found in the arcade, we've added two more levels you can't find anywhere else.

Why? Because Genesis means more than the real Sega™ arcade classics like Super Hang-On,™ Space Harrier II™ and Super Thunder Blade.™ Or even today's blockbuster hits like Ghouls 'n Ghosts,™ The Revenge of Shinobi™ and Truxton.™ It means hits you can't find in the arcades.

Sports hits like Tommy Lasorda Baseball™ and Arnold Palmer Tournament Golf™ And action games like Last Battle™ and Thunder Force II.™ This is just the beginning. With the Power Base Converter,™ you can play all the great Sega Master System™ games. And soon you'll be able to play against friends across town or in other cities with the TeleGenesis™ games and modem.

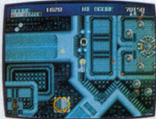
Genesis. A new dimension in gameplay. With high definition graphics and stereo sound. Of course, it could only come to you from the master of arcade entertainment. Sega.



**Phantasy Star II™**



**Zoom!™**



**Thunder Force II™**



**Forgotten  
Worlds™**



**Tommy Lasorda  
Baseball™**



**World  
Championship  
Soccer™**



**YOUR WORLD WILL NEVER BE THE SAME.**

TeleGenesis Modem and Games: These products are planned for future availability, and are sold separately. Each player needs a Genesis console, TeleGenesis modem and TeleGenesis game cartridge to play.  
© 1989 Sega of America, Inc. P.O. Box 2167, South San Francisco, CA 94080.

CIRCLE #133 ON READER SERVICE CARD.

## THIS MONTH,

we introduce a new column to the pages of *VG&C*. Yea & Nay will take an inside look at the high and low points in the electronic-game industry. It's an opportunity for the companies that decide what games we'll be playing to be patted on the back or slammed to the mat for what they do.

If you want to give credit where credit is due—whether the company belongs in the Hall of Fame or the Hall of Shame—send your opinions to *VG&C*, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210. Attn: Yea & Nay. Let's hear how you feel.



## YEA

For months we've received lots of positive response on the *Easter Egg Hunt* column in *VG&C*. We'd like to turn around and give Sega a handshake for their bold decision to put some of their own easter eggs right in their game manuals. Most of these hints allow the player to enter an option screen or continue the game after the character dies. The example shown here, from the Genesis game *Thunder Force II*, lets you enter an option screen that lets you select just how hard you want the game to be, choose whether to have rapid-fire weapons or not,



even listen to the different sounds and music tracks that make up the game. Smart strategy. Segal

### CONFIGURATION MODE

EXIT	
STAGE	01
FRANK	HARD
STOCK	05
SHOT	RAPID FIRE
MUSIC	01
SOUND	01

## NAY

Certain hard-core game players who have purchased Sega Genesis and NEC TurboGrafx-16 consoles have been growling to *VG&C* lately.

While these gamers are generally happy with the higher quality of these machines, the main complaint has to do with the lack of hardware that is packaged with the game systems. Both the Genesis and the TurboGrafx-16 come with just one controller, which handicaps the ability to play multiplayer games. The TG-16 makes it even harder by requiring you to buy a TurboTap before you can hook additional controllers into the machine.

Also, a big gripe has to do with the lack of monitor connections, preventing players from displaying the graphics at the highest quality these two systems are capable of. The Genesis has the ability to output to a monitor, but requires a non-standard cable that isn't included with the system—unless you happen to own a Sega Master System and still have your cables. Furthermore, the only way you can output the stereo sound from the Genesis is to run a separate cable from the headphone jack to a stereo system. The TurboGrafx-16, on the other hand, requires the player to purchase an additional piece of hardware, the TurboBooster, to run audio and video signals to a monitor and/or stereo.

We realize that this added video-game power comes at a cost and

that these companies are trying to keep the overall cost of a system down to a minimum to avoid scaring off potential customers with sticker shock. But do we need to take multiple trips to our local store—risking the possibility that these items will be out of stock—to pick up the add-ons that will give us the full benefit of our purchase? And besides, why are there so few two-player games for these systems? Hmmmm...

## YEA



There is an increasing trend in the arcade industry, as shown here at the start of Fabtek's *Dynamite Duke*, to put messages in games that show strong disapproval of drug use. *VG&C* commends these companies and hopes that more efforts of this type

are undertaken. There's very little to prevent displays of this sort from being programmed into a game—heck, there's even an anti-drug message that comes up on the score display of the *Elvira and the Party Monsters* pinball game—but the rewards are enormous. Video- and computer-game manufacturers: Are you listening?

## NAY

We've received some complaints recently from various readers who are getting tired of entering long passwords to reenter their video games. We appreciate that many companies are jumping on the bandwagon and offering passwords in their products—to make it easier for players to finish games in chunks rather than having to complete them in one sitting—but guys, try to imagine how tedious it is to enter a 32-character password (out of a choice of 60 characters) each time you die. To make it worse, many of the characters look similar, mixing upper and

lowercase letters and numbers. There's nothing more discouraging than to get deep into a game, write down the password, then find it doesn't work because you couldn't tell whether a character was a capital I or a number 1.



# WIZARDRY • V

## HEART OF THE MAELSTROM

### LOSE YOURSELF IN A NEW GENERATION OF WIZARDRY!

#### The Legacy Continues ...

Despite the greatest magic of the ancient High Sages, great floods, earthquakes and famine again pervade the land of Llylgamyn. The great Orb of L'Kbreth, an artifact of remarkable power that has protected the city for generations, is powerless to halt the scourge.

But now, the Sages have discovered that the hidden reason is deeper and more frightening than the worst of these disasters. To save the very world as we know it, you, and your intrepid party must rush headlong into the ...

#### Heart of the Maelstrom

*Heart of the Maelstrom* is a complete revision of the Wizardry Gaming System, with more story and game depth than ever before. You may create your own party of adventurers, or use characters from other Wizardry scenarios. In this new world of Wizardry, you will find:

#### New Mazes

More than twice the size of previous scenarios, with larger monster pictures, magical pools, buried treasure, locked doors and much, much more.

#### New Abilities

Thief and Ninja characters that can hide, then ambush unsuspecting monsters. Spellcasters can conjure monsters to fight for your party.

#### New Spells

Over 40 brand new spells, 60 in all. A unique and totally new magic system.

#### New Combat System

Diaboliical monsters with more deadly abilities than ever before, and an arsenal of ranged weapons and new combat situations will test your strategic powers as well as your strength.

#### New Monster Encounters

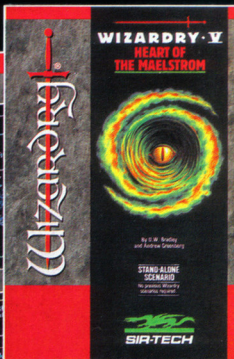
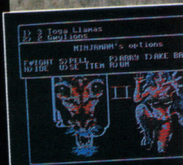
Converse, buy, sell, trade, steal, or stand and fight in a dungeon filled with real characters.

*For the most exciting experience available  
in fantasy role-playing, enter  
Heart of the Maelstrom!*



**SIR-TECH**

Sir-tech Software, Inc.,  
P.O. Box 245, Ogdensburg, NY 13669  
(315) 393-6633



### Now available for:

- Apple II Series (5 1/4 inch only)
- MS-DOS machines (3 1/2 inch and 5 1/4 inch)

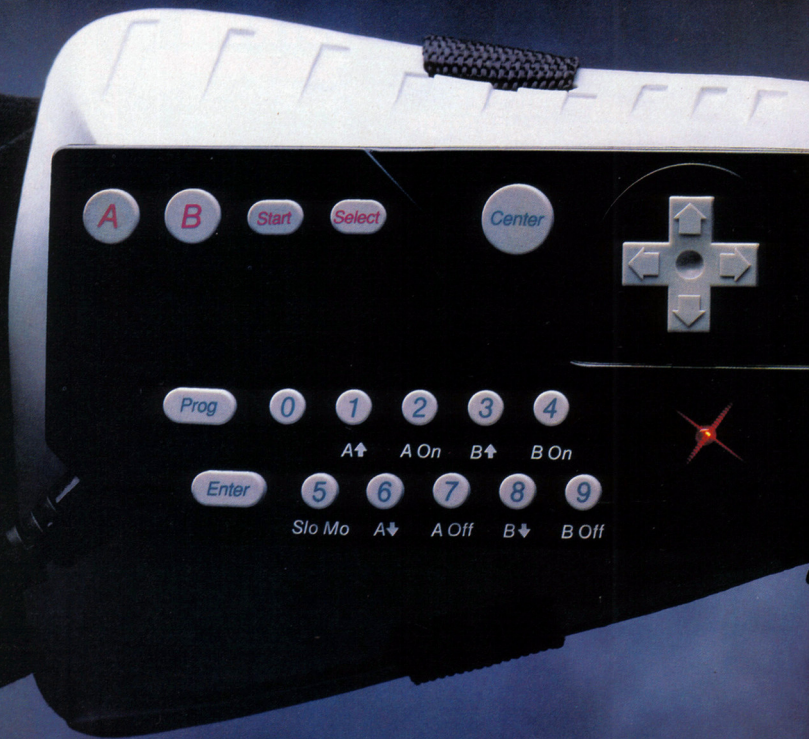
Screens from Apple II version of the game.  
Screens for other systems may vary.

### STAND-ALONE SCENARIO

Wizardry is a registered trademark of Sir-tech Software, Inc. Reg'd TM - Canada and Japan.  
Wizardry application software copyright © 1988 by Andrew Greenberg, Inc. and Sir-tech Software, Inc. All rights reserved.

Wizardry!

# PLAY IT TO THE HILT!



# EVERYTHING ELSE

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

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

You actually knock out Mike

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

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

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





# IS CHILD'S PLAY.

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

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

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

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

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

And feel everything else become child's play.



## POWER GLOVE™

Licensed by Nintendo for play on the  
**Nintendo**  
ENTERTAINMENT  
SYSTEM™



Double Dragon: © 1988 Techno Corporation. © 1989 Mattel, Inc. All Rights Reserved.

CIRCLE #108 ON READER SERVICE CARD.

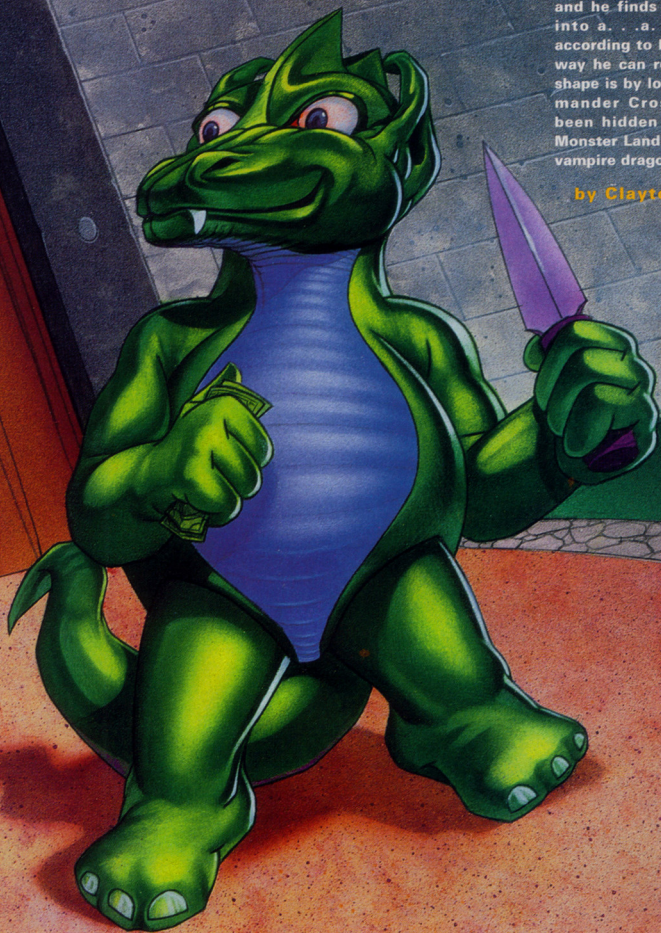




# Going for the Dragons: A Player's Guide to Wonder Boy III

What's a kid to do? Wasn't it enough that he, Wonder Boy, had to furiously battle his way through two previous adventures? How much is one kid supposed to take? Now here he is on the threshold of a new journey, and he finds himself turned into a . . . a . . . lizard! And according to legend, the only way he can return to human shape is by locating the Salamander Cross, which has been hidden somewhere in Monster Land by the dreaded vampire dragon.

by Clayton Walnum



What's a kid to do?

What you can do (if you own a Sega Master System) is run down to your nearest video game dealer, and pick up a copy of *Wonder Boy III: The Dragon's Trap*. You won't regret it. This is a delightful and challenging game that will have you manipulating your control pad for days on end.

In this article, and the one to follow next month, we'll give you a close look at *Wonder Boy III*. As always, we suggest that if you already own the game, play it before you read too much of the information presented here. It's always more fun to dis-

cover things for yourself. If you read our clues prematurely, you may decrease your enjoyment of the game. However, if you haven't yet purchased *Wonder Boy III*, you may browse through this article in order to decide if the game is something you'd enjoy. It's unlikely you'll remember many of the clues once you do start to play.

make his way through all of these areas, fighting off the many enemies that will block his way. During his travels, he must search for items that will help him complete his quest. Hidden throughout Monster Land are many secret doors and treasure chests, all of which contain valuable surprises.

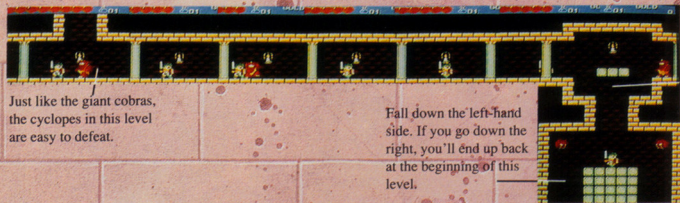
You begin your quest (after completing the opening scene in the castle) at the village. The village is Monster Land's central point, where you always begin your travels. Every time you continue a game, you will begin in the village.

Monster Land is, of course, overloaded with mon-

## Monster Land

Monster Land consists of many different areas, including jungles, deserts and underwater scenes. As *Wonder Boy* progresses in the game, he must

### Human 2



Just like the giant cobras, the cyclopes in this level are easy to defeat.

Fall down the left-hand side. If you go down the right, you'll end up back at the beginning of this level.

Don't go straight here; rather, fall down the well.

### Human 4

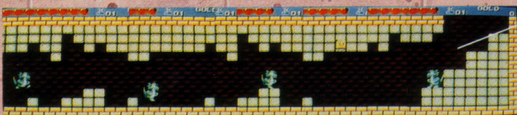


Exit through this door—but be ready to do battle! To defeat Meka Dragon, stay to the left, jumping when he gets

close and hitting him on the nose with your sword. When the battle is over, you will be changed into Lizard-Man.

Another easy-to-kill cyclopes. You'll find several of them in this corridor, all guarding the approach to Meka Dragon.

### Human 6



The opening in the ceiling here is the exit. You must wait for the falling blocks to form stairs.



Only Mouse-Man can climb this wall.

### Human 7



Follow the arrow to get away from the castle. Once you make it out, you'll be able to watch the castle crumble to dust.

You need to battle your way past many skeleton guards.

Jump to the left as you come up from the well.

## Human 1



Wonder Boy begins his quest here inside the castle. At this point in the game, he is in human form. As the game progresses, he will be transformed into many different creatures.

The giant cobras are easy to defeat in this beginning level. In addition, you've got a huge amount of life; so you can sustain a great deal of damage.

Land on the jump block and exit through the upper corridor. If you take the lower corridor, you'll wind up back at the beginning of the game.

## Human 3



Exiting here will bring you closer to your goal: Meka Dragon.

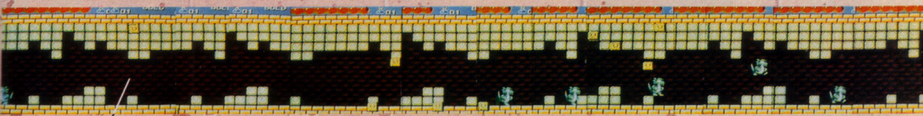
When you reach the bottom of the shaft here, first go left.

After defeating Meka Dragon, exit through this door.



Treasure chests contain many pleasant surprises.

## Human 5



The blocks that fall from the ceiling in this level are inconvenient, but do little damage. Just keep running. You have to escape the castle before it explodes.

If, as Hawk-Man, you fly to the left here, you'll find a hidden door in the sky.

This is the doorway to Area 5.

In this hut you can get a password that will let you continue your game where you left off.

## The Village, Area 1



The nurse will be glad to restore your life for a fee.

You need to have the thunder saber to break through these blocks and get to Area 45. You also have to be in the form of a creature that can chop downward with the thunder saber, such as Mouse-Man or Lion-Man.

This is the first place to go when you get to the town. In this room, you'll find a treasure chest that will add one heart to your life line.

This is the entrance to the upper portions of the tower.

This is the entrance to Area 2.

Here you'll find a shop where you can buy special equipment once you've gathered enough gold.

You have to be Hawk-Man to get over this wall.



sters. (Where do you think it got its name?) All of them are out to stop Wonder Boy from finding the Salamander Cross, so it will be nonstop fighting once he steps away from the village. But that's okay. Fighting is the only way (outside of finding treasure chests) that Wonder Boy can earn the gold he'll need to buy important items from the many shops.

## Creatures and Armor

Each time Wonder Boy defeats one of the boss dragons, he'll be changed into another type

of creature. There are five creatures: Lizard-Man, Mouse-Man, Piranha-Man, Lion-Man and Hawk-Man. Each of these forms has its own strengths and weaknesses. For example, Mouse-Man is the only creature that can walk on mouse blocks, while Hawk-Man is the only creature that can fly.

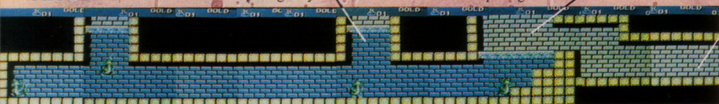
A creature's individual abilities can be enhanced by the various swords, shields and armor you can purchase at the shops. Each piece of equipment has a rating for attacking

power (how much damage the weapon will do), defense points (how much protection from attack the item provides) and charm points.

In addition to their offensive and defensive powers, different equipment items work better in certain situations. For example, dragon mail will protect you from injury should you fall into lava. Finally, certain types of armor increase your chances of getting hearts, gold and other items.

There are a huge number of creature, sword, shield and armor combinations that can be tried.

### Area 2



As Piranha-Man you can swim up through this passageway.

If you're Hawk-Man you can fly up through the opening above.

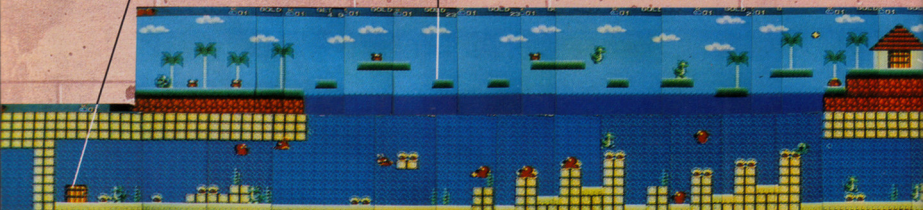
This is the entrance to Area 3.



You'll find a treasure chest loaded with goodies behind this door.

### Area 3, Strip 2

As with 'Area 3, Strip 1, making your way across the islands is much easier than fighting your way through the water level below.



This is the entrance to Area 2.

Piranha-Man can swim over this wall.

There's a shop behind this door.

### Area 5, Strip 1

Exit left to get to Area 5, Strip 2.

This door leads back to the village.



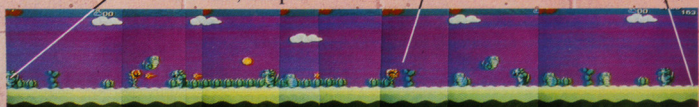
Exit right to get to Areas 8 and 9.

The fire flower's flame can be stopped by Lizard-Man's fire breath. It can also be stopped by some shields.

This way to Area 6.

### Area 5, Strip 2

Exit to the right to get to Area 5, Strip 1.



You will have to experiment to find out what works best. However, it's unlikely you'll ever try every combination. Its complexity is one of the things that makes *Wonder Boy III* so great.

## Rewards in Battle

Sometimes when you defeat an enemy, he'll drop something valuable. Usually it will be gold, but it may also be a special weapon. These weapons include fireballs, thunder, tornadoes, arrows and boomerangs. All of these

weapons can be stored, until you lose all your lives (only gold and the items you've purchased are retained when you reenter a game using a password), and used where most effective. The arrows, for example, are great for killing off the hovering smog, and the boomerangs are good when you want to defeat an enemy from a distance.

Once again, you'll need to experiment. As you're playing, try the different weapons on different enemies, and see how those enemies

are affected.

## Let's Get on With It!

There's not that much to be said about the playing of *Wonder Boy III*. Most of the clues you need can be found on the maps that follow. But before we get to the maps, we'll give you a last piece of advice: Although you can wander fairly freely throughout Monster Land, you'll have the best luck if you play the areas in the order in which we've numbered them. Good luck!

This doorway will take you back to the village.

### Area 3, Strip 1

The thunder saber will destroy these blocks closing off the way to Area 11.

Go to the right to make your way to get to Area 3, Strip 2.

Jumping from island to island is the easiest way to get to the end of this level. If you fall into the water you can still make it, but the way is slower, and the fight is tougher.

This jump block will bounce you back up onto land.

This is the entrance to Area 11.



Exit to the right in order to get to Area 4.

You can get back to the underwater section of this area by going through this door.

This doorway leads to the hut on the island above.

### Area 4

Go left here to get to Area 3.

Arrows work well against the hovering smogs.

Behind this door you'll find a treasure chest that contains the key to the tower. There's also a shop here.

Exit left to Area 6, Strip 2.

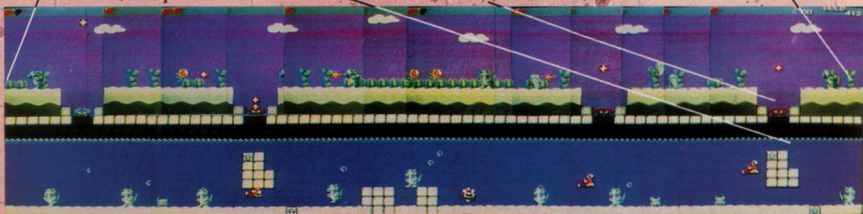
### Area 6, Strip 1

These underwater jump blocks give you a way to get back up onto land if you should decide the underwater route is too dangerous.

The fire ant lions block the wells that lead to Area 6's underwater route. You can either jump over them and...

...into the well and make your way underwater to the end of Area 6. By the way, the tornado weapon works well against the fire ant lions.

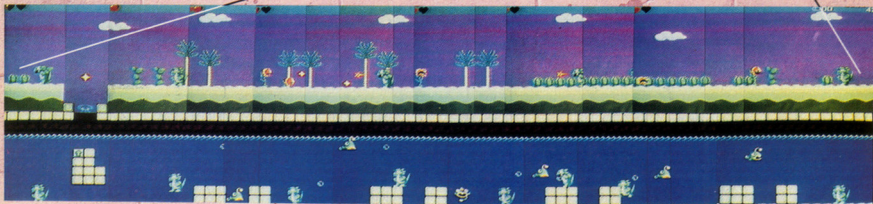
Exit here to get to Area 5, Strip 2.



## Area 6, Strip 2

Exit left to get to Area 6, Strip 3.

Exit right to get to Area 6, Strip 1.



The nurse can restore all of Wonder Boy's life—for a price.

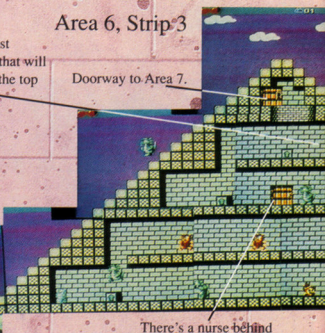
## Area 6, Strip 3

Doorway to Area 7.

This treasure chest contains the key that will open the door at the top of the pyramid.

In the sphinx, you'll find a treasure chest that will add one heart to your life line. You should come here before you enter the pyramid.

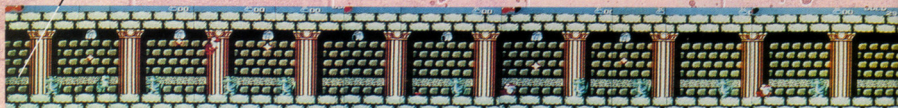
The password system allows you to begin your game from where you last left off.



There's a nurse behind this doorway. If you have enough gold, you can get healed.

Exit left to get to Area 7, Strip 2.

## Area 7, Strip 1



Exit left to get to Area 7, Strip 3.

Exit left to get to Area 7, Strip 4.

## Area 7, Strip 3

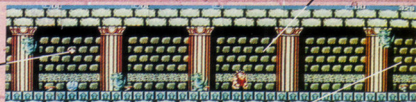


This enemy can be tough to defeat, because it's hard to aim your shots, while you're bouncing on the jump blocks.



Destructible gold blocks contain secrets.

Bounce up as close to the fire stones as you can, before you attempt to jump over them.



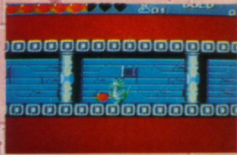
Exit right to get to Area 7, Strip 2.



The shops can provide you with valuable equipment, but in order to buy something hidden behind a question mark, you need more charm crystals.



After defeating a dragon, catch as many coins as you can. But if the blue flame touches you, your coin snatching is over.



The large hearts will completely restore Wonder Boy's life.



The many doorways throughout the game provide entrances to new levels and other types of surprises, including treasure chests and transporters.



Behind this door you'll find a treasure chest, a shop and a transporter back to Area 1. But you have to be Mouse-Man in order to get here.

To get to the sphinx, you must climb over the entire pyramid.

Enter this well to get into the pyramid's lower chambers.



This well is the exit from the bottom chamber of the pyramid.

Use this doorway to exit the pyramid.

Behind this door is a treasure chest containing all kinds of surprises,

including hearts for restoring your life and a bottle of medicine.

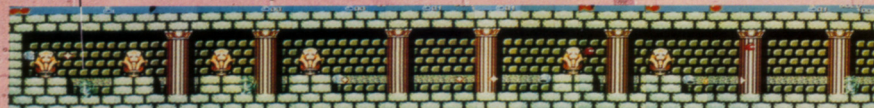
## Area 7, Strip 2



A fake floor here will drop you into the area below.

## Area 7, Strip 4

Exit right to get to Area 7, Strip 1.



Beyond this door waits Mummy Dragon. To defeat him, jump and shoot at his nose. You'll probably need at least one medicine bottle if you're

going to last long enough to kill him. Once you've won the battle, you'll be changed into Mouse-Man.

To get to the door below, run quickly to this side of the chamber. Another fake floor will drop you down.





Life in War Times:

# P.O.W. Strategy Guide

by Andy and Bissy Eddy

War is hell, or so the saying goes. It's bad enough to be in the trenches with bullets and shrapnel flying around you, but the worst position to be in is trapped behind lashed bamboo bars, a "guest" of the enemy forces.

There you sit in relative seclusion, joined by insects, vermin and hostile, non-English-speaking guards. But the mind is always working, thinking of a way to get free from your captors. Feigning a stomach cramp on the floor of your hut, playing on the few shreds of humanity and sympathy your "hosts" have buried away, you manage to draw one of the guards close enough to feel the ground shift with his movements.

Though your senses have been dulled by the prolonged darkness and lack of food, you draw up the remainder of your energy and spring like a cat. Grabbing the grenade on the belt of your downed foe, you pull the pin then dive back, using the guard's body to shield you from the blast. Feeling the shock of the explosion, you reel for a moment, but quickly make your way through the smokey opening, knowing that if you wait too long, the swarms of awakened guards will be on you like vultures on a carcass.

Gathering a strategy, you know that the easiest part of your escape is behind you. Sure, you are one of the finest soldiers in the whole country, but behind enemy lines you are vastly outnumbered. You'll have to draw on your finely honed skills and gather weapons as you go: relying first on hand-to-hand combat to loosen knives and rifles from your adversaries as you make your way back

to the safety of your own installation. Can you handle it? Are you up to the task?

If you choose to take on SNK's P.O.W., you'd better be ready for some hard-fought combat. Most of the game involves punching and kicking, but you can acquire limited weaponry along the way. You can grab knives and guns, the most common implements dropped by the enemy, as well as explosives that can be used to destroy a couple of the heavy crafts that roll through your travels.

There are also some bonus rooms that, following a battle with one to six enemy soldiers, will give you an item to enhance your current condition. These are:

**Bullet-Proof Vest**—When you get this item, it gives you protection from gunshots and thrown knives.

**Brass Knuckles**—As the manual states, this doubles your hand-to-hand fighting power.

**Life**—This brings your life bar up to full again.



# HOT HANDS!

Blistering action, multiple skill levels, super graphics, a bigger screen and the most realistic sound effects ever make Acclaim's SuperPlay™ hand-helds the games to beat. With high-tech features like an arcade-style continue mode, high score memory and roll-over scoring, the better you get, the greater the challenge!

So if you're tired of just twiddling your thumbs and crave real power in the palm of your hand, fire-up an Acclaim SuperPlay hand-held. *Feel the Heat!*



**Acclaim™**  
entertainment, inc.  
**Masters of the Game™**

Acclaim™ Masters of the Game™ SuperPlay™ and Wizards & Warriors™ © Acclaim Entertainment, Inc. Wizards & Warriors © 1989 Rave Coin It. 1943: The Battle of Midway™ TM & © 1982 Universal City Studios, Inc. Hulk Hogan™ is a trademark of the Marvel Comics Group licensed exclusively to TitanSports, Inc. World Wrestling Federation® WrestleMania™ and all other wrestlers' names and character likenesses are trademarks of TitanSports, Inc. © 1989 TitanSports, Inc. All rights reserved. © 1989 Acclaim Entertainment, Inc.

CIRCLE #137 ON READER SERVICE CARD.

INCREDIBLE  
1 AND 2 PLAYER  
HEAD-TO-HEAD TEAM ACTION!

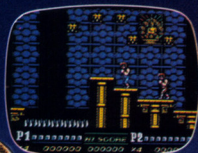
**AKkaim**<sup>TM</sup>

PRESENTS

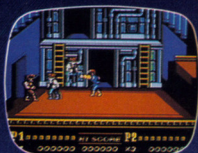
双截龍

# DOUBLE DRAGON

*The Revenge*



Nine larger than  
life missions!



Outrageous martial arts  
moves like the  
"Cyclone Spin Kick"!

**A MARTIAL ARTS  
EXPLOSION!**



THE ARCADE SMASH  
IS NOW PLAYING ON NES!



Licensed by Nintendo  
for play on the  
**Nintendo**  
ENTERTAINMENT  
SYSTEM<sup>TM</sup>

**AKkaim**<sup>TM</sup>  
entertainment, inc.  
Masters of the Game<sup>TM</sup>

AKkaim<sup>TM</sup> and Masters of the Game<sup>TM</sup> are trademarks of Akkaim Entertainment, Inc. Double Dragon<sup>II</sup>: The Revenge<sup>TM</sup> is a trademark of Technos Japan Corporation licensed exclusively to Akkaim Entertainment, Inc. © 1989 Technos Japan Corp. Nintendo<sup>TM</sup> and Nintendo Entertainment System<sup>TM</sup> are trademarks of Nintendo of America, Inc. © 1989 Akkaim Entertainment, Inc.

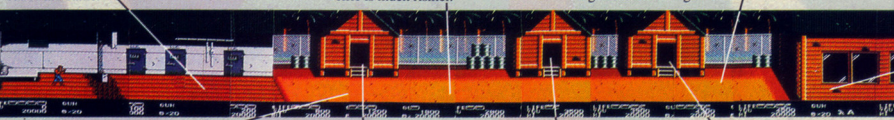
CIRCLE #138 ON READER SERVICE CARD.

## LEVEL 1

This first section is very easy, requiring you to hit each of the soldiers only once to knock them out of the battle.

Here's your first chance to get a gun and move through the next few attackers with ease. If you want to save bullets, be warned that butting an adversary with the rifle is much riskier.

The foot soldiers here will take off if they hit you. Also, watch out for your first encounter with a grenade-throwing soldier.



Here's your first bonus room, which contains brass knuckles to enhance your fighting power. *Special fighting hint:* You'll notice a column of boxes in the upper-right-hand corner of the screen. If you position yourself at the place where the box meets the right wall, only one foe will take you on and any others will be stuck on the top wall. Once the first attacker is dispatched, move a short distance down along the right wall and the next attacker will move into position for easy defeat.



These transport vehicles contain bonus items, like the buildings in Level 1. Watch yourself because they also have enemy troops in them too. This one has only one knife-wielding foe.

There are two guys in this truck, and the best strategy is to move to the top of the screen right away to get rid of the first guy, then move down and take out the other.

Right after you leave this truck, head to the "front" of the screen. This will keep you away from the motorcycle that comes from the right. Keep moving and as soon as you clear the corner of the fence, head back upward and behind the fence, which will protect you from the second motorcycle.

## LEVEL 2



The first few characters here won't attack you, they will stroll right by if you don't knock them out of the battle. It's a good opportunity to get some extra points without fear of reprisal.



What follows are some tips that you can use as guidelines for standard battle right off the bat. Then you can use the maps and associated captions to help you through the tougher areas and with the characters you'll meet.

• When you kick or punch, do it when the opponent is *just* out of range. This way, you will be out of *his* range, and he'll walk into your strike.

When you get to these three cranes, make sure you don't try to go by when the weight is on the way down. Also, there are three soldiers that will try to whack you one as you go through. As we said before, make sure you take a swing before the attackers get too close.

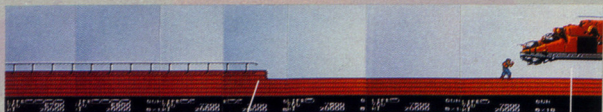
When you enter the water, the only way to attack any comers is to punch them; you can't kick your enemies under water. Right as you get into the water, one guy will come along and toss a grenade at you. Just stay as far to the right as you can and you'll be safe.

When you enter the building, keep your eye open for a guy sneaking up on you from the right. Also, if you hit him right away, he'll drop a knife. Grab it fast or he'll get it first.

You'll be able to get another gun here.

After you take care of the two Green Berets just outside this building, move as fast as you can to the right. This will help you get past the grenade-tossing soldier on the ladder.

When you get to this ladder, your character will automatically climb to the next section.



You should watch out in this section for the blade-slashers, who enhance their attack with a power roll toward you. If you can stand your ground without being attacked by someone else, kick out as soon as your enemy gets on the other side of you and you'll take him down.

Once you take out the Green Beret, you'll face three attackers: One will come from the right and the other two from the left. Watch out because the one at the lower-left will chuck a knife at you.

Here you will meet the first of the level bosses, though not a single character. You have to knock dynamite out of the hands of the enemy and throw five sticks at the assault chopper before you can move on. Don't forget the guys with the knives as you try to get the explosives. After you take out the chopper, you'll leap off the platform and head out away from the P.O.W. camp—but not out of danger.



After the three attackers are done away with—watch for another chucked grenade—the top will blow off this tower. If you stay to the far front or back and keep walking, you'll be safe from the flames that fall from above.

More point men guys who won't attack you.

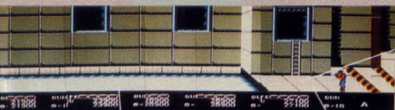
Stay away from the top of the screen here, because the commando will move to the left, turn right and take a shot.

Walk as fast as you can through this building at the front. When you exit the building, go immediately to the far front, which should keep the motorcycle off your back.

● After you knock an opponent to the ground, hover right next to him for a second then quickly kick him again. Most of your attackers only require two knock-downs to be forever out of your hair. This attacking strategy should be timed to hit your foe just before he gets to his feet. A little practice will tell you how long to wait before you should strike.

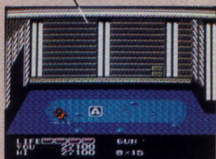
● Watch the enemy's feet. Sure it sounds strange, but it will get you lined up on their row so you can immediately start pummeling them.

● If you get lucky, you can take out two opponents at the same time. Don't count on it, though, or you'll end up getting hit from behind.



This is an underwater bonus room, and you should deal with the attackers the same way as you just did. When you finish the room, you'll get a bullet-proof vest.

Keep your eyes open for attackers popping out of the water. They will always appear at your back, so all you have to do is turn quickly and pop out a couple of fists to put them off.

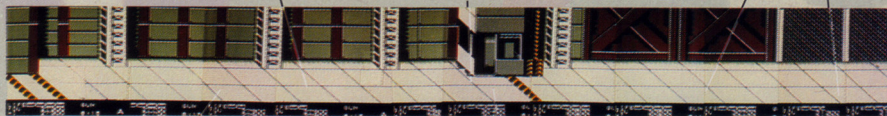


...keep to the top and avoid the bike soldiers. Again, stay off the lines because there are more gunmen coming from the right and left.

There's another bonus room here, but you'll have to get past a barrage of foes before you can get there. Once inside the room, you can use the same strategy we previously described. You can recharge your life force too.

...and the knives and grenades here.

Stick to the top of the walkway, and you'll be clear of the knife-throwing goons here. ...



Stay off the tile creases or you'll get shot by the gunmen—two followed by one—that come in from the left, then ...

Into the jungle we go. If you position yourself in the crook of the trees, you'll have a better shot at walking away unscratched.

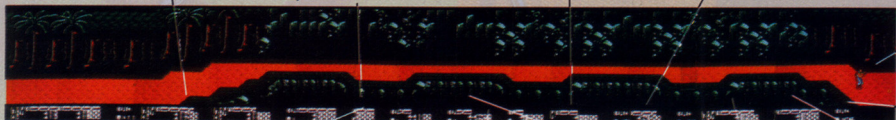
Here's a bonus cave, and if you get into it fast enough, you'll avoid the two grenade throwers. The cave contains a bullet-proof vest, but if you don't need or want it, you'd best stay out of this room. The soldiers inside are hard to clear and will take a chunk out of your life force.



Two more knife tossers and a grenade. Stay to the middle of the screen after the knives fly past.

Here's the first occurrence of "the soldier with the spring-loaded shoes." When he gets close to you, he'll leap over your head, back and forth. The only way to kill him is to move as soon as he jumps, timing it so that you'll be near where he lands. As soon as he hits the ground, send a kick flying his way, and you'll knock him for a loop before he has a chance to start another jump. Watch out when he gets up, though, because he'll be one angry military man!

## LEVEL 3



The guys in this cave aren't as difficult as in the last attackers, but you should go up as far as possible, take a few shots, move to the front, let loose a couple more shots, go up, etc. You'll find brass knuckles when you're done.

Keep your eyes on the left side of the screen; there will be two more men entering to throw a knife and a grenade at you.

You should walk away from the confrontation here with a rifle.

## LEVEL 4



After exiting the last room and facing a few more easy foes—watch out for the one knife that gets thrown from the left—you'll climb a ladder to an elevated platform.

In this bonus room, you'll face three attackers. Don't rest after you get rid of the trio, because three more will come out of the hole in the center of the floor to take you on. Keep moving and you'll sustain fewer hits. When you're done you'll get brass knuckles.



Try to enter this room and you won't have to battle the two soldiers at the entrance. This room has you facing a similar number of adversaries as the previous room, and a bullet-proof vest will be your reward.

Trouble, gang. Don James is the first really tough level boss. It might not be too hard to get by him, but you have to get the routine down. If you stay too far away from this dude, he'll take rifle shots at you; if you get too close, he'll drop grenades at your feet.

The best way to deal with him is to stay just off the line he is standing on (to avoid his bullets), then jump and kick at him when you get close enough. At that point, if you use the left-right method we mentioned in the general notes, you should be able to strike enough blows to finish him off.



● When you wrestle a weapon to the ground, use it immediately. Not employing it right away may result in missing another weapon right after. And make sure that when you knock a weapon away from an attacker it is away from the edge of the screen, or you may not be able to reach it.

Also, be careful not to throw a knife or shoot your gun when a character is just off the screen edge. This will only result in a wasted

weapon because the enemy can only be hit on-screen.

● If you are using a gun, occasionally scan the number of shots you have left. When you are out of bullets, you will still hold the rifle, which may slow your punching and kicking. Throwing a punch while holding an empty gun will get rid of it.

● You don't have to enter a room where there is a bonus. Use our maps to select which ones you need.

When you hit this segment, you'll find not only frogmen but knife-bearing soldiers also. Be ready for them to rapidly advance or to throw a knife. They'll even hop out of the river at you! It normally takes three solid hits to get rid of them (signaled by flying across the water). Concentrate on one at a time.

Watch out above you when you exit the water, because there's a grenade thrower in the trees. Stay close to the back wall, and you should be okay. Hustle and you won't have to worry much.

The adversaries you take on here are extremely aggressive, and their power-roll technique is hard to beat. Stand your ground and be ready as soon as they stand up.

At the end of this junglescape, you'll leap off in front of a waterfall. Get ready to use your water-based battle skills.

Watch out for the gunmen when you reach here.

You'll meet up with another spring-loaded soldier, as well as a Green Beret who shies away from your kicks. If you want to get rid of him, you either have to use punches (the best strategy) or kick at him when he is too close to move away. By using the latter method you risk him hitting you first, though.



You'll have your back to the wall here, but you can use that to your advantage. Place your character in the crook in the wall, facing to the left. You'll again set up a situation where only one soldier takes you on at once, but you may have to venture out to the left to draw them into the battle. Make sure you back against the wall again or you'll leave yourself open to an attack from the rear.

This cave contains a life-force boost. Watch when you exit the cave or you'll be taken down by the knife that's whipped at you from the left.

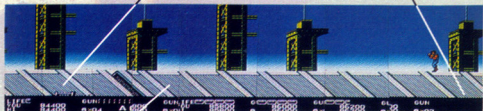
At the end of this level, you'll meet Angel, the elevator boss. To get past him, you'll need to put lots of jump kicks into him. The best method is to start a jump kick well before he plows into you, then do the old left-right routine to keep him off balance. Before long, you'll toss him clear out of the elevator and move on to infiltrate the enemy camp in Level 4.

At this juncture, the soldiers that come in to fight you only want to take a few shots then leave. The same goes for the knife throwers that come by after you finish with most of the combatants. You'll have the opportunity to get a knife or two to help your cause.



Pick up a gun here.

When you get to the end of the platform, you'll jump down. We're getting there!

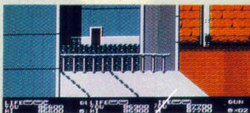


Provided you have the gun, this stretch will be easier if you stay at the top edge of the platform. That way the soldiers that come from the left will line right up for an easy shot—and if you wait, you can take out two or even three enemies with one blast.

**There are some rooms where the opponent inside will do more damage than the bonus is worth. We'll alert you to those areas.**

• If you have a bunch of adversaries taking you on at the entrance to a room, enter and when you leave, you will usually find your attackers gone.

• When you face a large number of attackers, try to concentrate on one single foe, at least until you are overrun with enemies in close proximity. Keep in mind that switching your attention from one foe to another usually results in an immediate offensive attack from the soldier at your back.



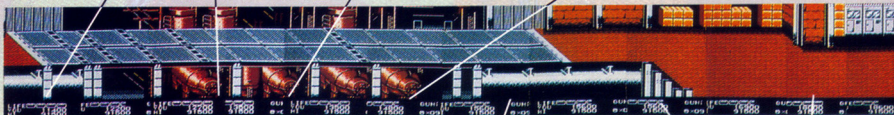
Watch out here because there will be three guys immediately on your case. And make sure you grab the gun as soon as it falls to the ground or the attacker will pick it up again. As soon as you take care of the first batch, keep to the right to avoid getting blown up by the grenade throwers.

... followed by more knife and grenade slingers...

More knife and grenade tossers, then more hand-to-hand combat.

... ending with a bank of gun-toting commandos. You can walk away with a firearm if you survive. Take your time or you get killed by the two sets of knives and grenades that fly right and left.

Again, go to the top of the walkway, and wait until the soldiers line up with your rifle, then fire away!

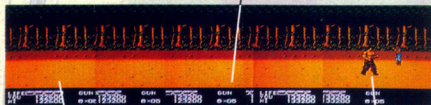


... face another Don James-like boss with grenades and a gun, like the one you met at the end of Level 2. By now you should have the method down.

Yet another nasty knife and grenade combination.

Keep at the top to survive the gunshots that come here.

## LEVEL 5



This level is short, but ends with a bang! You'll face a handful of attackers, be able to grab a knife then...

Here's your last challenge—a flipping muscleman named The Leader, who's almost twice your size. Jump kicks will be your best weapon, but your opponent will be all over the screen, so be careful. You'll get him at his weakest if you tag him just as he is hitting the ground. Also, stand your position and let him maneuver closer to you.

**Warning:** When he hits the turf the first time, he's not finished! He'll return to his feet for another round of combat. And when the background goes black, you've succeeded. You're homebound! And though they didn't quite spell it correctly, give yourself a pat on the back—you earned it!

This is getting thick, with soldiers coming in right and left. Here are a couple more knife tossers, followed by a pair of grenade throwers.





As a questionable piece of programming, it would appear that you could hide from some shots behind this wall, but don't count on it. You just have to keep moving.

Another bonus room with a boss-type character in it, and again, you'll get a life-force boost if you clear it.

You'll meet one knife thrower and one grenade thrower at this point, then stay at the top to avoid the motorcycles.

After you get past the bevy of opponents in this section, you can enter this bonus room—but think about it first. The room contains another boss like the one at the end of Level 2. If you didn't have difficulty with the first one take this one on; but if you are low on lives, don't mess with him. If you finish him off, you'll be rewarded with a life-force boost. Try to pin him in the corner and pummel him with kicks.



This is, in our opinion, the hardest part of the game, where you'll face the flamethrowers. If you keep moving ahead in bits, you'll find some safe spots—watch out for crossfire. Additionally, they spice up the action with some single hand-to-hand combatants. The only advice we can give is to jump kick if it looks like you are going to get baked. Also, you may leap over the flames.



Before you enter this room, you can avoid the trio of assailants who are content to stroll on by. The room contains another six attackers, who will leave you with a life-force booster. Exiting the room will again put three strolling soldiers in the frame.

Watch out for the two gunmen here. The opponents you face afterward will let you use their knives against them.



After you radio for a pickup from your base, you'll have a couple more tasks to complete before you reach safety. The first is to take out a tank using a strategy similar to the one used to finish off the helicopter at the end of Level 1. To make it more difficult, though, they toss grenades out of the tank; so keep your eyes open at every turn. Also, you have to blast the tank eight times, and the knife-wielding assailants are more concentrated.



You'll be forced to meet—and beat—nearly a dozen combatants before you face Snivel, a wimpy-looking character. Don't let his appearance fool you: He's got a gun and tracks you incessantly. If he gets near you, he'll get so close that you can't get a shot in at him. Try to get far enough away that he can't get on your back, but close enough to pepper him with jump kicks and to prevent his shooting at you. He's not hard to beat, if you don't let him control the battle.



● When you reach a level boss, get as close as you can—without getting hit yourself—and use the jump kick to damage him. Once the boss is hit, try to continually release jump kicks in a left-right-left-right motion while he is stunned, and you'll find yourself getting

away scot-free.

● If you see an enemy character making a sudden change in movement, such as a roll on the ground or quickly backing up, make a beeline away from the vertical line you are on. Especially in the later sections of the game, this

movement signals an attack coming on. Seeing that the attackers line up their offensive at the same row you are on, moving up or down on the screen will usually put you out of range.

● Also get used to the sign of a foe throwing a knife or explosive or shooting a gun

at you. When you see it happening, quickly move out of the line of fire. In some cases, if you know that you are going to get hit, use the jump kick at the last second—sometimes the game lets you get away alive.



**A M O A**  
**S H O W**  
**R E P O R T**



by Andy Eddy and  
Patrick J. Kelley

LAS VEGAS, A LAND OF LIGHTS,  
GLITZ AND GLAMOUR. IT'S A  
PLACE WHERE PEOPLE GO TO  
EXPERIENCE THE HIGH LIFE AND  
TAKE SOME CHANCES WITH THEIR  
MONEY — CHANCES THAT MAY  
RESULT IN A BIG PAYOFF.

SEVERAL MONTHS AGO, IN MID-  
SEPTEMBER, ANOTHER GROUP OF  
PEOPLE TRAVELED TO VEGAS TO  
TAKE SOME CHANCES WITH *THEIR*  
MONEY. THE AMUSEMENT AND  
MUSIC OPERATORS ASSOCIATION  
(AMOA) HELD THEIR ANNUAL



Romstar's *Caliber 50*

show, a demonstration of what's new and exciting in coin-operated fare, and rolled the dice hoping that the coming year would bring a jackpot.

Since the early '80s, the arcade industry has been struggling under the weight of the growing home video-game market. While the coin-operated games generally set the precedent for what will appear in cartridge form afterward, the interest in carting yourself down to the neighborhood arcade for a few games has waned. This is particularly the case given the threat that the new game consoles, which challenge the abilities of the far more expensive arcade machines, are now available for home use.

Valerie Cognevich, editor of *Play Meter* magazine, a trade publication that covers the coin-op industry, observed that the arcade operators aren't as concerned about this as they have been in the past. "Surprisingly, there was no talk at the AMOA show. . . it wasn't a big complaint [for the operators]."

Cognevich emphasized the

group aspect of video gaming, likening the situation to going to a bar to hang out with people, rather than sitting at home and having a couple of drinks. "People are still going to come to arcades to play. It's one thing to play a game at home, but it's another to go out with your friends to play — and if it's a game that you've played before, you can show off too. In the past, there was such a big gap between what you could get at home and in the arcade, but play-

Romstar's *Aqua Jack*



ers got tired. There's always something more you can play in an arcade. It may have been ten steps ahead [of the home con-

soles] before, and it's only one step ahead now, but there's a lure to going out and playing."

Threat or no threat, the arcade manufacturers came to Vegas in force, showing some products that should gulp down their share of quarters. Familiar names, such as Atari, Data East and Konami, displayed their latest coin-suckers and stood by with much anticipation that they would be hits. To have success, though, an arcade game in the '90s has to go well beyond the antiquated graphics and sound that made *Space Invaders*, *Pong* and *Asteroids* popular.

While familiar trends are still being utilized — as seen in driving



Romstar's *Castle of the Dragon*

simulators like Atari's *Hard Drivin'*, flying games such as Namco's *Metal Hawk* and fantasy contests like Irem's *Xmultiply* — appearances are far more stunning than the early generation of coin-ops, thanks to advances in technology.

So, without further ado, let's transport ourselves back to Vegas, where we'll walk through row after row of fun and games. And it won't cost you a cent.

## Romstar

*Aqua Jack* — A futuristic hovercraft shoot-'em-up, where you skim over various terrains, blasting away at enemy vehicles in the heat of battle.

*Rambo III* — Yo, Adrian! America's favorite hirsute hero is back to his military tricks in another

# Marvel® Comics Come To Life!

You control Marvel Super Heroes in battle against Marvel Super Villains.  
And they have all the special talents Marvel gave them.

## X-MEN



**The X-Men Are Calling You to Action against Arcade and Magneto  
in Murderworld, the Amusement Park of Terror.**

*Over 500 screens of strategy, mind-bending puzzles and exciting arcade action!*

Arcade and Magneto's henchmen include Wendigo • Juggernaut • Nimrod • Toad • Mystique • Silver Samurai • White Queen  
Pyro • The Blob • Avalanche • Robot Sentinels.

THE AMAZING SPIDER-MAN™ and CAPTAIN AMERICA™

**IN DR. DOOM'S REVENGE!**



**Dr. Doom Plans to Nuke New York City.**

**Spider-Man and Captain America Need Your Help to Stop Him!**

*More than 30 challenging arcade action battle screens*

Come face-to-face with Oddball • Batroc • Machete • The Rhino • Electro • Boomerang • The Grey Gargoyle • Eduardo Lobo  
The Hobgoblin • Rattann • Dr. Doom himself.

**Win Great Prizes with Medalist "Medal Madness" Starting September 1.**

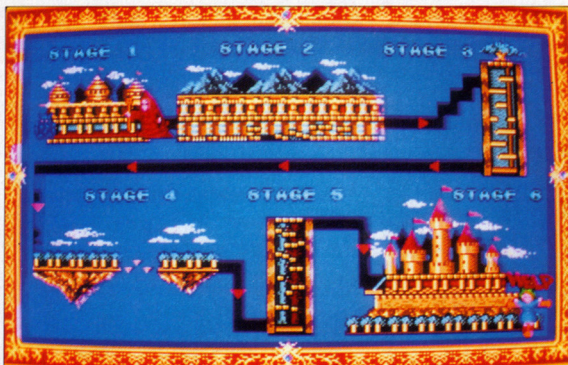
See your local retailer for details.

**NEW FROM  
MEDALIST  
INTERNATIONAL**

A marketing division of MicroProse Software, Inc.  
180 Lakewood Drive • Hunt Valley, MD 21030

**PARAGON SOFTWARE**

Spider-Man™ now available for C-64 (\$24.95) and IBM-PC/XT-compatible (\$24.95). Due in Aug. 1989 for Amiga. X-Men due in Oct. 1989 for IBM-PC/XT-compatible (\$20.95). Future releases for C-64 and Amiga. Can't find these games? Call 800-771-1101 9-5:00 weekdays 9:30am to 5pm Eastern and order by MasterCard/AmEx. Or mail check or money order. Prices include shipping in US. Add \$5.00 for international orders. US funds only. MG residents add 5% sales tax. Allow 7-8 weeks for US delivery. Price may vary by machine type.  
Spider-Man, Captain America, The X-Men, Dr. Doom and other characters and the distinctive Medallist Herald are trademarks of the Marvel Entertainment Group, Inc. and are used with permission. Copyright © 1989 Marvel Entertainment Group, Inc. All Rights Reserved. The Amazing Spider-Man and Captain America in Dr. Doom's Revenge and The X-Men: Madness in Murderworld are produced under license from the Marvel Entertainment Group, Inc.



Romstar's *Castle of the Dragon*

er chapter of bullets, bombs and bulging biceps.

*Castle of the Dragon* — A fantasy quest with an Oriental theme, full of swordplay and damsels in distress.

*Sagaia* — This dual-screen contest features 26 zones of intense

outer-space combat in a panoramic blaze of color.

*Championship Bowling* — A fast-paced, track-ball-controlled jaunt into this ageless sport of strategy and precision.

*Caliber 50* — Displayed with great graphics, you must search and destroy the elusive enemy in this jungle-based shoot-'em-up.

## U.S.A. Games

*Hellfire* — This conversion kit, a business choice that is gaining popularity with arcade owners hoping to save a buck, provides thrilling rapid-fire space confrontations with threatening alien craft.

## Belam

Mega-Tech System — In a mixture of the arcade and home video-game elements, this New York-based manufacturer utilizes the Sega Mega-Drive/Genesis cartridge console as its engine. The player can select from eight different games that the arcade operator can change

quickly due to their cartridge configuration.

*Winning Run* — This Namco driving contest, in splendid polygon-fill graphics, has you taking to the fast track. Fasten your seat belts as you take the wheel — a steering wheel that has realistic jolts and shimmies, thanks to a feedback system that reflects what your on-screen vehicle endures.

*Metal Hawk* — In one of the show's best original treatments, you have to pilot your turbocharged attack helicopter to victory. As you motor through the skies, you take diving runs to destroy the enemy installations, fuel depots and other strategic targets while receiving prompts on your mission from a digitized voice-command center.

## American Technos

*WWF Superstar* — Wrestling has been a popular theme for arcade and home video games. This version, featuring Hulk Hogan and Honky Tonk Man, among others, is an action-filled slugfest in the famed, squared circle.

*Blockout* — This game takes a new look, literally, at one of the most recent success stories. Where *Tetris* had you looking at a bin of geometric shapes from the side, this one gives you a bird's-

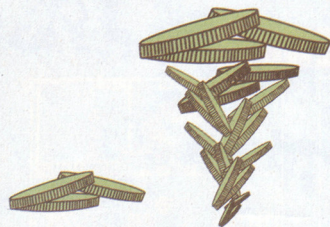


Belam/Namco *Winning Run*

eye view of the strategic contest from straight over the top of the playfield.

## American Sammy

*Lucky Joker* — This innovative contest picks up on the thriving lottery concept, giving you the chance to do some simulated ticket scratching with the hopes of



Romstar's *Aqua Jack*

Jim's about to disappear.

And he's going to love it. Because tonight he'll pilot the top-secret Air Force jet that radar can't detect — the F-19 Stealth Fighter.

With the awesome F-19, you'll plunge into explosive conflicts around the globe.

To start, you can choose a training mission where enemy weapons have no effect, or a

**Tonight  
Jim Quigley  
will fly over  
the Persian Gulf,  
become invisible,  
blow away  
two enemy MiGs  
and win the  
Medal of Honor.**

**Just for fun.**

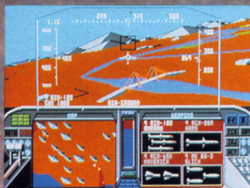


"no-crash" mode that protects you from fatal errors. You can even select easy landings or weak enemies. As you sharpen your skills, you can take on the toughest missions in the world.

No flight simulator gives you more views of dogfights and bombing runs. Tactical View keeps both your plane and your target in view at all times, whatever your position.

Inverse Tactical View shows your target up close with your F-19 approaching in the distance. And TrakCam locks onto and magnifies targets. All with the hottest Super 3-D Graphics you've ever seen!

You'll have detailed maps and a keyboard overlay, so you'll spend less time finding



features and more time playing the game. And the F-19 manual psyches you for combat with incredible detail on training and equipment, stealth tactics, strategy, and real world situations.

F-19 Stealth Fighter is one more reason why we're the first, last and best name in combat simulations. So climb into F-19, strike deep into enemy territory, and disappear without a trace.

*Just for fun.*



**WINNER  
BEST SIMULATION AWARD!  
SOFTWARE PUBLISHERS  
ASSOCIATION.**

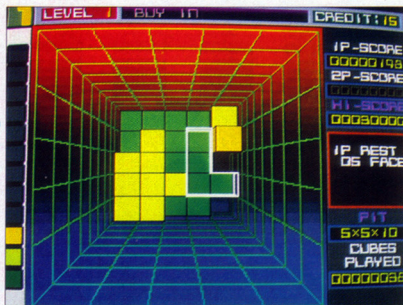
MICRO PROSE

**GREAT GIFT! Give F-19 STEALTH FIGHTER for a holiday blast!**

Can't find F-19 STEALTH FIGHTER? Call (301) 771-1151 x598, weekdays 9:30 am to 5:30 pm Eastern Time and order by MC/Visa/AmEx, or mail check/money order for \$29.95 (optionally disk size), U.S. funds only. MD residents add 6% sales tax. MicroProse Software, Inc., 130 Lakeshore Drive, Hunt Valley, MD 21036. For IBM-PC/XT/AT/PS/2/Tandy/Compaq. Requires 284K RAM. Supports MCGA/VGA, EGA, CDA and Hercules graphics.

**MICRO PROSE™**  
Just For Fun.

**American Technos' Breakout** (shown at right) takes the Tetris theme and turns it at a different angle than what you're used to.



going to the final spin of the "prize" wheel.

**Omega Fighter** — A thrilling, deep-space shoot-out that scrolls you through myriad worlds of missile-packed terror and alien threats.

**Task Force Harrier** — War games are becoming a far more popular theme for video games, and this overhead-view helicopter simulator plays the part well, filling the screen with a high-energy aerial battle.

## United Amusements

This Los Angeles-based company is utilizing NEC's TurboGrafx-16 home video-game console as the driver for their arcade system. This will enable the arcade operator to change games quickly, and, more

**Konami's Crime Fighter** lets one to four players slug through a big-city battlefield.



important, let the player see games before they hit the shelves for home purchase. United Amusements has already signed a big deal to get their machines in theaters around the country. (See next month's issue of VG&E for a detailed story on the

United Amusements/TurboGrafx-16 game system.)

## Mr. Game

**Motor Show** — This pinball game from an Italian manufacturer is a sleek-looking table with oversized buttons and a lot of activity revolving around a car-racing theme.

## U.S. Games

**Midnight Rescue** — In a twist on the old-time mechanical games, this electromechanical contest features high-speed helicopter flying.



**Konami's S.P.Y. (Special Project Y)** is filled with lots of action as you battle your way through level after level of enemy troops.

## Konami

**Crime Fighter** — Konami is known for lots of action in their games, and this one is no different. While it looks a lot like *Double Dragon*, offering loads of hand-to-hand combat, this big-city battle will keep one to four players busy fighting off the thugs that constantly attack. *Crime Fighter* was one of the show's most popular video games.



The minute John sat down to play M1 TANK PLATOON, he was a changed man.

He knew he'd never play another tank game again.

Only M1 TANK PLATOON puts you in control of four tanks, instead of just one. And only M1 TANK PLATOON has



rolling terrain that you can climb and hide behind, like a real tank commander would!

You'll command sixteen men, and promote them as their skills improve. Plus, you can take over as commander, gunner or driver in any tank!

You can practice at a firing range on stationary or moving targets. Then take on a few unskilled foes, and as you improve, make them smarter and meaner!

In M1 TANK PLATOON, you can choose your own battles. Fight day or night, in good weather or bad. Call in air or

**Last night  
John Roland  
led sixteen men  
into battle,  
survived an  
artillery barrage,  
toasted eight  
Soviet tanks  
and saved Europe.  
Just for fun.**

artillery support when you need it. Break through enemy lines, or fight to hold your hill. Troops and battlefields always change, so you'll never fight the same battle twice!

Your tanks carry high-tech weapons and authentic instrumentation. Zoom in on the 16,000 acre battle map to get the details, or zoom out to see everything at once!

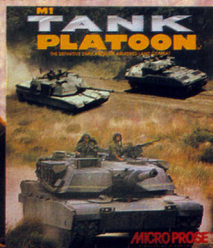
Only M1 TANK PLATOON has a manual that tells you everything you need to know about real tank combat and tactics.



All with the dazzling Super 3-D Graphics, quick thinking and non-stop action that made us the first, last and best name in combat simulations.

Get into M1 TANK PLATOON and get fired up for real tank combat!

*Just for fun.*



**Watch for "The Major's Mission" Contest coming to your favorite retailer November 1!**

Can't find M1 TANK PLATOON? Call (801) 771-1161 x209, weekdays 8:30 am to 5:30 pm Eastern Time and order by MCA/Visa/AmEx; or mail check/money order for \$69.95 (specify disk size), U.S. funds only. MD residents add 5% sales tax. MicroProse Software, Inc., 180 Lakeside Drive, Hunt Valley, MD 21038. For IBM-PC/XT/AT/PS/2/Tray/Compatible. Requires 384K RAM. Supports MCGA/VGA, EGA, CGA and Hercules graphics.

**MICRO PROSE™**  
Just For Fun.

© 1989, MicroProse Software, Inc.

CIRCLE #141 ON READER SERVICE CARD.



**Atari's Cyberball 2072 puts the player in the game as the coach of a robot football team.**

**S.P.Y. (Special Project Y)** — This game features *Contra*-like action with a changing perspective on the excitement.

## Nintendo

**PlayChoice** — While this arcade game uses NES hardware to drive it, many people are plunking quarters into it. In fact, more coins will switch hands when Nintendo brings out their new ten-game lineup for the system, featuring games like *Ninja Gaiden*, *Pin Bot*, *Baseball Stars*, *Fester's Quest* and *Super Mario Bros. 3*.

## Data East

**A B C 's Monday Night Football** — Data East has taken their ties to the TV show to computer screens with their game of the same name, but the arcades will see this gridiron action brought to the pinball table as well. The game offers high-tech play, including stereo play-by-play by Al Michaels, Frank Gifford and Dan



**S.T.U.N. Runner** by Atari was one of the show's most popular games with its futuristic driving theme.



Dierdorf, in addition to a disappearing ramp and goal posts for kicking field goals.

**Sly Spy** — If you've ever wanted to play an arcade game in the James Bond mold, this thriller is the ticket. It features a battle royal over a variety of locations including underwater and free-falling from the sky.

**Midnight Resistance** — Rambo fans will love this military contest filled with lots of

fighting, explosions and powerful weaponry.

**Slap Shot** — A game in the same vein as the older, mechanical table-hockey coin-ops, Data East brings this head-to-head competition into the '90s.

**Super Volleyball** — Pick up on the latest sports craze as you field a team for some gnarly spiking and digging.

## Atari

**Hard Drivin'** — Though it came out in 1989, this



popular race-car simulation is still doing very well at the arcades. Among its highlights are fast polygon-fill graphics, great digitized sounds, an instant replay on any accident and a hazard-packed stunt track with a loop-de-loop and dangerous ramp jump. This game was so impressive, it was reviewed in *Road and Track* magazine.

**Escape From the Planet of the Robot Monsters** — This comiclike action/adventure has you battling the evil Reptilions in an effort to save Professor Sarah Bellum and the other human hostages. (See page 106 for a detailed look at this arcade game.)

**Cyberball 2072** — A sequel to their popular robotic football game, this gridiron contest takes place 50 years after the "Cyberball

DON BLUTH'S

# SPACE ACE<sup>®</sup>



Ace is being attacked by the evil commander Bort who plans to take over the Earth by using his dreaded weapon... the Infanto Ray. Only you can guide Ace through treacherous battles to destroy the Infanto Ray, save Earth and rescue the beautiful Kimberly.

Space Ace<sup>®</sup>, the arcade follow-up to Don Bluth's Dragon's Lair<sup>®</sup>, is now available with the breathtaking full-screen animation and sound of the original laser-disk game. Advanced compression techniques allow for over 40 fast action scenes to be brought to life on your personal computer.

Also available or coming soon for Apple IIGS and Commodore 64.

Amiga<sup>®</sup>

Atari ST<sup>®</sup>

IBM<sup>®</sup>

Macintosh<sup>®</sup>

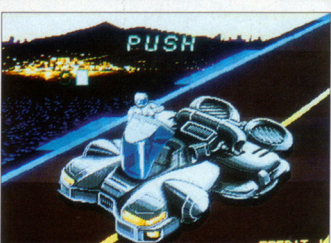


ReadySoft Inc.

35 Wertheim Ct #2  
Richmond Hill, Ont  
Canada L4B 1B9  
Tel (416) 731-4175  
Fax (416) 764-5867

Dragon's Lair, Space Ace and Bluth Group, Ltd. are registered trademarks owned by and used under license from Bluth Group Ltd. © 1989 Bluth Group Ltd.; Character Designs © 1983 Bluth Group. All rights reserved. Space Ace programming © 1989 ReadySoft Incorporated.

CIRCLE #142 ON READER SERVICE CARD.



The viewpoint in Taito's *Night Striker* (shown above) is just behind the futuristic hovercraft under your control as it zooms through various terrain.

League" was formed. Though it is based on human football, the players are quite different. Characteristics to keep track of include not only catching and running, but also what metal the players are made of and how wide they are.

*S.T.U.N. Runner* — This futuristic "driving" game could be the best game of 1990. Similar in look to *Hard Drivin'*, this polygon-fill graphics chase has you racing a jet car through tubes, over ramps and past indestructible enemies in an effort to make it to the finish line before time runs out. It's a simulator so realistic, it will make you dizzy.

*Fourtrax Racing* — Another racing contest that puts you in the seat of a four-wheel ATV (all-terrain vehicle) for some wild-'n'-woolly driving action.

## Taito

*Operation Thunderbolt* — A military shoot-'em-up that picks up where *Operation Wolf* left off. You are equipped with a machine gun and some grenades to get you through your quest, but there is much in your way to hinder you.

*Plotting* — While *Tetris* got people into strategic block-throwing games, this one will keep the trend moving. The player, via a cute on-screen character, throws blocks at a pile in order to knock out as many as possible.

*U.S. Classic Golf* — A very successful theme for video games, this golf game updates the action with stronger graphic support, making the links even more realistic.



The thugs in Taito's *Crime City* (shown above and below) are relentless, but you can pick up weapons to help you get past them—or through—them.

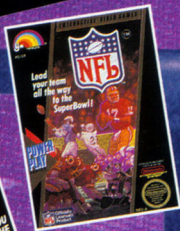


### Night Striker

This sit-down blastathon not only looks sleek from the outside, but also contains a high-energy flying contest. In it you have to try to obliterate all the craft that get in the windshield of your vehicle, but do it



INTERACTIVE<sup>®</sup> VIDEO GAMES



# THE WILD BUNCH.

from *Enteractive*

**Back to the Future<sup>®</sup>**

*It's 1955 and time's running out for you.*

**Who Framed Roger Rabbit<sup>®</sup>**

*Your favorite Toon is back.*

**NFL<sup>®</sup>**

*Does more than just promise all the action and strategy of real football.*

**Marvel's X-MEN<sup>®</sup>**

*Magneto and his band of super villains are on the rampage.*

**A Nightmare on Elm Street<sup>®</sup>**

*Coming Soon.*

Enteractive is a registered trademark of LJN Toys, Ltd. Back To The Future © 1985 Universal City Studios, Inc. Who Framed Roger Rabbit © 1987 The Walt Disney Company and Amblin Entertainment, Inc. The NFL shield is a registered trademark of the National Football League. X-Men Copyright © 1988 Marvel Entertainment Group, Inc. A Nightmare On Elm Street ® & © 1989 The Fourth New Line-Heron Venture. All Rights Reserved. Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America, Inc.

CIRCLE #143 ON READER SERVICE CARD.



You'll need nerves of steel because gunfire is quite common in Taito's *Crime City*.

*R-Type*, this vertically scrolling shoot-'em-up is packed with lots of heart-pumping action.

*Arch Rivals* — Hit the court for hoop shots, free throws and a fair share of violent athletics in this full-contact basketball simulator.

*Elvira and the Party Monsters* — Everyone's favorite vampiress crosses over into yet another medium with this bold and brassy pinball game. This game was voted Best New Equipment by the AMOA at the show.

## Jaleco

*Big Run* — Try your luck behind the wheel of a souped-up buggy on the grueling Paris-to-Dakar rally. Excellent driving feel and graphics make this one a first-class entry.

*Astyanax* — You're a mystical

before they get to you first.

*Crime City* — While it seems that *Double Dragon* and *Renegade* made the "run, punch and shoot sortie through the streets of the city" popular, this game perpetuates the genre with much excitement.

moving police car inside the game that releases locked balls.

## Bally/Midway

*Zero Wing* — Similar in style to

## Williams

*Police Force* — The rage in pinball is multi-level, multiball action, and Williams knows how to pull it off with more innovation. Their latest effort is high-lighted with multiple ramps that are tied to special high-scoring features, a fully digitized soundtrack and a

A peek at the backglass on Williams' *Police Force* pinball game.



CSG IMAGESOFT INC

ON SALE NOW!  
Free Poster Offer Below!

# SUPER dodge ball



## Thrash, Bash, and Smash the Competition.

Team USA is on its way in the Super Dodge Ball World Cup Championship. From out of nowhere, this scrappy bunch of rookies are fighting for a long-awaited grudge match with the undefeated, defending world champions, Team USSR.

## Have you slammed into Super Dodge Ball yet?

Licensed By Nintendo For Play On The



ENTERTAINMENT  
SYSTEM

CIRCLE #144 ON READER SERVICE CARD.

### AND COMING SOON!

## Score Big with the Ultimate Pinball Game!!

Hey! get with the program! In Super Sushi Pinball, you either fish or cut bait. But be careful, if you try it once, you may get hooked.

# S U P E R SUSHI PINBALL

- 8 ACTION PACKED LEVELS OF PLAY
- EXCITING AND REALISTIC TILT FEATURE
- UP TO 4 PLAYERS AT A TIME



**Announcing the Free Imagesoft Newsletter!**  
Just fill out and mail in this coupon for your free quarterly newsletter\* full of game playing tips and information on new game releases. Also, you can get a free Super Dodge Ball™ poster while supplies last.

Name \_\_\_\_\_  
 Address \_\_\_\_\_ State \_\_\_\_\_  
 City \_\_\_\_\_ Age \_\_\_\_\_  
 Zip \_\_\_\_\_

Send coupons to:  
**CSG IMAGESOFT INC.**  
9200 Sunset Blvd.  
Suite 820  
L.A., CA 90069  
Please send me:  
 Newsletter  
 Poster

VG

SUPER DODGE BALL™ is distributed by CSG Imagesoft Inc. Los Angeles, CA. "CSG Imagesoft"™ and "Imagesoft"™ are trademarks of CSG Imagesoft Inc. "SUPER DODGE BALL™" is a trademark of Technos Japan Corp. ©1988 Technos Japan Corp. Nintendo® and Nintendo Entertainment System™ are trademarks of Nintendo of America Inc. SUPER SUSHI PINBALL™ is a trademark of CBS/Sony Group Inc. ©1988 CBS/Sony Group Inc.

warrior in this *Legendary Axe*-like game. Try your skill against horrible demons and beasts as you make your way through colorful back-grounds.

## Gametek

*Wheel of Fortune* — If you've always wanted in on the action, here's your chance to spin for simulated cash and prizes. So real, you'll



*Jaleco's Big Run* (shown at left and center) re-creates the Paris-to-Dakar road rally on the arcade screen.

you must do battle with the minions of evil across detailed backdrops and varied settings.

*Coors Light Bowling* — Grab your bowling bag and get ready to hit the alleys in this amazing sports simulator.

*U.N. Squadron* — All that's missing in this great new game is a flight suit. Hop in your plane and fly through harrowing dogfight and attack-bomber scenes.

*Dynasty Wars* — No, it's not about Joan Collins! Move out in the field of combat in this action game.

*Capcom Bowling* — Yet another entry in the popular field of bowling games. Watch out for those gutter balls!

*Strider* — Classic combat action is only a quarter away in this classic strategy/conflict simulator.



## SNK

*Street Smart* — It's you vs. them in this lightning-fast game of street warfare. Practice your uppercut on

wonder where Vanna is.

*Jeopardy* — Test your trivia skills against the computer in this faithful reproduction of the famous TV show. Look out for the daily double!

## Capcom

*Willow* — In this game based upon the fantasy epic,

*Sega's Cyber Police E-S.W.A.T.* puts the player out on the street to battle crime as a high-tech cop with an amor suit.





# ACTION!

Slick up your joystick it's hot!

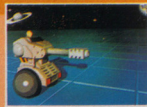


**TITUS™**

20432 CORISCO STREET,  
CHATSWORTH CA 91311  
818-709-3693



## DARK CENTURY



YOU CONTROL THE GREATEST HIGH-TECH TANKS IN THE WORLD. YOU ARE ON A PRISON PLANET TRYING TO ARREST SOME ESCAPED CONVICTS. PROGRAM AND LEAD YOUR TEAM OF TANKS TO THICK YOUR OPPONENT! RAY TRACED 3D UNIVERSE, MULTITASKING, ONE OR TWO PLAYERS ARE THE FEATURES OF THIS GAME.



## KNIGHT FORCE



YOU ARE THE SWORD MASTER OF MAGIC GRAPHICS. LEAD LIBERATE THE PRINCESS

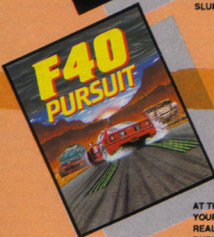
DEFENDER OF BELLOTH REALM. QUEST THROUGH FIFTEEN LEVELS AND FIVE AREAS YOUR ENCHANTED POWERFUL WEAPONS AND SPOIL THE MALEVOLENT TRAPS, TO TANKY FROM THE CLAWS OF RED SABAT THE SORCERER.



## WILD STREETS



A SUPERCOP AND A BLACK PANTHER TEAM TOGETHER IN A HIGH RISK MISSION. "A TOP CIA AGENT HAS BEEN KIDNAPPED, FIND HIM! YOU KNOW THAT ACTION AND FIGHTING IS INEVITABLE". YOU'LL HAVE TO VISIT THE CITY SLUMS TO FIND HIM AND PROTECT YOU BOTH FROM MOBSTERS, PUNKS AND OTHER RIFF RAFFS.



## F40 PURSUIT



AT THE WHEEL OF YOUR FABULOUS FERRARI F40, YOU'RE RACING AGAINST TIME AT 300 MILES PER HOUR. PLAN YOUR ROUTE, BUT BEWARE OF POLICE THAT WILL TRY TO STOP YOU IN YOUR MISSION. 360 DEGREE SPINS, AND REALISTIC 3D ROAD JUNCTIONS WILL MAKE YOU SENSE THE THRILL OF SPEED. DON'T JUST TAKE OUR WORD, BURN SOME RUBBER.



## OFF SHORE WARRIOR

YOU ARE AN OFF SHORE WARRIOR AND YOUR FIRST ARENA, FULL OF FANS, IS WAITING FOR YOU. STRUGGLE AGAINST ROCKS, WAVES AND OPPONENTS IN A DEADLY GAME. ONLY FEW CAN LEAVE ALIVE. DO IT OR DIE!!!



## FIRE AND FORGET

FACE THREE LEVELS OF SIX CONVICTS, FROM SPORADIC WARFARE TO TOTAL WAR. NEVER LOOK BACK! IT COULD BE YOUR LAST MERRION. ONE OR TWO WARRIORS CAN TEAM UP.



## CRAZY CARS

YOU ARE RACING FOUR OF THE MOST PRESTIGIOUS CARS IN THE WORLD'S CRAZIEST RACE THROUGHOUT THE UNITED STATES. PREPARE TO START, READY? GO!!!



## TITAN

MAKE YOUR WAY THROUGH THIS STRATEGIC PUZZLE OF EIGHTY WORLDS WITH YOUR MAGNETIC CONTROL UNIT. BUT BE CAREFUL! THE ULTRA-FAST SCROLLING HAS ALREADY CAUSED SOME MENTAL BREAKDOWNS.

CIRCLE #145 ON READER SERVICE CARD.

© TITUS 1989. TITUS AND THE TITUS LOGO ARE REGISTERED TRADEMARKS OF TITUS SOFTWARE CORP.

the bad guys who just happen to stroll by you.

**Mechanized Attack** — You're deep behind enemy lines on a commando raid in this *Operation Wolf*-type game. Try to blast everything that comes into your sight.

**Sky Adventure** — Soar through the clouds in your choice of aircraft in this new entry for flight and combat action.

**Super Champion Baseball** — It's your turn to step up to the plate in this detailed baseball simulator.

**Gang Wars** — It's vigilante justice time as you try to rescue a kidnapped girl using only your hands, feet and sheer guts.

## Irem/Fabtek

**XMultiply** — Shades of *Fantastic Voyage* as you pilot your miniaturized craft into a human body to do battle with biomechanical viruses. Collect power-up modules to increase weapons.

**Dragon Breed** — Hop on your dragon's back for an action-packed fantasy quest game.

**Dynamite Duke** — You're a cybernetic commando on a mission to destroy some of the deadliest enemies the world has ever seen. Use your dynamite punch to blow them to smithereens!

## Leland

**All-American Football** — No armchair quarterbacks allowed in



**The waters under your hovercraft in Romstar's Aqua Jack is filled with many dangers, like mines and gun-toting soldiers.**

this gridiron simulator. Try your hand as coach, and lead your team onto the video field for end-zone-to-end-zone action.

**Off-Road** — Just like the title implies, it's a hard-driving, bone-jarring driving game. Feel



the wind in your face as you barrel over dunes and hills.


## Sega

**Super Monaco GP** — Hear the roar of your powerful engine as you test your skill in the driver's seat. The high point of this arcade game is the PowerLink networking feature that lets players simultaneously compete head-to-head with others.

**Super Masters Golf** — Feel the excitement of championship golf as you play in this realistically displayed, high-pressure contest.

**Cyber Police E-Swat** — Gather experience in street combat as you go from rookie cop to seasoned veteran, complete with a *RoboCop*-style fighting suit. Great graphics and sound propel this game forward at breakneck speed through the crime-filled suburbs.

## Gottlieb

**Bone Busters** — This horror-themed pinball machine features multiball, multilevel play with targets galore. Eek! 

# Escape From the Planet of the Robot Monsters:

## A CLOSER LOOK

by Patrick J. Kelley and Andy Eddy

The scenario: You've just been chosen to lead a daring mission. Destination: Planet X, an industrial asteroid in deep space. The human inhabitants of the planet have been enslaved by the evil Reptilians, who are using these poor souls to build a massive robot army bent on the conquest of Earth. It's up to you and your partner to fight your way through hostile robot forces, negotiate the massive automated factories of Planet X, rescue human slaves and destroy all of the Reptilon bosses. While you're at it, you also must locate the kidnapped Dr. Sarah Bellum, Earth's foremost expert in cybernetics, before she is used to do the bidding of the slimy alien warlords.

Sound like the plot of one of those '50s low-budget thrillers that show up on late-night TV? Maybe one of those old Republic serials that used to play on a Saturday afternoon at the local theatre? If you guessed either one of these, you're wrong. It's the premise for the exciting and funny new arcade game from Atari, *Escape From the Planet of the Robot Monsters*.

As you may have guessed by the beginning of this article, this is one game that keeps tongue firmly in cheek at all times. From its space-opera premise to its highly stylized and humorous graphics, *Escape* is unlike any arcade game to come before it.

### DIE, ROBOT SCUM!

In *Escape*, players portray either Jake or Duke, intrepid rocket rangers. With the optional two-player mode, you and a friend can team up to do away with the Reptilians. After a short mission profile from your stone-faced commander, it's off to Planet X for

fun and games with the natives. Armed with only a standard-issue proton blaster and your wits, you must take on the might of the evil Reptilon invaders and send them packing back to wherever they came from.

Rest assured, it won't be easy. You'll have to contend with a mazelike factory full of all kinds of booby traps and strange machinery. The Reptilon robot soldiers waste no time in trying to snuff you out, so you must act fast. As you move out into the arena, the words "target-rich environment" will take on a new meaning for you. Dozens of robots in all shapes and sizes will rush you in an attempt to thwart you from completing your goal. Keep your eyes peeled and your blaster arm steady: You're about to bag yourself some robots in a big way. (Anyone squeamish about the thought of *roboticide* had better wait outside.)

Keep in mind that one of the objects of the game is to destroy the robot soldiers, so fire away. Both of our heroes are equipped with the same weaponry, so it doesn't matter which you choose for your search-and-destroy foray.

The look of the two main characters is one of the game's most humorous touches. Duke is a vintage '50s hero, complete with blond hair, a suitably tacky costume that looks like it was torn from the dog-eared pages of *Planet Stories* and a jutting square jaw. His sidekick Jake is more James Dean-style cool, sporting a pair of keen Ray-Bans and a T-shirt. He'd rather be home fixing his '57 Chevy.

#### GET THE LEAD OUT!

Your actual mission is to proceed through the labyrinth of factory screens, killing robots and freeing human hostages as you pass. To help you get through, you can gather strength for your weapon by snatching the green gems that appear when you trash a robot.

te with the robots. Don't forget your primary mission, which is to free the humans. You do this by touching them, activating your handy-dandy matter scrambler that beams them back to your waiting rescue craft. A misplaced shot from your blaster can either toast or kill an unarmed human; so shoot wisely! (Actually, this "feature" is kind of neat for all of us in the gaming world with a slightly sick sense of humor.)

Speaking of humor, *Escape* is sprinkled with comical bits to keep you laughing. For example, if your character wanders too close to the platform's edge, he'll find himself floating in midair, like Wile E. Coyote in the *Road Runner* cartoons. Also, running into a wall will not only slow your character down, but it will leave him shaking his head to clear the cobwebs. This is one of the funniest games you'll ever see!

Remember to keep moving along, because you have a lot of territory to cover. You can proceed to the next screen in the maze by exiting in a variety of ways, including ladders, switch-activated escalators and, my personal favorite, the transporter. This last gadget never fails to get a laugh if you're seeing the game for the first time. You position your character on the pad and let the game do the rest. The mode of transportation is Rube-Goldberg-meets-*Star Trek*. You watch as your character is sucked up into an elaborate setup of glass tubing with a loud pneumatic pop, signifying he is on his way. He stretches into a thin spaghetti-like strand as he is pulled up and out of the frame, eyes agog and magnified as he leaves.

As you move from screen to screen in your search for hostages, you'll find a number of helpful items. Wall lockers contain little hydrogen bombs that can be accumulated to use against the level bosses (more on this later) or to chop your way out of a thick knot of gnarly robots.

Wall lockers also contain food to replenish your character's life energy or a nifty little item called a flak shield that protects you from all enemy attacks, hostile fire and booby traps. You'll have to beware of some items, though. Sprinkled liberally through each factory segment will be a number of crates, marked only with a cryptic question mark. These may contain a number of

things, from power gems to foodstuffs to a horde of hovering killer drone-robots. A good way to deal with this dilemma is to have your partner cooper-



ate with you, setting up a crossfire to blast whatever springs out at you. In later levels the threats move fast; so be prepared to shoot or die!

Your journey through the mazes of Planet X also require you to test your eye-hand coordination at yet another fun activity: steering the cyberbots. This occurs after clearing out a level and gives you a chance to rack up bonus lives. Your character finds himself at the controls of a little space scooter—complete with vintage tail fins, of course—that you must maneuver in, over and around the canal mazes to get to the next level. Be prepared for some high levels of stress as you wind your way at high speed through the maze way, only to find yourself crunching into a roadblock. This requires skill, dexterity and a great memory, so don't despair if you pile up a few times.

#### REPTILONS AND ROBOTS

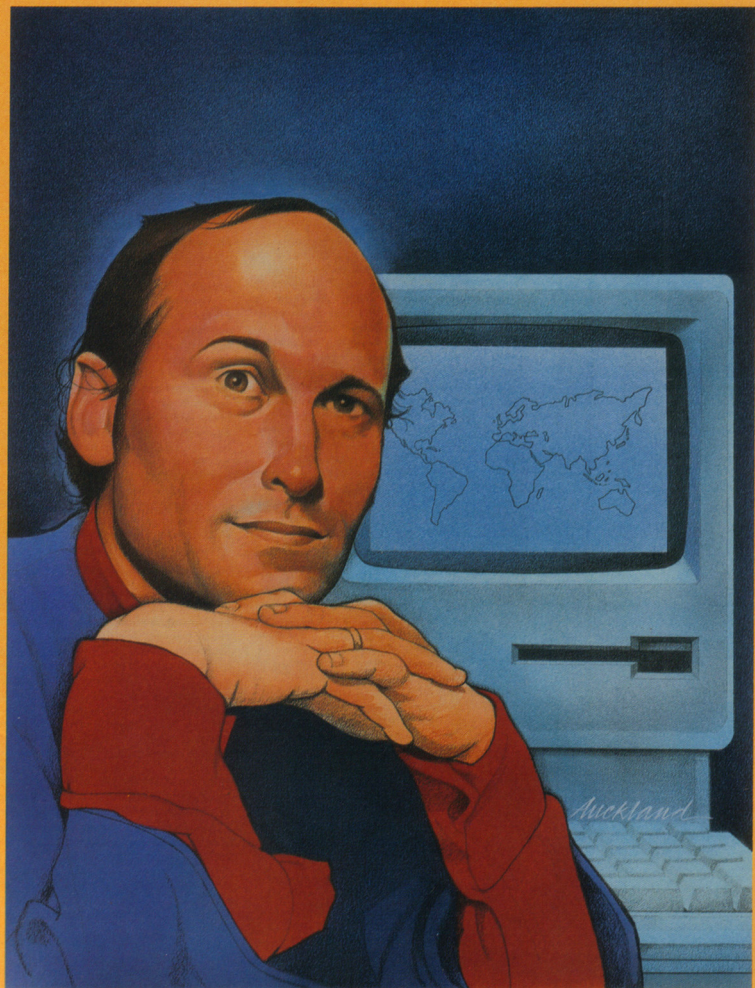
The rogue's gallery of creatures you'll encounter in *Escape* is not only exciting but varied. Besides the blocky, comical robot guards, you'll do battle with iron-board shaped sniper droids (all wearing pasted-on scowls), leaping sentry robots, motorized drone carts and a little number that looks like something straight out of *The Purple Monster Strikes Back*. (Anyone out there remember that one?)

But the nastiest creatures are the galaxy-conquering Reptilons themselves. HIDEOUS biomechanical creatures, these level bosses will try to roast, stomp and pummel you to keep you from your goal, the rescue of Dr. Bellum. Suffice it to say you'll learn fast how to best dispatch these grossouts, but a word to the wise: Save your bombs! Battle your way past the Reptilons and earn the thanks of a grateful Earth—not to mention the affections of a scantily clad Sarah Bellum.

All in all, *Escape From the Planet of the Robot Monsters* is one of the most enjoyable, addictive and well-crafted arcade games to come along in quite a while, and we heartily recommend you save your quarters and give this one a try. After all, how often do you get the chance to save Earth for only 25 cents?



Each of the levels has a certain number of sections that you have to complete before you can pass to the next. Stay alert, though, because the slaves are easy to miss if you're in the heat of bat-



# CHRIS CRAWFORD

## THE DESIGNER'S DESIGNER

by Bill Kunkel

In every creative field there are artists whose work is especially revered by their peers. In the world of computer gaming, Chris Crawford, the outspoken creator of games like *Eastern Front* (Atari), *Balance of Power* (Mindscape) and *Siboot: Trust & Betrayal* (Mindscape), is such an artist. The impact of Crawford's work extends far beyond the individual sales of any of his titles. Each new game is studied and analyzed by other designers, anxious for insight into the creative process.

Crawford started out as a devotee of non-electronic war games back in the '60s, and as he says, "Any avid war gamer eventually designs his own." He created several such paper games in the early '70s for his own amusement but soon came up against a pair of problems that bogged down the process.

"One was the math," he explains. "I was using high-powered, clumsy stuff from my physics background. The other was the fact that the gamer could see the entire board. By 1975, I concluded that what we needed was a computer."

Then came the May '74 issue of *Popular Electronics*, which discussed the MITS Altair computer. "That article was really the

beginning for everybody," he notes, adding that for the next two years he began to make use of his teaching position to gain access to the school's IBM 1130. Eventually, in January of 1977, Crawford purchased his own computer—in kit form—and taught himself how to use it. "I wanted to do neat games, but back then you did all your programming in machine code—not even assembly. I taught myself everything, from soldering to building circuit boards. I built my own computer and taught myself to program on it so I could [write] games."

He soon had a pair of computer war games, which he began showing at conventions as early as 1977. Later that year, Commodore released the Pet, and by late 1978, Chris had sold his first computer war game, the classic *Tanktics* (Avalon Hill). "The version

Avalon Hill published was actually the *fourth* version of the game. I had originally done it on the IBM 1130, then on my own computer, then on the Pet and finally the version AH published."

Following the success of *Tanktics*, AH also purchased *Legionnaire* from Crawford, but at this point he still considered the whole thing to be "just a hobby." He marks the start of his professional life with



his hiring by Atari in 1979, where he produced an unpublished game for the 2600 and a pair of early classics for the Atari 400/800 computer, *Energy Czar* and *Scram!*, the latter a *China Syndrome*-type simulation of running a nuclear reactor.

#### BROTHER CHRIS SPREADS THE WORD!

Crawford was then promoted to head up the "original evangelist group," the Software Development Support Group. Crawford recalls, "In December of 1980 I went around and sold the idea of designing games on the Atari to developers. I did my little dog-and-pony show, demonstrating all the neat things the Atari could do, and a year later, a lot of Atari software began appearing." In fact, the entire process of sending out speakers to proselytize for a particular computer system, as practiced by companies like Apple in later years, was based on Crawford's early work for Atari. "I invented it," he says, without false modesty.

Like most fans of the first Atari computer, Chris is somewhat bitter at its failure in the marketplace and tells a fascinating story of how it happened: "In the spring of '83, the computer price was again. At that time, the cost of a [typical computer] was \$1,000. Shortly thereafter, companies like Texas Instruments, Commodore and Atari began lowering the prices down to \$400. Atari then decided to move all its production facilities [outside the United States] and shut down all its domestic factories in August of '83." Alas, the Hong Kong factory, which was supposed to go immediately into operation in order to pick up the slack, had start-up problems and didn't come online until October. Christmas '83—the biggest selling season the industry had ever seen—came and went with only Commodore products on the shelves, establishing the C-64 as the dominant home-entertainment machine and sentencing the Atari 400/800 series to a future as landfill.

But before the Atari infrastructure collapsed on him, Crawford produced a pair of classic games for the doomed computer, the ground-breaking *Eastern Front 1941* and the almost unseen *Excalibur*. Crawford's regret over the unfair fate of *Excalibur*, "one of my most noble works," remains with him to this day.

During this period, Crawford also penned *The Art of Computer Game Design*, a book that solidified his reputation among

designers and programmers and that, in turn, led to his publishing a regular magazine for the game-design community, the influential *Journal of Computer Game Design*.

#### AT THE COMPUTER CROSSROADS

The collapse of Atari left Crawford at a crossroads: Should he move on to the Apple Macintosh as his primary development system or go with the sexier new Amiga? "I hemmed and hawed and eventually decided that the Mac would do to the Amiga what the Apple had done to the Atari." Even with the benefit of 20/20 hindsight, Crawford remains happy with the outcome of his decision.

On the Mac, Crawford staked out new ground with games like *Patton vs. Rommel* (Electronic Arts), *Siboot: Trust and Betrayal* and the enormously successful *Balance of Power*. He has already completed his next work, *Guns and Butter*, a war game within a macroeconomics simulation that

begins in pre-Industrial Revolution days and moves to the present day. "You're trying to conquer the world through macroeconomics," Crawford explains. "To conquer the world you need to build bigger armies, but to do this you also need factories. Factories, in turn, require things like diesel engines, petroleum, high-grade steel and ball bearings. To make ball bearings you need steel and heavy metals. And, of course, you always need workers."

"Larger technology requires a large population base—you might have 10,000 people making ball bearings alone. In order to grow your population, you need agricultural surpluses, which means you have to produce agricultural implements. Labor must then be allocated between the military and farming; that is, guns or butter?" The game also features a diplomatic section in which alliances can be made, and as Crawford says, "The little guys can gang up on the big guy."

*Guns and Butter* comes on the heels of one of Crawford's disappointments, the commercial failure of his ambitious *Siboot: Trust & Betrayal*. "Originally," he explains, "I wanted to do a game in which you talked to characters. No one had ever really done that in a game. Oh, there's lots of fake dialogue—like Floyd the Robot in those Infocom games. Everybody loved Floyd, but he was a real Potemkin village of a character. If

## CRAWFORD SEZ...

IN RATING THE QUALITIES THAT MAKE A GOOD GAME, CHRIS CRAWFORD KNOWS WHAT COMES FIRST. "INTERACTION. HOW DEEP AND RICH IS THE INTERACTION? I'VE BEEN QUITE OUTSPOKEN ON THIS SUBJECT, BUT I FEEL THERE IS FAR TOO MUCH EMPHASIS ON COSMETICS. GRAPHICS AND SOUND ARE VERY IMPORTANT, PERHAPS CRUCIAL, BUT THEY ARE THE MEANS TO AN END, AND THAT END IS INTERACTION. WHERE WE MOST OFTEN FAIL IS IN PROCESSING USER INPUT AND PRODUCING AN INTERESTING RESPONSE. THE COMPUTER SHOULD THINK IT OVER, PROCESS THE DATA AND OFFER INTERESTING REACTIONS. THAT'S WHERE I SWEAT THE MOST. A GREAT GAME PROVIDES THAT INTERACTION."

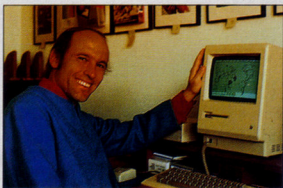
CRAWFORD CITES THE CLASSIC BUNTEN BROTHERS' *M.U.L.E.* AND *STRATEGIC CONQUEST* AS EXAMPLES OF SUCH GAMES. OF HIS OWN CREATIONS, HE RATES *BALANCE OF POWER*, *SIBOOT: TRUST & BETRAYAL* AND *EXCALIBUR* AS THE GAMES THAT CAME CLOSEST TO THIS IDEAL.

SOFTWARE, HOWEVER, IS INEVITABLY LIMITED BY THE HARDWARE ON WHICH IT RUNS. HOW DOES CRAWFORD SEE THE VARIOUS HARDWARE PLAYERS? "WELL, THERE'S THE IBM PC UNIVERSE, OF COURSE, AND THE UPSIDE IS THAT THE PRICES HAVE REALLY COME DOWN AND ARE PRETTY GOOD RIGHT NOW. THE DOWNSIDE IS THAT THE MACHINES ARE UNUSABLE." HE NOTES THE COMPUTER'S ARCHITECTURE, REQUIRING USERS TO PERFORM THE EQUIVALENT OF OPEN-HEART SURGERY WITH THE ADDITION OF EVEN THE MOST INSIGNIFICANT PERIPHERAL, AS ANOTHER PROBLEM AND NOTES THAT THIS SUPPOSEDLY "COMPATIBLE" UNIVERSE OPERATES UNDER A WIDE VARIETY OF SPECS. THE MEGAHERTZ, GRAPHICS, SOUND BOARDS AND MEMORY CAN VARY ASTONISHINGLY FROM ONE MS-DOS MACHINE TO ANOTHER.

CRAWFORD FEELS THE APPLE MACINTOSH COULD BE THE MACHINE THAT BREAKS THROUGH TO THE MASS MARKET, BUT ONE PROBLEM IS THAT "APPLE IS JUST SO DAMNED GREEDY. THEY'VE GOT A MONSTROUS MARGIN—THEY COULD SELL A MAC+ FOR \$1,000 AND STILL MAKE A PROFIT. APPLE JUST DOESN'T CARE ABOUT THE HOME MARKET. THE APPLE II IS ALL BUT DEAD, AND THE BUSINESS MARKET APPEARS TO BE SATURATED. APPLE IS NOT POSITIONED WELL RIGHT NOW."

THEN THERE'S THE AMIGA. "EVERYBODY WOULD LOVE TO SEE THE AMIGA SUCCEED, AND EVERYBODY KNOWS IT WON'T."

BEFORE LEAVING, I HAD TO ASK CRAWFORD IF HE EVER SITS DOWN AND PLAYS AN ARCADE SHOOT-OUT. HE ACKNOWLEDGED THAT HE DID "OCCASIONALLY," BUT WITHOUT GREAT ENTHUSIASM. WHEN ASKED IF HE FELT ACTION GAMES WOULD REMAIN THE DOMINANT FORM OF COMPUTER ENTERTAINMENT, HE BRISTLED. "ABSOLUTELY NOT. ONE DAY, THE SKILL-AND-ACTION GAME WILL PLAY THE SAME ROLE AS COMIC BOOKS DO TO LITERATURE." REFLECTING A SECOND, HE ADDED: "THE ANALOGY IS ACTUALLY VERY TIGHT. WE [SOFTWARE CREATORS] MUST LEARN TO BE AUTHORS, NOT COMIC-BOOK WRITERS."



you told Floyd: 'Floyd, you are as ugly as sin,' he couldn't respond to you. It was a fixed script. I wanted a game where you could talk to other characters, and they would think about what you said and respond to it."

The game failed to survive in the marketplace, and Crawford analyzed that failure in some detail, assigning blame both externally and internally. "There are several reasons why this game failed. Working backward, let's start with the consumer. The consumer can be very hard to deal with. They're tired of sequels, and if you give them too many, they'll walk away from your business. However, they are also extremely conservative and won't leap at a new product. What they *really* want is a game just like the one they enjoyed yesterday, only better."

Crawford also tosses brief criticism at "the distributor and, to a lesser extent, the publisher" before getting down to self-analysis. "The game was completely alien. It was set on an alien world where alien characters were speaking an alien language. The goal was alien, and it just demanded too much of the audience. An associate urged me to make the characters wizards who were casting spells, but I refused. In retrospect, maybe that would have helped.

"Also, graphically, it was very dull. The graphics were just too thin. I simply bit off more than I could chew. I spent 13 months on this game, and it really needed 18 months for something this radical. It was insufficiently polished."

#### A NEW CROSSROADS

Much as he stood at the crossroads after the collapse of Atari, Crawford now sees both himself and the entertainment-software industry at a *new* crossroads. For the industry, Crawford sees potential lean times ahead. "We're asking consumers for \$30, \$40 or \$50, based on the thinnest possible promise. If you're thinking about going to the movies, you can watch the review shows or read the magazines and newspapers; I almost never go to a movie 'blind.' Computer games have a very weak review cycle. Most appear in specialty magazines," which he feels are suspect because of their dependence upon the goodwill of the hardware manufacturer. In short, we "aren't giving consumers reliable information."

"The second problem," says Crawford, "is that we keep screwing the consumer. If you buy your software on an ennie-meenie-moe basis—and many consumers are reduced to that—you run a very high risk of getting burned.

"Ultimately, [we in the industry must



# Trade-In Your Old Titles For New Games

## Receive Top Dollars For Your Used Nintendo Games

Used Games As Low As \$10!

WE	WE	WE	WE	WE	WE	WE	WE
PAT	SELL	PAT	SELL	PAT	SELL	PAT	SELL
TITLE OF GAME	YOU	TITLE OF GAME	YOU	TITLE OF GAME	YOU	TITLE OF GAME	YOU
10 Yard Fight	\$10 \$19	Dc Chaos	\$16 \$28	Magma	\$14 \$27	Salamons Key	\$15 \$29
1942	10 19	Duck Hunt	10 29	Maj Ig Baseball	10 23	Speed Runners	10 19
Adv. Bayou Billy	15 27	Elew. Action	14 28	Marble Madness	16 25	Spunkler	10 19
Adventure Island	15 27	Empire City	10 19	Mappy Land	15 25	Spy Hunter	10 19
Adv. of Lulu	14 27	Excitebike	10 19	Mario Bros.	15 28	Spy vs Spy	13 22
Adv. Tom Sawyer	16 32	Fascinated	18 32	Marvs Men	20 33	Squash	15 29
Aligna Progh.	18 27	Fighting Golf II	15 28	Mega Man	20 34	Star Force I	10 19
Air Fortress	25 35	Fist/Northeast	18 38	Mega Man II	22 33	Star Force II	20 32
Alrview	16 27	Flying Dragon I	20 39	Metel Gear	10 19	Star Soldier	15 28
Alpha Mission	10 19	Freedom Force	12 24	Metroid	20 34	Star Voyager	10 19
Amogon	17 28	Ghost & Goblins	12 24	Mickey Mouse	12 23	Stringer	10 19
Anticipation	14 25	Go! Go!	12 24	Mighty Bomb Jack	10 19	Street Cap	18 34
Arkanioid	35 60	Ghost & Goblins	12 24	Millipede	12 23	Strider	18 28
Athena	10 19	Ghost Busters	12 19	Milnes Set Cast	15 31	Super Dodge Ball	18 28
Back to Future	16 32	Golf	10 19	Mission XX	16 28	Superman	18 28
Bad Dudes	20 39	Golf Pebble Bch	12 21	Muscle	10 19	Super Mario I	10 19
Bad Str Bowl	10 39	Gonzo 13	12 19	Mystery Quest	16 28	Super Mario II	20 29
Balloon Fight	10 19	Goons II	12 19	Next Football I	18 28	Super Pitfall	16 28
Baseball	10 19	Goons 13	12 19	Nightmare Elm St	21 32	Super Sprint	16 28
Baseball Stars	16 32	Gradius	10 19	Ninja Gaiden	21 32	Super Star Force	16 27
Basesloaded	14 25	Grand Prix	16 27	Ninja Kid	10 19	Super Xevious	16 27
Battlefield Nap.	20 37	Gun Star Legend	15 29	Ninjo Tora	16 27	Tekno 6th Sense	16 27
Beak Commando	14 25	Gurleo War	16 29	Nobun. Ambition	20 38	Tag Team Wrestling II	21 21
Black Tiger	22 39	Gun Shoe	12 21	Operation Wolf	15 27	Tecmo Baseball	16 28
Blades of Steel	15 24	Gunsycko	12 19	Orbello	10 19	Tennis	10 19
Blaster Master	15 24	Gurumo	12 19	Pacman	10 19	Terminator	16 28
Bomber Man	15 28	Heavy Barrel	18 28	Paper Boy	16 27	Terra Cresta	18 32
Breakoffs	12 24	Hector Vector	18 28	Password	18 28	Tetris	20 39
Bubble Bobble	12 24	Hogans Alley	10 19	Pitfall	10 19	Thunderblade	16 27
Bugs Bunny	14 28	Hollywood Sgpt.	16 28	Platoon	10 19	Thundercade	16 27
Bump and Jump	10 24	Hoops	15 27	Popeye	20 35	Tiger Heat	10 19
Burger Time	10 19	Hydric	16 28	Predator	20 39	Titan Warriors	16 27
Calif. Games	15 28	Ice Climber	10 21	Pro-Am	10 19	T.M.B.	16 28
Canzarcno	20 37	Ice Hockey	10 21	Pro-Am Racing	10 19	Top Gun	10 19
Castlesnap	12 24	Jackal	10 19	Pro Wrestling	10 19	Touchdown Fever	16 27
Castlemania	10 28	Jax's Warriors I	10 23	Franch Out	10 22	Touchdown Fever	16 27
Castlemania II	12 24	Indiana Jones	16 28	Q-Bert	10 19	Town & Country	10 19
Chester Field	18 36	Iron Tank	14 23	Racket Attack	15 27	Track & Field II	16 27
Chubby Chemb	15 28	Jostai	10 19	Rod Racer	14 28	Track & Field II	16 27
Cyber Connection	12 24	Joust	10 19	Rod Bungei. Bay	10 19	Trojan	10 19
Cy Clu Land	12 24	Jeopardy	16 28	Rombo	10 19	Ultima	24 39
Cobn Command	15 28	Jeopardy Jr.	18 34	Rampage	16 28	Urban Champion	10 19
Cobn Triangle	16 32	John E. Q'nback	14 24	RBI Baseball	10 24	US Golf	16 27
Commando	10 19	Jordan vs. Bird	26 29	Renegeade	16 27	Vegas Drive	22 33
Contra	12 24	Joust	10 19	Ring King	10 24	Vindicators	16 27
Cycle Shooting	18 36	Karate Champ	10 21	Road Runner	18 29	Volleyball	10 22
Dr. Jekyll/Hyde	18 36	Karnov	14 28	Robo Cop	21 32	Wheel/Fortune	16 28
Deadly Towers	10 28	Karnov II	14 28	Robo Warriors	10 19	Wild Gemen	19 29
Defender II	15 28	Kid Icarus	20 34	Roger Rabbit	21 32	Willow	16 27
Defender/Ornen	20 32	Kid Niki	15 25	Rollerball	20 34	Winter Games	10 19
Dino Riki	16 32	Kung Fu	10 19	Rollerball II	20 34	Wizard/Warrior	12 23
Donkey Kong	10 24	Kung Fu II	20 32	Road N' Attack	10 19	World Games	12 23
Donkey Kong Jr.	12 24	Kung Fu Heroes	14 28	Rygar	20 34	World Series	10 19
Drky K Jr Math	12 24	Legend/Wizard	14 28	Secret Castle	16 34	World Wrestling	10 19
Donkey Kong 3	12 24	Legacy of Kage	10 19	Section 2	10 27	Wracking Crew	10 19
Donkey Kz Clos.	12 24	Legendary Wings	14 28	Section 2	10 27	Worldsness	16 29
Double Dragon	20 32	Life Force	10 19	Sesame Str 123	10 19	Xenophobe	10 19
Double Dragon II	20 32	Lode Runner	10 18	Sesame Str ABC	10 19	Xevious	10 19
Dragon Ninja	13 24	Lunar Pool	12 21	Side Pocket	50 95	Zanic	10 19
Dragon Warrior	13 24	Mach Rider	14 24	Sky's Die	16 34	Zelda	14 25
		Mag. Shazwald	18 28	Sky Kid	12 23	Zelda II	20 32
				Sky Shark	16 27	Zets Gundam	16 27
				Solom	10 19	Zombie Master	16 27
				Socce	10 19		

(Due to a 3 month lead time to place this ad, our sell or buy prices may be different)

**CALL TODAY! (612) 541-9021**  

or write to:  
**FUNCO, INC.**  
*"The Fun Company"*  
 2233 Gettysburg Ct.  
 New Hope, MN 55427

To Purchase: Send check or money order to FUNCO, INC., 2233 Gettysburg Court, New Hope, MN 55427. Add \$3.50 Shipping plus 50c per game. Add \$1 per title if ordering by credit card.

To Sell Us Games: Call us first for current prices. All accepted games are paid within 48 hours of receipt of games. Subtract \$1.00 for missing manuals. All games must have its original box.

We Reserve The Right To Refuse Any Purchase Or Sale.

realize that we are issuing] an implicit warranty when we put a game on the shelves that that game is worth buying and playing."

Crawford also believes the publishers are "shooting themselves in the foot by putting their names ahead of the authors." Computer games are still sold almost exclusively on the basis of which company *published* it. The lunacy of this approach becomes even more obvious when an analogy is made with any other entertainment industry. Can you imagine going to a movie based solely on the fact that Warner Brothers is releasing it? Or buying a book just because Bantam published it or a rock CD because Atlantic recorded it? "The publishers want to hog it all [the credit], and it only decreases consumer confidence."

Crawford also tags economic realities as the cause for much of the publishers' woes. "Publishers aren't willing to *pay* for good product. There are too many amateurs, too much [major software] being produced by first-time operators. The best way to do games is to identify who the pros are, then go to them and offer them major money to produce quality games. Instead, the publishers think, *We could save \$20,000 by going with the kid out of college.* They are still too willing to take chances based on price. They're still too interested in cutting cute deals."

Citing much of the European software flooding U.S. shelves ("It's bought primarily because it's cheap, not because it's good") as an example, Crawford sees a "very destructive trend developing. [Publishers] are piling up mountains of garbage, and the odds are the consumer will pick the wrong box. We may have abused consumers too often.

"I think this Christmas is very iffy, and these companies all live for Christmas. A lot of [computer] people are worried about Nintendo, but I'm not. [The NES] is a video game, not a computer. Retailers are clogged with product. 1990 could be a period of contraction; a lot of people will move out of the industry. But it'll be short-lived. We'll come back."

Crawford offers an intriguing solution to the problem of poor software. He feels there should be a clear system of demarcation within the software industry, likening it to the various strata of baseball life: the bush, minor and major leagues. A designer or programmer would test his wings at the lower-paying "bush league" publishers, much like novice movie directors start out at low-budget film factories before getting a shot at the big time. Eventually, once a creator has proved him or herself, he can move up to the next level.

Much like the industry he's been a part

of for over a decade, Chris Crawford also stands at a pivotal point in his artistic development. A lone wolf in an age of specialization, even he wonders how long he will be able to maintain his *auteur*-like control over game projects. "It's one of my major dilemmas. I realize it is much more difficult for a lone wolf, but I find it difficult to collaborate. I'm very hard on my collaborators; I'm impatient. I just don't collaborate well. On my new project, *Voice of the Planet*, I'm working with Amanda Goodenough. I'm the senior author, however, and she functions as a critic, junior author and creates the artwork. I'm improving my techniques. I'm getting better at subcontracting my projects.

"Of course, one of the things that makes it easier for me is that the tools are getting so much better. Sound effects, for example, used to be very difficult to do. Now, you buy a digitizer and a microphone.

"I do hire artists; basically, I give them boxes and tell them to fill the boxes with whatever pictures.

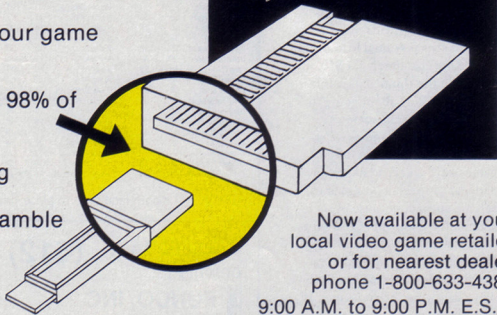
"Another thing on my side is the cyclical nature of this business. In rough times, [specialty] groups are expensive. If there are real cash-flow problems, I can tighten my belt very easily. I've seen these boom-and-bust cycles before; next spring, I'll be there."

Introducing..

NEW PRODUCT  
For Your NINTENDO®

# GAME KLEEN

- Extends the life of your game cartridge
- Designed to remove 98% of dirt and dust
- Stops on/off flashing
- Prevents picture scramble
- Prevents costly repair bills



Now available at your  
local video game retailer  
or for nearest dealer  
phone 1-800-633-4383  
9:00 A.M. to 9:00 P.M. E.S.T.

**FOR FAST NINTENDO SERVICE**  
**PHONE 1-800-633-4383 9 A.M. TO 9 P.M. E.S.T.**

GAME KLEEN—Control Deck Cleaner Now Available

CIRCLE #147 ON READER SERVICE CARD.



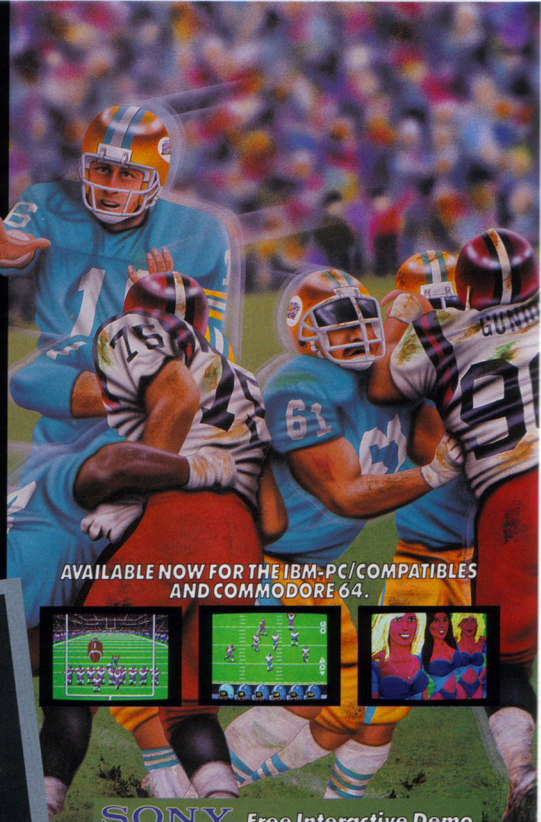
# CATCH IT!... IF YOU CAN!

**ABC's Monday Night Football  
Like You've Never Seen  
Before!**

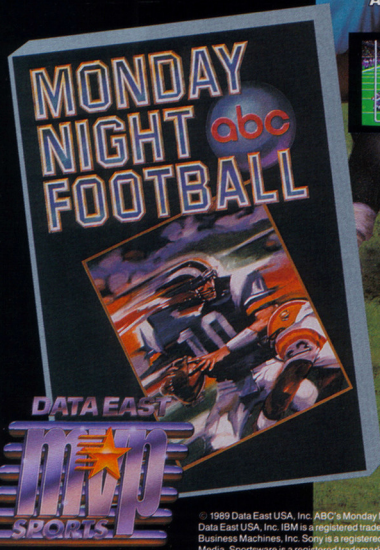
Powerhouse shotguns. Unexpected fumbles, on-side kicks, awesome blitzes and some of the most incredible touchdown runs you'll ever make.

**YOU** set the formations and **YOU** call the plays. Select from over 40 preset playscreens or, create your own plays. And, the digitized sound technology gives you Frank Gifford's actual voice announcing your most awesome moves.

But, whatever you do – don't be left on the bench when ABC's Monday Night Football kicks off.



**AVAILABLE NOW FOR THE IBM-PC/COMPATIBLES  
AND COMMODORE 64.**



## **SONY** Free Interactive Demo

Buy a Sony® ten-pack of 3.5" floppies and receive a FREE interactive demo of ABC's Monday Night Football software game.

Demo includes a special "SONY SPORTBOOK" which gives you additional plays to use with the complete ABC's Monday Night Football game. Available only through SONY and Data East MVP Sports.

## **Free USA Today Sportware**

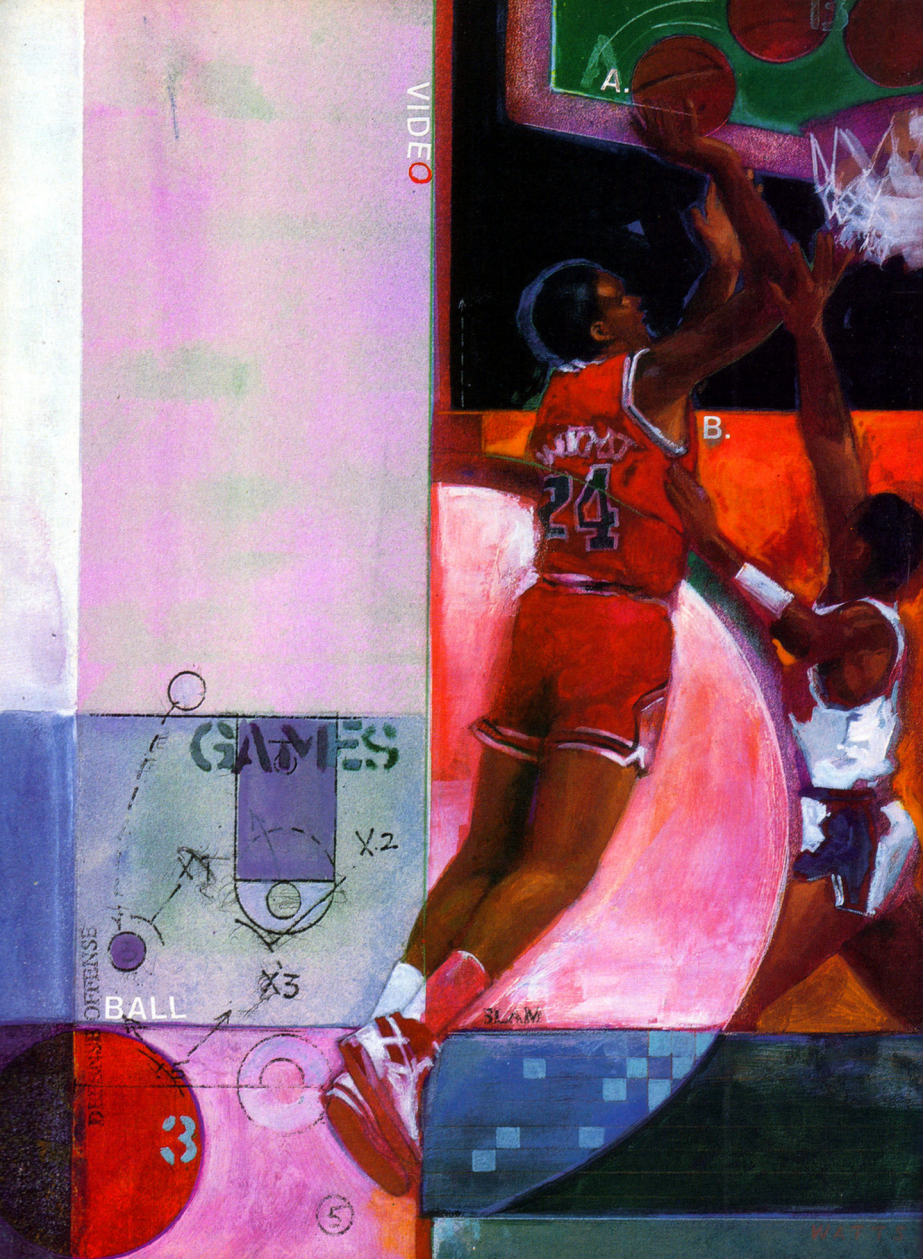
Get a FREE bonus worth more than \$50 from USA Today Sports Center. With every purchase of ABC's Monday Night Football game, you'll receive FREE:

- USA Today Sports Center membership
- Sportware – communications software
- Online time to the USA Today sports information network.



© 1989 Data East USA, Inc. ABC's Monday Night Football is a registered trademark of ABC Sports, Inc. Data East MVP Sports is a trademark of Data East USA, Inc. IBM is a registered trademark of International Business Machines. Commodore 64 is a registered trademark of Commodore Business Machines, Inc. Sony is a registered trademark of Sony Corporation. USA Today Sports Center is a registered trademark of Gannett News Media. Sportware is a registered trademark of USA Today Sports Center.

VIDEO



A.

B.

GAMES

X2

X3

DEFENSE OFFENSE

BALL

3

5

SLAM

WETTS

# ROUNDBALL SOFTWARE!

by Bill Kunkel and Arnie Katz

## The Latest in Computerized Basketball

Putting one's ear to the ground is an old American Indian technique for predicting the future. An ear pressed tightly against the hard earth will pick up vibrations from miles away, and a skilled listener could profile an approaching war party right down to their arrowheads.

When a game writer puts his ear to the ground these days in



The two TV commentators in SportTime's *OmniPlay Basketball* highlight the fast-paced action.

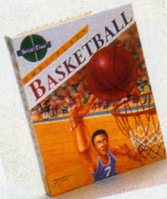
hopes of predicting future trends, one sound drowns out everything else: the relentless thump, thump, thump of a basketball dribbling on a hardwood floor. It seems that almost every major software publisher simultaneously decided the

time was ripe for an ambitious basketball simulation: Electronic Arts, Cinemaware, SportTime/Broderbund and Mastertronic have already released roundball re-creations, with Season

Ticket/Data East and others soon to follow.

#### DO YOU BELIEVE IN MAGIC?

On the IBM, Mastertronic broke upcourt first with *Magic Johnson's Basketball*, a home version of the coin-op hit, *Magic Johnson's Fast Break Basketball*. The original design



purist's roundball simulation, but rather it fits the bill as an accessible, joystick-driven action game.

The game boasts several interesting features in addition to the colorful visuals. Users are offered three difficulty levels and four play modes: one- or two-player action, computer vs. computer and training. The training option allows the user to work on individual aspects of his or her game, including shot blocking, passing, shooting and stealing. There are offensive (charging) and defensive (hacking) fouls and a 24-second shot clock. If the user can beat the computer team in the solitaire mode, a bonus phase, dubbed "The Magic Show," is initiated.

"The Magic Show" is a half-court contest in which the user goes one-on-one with Earvin J. himself in the ultimate test of arcade b-ball skill.

*Magic Johnson's Basketball* is available on the C-64, IBM PC and in two Amiga formats. Systems with 512K or less will run one version, while more powerful one-meg Amigas can actually play what Mastertronic calls its "Mega-Game"—that is, the exact same game that appeared in arcades.

NES hoopsters will also have their shot at the Magic man in Tradewest's version of the same game. *Magic Johnson's Fast Break* gives your controller a good workout, testing your shooting and passing abilities against either the NES or another player. Should your confidence falter, Magic will show up with some helpful words of advice to boost your morale.

#### ALL-STAR CARTRIDGE FARE

Vic Tokai, better known for its highly

popular *Golgo 13, Top Secret Episode* spy game, is the most recent entry into the world of basketball simulations with its *All Pro Basketball* cartridge for the NES. Though the teams are fictional, *All Pro Basketball* lets you coach your video team much as you would any other. For example, you can plan a lineup with your tallest shooters and replace tiring players during a game with fresh bench riders. There is even a halftime show by the local cheerleaders.

Though it's been out awhile longer, Jaleco's *Hoops* (reviewed in VIDEOGAMES & COMPUTER ENTERTAINMENT, August 1989) is still stealing the limelight. Bypassing the full-court format for the scrappier, playground-type half-court contest, *Hoops* still has many of the same elements that thrill sports fans. In particular, there is a roster of talented players with different strengths, making each game experience unique.

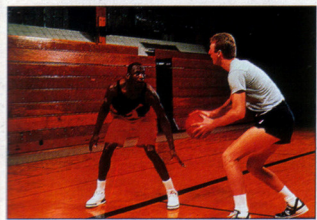
#### OMNIPLAYING

On the Amiga, SportTime's *OmniPlay Basketball* got the advantage of the fast break in this latest wave of b-ball-mania. Part of the *OmniPlay* series, *OmniPlay Basketball* uses the same cellular format to provide detailed coverage of every aspect of the sport.

SportTime's Ed Ringler is the man behind the revolutionary OMNI (Options

## JORDAN vs BIRD

ONE-ON-ONE



Larry Bird and Michael Jordan, two of the NBA's biggest stars, face off in the gym and now on your home computer in Electronic Arts' *Jordan vs. Bird Go One-on-One*.

by Sculptured Software has been recreated by Synergistic Software, complete with a horizontally-scrolling, angled side view and an arcade-style control system. *Magic Johnson's Basketball* isn't intended to be a



# Mean Streets

## An Interactive Detective Movie

It's the year 2033. Your name is Tex Murphy, private investigator in San Francisco. You've been hired by the beautiful daughter of a university professor to uncover the facts about her father's death.

As you begin your investigation, you uncover the deaths of several prominent members of the scientific community. Are these deaths coincidental, or is something more sinister going on?

- You will interact with more than 27 characters which animate and respond to questions, bribes and threats.
  - Some characters actually talk. This spectacular effect is achieved by synchronizing digitized animation with *Real Sound*.
    - You'll crack high-tech security systems.
    - You'll rummage through offices, warehouses, and factories as you search for vital clues.
    - You'll risk your life in action-packed shootouts.
    - You'll fly to major cities along the west coast in your Lotus speeder.
- This land and air vehicle is a full 3-D solid-fill flight simulator.

Mean Streets features *Real Sound* our own proprietary technology that allows MS-DOS computers to play high quality digitized sound effects, music and speech **WITHOUT HARDWARE.**

Real Sound™

CIRCLE #149 ON READER SERVICE CARD.

ACTUAL 256 COLOR VGA SCREENS



**ACCESS**  
SOFTWARE INCORPORATED

545 WEST 500 SOUTH, BOUNTIFUL, UTAH 84010  
(801) 298-9077 1-800-824-2549



Manager aNd Installer) system, which breaks down a simulation into a series of modules, some of which are included with the basic game package, while others can be purchased on an optional basis. *OmniPlay Basketball* includes the Master Control program, which allows the user to access all modules including the SBA League module for league play and the End-View game module, which provides the game's visual presentation. Additional modules include Pro, College and Fantasy leagues, the Side-View game and a Print Utility. The Fantasy League program allows users to play general manager and create their own dream teams, while the Side-View module permits users to observe the action from a side perspective. The Print Utility produces hard copy on all stats and records.

The basic structure of the SBA (SportTime Basketball Association)

**Electronic Arts' *Jordan vs. Bird One-on-One* has the versatility of multiple play selection and the excitement of head-to-head competition, a variety of b-ball that is played on blacktopped playground courts across the country.**

module will be familiar to fans of the SportTime games: It uses the now-classic league format with team histories, injuries, trading points and play-offs. Players mature, enjoy their peak and then begin their inexorable decline. GMs must work hard to keep their teams at peak efficiency, making trades, recruiting new stars and sending recalcitrants to training camp.

Similarly, the game system employs all the most successful elements from past SportTime team-game simulations, with the user acting as player, coach or both through a combination of on-screen player control via joystick and a coach's strategy screen. Offensive coaching options include: hit the boards, protect fast break (players stay back after the shot to prevent the other team from immediately breaking out), work inside, normal and work outside. In games where the user is acting

**Gamestar's *GBA Basketball: Two-on-Two*, one of the earliest entries in the growing basketball simulation market, opened up various strategies regarding game play and introduced the end-view perspective, a viewpoint that has been adapted by many others.**

exclusively as a coach, additional strategic options include: working the clock (when the user's team is way ahead), quick shot (when the user's team is far behind) and mix (a style combining both run-and-gun and deliberate offense to keep the opposition off-balance). Defensive options are: hit the boards, foul, set up fast break, expect inside, expect outside, attempt steal, normal, man-to-man, double team and mix. Coaches can make substitutions after viewing the stats of any team member. There is also a full substitution capability.

One of *OmniPlay Basketball's* most innovating features is the play mechanic used in the End-View game. Instead of the traditional system, in which the user directly controls the player with the ball while all other players are guided by the computer (a play system that is available in the forthcoming Side-View module), the End-View game uses a system called "Flow Control" to direct on-court activity. In this new system, rather than controlling a single player, the user guides the flow of the game by issuing periodic "instructions," via the joystick, to the entire team. These instructions cover everything from passing and shooting, on offense, to double-teaming and shot-blocking on "D."

*OmniPlay* features fouls, free throws, overtime, a shot clock and numerous other features that enhance



# BREAK THE PC SOUND BARRIER!



Since its introduction the PC has been limited to beeps, buzzes and clicks. *Real Sound™* is a patent pending technological breakthrough that allows your PC to playback hardware quality digitized sounds such as speech, music and sound effects *without* adding any hardware. Now the award winning programs "World Class Leader Board" and "Echelon" are available with EGA graphics and *Real Sound™*.



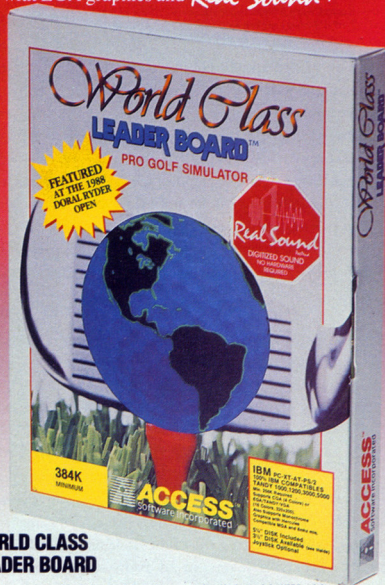
## ECHELON

Get ready to explore a fascinating new world with "Echelon," the space flight simulator. You're assigned to patrol zone 106 above the planet Isis. Your mission is to battle enemy spacecraft and search for clues and artifacts that may reveal the location of their stronghold. With *Real Sound™* you'll feel the power of the laser cannon and hear the voice of your computer control system. *Real Sound™* takes you to a new world where no PC has gone before!

**ACCESS**  
SOFTWARE INCORPORATED

545 WEST 500 SOUTH, BOUNTIFUL, UTAH 84010 (801) 298-9077

CIRCLE #150 ON READER SERVICE CARD.



## WORLD CLASS LEADER BOARD

Pick up your golf clubs and head out to the links with "World Class Leader Board." You'll need all the concentration and skill you can muster to bring the ball from tee to green.

You can choose between four top courses:

- St. Andrews in Scotland, "The Most Revered Course in Golf"
- Doral Country Club in Florida, "The Blue Monster"
- Cypress Creek in Texas, "The Largest and the Finest"
- Gauntlet—Designed specifically for "World Class"

With *Real Sound™* you'll hear the background sounds of birds and crickets, the sound of your club as you swing and hit the ball, hear the excitement of the gallery as you hit a 30 foot chip shot or their disappointment when you blow a short putt. It's a dimension you've never experienced before on your PC.

the simulation's verisimilitude. At the end of each game, full game stats appear and can be printed out via the Print Utility module.

In addition to the nuts and bolts, *OmniPlay Basketball* offers plenty of frills, including "The Nick and Bob Shows," in which a pair of TV sports



SportTime's *OmniPlay Basketball* offers a lot of off-court action in addition to the high-quality, end-view perspective of the game.



reporters recap and comment on the ongoing action. Initially available on the Amiga, with all modules promised by the middle of 1990, *OmniPlay Basketball* is also available on the C-64 and IBM, though the support modules for the IBM version are not immediately scheduled. The entire line will be supported by the *Video League News*, *OmniPlay's* official newsletter.

#### NBA MEETS EA

Electronic Arts' *Lakers vs. Celtics* has several unique and appealing features that should serve it well in the software play-offs. First off, of all the new b-ball simulations, only *Lakers vs. Celtics* has a full NBA license (*Magic Johnson's Basketball* licensed only Magic). All the teams and stars are here, with the original game package including all eight of last year's playoff teams, in addition to East-West All-Star teams.

As with *OmniPlay*, *Lakers vs. Celtics* is an action-strategy game with a heavy strategic component and an emphasis on hot visuals. Each player comes with complete statistics and skill ratings that include his ball handling and shooting abilities, as well as speed and height.

The game's most immediately appealing feature, however, is its amazing graphics. Players like Kareem, Michael Jordan and Larry Bird are all instantly recognizable as they move up and down court in this side-view simulation. Players are coded according to everything from race to jersey numbers and size (the taller players are actually discernable on-screen), creating a marvelous sense of realism. Even more amazing, the game will be initially released for

IBM and compatibles, but even the Tandy graphics are astonishing.

*Lakers vs. Celtics* also boasts some impressive artificial intelligence in its programming that will help on-screen players act and react in a manner consistent with their prototypes. Even team personalities will be observable, since tactic tendencies like the fast break have been programmed into the action.

#### THE CINEMATIC TOUCH

The bells and whistles are ringing and blowing at maximum volume when Cinemaware releases a new game, and *TV Sports: Basketball* should be no exception. This second entry in the *TV Sports* series (following *TV Sports: Football*) once again combines statistical and strategic realism with state-of-the-art graphics to create an amazingly vivid roundball simulation with all the trappings of a network TV broadcast.

*TV Sports: Basketball* is a five-on-five action-strategy simulation in which players are rated in a variety of categories including height, speed, jumping ability and ball-handling skills. The user can create his or her own team by allocating a fixed amount of skill points over the entire team—the starting five

and a twelve-player bench.

The user has direct joystick control over the player with the ball and can dribble, pass and shoot. The success of any given shot is determined by a number of factors relative to the skill of both the user and the on-screen players, among them the height and skill of the shooter and any defender(s), as well as the point in the player's jump when the user chooses to release the ball. On defense, players can block, steal or even force the ball carrier to pick up his dribble or slide his body between the defender and the ball.

*TV Sports: Basketball* was designed in such a way that even the hottest joystick wizards won't be able to pave their way to success on the basis of

In today's electronic basketball, game strategy and player matchups are important.

hand-eye coordination alone. While arcade skill will definitely enhance one's performance, an understanding of game strategy and how to achieve desirable matchups can be even more important.

The game's visual presentation harkens back to *TV Sports: Football*, with an elevated end-view perspective and a briefly appearing side-perspective transition screen. The program also includes the numerous media-type touches standard to this series, including sportscasters, interviews and sexy cheerleaders.

There are also several visual-play cues and status indicators. During sideline strategy sessions, for example, a player's posture (standing, leaning or

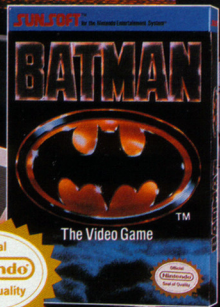


# GET THE GAME TITLE THAT BRINGS BATMAN™ INTO YOUR LIVING ROOM.



The **CAPED CRUSADER™** is back, as you've never seen him before!

If the stark reality and explosive action of the movie **BATMAN** left you screaming for more, this is the moment you've been waiting for! It's a trek from the streets of **GOTHAM CITY™** to the darkest depths of the city underworld, brought to life with graphic magic. Get **BATMAN** today at your favorite dealer now.



**SUNSOFT** THE TITLEHOLDER!

Sunsoft® is a registered trademark of Sun Corporation of America. TM & © DC Comics Inc. 1989. Nintendo® and Nintendo Entertainment System® are registered trademarks of Nintendo of America, Inc. © 1989 Sun Corporation of America.

CIRCLE #151 ON READER SERVICE CARD.

### Hot News for Hot Shots!

Get the inside track on Sunsoft games in the **FREE** Sunsoft Game Time News.

Name \_\_\_\_\_ Age \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Mail to: Sunsoft, P.O. Box 2390, Libertyville, IL 60198 VGC

kneeling) indicates his physical condition. Players also give subtle cues just before breaking for the basket and will physically turn away from a defender when under pressure.

Users can opt for the full 82-game season or try a shorter schedule, and the program prints out hard copy on all stats. At press time, Cinemaware was also looking to include several extra features, including a four-player mode on the Amiga using a new peripheral that doubles existing input slots and a

system for selecting all-star teams based on performance within the simulation.


*TV Sports: Basketball* will initially appear on the Amiga, with an IBM PC version to be released approximately 60 to 90 days later and an Atari ST version soon thereafter.

#### MORE TO COME!

In addition to these basketball contests, new programs are turning up or



being announced on a regular basis. *Accolade* has released a Macintosh version of *Fast Break*, and Scott Orr's Season Ticket line will soon be debuting a roundball entry of its own.

Team roundball has finally arrived on computer. After years of one-on-one action, basketball, with all its strategic nuances and visual flash, has finally established itself as a major sports simulation category. 

## A Brief History of ELECTRONIC BASKETBALL

**B**asketball games have been a strong category of electronic gaming ever since the advent of programmable video-game systems in the late '70s. The earliest roundball recreations, on systems like the Atari 2600 and Magnavox Odyssey2, were invariably one-on-one, side-perspective contests. Team basketball was first introduced by the Intellivision with Mattel's *NBA Basketball*. This game introduced the play system that is preferred by most designers to this day: the user controls one player at a time (on offense, the ball-carrier) while the computer manipulates the rest of the team.

Similar team basketball games, including Atari's revamped *RealSports Basketball* for the 2600, were soon made available to video gamers, and team roundball has remained a viable video-game category to this day, with titles like

*Double Dribble* (Konami) and *Hoops* (Jaleco) setting the current standard.

#### ON THE COMPUTER

The first major computer basketball game, *Julius Erving and Larry Bird Go One-on-One* (Electronic Arts), reverted to the old two-player format of the early video games, but maximized the genre's potential. This was accomplished by offering players that were skillfully crafted computerized recreations of the two titular b-ball superstars. The on-screen Larry Bird and Dr. J ran, jumped and shot just like the real thing. Additional visual frills, like the periodic dunk that smashes the glass backboard and the laconic janitor who sweeps up the mess, have since become staples of the genre.

The next step forward came from Gamestar's *GBA Basketball: Two-on-Two*. This game doubled the size

of the on-court teams (to two) and opened up the various strategies associated with passing. This game also introduced the end-view perspective (in which the player is directly facing the net and backboard) and the transition screen (to indicate that the action has moved to the other court), which has since been adapted for use in games like Cinemaware's *TV Sports: Basketball*.

Steve Cartwright's *Fast Break* (Accolade) further elaborated upon the team idea by introducing three-man squads, while EA's disappointing *Jordan vs. Bird* attempted to reprise the classic *One-on-One* format with Michael "Air" Jordan standing in for Julius Erving.

#### ROUND BALL BY THE NUMBERS

Another category of basketball simulation is the statistical replay, as represented by Lance Haffner's *Final Four* and Software

Simulation's *Pure-Stat College Basketball* (both of which simulate NCAA type roundball) and *NBA* (Avalon Hill). These games employ player ratings and statistics to determine results, in lieu of arcade-style joystick manipulation. Users act exclusively as coaches, setting lineups and dictating strategy using real teams and real players, then sit back and watch the action unfold.

*Final Four* is a text-only program, while *P-S College Basketball* and *NBA* offer animated graphics of each play sequence.

Team basketball has made slow and steady progress on home computers, adding one player at a time, until we have now reached the point where five-on-five action-strategy contests are the industry standard. One can only guess what the next generation of b-ball simulations will offer.

It's the King of  
**COMICAL FIGHTING!**

**DUAL  
PLAY!!**



A fun-filled  
kung-fu game  
for the whole  
FAMILY!!



With the Sword  
in your hand,  
there's nothing  
to fear!

Take the Gun Ball's  
bullets of fire!

CULTURE BRAIN™ and  
KUNG-FU HEROES™  
are trademarks of CULTURE  
BRAIN U.S.A., INC. TM and  
©1998 CULTURE BRAIN  
INC. All rights reserved.

**Nintendo**

LICENSED BY NINTENDO FOR PLAY ON THE  
SUPER NINTENDO™ SYSTEM™. SUPER NINTENDO  
AND NINTENDO™ ENTERTAINMENT SYSTEM™  
ARE TRADE MARKS OF NINTENDO OF AMERICA, INC.



# KUNG-FU HEROES™

It's the game  
you've been  
waiting for, and  
it's packed  
with ex-  
citement!

Grab the treasures  
to gain powers!

Punch the  
rocks to get items  
and raise your pow-  
er.

So this is the  
legendary sword!

Learn an assortment of moves  
that you'll need to survive.

**COMING SOON!**  
Start practicing now!

For video game fans  
everywhere, the  
"KUNG-FU HEROES"  
nationwide game contest!

Here's your chance to  
be the hottest  
"Kung-Fu Hero"  
in the country!  
Practice now and shoot  
for the top!

IT'S A GRAND ADVENTURE  
IN A WORLD OF MYSTERY!

Who knows  
what wonders  
and enemies  
await you?

WIN...WHAT'S  
THAT!

**BATAM!**

Either way, the ex-  
citement never stops!

**AAAARGHH!**

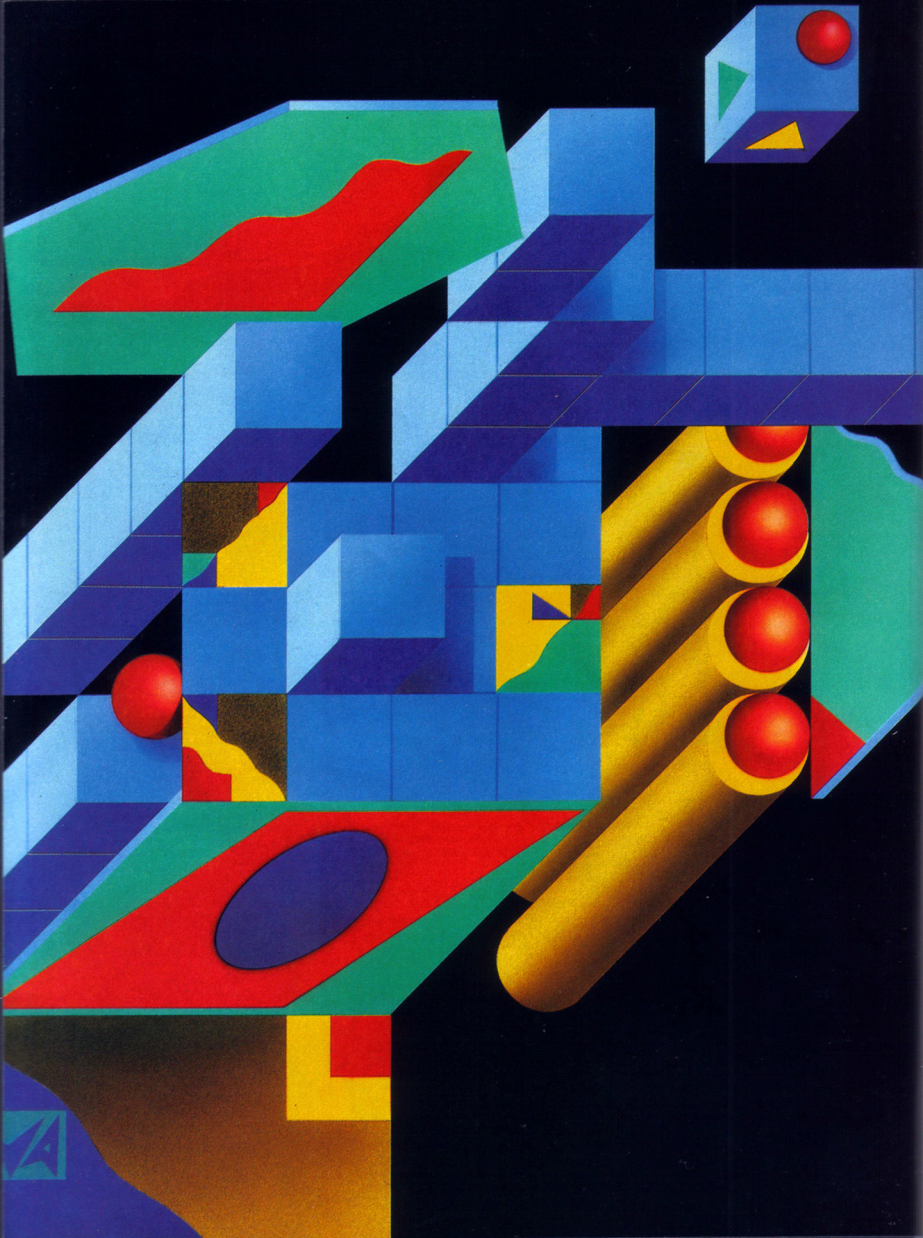
It's the  
huge and  
hostile monster.

**GRRRRR!**

You'll need all  
your best skills  
to defeat him!

**CULTURE BRAIN™**

CULTURE BRAIN USA, INC.  
15315 N.E. 90th Redmond, WA 98052  
TEL (206) 882-2339 FAX (206) 882-2320



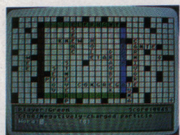
# Puzzling It Out

## Games for Thinkers

by Joyce Worley



Puzzles have played an important part in computer-gaming history from the first days of the brain machines. The earliest computer operators tested the entertainment potential of the monster micros with simple code-solving routines, letter-substitution and number-rearranging games. Lacking graphics, these were primarily intellectual curiosities passed from one mainframer to another, seldom seen outside a few university computer-science labs.



**Mindscape's  
Crossword Magic**

Once the mainframers developed the ability to manipulate images on-screen, the computer field broke wide open. Suddenly the graphic image was king, but the coronation was a little premature. Although new products introduced a level of excitement and participation that gamers had never before experienced, most early graphic games weren't actually very good, judged by today's artistic standards. Those early days of compu-gaming



**Accolade's Mental Blocks**

were dominated by hokey action games with poor graphics and low resolution. By comparison, the computer puzzles, in which the graphics were merely decoration for already successful gaming modes, seemed slick and sophisticated.

In the early '80s, computer puzzles were a small but highly significant section of the entertainment-software market. Designers specialized in adding computer opponents, player aids and enhancements that made puzzle gaming easier and more pleasant while sticking fairly close to the established modes. But this phase

didn't last long. Creativity reared her beautiful head and designers started playing with traditional concepts, making changes that were flatly impossible before computers entered the picture.

### Traditional Games On-Screen

Spinnaker's *Word Challenge* typified the best of the puzzler's art in the early '80s. The computer generated a 4 x 4 or 5 x 5 grid of letters, and the gamer scored on the number of words formed from adjoining letters. This simple premise, obviously based on Parker Brothers' nonelectronic game *Boggle*, was enhanced to a fare-thee-well with every option and device the programmers could come up with. Players could alter background colors, grid size, time limit and scoring methods. The program also came with a smarter-than-smart opponent, "Lexis," whose depth-of-search could be limited by the user.

CBS Software produced several puzzle games during the period, mostly intended for educational use, but they caught on with gamers. *Wordfinder* challenged one or two contestants to find words hidden within one of 24 key words; it also worked as a vocabulary builder, since players had to know



definitions to get bonus points.

Word games were not the only puzzle challengers. Springboard Software's *Puzzle Master* had 40 or 50 computer paintings on disk to be sliced up into as few as two or as many as 800 pieces, jumbled, then reassembled, jigsaw-style. Not quite as satisfying as regular puzzles because of the sameness of the piece shapes, it nonetheless provided a pleasant play experience that was greatly enhanced by the glowing colors of the art on-screen.

Unlikely as it may seem on the face of it, manual puzzles also came to the fore in the early '80s. One example was Jeff Gold's *Rubik's Cube Unlocked*, published in 1981 by Double-Gold Software. The computer generated a 3-D view of the cube that could be manipulated on-screen to bring other faces into view. The computer even gave hints when the "cuber" got stuck.

#### Creativity Comes to Puzzling

Traditional puzzle forms, like the examples above, continued to delight home gamers. Their ease of play made pencil and paper obsolete. But they were, in essence, exactly the same as their low-tech ancestors. This was not true of the variants that started popping up during the first trimester of the decade. First they added a lot of tricks and fizzle to traditional games, then went a step further

#### Miles Computing's *Puzzle Gallery* with the *At the Carnival* module



to create new puzzle forms.

*Compuzler*, from Uptown Software, a now-defunct company, was a good example of just how far from the original a computer game could stray. Loosely based on a crossword puzzle, the game let up to four people decipher clues to fill spaces in the 70 crosswords on disk as they battled for puzzle-board territory. Each player started in one corner of the grid and completed words outward from that point, using only squares branching



#### Miles Computing's *The Fool's Errand*

off spaces that they had already filled themselves. The object was to spread a network of words over the widest territory possible, until one player's color dominated the board.

At the same time, Mindscape's *Crossword Magic* (still available for Apple computers) provided the templates for a gamer to easily create crossword puzzles. It generated the squares, completed the layout, assembled hint lists and even produced a solved puzzle, all suitable for printout. What had been the labor of many, many hours became a relatively simple exercise in home computing, as fans began to generate specialty puzzles using their own words.

*Crosscheck*, from Intellicreations/Datasoft, advanced the crossword art from 1985 to 1986. On-screen dice determined the length of the word, and each



player deciphered clues, then entered the answer at his or her starting bar at the center of the screen. After the first placement, words could be placed anywhere on the board. The contest depended more on strategic placement of letters and blanks than on solving the clues. The object was to block other players' moves while completing an unbroken chain of letters between the starting bar and the player's home base. One to four players could participate, within a preselected time limit or point limit, on the diamond-shaped game board.



#### FCI's *Boxxle*

#### Puzzles to Perplex the Masters

Puzzle programs became more popular than ever before during the late '80s—and it's no wonder. Classic puzzle

forms are left in the shade when compared with the newest members of this family of entertainment. Gone are static playfields, dull graphics and laborious input methods. In their place are new forms of puzzle solving that take advantage of the microprocessor to keep the games lively.

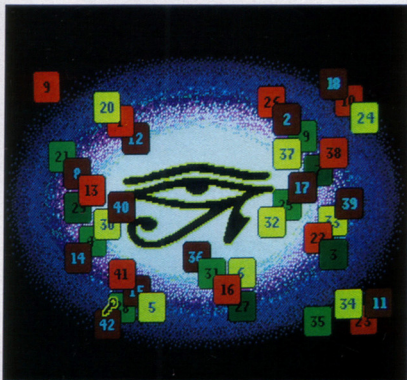
No discussion of puzzles would be complete without a mention of *Shanghai* (Activision for all computers). Derived from mah-jongg, the game



#### Miles Computing's *Puzzle Gallery* with the *At the Carnival* module

uses 144 tiles in seven suits. These are stacked in a five-level pyramid, and the user is challenged to remove all the tiles in pairs until all are gone or no additional match-ups can be made. As each pair is matched, they disappear, exposing the hidden tiles underneath. There are a variety of player modes, including solitaire, against the computer or multi-player tournaments.

*Shanghai*, designed by Brodie Lockard, is the world's most-often published computer game, available now on 24 systems. A new version of the hit game, *Shanghai 2.0*, was introduced this year for the Macintosh II. It has enhanced graphics, larger tiles, livelier artwork that utilizes up to 256 colors and an improved victory screen.



**Miles Computing's *The Fool's Errand***

*Ishido* (Epyx for most computers) featured the original producer and graphics designer for *Shanghai*. If anything, this 1989 game is even better than the previous card-pairing contest, and the graphics are more stunning and original.



*Ishido* players are challenged to place 72 randomized stones on a board. Each stone can only be placed next to another that matches it in at least one attribute (color or symbol). When a stone is placed so that it touches two or more other tiles, it has to match a different attribute on each side. This is a strategist's field day. At first, when the board is empty or has only a few stones, it's very easy to place new tiles in position. As the board fills, it becomes increasingly difficult to find stones that will match with two, three or even four others.

The carefully drawn stones feature 3-D graphics. The game comes with a choice of stone sets on disk, plus an art box so players can create their own personalized stones and backgrounds.

Cliff Johnson's *The Fool's Errand* (Miles Computing for IBM and Macintosh) was inspired by the tarot. Four kingdoms are about to go to war, and the player (the "fool") has to wander through the land, recreate a long-lost map and find treasures that will avert the disaster. The adventure unfolds in text sections, but in order to read these, the fool must dispel enchantments. This is done by completing a mini-game.

The mini-games are a mix of jigsaws, mazes, word-search-  
(continued on page 130)



## CAPE COD CONNECTION

Mail Order Software & Hardware

1-508-457-0739

We offer computer entertainment, education, and business software for IBM, Apple, Amiga, Commodore and ST. We also offer new and used Nintendo titles. To receive a listing of games available, send a self-addressed stamped business size envelope (attach \$5.00 postage please). Please specify format. We accept credit card orders and money orders. Software orders add \$3 for shipping; AK, HI, PR and Canada add \$7. Nintendo orders add \$4 for shipping. Prices subject to change. Just a few of our selections follow. There is much more more!

Software		Nintendo	
Conquests of Camelot (I)	Call	Game Boy	Call
Dr. Doom's Revenge (Am)	28.00	Game Boy cartridges	Call
Genghis Kahn (I)	40.00	SEGA Genesis	Call
Lakers vs Celtics (I)	34.00	Power Glove	89.95
Madden Football (I)	34.50	Bad Dudes	49.95
Manhunter 5F (I)	33.00	Bayou Bill	49.95
Muscle Cars (I)	16.00	Dr. Jekyll/Mr. Hyde	50.00
Neuromancer (I)	31.00	Hoops	49.00
Omega (Am, I)	33.00	Jordan vs Bird	49.95
Sim City (I)	33.00	NFL	49.95
Space Quest III (I)	37.00	Ninja Gaiden	45.00
Sword of Samurai (I)	Call	Ninja Turtles	53.00
TV Sports Football (I)	33.00	POW	49.95
Ultima Trilogy (I)	38.00	Roger Rabbit	49.95
Ultima IV/V (I)	38.00	Strider	49.95
Vette (I)	33.00	Temno Bowl	41.00

Exercise your brain with *Neurobics* by Ocean Isle Software \$25. Available in both IBM and Apple formats.

Mail inquiries to: 21 Pleasant View Avenue  
Falmouth, MA 02540  
1-508-457-0739

CIRCLE #153 ON READER SERVICE CARD.

**Turn your old Cartridges into CASH!**  
Your Cartridges are worth more with us!

## Wanted Nintendo Cartridges

Send your used cartridges and receive  
up to \$25.00 per Game

We will pay more for your Nintendo Cartridges than any other firm. Call for a price quote or send your cartridges with or without boxes/instructions, enclose a copy of any catalog or ad if you can find any better prices. You will also receive 10% more for your cartridges towards any purchase. We will subtract \$2.00 for each missing box, \$1.00 for missing instructions, \$5.00 for missing slipcase. We reserve the right to refuse any order or purchase.

Nintendo is a registered trademark of Nintendo of America, Inc. Sega is a registered trademark of Sega Enterprises, Inc. Prices are subject to change without notice.

**Call or Write for our FREE Catalog**

### Sega Genesis / Nintendo Game Boy

We also Buy and Sell New and Used Cartridges for the Sega Genesis and Nintendo Game Boy. We buy Genesis Cartridges for \$25.00 and Game Boy Cartridges for \$10.00.

### Sega Genesis w/Altered Beast \$179.95

Alex Kid	\$49.95	Phantasy Star III	\$49.95	Thunder Force II	\$49.95
Basketball	\$44.95	Rambo III	\$49.95	Tommy Lasorda	
Forgotten World	\$49.95	Soccer	\$39.95	Baseball	\$54.95
Ghouls 'N Ghosts	\$49.95	Space Harrier II	\$49.95	Accessories	
Golf	\$49.95	Super Hang On	\$49.95	Control Pad	\$19.95
Hydride Special	\$49.95	Super		Power Base	
Last Battle	\$49.95	Thunderblade	\$49.95	Converter	\$39.95

Credit Card Orders Only (800) 347-6760

**BRE Software** Dept. VG  
352 W. Bedford Ave, Suite 104  
Fresno, CA 93711



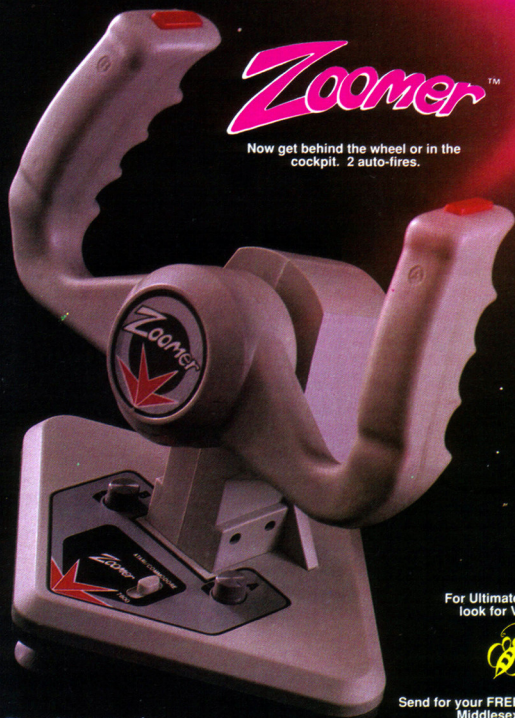
Used Cartridge Hotline  
(209) GET-GAME  
Information Line  
(209) 432-3072  
FAX (209) 432-2599

Software add \$3 S/H, Hardware add \$5 S/H, Calif Res add 6.5% tax.

CIRCLE #154 ON READER SERVICE CARD.

# POINT POUNDING FOR YOUR

*That are out*



## *Zoomer*™

Now get behind the wheel or in the cockpit. 2 auto-fires.

For Ultimate Arcade Excitement at Home,  
look for Video Game Accessories by

*Beeshu Inc.*™

Send for your FREE Catalog to: 101 Wilton Ave., Dept.12  
Middlesex, N.J. 08846 • (201)968-6868

These items are also  
available for : ATARI®,  
SEGA®, and NINTENDO®

VISIT YOUR RETAILER OR CALL  
800-999-4470  
FOR VISA/MC ORDERS

CIRCLE #155 ON READER SERVICE CARD.



# PERIPHERALS™

## Commodore®

*of this world !!*



### **ULTIMATE™** *superstick*

Micro-switch  
control, dual  
auto-fire,  
left and right  
hand play,  
4 LED lights.

**Hot Stuff**

Auto-fire,  
left and right  
hand play.

Commodore®, Atari®, Sega®, Nintendo®, are registered Trademarks of Commodore Electronics, Atari Corp., Sega Entertainment, Nintendo of America respectively. Zoomer™, Ultimate Superstick™, Point Pounding Peripherals™, are Trademarks of Beeshu™, Inc., Hot Stuff®, is a registered Trademark of Beeshu™, Inc., Beeshu is a Trademark of Beeshu, Inc..

(continued from page 127)

es, anagrams, cryptograms and other puzzles, and the gamer can tackle them in any order. Some are easy, but others will require a lot of mental agility to complete. The graphics are outstanding; each puzzle seems to spring off the screen at the player. There's a lot of life in this puzzle anthology, and the real "fool" would be the person who overlooked this remarkable program.

Cliff Johnson is a man who loves his puzzles, a fact proven by his latest creation, *The Puzzle Gallery* (Miles Computing for IBM and Macintosh). Designed to accept future puzzle disks, the first program comes packaged with a collection of challengers called *At the Carnival*.

The collection contains 40 attractions crammed with 180 different puzzles. These include word-search games, jigsaws, blocks, polygons, concatenations, crosswords, jumbles, codes and mazes. Every puzzle has an instructions menu on-screen, and the attractive graphics add a lot to the classic games.

Nintendo's programmable pocket-sized entertainer *Game Boy* is attracting designer attention. FCI's first cartridge for *Game Boy* is a brain game that requires the player to

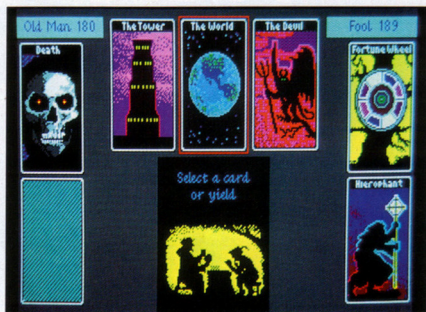
move boxes into their proper spaces. There are 108 screens in *Boxxle*, including three editing screens that let you design puzzles of your own.

*Kaleidokubes* (Artworx), written by Bob and Betsy Couch, features multicolored cubes that must be placed

Avantage's *Mental Blocks* is a three-in-one puzzler's delight. *Free Fall* is a *Tetris*-style game, but in three dimensions. Falling shapes must be fit into a predetermined space in a style of play that the Russian game introduced.

The second game on the disk is

*The California Achievement Cubes*, a takeoff on a standard I.Q. test. In this game, the player must identify a rotating cube before the opponent recognizes it. *What's Next Pussycat* is based on another intelligence test. In this skill tester, four shapes are



### Miles Computing's *The Fool's Errand*

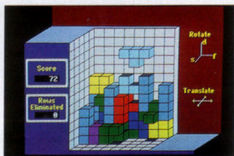
on an 11 x 11 game board. The object is to place the cube so that it matches the color of the adjacent cube on the side that it touches. More points are earned for matching more than one side, and the best scores go to players who can place cubes that have four sides of color matched. Gamers can play solitaire, compete against each other or go up against the computer in an effort to make the most matches in the least amount of time.

California Dreams' offering for puzzlers is *Block Out* (most systems). This resembles *Tetris* turned on end. In *Block Out*, the gamer is faced with a three-dimensional view of a pit. Three-dimensional blocks fall into the pit, and they must be rotated and maneuvered into proper positions to form complete layers across the bottom of the pit. When a layer is completed, it disappears. The pit can be customized for length, width and depth, the block set can be extended and a special help feature acts as a tutor. This is purely addictive. The *Tetris*-style play action combined with the exciting three-dimensional pit is sure to keep players coming back again and again, particularly since every game produces different block combinations to keep the fun fresh.

presented in logical sequence, and the player must be the first to identify the next geometric shape. The colored geometric shapes, spinning and twisting across the screen, add a lot to these rather plain-jane games.

### The Puzzling Future

Puzzle lovers are an insatiable bunch. As soon as they complete one



### Accolade's *Mental Blocks*

challenge, they immediately start looking around for another problem to solve. Publishers know this, so they stay on the alert for interesting new forms of this old style of gaming. Computer designers are bent on making pencil-and-paper gaming obsolete, so they constantly seek ways to replace the tools of puzzling with computer technology. The result is a never-ending trickle of classic brain-teasers in new styles replete with sparkle, animation and graphic enhancement.

Or, to paraphrase an old saying, "Puzzlers, you ain't seen nothing yet!"

**SUPREMACY**  
★★★★★

**World Conquest Board Game Fought in the Nuclear Age**

Use airborne and amphibious assaults to surprise the enemy or launch nukes to obliterate them. Laser Stars give you a high-tech edge against the constant threat of nuclear war.

**More challenges for the Battle-Tested Field Marshal.** Once you've mastered the basic game, you can add these exciting expansion sets: *Warlords and Pirates of the Neutral Zones*; *Neutron Bombs*; *Killer Satellites*; *Missile Silos and Spaceports*; and the *High-tech Edge for Conventional Forces*.

**FREE COLOR CATALOG**  
**Call Toll Free 1-800-333-0589**  
24 hrs/7 days

At better game stores worldwide  
Supremacy, 425 Statler Towers  
Buffalo, NY 14202

CIRCLE #156 ON READER SERVICE CARD.



## What's a "Good Game," Anyway?

by  
**Arnie Katz**

**Writer, editor, lecturer and game designer Arnie Katz knows the field from every perspective. Each month, his column takes readers inside the world of video and computer games. This time, he delves into the question of what separates good computer and video games from the also-rans.**

I don't know much about art, but I know what I like," is a phrase often heard around art museums—and it's usually derogatory. It mocks know-nothing gallery goers who lack the perspective and cultivated taste to appreciate anything more sophisticated than a toreador on black velvet.

One person's cliché is sometimes another's wisdom. Games and paintings are both art with a capital A, but they are as different from each other as a comic book is from a poem. The sophisticated insights of learned critics reign supreme in the world of oils and watercolors, but "I don't know much about art, but I know what I like" has considerable applicability in electronic gaming.

No matter how brilliant the painting, the viewer remains apart from it. It hangs on a wall, complete. The art and the viewer stay separate. The painting may affect the audience, but the audience can't do anything to change the picture.

The hallmark of video and computer games is interactivity. It is possible to just watch, but that isn't the main event. You have to pick up that controller and interact with it—enter the designer's microworld—to enjoy the artistic experience.

Those who write commentaries about paintings are arbiters of taste, but game reviewers function as guides for gamers who can't see everything that's available and can't afford everything they see. The art maven tells readers why they *should* like a painting, but the game analyst explains why a player *might* like a particular piece of software.

No one makes an intellectual decision to like or dislike a game. No matter how reviewers rhapsodize about the elegant simplicity of *Shanghai* or the glitzy thrills of *Test Drive*, they can't convince even one person to like either one. Only the

boots and gaming begins.

Take *Tetris*, just about everyone's choice for Game of the Year in 1988. The Russian-designed strategy contest is a crude production in many respects, compared to top-line American entertainment software. It has a clumsy setup, few meaningful play options and a slightly cumbersome control system.

Under ordinary circumstances, "objective judgment" and "educated guesses" would have doomed any chance that *Tetris* would be published professionally. No manufacturer would risk big money on a game that is definitely not state-of-the-art.

Software companies are run by shrewd businessmen, not rabid gamers. They often have little time, and less inclination, to play electronic games. Since it's impossible to discover the magnificence of *Tetris* without building a few walls in the pit, it is an easy program for non-gamers to underestimate.

The decision on *Tetris* was not based exclusively on the usual criteria, however, because of its exotic pedigree as the first Soviet-exported video game. This pushed *Tetris* over the hump and into the hands of reviewers and gamers. Folks quickly discovered that *Tetris* is compulsive, addictive fun with almost infinite replayability. The result: a surprise hit, critical raves and an armload of awards.

So discussion of what makes a good game must start with the understanding that anything I (or anyone else) say is only an educated guess. On the other hand, it is largely the educated guesses of software company officials that determine which games get published and which enter electronic limbo.

This column will not try to convince you to like games for certain reasons that I think are important. Rather, I want to offer a little insight into the way games are selected for publication and,

result of the temporary fusion between game and gamer during play can determine whether the rating is "triumph" or "trash."

When a designer, programmer, software-company executive or game reviewer analyzes a game, it's an attempt to intellectualize an essentially emotional process. We cloak our judgments in objective prose, but fine words fly out the window when that disk or cartridge

later, evaluated by magazine reviewers.

#### **Wheat or Chaff?**

Software companies don't use exactly the same measurements as reviewers. That's reasonable, since a manufacturer has to consider the economic consequences, while a critic limits the evaluation to the actual program. (A few critics limit their evaluation to the documentation and package box copy, but you'll never read their work in *this* magazine.)

Since I'm a critic, it's much easier to speak authoritatively about the standards critics apply to new gameware. I can make shrewd guesses about the publishers' and retailers' criteria, but empirical evidence proves that no game developer has a total grasp of their motivation.

These are the things I look for when I rate a new entertainment product.

• **Theme**—The subject is important because unless the game situation has some intrinsic appeal, it is not likely to have much impact on players.

Ho-hum themes are a big reason why so much British software fails to capture America's imagination. An elaborate support structure is very important in the U.K. market, so designers don't spend much time working on a believable and original story to explain the action. It's common practice to finish the game, graft a rudimentary plot onto the completed product at the last minute and let it go.

Theme includes the appeal and appropriateness of any license attached to the title. Right now, publishers strongly desire a tie-in from another branch of the mass media for their important releases, and sales of license-based games are good enough to justify this interest.

The two questions to ask when scoping a licensed game: Is the property interesting? Is the game a reasonable reflection of the license it represents? If no one cares about the license, they won't be excited by a game on the same subject. And if the game doesn't properly mirror its license, it is bound to disappoint those who bought it primarily because of the tie-in.

• **Graphics**—Riveting graphics and cartoon-quality animation are the main factors responsible for the rebirth of video games in 1987. Nothing grabs and holds attention like stunning visuals.

Anyone's artwork can blow the player's mind for a few minutes. Graphics that are woven into the central fabric of the game, not just add-on flourishes, are the key to long-term gaming pleasure. The critic judges the graphics within the context of the overall program, not in isolation.

*Captain Blood* earned deserved

## **Without the right game play, the most beautiful graphics, sound and animation add up to a fancy demo.**

praise for its graphics at first look, but the program did not wear well with players, because things like the stunning planetary explosions seemed beside the point to most. The same design group's *Hostage*, while not as eye-popping in an absolute sense, uses art and animation with much greater effectiveness. As a result, it has reaped more success in the U.S. than its flashier line mate.

• **Audio**—Critics used to lump this in with the art as "audio-visual effects," but today's cutting-edge games use sound more extensively and expertly than anyone imagined was possible five years ago.

As with graphics, the key is not absolute quality, but how much the music, sound and synthetic speech enhance actual play. Some foreign designers add a thunderous rock score to ordinary shoot-'em-ups. Most players like a pulsing backbeat, but this approach doesn't exploit the potential of music the way a game like *Rocket Ranger* does.

• **Playability**—The best game in the world isn't worth the disk on which

it's duplicated if it is too hard for most people to learn and play. A good game requires a logical, understandable user interface. If the player knows what to do but can't figure out how to make the machine understand, it's almost certainly the kiss of death for the product.

Quick response to order entry is another facet of playability. Nothing destroys the play experience like uncertainty about which commands the program has accepted. Any delay in generating feedback for the player should be viewed with suspicion.

• **Replayability**—"Top shelf" titles cost \$30-\$60. The customer has the right to expect plenty of fun for that kind of money. A game should either be quite long or it should be the kind of contest that a gamer can play again and again. Programs with less than ten hours of play life make critics nervous. Anything over 40 hours earns bonus points from this critic.

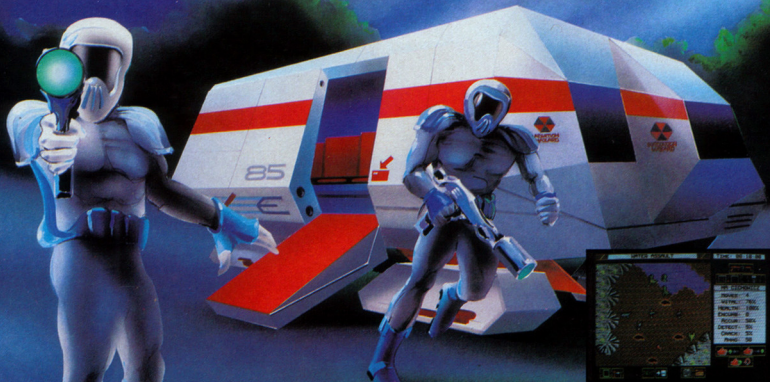
• **Game Play**—I've saved this for last because it is the single most significant aspect in rating a game. The other factors already discussed are important, but games live or die on the appeal of their play action.

The victory conditions and the method by which the player achieves them constitute the play action. A game must make someone care about winning or it will fail. If the things the player has to do to fulfill the victory conditions are boring, overly repetitive or physically uncomfortable, the interaction between the user and the program can't possibly be enjoyable. Without the right game play, the most beautiful graphics, sound and animation add up to a fancy demo.

These are the big guns in the critic's arsenal. A good reviewer also takes into account many other things which, though less important, can combine to make a big difference in overall quality. These include options, utility screens and documentation.

But as I said at the outset, we critics are only guides through the software jungle. We spot the most promising new titles, but it is the verdict of the joystick jury—the video and computer gamers—that determines every game's true rating. 📌

# BREACH



## WE WANT YOU! AND WE AREN'T TAKING NO FOR AN ANSWER!

In 1987, Omnitrend Software released Breach amidst rave reviews praising it as "... having much in common with cinematic science fiction such as Aliens" — *Compute Magazine*  
It was heralded as being "... a science fiction fan's dream." — *Computer Gaming World*

It was said that "With products like Breach, wargamers begin to see what the new, sophisticated machines can do." — *Computer Gaming World*

Now, Omnitrend Software releases the next generation step in advanced role-playing combat, Breach 2.

### Colorful Graphics and Rich Sound

- 3-D Maps and Views with animated combat.
- Widely varied multi-level terrain for missions in space as well as alien worlds.
- Rousing musical score and digitized sound effects (IBM version supports AdLib and CMS sound boards).

### Detailed Missions with Intelligent Opponents

- Ten unique opponents featuring state-of-the-art artificial intelligence! Enemies have access to all the same equipment and weapons as you.
- Many different victory conditions. Each scenario has a different objective.

### Advanced Combat System

- Movement in 8 directions with no limitations on combat.
- Create role-playing characters and advance them through the ranks.

### Multiple Game Options

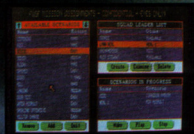
- Different skill levels.
- Link scenarios to form a campaign.
- Includes a scenario builder to create your own scenarios or modify existing ones.
- Additional scenario disks available now.
- Interfaces with other Interlocking Game System (IGS) modules from Omnitrend.



**Commanding Your Squad** All vital mission data at your disposal. Command your troops with simple mouse or key clicks.



**The Scenario Builder** Design your own missions or edit existing ones.



**Mission Assignments** Control multiple role-playing characters in different missions.



**How to Order:** Available now for IBM, Amiga, and Atari ST. See your retailer or call (203) 658-6917 for VISA, MasterCard, or COD orders. Or send check/money order to: Omnitrend Software, PO Box 733, West Simsbury, CT 06092. Add \$4.00 shipping and handling. Allow 1-2 weeks for delivery. All versions suggested retail \$49.95. Breach 2 © 1989 Omnitrend Software, Inc.

CIRCLE #157 ON READER SERVICE CARD.

**OMNITREND SOFTWARE**  
P.O. BOX 733 • WEST SIMSBURY, CT 06092

# COMPUTER STRATEGIES

## Going Beyond the Black Hole

THE SOFTWARE TOOLWORKS

Versions: Commodore 64, IBM PC

*Beyond the Black Hole* is a *Breakout*-style arcade game with a strategic sort of twist: Players must navigate an orb through 34 different puzzles locked within an ominous black hole by hitting a ball, *Pong*-style, with a pair of vertically controllable paddles. The difference here is that instead of the normal *Breakout* plot, most levels require the player to hit certain objects in a precise order before moving on.

### Basic Orb Control

The trick to *Black Hole* is learning to control the orb well enough to place it precisely where it is needed. Keep in mind that the orb will rebound at only five different angles. Hitting the paddle dead center will, of course, send the orb straight across the screen horizontally. If the orb hits slightly above or below the center, it will veer up or down at an angle of approximately 20 degrees. Finally, hitting the orb with the edge of the paddle will result in a 45-degree rebound. By mastering these angles, one can quickly place the ball just about anywhere.

Another obstacle to overcome is mastering the orb's diving techniques. In order to hit an object, aim the orb toward it and hit the button when the ship is about half an inch from a collision. This lead time is necessary due to the period it takes the orb to execute the dive. Remember that a dive may only be initiated in the middle third of the screen. If a



The best part of *Beyond the Black Hole* is figuring out the puzzles.



Head west for a totally gnarly *California Games* experience, dude!

dive is attempted too close to the edges, it will fail; so be ready by having the paddles waiting there should this tragedy take place.

The refueling option should only be executed when the orb is in critical condition, because using it shrinks the paddle size. Once the refueling station appears, use the strategy discussed earlier to quickly maneuver the orb through the open portals.

### A Note on the Puzzles

Since figuring out the puzzles is the best part of the game, it's best not to give too much away. However, a few hints early on can't hurt. Level 2 is called eight ball and is similar to the billiards game: The eight ball must be hit *last*. Level 4 features six ducks placed randomly on the screen. These guys have a thing about being on the same level, if you get the idea. Finally, on Level 6, the player is confronted by two horizontal rows of four closed eyes, with one extra eye in the middle. Hitting the middle one before all the others are removed will result in one big eyesore!

—Frank Tetro

## Getting Down With California Games

EPYX

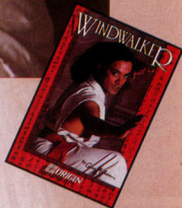
Versions: Apple, Amiga, Atari 800, Atari ST, Commodore 64, IBM PC

*California Games* allows up to eight players to compete in six gnarly events in an effort to be crowned the "baddest" around. Gamers must surf, bike, skate,

# WINDWALKER™



Journey into the past and explore the fascinating culture, the diverse personalities, and the intriguing events of the ancient Orient. Recruited by Moebius the **WINDWALKER**, you begin as a lowly fisherman, but soon rise to the heights of wisdom and mastery of the martial arts. Possessing the discipline of a leader and the spirit of an adventurer, you've dedicated your life to the pursuit of virtue.



IBM/COMPATIBLE VERSION



IBM/COMPATIBLE VERSION



APPLE VERSION

**ORIGIN™**  
We create worlds.™

Available for: IBM/Tandy/compatibles, C-64/128, Apple II series; coming soon for: Amiga and Macintosh. Actual screens may vary.

Can't find **WINDWALKER** at your local retailer? Call 1-800-999-4939 (8am to 5pm EST) for Visa/MC orders; or mail check or money order (U.S.\$) to ORIGIN. All versions \$39.95; shipping is FREE via UPS. Allow 1-2 weeks for delivery. ORIGIN, P.O. Box 161750, Austin, Texas 78716.

CIRCLE #158 ON READER SERVICE CARD.

toss and kick their way through six events in an attempt to claim this prestigious title.

#### Half-Pipe Skateboarding

The secret to good skateboarding is maintaining control at all times. If the board is going too fast, stop the up-and-down motion and slow the skater down until it feels comfortable again. Although there are three stunts players may perform, the hand plant is the one to concentrate on. The plant not only slows the skater down a bit, it can also be performed twice in a row at both ends of the pipe for a real score booster. As a matter of fact, scores of well over 12,000 points can be obtained simply by performing hand plants. To get the most out of the plant, remember to push the button just as the skater hits the top of the pipe. Releasing is another story. Do not wait until the board hits the pipe as the instructions suggest—this will always result in a flop. Instead, try to release just after the board passes over the skater's head in midair. With practice, scores of over 675 points can be achieved with a single plant.

This is not to say that the other two stunts are useless. However, since the kick turns require a slow pace and are only worth upward of 300 points, they can be avoided. As for aerial turns, if the skater's speed is way up there, go for it, dude!

#### Foot Bag

The foot bag is a much more laid-back event, where variety is definitely the key. Practice the moves described in the book until they become familiar. Once competition begins, make a strong effort to perform each move one at a time until every move is complete. Although it seems strange to perform the lesser valued moves instead of the harder ones, variety is what earns the big points with these judges. While performing the Doda can get the bagger 5,000 points, turning in a variety of six or more moves awards the player a variety bonus of over 36,000 points!

Once all the moves have been completed, tack on additional points by per-



forming the harder moves like the Doda or the double arch.

#### Surfing

The trick to surfing is to keep the surfer in the top half of the wave, close to the "tube," as much as possible. Low scores are earned by staying toward the bottom, no matter what stunts are performed. The judges are big fans of turns—high points are obtained by turning up toward the top of the wave and then turning back just as the tip of the board hits the crest. This is called "catching air." Be careful not to wait too long before the cut back, or the surfer will wipe out.

The other highly valued stunts are the 180 and the 360. A 180-degree turn can be done in the top half of the wave much the same way as catching air. The 360 requires a bit more wave to complete successfully and should only be attempted if the surfer is below the halfway point of the wave.

Another valuable stunt is to ride the board over the top of the wave and turn 180

degrees in the air to come back down on it. The trick here is to make sure the board is exactly 180 degrees from the position it was when it left the wave. Landing at any other angle will result in a totally radical wipeout!

#### Roller Skating

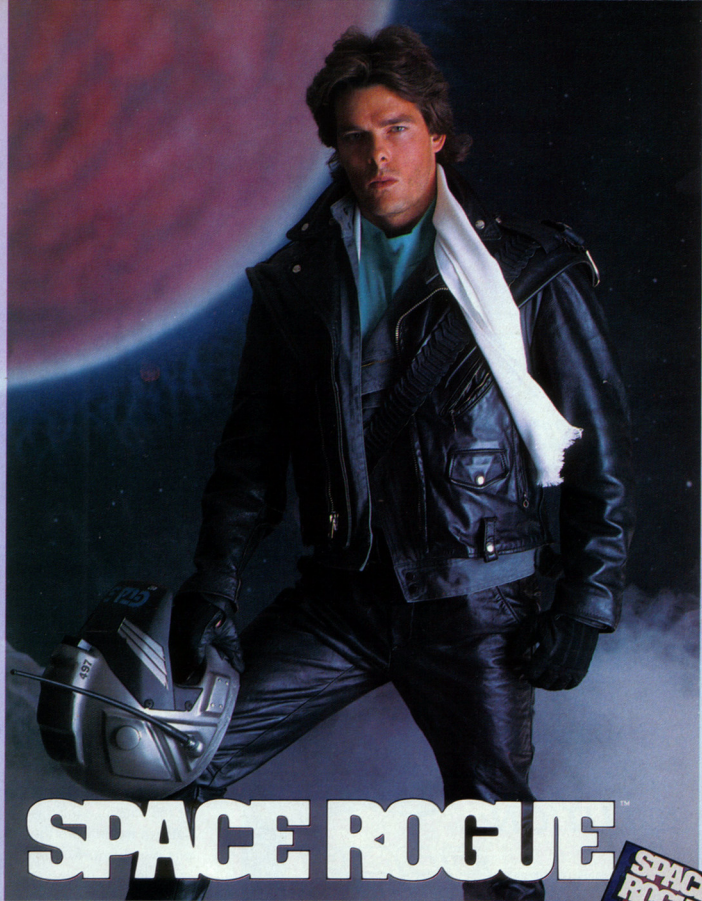
Skating is a game of steady rhythm. Start by building a steady pace of up-and-down movement to get the skater to move evenly across the walkway. Holding the stick in one direction too long will cause the skater to wander in that direction. Compensate by holding the stick in the other direction a bit longer on the next stroke. While skating in this manner, simply press the button right before the skater reaches an obstacle to jump over it. Sounds simple, yet keeping an even rhythm can be tricky for the novice player.

Once the player is secure in skating, he or she can rack up the big points by doing 360s. The best way to accomplish



**Hit the half pipe with your, like, skateboard, and jam on all the rippin' tricks you've learned to kick out.**





# SPACE ROGUE™

Rocket into the striking realism and spectacular visuals of **SPACE ROGUE**, the phenomenal 3D space flight simulation. You'll discover authentic flight dynamics, precision navigational aids and sophisticated weapons technology as you maneuver through turbulent ion storms and confront alien foes. You'll visit space stations and mining outposts — swapping tales with pirates, drinks with friends and goods with merchants. It's the seamless integration of space flight and role playing that makes **SPACE ROGUE** the first ORIGIN Cinematic Experience™.



IBM/COMPATIBLE VERSION



IBM/COMPATIBLE VERSION



APPLE VERSION

**ORIGIN™**  
We create worlds.™

Available for: IBM/Tandy/compatibles, C-64/128, Apple II series, coming soon for; Amiga and Macintosh; actual screens may vary.  
Can't find **SPACE ROGUE** at your local retailer? Call 1-800-999-4339 (8am to 5pm EST) for Visa/MC orders; or mail check or money order (U.S.\$) to ORIGIN.  
All versions \$49.95; shipping is FREE via UPS. Allow 1-2 weeks for delivery. ORIGIN, P.O. Box 161750, Austin, Texas 78716.

CIRCLE #160 ON READER SERVICE CARD.

one is to press the button as the skater approaches an obstacle and rotate the stick all the way around instead of the usual up-and-down rotation. If done correctly, the skater will jump and do a 360 in the air, earning big points.

#### BMX Bike Racing

Here is a sport which requires precise timing and more than a touch of patience. Start by taking it slow. Get a

feel for the track, and learn where the biggest hills are located. These are the only places where the four "in-the-air" stunts should be attempted. It is not possible to complete these four stunts at any other point, and attempts to do so will result in a serious wipeout that promptly ends the competition. Once the biker reaches the top of a large ramp, timing comes into play. The player must hit the button just as the front wheel hits the edge of the ramp. If

that's not hard enough, he or she must then do the desired stunt *immediately* after the button is pressed. Even a one-second delay will not give the biker enough hang time to complete the stunt. Remember also that the tabletop stunt requires the player to press the stick up and release it before the biker touches down, or he will wipe out.

The rest of the track is pretty straightforward. Players get points for jumping over or avoiding obstacles. Extra points can be earned by making sure that you are always doing something, never just coasting along. If the biker is on a small stretch of track with no obstacles, do a wheelie or simply jump the bike up and down. These simple tasks can earn the biker up to 400 points each!

#### The Flying Disk

The flying disk is probably the easiest event to master. The trick is to throw the



# NEW

## DOC'S FIX-A-GAME

### VIDEO GAME CARTRIDGE CLEANING KIT

FOR ALL VIDEO GAME CARTRIDGES INCLUDING:

# NINTENDO® • SEGA® • ATARI®

**PROBLEM:**  
-scrambled pictures  
-blank screens

**CAUSE:**  
DUST & DIRT  
BUILDUP  
CORRODES  
THE GAME  
CARTRIDGE  
CONTACTS

**SOLUTION:**

## DOC'S FIX-A-GAME™ GAME CARTRIDGE CLEANING KIT

on & off flashing screen



*Get it NOW and make your games play like new again!*

Available now at better video game retailers or call: 714/873-2595 for store nearest you.

Nintendo® is a registered trademark of Nintendo of America Inc. Atari® is a registered trademark of Atari Corporation.  
Sega® is a registered trademark of Sega of America Inc.

## Do a wheelie or jump the bike!

disk at the right time. Try to release the disk when the power level is in yellow (not green as the instructions suggest). This makes the disk descend to the left of the catcher, which is perfect because catches made from the right of the disk are worth more. The catcher's job is made easier by reducing the need to run all the way right and then back again to get under the disk from the right side. Once the disk begins descending, remember that it falls at a steady rate; so by watching its line of descent on the upper screen, one can judge pretty well where it will come down. Keep the man to the left of this point, and once the disk reaches elbow level, jump left and make a diving catch. After a couple of runs, it's like *totally* possible, dude!

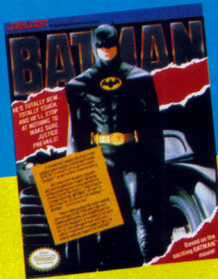
—F.T.

(continued on page 148)



FOR MORE EXCITING FUN SEE NEXT PAGE!

# NINTENDO FEVER!



## BATMAN

FROM THE DARK STREETS OF GOTHAM CITY TO THE DEEPEST CORNERS OF THE CRIMINAL UNDERWORLD, THE CAPED CRUSADER IS BACK LIKE YOU'VE NEVER SEEN HIM BEFORE! HE'S ARMED WITH ACROBATIC STRENGTH & CUNNING DEFENSES. RIVALLED ONLY BY HIS WILL TO SUCCEED ON HIS SEARCH-AND-DESTROY MISSION TO END THE JOKER'S REIGN OF TERROR.  
NET-BAT \$49.99



**BATMOBILE WALL HANGING**  
AC-BAT-MBL \$12.99  
30" x 44"



**JOKER WALL HANGING**  
AC-JKR \$12.99  
30" x 44"



**DARK AVENGER WALL HANGING**  
AC-BAT-DKAR \$12.99  
30" x 44"



## SPY HUNTER

ONE OF THE LONGEST RUNNING VIDEO GAMES IN HISTORY! RETURN FOR AN EXHILITATING THRILL! STUNNING, SHOCK SCREENS, OR SLICK TOP-DOWN, BOMB-BROODING HELICOPTERS —— EXHAUSTING IN YOUR WAY OF THE MOST BAROQUE COLLECTION OF ENEMY AGENTS. TELL YOURSELF THEY'RE NOT SHOOTING TO KILL & IT'S ALL A GAME!  
NET-SPY \$44.99



## PLATOON

THE MOVIE, THE VIDEO AND NOW... HISTORIC PLATOON TRACKS A SOLDIER'S PROGRESS THROUGH VILLAGES, TOWNLES, OPEN FIELDS & THICK JUNGLES. PLAYERS WILL EXPERIENCE PERSPECTIVES NEVER BEFORE AVAILABLE... SIDE VIEWS, TOP VIEWS, TUNNEL VIEWS, EVEN FIRST PERSON VIEWS... CONQUERED MOVING, CHANGING 3-D BACK GROUNDS OF THE DEATH AND SOUND OF VIETNAM.  
NET-PLA \$44.99



## BLASTER MASTER

A MONSTER PRIZE OF POWER GRANTS A BOSSY MANUELA AND INTO A WORLD OF TROPICAN CREATURES FAR BEYOND CITY STREETS, PARKS, PIERCE OR BLAST YOUR WAY THROUGH THE BUILT-UP WAYS OF FORTRESSES TO THE SECRET CANYONS THAT ARE YOUR ONLY ESCAPE. LET HANGING AS PROTECTIVE CREATURES SO POWERFUL, AND SO DYNAMIC, THEY STRIKELY KILL YOUR SCORES.  
NET-BLMA \$44.99



## FESTER'S QUEST

JUST WHEN YOU THOUGHT YOU WERE SAFE FROM THOSE ZANY ANCHORS, THE SPOOKS' WACKIEST COLLECTION OF CHARACTERS READY TO INVADE THE NINTENDO WORLD! UNCLE FESTER AND THE ADAMANT FAMILIES HAVE RETURNED AND THEY'RE HERE ON A MISSION.  
NET-FES \$44.99

JULISOFT



## ADVENTURE ISLAND

PRINCESS ULIANA WAS KIDNAPPED BY THE EVIL WITCH DOCTOR AND TAKEN TO ADVENTURE ISLAND. LAND HERE WITHOUT WEAPONS OR FOOD. THE ISLAND IS THICK WITH TROPICAL FOREST, MOUNTAINS, AND CAVE. WINDY ARE YOUR SURVIVAL TOOLS. FIND YOUR WAY TO FIGHT THE EVIL WITCH DOCTOR'S BELLIE. HE HAS GOT TONS OF TRAPS FOR YOU BEFORE YOU CAN RECK HIM ONE ON ONE.  
NET-ADV \$39.99



## MILON'S SECRET CASTLE

THE EVIL WARLOCK AND HIS SHADOWY ATTACK THE PEOPLE OF HESBON AND FOR THEM OF THEIR MUSICAL INSTRUMENTS. GATHER TUGS & CAPTURES DEEP INSIDE THE SECRET CASTLE. SAVE THE QUEEN AND GET THE MUSICAL INSTRUMENTS BACK. THE CASTLE HAS MANY ROOMS & SECRET PASSAGES. QUEEN TUGS AND HERON HELPING YOU SOLVE THE PUZZLES IN EACH ROOM AND RECOVER DATA OF 7 BRANCH HOUSES.  
NET-MSC \$44.99



## BOMBERMAN

A BOMB ENTHUSIAST IN THE PRODUCTION OF BOMBS IN AN URBAN SCENE (COMPOSED AT THE CENTER OF SANTA ANITA BOMB) ESCAPING FROM THE CENTER OF THE EARTH'S SURFACE WILL BECOME HUMAN. ALERTED TO BOMBARDIER'S RETURN, TIGHT CHARACTERS WERE SORT OUT BY BOMBARDIER HUMAN CAN ONLY BELE CAN BELE OF HIS OWN PRODUCTION FOR HIS BOMBERS WILL BE MADE IT TO THE SURFACE.  
NET-BOMA \$39.99



## DINO RIKI

NET-DINO \$44.99



PHONE ORDERS CALL (301) 484-9654



GAMEMANIA/4319 OLD MILFORD MILL ROAD/BALTIMORE, MD 21208

SEE ORDER FORM ON PAGE 142

FOR MORE EXCITING FUN SEE NEXT PAGE!



# GO'N NINTENDO WACKY!



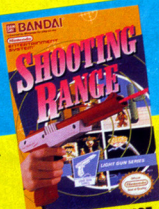
**DR. JEKYLL & MR. HYDE**  
NET-DRJ \$44.99



**GOLF-CHALLENGE AT PEBBLE BEACH**  
NET-GOLF \$34.99



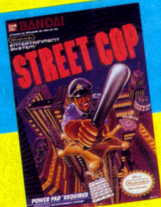
**MONSTER PARTY**  
NET-MON \$44.99



**SHOOTING RANGE**  
NET-SHO \$39.99



**ATHLETIC WORLD**  
NET-ATH \$34.99



**STREET COP**  
NET-STR \$34.99

**BANDAI**

## FOR PLAY ON NINTENDO ENTERTAINMENT SYSTEM!



**XYBOTS**  
NET-XYBOTS \$44.99



**ROLLING THUNDER**  
NET-ROL \$44.99



**SUPER SPRINT**  
NET-SUPR \$44.99



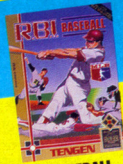
**VINDICATORS**  
NET-VIND \$44.99



**PAC-MAN**  
NET-PAC \$34.99



**POLICE ACADEMY**  
NET-POL \$39.99



**RBI BASEBALL**  
NET-RBI \$39.99



**GAUNTLET**  
NET-GAU \$39.99

**TENGEN**

**PHONE ORDERS CALL (301) 484-9654**



GAMEMANIA/4319 OLD MILFORD MILL ROAD/BALTIMORE, MD 21208

SEE ORDER FORM ON PAGE 142





# COMPUTER GAMES REVIEWS

## Heavy Barrel

DATA EAST

Versions: Apple (\$34.95),

Commodore 64 (\$29.95),

IBM PC (\$39.95)

### RATINGS:

Sound/Music	6
Graphics	8
Playability	7
Overall	7

Arcade-style shoot-'em-up action combines with some of the violent flavor of Japanese animated adventure as a

gutsy commando (or two, since a pair can play this game) infiltrates a terrorist-occupied subterranean missile complex. It's tough enough just getting through the outer defenses to the first door, which is several feet thick and steel-reinforced, let alone past it. Then there are six more defense perimeters, each with a variety of obstacles that are hazardous to our hero's continued existence. All must be breached in order to destroy the leader before the terrorists launch the nuclear missiles.

Arcade fans should be thoroughly familiar with the action in *Heavy Barrel*, since the coin-op version of the game made it to the top-five listing for several months. For new players, there's a demo mode that takes a pair of heroes as far as a bridge outside the fortress walls, battling all the way. After that, commandos, you're on your own!

There is more to *Heavy Barrel* than shooting action. The game incorporates strategic elements, plus a puzzle that must be solved before the goal can be reached. A variety of weapons are available, usually left behind by deceased terrorists, but the one weapon that offers any chance of success, the heavy barrel itself, is hidden in pieces within the fortress.



**Data East's *Heavy Barrel* contains strategic elements as well as a puzzle that has to be solved before the end can be reached.**

The puzzle lies in locating all the pieces. They're stored in lockers, and the commando must collect keys to open the lockers, then find a place to store and assemble the superweapon. Its overwhelming power may be used for a maximum of 99 seconds for further demolition of terrorists and penetration into the depths of the fortress. But cheer up, once that heavy barrel is depleted, another can be collected and assembled.

In addition to the big gun that gave the game its name there are also automatic weapons such as the gruesome grinder and doomsday grenades. If those aren't enough to keep the gamer alert, there are some exceptionally annoying vermin—poisonous insects whose bites bring instant death.

Some sense of the origin of this game is shown in the way the participants handle themselves. The terrorists, for example, have a Far Eastern style of sitting down on the ground when not moving. Our hero's death is symbolized by his raising his arms in surrender. Unlike some games, however, he gets to start off his next life from the same point, though under essentially the same fire.

Single players can use either joystick or keyboard control. When two gamers compete, they must decide who gets the stick and who will use the keyboard option.

The graphics show the gallant hero moving through the complex in angled, overhead perspective. Buildings, foliage and other details are well drawn. Sometimes these provide a little cover to shield the warrior. The terrorists face off against our main man in fire fights that require quick reflexes and good aim if the hero is to survive.

Surrounding the centered play area, which occupies about half the screen, is a tangle of pipes and conduits that forms the backdrop for score counters and lives indicators, plus the tallies for keys, ammunition and collected pieces of the big gun. When the weapon is assembled, an on-screen timer tracks the remaining time available.

*Heavy Barrel* brings little that is new or innovative to the home screen. It follows squarely in the footsteps of other search-and-destroy commando-style games. Fortunately, those are good steps to follow, and *Heavy Barrel* does a nice job of implementing the assault. This is an exciting style of gaming. As long as there are terrorists to topple and dangers to disburse, computer-commands will enlist to battle the bullies.

—Ross Chamberlain

Data East, 470 Needles Dr.,  
San Jose, CA 95112; (408) 286-7074.

## Beyond the Black Hole

SOFTWARE TOOLWORKS

Versions: Commodore 64 (\$49.95),  
IBM PC (\$49.95)

RATING S:	
Sound/Music	6
Graphics	6
Playability	7
Overall	6

*Beyond the Black Hole* is part Pong, part IQ test and part 3-D comic book.

Despite the science-fiction plot described on the back of the box, this is no adventure game. Rather, it's a series of 35 puzzles, each unique, played on a floating grid in space. The puzzles vary widely in difficulty; there is everything from a chess problem to a round of scissors-paper-stone. Solving even the simplest puzzle requires patience and a keen sense of spatial relations. That's because the only implement for manipulating the puzzle pieces is an orb.

The orb is always in motion, bouncing between two paddles in an action similar to wall-bashing contests. The computerist controls these paddles with mouse or joystick to make sure the orb stays in play. Strap on the provided 3-D glasses

and the orb isn't just bouncing, it's actually in orbit around the grid, receding into the depths of the monitor and then rising off the surface.

The orb can be made to dive or rise at any moment. When it collides with a puzzle piece, it makes that piece move or mutate or do any of a dozen weird things. Thus, the goal is not only to solve the puzzle but to figure out what the puzzle is and then maneuver the orb so it lands on the pieces in the right



sequence.

The orb has a limited fuel supply that's a major concern throughout the game. If the player allows the orb to wander off the screen, nearly half the fuel is lost. Renegade pieces, called "fuel pirates," occasionally appear to steal fuel. Evade these pirates long enough and they turn into orbs, producing multi-ball play.

The refueling sequence requires the player to loop the orb through a series of irises. The irises close by themselves, so the refueling maneuver must be completed with speed and efficiency. Done correctly, this is an extremely elegant sequence, a sort of zero-gravity ballet.

The 3-D effect works beautifully. This is not the red/blue of 3-D comic books; this is full-color Grenovision, similar to that used for the 1989 Super Bowl halftime show. Fortunately, for those who can't experience 3-D, the game can be played just as easily without the glasses. The graphics are cleverly animated and full of visual gags. Even the sounds are commendable, used judiciously and imaginatively.

The manual is overly skimpy, which is disappointing and a little surprising in this otherwise well-conceived product. It leaves the player on his own to discover most of the finer points of the game. Look for version 1.02 or later. It adds a simplified opening puzzle to give the player a chance to become acquainted with the interface.

Included in the package are Grenovision glasses, a guide to the history of 3-D and a pair of red/blue glasses to view the guide's pictures. A second pair of Grenovision glasses would



*Beyond the Black Hole, from The Software Toolworks, contains level after level of puzzles mixed with wild 3-D visual effects.*





# A BREAKTHROUGH IN REAL WRESTLING ACTION!

FCI

WCW<sup>SM</sup>

WORLD CHAMPIONSHIP

## WRESTLING

Featuring  
The Road Warriors  
and Stars of  
the NWA

Licensed by Nintendo  
for play on the

**Nintendo**  
ENTERTAINMENT  
SYSTEM

Official  
**Nintendo**  
Seal of Quality

Take a break from play wrestling and get into the real action! Make your choice from 12 top NWA wrestlers, each with his own speciality move and then select four additional moves to clobber your way to victory in tag teams or single player matches. Become 6'5" of solid muscle as "Total Package" Lex Luger. Use the *Flying Body Press* of Ricky Steamboat. Stun your opponent with Sling's *Scorpion Death Lock*. Master Road Warrior "Animal's" *Power Slam*.

The action keeps going even outside the ring! Two players or solo against the computer!  
World Championship Wrestling—it's so real, it's unreal!

**FCI**  
Not Just Kid Stuff

FCI and World Championship Wrestling are service marks of FCI. World Championship Wrestling, Inc. and are licensed by FCI for play on the Nintendo Entertainment System. Nintendo and Nintendo Entertainment System are registered trademarks of Nintendo. Nintendo is a trademark of Nintendo. Communications International, Inc.

CIRCLE #162 ON READER SERVICE CARD.

have been nice, since this is the sort of game you'll want to show your friends.

The game's replayability is questionable. Once all the puzzles have been solved, there's not much temptation to do them again. But that doesn't detract much from its entertainment value. This is a very impressive action game that demands intelligence and imagination. In a world full of imitative "me too" games, *Beyond the Black Hole* is a whimsical breath of fresh air.

—Joshua Mandel

Software Toolworks, 19808 Nordhoff Place, Chatsworth, CA 91311; (818) 885-9000.

## Dark Side

CINEMAWARE

Versions: Amiga (\$39.95), Atari ST (\$39.95), Commodore 64 (\$29.95), IBM PC (\$39.95)

### RATINGS:

Sound/Music	5
Graphics	7
Playability	6
Overall	6

*Dark Side* is a fully three-dimensional, smoothly scrolling shoot-'em-up adventure, where all obstacles the player faces are made up of simple geometric shapes: triangles, diamonds, rectangles and so on.

These polygon-filled graphics combine to create a complete world in which to explore and do battle.

The story behind *Dark Side* is standard science-fiction fare: A planet called Evath was colonized by Earth once upon a time. Punishment for criminals was simple: banishment to one of Evath's moons. But being foolhardy crooks, the banished criminals laid their prison moon to waste. Since they couldn't return to Evath, they set up shop on Evath's spare moon, Tricuspid. This moon is too soft to build on, so the convicts, called Ketars, constructed an artificial world of their own. This "geometric platform" makes up the game field. The treacherous lot of ne'er-do-wells has now decided to take revenge on Evath by destroying it.

Equipped with a jet propulsion

backpack with limited fuel and shield power supply, the player takes the role of a one-man army against the Ketars, who have set up Energy Collection Device (ECD), towers with diamond-shaped solar collectors at the top.

When the ECDs accumulate enough energy, all their power is piped to the Zephyr One, a monstrous laser cannon that obliterates the planet Evath. The graphic effect of this laser cannon is rather simplistic. There are no *Star Wars* scenes of a planet vaporizing. In fact, the player never sees any moons or the planet Evath at any time during the game. However, the world of the Ketars' prison is large and complicated enough to keep the player exploring, blasting and dying for many games.

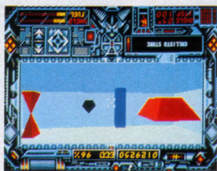
The play field is housed within a simulated viewscreen and is surrounded by a highly detailed frame with embedded status displays. At the top is the player's score and the current ECD power, which begins at 100%. As the towers are located and their diamond power collectors destroyed, this level decreases. The object of the game is to reduce the total ECD power to zero and save Evath from destruction by the Ketars.

At the bottom right of the display are two horizontal bars representing shield power and fuel. More of each are collected by bumping into the geometric shapes representing fuel and shield sources. At the bottom left of the display are the player's current coordinates in the Ketars' world. The angle of rotation and movement steps are also displayed in this area. These step values can be adjusted to make movements coarser while making the game play speed up, for example.

There are over 20 key commands for controlling the game. *Dark Side* may also be played with a joystick, but keyboard interaction is still required. It is best to master the key controls, then use the mouse to manipulate gun sights and firing (on the Atari ST). The player shoots tanklike "plexors" and peg-shaped flying saucers for self-protection but never actually comes in contact with a Ketar.

Some of the ECD pods are self-regenerating. To completely destroy

(continued on page 150)



Your primary mission in Cinemaware's *Dark Side* is to travel to the moons of Evath and take on the criminals that have been exiled there.

INTRODUCING!

# TURBOPLAY

SPECIAL CHARTER SUBSCRIPTION RATE!  
6 ISSUES—ONLY \$9.95

Subscribe and save with our special  
CHARTER SUBSCRIPTION RATE!  
Only \$9.95 for 6 full-color issues!

Send in  
your order  
today!



**NOT SOLD IN  
ANY STORES!**



**Each issue is loaded with:**

- Sneak Peeks and Previews on the latest games!
- Hints and Tips to help you win!
- All the hottest information on the TurboGrafx-16 system.

**TURBOPLAY**

P.O. BOX 16928, N. HOLLYWOOD, CA 91615

**Yes!**

Sign me up for 6 issues of TURBOPLAY at the special charter subscription rate of only \$9.95!

NAME \_\_\_\_\_  
ADDRESS \_\_\_\_\_  
CITY/STATE/ZIP \_\_\_\_\_

Payment Enclosed — Charge My  VISA  MC  
# \_\_\_\_\_ EXP \_\_\_\_\_

SIGNATURE \_\_\_\_\_

FOREIGN—Add \$10 per year.

Your first issue will arrive in 6 to 8 weeks.  
**WATCH FOR IT!**

**Money back on unused subscriptions if not satisfied!**

NEC and TurboGrafx-16 are registered trademarks of NEC Home Electronics (U.S.A.) Inc.

MAKE CHECKS PAYABLE TO LFP, INC.

CJYAW

## Stopping the Enemy With Firepower

### MICROILLUSIONS

Versions: Amiga, Apple IIGS, Commodore 64, IBM PC, Macintosh

*Firepower* places the player in control of an assault tank. The mission: Infiltrate the enemy camp, and capture their flag before they do the same to you. The game features three play styles: player vs. player, player against computer or player against a faraway friend, via modem communication.

Control of the tank is by far the hardest and sometimes the most frustrating part of mastering *Firepower*. Tank control is absolute (to go south, push down, etc.). Allow approximately one inch of room for the tank to make a turn. Attempting to turn in too tight a spot will result in the tank ramming into something before it can complete the maneuver. This becomes especially important when attempting a hasty retreat. Should the tank hit something, pressing the stick in the opposite direction will free it most of the time. I say most of the time because of the frustration I mentioned earlier. There is a slight problem with the program that will occasionally cause the tank to become stuck solid on or against an obstacle. Should this happen, one can only drop a mine to self-destruct and restart from base. This is why it is imperative to allow ample room for all turns.

The key to success in *Firepower* is to play dirty pool. The player's tank is refueled by destroying enemy fuel depots. This means that an opponent will also attempt to destroy the player's depots in order to refuel. So, when the game starts off, destroy any of the friendly depots that the tank passes. This will make it more difficult for the enemy to gas up. The same holds true for stranded troops. Since the enemy can gain points and mines by picking up troops, simply run over any enemy infantry that may escape the bunkers. While this may certainly seem cruel and morbid,

remember, all is fair in love and war.

Don't waste time searching for the entrance to the enemy fort. Though the instructions don't mention it, it is possible to blast through a wall and gain entrance much faster than searching for the gate. The problem here, however, is that when you fire away at a wall, the tank is stationary, and the enemy helicopters are likely to lock on and begin

closing in. Don't panic—simply note the way they are headed, move out of the way



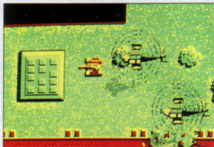
the second they fire and shoot just as they pass in front of the tank. Try to down a chopper wherever possible. They are worth big points and may come back to haunt the player.

When faced with an enemy turret, keep in mind that they only fire in eight directions. Try to approach from an odd angle to get them without being hit. Turrets do not have to be hit in the gun to be destroyed. They can be knocked out by hitting any of the green area that surrounds them. Turrets will also not fire in the direction of their own armada. Exploit this by getting between them and their own kind; then blow them away.

A player may also lay mines to increase his chances of victory. Mines would be crucial if they could be placed at key locations to halt enemy entrance. However, since the enemy can blast through walls to get to a location, laying mines is a not-so-important aspect of the game. The only sites where it's recommended to place mines are around the friendly flag and along the main roads. This will at least make the enemy work for his flag. Keep in mind, however, that mines are not prejudiced and will blow up either tank. Be sure to remember where they were placed.

Finally, if by some chance the enemy has found the flag and is headed back, begin pursuit immediately! Remember, tanks can destroy one another, and if the enemy has your flag, it's time to get tough. After all, desperate times call for desperate measures.

— F.T.



Behind the wheel of an awesome assault tank, *Firepower* puts you up against the enemy in their own camp.

# BLAZING ACTION! BOLD ADVENTURE! Have a Broderbund!

Only Broderbund gives you so much mind-blowing excitement for your Nintendo Entertainment System.\*

Not only do you get heart-pounding action, you also get the gut-wrenching adventure of fantastic role playing. It's almost like getting two games in one.

Broderbund action, adventure and role playing... it's a combination that's a blast!

Licensed by Nintendo  
for play on the



## Broderbund

For more information about Broderbund and our products call us at 1(800) 521-6263. © Copyright 1989 Broderbund Software Inc. All rights reserved.

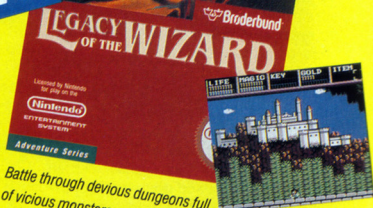
The Guardian Legend is a trademark of IREM Corp. Copyright © 1989 IREM Corp. and COMPILE. Legacy of the Wizard is a trademark of Broderbund Software, Inc. Copyright © 1988 FALCOM. The Battle of Olympus is a trademark of Broderbund Software, Inc. Copyright © 1988, 1989 Imagineer Co., Ltd. and Infinity. Nintendo and Nintendo Entertainment System are registered trademarks of Nintendo of America Inc.

\*Sept./Oct. 1989 issue.

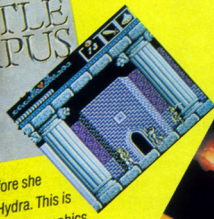
CIRCLE #184 ON READER SERVICE CARD.



Save the beautiful Helene before she is devoured by the hideous Hydra. This is relentless role-playing action with graphics that need to be seen to be believed!  
**NEW! Available in early 1990!**



Battle through devious dungeons full of vicious monsters, and finally challenge the most powerful dragon in history. Join the greatest adventure of all time!  
**TOP 10 ranking by Nintendo Power\*!**



Destroy the evil alien onslaught before it devastates Planet Earth. Here's action so fast that only the hottest starfighters will survive!  
**TOP 10 ranking by Nintendo Power\*!**



(continued from page 146)

them requires solving some geometric puzzles. Shooting doors or simply walking into what appear to be walls allows access to more rooms and corridors—and more ECDs.

*Dark Side* has most of the features of a full-blown

flight simulator. The player easily rotates left or right a full 360 degrees and looks up and down about 90 degrees. (It isn't easy to pull an outside loop in a jet pack.) The player can readily spin clockwise or counterclockwise, however, which provides a nice effect. The player either walks through the alien landscape or enables the jet pack to rise, fall and fly. Flight is necessary to access certain elevated corridors and do battle with the flying pegs (objects that aren't named in the documentation). There are four large rectangular areas, the "light side" and the "dark side," to explore, connected in ways that are not always obvious.

The graphics are well-done, with all objects in the game nicely shaded to enhance depth perception. The game speed varies constantly, however, in inverse proportion to the number of shapes on the play field. As more objects appear the scrolling becomes noticeably slower, a minor nuisance.

On the negative side, the music is not very melodious; instead, it is intended to sound high-tech and otherworldly. I found it nerve-racking after only a few minutes and switched back to sound effects only (the music can be disabled).

There are a lot of old formulas here, applied with only minor twists. The polygon-filled graphics work well for this flight simulator-style game, though they are slower than the best flight simulators currently available. Nonetheless, *Dark Side* is well executed, if not particularly original, and the unusual graphics make it an attractive addition to any gamer's library.

—Matthew J. W. Ratcliff

Cinemaware, 4165 Thousand Oaks Blvd., Westlake Village, CA 91362; (805) 495-6515.



Sierra On-Line's *Gold Rush* takes you back to the days of old, in the unforgetting West.



## Gold Rush

SIERRA ON-LINE

Versions: Amiga (\$49.95), Apple II (\$49.95), Apple IIGS (\$49.95), Atari ST (\$49.95), IBM PC (\$49.95), Macintosh (\$49.95)

RATINGS:	
Sound/Music	8
Graphics	8
Playability	7
Overall	8

In the words of Horace Greely: "Go west, young man!" (If you are not already there.) Sierra's latest

release, *Gold Rush*, allows players to vicariously experience the rigors of life on a burgeoning frontier. Through the miracle of modern software, their experiences will undoubtedly be more extensive and of longer duration than some of the poor unfortunates who actually took the journey (especially since players have access to a save-game feature).

*Gold Rush* is a graphic adventure in the classic format that consumers have come to expect from Sierra. Players assume the persona of Jerrod Wilson, a city-born greenhorn to the nth degree. For some unknown reason, perhaps because of a long lost brother, Jerrod has decided to leave the comforts of home and strike out for fame and fortune. Prior to departing dear old Brooklyn, it is important for Jerrod to clear up his affairs (after all, there is no turning back): sell his house, buy equipment, take along a few mementos and pay final respects to the dearly departed.

When Jerrod is finally ready to go, he's confronted with an immediate monumental decision: which passage to take? As was historically the case, three distinct routes were used by the Westward expansion: the Overland Trek, the Panama Trek and the Cape Horn Trek. Each possessed unique challenges for the

dauntless settlers. The Panama Trek is the fastest,



which is important since you are working against the clock, but it is also the most difficult in terms of dangers encountered. (As compensation for the severe hardships poor

Data East  
presents

# WIN A TRIP FOR FOUR TO THE SUPER BOWL XXIV SWEEPSTAKES

## & Hundreds of Other Prizes

New Orleans. The Superdome. The biggest game of the year! All as close as your local software dealer! That's where you'll find ABC's Monday Night Football™—first in a hot new series of fast-action games from Data East MVP Sports.\*

**Win the Grand Prize!** A trip for four to football's premier event—Super Bowl XXIV. Plus hundreds of other major prizes! You can win \$5,000 in cash, Sony™ entertainment systems or Data East's ABC's Monday Night Football pinball machines!

**It's simple.** Just take this ad to your participating dealer and compare the symbol on the game piece below to those on the back of ABC's Monday Night Football package. If they match, you're an instant winner!

ABC's Monday Night Football from Data East MVP Sports. Experience it! Up close and personal. More action, more color and more fun. The sights and sounds of ABC's Monday Night Football. Available for the IBM® PC/compatibles, and the Commodore 64.™



### DATA EAST MVP Sports Sweepstakes Official Rules—NO PURCHASE NECESSARY

How to enter: Simply take the prize symbol "game piece" in this ad to your participating retailer. Exactly match the prize symbols on your game piece with one of the prize symbols found on specially marked packages of Data East MVP Sports' ABC's Monday Night Football games and you win the prize indicated. You may also obtain a match and win prize symbol game piece (while supplies last) and a copy of the winning prize symbols by sending a stamped, self-addressed envelope by December 31, 1990 to Data East MVP Sports Sweepstakes Requests, P.O. Box 8456, Beaverton, OR 97076. NH and VT residents need not affix postage to return envelope. If you are a prize winner, claim your prize by sending your winning prize symbol game piece with your signature and your name, complete address and phone number in the spaces provided via certified or registered mail to Data East MVP Sports Sweepstakes Winner, P.O. Box 8456, Beaverton, OR 97076. All winning claims must be received by January 31, 1991. Any official game piece or package entries received, but unopened, contain printing errors or is obtained through other than approved distribution, is void. Decision of judges is final on all matters. All unclaimed prizes will be awarded in a Second Chance random drawing. If you are not an instant winner, print your name, complete address and phone number in the spaces provided on your prize symbol game piece and mail to Data East MVP Sports Second Chance Sweepstakes, P.O. Box 8456, Beaverton, OR 97076. Second Chance Sweepstakes entries must be mailed separately and received by January 31, 1991. If there are any unclaimed prizes, Second Chance winners will be randomly drawn on January 31, 1991, by ABC Marketing Services, Inc., an independent judging organization whose decisions are final. Odds of winning Second Chance Drawing depend on the number of unclaimed prizes and valid entries received. Not responsible for late, misread, incomplete or illegible entries. Winners will be notified by mail. One Grand Prize winner will receive a trip for four to Super Bowl XXIV in New Orleans. Trip includes round trip coach airfare (or reasonable ground transportation if applicable), three nights lodging, tickets for four to the Super Bowl XXIV game, transfers to and from the game, pre-game brunch and \$500 cash for expenses, approximate retail value based on current street departure \$8,500. One First Prize winner will receive \$5,000 in cash. Two Second Prize winners will each receive a Sony Entertainment Center, approximate retail value \$3,500 each. Three Third Prize winners will receive a Data East ABC's Monday Night Football Pinball game, approximate retail value \$3,000 each. 1,000 Fourth Prize winners will each receive an ABC Sports Monday Night Football 20th Anniversary Commemorative video, approximate retail value \$25 each. Total approximate retail value of all prizes \$49,500. Odds of winning inactivity are: Grand Prize—12,000,000, First Prize—12,000,000, Second Prize—1,000,000, Third Prize—166,667, Fourth Prize—12,000. Sweepstakes open to residents of the U.S. except employees and families of Data East U.S.A., Inc., its affiliates, subsidiaries, advertising and promotion agencies and printers. All prizes will be awarded. Limit one prize per family/household. No substitutions or cash equivalents. Taxes are responsibility of winners. Sweepstakes void where prohibited, taxed or restricted. Winners may be required to sign affidavit of eligibility and publicity and travel releases. To obtain an official winner list, send a stamped, self-addressed envelope by March 1, 1991 to Data East MVP Sports Sweepstakes Winners List, P.O. Box 8456, Beaverton, OR 97076.



**1st Prize:** \$5,000. **2nd Prize:** A complete entertainment center featuring big screen TV, stereo and CD (VCR not shown). (2 Winners!)  
**3rd Prize:** ABC's Monday Night Football pinball game from Data East Pinball. (3 Winners!) **4th Prize:** ABC's Monday Night Football 20th anniversary videocassette featuring the greatest plays from the past two decades. (1,000 Winners!)

CIRCLE #165 ON READER SERVICE CARD.

### NO PURCHASE NECESSARY

If the prize symbol shown here exactly matches one of the prize symbols found on specially marked packages of Data East MVP Sports' ABC's Monday Night Football Games, you win the prize indicated.

If you are a prize winner, claim your prize by filling in the information below and sending via certified or registered mail by January 10, 1991, to Data East MVP Sports Sweepstakes Winner, P.O. Box 8456, Beaverton, OR 97076.

Name	<input type="text"/>		
Address	<input type="text"/>		
City	State	Zip	
Telephone	<input type="text"/>		
Signature	<input type="text"/>		

prize symbol



See Official Rules for details.

© Copyright 1989, Data East U.S.A., Inc.

\*ABC Sports and ABC's Monday Night Football are registered trademarks of ABC Sports, Inc.  
™Data East MVP Sports is a trademark of Data East U.S.A., Inc.  
™Sony is a registered trademark of Sony Corporation.  
™IBM is a registered trademark of International Business Machines Corporation.  
™Commodore 64 is a registered trademark of Commodore Business Machines, Ltd.  
™Super Bowl is a registered trademark of the National Football League.

Jerrod must endure, it is also possible to attain a higher score by traveling via the Panama route.)

Whether the settler travels over land via stagecoach, steamboat and covered wagon, by ship around Cape Horn or through Panamanian jungles, it is impossible to complete the game without the extensive historical manual included



with the product. The answers to many of the problems Jerrod will face are contained therein, as straightforward explanations of what it was like to live during this unique period of our history. Sierra has gone to great lengths to ensure the accuracy of this product, and their respect for the past is duly noted.

The West is an unforgiving mistress, as Jerrod soon learns. Patience and perseverance do pay off, although usually not until Jerrod has expended more lives than a cat. It is important to examine all the screens closely, as most of the clues received are visual. Some items are less distinguishable than others, and these are generally worth some extra attention. Once again, be patient. The West is not won in a day, and the same maxim applies to this product.

Game play goes faster due to a parser that recognizes abbreviations for commonly used commands. All interfaces between the player and his character are smooth and efficient. Players making the transition from traditional text-based adventures for the first time may be initially aggravated by the limited vocabulary of the Sierra parser, but they will soon realize that they are involved with a completely different animal from their previous experiences.

*Gold Rush* hits pay dirt for a number of reasons. First, there's the novelty of the subject matter. In a market replete with spin-offs and occasional outright ripoffs, *Gold Rush* stands out as something completely different from the rest of the field. The authors put great effort into ensuring the historical accuracy of their product and, of course, the polished execution of the programming itself. It's well worth

investing some of your own hard earned gold to take the trek and join the *Gold Rush*.

—H. E. Dille

Sierra On-Line, P. O. Box 485,  
Coarsegold, CA 93614; (209) 683-4468.

## Genghis Khan: A Study of Regal Principle

KOEI

Version: IBM PC (\$59.95)

### RATINGS:

Sound/Music	5
Graphics	8
Playability	8
Overall	7

Although the Eurasian tundra has never been a place of quiet solitude, it has been some time since the sound of thousands of hoofbeats struck terror into men's hearts. *Genghis Khan* returns players to a time when power and honor were everything, a place where history may be rewritten through skill and cunning. Unlike traditional war games, where the battle forms the centerpiece of the entertainment, this product is a socioeconomic simulation of life in the Middle Ages.

Two scenarios are offered, and successful completion of the first automatically starts the second. In the first scenario, Mongol Conquest, players assume the mantle of Temujin, the Mongol chief who was to become Genghis Khan. The objective of this scenario is the unification of Mongolia, with the first turn beginning in the winter of 1174. Each year is divided into four turns—one for each season—with up to three

commands allowed during each turn. Unification of the empire is sought through combat and diplomacy, the latter being critical to success. Economic vitality in one's base and vassal states (conquered territories) is main-

**Koei takes the reign of Mongolia by Genghis Khan and turns it into a simulation that you can control.**



	TEMUJIN	KHAGAN	YAGHUTAI	SHIBUKHAI	YISHAQ
Age	18	17	17	15	11
Leadership ability	185	97	84	55	43
Combat ability	56	149	180	98	92
Planning ability	152	66	138	53	52
Political ability	127	188	168	187	52
Physical ability	126	118	62	53	53
Intelligence	114	126	89	72	63

In this SET (7/0)

CIRCLE #166 ON READER SERVICE CARD. ➔

VG&E • JANUARY 1990



# HARPOON

**S**omewhere in the desolate and freezing wastes of the North Atlantic, between Iceland and the Kola Peninsula, a Soviet battle fleet is lurking, ready to pounce on its prey.

**A**s NATO Task Force Commander you must deploy your fleet of submarines, ships, and aircraft to locate, engage and defeat the Kremlin's finest.

**P**roduced by Larry Bond, noted co-author of "Red Storm Rising" and Naval Analyst, Harpoon portrays the superpower's final confrontation. Now it's up to you.

**W**ith graphics that make everything else look like finger painting, and an arsenal of weaponry that comes up to your armpits, Harpoon's non-stop action, relentless intensity and chilling responsibility will leave you gasping. It's more than a mere game—it's a current event!

**A**vailable now for PC/compatibles. Coming for Macintosh, Apple IIs and Amiga. Contact your software retailer or Three-Sixty, 408/879-9144.



**NATO VS USSR.  
THE ULTIMATE CONFRONTATION.  
SEE IT THROUGH MY EYES.**

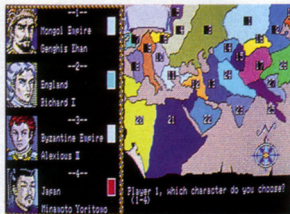
tained through mercantile trade on fluctuating markets and careful control of production levels of numerous resources. Popular sentiment is maintained by distribution of goods, foreign policy and conquest. Population distribution is divided into five occupations: soldiers, town builders, castle builders, food producers and specialized labor. The first and fourth occupations are self-explanatory; town builders increase the economic base of the country; castle builders increase the defensive rating; and specialized labor produces goods related to the countries' most prevalent natural resource.

Issuing commands drains the abilities of the leader, so training is required to keep the conqueror at peak capacity. Each leader is rated for several abilities, including leadership, judgement, planning, persuasiveness and physical and military skills. Subordinate generals, called governor candidates, are rated for the same abilities, which determine a major part of their success or failure when abroad.

Several types of espionage can be conducted prior to actually initiating hostilities with other countries, running the gamut from undermining the enemy's popularity base (thereby generating a revolt) to assassination attempts. Armies must be recruited or bought (e.g., mercenaries) and trained, then distributed among cavalry, infantry and archery.

When attacking abroad, the player can either lead the armies personally or select a governor candidate to do so. Personally leading the troops makes it possible to control all movement and attack options, hunt for additional food to sustain the army, plunder the enemy towns and even call for reinforcements from neighboring states that you control. When governor candidates are used, it's not possible to directly control events.

If a battle is won, the invaded territory may be controlled three ways: as a vassal state under the leadership of the previous ruler or one of the governor candidates, under the player's direct



control (with no ruler present) or as a new base of residence for the player. If the battle is lost, the losing general (or the player himself) can be executed or set free. If the player is executed in this manner but has named an heir of appropriate age, the game may continue utilizing this character.

The second scenario, World Conquest, begins when the 14 tribes of Mongolia are unified or initially selected. Unlike its predecessor, this scenario may be played by one to four gamers, as either Genghis Khan of the Mongols, Richard I of England, Alexious III of the Byzantine Empire or Minamoto Yoritomo of Japan. The time is set in the winter of 1205. Although the basic command structure remains unchanged, the beauty of the second scenario lies in the interaction generated among

**Set up as a historically correct contest, Genghis Khan should satisfy the simulation nut with great graphics and quality action.**

players off the terminal.

*Genghis Khan* functions extremely well as a multi-player game, with rapid-turn resolution and minimal dead time between turns. Whenever it's

impossible to get four human players together, the artificial intelligence of the computer opponents is quite intricate and challenging and can be increased via a difficulty level setting.

*Genghis Khan* is an outstanding simulation that transcends normal genre boundaries to provide players with something truly unique for their libraries. The graphics are stunning, play is fast-paced and exciting and



the detailed interaction means that no two games are alike. This product will seem as fresh the 100th time played as it does when first booted. Koei has continued to improve an already impressive gaming environment with this release.

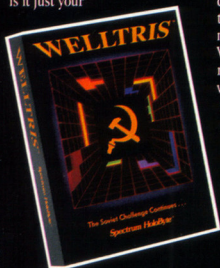
—H. E. Dille

Koei Corporation, One Bay Plaza,  
1350 Bayshore Hwy.,  
Burlingame, CA 94010; (415) 348-0200.

## ANOTHER SOVIET CHALLENGE OF NEW DIMENSIONS - WELLTRIS

Step into another dimension!  
Is this pit of falling WELLTRIS™  
pieces really drawing you  
down into its very depths or  
is it just your

imagination? In this latest  
Soviet mind teaser Alexey  
Pajitnov, the designer of  
the award-winning TETRIS™  
challenge, transports us into  
the next dimension. There's a  
new angle at every turn.  
WELLTRIS pieces can be  
rotated within each wall, as  
well as around the four outer  
walls while falling deeper  
into the pit. With three  
difficulty levels containing  
five speeds each, few will  
be able to master the  
challenge. There is no  
escape—if TETRIS didn't  
get you, WELLTRIS will!



### *Spectrum HoloByte™*

A Division of SPHERE, INC.  
2061 Challenger Drive Alameda, CA 94501 (415) 522-0107

**WARNING:** Publisher cannot be held responsible for  
addictive tendencies developing in WELLTRIS players.

Available on IBM, Macintosh, and Amiga.

Copyright © 1989 Doka. All rights Reserved. Licensed to Bullet-Proof Software. Adaptation and modification made by SPHERE, Inc. by permission of BPS. Original concept and design by Alexey Pajitnov. TETRIS is a trademark of AcademySoft-ELORG. WELLTRIS is a trademark of Bullet-Proof Software. Spectrum HoloByte is a trademark of SPHERE, Inc. Other products are trademarks of their respective holders.

CIRCLE #167 ON READER SERVICE CARD.

# ADVERTISER INDEX

Advertiser	Page #	RSC#
Access	117, 119	149, 150
Acclaim	39-41, 82-83	118-120,137,138
American Sammy	11	106
Bandai	60	130
Beeshu	128-129	155
BRE Software	127	154
Broderbund	149	164
Cape Cod Connection	127	153
Capcom USA	27,29,31	113-115
CSG Imagesoft	103	144
Data East	113,151,BC	148,165,172
Doc's Hytech	138	159
Dynamix	13	107
FCI	145	162
Fun Co.	111	146
Game Kleen	112	147
HAL America	54-55	127,128
Hudson Soft	8-9	105
Jaleco	34-35	117
Kemco-Seika	21,23	110,111
Konami	IFC,4	101,103
LJN Toys	101	143
Lucasfilm	33	116
Mastertronic	63	131
Mattel	70-71	108
Mediagenic	45,47,49,51,53	122-126
MicroProse	93, 95, 97	139-141
Milton Bradley	7	104
NEC Home Electronics	3	102
New England Services	161	163
Omnitrend	133	157
Origin Systems	135,137	158,160
Play It Again	157	168
Readysoft	99	142
Sega	65-67	133
Sir-Tech Software	69	134
SNK	59	129
Spectrum Holobyte	155	167
Spinnaker	158	169
Strategic Simulations	37	—
Sunsoft	121	151
Supremacy	130	156
Taito	17	109
Taxan	42-43	121
Tengen	162-IBC	171
Three-Sixty Pacific	153	166
Titus	105	145
Vic Tokai	14-15	135,135
Video Replay	25	112
Wrestling Ring	139-142	161

(continued from page 52)

flavor. It's more involved with quests and subquests than *Zelda* and more linear. In *Zelda*, you didn't have to follow a specific path to the end. In *Scheherazade*, you must complete each section in order if you want to advance.

*The Magic of Scheherazade* is fun to play—not too difficult but satisfying. Some of the graphics are wonderful (especially the fire demon in Level 4) and overall, they are consistently good. The music and sounds are fine, and the player interface is very good. I found it pretty easy to cruise through, especially with the help that the detailed manual provides. However, the last encounter is a toughie. You'll need good strategy and good reflexes to win and save the world.

—Rusel DeMaria

Culture Brain U.S.A. Inc., 15315 N.E. 90th St.,  
Redmond, WA 98052; (206) 882-2339.

## MOVING?

To Keep Your Issues  
of

### VideoGames & Computer Entertainment

Coming Regularly,  
Don't Forget to Send a  
Change of Address to:

Video Games  
&  
Computer Entertainment  
P.O. Box 16927  
N. Hollywood, CA 91615  
818-760-8983

Modem owners! VG&CE can be reached online with comments and hints. We'd be happy to hear from you. Electronic Mail can be sent to us on the following systems:

CompuServe: 70007,3554

Genie: VIDGAME

DELPHI: ANALOG2

MCI Mail: VIDGAMES

If you'd like more information on how these systems operate and how to sign up, give them a call and tell them VideoGames & Computer Entertainment Magazine sent you!

CompuServe: 1-800-848-8990

Genie: 1-800-638-9636

DELPHI: 1-800-544-4005

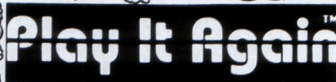
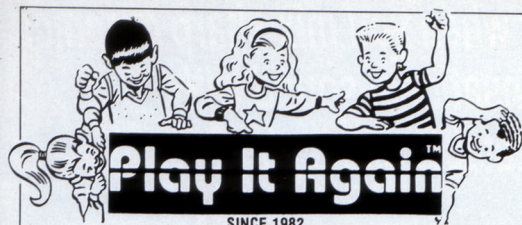
MCI Mail: 1-800-444-6245

AS SEEN ON CHANNEL 7 EYEWITNESS NEWS. AS HEARD ON 1010 WINS RADIO INFLATION FIGHTER. AS SEEN IN THE NEW YORK TIMES, BILLBOARD MAGAZINE. ELECTRONIC GAMES MAGAZINE AND AUGUST 1989 VIDEO LIFE MAGAZINE.

# CALL 1-900-990-3000 FOR CURRENT BUY/SELL PRICE LIST

This Call Will Cost \$2.00 And You Will Receive a \$2.00 Discount  
If You Buy or \$2.00 Bonus If You Sell!

## NINTENDO FEVER... CATCH IT HERE!



At PLAY IT AGAIN, we have been buying and selling used Video Game Cartridges by mail order since 1982 (originally as Forest Hills Video Game Cartridges Inc.). We know that usually in 30 days or less you become too good at or bored with an individual game. You can sell us your Nintendo, Sega, and Atari 2600 cartridges you don't play anymore. We will send payment within 7 to 10 days except of your cartridges. We offer a one-year warranty on all used Nintendo, Sega, and Atari cartridges. We also sell accessories for all three game systems. We will ship your order within 30 days (40 days if you order a **Bold Face** title). If we are unable to completely fill your order we will refund your money and send you a 10% discount coupon good for 1 years on all the products we sell. If you love to play video games then we'll love us. For complete current price list-check list for over 500 titles, send (3) three 25¢ stamps to: PLAY IT AGAIN, P.O. Box 6718, Dept. List, Flushing, NY 11365. For lifetime club membership which includes FREE PLAY IT AGAIN T-SHIRT, 12 bi-monthly price lists, 5% discount on all purchases. We pay members 10% above the quoted prices when they sell cartridges, unadvertised specials for members only, send \$30.00 to Dept. ESN. State T-shirt sizes S, M, L, XL.

You may order any Nintendo title NEW for \$15.00 above the Used selling price. Mtg. warranty only.

WE SELL BUY USED	WE SELL BUY USED	WE SELL BUY USED	WE SELL BUY USED
10 YARD FIGHT	\$19.95 \$3.00	FREEDOM FORCE	24.95 12.00
1942	19.95 8.00	FRODIT THE 13TH	28.95 15.00
1943	22.95 10.00	GALAGA	24.95 12.00
ADVENTURE ISLAND	24.95 12.00	GAUNTLET	19.95 8.00
ADV. OF BAYOU BILLY	28.95 15.00	GHOSTBUSTERS	28.95 15.00
ADV. OF DINO DICK	28.95 15.00	GHOSTS 'N Goblins	19.95 8.00
ADV. OF TOM SAWYER	28.95 15.00	GOZILLA	28.95 15.00
ADVENTURES OF LINK	33.95 15.00	GOLEF	19.95 5.00
ADVENTURES OF LOLO	33.95 15.00	GOLOS II	24.95 12.00
AIR FORTRESS	28.95 15.00	IGONIES II	22.95 10.00
AIRWOLF	28.95 15.00	IGUTCHA	19.95 5.00
ALPHA MISSION	19.95 8.00	IGORIOUS	28.95 15.00
AMAGON	24.95 12.00	IGUARDIAN LEGEND	28.95 15.00
ANTICIPATION	24.95 12.00	IGUARDIAN II WARS	28.95 15.00
ARKANOID/CONTROLS	59.95 30.00	IGUMSHOE	19.95 8.00
ATHENA	22.95 10.00	IGUNSMOKE	24.95 12.00
ATLANTA BOOMER	24.95 12.00	IGYRUS	24.95 12.00
BACK TO THE FUTURE	28.95 15.00	HOOPS	28.95 15.00
BAD DUES	28.95 15.00	HOPE	28.95 15.00
BALLOON FIGHT	19.95 8.00	HOPE II	19.95 8.00
BASEBALL STARS	28.95 15.00	ICE HOCKEY	19.95 5.00
BASES LOADED	19.95 3.00	IKARI WARRIORS	24.95 8.00
BATTLE	28.95 15.00	IKARI WARRIORS II	24.95 8.00
BIONIC COMMANDOS	24.95 12.00	IMPOSSIBLE MISSION 2	24.95 12.00
BLASTER MAN	24.95 12.00	INDIANA JONES	28.95 15.00
BOMBER MAN	28.95 15.00	IRON TANK	24.95 12.00
BREATHUR	24.95 12.00	JACKA	24.95 8.00
BUBBLE BOBBLE	24.95 12.00	JAWS	22.95 10.00
BUGS BOON	28.95 15.00	JEDGARPY	28.95 15.00
BUMP N JUMP	24.95 10.00	JEDGARPY JR.	33.95 20.00
BURGER TIME	19.95 8.00	JORDAN VS. BIRD	33.95 20.00
CALIFORNIA GAMES	28.95 15.00	JURASSIC PARK	19.95 5.00
CAPTAIN COMBAT	24.95 10.00	KARATE KID	24.95 8.00
CASTLEQUEST	28.95 15.00	KARAOKE	19.95 12.00
CASTLEVIEW	28.95 15.00	IKARI IGARUS	28.95 15.00
CHERRY CHEER	24.95 12.00	KARAOKE NINJA	22.95 10.00
CHICK CONNECTION	24.95 12.00	KUNG FU	19.95 3.00
CLU CLU LAND	19.95 8.00	KUNG FU HEROES	28.95 15.00
COBRA COMMAND	28.95 15.00	LEGACY OF WIZARD	24.95 12.00
COBRA TRIANGLE	28.95 15.00	LEGEND OF KAGE	19.95 8.00
COMMANDO	19.95 5.00	LEGEND OF ZELDA	22.95 10.00
CONIC CAPER	24.95 10.00	LEGENDARY WINGS	24.95 12.00
CONTRA	24.95 12.00	LIFE FORCE	24.95 12.00
CONTRACT MILES	28.95 15.00	LIMBUS	22.95 10.00
CYCLE SHOOTING	28.95 15.00	LUNAR POOL	19.95 8.00
DEADLY TOWERS	28.95 8.00	MACH ROVER	19.95 5.00
DEFENDER OF THE CROWN	33.95 20.00	MARMAH	28.95 15.00
DEFENDER II	28.95 15.00	MAJOR LEAGUE BASEBALL	24.95 8.00
DESSERT COMMANDO	28.95 15.00	MARSHLAND	28.95 15.00
DETH JAVY & MR HYDE	28.95 15.00	MARBLE MADNESS	28.95 15.00
DR. CHOKY	28.95 15.00	MARIO BROS.	29.95 15.00
DONKEY KONG	24.95 10.00	MARVEL'S X-MEN	28.95 15.00
DONKEY KONG CLASSICS	24.95 10.00	MEGANAM	29.95 15.00
DONKEY KONG J	24.95 10.00	MEGANAM 2	24.95 8.00
DONKEY KONG J R	24.95 10.00	METAL GEAR	24.95 8.00
DONKEY KONG JR. MATH	24.95 10.00	METROID	24.95 10.00
DOUBLE DRAGON	33.95 20.00	METROID II	24.95 12.00
DOUBLE DRIBBLE	24.95 12.00	METRO MUSECADE	19.95 8.00
DRAGON POTION	24.95 12.00	MILLIPED	24.95 12.00
DRAGON WARRIOR	33.95 20.00	MIRACLES SECRET CASTLE	28.95 15.00
DUCKTALES	28.95 15.00	MONSTER PARTY	29.95 15.00
ELEVATOR ACTION	19.95 8.00	MURDER 2	19.95 8.00
ELWAY'S QUARTERBACK	28.95 15.00	MYSTERY QUEST	28.95 15.00
EXCITE BIKE	19.95 3.00	NAT'L FOOTBALL LEAGUE	28.95 15.00
FANATAK	28.95 15.00	NASCAR RACING SYSTEM	34.95 15.00
FIGHTING FOL	28.95 15.00	NINJA GIARDEN	33.95 20.00
FIST OF NORTH STAR	28.95 15.00	NINJA GIARDEN II	19.95 8.00
FLYING DRAGON I	28.95 15.00	NINJA GIARDEN AMBITION	33.95 20.00
LOTHELLO	24.95 8.00	ORPHEUS WOLF	24.95 8.00
PACKMAN	24.95 8.00	PACKMAN	24.95 8.00
PAFFERS	28.95 15.00	PEBBLE BEACH	22.95 10.00
PIZZA BOY	28.95 15.00	PIRADIKUS	28.95 15.00
PINBALL	28.95 15.00	PLATOON	28.95 15.00
PREDATOR	28.95 15.00	PRO AM RACING	19.95 8.00
PRISONER OF WAR	28.95 15.00	PRO WRESTLING	19.95 8.00
PUNCH OUT	24.95 8.00	RAMPAGE	22.95 10.00
RIBB BASEBALL	24.95 8.00	RAMPAGE 2	24.95 12.00
RICKI ATTACK	24.95 12.00	RAMPAGE 3	24.95 12.00
RIDER RACER (D)	24.95 12.00	RAMPAGE 4	24.95 12.00
RIDIN' ON BUNGLING BAY	19.95 8.00	RAMPAGE 5	24.95 12.00
RAMBO	19.95 5.00	RAMPAGE 6	24.95 12.00
RAMPAGE 7	24.95 8.00	RAMPAGE 8	24.95 12.00
RENEGADE	28.95 15.00	RAMPAGE 9	24.95 12.00
RING KING	24.95 8.00	RAMPAGE 10	24.95 12.00
RIPPER WARRIOR	33.95 20.00	RAMPAGE 11	24.95 12.00
ROGER RABBIT	33.95 20.00	RAMPAGE 12	24.95 12.00
ROLLING THUNDER	28.95 15.00	RAMPAGE 13	24.95 12.00
RUSH N ATTACK	28.95 15.00	RAMPAGE 14	24.95 12.00
RYGAR	19.95 5.00	RAMPAGE 15	24.95 12.00
SECTION Z	28.95 15.00	RAMPAGE 16	24.95 12.00
SECIROSS	28.95 15.00	RAMPAGE 17	24.95 12.00
SEGA ST. ARCADE	22.95 10.00	RAMPAGE 18	24.95 12.00
SEGA ST. 123	22.95 10.00	RAMPAGE 19	24.95 12.00
SEGA POCKET	29.95 15.00	RAMPAGE 20	24.95 12.00
SEGA ST. QUEST	28.95 15.00	RAMPAGE 21	24.95 12.00
SHAKE OR DIE	28.95 15.00	RAMPAGE 22	24.95 12.00
SHIKYU	19.95 8.00	RAMPAGE 23	24.95 12.00
SILALCOM	19.95 8.00	RAMPAGE 24	24.95 12.00
SOCCER	19.95 8.00	RAMPAGE 25	24.95 12.00
SOLAR KEY	29.95 15.00	RAMPAGE 26	24.95 12.00
SPELUNKER	19.95 8.00	RAMPAGE 27	24.95 12.00
SPY HUNTER	19.95 8.00	RAMPAGE 28	24.95 12.00
SPY VS. SPY 1	24.95 10.00	RAMPAGE 29	24.95 12.00
STARBUCK	19.95 8.00	RAMPAGE 30	24.95 12.00
STAR FORCE	28.95 15.00	RAMPAGE 31	24.95 12.00
STAR SOLDIER	28.95 15.00	RAMPAGE 32	24.95 12.00
STAR VOYAGER	19.95 5.00	RAMPAGE 33	24.95 12.00
STAR WARRIOR	28.95 15.00	RAMPAGE 34	24.95 12.00
STRIDER	28.95 15.00	RAMPAGE 35	24.95 12.00
SUPER DODGE BALL	28.95 15.00	RAMPAGE 36	24.95 12.00
SUPER SPIRIT	28.95 15.00	RAMPAGE 37	24.95 12.00
SUPER MARIO BROS.	16.95 3.00	RAMPAGE 38	24.95 12.00
SUPER MARIO BROS. 2	29.95 15.00	RAMPAGE 39	24.95 12.00
SUPERMAN	28.95 15.00	RAMPAGE 40	24.95 12.00
SUPER PITFALL	29.95 15.00	RAMPAGE 41	24.95 12.00
SURF SURF DESIGN	24.95 10.00	RAMPAGE 42	24.95 12.00
TABOO	28.95 15.00	RAMPAGE 43	24.95 12.00
TACOMA WRESTLING	28.95 15.00	RAMPAGE 44	24.95 12.00
TECMO BATTLE	28.95 15.00	RAMPAGE 45	24.95 12.00
TECMO BOWL	28.95 15.00	RAMPAGE 46	24.95 12.00
TECNO MUTANT NINJA	39.95 20.00	RAMPAGE 47	24.95 12.00
TEENAGE MUTANT NINJA	39.95 20.00	RAMPAGE 48	24.95 12.00
TEENAGE MUTANT NINJA 2	39.95 20.00	RAMPAGE 49	24.95 12.00
TEENAGE MUTANT NINJA 3	39.95 20.00	RAMPAGE 50	24.95 12.00

### NINTENDO COMING SOON

PLEASE LIST ALTERNATES

WE SELL BUY USED	WE SELL BUY USED
ADAM'S PROPHECY	28.95 15.00
ADAM STREET WARRIOR	28.95 15.00
BATTLEFIELD NAPOLION	28.95 15.00
BATTLEFIELD 2	28.95 15.00
CARNACISTA	28.95 15.00
CRABON NINJA	28.95 15.00
CRABON CITY	28.95 15.00
CRABON PRIZ	28.95 15.00
HELLWOOD SQUARE	28.95 15.00
HOLEY HANDEL	33.95 20.00
KUNG FU II	28.95 15.00
KUNG FU HEROES	28.95 15.00
KUNG FU HEROES 2	28.95 15.00
MISSION EX	28.95 15.00
MISSION EX II	28.95 15.00
NIGHTMARE ON ELM ST.	33.95 20.00
ROAD RUNNER	28.95 15.00
ROAD RUNNER 2	28.95 15.00
ROAD RUNNER 3	28.95 15.00
ROAD RUNNER 4	28.95 15.00
ROAD RUNNER 5	28.95 15.00
ROAD RUNNER 6	28.95 15.00
ROAD RUNNER 7	28.95 15.00
ROAD RUNNER 8	28.95 15.00
ROAD RUNNER 9	28.95 15.00
ROAD RUNNER 10	28.95 15.00
ROAD RUNNER 11	28.95 15.00
ROAD RUNNER 12	28.95 15.00
ROAD RUNNER 13	28.95 15.00
ROAD RUNNER 14	28.95 15.00
ROAD RUNNER 15	28.95 15.00
ROAD RUNNER 16	28.95 15.00
ROAD RUNNER 17	28.95 15.00
ROAD RUNNER 18	28.95 15.00
ROAD RUNNER 19	28.95 15.00
ROAD RUNNER 20	28.95 15.00
ROAD RUNNER 21	28.95 15.00
ROAD RUNNER 22	28.95 15.00
ROAD RUNNER 23	28.95 15.00
ROAD RUNNER 24	28.95 15.00
ROAD RUNNER 25	28.95 15.00
ROAD RUNNER 26	28.95 15.00
ROAD RUNNER 27	28.95 15.00
ROAD RUNNER 28	28.95 15.00
ROAD RUNNER 29	28.95 15.00
ROAD RUNNER 30	28.95 15.00
ROAD RUNNER 31	28.95 15.00
ROAD RUNNER 32	28.95 15.00
ROAD RUNNER 33	28.95 15.00
ROAD RUNNER 34	28.95 15.00
ROAD RUNNER 35	28.95 15.00
ROAD RUNNER 36	28.95 15.00
ROAD RUNNER 37	28.95 15.00
ROAD RUNNER 38	28.95 15.00
ROAD RUNNER 39	28.95 15.00
ROAD RUNNER 40	28.95 15.00
ROAD RUNNER 41	28.95 15.00
ROAD RUNNER 42	28.95 15.00
ROAD RUNNER 43	28.95 15.00
ROAD RUNNER 44	28.95 15.00
ROAD RUNNER 45	28.95 15.00
ROAD RUNNER 46	28.95 15.00
ROAD RUNNER 47	28.95 15.00
ROAD RUNNER 48	28.95 15.00
ROAD RUNNER 49	28.95 15.00
ROAD RUNNER 50	28.95 15.00

\* HOMEWORK FIRST 28.95 N/A

**ORDERING INSTRUCTIONS:** All orders and memberships of PLAY IT AGAIN TO P.O. Box 6718, Flushing, NY 11365. **MINIMUM ORDER: \$10.00 PLEASE PRINT CLEARLY.** U.S. funds only. **NO FOREIGN ORDERS.** In Canada only write to: Microplay Video Games, 200 Bank St., Ottawa, ONT K2P 1W8. Add \$3.50 for shipping and handling on each order. \$8.50 for Alaska, Hawaii and Puerto Rico. We will not ship to P.O. Box No.; street address only. We do not accept credit cards. New York residents must add appropriate sales tax. Personal checks will delay shipment up to three weeks. All U.S. shipping by United Parcel Service. If you order three or more Nintendo cartridges in one order and list alternates for each we will pay the shipping (U.S. only) to refuse any order. If you used Nintendo cartridges are sold with a one year warranty on all used Nintendo cartridges (invisable to the eye) numbered code on all cartridges sold. If the cartridge case or chip is tampered with, damaged or abused, warranty will not be honored. Order with confidence. **Bold Face cartridges coming soon.**

**SHIPPING INSTRUCTIONS:** Send to PLAY IT AGAIN Dept. 1B 67-258 186 Lane, Flushing, N.Y. 11365. **Please Print Clearly.** Wrap cartridges securely. You send (5) five or more Nintendo cartridges at a time we will add \$2.00 to the total due amount. Please ship by U.P.S. We will deduct \$1.00 for each missing instruction booklet. 50 cents for missing price for Nintendo cartridges and \$2.00 for missing 3-D glasses. \$3.00 will be deducted for any cartridge we have to ship back to you. If your package is not received by Feb. 28, 1990, we will pay you using price list #16 effective Mar. 1, 1990. We pay \$1.00 for broken Nintendo cartridges.

We are not related to or endorse by any of the manufacturers of the products contained in this list. We reserve the right to refuse any purchase or sale. Price subject to change without notice. Not responsible for typos/arithmetical errors. All items subject to availability. © PLAY IT AGAIN 1989 All Rights Reserved.

**Q. What do you get when you mix sharp graphics  
and sensational sound with  
unbeatable game play?**



**A. Addicted.**

**The hit arcade games from Europe, now available in the U.S.!**

**QUADRALIEN.** The mission: Find and destroy the evil Quadraliens who have infested Cybernetic Power Station ASTRA and bring the reactor back under control. Work your way through ASTRA's nineteen chambers with only six droids (each with its own unique feature) to find and destroy the Quadralien Mother Creature. You'll need ingenuity - as well as lasers! - to fight through the aliens and maze-like corridors of ASTRA. Strategic thinking, a puzzle-solving mind, and a quick trigger-finger are all required, so take your time and plan your moves. But you'd better hurry - the temperature's rising toward a meltdown of cosmic proportions!



**STARGOOSE.** The equipment: The new top secret fighter, codename STARGOOSE, packed to the hilt with every weapon imaginable. The assignment: Steal the power crystals from the eight cities on the planet NOM. But watch out! The rolling landscape is covered with machine gun nests, laser pill boxes, automatic rocket launchers, and pre-programmed robot attack vehicles. Fuel and ammo will go like crazy, so be ready to steal more from the storage tunnels under the cities. Absorb yourself in spectacular 3D graphics, as you climb, dive, dodge and twist your way along the alien landscape. The aliens await your attack. Come back with the jewels or don't come back at all!



IBM - \$39.95 Amiga & Atari ST - \$29.95

Available from fine software dealers or call 1-800/826-0706

ACE magazine

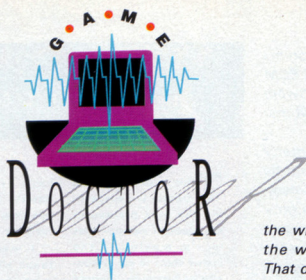
New From

**SPINYAKER**

ST Action

*"...very absorbing game  
play...sharp graphics,  
great background  
music..."*

*"...stik presents  
unbeatable  
game play...will  
undoubtedly be the  
Goose that laid the  
golden egg..."*



## The Old Doc Gets Philosophical

by  
the Game Doctor

There are some big changes coming in the Doc's life, and we'll get to them a little later, but first, some questions and controversy. Our first letter is representative of a small but vocal minority who seem to think that when one purchases a computer- or video-game system, one enlists in an army, the purpose of which is to exalt itself and the system it represents. Like most soldiers, members of this army know only two strategies: attack, attack, attack; or defend, defend, defend.

Despite the first letter writer's hostile and abusive tone, he raises some points that should be addressed. Because of the number of points, I will break with my usual practice and interject responses throughout the letter.

### question

I was very depressed to hear your degrading remarks [about] the Atari ST. [Your comment that] the ST doesn't have a sound chip that meets C-64 standards, well, that's a bunch of bull. The ST will blow away the IBM at sound. Are you saying the C-64 has better sound than an IBM? [Yes, I think the C-64 has better sound than an IBM, but that's beside the point, isn't it? The advantage the IBM has—despite its terrible built-in sound system—is its ability to add on-sound boards as peripherals, like the Ad Lib, Roland and Covox systems.]

Have you ever used an ST? [I certainly have. I love my ST. It sits right in my office next to my Mac, C-128 and Epson PC clone. And would you believe it? They get along just great!]

[Regarding the IBM], I would like to know who would buy a \$1,000

machine to play games on and that's it? [Well, since computers are not supposed to be elaborate game machines, but rather multipurpose business and entertainment tools, that's also beside the point. Frankly, I don't know many ST users who don't use their computers for everything from word processing to telecommunications. Game playing is simply one dimension of the computer universe—even if it is the most important dimension for many of us.]

The real fact is you guys don't know how to tell the truth or you get [your] facts mixed up! I won't buy this magazine again!

PS: I forgot, I will look [at] the magazine again to see if you print this, but it will be a waste of my money, because I don't expect you to print it.

—Kenneth Gerard  
Westland, Michigan

### answer

It's tough to convince someone you're being honest and objective when they don't believe you are, but look at it this way, Ken: What would my motivation be? I like the ST; I wish it had been an enormous success in the U.S., but it wasn't, and all

the wishing and all the acrimony in the world won't change that fact. That doesn't mean you should dump your ST; you should keep buying new software and enjoying it. But why this compulsive need to attack other systems and any messengers who report news you'd rather not hear? C'mon, Ken, let's play nice, okay? We're all in this gaming hobby together.

### question

Technically, what is the best video game entertainment system, NES or SMS? On the back of all Sega 8-bit systems, they list the unit's numerical statistics. What are Nintendo's?

—Edgar B. Schodde  
Pittsburgh, Pennsylvania

### answer

For non-Sega owners, the numbers Edgar refers to are as follows: 128K ROM, 64K RAM, 128K video RAM, 64 colors, 256 x 192 resolution and three four-octave sound generators with one white noise. Characters are 8 x 8 pixels, with a maximum of 448; sprites are 8 x 8, with a maximum of 256.

Nintendo does not make its technical specs available, and the developers we spoke to were reluctant to share that information for publication. You can draw your own conclusions from that.

However, let me share a story with you that may help point out how deceptive such specs can be in terms of evaluating system potential. I had the occasion to discover the world of RAM and ROM when I was a mere Game Intern, spending my evenings gutting Atari 2600s and Intellivisions to see what made them beep. I soon

learned that these primitive systems were designed to handle 2 to 4K ROM cartridges and had special software tricks like bank switching to vault that number as high as 8K.

Well, let me tell you, I was pretty darned impressed by what could be done with a couple of kilobits of memory. I then learned that the mighty Apple II+ computer routinely handled 48K of memory. 48K! Games on the Apple, I therefore reasoned, would offer a minimum of six times the sound, graphics and game play of the video-game systems!

Needless to say, my disappointment with the Apple II+ as a game system was profound indeed. For all its vaunted memory capacity, other limitations (a lack of sprites, most notably) dictated that it was several years before the typical Apple II game came anywhere close to the sound and graphic standards set by the humble 2 to 4K game machines.

The point is, a game system can only be truly judged by one thing: its games. Most users familiar with both systems acknowledge that the Sega has superior graphic and animation capabilities; but though the two systems are comparably priced and appeared in the marketplace at approximately the same time, the NES has outsold the SMS by a factor of at least 12 to 1. The reason? The NES has more games (through itself and third-party publishers), reflecting a wider range of genres and styles than the SMS, which has stressed arcade action to the near exclusion of other game types.

So, which system has the games you most enjoy playing? This remains the surest method of determining which system is the best system—for you.

The only numbers that really mean anything in a video or computer game are the CPU's bits and the overall game's bits (or, in this day and age, megabits), which leads us to our next question.

#### question

I have read several references in your magazine to "third-party software" and gather that it refers to soft-



## SPECIAL NOTE

**T**he old Game Doctor is approaching the next plateau in his medical career—that is, I'm moving to the sunny West to sip lemonade at poolside, instead of peering down the cartridge slots of crusty old 2600s. Yes, I'm giving up my "live" practice to take things easy and concentrate all my efforts on this column and collecting a nice tan. So, while I can already hear my patients' wails of anguish over this, you readers will find I now

have even more time to devote to the ceaseless business of providing "A's" for your "Q's".

I want to personally thank all of you who have sent in questions—our office received almost 100 queries last week alone! Of course, this incredible volume of mail dictates that each and every question can't be answered. Remember, this column does not give specific game tips and hints—that job is handled quite well by people like Andy Eddy and Frank Tetro in strategy fea-

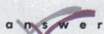
tures elsewhere in *VG&C*. But if you have a question about game hardware or software, write it up as succinctly as possible and the best, most representative of them will be answered right here!

Send all future questions, comments, game tokens and gambling chips to my new address: The Game Doctor, 330 S. Decatur, Suite 152, Las Vegas, Nevada 89107. The odds are very good that you'll get an answer.

ware produced by a publisher other than the hardware manufacturer. Software produced by the hardware manufacturer, therefore, must be "first-party software," right? So what the heck is "second-party software"?

—Adam Aiello

Stonybrook, New York



Darn good question, Adam. Would you believe that in the almost ten years that I've been scribing this column, you are only the second person (or party) to ever ask?

The answer: Second-party software is that which is created by you, the user. The hardware manufacturer is, as you surmised, the first party and other publishers are third party. Obviously, there is very little second-party software on video-game systems, as there is no input device, such as a keyboard, with which to program the system. This term is used mostly in the computer universe.

V-Maxed Out—Okay, gang, I want you to know the Game Doctor can be relentless in the pursuit of truth; a veritable

bulldog when aroused. A couple of issues back, I sunk my teeth into a problem posed by James and Rhea Meurer of Saugus, California, who could not run any programs on their C-64 that used the V-Max fast-loading system. True, my advice to them up to this point has been totally useless, but that has not deterred me! I have slugged ever onward toward the silver-white light of illumination and, finally, I think I have an answer. The downside is that I'm afraid it won't be of any more use to you than my previous attempts.

According to Activision's technical support people, some of the newer series 1541 disk drives for the C-64 are incompatible with the V-Max fast loader. Specifically, the ROM-Sys mixes badly with V-Max because, in Activision's case, the copy protection is included in the fast-load program. In any case, they had no solution other than to suggest a different model drive. Sorry this took so long, folks, and I'm even sorer the news isn't good, but at least you finally got an answer.

Before you trade in your disk drives, however, make sure there are no cartridges or peripherals (printer, modem, etc.) attached to the computer during loading, since they can also interfere with the process.



**TO ORDER ANY NINTENDO, SEGA OR ATARI GAMES OR ACCESSORIES IN THIS MAGAZINE OR BELOW DIAL 1-800-TO-CLUB** If that's busy DIAL 1-203-388-6366 for faster service  
**JOIN THE ULTIMATE GAME CLUB & HAVE THE POWER TO ORDER ANY VIDEO GAME OR ACCESSORY WITH ONE PHONE CALL! HURRY SUPPLIES ARE LIMITED!**

Just ✓ the box of the stuff you want & mail this form in today for fast delivery with your check or money order. Remember MEMBERS ONLY GET THE CLUB PRICE. If you're not a member you must pay list price. Call us to order any Nintendo, Sega or Atari game ever made or in the future.

**NINTENDO GAMES AVAILABLE NOW**

TITLE	WE USED	WE SELL	WE NEW	TITLE	WE USED	WE SELL	WE NEW
10 Ward Mini	11.00	17.00	11.00	Legend of Kage	15.00	25.00	15.00
1942	8.00	11.00	8.00	Lunar Pool	15.00	25.00	15.00
2001	10.00	18.00	10.00	Mach Rider	15.00	25.00	15.00
200 Degrees	17.50	34.00	17.50	Major League Baseball	5.00	24.00	5.00
2 Bays	17.50	34.00	17.50	Mario Party	10.00	34.00	10.00
2 Bays Runner	17.50	34.00	17.50	Marble Madness	10.00	32.00	10.00
Adv. of Dino King	17.50	34.00	17.50	Marble Madness	10.00	32.00	10.00
Adventure Island	12.50	28.00	12.50	Marvel's X Men	17.50	34.00	17.50
Adventure Link	12.50	28.00	12.50	Master of Darkness	17.50	34.00	17.50
Adv. of Link	10.00	29.00	10.00	Meagan II	20.00	34.00	20.00
Adv. of Bayou Billy	17.50	34.00	17.50	Metal Gear	10.00	29.00	10.00
Alchemist	12.50	34.00	12.50	Metroid	10.00	22.00	10.00
Air Fortress	17.50	34.00	17.50	Mickey Mousecapade	8.00	22.00	8.00
Alion	12.50	34.00	12.50	Mighty Bomb Jack	15.00	29.00	15.00
Alion Syndrome	18.00	34.00	18.00	Mike Tyson's Punchout	8.00	24.00	8.00
Alion 2	24.00	34.00	24.00	Mirrored Edge	10.00	24.00	10.00
Allegion	12.50	29.00	12.50	Milton's Secret Castle	10.00	32.00	10.00
Allegion 2	12.50	29.00	12.50	Mirrored Edge	10.00	24.00	10.00
Allegion w/control	20.00	49.00	20.00	Muscle	10.00	19.00	29.00
Amekand w/control	20.00	49.00	20.00	Mystery Quest	15.00	36.00	15.00
Amnesia	30.00	49.00	30.00	NEO Cortex	12.50	29.00	12.50
Amnesia 2	30.00	49.00	30.00	NEO Cortex 2	12.50	29.00	12.50
Amnesia 3	30.00	49.00	30.00	NEO Cortex 3	12.50	29.00	12.50
Amnesia 4	30.00	49.00	30.00	Nobun's Ambition	20.00	39.00	20.00
Amnesia 5	30.00	49.00	30.00	Northstar Wolf	17.50	34.00	17.50
Amnesia 6	30.00	49.00	30.00	Orbello	6.00	19.00	29.00
Amnesia 7	30.00	49.00	30.00	Orbello 2	6.00	19.00	29.00
Amnesia 8	30.00	49.00	30.00	Orbello 3	6.00	19.00	29.00
Amnesia 9	30.00	49.00	30.00	Orbello 4	6.00	19.00	29.00
Amnesia 10	30.00	49.00	30.00	Orbello 5	6.00	19.00	29.00
Amnesia 11	30.00	49.00	30.00	Orbello 6	6.00	19.00	29.00
Amnesia 12	30.00	49.00	30.00	Orbello 7	6.00	19.00	29.00
Amnesia 13	30.00	49.00	30.00	Orbello 8	6.00	19.00	29.00
Amnesia 14	30.00	49.00	30.00	Orbello 9	6.00	19.00	29.00
Amnesia 15	30.00	49.00	30.00	Orbello 10	6.00	19.00	29.00
Amnesia 16	30.00	49.00	30.00	Orbello 11	6.00	19.00	29.00
Amnesia 17	30.00	49.00	30.00	Orbello 12	6.00	19.00	29.00
Amnesia 18	30.00	49.00	30.00	Orbello 13	6.00	19.00	29.00
Amnesia 19	30.00	49.00	30.00	Orbello 14	6.00	19.00	29.00
Amnesia 20	30.00	49.00	30.00	Orbello 15	6.00	19.00	29.00
Amnesia 21	30.00	49.00	30.00	Orbello 16	6.00	19.00	29.00
Amnesia 22	30.00	49.00	30.00	Orbello 17	6.00	19.00	29.00
Amnesia 23	30.00	49.00	30.00	Orbello 18	6.00	19.00	29.00
Amnesia 24	30.00	49.00	30.00	Orbello 19	6.00	19.00	29.00
Amnesia 25	30.00	49.00	30.00	Orbello 20	6.00	19.00	29.00
Amnesia 26	30.00	49.00	30.00	Orbello 21	6.00	19.00	29.00
Amnesia 27	30.00	49.00	30.00	Orbello 22	6.00	19.00	29.00
Amnesia 28	30.00	49.00	30.00	Orbello 23	6.00	19.00	29.00
Amnesia 29	30.00	49.00	30.00	Orbello 24	6.00	19.00	29.00
Amnesia 30	30.00	49.00	30.00	Orbello 25	6.00	19.00	29.00
Amnesia 31	30.00	49.00	30.00	Orbello 26	6.00	19.00	29.00
Amnesia 32	30.00	49.00	30.00	Orbello 27	6.00	19.00	29.00
Amnesia 33	30.00	49.00	30.00	Orbello 28	6.00	19.00	29.00
Amnesia 34	30.00	49.00	30.00	Orbello 29	6.00	19.00	29.00
Amnesia 35	30.00	49.00	30.00	Orbello 30	6.00	19.00	29.00
Amnesia 36	30.00	49.00	30.00	Orbello 31	6.00	19.00	29.00
Amnesia 37	30.00	49.00	30.00	Orbello 32	6.00	19.00	29.00
Amnesia 38	30.00	49.00	30.00	Orbello 33	6.00	19.00	29.00
Amnesia 39	30.00	49.00	30.00	Orbello 34	6.00	19.00	29.00
Amnesia 40	30.00	49.00	30.00	Orbello 35	6.00	19.00	29.00
Amnesia 41	30.00	49.00	30.00	Orbello 36	6.00	19.00	29.00
Amnesia 42	30.00	49.00	30.00	Orbello 37	6.00	19.00	29.00
Amnesia 43	30.00	49.00	30.00	Orbello 38	6.00	19.00	29.00
Amnesia 44	30.00	49.00	30.00	Orbello 39	6.00	19.00	29.00
Amnesia 45	30.00	49.00	30.00	Orbello 40	6.00	19.00	29.00
Amnesia 46	30.00	49.00	30.00	Orbello 41	6.00	19.00	29.00
Amnesia 47	30.00	49.00	30.00	Orbello 42	6.00	19.00	29.00
Amnesia 48	30.00	49.00	30.00	Orbello 43	6.00	19.00	29.00
Amnesia 49	30.00	49.00	30.00	Orbello 44	6.00	19.00	29.00
Amnesia 50	30.00	49.00	30.00	Orbello 45	6.00	19.00	29.00
Amnesia 51	30.00	49.00	30.00	Orbello 46	6.00	19.00	29.00
Amnesia 52	30.00	49.00	30.00	Orbello 47	6.00	19.00	29.00
Amnesia 53	30.00	49.00	30.00	Orbello 48	6.00	19.00	29.00
Amnesia 54	30.00	49.00	30.00	Orbello 49	6.00	19.00	29.00
Amnesia 55	30.00	49.00	30.00	Orbello 50	6.00	19.00	29.00
Amnesia 56	30.00	49.00	30.00	Orbello 51	6.00	19.00	29.00
Amnesia 57	30.00	49.00	30.00	Orbello 52	6.00	19.00	29.00
Amnesia 58	30.00	49.00	30.00	Orbello 53	6.00	19.00	29.00
Amnesia 59	30.00	49.00	30.00	Orbello 54	6.00	19.00	29.00
Amnesia 60	30.00	49.00	30.00	Orbello 55	6.00	19.00	29.00
Amnesia 61	30.00	49.00	30.00	Orbello 56	6.00	19.00	29.00
Amnesia 62	30.00	49.00	30.00	Orbello 57	6.00	19.00	29.00
Amnesia 63	30.00	49.00	30.00	Orbello 58	6.00	19.00	29.00
Amnesia 64	30.00	49.00	30.00	Orbello 59	6.00	19.00	29.00
Amnesia 65	30.00	49.00	30.00	Orbello 60	6.00	19.00	29.00
Amnesia 66	30.00	49.00	30.00	Orbello 61	6.00	19.00	29.00
Amnesia 67	30.00	49.00	30.00	Orbello 62	6.00	19.00	29.00
Amnesia 68	30.00	49.00	30.00	Orbello 63	6.00	19.00	29.00
Amnesia 69	30.00	49.00	30.00	Orbello 64	6.00	19.00	29.00
Amnesia 70	30.00	49.00	30.00	Orbello 65	6.00	19.00	29.00
Amnesia 71	30.00	49.00	30.00	Orbello 66	6.00	19.00	29.00
Amnesia 72	30.00	49.00	30.00	Orbello 67	6.00	19.00	29.00
Amnesia 73	30.00	49.00	30.00	Orbello 68	6.00	19.00	29.00
Amnesia 74	30.00	49.00	30.00	Orbello 69	6.00	19.00	29.00
Amnesia 75	30.00	49.00	30.00	Orbello 70	6.00	19.00	29.00
Amnesia 76	30.00	49.00	30.00	Orbello 71	6.00	19.00	29.00
Amnesia 77	30.00	49.00	30.00	Orbello 72	6.00	19.00	29.00
Amnesia 78	30.00	49.00	30.00	Orbello 73	6.00	19.00	29.00
Amnesia 79	30.00	49.00	30.00	Orbello 74	6.00	19.00	29.00
Amnesia 80	30.00	49.00	30.00	Orbello 75	6.00	19.00	29.00
Amnesia 81	30.00	49.00	30.00	Orbello 76	6.00	19.00	29.00
Amnesia 82	30.00	49.00	30.00	Orbello 77	6.00	19.00	29.00
Amnesia 83	30.00	49.00	30.00	Orbello 78	6.00	19.00	29.00
Amnesia 84	30.00	49.00	30.00	Orbello 79	6.00	19.00	29.00
Amnesia 85	30.00	49.00	30.00	Orbello 80	6.00	19.00	29.00
Amnesia 86	30.00	49.00	30.00	Orbello 81	6.00	19.00	29.00
Amnesia 87	30.00	49.00	30.00	Orbello 82	6.00	19.00	29.00
Amnesia 88	30.00	49.00	30.00	Orbello 83	6.00	19.00	29.00
Amnesia 89	30.00	49.00	30.00	Orbello 84	6.00	19.00	29.00
Amnesia 90	30.00	49.00	30.00	Orbello 85	6.00	19.00	29.00
Amnesia 91	30.00	49.00	30.00	Orbello 86	6.00	19.00	29.00
Amnesia 92	30.00	49.00	30.00	Orbello 87	6.00	19.00	29.00
Amnesia 93	30.00	49.00	30.00	Orbello 88	6.00	19.00	29.00
Amnesia 94	30.00	49.00	30.00	Orbello 89	6.00	19.00	29.00
Amnesia 95	30.00	49.00	30.00	Orbello 90	6.00	19.00	29.00
Amnesia 96	30.00	49.00	30.00	Orbello 91	6.00	19.00	29.00
Amnesia 97	30.00	49.00	30.00	Orbello 92	6.00	19.00	29.00
Amnesia 98	30.00	49.00	30.00	Orbello 93	6.00	19.00	29.00
Amnesia 99	30.00	49.00	30.00	Orbello 94	6.00	19.00	29.00
Amnesia 100	30.00	49.00	30.00	Orbello 95	6.00	19.00	29.00
Amnesia 101	30.00	49.00	30.00	Orbello 96	6.00	19.00	29.00
Amnesia 102	30.00	49.00	30.00	Orbello 97	6.00	19.00	29.00
Amnesia 103	30.00	49.00	30.00	Orbello 98	6.00	19.00	29.00
Amnesia 104	30.00	49.00	30.00	Orbello 99	6.00	19.00	29.00
Amnesia 105	30.00	49.00	30.00	Orbello 100	6.00	19.00	29.00
Amnesia 106	30.00	49.00	30.00	Orbello 101	6.00	19.00	29.00
Amnesia 107	30.00	49.00	30.00	Orbello 102	6.00	19.00	29.00

# IMAGINE THIS ARCADE HALL OF FAME...



## IN YOUR OWN HOME!

Take one look at the titles here and you'll recognize them as a dozen of the greatest arcade games ever. All-time favorites like *ROLLING THUNDER*, *AFTER BURNER*, *SUPER SPRINT*, *RBI BASEBALL* and *GAUNTLET*. Now they're ready for play on your Nintendo Entertainment System! Every Tengen game is a faithful conversion of the original arcade hit. You get all the heart-pounding action, the stunning graphics, the dynamite sound effects. Go with Tengen and you're playing with only proven blockbuster winners. Get Tengen games today and turn your home into an arcade hall of fame!



Tengen's products are designed and manufactured in the U.S.A. by Tengen. They are not designed, manufactured, sponsored, or endorsed by Nintendo.\*

# TENGEN

ARCADE HITS THAT HIT HOME

1623 Buckeye Dr., Milpitas, CA 95035 (408) 473-9400

ROLLING THUNDER: TM and ©1986, 1988 Namco; U.S. SUPER SPINNET © Atari Games; ©1989 Tengen, Inc.  
 AFTER BURNER, SHINOBU, ALIAS STENOGRAPHER: TM & ©1987, 1989 Sega Enterprises, Ltd. Manufactured under license from Sega Enterprises, Ltd. GAUNTLET © Atari Games; ©1988 Tengen, Inc. R.B.I. BASEBALL: TM Atari Games; ©1989 Tengen, Inc.; ©1986, 1987 Tengen, Ltd. INDICATOR: TM Atari Games; ©1986 Tengen, Inc. FIGHTERS: TM Atari Games; ©1982 Tengen, Inc. INDIANA JONES AND THE TEMPLE OF DOOM: TM Lucasfilm, Ltd. (L.F.L.) Used under license; ©1985, 1988 L.F.L. and Tengen. All rights reserved. ROAD RUNNER: TM & ©1989 Warner Bros. Inc. Used by Atari Games Corp. under license. All rights reserved. PAC-MAN: © and ©1982, 1984 Namco, Ltd. Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America, Inc.

CIRCLE #171 ON READER SERVICE CARD.

# ROBOCOP™

ORION

LICENSED BY

ocean

**THE FUTURE OF LAW ENFORCEMENT HAS ARRIVED.  
NOW FOR NINTENDO.**



Detroit has seen better days. A gang of ruthless hoods has overrun the city, and crime is out of control.

Attacks on the streets. Drug trafficking. Corruption and cop killing. It's so bad a private firm, Security Concepts, now runs the police department.

As RoboCop, your job is simple—clean up the city. Armed with a heavy-duty arsenal of weapons, including Robo's

Special Issue Auto-9, make your way past street thugs, the notorious Clarence Boddicker and the powerful ED-209 to your final battle with Dick Jones.

Serving the public trust, upholding the law, and protecting the innocent was never so challenging, never so dangerous, and never so much fun as this.

With great graphics and great game action, the future of law enforcement is *ROBOCOP*. On Nintendo. From Data East.

**DATA EAST**

Data East USA Inc., 470 Needles Drive, San Jose, CA 95112 (408) 286-7074